

Destiny 2 Employing The Uncertain: How To Get Volatile Kills In Destiny 2

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Posted

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If you are making your way through the daily Vanguard bounties, you will have come across the Employing The Uncertain Destiny 2 bounty. Destiny 2 has a constant rotation of bounties for its number of factions, and the latest from Commander Zavala is puzzling some Guardians. So how do you complete the Employing The Uncertain quest? And what does it actually entail? We're here to break down how to complete the Employing The Uncertain Destiny 2 quest along with how to make enemies Volatile in Destiny 2.

- Some of the new bounty types are puzzling players, so check out yet another confusing request in our Destiny 2 Void suppression guide.

Destiny 2 Employing The Uncertain: What Is The Employing The Uncertain Destiny 2 Bounty?

Destiny 2 Employing The Uncertain: Zavala's Bounty Menu




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As mentioned, you'll want to head to Zavala on The Tower if you want to pick up the Employing The Uncertain Destiny 2 bounty. It acts as one of the most recent daily bounties, which will reward players with XP, and only costs 250 Glimmer to pick it up.

Up until this point it may have sounded like a regular and easy bounty, however its request is where the confusion begins. In it, it asks that players "defeat combatants in Vanguard playlists by making them volatile with Void". For this you'll want to head into activities such as Strikes, Nightfalls and Grandmaster Nightfalls, which is simple enough. The Volatile part, however, may sound like something new to players, but fear not, we have the answers as to making enemies Volatile.

Destiny 2 Employing The Uncertain: How To Make Enemies Volatile

Destiny 2 Employing The Uncertain: Void 3.0 system


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The Employing The Uncertain Destiny 2 quest is just the latest to demand an enemy defeat requirement without fully explaining how to meet that requirement. However, the answer is actually quite simple. Volatility is tied in with the new Destiny 2 Void 3.0 revamp, which brings the Void customisation options up to the level of the newer Stasis subclass. The Volatile debuff acts as a way to infuse enemies with Void damage. Bungie itself describes the perk as a target "afflicted with unstable Void energy" who will "explode upon taking additional damage".

The options for Destiny 2 Volatile kills differ with each player class. If playing as Warlock, the Pocket Singularity perk allows you to make enemies volatile through melee attacks. For Titan, the Controlled Demolition aspect, makes enemies hit with void or volatile abilities Volatile. The Hunter doesn't actually have a dedicated aspect or fragment that can make enemies Volatile. However, these options will take forever to meet the needed 50 Volatile kills, and with the melee or grenade Void attacks, you will often kill many of the weaker enemies before they can become Volatile.

Destiny 2 Employing The Uncertain: Synaptic Spear menu.


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Luckily, there is a far better and easier way to rack up those Destiny 2 Volatile kills across all classes. Instead of focusing too heavily on your Void 3.0, turn to your Synaptic Spear Artefact. This will require a fair amount of grinding, but getting to the final tier of perks, pick out the Volatile Flow perk.

This mod means that if you pick up Elemental Wells - subclass boosters dropped by grenade kills - it will grant any Void weapons with Volatile rounds. Now you can make the weaker enemies Volatile with just a few rounds, and they will spread the Volatility across enemies, filling out that bounty in no time. Just be sure to have a Void weapon equipped - marked by a purple circle symbol - and the Volatile Flow mod is equipped in a piece of your gear.

That's how you gain Destiny 2 Volatile kills in the Employing The Uncertain Destiny 2 bounty. Levelling up your Artefact is also one of the 5 ways to prepare for the Destiny 2 Witch Queen Raid.

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Bounty states "Defeat combatants in Vanguard playlists by making them volatile with Void. " Im running Hunter and used all void attacks from súper to grenades to mées and nothing progresses me further. Even used Void weapons and nothing . Don't know if it's a bug ☐ or what ?

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- Figured it out , you need VOLTAILE FLOW mod from artifact . Gives you void voltaile rounds .

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