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Punch Through



Determines how far projectiles can pass through enemies and objects. Each pierced target subtracts the value of the remaining Punch Through potential for that projectile.

Punch Through

—In-game Description

Punch Through is a mechanic that allows weapons to shoot through a set distance of material, whether this material is cover, objects or enemies. The total amount of material that a weapon's bullet, beam or projectile can pass through before despawning is determined by the Punch Through value (measured in meters). Punch Through is typically gained through [Mods](#), though certain weapons have innate Punch Through values.

With higher Punch Through values, a skilled player can estimate and strike the location of [enemies' weak spots](#) while they're in total cover, without waiting for them to expose themselves to the player's line of sight. High values of Punch Through can also be used to penetrate multiple enemies at once, which can greatly boost a weapon's ammo efficiency against swarms of enemies.

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Mechanics

Geometry Punch Through

Geometry Punch Through is the total distance of material (object or enemy) that a weapon's projectile, bullet or beam can pass through before dissipating. Punch Through values listed in the arsenal and from mods are this type of Punch Through. This Punch Through value is gradually diminished as the projectile passes through objects or enemies. Once a projectile's Punch Through distance is used up, the projectile despawns normally as if it were fired from a weapon with no Punch Through. A Punch Through value of 1.2m is sufficient to pass through most enemies at least once (Infested [Boilers](#) being one of the notable exceptions).

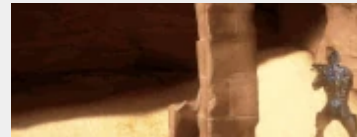
For example, when using a weapon with 1.2m of Punch Through distance against a line of four Grineer [Butchers](#) at chest height, a shot will only pass through the first two targets but not through the third, since the torso hitbox of three butchers combined adds up to over 1.2m of material. This results in only three of the four Butchers being hit. Increasing the punch through to 2.1m will result in all four Butchers being hit.^[1]

It is important to note that there are some objects that cannot be Punched Through by any means; barriers from abilities such as  [Snow Globe](#) (both the  [Frost](#) and [Arctic Eximus](#) variants) or [Nullifier Crewman](#) fields will block all projectiles regardless of the amount of Punch Through they may otherwise be capable of. Additionally, some [Bosses](#)



they open up (such as [General Sargas Ruk](#)'s exhaust vents, which only open after he performs certain attacks).

[Non-hitscan](#) weapons with Punch Through will function as expected. However, projectiles that fully penetrate geometry and pass through will lose a significant amount of their velocity.



An example of Punch Through projectiles losing velocity. Note how the second volley passing through the pillar have notably less speed.

Infinite Body Punch Through

Some weapons that shoot wide [projectiles](#) or a stream of particles possess infinite body Punch Through. Infinite body Punch Through allows these weapons to pierce an unlimited amount of enemies, but **not** level geometry, objects, or barriers. *The following is a list of weapons with infinite body Punch Through:*

[Primary](#) [Secondary](#) [Melee](#) [Archgun](#)



 [Alternox](#) (Primary Fire)



 [Arca Plasmor](#)



[Primary Catchmoon](#)

 [Cinta](#) (Perfect Shot)

[Dread](#) (Incarnon Form)

[Exergis](#)

[Felarx](#)

[Fulmin](#) (Semi-Auto Mode)

[Fulmin Prime](#) (Semi-Auto Mode)

[Ignis](#)

[Ignis Wraith](#)

[Lanka](#)



[MK1-Paris](#) (Incarnon Form)

[Nataruk](#) (Charged and Perfect Shot)

[Paris](#) (Incarnon Form)

[Paris Prime](#) (Incarnon Form)

[Phantasma](#) (Primary Fire)

[Phantasma Prime](#) (Primary Fire)



[Quellor \(Alt-Fire\)](#)

[Steflos](#)

[Tenet Arca Plasmor](#)

Area of Effect Weapons

With a very few exceptions, weapon projectiles with an area of effect (AoE) component will not Punch Through level geometry at all. Instead the projectile will explode on first contact. Note that some weapons have multiple modes though, where an AoE mode won't benefit but another mode will.

Weapons

Some weapons come with an innate amount of Punch Through without any installed mods. Most weapons with a charged shot mechanic will add Punch Through upon full charge, while their uncharged shots may not penetrate anything. In both cases, their innate Punch Through values will stack with any mods that grant Punch Through.

[Primary](#) [Secondary](#) [Melee](#) [Archgun](#) [Robotic](#)



[Aeolak](#) (Primary Fire only:
1.0m)

[Artemis Bow](#) (1.0m)

[Battacor](#) (Alt-Fire only: 2.0m)

[Boltor](#) (Incarnon Form only:
0.6m)

[Bubonico](#) (Primary Fire only:
1.9m)

[Cedo](#) (Primary Fire only:
0.8m)



[Cernos](#) (Charged Shot only:
1.0m)

[Cernos Prime](#) (Charged Shot
only: 1.0m)

[Cinta](#) (Charged Shot only:
2.0m)

[Convectrix](#) (0.6m)

[Daikyu](#) (Charged Shot only:
3.0m)

[Drakgoon](#) (Charged Shot
only: 1.5m)



[Dread](#) (Charged Shot only:
2.5m)

[Exergis](#) (0.5m)

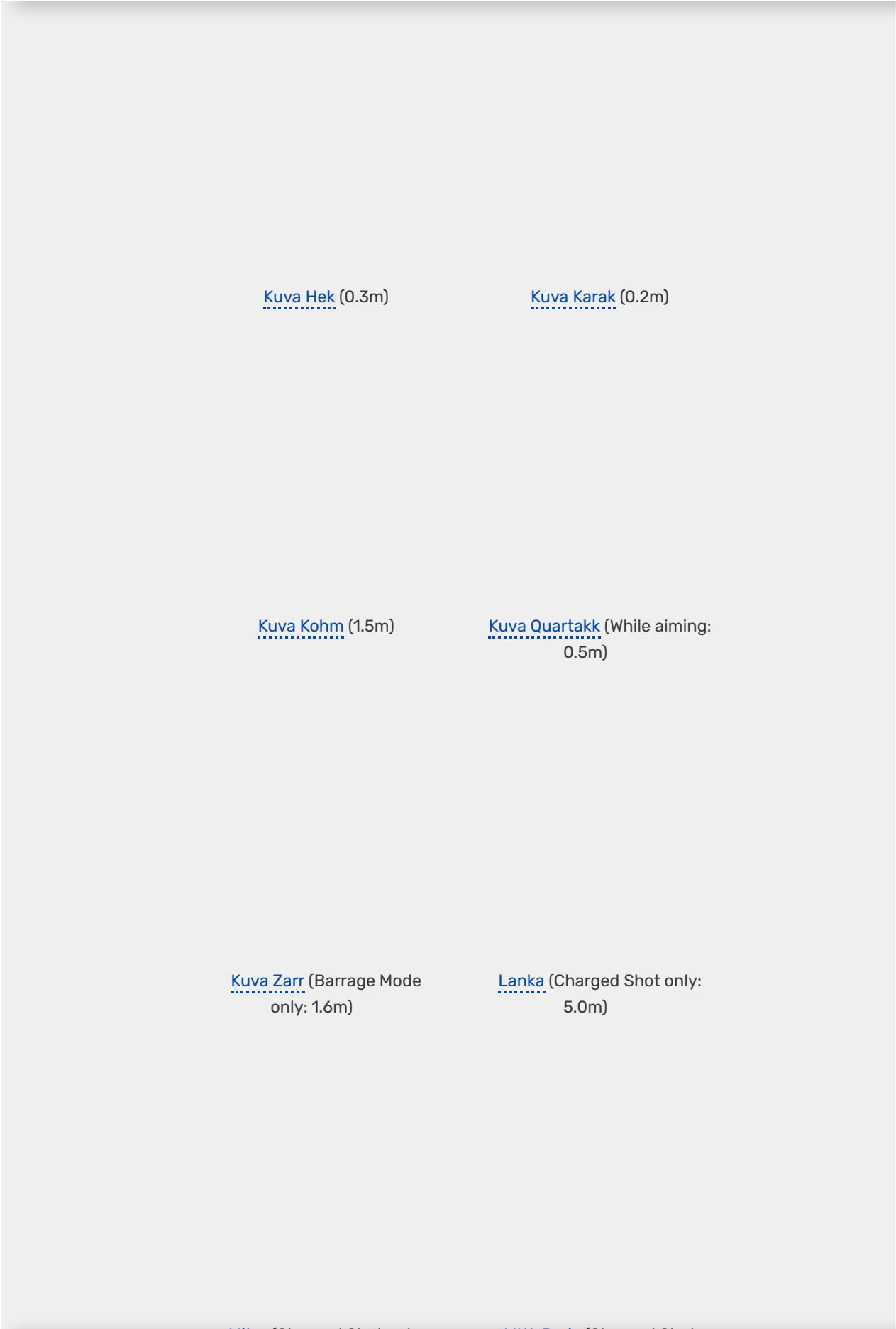
[Ferrox](#) (Charged Shot only:
1.5m)

[Flux Rifle](#) (0.5m)

[Gotva Prime](#) (0.5m)

[Kohm](#) (1.5m)





[Kuva Hek](#) (0.3m)

[Kuva Karak](#) (0.2m)

[Kuva Kohm](#) (1.5m)

[Kuva Quartakk](#) (While aiming:
0.5m)

[Kuva Zarr](#) (Barrage Mode
only: 1.6m)

[Lanka](#) (Charged Shot only:
5.0m)



[Mutalist Cernos](#) (Charged
Shot only: 1.0m)

[Nagantaka](#) (When wielded by
[Garuda](#) ([Prime](#)): 1.0m)

[Nagantaka Prime](#) (When
wielded by [Garuda](#) (
[Prime](#)): 1.0m)

[Opticor](#) (1.0m)

[Opticor Vandal](#) (1.0m)

[Paris](#) (Charged Shot only:
2.0m)



[Paris Prime](#) (Charged Shot
only: 3.0m)

[Perigale](#) (1.0m)

[Phenmor](#) (Incarnon Form
only: 3.0m)

[Quartakk](#) (0.5m)

[Quellor](#) (Primary Fire only:
0.5m)

[Rakta Cernos](#) (Charged Shot
only: 1.0m)



[Snipetron](#) (2.5m)

[Snipetron Vandal](#) (3.0m)

[Stahlta](#) (Primary Fire only:
1.2m)

[Stradavar Prime](#) (Semi-Mode
only: 1.0m)

[Strun Prime](#) (0.8m)

[Telos Boltor](#) (Incarnon Form
only: 0.6m)



[Vectis](#) (1.0m)

[Vectis Prime](#) (1.0m)

[Vulkar](#) (1.0m)

[Vulkar Wraith](#) (1.0m)

[Zarr](#) (Barrage Mode only:
1.6m)

[Zenith](#) (Semi-Mode only:
99999.0 m)

Minimum Mod Ranks for Penetration

Notes

- Average data, result will differ due to width variances.
- Humanoid enemies include [Elite Lancer](#), [Crewman](#), and [Ancient Disruptor](#).
- Quadruped enemies include [Charger](#).



<u>Seeking Fury, Shred</u>	+0.2	+0.4	+0.6	+0.8	+1.0	+1.2		
Humanoid	✗	✗	✓	✓	✓	✓		
Quadruped	✗	✗	✗	✗	✓	✓		
<u>Vigilante Offense</u>	+0.25	+0.5	+0.75	+1.0	+1.25	+1.5		
Humanoid	✗	✓	✓	✓	✓	✓		
Quadruped	✗	✗	✗	✓	✓	✓		
<u>Power Throw</u>	+0.3	+0.7	+1	+1.3	+1.7	+2		
Humanoid	✗	✓	✓	✓	✓	✓		
Quadruped	✗	✗	✓	✓	✓	✓		
<u>Metal Auger, Seeker, Seeking Force</u>	+0.4	+0.7	+1.1	+1.4	+1.8	+2.1		
Humanoid	✗	✓	✓	✓	✓	✓		
Quadruped	✗	✗	✓	✓	✓	✓		
<u>Primed Shred</u>	+0.2	+0.4	+0.6	+0.8	+1.0	+1.2	+1.4	+
Humanoid	✗	✗	✓	✓	✓	✓	✓	✓
Quadruped	✗	✗	✗	✗	✓	✓	✓	✓

Sources of Punch Through

Passive

- [Garuda/](#) [Garuda Prime's Signature Weapon](#) effect with [Nagantaka/](#) [Nagantaka Prime](#) (1m)
- [Qorvex's](#) [Passive](#) (3m)

Mods



[Sabot Rounds](#)

[Rifle Elementalist](#)

[Primed Shred](#)

[Semi-Rifle Cannonade](#)

[Shred](#)

[Metal Auger](#)

[Seeking Force](#)

[Seeking Fury](#)



[Semi-Shotgun Cannonade](#)

[Seeker](#)

[Semi-Pistol Cannonade](#)

[Power Throw](#)

[Vigilante Offense](#)

Notes

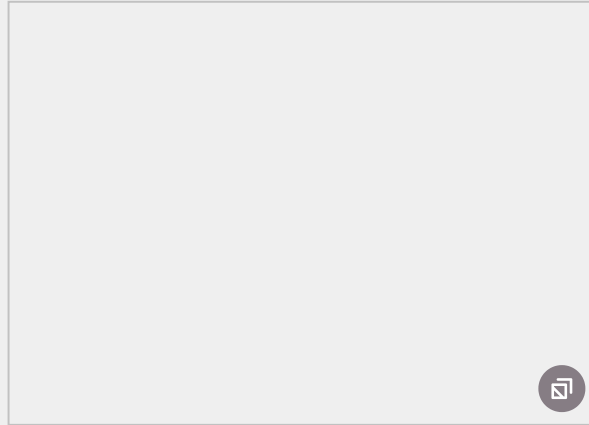
- A number of bosses actually become invulnerable when they deploy protection rather than using a physical barrier to block attacks. In those cases Punch Through will *not* allow damage to be dealt during these phases. The [Raptors](#), [Captain Vor](#) and [Lephantis](#) are good examples.
- The shields of [Eximus](#) Guardian cannot be bypassed with Punch Through.

Bugs

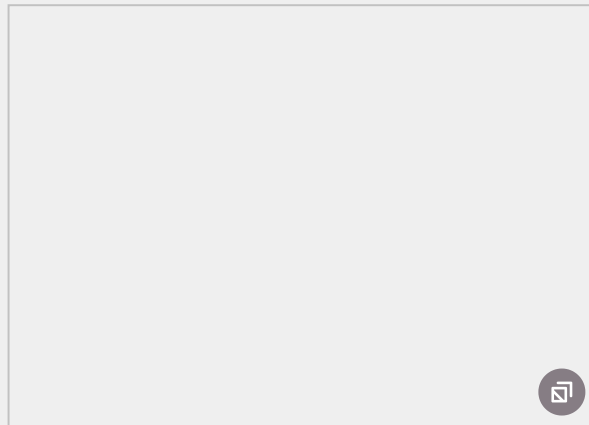


- The Drakgoon's real Punch Through on Charged Shots may differ from the listed Punch Through in the Arsenal/Codex and on site. It seems to be even less than 1.5m as listed in the Arsenal/Codex. Further testing/info required.

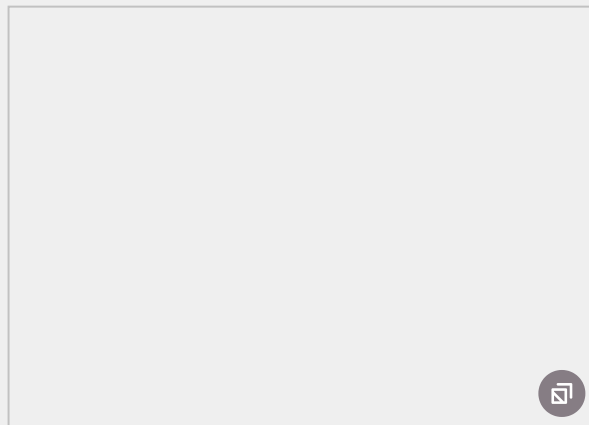
Media



These two containers are 22m apart, the Latron Prime has maxed Metal Auger.



The bullet can puncture the first, travel ~20m and still hit the second.



This shows Punch Through only counts solid objects,



Trivia

- Beginning in [Update 9.7](#) (2013-08-30), Punch Through functionality was given to non-hitscan weapons. However, projectiles that manage to penetrate an angled surface will veer off to the side once they exit, and with significantly reduced velocity. After an unknown update, projectiles passing through objects would no longer deviate, but would still lose velocity.



An demonstration of how Punch Through interacted with a projectile weapon (in this case, an [Acrid](#) with [Seeker](#) equipped). Note how the Acrid's darts would veer off to the right of the reticle, as opposed to continuing forward.

References

1. [Punch Through Mechanics Testing \(https://www.youtube.com/watch?v=bpDphg5GxQU\)](https://www.youtube.com/watch?v=bpDphg5GxQU)

Damage Mechanics			Edit	[Collapse]
Offense		Attack Speed • Buff & Debuff • Critical Hit • Damage (Faction Damage Bonus, Positive Type Modifier, Quantization) • Damage Falloff • Damage Reflection • Enemy Body Parts • Fire Rate • Multishot • Punch Through • Status Effect		
Defense		Armor • Damage Attenuation • Damage Reduction • Health (Healing) • Invulnerability • Negative Damage Type Modifier • Overguard • Shield		
Damage Types				
Physical (IPS)		Impact •	Puncture •	Slash
Elemental	Primary (HCET)	Heat •	Cold •	Electricity • Toxin
	Secondary	Blast •	Corrosive •	Gas • Magnetic •
Special		Radiation • Viral		
Hidden/Internal		Tau •	True •	Void
		Cinematic • Energy Drain • Shield Drain		
Status Effects				
Physical		Knockback •	Weakened •	Bleed
Elemental	Primary	Ignite •	Freeze •	Tesla Chain • Poison



	Secondary	Inaccuracy • Corrosion • Gas Cloud • Disrupt • Confusion • Virus
	Special	Bullet Attractor
	Effect Only	Big Stagger • Disarmed • Impair (PvP only) • Knockdown • Lifted • Microwave • Parried • Ragdoll • Silence • Sleep • Slow • Stagger • Stun
Shield, Armor, and Health Classes		
	Tenno	Tenno Shield • Tenno Armor • Tenno Flesh
	Grineer	Grineer • Kuva Grineer
	Corpus	Corpus • Corpus Amalgam
	Infested	Infested • Infested Deimos
	Corrupted	Orokin
	Sentient	Sentient
	Narmer	Narmer
	Zariman	Zariman
	The Murmur	The Murmur
	Miscellaneous	Hit Points • Object • Overguard
Calculating Bonuses		

Game System Mechanics			Edit	[Collapse]
Currencies		Credits • Orokin Ducats • Endo • Platinum • Aya • Regal Aya • Standing		
General	Basics	Arsenal • Codex • Daily Tribute • Empyrean • Foundry • Market • Mastery Rank • Nightwave • Orbiter • Player Profile • Reset • Star Chart		
	Lore	Alignment • Fragments • Leverian • Quest		
	Factions	Corpus • Grineer • Infested • Orokin • Sentient • Syndicates • Tenno		
	Social	Chat • Clan • Clan Dojo • Leaderboards • Trading		
	Squad	Host Migration • Inactivity Penalty • Matchmaking		
	Player Housing	Clan Dojo • Dormizone • Drifter's Camp • Orbiter		

Gameplay	Basics	Affinity • Buff & Debuff • Death • Hacking • Invisible • Maneuvers • One-Handed Action • Open World • Pickups • Radar • Stealth • Tile Sets • Void Relic • Waypoint
	Damage Mechanics	Critical Hit • Damage • Damage Redirection • Damage Reduction • Damage Reflection • Damage Type Modifier • Damage Vulnerability • Health • Status Effect
	Enemies	Bosses • Death Mark • Enemy Behavior • Eximus (Overguard) • Lich System
	Mission	Arbitrations • Archon Hunt • Break Narmer • Empyrean • Invasion • Sortie • Tactical Alert • The Circuit • The Steel Path • Void Fissure
	Activities	Captura • Conservation • Fishing • K-Drive Race • Ludoplex • Mining
	PvP	Duel • Conclave (Lunaro) • Frame Fighter
	Other	Gravity • Threat Level
Equipment	Modding and Arcanes	Arcane Enhancements • Archon Shard • Fusion • Mods (Flawed, Riven) • Polarization • Transmutation • Valence Fusion
	Warframe	Attributes (Armor, Energy, Health, Shield, Sprint Speed) • Abilities (Augment, Casting Speed, Helminth System, Passives, Duration, Efficiency, Range, Strength)
	Weapons	Accuracy • Alternate Fire • Ammo • Area of Effect • Attack Speed • Bounce • Critical Hit • Damage Falloff • Exalted Weapon • Fire Rate • Hitscan • Holster • Incarnon • Melee • Multishot • Noise • Projectile • Projectile Speed • Punch Through • Recoil • Reload • Ricochet • Trigger Type • Zoom
	Operator	Amp • Focus (Madurai, Vazarin, Naramon, Unairu, Zenurik) • Lens
	Drifter and Duviri	Decrees • Drifter Combat • Drifter Intrinsic s • Kaithe
		Archwing • Companion • K-Drive • Necramech •

Technical	General	AI Director • Drop Tables • HUD • Key Bindings • Material Structures • PBR • Rarity • RNG • Settings • String Interpolation • Text Icons • Upgrade
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