

ADVERTISEMENT

in: [Resources](#), [Untradeable Resources](#), [Gear Resources](#), and [4 more](#) IN

 REGISTER

# Archgun Deployer

 21  EDIT

*Deploy the selected archwing gun in any atmospheric environment using this gear item.*

—In-Game Description

The **Archgun Deployer** is a special [Gear](#) item which allows players to call down [Archguns](#) for use in atmospheric (ground) combat, including standard Missions and not just the three Free Roam [Landscape](#) areas. To equip an Archgun, the weapon must first have an [Orokin Catalyst](#) installed then upgraded with a [Gravimag](#).

## Archgun Deployer



**Untradeable**

 [Update Infobox Data](#)

### Description

Deploy the selected archwing gun in any atmospheric environment using this gear item.

### General Information

**Type** Gear

**Sell Price**  Cannot Sell



Vendor Sources Official Drop Tables <https://www.warframe.com/droptables>

### ☰ Contents

1. Acquisition
2. Mechanics
  - 2.1. General
  - 2.2. Cooldown per Round
  - 2.3. Cooldown per Second
    - 2.3.1. Archgun Cooldown per Second List
3. Tips
4. Patch History

## Acquisition

The Archgun Deployer is obtained from a player's **Inbox** after completing the third phase of the [Profit-Taker Orb Heist](#).

## Mechanics

### General

To use the item, the Archgun Deployer must first be equipped on a player's **Gear Wheel** in the [Arsenal](#), then activated by selecting the Archgun Deployer during a mission. Additionally, players must equip their desired [Archgun](#) in the **Heavy Weapon** slot of their Arsenal's **Vehicles** tab.

The Deployer can only be activated while on the ground. When activated, the descending Archgun will fall from the sky and release a radial shockwave emanating from the Warframe which will  [Knockdown](#) and deal minor damage to enemies and objects within a **10** meter radius. The player will also receive **2000** [Overguard](#), which has a cooldown of **60** seconds; recasting will also not grant more than 2000 Overguard. If the player is [Invisible](#) when activating the Archgun, the shockwave will not occur. Melee attacks and [Wall Latching](#) are disabled while the Archgun is deployed, as well as



The Archgun Deployer has a cooldown that ranges between **0** to **5** minutes, depending on the amount of ammo expended upon usage. For example, if a player exhausts **100%** of the ammo, the cooldown of the gear item will be 5 minutes long. But if a player exhausts about **50%** of their ammo, the gear's cooldown will be cut by half, which is 2 minutes and 30 seconds. The Archgun can also be de-activated early by selecting the Deployer again from the Gear wheel.

Picking up a **Heavy Weapon Ammo pickup** while the Archgun is *not* deployed will reset the weapon's cooldown completely, effectively restoring all ammo to the Archgun. Picking up ammo while the Archgun is deployed will supply a large amount of ammo, but not necessarily 100% of the player's reserve magazines (for example, it will restore 1000 rounds to an  [Imperator Vandal \(Atmosphere\)](#), which holds 1200 rounds in reserve). The ammo pack is occasionally dropped by heavy units such as [Bombards](#), [Heavy Gunners](#), [Napalms](#), [Tech](#), [Fusion MOAs](#), [Oxium Ospreys](#), [Ancient Healers](#), [Ancient Disruptors](#), [Toxic Ancients](#), [Corrupted Ancients](#), and [Corrupted Bombards](#); and are guaranteed to drop from [Terra Manker](#).

## Cooldown per Round

Cooldown per round is the cooldown time every round fired accumulates. It can be derived from the ratio of the gear's base cooldown of **300** seconds to the total Archgun ammo pool (Ammo Maximum and Magazine Capacity). Archguns with high total ammo will always yield the lowest cooldown per round. The following is the formula:

$$\text{Cooldown per Round} = 300 \text{ seconds} \div (\text{Ammo Max} + \text{Magazine Capacity})$$

For example, using [Grattler \(Atmosphere\)](#) which has a total ammo pool of **210** rounds will yield a cooldown per round of:

$$\text{Grattler Cooldown per Round} = 300 \div (180 + 30) = 1.4286 \text{ seconds/round}$$

Conversely, using [Corvas \(Atmosphere\)](#) which has relatively low total ammo pool of **125** round will yield a cooldown per round of:

$$\text{Corvas Cooldown per Round} = 300 \div (100 + 25) = 2.4 \text{ seconds/round}$$

Using mods that increase the maximum ammo of the Archgun, like [Ammo Chain](#), and magazine capacity, like [Magazine Extension](#), will directly decrease the cooldown generated for every round shot. For example, using [Corvas \(Atmosphere\)](#) with a max Ammo Chain will yield a new cooldown per round of:



**Corvas Cooldown per Round =  $300 \div [100 \times (1 + 100\%) + 25] = 1.3333$**   
seconds/round

## Cooldown per Second

Cooldown per second is the cooldown time every second of continuous firing accumulates. It can be derived by multiplying the **Cooldown per Round** value by the respective [Fire Rate](#) of the weapon. Archguns with high ammo efficiency will always yield a low cooldown per seconds fired. The following is the formula:

**Cooldown per Second =  $300 \text{ seconds} \times \text{Fire Rate} \div (\text{Ammo Max} + \text{Magazine Capacity})$**

For example, using an Archgun with poor ammo efficiency, such as [Grattler \(Atmosphere\)](#) which has high fire rate of **6.25 rounds per second** coupled with a low total ammo of **210** rounds, will yield a cooldown per second of:

**Grattler Cooldown per Second =  $300 \times 6.25 \div (180 + 30) = 8.9286$**   
seconds/second

Conversely, using an Archgun with excellent ammo efficiency, such as [Corvas \(Atmosphere\)](#) which has low fire rate of **2 rounds per second** coupled with a high total ammo of **125** rounds, will yield a cooldown per second of:

**Corvas Cooldown per Second =  $300 \times 2 \div (100 + 25) = 4.8$  seconds/second**

Again, using mods that increases the maximum total ammo pool of the Archgun, like Ammo Chain, would directly decrease the cooldown generated for every second fired. For example, using [Corvas \(Atmosphere\)](#) with a maxed Ammo Chain will yield a new cooldown per second of:

**Corvas Cooldown per Second =  $300 \times 2 \div [100 \times (1 + 100\%) + 25] = 2.6667$**   
seconds/second

## Archgun Cooldown per Second List

Here are the following list of Archgun Cooldown per Second of all known Archguns:

- [Cortège \(Atmosphere\)](#) = 9 seconds/second
- [Corvas \(Atmosphere\)](#) (Charged) = 2.4 seconds/second



- [Cyngas \(Atmosphere\)](#) = 5.35 seconds/second
- [Dual Decurion \(Atmosphere\)](#) = 4.58 seconds/second
- [Fluctus \(Atmosphere\)](#) = 7.5 seconds/second
- [Grattler \(Atmosphere\)](#) = 8.93 seconds/second
- [Imperator \(Atmosphere\)](#) = 5.01 seconds/second
- [Imperator Vandal \(Atmosphere\)](#) = 7.5 seconds/second
- [Kuva Ayanga \(Atmosphere\)](#) = 3.8 seconds/second
- [Kuva Grattler \(Atmosphere\)](#) = 4.38 seconds/second
- [Larkspur \(Atmosphere\)](#) (Primary) = 7.2 seconds/second
- [Larkspur \(Atmosphere\)](#) (Alt-fire) = 4 seconds/second
- [Mausolon \(Atmosphere\)](#) = 2.08 seconds/second
- [Morgha \(Atmosphere\)](#) = 7.5 seconds/second
- [Phaedra \(Atmosphere\)](#) = 4.65 seconds/second
- [Velocitus \(Atmosphere\)](#) (Charged) = 5.14 seconds/second
- [Velocitus \(Atmosphere\)](#) (Uncharged) = 21.43 seconds/second

## Tips

- In fights that require the player to do plenty of switches between regular weapons and Archguns (such as [Profit-Taker Orb](#)), it is better to take a weapon with high ammo efficiency as they yield the least cooldowns per seconds fired. Otherwise, installing mods that increases the maximum total ammo can help in the long run.
- Take care when choosing to activate the Archgun. There is a 3-4 second animation of readying the weapon, which leaves the player vulnerable to any attacks from enemies not knocked down by it.

## Patch History

### [Hotfix 35.0.2](#) (2023-12-14)

- Fixed weapons going invisible after deploying Heavy Archgun in open zones.

### [Update 35.0](#) (2023-12-13)

#### **ARCHGUN DEPLOYER: HEAVY WEAPON CHANGES**

With the various buffs and adjustments we've made to Warframe weapons over the years, a common question we see in response is "but what about Archguns?". These Heavy Weapons are meant to be heavv-hitters, but arquably have been

[Gear](#)

[Edit](#)

[\[Collapse\]](#)



<b>Usable</b>	<a href="#">Antiserum Injector</a> • <a href="#">Antitoxins</a> ( <a href="#">Amethyst</a> , <a href="#">Beryl</a> , <a href="#">Citrine</a> , <a href="#">Lapis</a> , <a href="#">Topaz</a> , <a href="#">Vermilion</a> ) • <a href="#">Apothics</a> ( <a href="#">Nightfall</a> , <a href="#">Sunrise</a> , <a href="#">Twilight</a> ) • <b><a href="#">Archgun Deployer</a></b> • <a href="#">Archwing Launcher</a> • <a href="#">Cipher</a> • <a href="#">Dragon Keys</a> ( <a href="#">Bleeding</a> , <a href="#">Decaying</a> , <a href="#">Extinguished</a> , <a href="#">Hobbled</a> ) • <a href="#">Grustrag Three Beacon</a> • <a href="#">Health Restore (Large)</a> • <a href="#">Kaithe Summon</a> • <a href="#">K-Drive Launcher</a> • <a href="#">Necramech Summon</a> • <a href="#">Omni Ammo Box</a> • <a href="#">On Call Crew</a> • <a href="#">Pheromone Synthesizers</a> • <a href="#">Requiem Ultimatum</a> • <a href="#">Stalker Beacon</a> • <a href="#">Stims</a> ( <a href="#">Adrenal</a> , <a href="#">Calcifin</a> , <a href="#">Clotra</a> , <a href="#">Refract</a> ) • <a href="#">Wolf Beacon</a> • <a href="#">Zanuka Hunter Beacon</a>
<b>Equipable</b>	<a href="#">Codex Scanner</a> • <a href="#">Cutters</a> • <a href="#">Echo-Lures</a> • <a href="#">Fishing Spears</a> • <a href="#">Pheromones</a> • <a href="#">Synthesis Scanner</a> • <a href="#">Tranq Rifle</a>
<b>Deployable</b>	<a href="#">Air Support Charges</a> • <a href="#">Baits</a> • <a href="#">Fosfors</a> ( <a href="#">Rahd</a> , <a href="#">Blau</a> ) • <a href="#">Kinetic Siphon Trap</a> • <a href="#">Loc-Pin</a> • <a href="#">Luminous Dye</a> • <a href="#">Pharoma</a> • <a href="#">Pherliac Pods</a> • <a href="#">Specter</a> ( <a href="#">Cosmic</a> , <a href="#">Force</a> , <a href="#">Phase</a> , <a href="#">Vapor</a> ) • <a href="#">Team Bonus Consumables</a> ( <a href="#">Ammo</a> , <a href="#">Energy</a> , <a href="#">Health</a> , <a href="#">Shields</a> )
<b>Event-Restricted</b>	<a href="#">Eidolon Phylaxis</a> • <a href="#">Fomorian Disruptor</a> • <a href="#">Infested Catalyst</a> • <a href="#">Razorback Cipher</a> • <a href="#">OpLink</a>
<b>Cosmetic</b>	<a href="#">Eros Arrow Skin</a> • <a href="#">Glyph Prism</a> • <a href="#">Grand Finale</a> • <a href="#">Ki'Teer Fireworks</a> • <a href="#">Remote Observer</a> • <a href="#">Starburst</a>

Categories ▼

Languages ▼

Community content is available under [CC-BY-SA](#) unless otherwise noted.

### More Fandoms

[Sci-fi](#) | [Warframe](#)



