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 EDIT GRINEER WEAPONS

This Lich-variant grenade launcher hurls mayhem and destruction with an increased Reload Speed.

Kuva Tonkor

 **Tradable**

(indirectly through **Lich** trading)

Innate Progenitor Bonus

 Update Infobox Data

General Information

Launcher

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Characteristics

- This weapon does primarily  **Blast** damage.
- Grenades explode in a **7** meter **AoE** radius after impacting a surface or enemy.
 - Initial hit and explosion apply status separately.
 - Explosion does not need direct line of sight to deal damage and will penetrate walls.
- Direct hits cause **knockdown**, whether or not the grenade explodes.
- Can use the Tonkor-exclusive  **Precision Strike** mod, and the launcher-exclusive  **Adhesive Blast** mod.
- Can benefit from  **Firestorm** ( **Primed**) and  **Cautious Shot**.
- Comes with an additional bonus  **Impact**,  **Heat**,  **Cold**,  **Electricity**,  **Toxin**,  **Magnetic**, or  **Radiation**

 Mastery Rank Requirement	13
Max Rank	40
 Slot	Primary
Trigger Type	Semi-Auto
Utility ^	
Accuracy	N/A
Ammo Max	30
Ammo Pickup	3
Ammo Type	Primary
Disposition	●●●○○ (0.90x)
Fire Rate	3.17 attacks/sec
Noise Level	Alarming
Magazine Size	1
Reload Time	1.50 s
Projectile Speed	40.0 m/s
Projectile Type	Projectile
Spread	0.00° (0.00° min, 0.00° max)
Grenade Impact ^	
 59 ( 100%)	
Total Damage	59 (100.00%  Puncture)
Ammo Cost	1
Crit Chance	30.00%
Crit Multiplier	2.50x
Fire Rate	3.17 attacks/sec
Forced Procs	 Knockdown
Multishot	1 (59.00 damage per projectile)
Noise Level	Alarming
	0.0 m
	0.00° (0.00° min, 0.00° max)

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damage of the weapon by 25%-60%.

- [Valence Fusion](#) can optionally change the resulting output damage type, and can upgrade the bonus increase (up to 60%).
- [Polarizing](#) the weapon increases its max [rank](#) by **2**, capping at rank **40** after **5** polarizations, granting the weapon additional mod capacity.
- Listed [Mastery Rank](#) requirement is not enforced - the weapon may theoretically be obtained at any mastery rank by acquiring and vanquishing a Kuva Lich that has this weapon equipped.

Advantages over other Primary weapons (excluding modular weapons):

- Pinpoint [accuracy](#).
 -  [Heavy Caliber](#)'s accuracy penalty is minimal on this weapon, especially in combination with [Multishot](#) mods.
- Grenade Impact (wiki attack index 1)
 - High crit chance (30.00%)
 - High reload speed (1.50 s)
 - High crit multiplier (2.50x)



- Grenade Explosion (wiki attack

Projectile Speed	40.0 m/s	
Projectile Type	Projectile	
Grenade Explosion ^		
 168 ( 24.93%)	 204 ( 30.27%)	 302 ( 44.81%)
Total Damage	674 (44.81%  Blast)	
Crit Chance	30.00%	
Crit Multiplier	2.50x	
Damage Falloff	No Damage Falloff: below 0.0 m (100%, 674 damage)	
	Linear Falloff: between 0.0 m and 7.0 m (100% - 30%)	
	Max Damage Falloff: over 7.0 m (30%, 202 damage)	
Fire Rate	3.17 attacks/sec	
Multishot	1 (674.00 damage per projectile)	
Noise Level	Alarming	
Punch Through	0.0 m	
Range	7.0 m	
Status Chance	17.00%	
Projectile Type	AoE	
Miscellaneous ^		
Compatibility Tags	PROJECTILE, AOE	
Default Upgrades	InnateDamageRandomMod	
Riven Family	Tonkor	
Exilus Polarity		
Introduced	Update 26.0 (2019-10-31)	
Polarities	None	
Sell Price	8,500	

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• [Kuva Lich](#)

Kuva Tonkor

Tonkor



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- Very high total damage (674)
- Above average fire rate (3.17 attacks/sec)
- Above average crit multiplier (2.50x)

Disadvantages over other Primary weapons (excluding modular weapons):

- Grenades have travel time and heavy arcing.
- Extremely low magazine capacity of just 1 round, requires frequent reloading.
- Explosion inflicts [self-stagger](#).
- Explosion has a [headshot](#) multiplier of 1x and cannot trigger headshot conditions.
- Explosion has linear [Damage Falloff](#) from 100% to 30% from central impact.
- Grenade Impact (wiki attack index 1)
 - Very low magazine (1)
 - Below average total damage (59)
 - Very low ammo max (30)
 - Below average fire rate (3.17 attacks/sec)
 - Below average status chance (17.00%)
 - Low disposition (●●●○○ (0.90x))
- Grenade Explosion (wiki attack index 2)
 - Low active falloff slope (10.0m/%)
 - Low maximum falloff distance (7.0 m)
 - Very low magazine (1)
 - Low ammo max (30)
 - Low status chance (17.00%)
 - Low disposition (●●●○○ (0.90x))

Article Categories

- [Weapons](#)
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- [Puncture Damage Weapons](#)
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- [Alarming Weapons](#)
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See [WARFRAME Wiki:Stat Comparison/Percentiles](#) for more details.



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- **Kuva Tonkor** (Grenade Explosion), compared to **Tonkor** (Grenade Explosion):
 - Higher base damage per projectile (674.00 vs. 650.00) (excluding any **Progenitor** bonus)
 - Higher **Puncture** damage (168 vs. 0)
 - Higher **Slash** damage (204 vs. 0)
 - Lower **Blast** damage (302 vs. 650)
 - Higher total damage (using max +60% **Progenitor** bonus if applicable) (1,078.4 vs. 650)
 - Higher base **critical chance** (30.00% vs. 25.00%)
 - Higher base **status chance** (17.00% vs. 10.00%)
 - Higher **average damage per tap** (using max +60% **Progenitor** bonus if applicable) (1563.68 vs. 893.75)
 - Higher **burst DPS** (using max +60% **Progenitor** bonus if applicable) (1042.45 vs. 525.73)
 - Higher **sustained DPS** (using max +60% **Progenitor** bonus if applicable) (861.31 vs. 443.44)
 - Faster **reload time** (1.50 s vs. 1.70 s)
 - Higher **Mastery Rank** required (13 vs. 5)
 - Lower **disposition** (●●●○○ (0.90x) vs. ●●●●○ (1.30x))

Acquisition

*This section is **transcluded** from **Lich System/Weapons § Kuva Acquisition**. To change it, please **edit the transcluded page**.*

Kuva Tonkor is obtained by vanquishing a **Kuva Lich** who generated with one equipped. After the Lich is vanquished it will be in the player's **Foundry** ready to claim.

While the weapon itself is not tradeable, a converted Kuva Lich generated with the weapon can be traded to another player. The trade is performed inside a **Clan Dojo**'s Crimson Branch room, and the recipient must not have any active Lich. Once traded, the recipient must fight and vanquish the Lich to claim its weapon.

Notes



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equipped on this weapon, one of the rest of the grenades will of aim. This helps in giving a



[Primed](#)) is also loaded, as well as bigger damage on enemies near the point of impact.

- While its standard counterpart's grenades fizzle out when shot at too close ranges and hitting someone due to the arming distance mechanic, the Kuva Tonkor's shots explode on impact even at point blank range, making it more reliable at dealing massive damage at close ranges. It does give a risk at staggering the user.

This section is [transcluded](#) from [Lich System § Notes](#). To change it, please [edit the transcluded page](#).

Kuva/Tenet Notes

- For weapons obtained from vanquishing the [Kuva Lich](#) or [Sister](#):
 - The player **does not** have to meet the [Mastery Rank](#) displayed to obtain this weapon. It can simply be claimed from the foundry after the Lich/Sister carrying it has been vanquished.
 - The weapon will have a prefix of the name of the Lich/Sister it was acquired from (e.g. a [Kuva Kohm](#) might be called "**Odizrigg Agekk** Kuva Kohm").
- Refraining from Mercy killing an Adversary candidate will remove their weapon from the pool of potential Adversary weapons until each has been refused, but only if the mission is completed. Weapons rejected from aborted missions will remain in the current cycle.
- For weapons obtained from [Ergo Glast](#)'s shop:
 - The player **must** meet the [Mastery Rank](#) displayed to obtain this weapon, as it is claimed from an NPC shop rather than the foundry.
- The weapon's max [rank](#) caps at **40** after **5 polarizations** (max rank increases by 2 per [Forma](#) added).
 - Additional polarizations can be added when the weapon reaches its new max rank at that polarization level.
 - Each additional rank also gives 100 [Mastery Rank](#) experience, giving **4,000** points in total at level 40.
 - [Mod](#) capacity scales with the additional ranks, and can reach a total of **80** at rank 40 with an [Orokin Catalyst](#) installed.
 - Without an Orokin Catalyst, the max is 40. Combined with the five polarized mod slots required to reach that point, an Orokin Catalyst



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er-friendly builds as they

al mod capacity above 30 (60



reaches 31 and above.

- Legendary [Mastery Rank](#) increases the minimum mod capacity for such weapons, without the weapon needing to be rank 31 and above. For example, Legendary 1 increases the minimum capacity to 31 (62 with an Orokin Catalyst).
- Comes with an additional damage stat.
 - For Lich/Sister-obtained weapons this is dependent on the Warframe that summoned the Lich/Sister.
 - For [Ergo Glast](#) shop a random bonus stat will be offered for each weapon and changed every 4 days (96 hours).
 - This damage stat randomly ranges between 25%-60%. It can be upgraded up to its maximum value with [Valence Fusion](#) using another copy of the weapon.
 - This bonus stat is considered a **base** damage type and will be applied **after** all elemental mods for the purposes of elemental combinations.

▼ View detailed explanation about element merging ▼

This section is [transcluded](#) from [Lich System/Progenitor](#) . To change it, please [edit the transcluded page](#).

Element	Progenitor Warframe*						
Impact	Baruuk	Dante	Gauss	Grendel	Rhino	Sevagoth	
			Wukong	Zephyr			
Heat	Chroma	Ember	Inaros	Jade	Kullervo	Nezha	
			Protea	Vauban	Wisp		
Cold	Frost	Gara	Hildryn	Revenant	Styanax	Titania	
			Trinity				
Electricity	Banshee	Caliban	Excalibur	Gyre	Limbo	Nova	
			Valkyr	Volt			
Toxin	Atlas	Dagath	Ivara	Khora	Nekros	Nidus	Oberon
				Saryn			
Magnetic	Citrine	Harrow	Hydroid	Lavos	Mag	Mesa	Xaku
			Yareli				
				Mirage	Nyx	Octavia	
				Voruna			



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[i](#) [Mirage](#) [Nyx](#) [Octavia](#)
[Voruna](#)



Tips

- With [Primed Magazine Warp](#), the Kuva Tonkor will have $1 \times (1 + 55\%) = \mathbf{1.55}$, rounded to **2** magazine capacity, giving it a higher overall DPS rate.
- As with the standard Tonkor, the Kuva Tonkor's high critical chance makes it a good candidate for [Hunter Munitions](#).
- While the Kuva Tonkor's shots lack the cluster-bomb effects of the [Kuva Bramma](#) and [Kuva Zarr](#), its very large ammo reserves (for a launcher-type primary) and comparable damage grant it a better ability for sustained crowd control in endless [Steel Path](#) missions, especially when loaded with ammo conversion mods such as [Vigilante Supplies](#).

Trivia

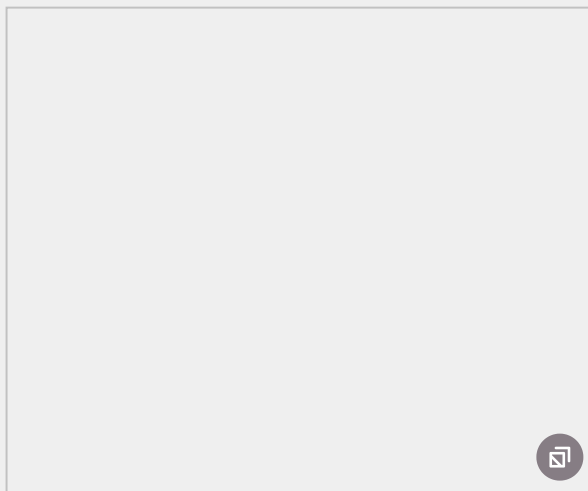
- The [Grineer text](#) on the side of its barrel translates to "Ravage".

Media

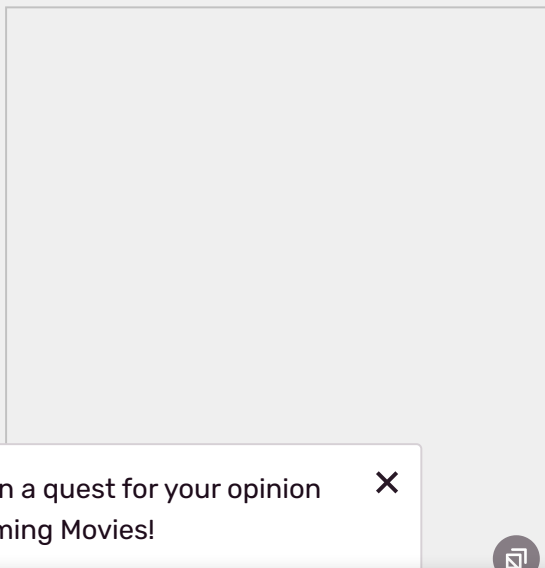
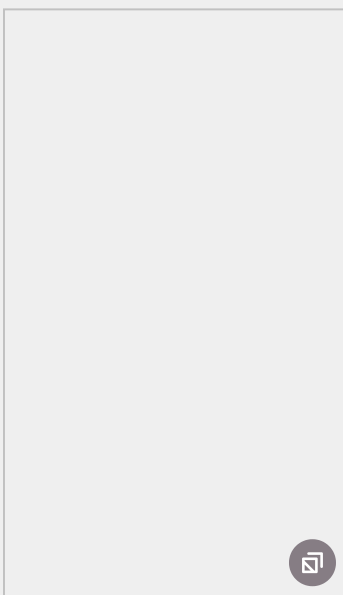


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Kuva Tonkor as shown in the arsenal



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Kuva Tonkor Skins

[Edit](#)
Conclave
Daecret
Day of the Dead
Seasonal
Desert-Camo
Jade
Xbox™ Exclusive
Nightwatch

Patch History



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hand for the duration of the



WARFRAME Wiki



- *This fixes the issue while using both the Tonkor and Kuva Tonkor.*

Update 32.2 (2022-11-30)

- Reduced the flare size of the Kuva Tonkor’s explosion.

See Also

- [Tonkor](#), the normal counterpart of this weapon.

Weapons • Damage • Incarnon • Compare All • Cosmetics						[Collapse]
Primary	Secondary	Melee	Archwing	Robotic	Modular	Railjack
Arm Cannon						
Auto	Bubonico • Shedu					
Bow						
Charge	Cernos • Cernos Prime • Cinta • Daikyu • Dread •					
	Evensong • Kuva Bramma • Lenz • MK1-Paris • Mutalist Cernos •					
	Nataruk • Paris • Paris Prime • Prisma Lenz •					
	Proboscis Cernos • Rakta Cernos					
Crossbow						
Auto	Attica • Zhuge • Zhuge Prime					
Semi / Mag Burst	Nagantaka • Nagantaka Prime					
Exalted Weapon						
Charge	Artemis Bow • Artemis Bow Prime					
Launcher						
Active	Carmine Penta • Penta • Secura Penta					
Auto	Tenet Envoy					
Charge	Ogris					
Semi-Auto	Kuva Ogris • Kuva Tonkor • Kuva Zarr • Tonkor • Torid • Zarr					
Rifle						
Active	Simulor • Synoid Simulor					
	Basmu • Baza • Braton • Braton Prime • Era Vandal • Gotva Prime					

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[Basmu](#) • [Baza](#) • [Braton](#) • [Braton Prime](#) • [Era Vandal](#) • [Gotva Prime](#)





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	Mutalist Quanta • Panthera • Panthera Prime • Prisma Grakata • Prisma Tetra • Telos Boltor • Tenet Flux Rifle • Tetra
Auto / Active	Alternox
Auto / Charge	Aeolak • Ambassador • Quellor • Stahlta
Auto / Semi	Argonak • Fulmin • Fulmin Prime • Phenmor • Stradavar • Stradavar Prime • Tenet Tetra • Trumna • Zenith
Auto Burst	Battacor
Auto-Spool	Gorgon • Gorgon Wraith • Prisma Gorgon • Soma • Soma Prime • Supra • Supra Vandal • Tenora • Tenora Prime
Burst	Burston • Burston Prime • Dex Sybaris • Harpak • Hema • Kuva Quartakk • Paracyst • Quartakk • Sybaris • Sybaris Prime • Tiberon
Burst / Semi	Hind
Burst / Semi / Auto	Kuva Hind • Tiberon Prime
Charge	Miter • Opticor • Opticor Vandal
Held	Amprex • Flux Rifle • Glaxion • Glaxion Vandal • Ignis • Ignis Wraith • Quanta • Quanta Vandal • Synapse • Tenet Glaxion
Semi-Auto	Grinlok • Kuva Chakkhurr • Latron • Latron Prime • Latron Wraith • Prisma Grinlok • Veldt
Shotgun	
Auto	Astilla • Astilla Prime • Boar • Boar Prime • Kuva Sobek • Sobek
Auto / Semi	Cedo • Felarx
Auto-Spool	Kohm • Kuva Kohm
Charge	Drakgoon • Kuva Drakgoon
Duplex	Sancti Tigris • Tigris • Tigris Prime
Held	Convectrix • Phage • Phantasma • Phantasma Prime
Semi-Auto	Arca Plasmor • Corinth • Corinth Prime • Exergis • Hek • Kuva Hek • MK1-Strun • Rauta • Steflos • Strun • Strun Prime • Strun Wraith • Tenet Arca Plasmor • Vaykor Hek
Sniper Rifle	
Burst	Perigale



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Speargun		
Auto	Scourge • Scourge Prime	
Auto Charge	Javlok	
Charge	Ferrox	
Charged Auto	Tenet Ferrox	
Semi	Afentis	

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