

DFOG - M Mech PvE G-Series Guide

Last updated:

Purpose::

To provide a general guide for G-Series use on M Mech -- for those who seriously want to use it despite recommendations not to for PvE (PvP is another story)

Overview:

Currently, most (practically all) robot summon skills do not take damage modifiers, which severely limits your equipment choices for playing this class -- however, the G-Series set of skills can make use of those damage modifiers, which allows you to open up your gearing options by a bit. After Infinite Patch -- all of your skills will take damage modifiers, so it will be recommended that you stick to standard/typical builds rather than follow guidelines listed here for a G-Series set-up.

Aside from being used as a DPS skill, G-Series can function as a "support" for your DPS by means of proc-ing equipment effects. This generally applies mostly for Savior weapons (that will apparently change later on, so it won't need G-Series).

In short -- there is no real reason to be utilizing the skill post Infinite Rework - however, in the current state of the game, using this skill will allow your character to have faster gear progress with less than ideal pieces of gear that would otherwise be unusable in the current state of the game.

M Mech and F Mech Differences:

- F Mech G-Series can be maintained through constant transformations, while M Mech G-Series can hold transformations until it needs to be re-summoned. M Mech G-Series base duration is extended with each level of G-1 Corona -- absolute max duration is estimated to be about 90 seconds long - current expected duration at max level is about 60~ seconds. F Mech's duration is fixed regardless of level, but her G-Series is cyclable at a MUCH earlier level than M Mech's.
- M Mech G-Series does not get transformation bonuses, but you can lock in stats/buff bonuses when you transform the skill to either G-2 Rolling Thunder or G-3 Raptor until the skill expires -- so long as you don't transform the skill after locking in buffs - In other words, you can summon G-2/3 and unequip everything aside from bonus damage equipment and procs and still deal the same damage as long as you don't transform the skill. F Mech's G-2/3 will also snapshot -- the duration is a bit too short though

- M Mech basically requires swaps for G-Series to become useful while F Mech doesn't (they are probably more trouble than they are worth as well). Basically, Raptor focused M Mech is like a pseudo Ranger/Spitfire hybrid (and I have been mistaken for both before while playing) though probably not in a good way [LOL]

Skill	Use Count	Total Damage	Average Damage	Share
1. G-3	2	177,858,062	88,929,032	91.1
2. Load Revolver Lv 1 Dungeon	2	6,395,959	3,197,979	3.3
3. Passive	2	4,508,046	2,254,023	2.3
4. Reduces the loading time of revolvers by 20%.	3	2,432,238	810,746	1.2
5. Detailed info.: (F4) Key Skill info. per type : (F7) Key	2	Intelligence 2,115,026 Spirit +1372	1,057,513	1.1
6. Atk. +594	1	Magical Atk 1,506,802	-	0.8
7. Basic Attack	1	Magical Def 356,643	-	0.2
8. Spd. +9.5%	1	Casting Spd. 7,387	7,387	0.0
9. Profession Lv.11 (1195 / 1195) Animator				
10. Skill in standby...				

Even the game thinks I'm a Ranger |lorz

- Other differences that should be pretty well known by now:
 - Corona:: M Mech's fires SLOWER by default, even with 3 piece Wasp to make it fire faster -- and is wayyy slower than F Mech's if she uses "Over the Limit"
 - Rolling Thunder:: M Mech's lacks F Mech's Transformation capabilities to burst then change instantly -- which is the most effective use of the skill for DPS
 - Raptor:: M Mech's is a bit more durable due to TP (will apparently be turned into invincible in a later patch) -- however, when they are broken, they are not replaced with functioning Raptors that are on standby, like F Mech's are. M Mech's Raptors do not naturally multi-lock either, unlike F Mech's when you use her "Over the Limit" skill
 - Basically -- F Mech's G-Series is considerably stronger (and generally more useful) than M Mechs, in just about all aspects - which is why you will hear

people saying that if you want to use G-Series as a Mechanic, you make a Female Mech.

Keeping G-Series active:

- At level cap with 2nd awakening, it is possible to keep G-Series up at all times (minus the gap between when it expires and when you manage to recast the skill)
- To keep G-series up all the time in an efficient manner, HS-1 Friends is needed to reduce the CD time for G-Series (you wouldn't be skipping HS-1 Friends in the first place)
- HS-1 Friends at level 4 will require a Level 32 G-1 Corona in order to keep G-Series active at all times -- CD potions, CD equipment (eg. weapon choice) and higher leveled HS-1 Friends will reduce the level requirement of G-1 Corona (Estimated G-1 Corona level may be a little off due to CDR on your weapon)
- Older methods for keeping G-Series active [for under lvl 75]: (1) CD reduction potion -- expensive, though you would probably be using that anyway on more difficult maps like Anton anyway (2) CD reduction equipment from OV (primarily Tainted gear) -- this takes up equipment slots that could be used for something better, like fire elemental damage (3) Roll Conflict [Lv70 Epic Autogun] - which, to be honest... you probably wouldn't have at that level unless it is due to an event or if you are fairly well funded.
- It is not viable to keep G-Series active if you are under a certain level on M Mech - Lv 70 (Lvl 60? with contracts) minimum for not spamming CD potions (suffers considerable damage reduction from equip slot), lower levels will suffer from Mp potion consumption costs due to constant G-Series transformations, not to mention CD potion costs.

Primary Methods of use:

- 1) Utility -- Juggling or breaking items (or procs -- main use of the skill as a M Mech)
- 2) as primary dps -- (you'd really only go for this if you wound up with LoR or possibly Stormy SteamRoller along with some other gears, or really like G-Series on M Mech for some reason or another)
- 3) as secondary dps -- (probably not, unless you are willing to spend the time, effort, and gold to build up the equipment for it as a swap)

When using G-Series to proc only

- First off -- this is NOT the only skill you can use to proc effects - you have Flamethrower, Gatling, and TX-80 to do that for you - in OTHER words.... Unless your hands are full all the time -- this one of the least effective method and cost effective method SP-wise for procing effects
- Given the other options -- you only need G-1 Corona out to "randomly" throw an attack out, and you can fill in the gap during cooldown with other skills unless it is a % chance proc. The other option is G-3 if you can manage targeting with it while doing everything

else. G-2 would really only work if you are running through stuff for some reason or another (probably dropping mechs on the way), but that is up to you and your playstyle

- The main use (that I've seen people use this for, anyhow) with using G-Series for procs has been for Savior Weapon's effect with only G-1 for Naval Cannon in Anton Raid

When using G-Series as a distractor or skill to break objects while running

- Keep G-1 Corona at level 32 or LOWER as points will be placed elsewhere for damage. More likely than not, you're only using it for a very short duration, so Lvl 1 or until Rolling Thunder could be appropriate enough.
- G-2 Rolling Thunder will only be used for breaking things, so Level 1 is more than appropriate enough
- G-3 Raptor is not needed -- its only use in this set-up is for deactivation or procs.
- If breaking objects that die based on number of hits, Gatling or Flamethrower will be more suitable unless using 9 piece Mechanizer swap (inconvenient). Gatling is a required skill, just memorize the command for it and utilize it when needed if you lack skill slots.

When Using G-Series as support Juggle or lockdown

- You will only be using G-1 Corona, likely in conjunction with 3~6 piece Toybox Viper
- You will keep G-1 Corona at the minimum level necessary to keep it active - about Lvl 32 Corona with Lvl 4 HS-1 Friends, lower if using CD reduction potion, and even lower than that with higher level HS-1 Friends.
- You will be using 3 piece Mechanized Wasp for G-1 Corona firing rate (and switching it out for better gear until you need to resummon Corona)
- G-2 and G-3 are only used to deactivate G-1 Corona in this instance -- you don't really need them, with exception of certain instances

When Using G-Series as primary DPS

- As primary dps, you will be utilizing mostly one form only -- you will transform G-Series into whichever form is necessary
- There are certain areas where G-Series is NOT going to be ideal, or at least the form that you primarily focus on is not going to be particularly useful. Back-up equipment and skills are REQUIRED -- G-14 Buster, Land Runner, Timebomb at Mateka in Black Volcano is a prime example of this.

G-1 Corona Focus

- This form will take up the most amount of TP, so this is not recommended if you are using any other skills aside from Corona for damage -- this, however, will give you flexibility and choice for G-Series usage.

- Unlike the other two skills, G-1 Corona is based on your Real-Time stats and skill levels-- meaning your equipment set damage bonuses can be swapped out easily for much stronger gear.
- In all honesty, G-1 is probably not the best choice as a focus skill due to needing to run up to an enemy and stand in front of it. Its role appears to be best as Viper juggle or hitstun support.

G-2 Rolling Thunder Focus

- There are two main equipment configurations for this form using Chron gear:: 9 Piece Mechanizer, or 6 Piece Mechanized Wasp + 3 Piece Mechanzier
- 9 Piece Mechanizer will provide much higher burst damage as well as faster hit intervals on the Rollers when they are spinning
- 6 piece Wasp + 3 piece Mechanizer will provide faster recharge for firing the Shockwave; however, the shockwave damage is considerably weaker.
- Rolling Thunder is probably the more difficult to use of the three skills as a focus due to its long firing CD-- however, the burst damage it provides is quite nice. You will need other skills to supplement its limited range and CD -- meaning this is best as a support DPS skill rather than a primary DPS skill

G-3 Raptor Focus

- I would recommend using G-3 Raptor focus if using G-Series for damage on M Mech due to its rapid, consistent damage, as well as convenience -- though notable exceptions are if the things you need to destroy are not targetable by Raptor, or if Raptor is always out of commission due to enemy attacks (which will be changed in a future update)
- Your main equipment for this form will be 9 piece Mechanized Wasp, with Ranger Rod (or other damage increase weapon and equipment) being swapped in for additional damage increase.
- Raptor by itself is very, VERY bad for massive amounts of enemies all at once -- it cannot target more than 3 enemies at a time - you will need to supplement this with AoE skills like Grenade, Land Runner, or TX-80 (with exception of if they all die in one hit and move on instantly, like the rats in Hamalin or Forgotten Land) or swap your gears out to AoE procs after summoning it

When Using G-Series as Secondary DPS

- If you are going this far to maximize damage on G-Series while using it as a sub -- you're probably sacrificing damage on your other skills, or sinking a ton of extra gold into gear, or both. Go back and re-evaluate whether you're trying to use it as primary dps, or as a support tool before continuing
- If somehow have enough points to make G-Series worthwhile... ::

- G-2 Rolling Thunder, or G-3 Raptor require the least amount of TP investment, but requires the most amount of gold to get the most out of the skills due to Amplification.
- G-1 requires the least amount of gold investment and equipment investment unless you are shooting for Epic equipment, and requires the most TP to get the most out of it -- so you'll actually be skimping on maximizing this skill's damage considerably - you might as well be using cube skills instead unless that isn't an option (eg- Naval Cannon in Anton Raid).
- If you have enough SP, G-2 or G-3 is recommended, G-3 is more costly SP-wise but is also more usable (in my opinion).
- G-1 would be recommended if you either lack SP, or don't have gold to spend, or wish to minimize the amount of gears swapped (3 pieces only as opposed to 9+); HOWEVER-- please cross check your DPS for this as you are using a Chron set-up with much lower benefits, which means cube skills that you would be sacrificing are likely to out-dps

- In order to make SP available for G-Series, you will likely sacrifice certain cube skills to have it fill in for those roles, namely : Tempester, Sparrow Factory, Ex-S Viper (lvl 70 version), TX-80 and possibly Mech Drop -- pick the one(s) you will miss least.

- Additionally, you will need to do gear swapping far more frequently than you'd probably like if you're going to use G-Series as secondary DPS,

- You should cross-check your G-Series DPS in comparison to the cube skills you are sacrificing in event that your G-Series support damage does wind up lower than your cube skills (eg. if you are using Mecha Tau Driving Part autogun -- bonus levels in cube skills). G-3 with Chron will likely have the least issues, followed by G-2 with Chron (but it will likely still have issues) -- G-1 has a high chance of being out-dpsed due to cube skills being affected by CD reduction even with its boost - but in that case, you're only using it for procs and would only have it at some really low level, so it doesn't matter much.

Method of use::	G-1 Corona Requirements	G-2 Rolling Thunder Requirements	G-3 Raptor Requirements
Object Breaking Support	LV 32 or LOWER	LV 1 or LOWER	-- not used --
	[Optional:: Mechanized Wasp 3 Piece]	[Optional:: 6~9 Piece Mechanizer -- not recommended due to effort]	-- what gear? --
Viper Juggle	LV 32 with HS-1 Friends at LV 4, lower if HS-1 Friends is at a higher level or using	[Optional:: Lvl 1 for deactivation, or min for Raptor pre-req]	[Optional:: Lvl 1 for deactivation You shouldn't need this]

	CD potion or both [Optional:: LV1 TP upgrade]	You shouldn't need this]	
	3 Piece Mechanized Wasp	[Juggle Alternative:: 6~9 Piece Mechanizer -- not recommended]	---
G-1 Corona DPS Focus	Max Level Max TP upgrade	Max Level Max TP upgrade	Max Level Max TP upgrade
	Buff Gear	Summoning Gear	Damage Increase
Buff, Summon, Amplify damage	-Full set Robotics buff	3 Piece Mechanized Wasp +size increase if desired (too much effort though)	-Weapon- High Magic Attack (Lord of Ranger, if under Crusader Buff) -Submarine Volcano Set -Worshipful General's Textbook (sub equip) -Any other +Fire Damage pieces - 3 Piece Mechanizer, if unable to find appropriate Epics or Legendaries
G-2 Rolling Thunder DPS Focus	Max Level [TP upgrade optional]	Max Level Max TP upgrade	Max Level [TP upgrade optional]
	Buff Gear	Summoning Gear	Damage Increase
Buff, Summon, Amplify Damage	-Full set Robotics buff	-High magic Attack + Int weapon -9 piece Mechanizer -Magic stone with elemental damage	-Weapon: Lord of Ranger +Critical Damage Piece +Any other Damage Increase piece that stacks +Any status proc pieces

		-Int/Magic Attack increase	+Any elemental damage reduction piece(s)
	-Full set Robotics buff	-High Magic Attack + Int weapon -6 piece Mechanized Wasp -3 Piece Mechanzier -Magic stone with elemental damage -Int/Magic Attack increase	-Weapon: Lord of Ranger +Critical Damage Piece +Any other Damage Increase piece that stacks +Any status proc pieces +Any elemental damage reduction piece(s)
G-3 Rolling Thunder DPS Focus	Max Level [TP upgrade optional]	Max Level [TP upgrade optional]	Max Level Max TP upgrade
	Buff Gear	Summoning Gear	Damage Increase
Standard Robotics Buff method:: Buff, Summon, then Amplify	-Full set Robotics increase	-High Magic Attack + Int weapon -9 Piece Mechanized Wasp -Magic Stone with elemental damage -Int or Magic Attack increase equip	-Weapon: Lord of Ranger +Critical Damage Piece +Any other Damage Increase piece that stacks +Any status proc pieces +Any elemental damage reduction piece(s) +Any Defense Shred +Any damage proc

Equipment Assessment:

Lord of Ranger / Ranger Rod

- LoR is one of the ONLY pieces of gear that you should ever consider doing a G-Series focused build on M Mech for -- the reason is this: the only mechanic skills affected by LoR's effect are G-Series, TX-80, Gaebolg Punch, and Hell March - meaning the damage of ALL standard M Mech build skills are sacrificed when using this weapon.
- Currently, the 'Smash' effect is added when damage is inflicted, meaning you can utilize another weapon to make up for the low Magic Attack if you are using G-2 Rolling Thunder or G-3 Raptor before adding on the 'Smash' effect afterwards by

switching to LoR for the additional damage (at least until they decide to change the game's damage calculation formulas). Additionally, Critical Hit chance is affected by the equipment currently equipped as opposed to what was equipped when the skill was used, so you will benefit from higher critical hit chance unless for some reason or another your previous weapon had a higher critical hit rate.

- The bonus damage addition of 'Smash' ignores certain damage reduction effects. This is most noticeable on certain enemies such as the knights in Sky Tower prior to waking up (1k ticks without LoR to 11k+ ticks with LoR). Exact details on how the damage is calculated needs exploring (where the number for additional damage is coming from, and when exactly it is applied for various enemies' damage calculations).
- In later patches -- LoR's effects will be applied to robot summons as well, so this can be used to boost Tempester as well in the same manner later on - but at the same time, you won't be locked into using only G-Series for it. Only Tempester and G-2 or G-3 will be able to get the most benefit from the weapon as a swap due to snapshotting, though.

Stormy Steamroller

- Theoretically, this would be the other weapon you might consider running a G-Series build with if you find it -- though mostly only G-3 Raptor
- The set-up would be a light damage defense shred with additional procs with Gracia, mostly setting up for the Additional Light damage bonus from the 6 piece set effect. Look at the "Theoretical Set-ups" section further down for additional information.
- Consider running this with a Goliath Bird Shoulder/Shock setting for Tog for Anton- Black Smoke

Refined Chaos Stone Necklace

- This really only serves one purpose -- to get the Confuse status to attack random things that shouldn't be able to be directly attacked - eg. summons that can't be "detonated" for some reason or another (Tempster/Gale Force if summoned with Detonation turned off) or Tx-80 for procs
- Confuse status is a bit buggy -- transformations and confuse do NOT mesh well - you will wind up stuck in place until Confuse wears off. You cannot use Transformation Potions (Forgotten Land) while under Confuse.
- You can force multiple Raptors onto a single target enemy by breaking your own robots (Tx-80 excluded since it doesn't die when attacked)
- The necklace's set's effect bonus can be used as a swap to boost G-3 or G-2's damage (5% skill damage, 20% elenore, some % of smash)

Cunning Chameleon Top

- This piece is GREAT with Raptor - since half of your attacks are back attacks and your attacks go in really fast, defense shred damage will be at MAX very quickly. Only issues will be on enemies that go invulnerable for good durations of time and/or disable G-3 Raptor often -- or those that are not affected by Defense Shred in the first place.

Goliath Bird Shoulder

- For Tog in Anton, this piece is pretty good with Raptor now that it deals SHOCK instead of SLOW. Basically, you can almost ignore the elemental orbs and just whittle away at his HP really fast with multihits instead. Best used with other classes with many multi-hit skills

Savior's Glory Weapons (Autogun, Musket, etc)

- As a swap, it's damage is comparable to Lord of Ranger (weapon) -- but is considerably worse without other equipment pieces to cover for the massive amount of Smash when using full manual/command key. Overall, it is much better than LoR for the Mechanic class since it will boost all of your others skills instead of only G-Series and a few other skills that don't see as much use.
- As a base weapon -- it is considerably worse for G-2 and G-3 since they can snapshot bonuses off of other weapons for higher damage, such as additional Light damage or skill levels or damage for G-Series. BUT -- you would likely be running with other robots that have a shorter duration than G-2 or 3, so it would be beneficial for those skills.
- Savior's Glory (weapon) can also be used as an effective swap for Tempester in our current version of the game (doesn't need to wait for the Smash damage bonus on summons update to be usable)
- Eternal Glory Agnes's skill damage is applied the same way Savior's Glory's skill damage is applied, so you would swap both of the equipment pieces if doing the swap set-up for boosting damage.
- This is maybe the main and probably only reason why you would end up picking up G-1 Corona if you don't use G-Series for DPS as a M Mech

Chron Set differences:

	Mechanized Wasp	Mechanizer	
G-1	-- same damage per hit --	-- Same damage per hit --	Wasp is better for

Corona	faster firing rate		G-1 Corona -- you'd only use 3 Piece Mechanizer to further increase G-1 damage if you don't have Legendary or Epic equipment
G-2 Rolling Thunder			
3 Piece	N/A	+12% damage, charge CD 1.5 second charge CD	
6 Piece	+30% damage (actual damage needs checking), charge CD 1.5 second charge CD	+12% damage, total +24% (needs checking) +30% spin speed 1.5 second charge CD	Mechanizer is a bit more convenient to use, but a bit less damage
9 Piece	(6 piece Mechanizer + 3 piece Wasp) +42% total damage 1 second charge CD	+40% burst damage +20% spin speed 1.5 second charge CD	Mechanizer is stronger overall -- damage dealt per burst outpaces the slightly lower CD
G-3 Raptor	Faster hit intervals Lower damage per hit when Raptor is operating at max damage for both sets -- overall, higher damage per second	Reaches +30% target range at 6 piece instead of 9 Additional 25% damage after 2 targeting an enemy for 2+ seconds is removed upon unequipping.	9 piece Wasp if Raptor is the only thing you're going to use -- can switch to 9 piece Mechanizer if you plan on grabbing the 25% damage boost after if you lack Epic equipment
Overall	If you are using Raptor or G-1 Corona, this is likely your go-to set.	This set is primarily geared toward F Mechs -- you won't see as many benefits from it	Wasp is likely your go-to set as a M Mech if you

	<p>You won't be seeing the insane effect on G-1 Corona that the 3 piece set has for F Mechs though.</p>	<p>as a M Mech - though it is still good for Rolling Thunder</p> <p>-- This set is better for utilizing more than form of G-Series</p>	<p>are using G-Series -- transformation</p> <p>CD is nice but not necessary for M Mech</p>
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Equipment/Skill set-ups:

	Equipment	Skills and Levels	Skill usage
Recomm ended build::	I'm too lazy to go through this, so pick and choose what you need from the info I've given -_-;;	Variations depending on what you need and want	
What I currently use:: No Contract, Lv 86 [This is NOT a recommended skill build, just a basic skeleton of what I use]	<p>[Weapon 1:: Roll Conflict] [Weapon 1:: Silver Bullet (x)] [Weapon 1:: Open Fire] [Weapon 2:: Lord of Ranger] [Weapon 2:: SteamRoller <>] [Weapon 2:: Savior's Glory + Agnes Magic Stone] [Weapon 3:: Wooyo's Golden Cannon -- for Invincibility]</p> <p>[Chron set 1:: 9 Piece Wasp] [Chron set 2:: 6 Piece Toybox] [Dmg Boost:: Fused High Spirit's Tear]</p> <p>[Jump Strength:: total: 126, Ava+Emblem+Enchant]</p> <p>Swaps:: [Critical Damage:: Red Fang Bottom] [Status + Def Shred:: Goliath Bird Shoulder] [Status + Def Shred:: Tarantula Top] [Defense Shred:: Cunning Chameleon Coat] [Damage Proc:: Dotness Auto (sub)] [Damage Proc:: Frozen Sorrow (accessory set)]</p> <p>[Dmg Proc:: Assassin's Attitude</p>	<p>Quick Rebound- Lv 1 (max) Leap- Lv 10 (max) Focus: Magic Critical- Lv 10 (max) Magical Rear Attack- Lv 10 (max) Ancient Memory - Lv 10 (max)</p> <p>BBQ- Lv 10 (Upgrade- Lv max) Punisher- Lv 1 Steep Slide- Lv 10 (skip this) Aerial Fire- Lv 10 (max)</p> <p>Detonate- Lv 10 (max) Robotics- Lv 20 (max) Mach Kick- Lv 10 (skip this) G-14 Buster- Lv 36 (max- tp 4)</p> <p>G-1 Corona- Lv 34 (max- tp max) G-2 Rolling Thunder- Lv 31 (max) G-3 Raptor- Lv 29 (max- tp max)</p> <p>Ex-S Viper- Lv 31 (max) Camouflage- Lv 10 (max)</p>	<p>-Leap and Jump Strength is used for dodging things that are otherwise unavoidable (Eg. Goblin Trap explosion, Anton Normal - Durable Leg 2nd room explosion if you screw up)</p> <p>-BBQ at Lv 10 for upgrade to grab certain enemies with BBQ</p> <p>-Aerial Fire to complement Leap and Jump Strength to dodge 1 hit KO gimmicks</p> <p>-Detonate for A-Team and TX-80</p> <p>-Robotics for damage, like all Mech builds</p> <p>-G-14 Buster for convenient AoE when using LoR (stronger than Land Runner with this set-up)</p> <p>-Camouflage for walking around in peace for most</p>

	Set <> [Dmg Proc:: Natural Guardian Set <>] [Dmg Boost + HP Shred:: Spider Queen's <>] [Dmg Increase:: Refined Otherverse Energy Set <>] (x)- gears that need to be switched out <> - gear wanted [Weapon 1:: Ice Spark <>] [Weapon 1:: Machinist's Fury<>] [Weapon 1:: Area of Extinction<>]	Sparrow Factory- Lv 21 Last Fighting Will- Lv 13 (max) Ex-S Viper Zero- Lv 9 Hs-1 Friends- Lv 4 (max) TX-80 Dimension Runner- Lv 6 TX-45 A-Team- Lv 4 Hell March- Lv 1	enemies while Raptor slowly kills everything -Hs-1 Friends for CD and damage on G-Series and other Mechanic only skills -TX- 80 for only other 'frequently used' Mech skill affected by LoR as well as pull TX-45 (A-Team)-- for Refined Chaos Stone Necklace (indestructible until it blows itself up/attacks). Still nice damage regardless
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Theoretical Set-ups:

G-3 Raptor focused CD reset set-up:

- Time Defier Necklace apparently has a 30 second hidden CD, so a set-up for spamming TX-80 is not possible with this.
- In other words -- in order to have a skill reset spam set-up, you need to have multiple skill reset procs to constantly reset skills-- so probably full set Time Defier, along with other gears, probably.
- Basically.... This set-up is a bit questionable in terms of effectiveness due to CD for reset procs -- but since M Mech can cover both attack and casting procs... it is within the realm of possibility (just, don't expect it to be amazing -- it is probably worse than a lot of other set-ups out there)
 - F Mech will have a much better skill reset set-up due to the nature of her G-Series skill (and due to the nature of most usable skill reset procs being triggered by casting).

Gracia Elenore boost set-up (confirmed to work, somewhat):

- Summon G-Series, swap into 6 piece Gracia using the 3 Accessory pieces, Ray Decrease Shoulder, and possibly the Absolute Field (+10) Shoe. Fill the rest of the gear in with Gracia and Damage increase pieces.

- The goal is to increase G-Series's damage by decreasing light resistance, which will in turn boost the Elenore damage -- which will be further enhanced by the decreased light resist.
- Downside to this set-up is that you need to be close to the enemy to get the full effects

Mana Burn G-2/G-3 base set-up:

- Start off with Mana Burn equipped, proc all of its damage increase effects
 - The important ones to proc are the Shoulder, Top and the full set's effect that is already active by default
- Either keep the gear equipped, or switch over to another set after transforming into G-2 or G-3 to snapshot all of the bonuses
- Ideal accessories: Filir - Cool-headed Judgment, Nigrumnex's Emission Necklace, King's Road Keeper (Light or Fire, depending on set-up)
 - Accessories will be swapped as usual

Eyeshield LaDanian G-2/G-3 base set-up:

- Same idea as the Mana Burn set-up. Proc the effect, then switch. In this case, it is dashing for the status boosts to snapshot bonuses.
- You will likely have to switch the set after proc-ing the effects and snapshotting them onto Raptor (and possibly Tempester).

Potential Epic Armor Swap sets:

- Not a definitive list, but should give an idea of what is available to use
- Elemental Dropper -- for Magic Resistance decrease and +18% Skill Attack damage
- Tactical / Wesley's Strategy -- for Party support with auras, and +40% Elenore as a base
- Assassin's Attitude-- for +4% constant bonus damage with Raptor, and +35% bonus damage when camouflaged -- with camouflage procs
- Natural Guardian-- primarily for the procs, with Elenore as a bonus
- Full Plate Armor Set-- for the Super Armor and bonus damage with it (works best with G-3 Raptor -- constant proc from the Shoulder piece)
- UnderDog Fighter (Lv 75)-- 70% Smash with Raptor (actual amount is effectively only 35%), with potential of 105% Smash with BBQ
- Submarine Volcano -- Procs and Elenore (not likely to be very strong)
- Dark Gothic -- Elenore (not recommended since it has been nerfed, but it's an option)

Where G-Series runs into issues:

This is not a complete list -- but what I have run into and as much as I can remember

G-Series in general

- Places where G-Series gets disabled or 'erased'
 - Boss of the final area in Anton Normal (Mateka) -- you will have to summon it only when you're going to deal damage with it - unusable during Mateka's multiple counter phases
- DPS issue areas (mostly Anton, Slayer difficulty dungeons as well if w/out powerful gear)
 - Primary issue for Raptor is numerous enemies or more than a few enemies with very high HP
 - Primary issue for G-2 is CD on the burst attack, secondary are the lack of range and ability to transform into G-2 then instantly burst then transform into something else right after
 - Primary issues for G-1 are simply damage per shot and firing rate, secondary issues include needing to get in place for the skill to hit enemies and range/piercing of shots (lacks ability to hit multiple targets at once effectively unless they are all stacked together -- which will be fixed for F Mech with G-Magnetic that is being added in later)

G-1 Corona

- Anywhere that has reflect damage or related
 - King's Relic - Guardian Cinder, Guardian Aegis
 - OV 3, Void Rift - Room 2, Room 3
 - Anton- Black Volcano- Mateka (is disabled and removed anyway)
 - Kartel Headquarters - Rangulus
- Anywhere you need to kill stuff in a controlled manner
 - Nothing that really comes to mind at the moment, except maybe Zombie room in Durable Leg? Except G-1 doesn't deal very much damage for it to be much of a concern...

G-2 Rolling Thunder

- Anywhere that has reflect damage or related that you can't control well
 - King's Relic - Guardian Cinder, Guardian Aegis
 - Anton- Black Volcano - Mateka (is disabled/removed anyway)
- Anywhere you can't "steamroll" enemies to death quickly, or 1 shot wonder kill the entire room
 - This is just about everywhere, actually, with exception of low level dungeons.... You'd switch to another form of G-Series after the burst, usually.

G-3 Raptor

- Any location where Raptor is put out of commission frequently (this will be removed in a future patch when M Mech's G-3 becomes invulnerable to damage)
 - Agnes in Durable Leg will constantly disable them if she attacks with her sword constantly (avoidable)
 - If anyone in the party is using Refined Chaos Stone Necklace (VERY big issue, actually -- but this'd apply to almost all Mech skills anyhow - exceptions are TX-80, A-Team, Gaebolg, Hell March, G-1 and G-2, and to some degree Sparrow Factory. Land Runners and Timebombs are invulnerable if you successfully activated detonate with them)
 - Aside from these two issues, it recovers quickly, or you can temporarily remove them from the target so they don't get damaged, so this isn't much of an issue
- Any location where you need to break objects (there are many, though the ones with considerable HP are the ones that really are an issue)
 - Anton Normal - Source of Smoke - Tog (All of the orbs -- especially the blood orb)
 - Anton Normal - Durable Leg - room prior to Agnes (giant blue heal orb)
 - Mirror Arad - Spider cave (forget the exact name) - bone piles - use gatling or viper to clear them
 -
- Any location where targets have shields up that need to be broken
 - OV3, Darkside:: Michael (?)-- supplement with Vipers, TX-80 and possibly Sparrow Factory (Sparrow Factory doesn't work sometimes because even it stops attacking for certain shields)
 - King's Archives/Library -- the blue Lukebot Champion enemy (other skills cover this easily)
- Any location where targets have reflect damage/related gimmicks where Raptor does NOT get disabled
 - Altar of Ascension-- Noa + Moa, if you are using Firebolt passive
 - Reshpon -- Status Effect enemy and Delezie boss (if light or fire element depending on passive, or Zombie transformation)
 - Agnes in Anton Normal/Raid -- Simple - stop targeting with Raptor
- Any location where there are tons of enemies with decent amounts of HP
 - supplement with G-14 Grenade, or Runners (TX, A-Team, regular)
 - or switch to equipment with decent AoE procs
- Any location where you have to kill stuff on a specific location -- you would utilize a grab or knockdown and kill while they're grabbed or in midair/knocked down for this - many enemies "fly" when they die while on the ground when killed by Raptor.
- Locations with special gimmicks
 - Back attacks on Shadow Seekers pair in Noire Ferra (they warp and become temporarily invulnerable when they receive a back-attack)

- Special Black Volcano in Anton issues:
 - Potential crash issue if part of your Raptor set is removed and you attempt to target with it (it will only affect the user's client and not the entire party)
 - Potential issue with disappearing Raptor while targeting Mateka while he's in counter phase -- could wind up wiping out the party (needs to be checked).

'Optimal' locations for using G-Series:

Places where G-Series can be considered somewhat more useful than normal circumstances

G-Series in General

- Any location where "silence" status effect comes into play
 - Screaming Cavern, 3rd room
 - Tower of Ascension, GBL looking person on the "Hard" path
 - Basically, no locations that actually matter, unless you count Anton, but...
If you get silenced you're still screwed without your other skills, hahaha~!
- Anywhere you are forced to transform and you are able to squeeze in a summon
 - Chances are, those locations allow for Tempester support, so someone can use that instead
 - If you are able to get in a G-1 summon, chances are you would have been able to summon Tempester instead, so it doesn't make too big a difference unless you manage to transform it into Rolling Thunder or Raptor.

G-1 Corona

- Any obnoxious mob that can be air juggled when using Viper, Grenade and BBQ
 - OV 3, Darkside, Astaros -- assuming you can catch her
 - Anton, Cutting off Energy, Black Flame Rok -- Requires initial catch and assistance from party to keep him from dropping too fast
- As a backup measure for breaking or hit-stunning things
 - Anton Normal- Durable Leg - Zombie room (prevents them from grabbing and holding you) -- HS-1 Friends will cover that with Land Runner/TimeBomb/etc, though
- For Savior's Glory Weapon proc (you do have other options, but this one will be the least involved)

G-2 Rolling Thunder

- Low level dungeons where you can just run through enemies and kill all of them quickly

G-3 Raptor

- As an 'overhead shield'
 - Kartel HQ - 2nd room, blocks bullets during the waiting period (imperfect)
 - Best coupled with Tempester in Kartel
- When you have to attack one enemy at a time only
 - Seasonal Server for Conquest (F Mech is better in Seasonal, though)
 - On occasion - Mateka's Minibosses in Anton Normal, if you don't kill them before Mateka regains his shield and Raptor is still locked on and able to damage (assuming it doesn't disappear on you mid-way)- CAUTION:: last time I checked,

targeting with an incomplete set of Raptors will cause your game, and your game only if you are in a party, to crash.

- Odd "out of target range" enemies and targets
 - Tower of Infinity - pre-emptive strike on Spiders dropping down from the sky, or Goblin Copter flying around randomly (Sparrow Factory will work too, though)
 - Mirror Arad - Single room dungeon where you destroy the wall -- instantly targeting the boss and killing it from the start instead of spawning it (could wind up being fixed later though)- doable with Time-bomb and other skills though
 - Castle of Dead- King's Library - Quatro Manus (Boss) - The head is targetable by Raptor, along with any hands it decides to stick out -- meaning you can target anywhere from 1~3 Raptors on the boss - at least until the targets disappear or go invulnerable.
- King's Relic - Guardian Aegis -- reflect damage is avoided due to Raptor automatically disabling its attack - occasionally this will screw up for a tick, which will prove fatal due to how much damage Raptor can currently do -- Time Bomb with Detonate will work just as well, but is a bit more involved
- Easy difficulty / low hp dungeons-- where you can run through rooms and everything dies in a second or two after targeting the first mobs. Less effective on rooms with many enemies unless they die instantly and make Raptor move on immediately, or when Raptor multi targets the same enemy. Requires decent range with Raptor to be effective -- 6 Piece Mechanizer or 9 Piece Wasp or Roll Conflict autogun.
- The odd event that will probably never come back where one of the quests required a dungeon clear while using only "5 skills or less"
- Gimmicks that benefit Back Attacks
 - Ghost Train - Line of shield wielders -- you'd probably do just as well with Sparrow Factory, TX-80, Vipers, etc. for this
 - Chessboard of Despair - Rooks (this does not really apply, because by the time you get this skill, you don't need to do this map anymore)
- Procs for additional damage
 - Natural Guardian Set, Assassin's Attitude Set (everything is a back attack), Star Fall (event sub equip)
 - Status Effect/ Defense Shred
 - Savior's Glory weapon effect -- needs attacks to build up the gauge to use it
- Mecha riding or transformations where you don't damage yourself
 - [[ENDED]] Saving Warship Gracia event- second dungeon (screw running around hunting enemies -- Raptor auto-target kills)
 - North Ghent Gate - Mecha riding dungeon - can use G-1 and G-3 for additional damage aside from the Mecha
- [ENDED] -- Zombie VS Human event
 - Targeting attempts while blind will tell you whether there are enemies nearby (given enough range with Raptor -- this is better on F Mechs) -- Tempester will do the same thing, but enemy positions will be a bit less obvious

Skill Balancing Notes/Suggestions:

-- mostly notes for the Dev team

Balancing M Mech's G-1 Corona

- Option 1:: Make the shots homing
 - Option 2:: Make the explosion for hitting enemies a LOT larger
 - Option 3:: Make each shot a lot stronger to make it comparable to F Mech's
 - Option 4:: Make each shot's hitstun slightly stronger (probably not this one)
- ^ Pick any 2 of these options and that should make it more usable

Balancing M Mech's G-2 Rolling Thunder

- Option 1:: Drop the CD on recharge so it can burst again much more quickly
 - Option 2:: Increase the damage of the Rolling portion considerably
 - Option 3:: Increase the damage of the Shockwave a bit more
 - Option 4:: Decrease the hit interval of the cylinders when running them into enemies
- ^ Pick either Option 1, or items 2 out of Options 2~4
- If dropping recharge time -- potentially decrease either range or damage - or both, in order to not make it overpowered

Balancing M Mech's G-3 Raptor

- The main issue for M Mech's G-3 Raptor is getting disabled when damaged, which appears to be removed in a later update, so G-3 doesn't require big changes
- If we disregard Chronicle equipment and the Roll Conflict epic weapon, G-3 Raptor's targeting range is too limited to be of good use. So, extending G-3 Raptor's Targeting Range will probably resolve the usability issue of G-3 Raptor for non-Chron users that are not using Roll Conflict. Potentially decrease targeting range increase on Chron by a little in response to increasing default range.
- Damage out-put-wise, G-3 Raptor seems fine, from the standpoint of someone that is basically using every trick in the book to increase its damage output at the current version of the game. If we disregard all of that, the damage may be a little on the weak side? I would take caution when changing the DPS output for the skill until it is completely reworked from the ground up to remove ALL snapshotting (hit interval and damage), then rebalance the damage output from there (this warning applies to the Tempester skill as well).

Additional Options

- Give the Mechs another form for G-Series

- Eg: G- 2.4 Storm Field-- Grants a shield that reduces damage and inflicts shock (burn if firebolt passive is active) when enemies that come in contact with it.
 - M Mech version:: as a modified G-2 Rolling Thunder skill
 - Option: Shockwave around the when the skill is recast
 - Option: Temporarily changes the damage reduction effect from player to area of effect at cast location
 - Toggle ability to deal status effects on/off
 - F Mech version:: as an additional skill on the side
 - Base durability off G-2 levels and damage off G-4 levels
 - Temporarily disabled when it takes too much damage
 - Toggle ability for dealing damage/status effects
 - Alt -- Toggle on/off when skill is cast
- Make M Mech's G-Series infinite duration after either 1st or 2nd awakening
 - Option of a Passive skill after 1st or 2nd awakening to change G-Series to infinite duration and reduce CD to 5 seconds at the cost of doubling MP cost of G-Series and adding a small MP drain to the skill
 - There are 2 main issues with this suggestion
 - (1) Snapshotting hit-intervals for Procs
 - (2) Snapshotting damage for the full length of the dungeon
 - To counter the main issues of making G-Series infinite duration, tack on a slight damage reduction and potentially a hit-interval penalty if the passive is active.
- Give M Mechs the G-Series boost on Machinist's Fury back
 - Instead of making the G-1/2/3 bonuses F Mech exclusive, give F Mech a boost to her G-4 skill and/or Limit Over buff.
 - I suppose this doesn't actually matter now that Open Fire can serve as an upgrade for G-Series instead on M Mech now...

History and Credits::

--Minimized because they're not that important -- zoom in if you want to read them for some reason or another--

- 16 May 2017
 - Finally typing in an Overview
 - corrected some information (eg. Raptor being all back attacks when it is only about ½, though sometimes it does deal all back attacks, but also potentially none by that same train of thought)
- 12~14 Dec 2016
 - Added comment on what could be rebalanced on G-3 Raptor -shout-out to Tzaaneth in-game for the discussion on procing Savior's Glory for reminding me of this little issue of Raptor's target range. Also added Epic swap sets from another discussion on swaps :D
- 02~04 Dec 2016
 - Added comment on Machinist's Fury in Balancing section
 - Miscellaneous cleanups and elaborations here and there
- 26 Nov 2016
 - Removed old uses of G-Series from the sections where G-Series could prove useful due to them being removed from the current version of the game
 - Added more suggestions and updated some suggestions to G-Series improvement section for the Development team - if they ever look at this guide after I've updated it
 - Rearranged the order of certain sections for comprehensibility when reading the guide
- 24 Nov 2016
 - Some touch-ups here and there
 - Added some suggestions on how to improve G-Series on M Mech
 - Added theoretical Gracia Swap set-up for Raptor
- 11 Sep 2016
 - Removed theoretical set-up for CD resetting due to hidden proc CD on the equipment according to a Reddit user on forums. Video link he provided of his tests is: https://www.youtube.com/watch?v=AWT687bt_bg
- 29 Aug 2016
 - Minor touch-ups and rephrasing for clarifications
 - Notes on gimmicks that have been removed from the game
- 27 Aug 2016
 - Added a theoretical set-up for CD resetting certain skills for some ridiculous spamming, assuming it checks out and works - if someone wants to test it out that would be nice (though that'll probably be something I have to do anyway)
- 20 Jun 2016
 - Removed damage amplification suggestion for using Raptor -- damage is decreased when casting Robotics because the buff on Raptor is REMOVED and does not get re-applied- actual damage of Raptor is not modified when casting the buff (basically, the method doesn't work, and if it did before it sure doesn't now)
- 04 Jun 2016
 - Secondary damage support of G-1 Corona:: needs analysis and testing. Probably going to be weaker than CD reduction for cube skills despite having Chron gear -- will need to test it out and update when I'm not being lazy. Threw in disclaimer telling you to test it out yourself to see if it is right for you. I'm going to assume it... Isn't. Damage output is already pretty low, benefits from Chron aren't much for M Mech (different story for F Mech, but this isn't F Mech).
- 03 Jun 2016
 - Added disclaimer that G-Series will outdps cube skills (just to be safe, 'cuz I haven't gone around to testing certain configurations -- though... Chron > no Chron in most cases for DPS, really, as long as the skill is actually being used for DPS properly with appropriate TP upgrades ... G-1 seems a bit iffy due to lower benefits)
 - Added Saving Warship Gracia event content as another place to abuse Raptor
- 31 May 2016
 - Probably the last edit that I'll make on this document unless something in-game changes drastically -- [or not -- didn't end up quitting, and a few things did change (05 Dec)]
 - Added Equipment I am searching for and updated equipment I'm using
 - Updated the ½ assed Chron Equipment evaluation table that is still ½ assed but is moderately workable now
 - Re-did the Support DPS section for G-Series and simplified it a bit, I think...?
 - Typed more random rubbish into the "skill balancing" section that totally isn't needed/necessary
 - Other minor edits/tweaks
- 06 May 2016
 - Clarification that this is a PvE guide -- completely different thing when you use this skill for PvP
 - Trimmed out useless-ish info and filled in the space with more useless-ish info
- 25 Apr 2016
 - Fixed a mislabeled dungeon (from Rangulus's Guerillas -> Kartel HQ) under areas G-Series can play a useful role
 - Other minor information bits added here and there
- 24 Apr 2016
 - Re-assessment of Black Volcano issue with G-Series (likely a bug, could be a safety mechanism though), along with other parts of Anton Normals.
 - Chron Set assessment table in need of re-work (being lazy and putting that off)
- 21 Apr 2016
 - Minor Adjustments - new section on Equipment created
 - Added some details on LoR
 - Started section on where NOT to use G-Series and potential fixes/alternatives
 - Started section where G-Series is useful
 - Added thoughts on how G-Series would need to be balanced
- 13 Mar 2016
 - Checked F Mech and M Mech G-Series damage methods-- both are the same in terms of G-1 Corona dealing damage based on real-time stats, and G-2 Rolling Thunder dealing based on stats during transformation. Other skills on F Mech need to be tested
 - Re-evaluated G-1 Corona usefulness and updated relevant areas.
- 10 Mar 2016
 - Updated G-Series DPS focus and Secondary DPS G-Series in light of Corona's damage method - it deals damage according to real-time stats, not stats at skill usage [Thanks to DFO Nexus member Celcius for the tip-off]

-03 Mar 2016

- Re-did info on Rolling Thunder upon realization that information given by forum user FragrantSoul on Mechanizer's set effect disappearing when unequipped was either intentionally misleading or the test was poorly done -- I did manage to check the Raptor bonus damage after 2 second effect disappearing because of it though.
- Started Chron gear comparison table

-29~30 Feb 2016

- Additional information added on Rolling Thunder -- assistance from and credits to the F Mech DFOG community on DFO Nexus forum for clarification on Mechanizer Equipment set and correcting my misunderstanding on its effects [forum users: FragrantSoul, Celcius]
- Re-evaluation of Mechanizer usage for Rolling Thunder
- Tables flipped and redone for easier comprehension.
- Table moved to end of document
- Methods of use info touched up -- DPS section changed to Primary DPS and Secondary DPS, with focus options under Primary DPS section.

-24 Feb 2016

- document created by [Gaerek] - by suggestion from DFO Nexus user [Stargazer]
- credits to the DFOG F Mech community on DFO Nexus for Chron equipment set mix [InterstellarGunslinger, nosef, FragrantSoul]