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Updated for Patch 3.6 Best Craft Guides by Odealo Estimated Budget: Median Guide Notes March 26, 2019 -Updated for Patch 3.6 Tornado Shot is one of the most popular arcing skills in Road of Exile. And obviously, Ranger is more or less the most suitable class to use. The 3 classes of Ranger Ancestry are extremely good, and choosing one of them has always been a close call. Deadeye was our choice in Patch 3.1 and the Abyss League, while with recent changes in Patch 3.2 and later, we recommend using the Raider class. It has been significantly improved and while Deadeye still provides higher AoE, it is the Raider that will deal with content at the end of the game faster. Nearly 100% uptime in Duplicate Effect Assault and the increased chance of dodging from phase-related passives make it the besAscendancy class for Tornado Shot in the Beast League. This construction is a very good construction of League Starter. It doesn't require any specific ones, all you need to get through mid-level maps is a decent DPS arc and flat and amulet added physical damage rings. Here you can check out our other Path of Exile: Odealo's Crafty Guides - Full List 1 constructions. Game This construction is very classic remote /arc construction. Tornado Shot fires a projectile that pierces all targets and explodes at the target location. It is then divided into several arrows that are activated in all directions. This provides decent area damage, and while individual enemies can be hit by several smaller arrows, it is also a decent single-target attack ability. However, final bosses in the game may require you to use 2 main DPS configurations, with Barrage as the best single-target arc ability. On the other hand, the defenses of this construction depend on your health group, high chance of dodging and evasion classification. Players with kiting experience and avoiding attacks and spells will also find it much easier to play. 0:07 T14 Coliseum Map 3:53 T15 Lava Lake Map 9:48 T16 Chimera Pit This video was recorded on a Deadeye - the game does not differ much except for a slightly higher DPS single target with the Raider class while the Legion Path of Exile league paved the way for a lot of new solid constructions, it also retained some pretty old but very large ones. A good example of this is the Tornado Shot Raider. With a reliable basic skill, it's no surprise why it's still a relevant construction worth trying. Passive Skills Tree Skill Tree For the Skill Tree Click GemsCore Skill: Tornado Shot with Multiple Major Projectiles, Elemental Damage with Attacks, Mirage Archer, Added Lightning Damage, and Increased Critical Damage Support Gems. For a DPS secondary ability intended for single-target damage, you have Barrage support gems with Elemental Damage, Lightning Damage, Lightning Penetration, Slower Projectiles, and Elemental Focus. Auras: Wrath, Level 1 Accuracy, Vaal/Celer Grace, and Support. For an alternative, replace Wrath with Ice Herald and Vaal Grace's beam as a pillar. CWDT Burst after using skill while having a spiritual charge, 4-5% life recovery after losing the spiritual charge; it also has elementary resistances. Weapon: Windripper (unique) for additional cold and lightning damage, attack speed, critical strike chance, and amount of drop items from frozen and shocked enemies. Any rare arc with critical strike chance multiplier bonuses and elemental resistors. Quiver:Rigwald's Quills (Unique) to increase projectile damage, projectile fork, 7 health gains for enemies hit, and resistance to fire and lightning. Any rare tremor with competitive bonuses. Chest: Kaom Heart (unique) to increase maximum life. Gloves:Tombfist (unique) to curse enemies with level 11 elemental weakness on hit, increased attack speed, and health. Any rare grip gloves with life bonuses, elemental resistors and attack speed. Boots: Bubonic trail (unique) for level 20 deadly hike, increased movement speed, life and damage. Belt: Headhunter (unique) for bonuses to strength, dexterity, life and damage with blows against rare monsters. ViseAccessories Stigma: Any Rare Ring with Maximum Health Bonuses, Elemental Resistances, Physical Attack Damage; Any rare agate amulet with life bonuses, elemental resistances, physical damage to attacks, elemental damage with attack abilities, and critical strike chance and multiplier. Jewels:Inspired (unique) learning to get 1 modifier of a rare monster if you have 4 notables within its radius. Killer eyes and/or hypnotic eye jewels with lifetime bonuses, global critical strike probability and/or multiplier. Flasks:Dying Sun (unique) for fire resistance. Vinktar's (unique) ship for additional lightning damage to attacks or the promise of Atziri (unique) for chaos damage. The Wise Oak (unique) for 10% less damage taken for the lowest elemental resistance. Staunching's bottle of divine life for bleeding immunity/removal. Alchemist's fast silver adrenaline bottle for movement speed. Eliminate enemies quickly, en masse and from a safe distance, just one of many Tornado Shot Raider. What are you waiting for, raider? Try this one. We guarantee you will love it! Thanks to Update 3.2, the Raider has become the best Class of Ancestry for the current patch. Now, with the Tornado Shot Raider, you can get the most out of this particular update. The best part is this: it's simple and easy to build, so it's time and profitable, and it's worth chasing. Tree of passive skills and Gems For the Passive Skills Tree, click here. Core Skill (Tornado Shot): Have it with multiple larger projectiles, physical projectile attack damage, elemental damage with attacks, lightning physics, and elemental focus support gems. Secondary Offensive Ability and Single-Target Offense: Has Unpained Support Gems with Multiple Major Projectiles, Physical Projectile Attack Damage, Elemental Damage with Attacks, Lightning Physics, and Slower Projectiles. Aura/Curse Settings: Have Hate, Ice Herald, Curse on Hit, and Elemental Weakness. Cast when damage is configured: Has Vaal Haste and Immortal Call with longer support duration. Mobility and utility: they have ice golem, blood rage, flicker arrow and faster gem support attacks. GearHelm: Rat's Nest (unique) to increase attack speed, overall critical strike chance, evasion, rarity of found items, movement speed, and reduced character size. Alternatives include Devotion of Devotee (unique) to increase attack speed, dexterity, armor, evasion, chaos resistance, and movement speed. In addition, Abiso (unique) to increase physical damage, armor, critical strike multiplier, and attribute bonus. Weapon: Lion's Eye Glare (unique) to increase elemental damage with attack abilities, physical damage, attack speed, mana; his successes cannot be evaded, and he has Far Shot. Alternatives include rare arc with 320 DPS, critical strike probability multiplier, and elemental resistors. Out-of-hand Hand Hand: Signal Fire (unique) for fire damage to arc attacks and increased attack speed, evasion rating, maximum mana; (25-35)% physical damage as additional fire damage, and have 50% physical damage converted to Fire damage. Body: Farrul Skin (unique) to increase armor and evasion, +92 to maximum life, without mana reserve for Cat Aspect. In addition, it gains phases and a maximum number of frenzy and power charges by gaining cat stealth. Zodiac Leather (Unique) and Belly of the Beast (Unique) are good alternatives. Gloves: Atziri's sharpness (unique) to increase intelligence, life, armor, and overall critical strike chance. Get the Vaal Pact by dealing with the critical hit. Rare gloves with life bonuses, elemental resistances and attack speed is a suitable choice. Boots: Atziri Step (unique) to increase evasion rating, life, movement speed, and chance to dodge spell damage. Rare boots with life bonuses, elemental resistances and strength is a wise choice. Belt: the nomad (unique) for greater stun in enemies, overall physical damage, strength, dexterity, loads of flask gained. Has +25% elemental resistance if you have 200 strength and +47% more projectile attack damage if you have 200 abilities. Rare belt with life bonuses, elemental resistors, elemental damage with physical abilities, physical damage and strength is also a reliable choice. Accessories: two rare rings with maximum bonuses Elemental Resistances, Physical Damage to Attacks, Elemental Damage with Attack Skills, Accuracy Rating, and Strength. Rare Amulet with Maximum Health Bonuses, Elemental Resistances, Physical Damage to Attacks, Elemental Damage with Attack Skills, and Critical Strike And Multiplier Chance. Jewels: Any rare jewel with life bonuses, generic/physical/projectile damage, attack speed, optional sharpens, projectile speed, overall critical strike chance, and multiplier. Bottles: Atziri's (unique) promise for chaos resistance; Hate Flavor (unique) for cold resistance and 15-20% physical damage as additional cold damage. Dying sun (unique) for fire resistance; Staunching bubbly life bottle for life recovery and bleeding immunity/removal. In addition, experimenter's Quick Silver Heat Bottle to increase movement speed and immunity to/removal of refrigerated/frozen. Wrap If you have a Tornado Shot Ranger or Raider and you want it to be the best it can be for this patch, look no further than this simple and powerful construction. For more distance constructions, check out this: Burning Arrow Ignite Berserker SSF Delve Clear Speed Ranged HC MF Furty has been playing Path of Exile since the launch of the Onslaught League in 2013, and has a deep and diverse in-game experience well. Just as comfortable playing in Hardcore, Softcore and Solo-Self Found leagues, recent ladder results include finishing Delirium League in rank 61 by playing your Kinetic Blast & Power Siphon Pathfinder Build. Rank 5 in the Legion SSF League by playing your Essence Drain & Contagion Trickster Build, and the Betrayal League in rank 186 by playing your elemental hit ascending construction. You can follow him on Twitter, or take a look at his occasional twitch streams. Guide Format This build guide is divided into several pages, both to prevent it from taking too long, and to help you better find the information you're looking for. In addition to the current page, which presents general information about the compilation and also contains a leveling section and FAQs, we have the following pages: Passive Skill Tree and Gem Links Ancestry, Bandits and Pantheon Powers Gear, Jewels, and Flasks Breakdown Introduction The classic arc construction centered on clear speed is as old as Path of Exile itself, experiencing constant evolution to keep up with the times. Since the launch of Windripper, this construction has become incredibly popular as a forex farmer, particularly for gamers who hunt The Doctor, which is built on the infamous Headhunter. Shot is one of the fastest and most prolific constructions to adorn the shores of Wraecclast. This is a skill that you can delete multiple screens at once with a single click. Anything that survives the initial salvo is quickly cleaned by Mirage Archer Support — it blows through wind-like maps and they don't need to look back. Few buildings can rival the incredible speed and magic find the potential of this, but a leviathan hunter is not. While this construction can be amazing for maps of agriculture and the generation of piles of currency, it is unsuitable for high-level mapping and killing bosses. Windripper is all about watching the coin accumulate as it is launched through maps, reinforced by Dead Eye Offspring, which accelerates clear speed immensely. Tornado Shot is most famously played as Deadeye's ancestry. Deadeye is light and fast and enters the end of the game faster than the other two Ranger ancestries, immediately increasing your clearing with high-impact bonuses such as chaining and additional projectiles. The Deadeye variant is well known for being an exceptional construction of Magic Find, and is commonly configured as a currency farmer. Raider, on the other hand, is a stronger final game mapper and has a better time with bosses. If you prefer to try it instead, check out our Tornado Shot Raider Construction Guide. Build Assessment Pros + Phenomenal Clear Speed (possibly one of the fastest constructions on the Way of Exile) — eliminates multiple enemy screens with a single click + Ideal for coin farming and split card — the construction par excellence for hunting The Doctor- Can work on a moderate budget, but the sky is the investment limit — ideal for playing and equipping in an entire league + long-distance construction that freezes and destroys Enemies Play Building Your Way Weaknesses - Killer of Outluster Bosses - Uber Elder is feasible, but this is not designed to be a boss hunter - Magic Find setup can feel very soft on high-level maps - Tornado shot is a scaling capability - no investment and levels that is not powerful - It requires commitment and a strong investment to be truly monstrous Construction Road Construction Road for magic search setup construction is available here. Included is the recommended set of equipment, a complete skill tree, and all the gem links needed to get the build to mark. We use the Community Fork Construction Road for all our constructions, which is highly recommended. If errors occur when importing the build, make sure that you are using community branching. Playstyle and Build Mechanics Tornado Shot is a very popular skill for good reason. It's actually path of exile's shotgun, firing dozens of projectiles in a moment covering multiple screens. Anything that is not immediately eliminated by this massive coverage is typically treated by destruction caused by the Ice Herald. If something remains standing, the Mirage Archer Support cleans up the wreckage. So what kind of style of play does this create? A quick style of fire and forget about the arch construction that likes to move very quickly. Players who want to tour the maps as quickly as possible will really appreciate and unlock the potential of this construction construction pushing some of the highest possible experience rates without any cheesy mechanics or systems to rely on. On most maps, you'll fire a single Tornado Shot in the first pack you see and immediately blink Arrow toward the next one. Keeping your bottles up long ago for this construction: Some of the powerful unique options, such as The Dying Sun, can almost double your entire damage output when you're active. Keeping the Quick Silver Bottle active at all times also helps to facilitate even more dizzying clear speeds. Cycling the chosen Vaal auras, such as Vaal Grace or Vaal Haste, can further increase your damage, cleanness and survival. On the right final game equipment, virtually all of your additional gem links are optional. If you choose to use Abyss Items, such as Lightpoacher and Bubonic Trail, you'll have fewer options for additional luxury links, but greater damage potential. If you're using items with traditional plugs, you'll have access to some luxury links to equip your build, such as curses or Power Charge On Critical Support. Where to aim Tornado Shot should aim to land just behind your intended target. This results in the most possible projectiles converging in a single position and conferring maximum damage on a single area. Targeting Tornado Shot is extremely important to maximize damage: Unlike many buildings, your target actually has a huge influence on your damage. Tornado Strike players will notice a big difference in their damage the moment they become experienced veterans. Passive Skill Trees These are our recommended passive skill trees: For more information, be sure to check out the Passive Skills Tree page. Passive Skill Tree Gems and Gem Links We review all gem links that this compilation uses in the final game on our Gem Link page. The passive skills tree and gems link the ancestry, bandits, and Pantheon Action page Our Ancestry, Bandit, and Pantheon Power into detail about all the options you need to make in these respects. Ancestry, Bandits and Pantheon Powers Gear Summary / TL;DR These objects achieve a balance between power and profitability. If you want to explore more options for Gear (both budget and high-end), jars or learn more about alternatives and special items, be sure to read the Gear, Jewelry and Bottles section in full. Magic Find Example Magic Find gear: Our recommendation: Gear, Jewels, and Flasks Breakdown End-Game / Hardcore Example end game gear: Our recommendation: For much more detailed information The best equipment, jewelry and flasks to wear, be sure to check out our Gear page. Color leveling tornado shot of gear, jewelry and bottle preparation is not a suitable ability to level. Although it may have exceptional scaling potential and at the end of the game, the base damage of this ability is exceptionally low. If you try to level using Tornado Shot, even with a Tabula Rasa, you can become a due to the lack of damage from a single target. As a reminder, we have several guides to help you level up a character in the most efficient and easy way possible. Arc constructions are infamously poor for leveling, but it is absolutely possible to do so from scratch, even as a league opener. If you're not a league title character, however, you'll definitely want to get your hands on some leveling team, even just a Tabula Rasa and a Storm Cloud will go a long, long way. You'll want to start with Split Arrow, linking this to Assault Support and any other support you can get your hands on as soon as possible. Collect Accuracy immediately after killing Brutus and activate him. Avoid leveling this gem beyond Level 5-6 during the leveling process. Once you're level 12 and have entered the Cavern of Wrath, start using Arrow Rain as your primary ability. The links for Rain of Arrows are quite flexible, but we recommend: Most of these gems can be obtained in Act 1, but if you're using Tabula Rasa, then you'll want to hold on to your Assault support gem (instead of Faster Attack Support) for as long as you can, as it's an exceptional gem to increase leveling speed. Once you feel you need more damage, you can swap in Support for Faster Attacks. The skill tree is similar enough that you don't need to make any major deviations. Rain Arrows can be used all the way on maps if you wish- simply switch to Concentrated Effect Support for added lightning damage support. Be sure to collect Ice Herald as you level and activate it. You can level up Wrath as you progress through the game, but don't bother activating it yet, as you simply won't have enough mana to hold it with the other two auras running. Frequently Asked Questions What ation should I use for my amulet? The ung ments allow you a high degree of flexibility to take noticeable that make sense within the context of your own gear and power level, so don't be afraid to deviate from these recommendations to take a node that best suits your situation. That said, we advise: Divine Judgment: Grants a good amount of elemental damage as well as penetration for all of our elemental damage, resulting in a large damage increase and better ability to deal with map bosses. Constitution: Great option to reinforce survival and reduce the chance of random shooting. Throat Finder: Compete as a damage option depending on your current team. Check The building path for more accurate comparisons. Utmost Intellect: May be needed Complete Magic Find runs to meet gem requirements. I'm always running out of mana. How do you hold it? Be sure to put the only point on the mana leech wheel near the bottom right of the tree. Alternatively, you can use the Lion's Eye Fall Jewel to access the remarkable Soul Raker, which should be more than enough to hold you. Can I do X and X with the build? De De Tornado Shot constructions can be built in several ways, and between leagues we have built our own characters in many different ways. If you were to play this version in Hardcore, for example, you would want to acquire the Scion wheel of life and focus more on life.



As long as you have a 6 links, decent jewelry and jars, you're ready to erase. Perandus Blazon vs. The Bisco strap is affordable, provides good quantity and rarity, and increases clear speed noticeably through Rampage. The small increase in quantity of Perandus Blazon is absolutely not worth the balance, however, the almost triple increase in bondage chain quantity can be attractive. If you're exclusively running Burial Chamber maps and don't use Headhunter, Rope is the best choice. If you are running a hybrid MF and leveling settings and pushing on some top-level maps, Bisco's will be your best bet on combined MF and clear speed. Playing without lioneye's fall has long been a staple of this construction, providing everything we could ask for from the Soul Rake Claw node, a healthy amount of critical strike chance and multiplier along with Mana and Life Leech. While we have described it as a mandatory element in the previous guide, could this construction be played without this essential jewel? The answer is, as expected, yes, but with varying degrees of effectiveness. If you're playing this construction at the end of the game, where you're making investments of multiple exalted orbs in each item slot, you're likely to actually gain remarkable damage by exchanging Lioneye's Fall with a world-class Abyss jewel. A single point will have to be reassigned to the mana leech under noticeable herbalism, to compensate for the regeneration of lost mana. A relatively high level is also necessary to make use of the points you'll earn, as well as an innately high Critical Strike chance, as you'll lose a good amount of it. Overall, even with the best possible team, many players will still opt for Lioneye's fall for the consistency of Critics and Leech. It is a matter of preference, although for most players we recommend Lioneye fall prisoner due to ease of use and efficiency before the end of the game. 28 Sep 2020 Updated Ice Herald Link. 18 Sep 2020 Ready for heist 3.12: Added construction path, revised gem links, updated text body. 18 June 2020 Initial updates for 3.11 Harvest. 12 Mar 2020 3.10 Delirium; updated for the new league with two new trees for softcore and hardcore, formatting fixes. 13 Dec 2019 Updates for 3.9 Metamorph; Updated skill tree path, gem links, aning tips, and more. October 11, 2019 Added A/C Council. October 11, 2019 Added A/C Council. 06 Sep 2019 Massive update for patch 3.8 Blight: Full facelift to one of our first most popular guides. Introduction, Mechanics, Skill Trees, Gems, Ancestry, Bandits, Equipment, Tons of New Sections and more. Whatever it is, we add it! 07 Aug 2019 Pros/cons update and construction evaluation. 02 Jul 2019 The Passive Skills Tree has been updated. 06 June 2019 Skill trees have been updated and made sure construction is accurate for Legion 3.7. 04 June 2019 Conflicting blood Fury references have been removed, Equipment recommendations updated, Enchantments updated. May 02, 2019 Added a section regarding Lioneye's Autumn Jewel. 25 Apr 2019 Fixed broken links to an image and bondage chain. 25 Apr 2019 Updated Quiver Recommendations and Sharpen Priority. 22 Apr 2019 Added a new Magic Find Belt FAQ section. 02 Apr 2019 Added a new suggested link for Lightpoacher/Tombfist users, as well as additional clarity in the Gems section. 23 Mar 2019 Cleaning some sections of the guide. 20 Mar 2019 Passive skill trees have been updated. 08 Mar 2019 Updated for Synthesis 3.6. 24 Feb 2019 New amulet recommendations for construction have been added. January 31, 2019 The Gems section of the guide was updated and expanded, and more context has been added to the ancestry options. 03 Jan 2019 Cleaned the beginning of the guide, added Fur de Farrul. See everything I'm confused by some of the passive melee and claw chosen in the tree. On 13/03/2019 at 8:37 a.m., madaje said I'm confused by some of the liability melee and claw chosen in the tree. This is explained in the guide (for example, in the Lioneye Fall Jewels section). Too much to read, huh? I'm sorry about that on 23/03/2019 at 5:55 PM, madaje said so much for reading, huh? I'm sorry about that Don't worry at all! Nice guide, but I'm missing a construction link path. Is there any chance we can get one or just don't see it? Edit: You just found the Links to the passive trees... The damut does not :P edited by Excel on March 25, 2019 Thank you for the guide! Where do you get the int to run anger in this construction? I'm struggling to get curse 111 by hitting as it is unless I run a weird ring. On 25/03/2019 at 6:03 PM, Excel said Nice Guide, but I lack a Construction Path Link. Is there any chance we can get one or just don't see it? Edit: You just found the Links to the passive trees... The exit doesn't :P I'm glad you found them at the end, I'm sorry for the confusion! On 29/03/2019 at 2:34 PM, Iscellaneous said by the guide! Where do you get the int to run anger in this construction? I'm struggling to get curse 111 by hitting as it is unless I run a weird ring. There are some points in the tree that give us a bit of a buffer to start with. After that, you'll have to find it in Jewels or slap an extra point or two in your tree. If you're looking for complete magic, this won't affect your clearing at all, as the damage loss will be negligible. yes, yes Go down level 100, or want to break some old people's maps with a little more ease, can make it much easier to hybrid the construction a little - you can keep a few items equipped, and Windripper itself provides a natural boost, but work on some powerful rare ones. Hello, some of your builds are missing leveling sections. Can I expect you to add them in the future? They are very useful to know which gems to choose. On 08/04/2019 at 6:06 PM, Kaelos said Hello, some of his compilations are missing leveling sections. Can I expect you to add them in the future? They are very useful to know which gems to choose. It's possible, but currently my focus is more on creating new builds and guides. We have existing on-site guides that provide template leveling builds and item recommendations that can be used in any build, for this build, for example, it would be leveled as Arrow Rain if you want to level as an arc build. Very nice to write man, like a new ps4 player who is working on a Deadeye TS I can ask why you are prioritizing lightning over the cold for additional flat damage to gears/jewels? Look for added cold and by collecting frost fangs & Winter Spirit be better overall for dps? On 19/04/2019 at 5:25 PM, null said very nice to write man, like a new ps4 player who is working on a TS Deadeye I can ask why you are prioritizing the lightning over the cold for additional flat damage to the team/jewels? Look for added cold and by collecting frost fangs & Winter Spirit be better overall for dps? They are very close in Construction Path, but Lightning usually causes more damage. If you want to build for more cold damage, however, that's a perfectly viable alternative. I'm new to PoE and I wanted to thank you for the guide. I searched everywhere for a well-explained ranger construction with tornado fire and this one is solid. Multi-element option + passive tree option and actually takes the time to explain the choice of item and why. Hats off to you and again thank you for taking the time to make an excellent guide. Thank you Micheal, I'm glad you found it helpful. Best of luck out there, and don't hesitate to leave if you have any! Hey ahem currently struggling with the information is there anyway to go around it? agree on something? lvl 58 atm I just picked up a Fur from Farrul, should I use Farrul's bite or a rare helmet with Beast Cat Appearance made on it? On 08/05/2019 at 5:40 AM, Wafeeq said Hey ahem currently struggling with information is there anyway to go around it? agree on something? lvl 58 atm As Vlad mentioned, either create it in an existing object or talent in it in the tree. On 08/05/2019 at 11:56 PM, LOLHysteria said I just picked up a Fur from Farrul, should I use Farrul's bite or a weird helmet with the Beast Look of the Cat made on it? It doesn't have to be a Helmet to have Cat Appearance; any weird piece will do. It's easier if you can create it yourself as you have a little more flexibility. Farrul Bite is a good placeholder, but when it comes to the only Lightpoacher remains your best choice for damage, Devoted Devotion for Clear Speed and Starkonja's Head for a happy marriage between the two. On 09/05/2019 at 8:38 AM, Furdy said &lt;div stylepadding-left: 2rem; On 08/05/2019 at 11:56 PM, LOLHysteria said I just picked up a Fur from Farrul, should I use Farrul's bite or a weird helmet with the Beast Look of the Cat made on it? &lt;/div> Does not have to be a Helmet to have Cat Appearance; any weird piece will do. It's easier if you can create it yourself as you have a little more flexibility. Farrul Bite is a good placeholder, but when it comes to the only Lightpoacher remains your best choice for damage, Devoted Devotion for Clear Speed and Starkonja's Head for a happy marriage between the two. Not bad. I think I need to use the hull position because everything else is fully equipped for MF. I have Windripper in the bow slot, rigwalds in tremor, double ventor, bisco neck, sadima, Goldwyrn and a headhunter, leaving only the helmet for the change. Are there any specific statistics on a rare rudder that I should try to get? Log in to respond. Response.

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