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Afentis

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 TENNO  WEAPONS

CODEX

Styanax's speargun matches his might. Throw Afentis to pin an enemy and nearby enemies will also be stunned. Throw Afentis onto the ground to buff allies with Ballistarii Might. The buff increases reload speed, fire rate, and ammo pools and reduces recoil. Allies who kill enemies with Ballistarii Might maintain the buff temporarily when they move away from Afentis.

LEVERIAN ENTRY

As Styanax struck and struck again with the Afentis, making little headway against the relentless Leviathan, a final desperate scream from Aria achieved the impossible. Darro.

Afentis



Untradeable

 Update Infobox Data

General Information

Speargun

8



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WARFRAME Wiki



It shoots ballistic projectiles that embed itself on a surface or enemy before exploding, dealing high **Blast** damage but is burdened by low **fire rate** and low magazine. When thrown with **Alternate Fire** it impales enemies onto surfaces; impacting the ground instead produces a field that boosts ally Weapons' **reload speed**, **fire rate**, and reserve **ammo**, and reduces **recoil**.

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Characteristics

- This weapon deals primarily **Blast** damage.
- Primary Fire shoots ballistic projectiles, causing a small **3** meter explosion after **0.8** seconds on impact with a surface or enemy.

Slot	Primary
Trigger Type	Semi
Utility	
Accuracy	Very High
Ammo Max	12
Ammo Pickup	4
Ammo Type	Primary
Disposition	●●●○○ (1.00x)
Fire Rate	0.83 attacks/sec
Noise Level	Alarming
Magazine Size	4
Reload Time	1.80 s
Projectile Speed	90.0 m/s
Projectile Type	Projectile
Spread	0.00° (0.00° min, 0.00° max)
Semi	
 20 ( 20%)	 60 ( 60%)
Total Damage	100 (60.00%  Puncture)
Ammo Cost	1
Crit Chance	26.00%
Crit Multiplier	2.20x
Fire Rate	0.83 attacks/sec
Forced Procs	 Knockdown
Multishot	1 (100.00 damage per projectile)
Noise Level	Alarming
Punch Through	0.0 m
	0.00° (0.00° min, 0.00° max)
	24.00%
	90.0 m/s



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- Initial hit and explosion apply status separately.
- Explosion does not need direct line of sight to deal damage and will penetrate walls.
- Can benefit from  [Firestorm](#) ( [Primed](#)) and  [Cautious Shot](#).
- [Alternate Fire](#) throws a *duplicate* of the Afentis, allowing the player to keep using the speargun instead of switching to their secondary arm:
 - Throwing the spear consumes 1 ammo, then reloads the weapon.
 - If it hits an enemy, they are impaled to the surface for **20** seconds.
 - Shockwave inflicts self-stagger, despite dealing no radial damage.
 - If it does not hit an enemy, the spear produces a **5** meter **Ballistarii Might** field.
 - The field lasts for **10** seconds.
 - Killing an enemy while player is within the Ballistarii Might field

Radial Attack			⬆	
	800 (100%)			
Total Damage	800 (100.00%  Blast)			
Crit Chance	26.00%			
Crit Multiplier	2.20x			
Damage Falloff	No Damage Falloff: below 0.0 m (100%, 800 damage) Linear Falloff: between 0.0 m and 3.0 m (100% - 60%) Max Damage Falloff: over 3.0 m (60%, 480 damage)			
Explosion Delay	0.8 s			
Fire Rate	0.83 attacks/sec			
Forced Procs	Ragdoll			
Multishot	1 (800.00 damage per projectile)			
Noise Level	Alarming			
Punch Through	0.0 m			
Range	3.0 m			
Status Chance	24.00%			
Projectile Type	AoE			
Spear Throw				⬆
	240 (60%)	120 (30%)	40 (10%)	
Total Damage	400 (60.00%  Impact)			
Crit Chance	30.00%			
Crit Multiplier	3.00x			
Fire Rate	1.00 attacks/sec			
Forced Procs	Knockdown			
Multishot	1 (400.00 damage per projectile)			
Noise Level	Silent			
Punch Through	0.0 m			



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- Ballistarii Might grants the following buffs:
 - **+50%** reload speed
 - **+20%** fire rate
 - **+100%** reserve ammo
 - **-50%** recoil.
- The buff affects both primary, secondary, melee, and atmospheric Archguns.
- Only one spear can be deployed at a time. Throwing the spear again will remove existing spears.
- Thrown spear is unaffected by multishot.
- Reloads **33%** of the magazine per second while holstered.

Advantages over other Primary weapons (excluding modular weapons):

- Primary Fire:
 - Heavy Caliber's penalty is very minimal on this weapon.

Reload Time	1.80 s
Spread	0.00° (0.00° min, 0.00° max)
Status Chance	20.00%
Projectile Speed	90.0 m/s
Projectile Type	Projectile
Trigger Type	Semi
Miscellaneous ^	
Compatibility Tags	PROJECTILE, IMPACTEXPLODE
Default Upgrades	GunSpearInnateMod TnHopliteGunSpearInnateMod
Riven Family	Afentis
Exilus Polarity	
Introduced	Update 32.0 (2022-09-07)
Polarities	
Sell Price	7,500
Variants	Afentis
Vendor Sources ^	
Article Categories ^	
• Weapons • Tenno Weapons • Puncture Damage Weapons • Speargun • Afentis • Primary Weapons • Semi Weapons • Base • Pinpoint Weapons • Alarming Weapons • Projectile Weapons • Weapons with Area of Effect • Untradeable Weapons	



- Semi (wiki attack index 1)



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- Very high total damage (800)
- Spear Throw (wiki attack index 3)
 - Above average crit chance (30.00%)
 - Above average reload speed (1.80 s)
 - Above average total damage (400)
 - Above average crit multiplier (3.00x)

Disadvantages over other Primary weapons (excluding modular weapons):

- Primary Fire:
 - Explosion has a [headshot](#) multiplier of 1x and cannot trigger headshot conditions.
 - Explosion has linear [Damage Falloff](#) from 100% to 80% from central impact.
- Low magazine size and ammo pickup.
- Semi (wiki attack index 1)
 - Low magazine (4)
 - Very low ammo max (12)
 - Very low fire rate (0.83 attacks/sec)
 - Low disposition (●●●○○ (1.00x))
- Radial Attack (wiki attack index 2)
 - Very low active falloff slope (7.5m/%)
 - Very low maximum falloff distance (3.0 m)
 - Very low magazine (4)
 - Very low fire rate (0.83 attacks/sec)
 - Very low ammo max (12)
 - Below average status chance (24.00%)
 - Low disposition (●●●○○ (1.00x))
- Spear Throw (wiki attack index 3)
 - Very low magazine (4)
 - Very low ammo max (12)
 - Very low fire rate (1.00 attacks/sec)
 - Very low status chance (20.00%)



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Acquisition

Afentis's blueprint is available from [Chipper](#) of [Kahl's Garrison](#) for 60 [Stock](#), requiring players to be at **Rank 5 - Home** to purchase.

Manufacturing Requirements					
 Edit blueprint requirements					
20,000					Time:
	Ferrite	Rubedo	Cryotic	Argon Crystal	12
	8,000	3,500	1,200	2	Hour(s)
					Rush:
					35
Market Price:		240	Blueprints Price:N/A		

Notes

- Currently, Afentis lacks a [Signature Weapon](#) bonus with [Styanax](#).
- The Afentis is currently unique in terms of speargun primary fire usage, in which the crossbow component has its own manual reload animation sequence before launching another bolt, unlike other spearguns which are essentially simply point and fire.
- Due to the Afentis having high explosive shots with potentially massive damage and limited ammunition, the speargun is best treated as if it is a launcher-type primary.
 - When combining multishot mods with [Heavy Caliber](#), one of the bolts will fly towards the point of aim while the rest of the bolts will fan out slightly and explode extremely close to the point of aim even at long ranges.
- The primary fire's explosion will ragdoll all enemies caught in it, regardless if they are immediately killed by it or not.
- Planting a delayed explosive bolt on a surface before a [nullifier bubble](#) crosses it causes the resulting explosion to deal damage to anyone within the bubble, but not anyone outside it.
- Equipping [Punch Through](#) mods will cause the Afentis's bolts to knock down all





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- Ballistari Might does not apply to companions.

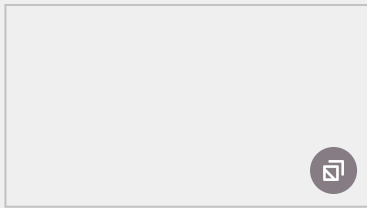
Tips

- When fighting from a holdout position in [Survival](#) and [Defense](#) missions, plant the Ballistarii Might field well within squadmates' reach so that everyone can easily benefit from the added firepower.
 - Note that triggering the extended Ballistarii Might buff *will not automatically grant* the bonus ammunition reserves, so players must manually pick up the extra ammo while the buff is active or, alternatively, use a [Squad Ammo Restore](#) deployable for quick replenishment.

Bugs

- Afentis is able to equip [Vigilante Supplies](#), but not any other Ammo Mutation mod.
 - Vigilante Supplies also does not function properly, picking up and consuming secondary ammo boxes without giving ammunition to the Afentis.

Media



Patch History

Update 35.5 (2024-03-27)

- Fixed the following issues in Afentis' Unique Trait description:
 - Incorrect Reload Speed values - It was showing 100% when it is intended to be 50%.



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to Maximum.

re field being far too loud.



See Also

- [Styanax](#)

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					
Auto	AX-52 • Acceltra • Acceltra Prime • Basmu • Baza • Baza Prime • Boltor • Boltor Prime • Braton • Braton Prime • Braton Vandal • Buzlok • Dera • Dera Vandal • Gotva Prime • Grakata • Karak • Karak Wraith • Kuva Karak • MK1-Braton • Mutalist Quanta • Panthera • Panthera Prime • Prisma Grakata • Lux Rifle • Tetra					
	Stahlta					



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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 • Vulkar Wraith



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Semi

Afentis
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Languages



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