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Balefire



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Balefire

Charge and launch devastating bolts of fire.

 **50**

Introduced in [Update 24.4](#) (2019-03-08)

Strength:
100 - 200 / 200 - 400 / 350 - 700 / 500 - 1000 ( Electricity damage per bolt)

Duration: N/A

Range: 1 / 2 / 2 / 3 m (explosion radius)

Misc:
100% (ragdoll chance on hit with Overshield)

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- Hildryn expends  **50 shields** or overshields to equip her [Exalted Weapon](#) energy rocket launcher sidearm, the  [Balefire Charger](#). The Balefire Charger consumes  **100 shields** or overshields to fire an energy bolt which explodes on impact with enemies and surfaces.
 - Balefire Charger will  Ragdoll enemies if Hildryn has overshield.
- Balefire Charger has its own unique statistics:
 - Base damage is  **100 / 200 / 350 / 500** per hit.



- Shots have a **150% critical multiplier**, with a **5% critical chance** and **10% status chance**.
- Shots can be charged to increase the damage inflicted, at the cost of consuming more shields:
 - Scales with the amount charged, up to a maximum of **100%** damage and **450** shields at full charge.
 - Has a **charge time** of **2** seconds.
- Shots have a **fire rate** of **0.833** rounds per second.
- Shots have an explosion radius of **1 / 2 / 2 / 3** meters.
- Damage is affected by **Ability Strength** and most **secondary weapon** mods.

- For example, with **Hornet Strike**, **Convulsion** and **Intensify** equipped, each shot will deal

Base Damage × (1 + Damage Mods) × (1 + Elemental Mods) × (1 + Strength Mods) =

500 × (1 + 2.2) × (1 + 0.9) × (1 + 0.3) = 3,952 damage.

- The mods that affect Balefire Charger include:
 - damage (e.g., **Pistol Amp** and **Hornet Strike**)
 - elemental (e.g., **Convulsion**)
 - multishot (e.g., **Barrel Diffusion**)
 - critical (e.g., **Pistol Gambit** and **Target Cracker**)
 - status chance (e.g., **Jolt**)
 - fire rate (e.g., **Gunslinger**)
 - faction damage (e.g., **Expel Infested**)
 - punch through (e.g., **Seeker**)
 - However, the projectile won't deal any damage while traveling through enemies.
 - explosion radius (e.g., **Fulmination**)
 - Range mods and Fulmination bonuses multiply. A fully ranked Balefire with Fulmination and Stretch will have: 3m × (1 + 24%) × (1 + 45%) = 5.4m, but Fulmination's effect will not be reflected on the ability card.

- Balefire can **not** be equipped with **Acolyte Mods** (e.g., **Sharpened Bullets**) or **Amalgam Mods** (e.g., **Amalgam Barrel Diffusion**).
- **Riven Mods** are **not** generated for the Balefire Charger.
- While **Aegis Storm** is active, a second Balefire Charger will be equipped on



- Balefire Charger can be used while riding a [K-Drive](#) by activating the ability before mounting the K-Drive and then switching to the secondary weapon as usual.



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