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Forward Artillery



EDIT

For the weapon, see [Tunguska Cannon](#).

Forward Artillery is an integrated [Plexus](#) Mod that increases a [Railjack's](#) [Forward Artillery](#) damage.

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Stats



Rank Damage Cost



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Forward Artillery



Full



Tradeable

It be obtained from transmutation



WARFRAME Wiki



3	+36.4%	9
4	+45.5%	10
5	+54.5%	11
6	+63.6%	12
7	+72.7%	13
8	+81.8%	14
9	+90.9%	15
10	+100%	16

Drop Locations

Max Rank Description

+100% Forward Artillery Damage

General Information

Type

Plexus

Polarity

 Madurai

Rarity

Rare

Max Rank

10

Endo Required To Max

30,690

Credits Required To Max

1,482,327

Base Capacity Cost

6

Trading Tax

 8,000

Introduced

Update 27.0 (2019-12-13)

Vendor Sources

Official Drop Tables

<https://www.warframe.com/droptables>

Mission Drop Tables

Mission Type	Source	Rotations or Drop Table	Chance ^[1]	Quantity ^[2]	Avg. per roll ^[3]	Star Chart Nodes
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Enemy Drop Tables



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Enemy [↕]	Drop Table Chance ^[4] [↕]	Item Chance ^[5] [↕]	Chance ^[6] [↕]	Expected Kills ^[7] [↕]	Quantity ^[8] [↕]	Avg. per roll attempt ^[9]
Elite Kosma Cutter	15%	1.68%	0.252%	397	1	0.00252
Elite Orm Basilisk	15%	1.37%	0.2055%	487	1	0.002055
Elite Taro Basilisk	15%	1.12%	0.168%	595	1	0.00168
Elite Vorac Harpi	15%	0.67%	0.1005%	995	1	0.001005
Kosma Cutter	15%	4.17%	0.6255%	160	1	0.006255
Taro Basilisk	15%	1.01%	0.1515%	660	1	0.001515

Sourced from the [official drop table repository \(https://www.warframe.com/droptables\)](https://www.warframe.com/droptables). See [Module:DropTables/data](#) to edit on the wiki.

Patch History

Update 29.10 (2021-03-19)

- Introduced new Plexus Mods to replace functionality of some existing avionics
- Avionics have been removed

Update 27.4 (2020-05-01)

- Houses Lavan and Vidar variants removed.
- Reduced base drain from 6 to 2.

Update 27.0 (2019-12-13)



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	Engines	Conic Nozzle • Cruising Speed • Ion Burn
	Turrets	Crimson Fugue • Defensive Fire • Fortifying Fire • Hyperstrike • Predator • Protective Shots • Section Density • Turret Velocity • Waveband Disruptor
		Granum's Nemesis • Sentient Scalpel • Worm's Torment
		Ordnance Cheap Shot • Ordnance Velocity • Overloader • Quicklock • Ripload • Scourging Warheads • Warhead
	Artillery	Artillery Cheap Shot • Forward Artillery
	Forge	Revo Reducer
Battle (Offense)	Defensive	Blackout Pulse • Countermeasures • Munitions Vortex
	Offensive	Particle Ram • Shatter Burst • Tether
	Super	Phoenix Blaze • Seeker Volley • Void Hole
Tactical (Utility)	Defensive	Breach Quanta • Form Up • Intruder Stasis • Squad Renew
	Offensive	Battle Stations • Death Blossom
	Super	Battle Forge • Fire Suppression • Flow Burn • Void Cloak

1. Chance to roll item within drop table
2. Amount rewarded on successful roll
3. (Quantity × Chance)
4. Chance to roll drop table
5. Chance to roll item within drop table
6. (Drop Table Chance × Item Chance)
7. (1 / Chance), see [WARFRAME Wiki:Expected & Nearly Guaranteed Numbers](#) for more details
8. Amount rewarded on successful roll
9. (Quantity × Chance), average item quantity on a roll attempt (successful or not)



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