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Ignis

503 EDIT

GRINEER WEAPONS

CONCLAVE (PvP)

CODEX

The Ignis produces a stream of intense heat.

The **Ignis** is a [Grineer](#) flamethrower used by Grineer [Scorch](#) and [Hyekka Masters](#). The Ignis releases a long reaching continuous spray of flames in a frontal area of effect, making it exceptionally useful for handling large crowds, albeit at the cost of high ammo usage and a fixed range.

Contents

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Ignis



Untradeable

[Update Infobox Data](#)

General Information

Type Rifle

Mastery Rank Requirement 5



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Characteristics

- This weapon deals  **Heat** damage.
- The zone of impact or maximum beam range has a spherical blast radius of **3** meters, allowing it to hit multiple enemies at once.

- Can benefit from  [Firestorm](#) ( [Primed](#)).

Advantages over other Primary weapons (excluding modular weapons):

- Pinpoint [accuracy](#).
 -  [Heavy Caliber](#)'s accuracy penalty is minimal on this weapon.
- Beam has a thickness of 0.15 meters, largest beam thickness of all continuous weapons.
- Innate [Infinite Body Punch Through](#).
- Consumes 0.5 ammo per tick of damage.
- Area of effect does not inflict [self-stagger](#) and has no [Damage Falloff](#).
- Normal Attack (wiki attack index 1)
 - Very high magazine (150)
 - Above average fire rate (8.00 attacks/sec)

Slot	Primary
Trigger Type	Held
Utility ↑	
Accuracy	Very High
Ammo Max	150
Ammo Pickup	40
Ammo Type	Primary
Disposition	●○○○○ (0.60x)
Fire Rate	8.00 attacks/sec
Noise Level	Alarming
Magazine Size	150
Reload Time	2.00 s
Projectile Type	Hit-Scan
Spread	0.00° (0.00° min, 0.00° max)
Normal Attack ↑	
	 33 ( 100%)
Total Damage	33 (100.00%  Heat)
Ammo Cost	0.5
Crit Chance	11.00%
Crit Multiplier	2.00x
Fire Rate	8.00 attacks/sec
Multishot	1 (33.00 damage per projectile)
Noise Level	Alarming
Punch Through	0.0 m
Range	20.0 m
Spread	0.00° (0.00° min, 0.00° max)
Status Chance	27.00%
Projectile Type	Hit-Scan
Miscellaneous ↑	
Compatibility Tags	BEAM, ASSAULT_AMMO, AOE



- Above average status chance (27.00%)

Disadvantages over other Primary weapons (excluding modular weapons):

- Damage ramps up from 35% to 100% over 0.6 seconds when firing. After firing stops for 0.8 seconds, the damage decays back to 35% over 2 seconds.
- Limited range of 20 meters (+3m blast radius resulting in a total range of 23m).
- Innate **punch through** does not apply to surfaces, requiring **punch through** mods.
- Area of effect has a **headshot** multiplier of 1x and cannot trigger headshot conditions.
- Normal Attack (wiki attack index 1)
 - Low crit chance (11.00%)
 - Low total damage (33)
 - Very low disposition (●○○○○ (0.60x))

Exilus Polarity	←
Introduced	Update 8.0 (2013-05-23)
Polarities	None
Sell Price	 7,500
Users	<ul style="list-style-type: none"> • Scorch • Hyekka Master • Zura
Variants	<ul style="list-style-type: none"> •  Ignis •  Ignis Wraith
Vendor Sources ^	
Article Categories ^	
<ul style="list-style-type: none"> • Weapons • Grineer Weapons • Heat Damage Weapons • Rifle • Ignis • Primary Weapons • Held Weapons • Continuous Weapons • Scorch • Hyekka Master • Zura • Base • Pinpoint Weapons • Alarming Weapons • Hit-Scan Weapons • Untradeable Weapons • Available In Conclave 	

See [WARFRAME Wiki:Stat Comparison/Percentiles](#) for more details.

Comparisons:

-  [Ignis](#) (Normal Attack), compared to  [Ignis Wraith](#) (Normal Attack):
 - Lower base damage per projectile (33.00 vs. 35.00)
 - Lower **Heat** damage (33 vs. 35)
 - Lower total damage (33 vs. 35)
 - Lower base **critical chance** (11.00% vs. 17.00%)
 - Lower base **critical multiplier** (2.00x vs. 2.50x)



- Lower **average damage per tap** (36.63 vs. 43.92)
- Lower **burst DPS** (293.04 vs. 351.4)
- Lower **sustained DPS** (278.20 vs. 339.84)
- Smaller **magazine** (150 vs. 200)
- Less shots per magazine (300 vs. 400)
- Smaller **max ammo capacity** (150 vs. 200)
- Slower **reload time** (2.00 s vs. 1.70 s)
- Lower **Mastery Rank** required (5 vs. 9)
- Higher **disposition** (●○○○○ (0.60x) vs. ●○○○○ (0.55x))
- Lower range (20 meters vs 27 meters)

Acquisition

The Ignis's blueprint can be [researched](#) from the [Chem Lab](#) in the [dojo](#).

Manufacturing Requirements					
 Edit blueprint requirements					
30,000	Detonite Injector	Nano Spores	Ferrite	Forma	Time: 1 Day(s)
	2	5,000	5,000	1	Rush: 35
Market Price: N/A		Blueprints Price: 15,000			
Chem Lab Research 3,000					
5,000	Detonite Ampule	Ferrite	Plastids	Polymer Bundle	Time: 3 Day(s)
	10	400	150	500	Prereq: Detonite Injector
x1		x3	x10	x30	x100

This weapon can be sold for **7,500**.

Notes

- The Ignis' hit detection is composed of two parts:
 - A perfectly accurate central beam that reaches up to 20 meters. This beam has a 0.15-meter thickness, unlike other beam weapons whose beams are



- A 3-meter spherical radius that appears at the zone of impact or maximum range.
- [Sinister Reach](#) only affects the beam range, not the beam thickness and the area of effect.
- [Firestorm](#) only affects the area of effect, not the beam thickness and the beam range.
- When combined with other elemental mods, such as [Cold](#), it will no longer deal the original [fire](#) damage, losing its high bonus versus Light Infested (+50%). Thus, it is advised to add [Toxin](#) damage to create [Gas](#) damage to kill Light Infested. Add [Electricity](#) + [Toxin](#) to create [Corrosive](#) damage, and add [Cold](#) to create [Blast](#) damage to kill Heavy Infested.
- As of [Hotfix 11.3.3](#) (2013-12-13), the fire rate is affected by mods.
- [Shade's](#) [Ghost](#) can activate even if the Ignis is being fired, so long as the fire key is held down upon Ghost's activation.
- The Ignis' spherical AoE can destroy rockets launched from a [Bombard's](#) [Ogris](#).
 - This only works if the Ignis deals [Heat](#) or [Blast](#) damage. Building for [Radiation](#) or [Gas](#) will not produce this effect.
- The Ignis can deal headshots and target enemy weakspots.

Tips

- [Hellfire](#) and [Wildfire](#) apply [Heat](#) damage to the weapon. They do not act like base damage mods, but rather stack with the innate [Heat](#) damage of the weapon.
- Adding [Corrosive](#), [Magnetic](#), or [Gas](#) in addition to [Heat](#) damage makes the Ignis very effective versus [Grineer](#) / [Corpus](#) / [Infested](#), though less effective against [Corpus Proto Shields](#).
- It is a wise idea to equip a long-ranged weapon in your secondary slot when using the Ignis.
- It is unwise to have [Specters](#) equip this gun as they only fire on targets when they are ~10m away from them.
- [Combustion Beam](#) can also be equipped to the Ignis, causing enemies to deal damage on death to other nearby enemies. This aids in crowd control and quicker elimination of weaker and closely-grouped enemies.
- [Sinister Reach](#) can also be equipped on the Ignis, greatly increasing the range of its central beam. This will also move the spherical AoE forward by the same distance.
- The radius of the spherical AoE can be increased with [Firestorm](#).



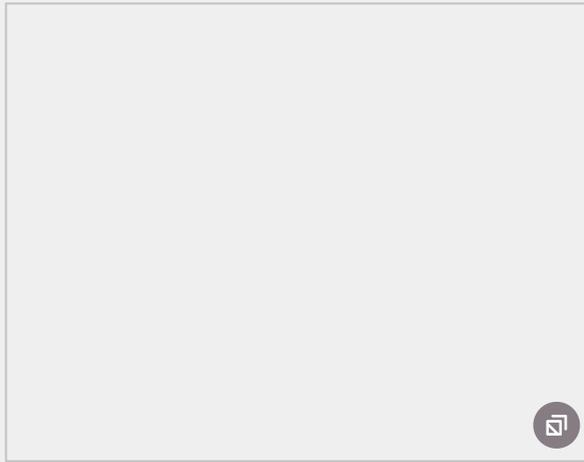
- Adding [Heavy Caliber](#) as a second [Serration](#) results in an increase of damage. The reduction of accuracy will cause the beam to slightly waver, which is a negative for most weapons, but is arguably a benefit for the Ignis as the effective AoE spread will widen slightly.
 - The loss in accuracy is small enough that the central beam will still land headshots consistently at maximum distance, even with [Sinister Reach](#) equipped.
- The Ignis is designed to deal with crowds, spreading low damage but hitting all enemies in range, where most other weapons (besides explosive dealing AoE weapons) are single or multi-target. In other words, the larger the crowd, the better the weapon becomes at distributing damage compared to most other weapons.

Trivia

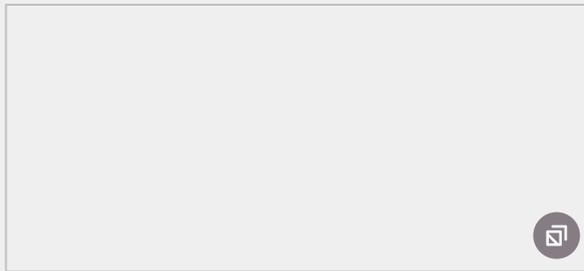
- *Ignis* is Latin for "fire".
- Prior to [Update 17.8](#) (2015-10-21), the Ignis' appearance was simply a modified [Grakata](#).
 - Oddly it wasn't just the appearance, as the update that changed the model and reload animation of the Ignis made the Grakata reload as if it was the Ignis.
- The Ignis was first shown in the [Devstream 5](#).
- The volume of fuel the Ignis carries would be impossible in the real world using today's technology, as the duration of continuous fire of the entire magazine lasts far longer than actual flamethrowers. This implies that the fuel used (possibly derived from Detonite) is extremely efficient.
- The front portion of the barrel heats up through continuous firing of the weapon, visible after roughly 25 units of ammo has been expended.
- Changing the default [Heat](#) damage of the Ignis modifies the visual effects of the flame released depending on the new element: [Blast](#) damage causes the barrel to emit sparks, [Radiation](#) damage generates bolts of electricity within the flame, and [Gas](#) damage changes the flame into a thick cloud.
 - In earlier builds, this change overrode any color customizations to the Ignis' flame color.

Media



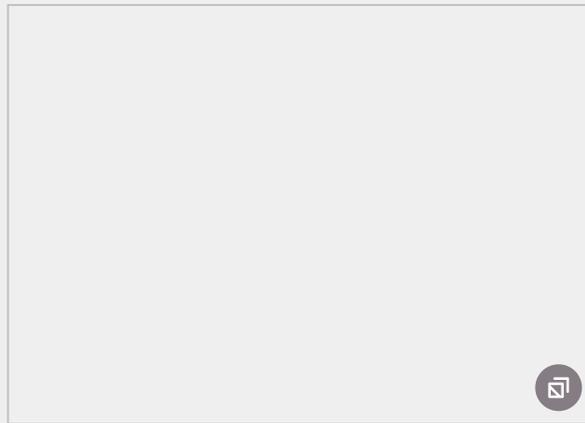


Ignis in Codex as of Update 17.8.

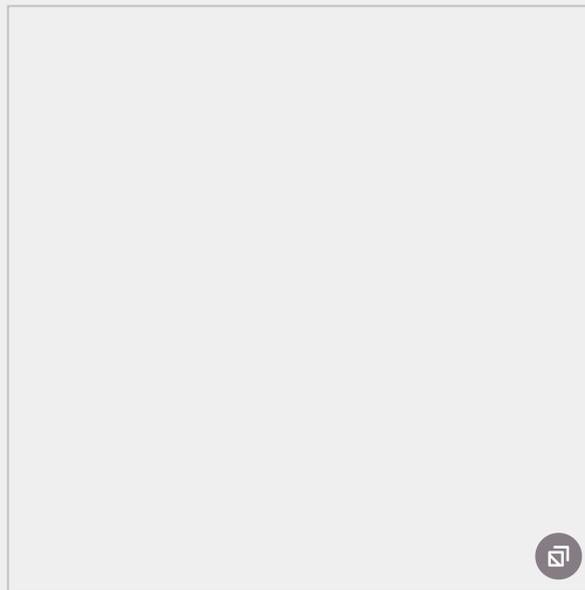


The Ignis' appearance prior to Update 17.8.

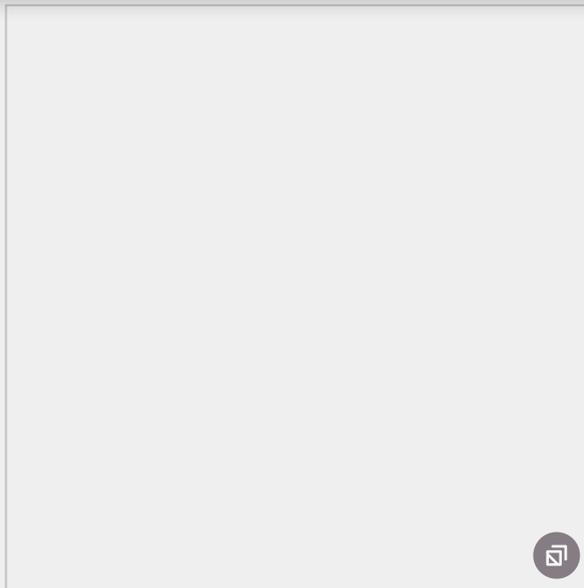




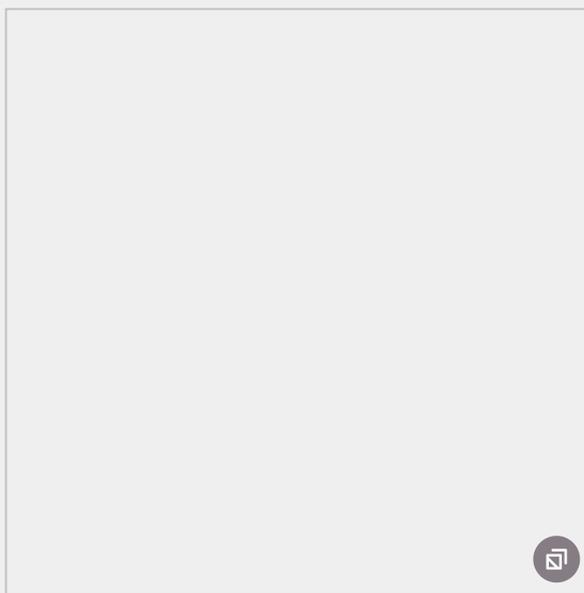
Heavy Caliber Example. Main "Stream" will wobble.



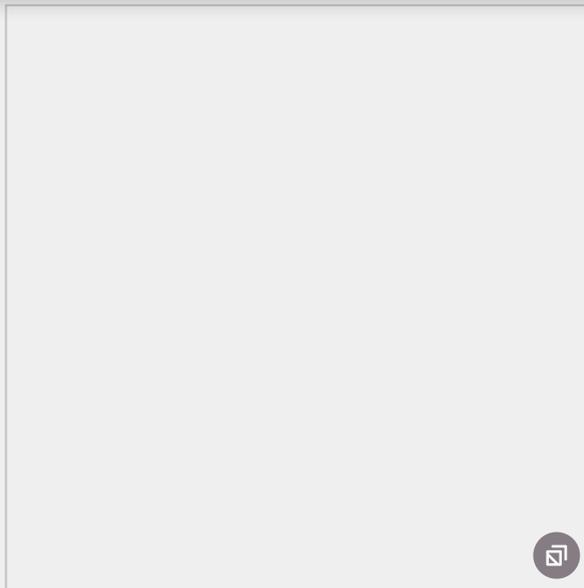
Heat: Regular scorching flames.



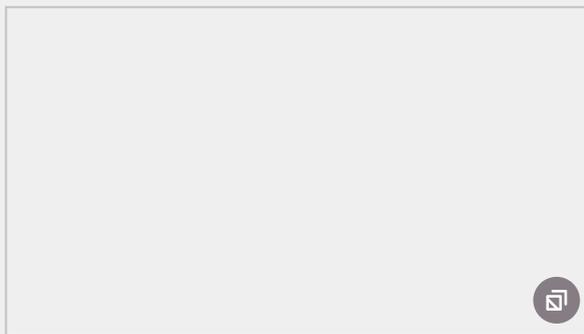
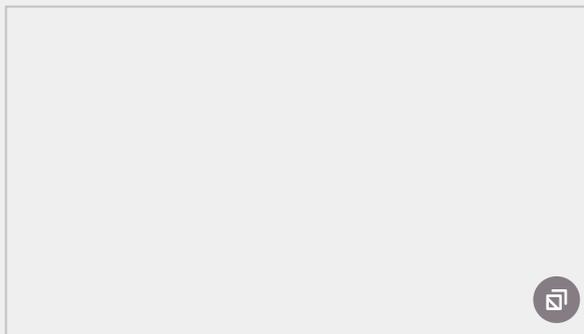
Blast: A stream of crackling orange and blue flames.

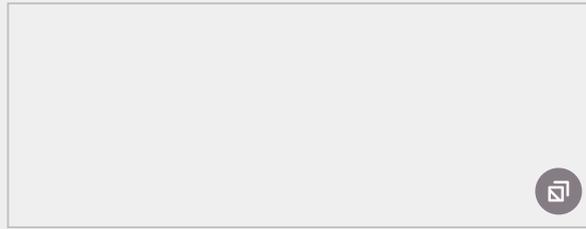


Radiation: Produces an cyan electrical stream.

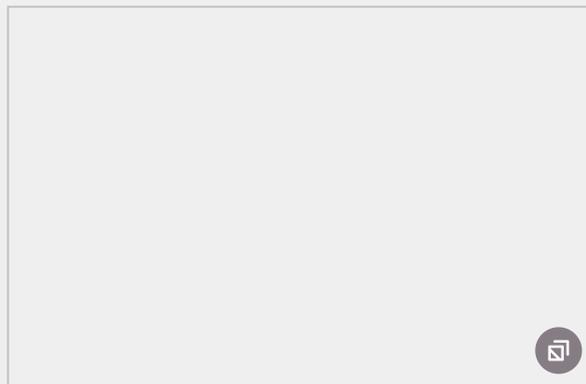
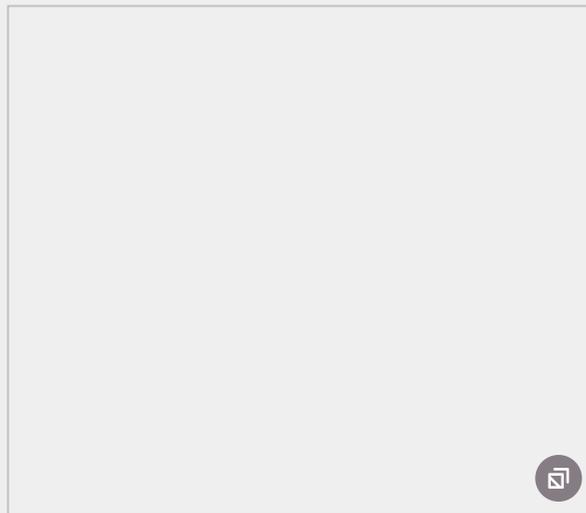


Gas: Sprays a thick cloud of sickly-colored gas.





Ignis, as shown when equipped in the arsenal





Warframe - All Grineer Primaries - Weapon Animations & Sounds (2012 - 2019)



Warframe - All Grineer Weapon Reloads in 2 minutes (2012 - 2019)

Ignis Skins

Edit





Clavatus



Flamethrower Plazm



Solstice
Tennobaum 2017
Seasonal Nightwave Offering



Towsun

Patch History

[Update 32.0](#) (2022-09-07)

Ammo Changes

We understand the power fantasy of these weapons is very popular for some, so our first approach was to keep them powerful, but limit how often they can be used by making changes to ammo pick-up.

Ammo Pickup Overrides

The following weapons now have ammo pickup overrides, meaning they gain less

See also

- [Grineer Scorch](#), the Grineer unit that uses this weapon.
- [Ignis Wraith](#), the [Wraith](#) variant of this weapon



	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
Charge	Lanka
Semi-Auto	Komorex · Rubico · Rubico Prime · Snipetron · Snipetron Vandal · Sporothrix · Vectis · Vectis Prime · Vulkar



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

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