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Acceltra Prime



EDIT

TENNO

WEAPON

CODEX

Engage your enemies with deadly speed.
This weapon reloads faster when its wielder sprints, faster still with Gauss

Acceltra Prime is the [Primed](#) counterpart of the [Acceltra](#) micro-missile launcher, sporting increased damage, [Critical Chance](#), [Critical Multiplier](#), [Status Chance](#), explosion radius, and [Reload Speed](#), at the expense of some [Fire Rate](#). Acceltra Prime was released alongside [Gauss Prime](#) and [Akarius Prime](#).

Contents

- 1. Characteristics
- 2. Acquisition
- 3. Notes

Acceltra Prime



Tradable
(parts and/or blueprint only)

[Update Infobox Data](#)

General Information



Type Rifle



Mastery Rank

14



WARFRAME Wiki



5. Media
6. Acceltra Prime Skins
7. Patch History

Characteristics

- This weapon deals primarily  Puncture and  Impact damage.
- Rockets have a minimum arming distance of **7** meters and explode in a **5** meter 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.
 - Can benefit from  Firestorm ( Primed) and  Cautious Shot.
- Rocket direct impacts have a guaranteed  Impact proc.
- Reloading while sprinting gives a **+25% reload speed** bonus (**+50%** when used by  Gauss/ Gauss Prime).

Advantages over other Primary weapons (excluding modular weapons):

- Red (1st) Rocket Impact (wiki attack index 1)
 - Very high crit chance (34.00%)

Max Rank	30
 Slot	Primary
Trigger Type	Auto
Utility 	
Accuracy	High
Ammo Max	96
Ammo Pickup	40
Ammo Type	Primary
Disposition	●○○○○ (0.55x)
Fire Rate	10.00 attacks/sec
Noise Level	Alarming
Magazine Size	48
Reload Time	1.60 s
Projectile Speed	70.0 m/s
Projectile Type	Projectile
Spread	4.25° (1.50° min, 7.00° max)
Red (1st) Rocket Impact 	
 44 ( 100%)	
Total Damage	44 (100.00%  <u>Impact</u>)
Ammo Cost	1
Crit Chance	34.00%
Crit Multiplier	3.00x
Fire Rate	10.00 attacks/sec
Forced Procs	 <u>Impact</u>
Multishot	1 (44.00 damage per projectile)
Noise Level	Alarming
Punch Through	0.0 m
Spread	4.25° (1.50° min, 7.00° max)
Status Chance	18.00%
Projectile	70.0 m/s



- Above average magazine (48)
- High fire rate (10.00 attacks/sec)
- Very high crit multiplier (3.00x)
- Blue (2nd) Rocket Impact (wiki attack index 2)
 - High crit chance (34.00%)
 - High reload speed (1.60 s)
 - Very high fire rate (10.00 attacks/sec)
 - High crit multiplier (3.00x)
- Rocket Explosion (wiki attack index 3)
 - High crit chance (34.00%)
 - Above average reload speed (1.60 s)
 - Above average magazine (48)
 - Above average fire rate (10.00 attacks/sec)
 - Above average crit multiplier (3.00x)

Disadvantages over other Primary weapons (excluding modular weapons):

- Red (1st) Rocket Impact (wiki attack index 1)
 - Below average total damage (44)
 - Below average ammo max (96)
 - Below average status chance (18.00%)

Projectile Type	Projectile
Blue (2nd) Rocket Impact ^	
	44 (100%)
Total Damage	44 (100.00% Impact)
Ammo Cost	1
Crit Chance	34.00%
Crit Multiplier	3.00x
Fire Rate	10.00 attacks/sec
Forced Procs	Impact
Multishot	1 (44.00 damage per projectile)
Noise Level	Alarming
Punch Through	0.0 m
Spread	4.25° (1.50° min, 7.00° max)
Status Chance	18.00%
Projectile Speed	70.0 m/s
Projectile Type	Projectile
Rocket Explosion ^	
42.4 (80%)	10.6 (20%)
Total Damage	53 (80.00% Puncture)
Crit Chance	34.00%
Crit Multiplier	3.00x
Damage Falloff	No Damage Falloff: below 0.0 m (100%, 53 damage) Linear Falloff: between 0.0 m and 5.0 m (100% - 50%) Max Damage Falloff: over 5.0 m (50%, 26 damage)
Fire Rate	10.00 attacks/sec
Multishot	1 (53.00 damage per projectile)
Noise Level	Alarming



- Blue (2nd) Rocket Impact (wiki attack index 2)
 - Low total damage (44)
 - Below average ammo max (96)
 - Low status chance (18.00%)
 - Very low disposition (●○○○○ (0.55x))
- Rocket Explosion (wiki attack index 3)
 - Low active falloff slope (10.0m/%)
 - Low maximum falloff distance (5.0 m)
 - Low total damage (53)
 - Below average ammo max (96)
 - Very low status chance (18.00%)
 - Very low disposition (●○○○○ (0.55x))

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

Comparisons:

- **Acceltra Prime** (Blue (2nd) Rocket Impact), compared to [Acceltra](#) (Blue (2nd) Rocket Impact):
 - Higher base damage per projectile (44.00 vs. 28.00)
 - Higher [Impact](#) damage (44 vs. 28)
 - Higher total damage (44 vs. 28)
 - Higher base [critical chance](#) (34.00% vs. 32.00%)

Punch Through	0.0 m
Range	5.0 m
Status Chance	18.00%
Projectile Type	AoE
Miscellaneous ^	
Compatibility Tags	PROJECTILE, AOE, ASSAULT_AMMO
Default Upgrades	SapientPrimaryInnateUpgrade SapientPrimaryRunnerInnateUpgrade
Riven Family	Acceltra
Exilus Polarity	
Introduced	Hotfix 35.0.9 (2024-01-17)
Polarities	
Sell Price	7,500
Variants	Acceltra Acceltra Prime
Vendor Sources ^	
Article Categories ^	
• Weapons • Tenno Weapons • Prime Weapons • Impact Damage Weapons • Rifle • Acceltra • Primary Weapons • Auto Weapons • Automatic • Prime • Alarming Weapons • Projectile Weapons • Weapons with Area of Effect • Tradeable Weapons	

- Higher [average damage per tap](#) (73.92 vs. 44.12)
- Higher [burst DPS](#) (739.2 vs. 529.53)
- Higher [sustained DPS](#) (554.4 vs. 353.02)
- Lower [fire rate](#) (10.00 attacks/sec vs. 12.00 attacks/sec)
- Faster [reload time](#) (1.60 s vs. 2.00 s)
- More [polarities](#) (vs.)
- Higher [Mastery Rank](#) required (14 vs. 8)
- Lower [disposition](#) (●○○○○ (0.55x) vs. ●○○○○ (0.65x))

Acquisition

Lith, Meso, Neo, and Axi refer to [Void Relics](#) | (V) Denotes [Vaulted](#) Void Relics | (B) Denotes [Baro Ki'Teer](#) Exclusive Void Relic

Acceltra Prime's Relic Drops

Stock	Barrel	Receiver	Blueprint
		Axi O6 Uncommon	Meso N17 Common
Axi A18 Rare	Neo A13 Rare	Neo F3 Uncommon (V)	Neo Z11 Common
	Meso A5 Rare (V)	Neo O2 Uncommon (V)	Lith C11 Common (V)
	Neo A12 Rare (V)		Meso W5 Common (V)

Manufacturing Requirements

Edit blueprint requirements

15,000	1	1	1	Orokin Cell 10	Time: 12
					Hour(s)
					Rush: 50
Market Price: N/A		Blueprints Price:N/A			

Notes

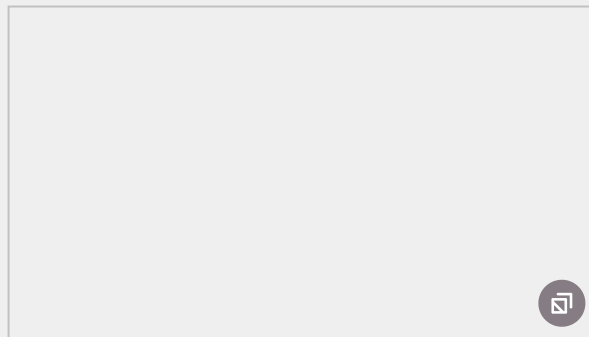
- While sprinting, reload speed is increased by **25%**, or **50%** when used by [Gauss](#)/ [Gauss Prime](#). Without other mods, sprinting reload speed is **1.4**

- The Acceltra Prime's rockets have a minimum arming distance of **7** meters, meaning that they will not explode if they make contact with objects or enemies within that range, and thus making the Acceltra Prime safe to use in close quarters combat.
 - Arming distance is **unaffected** by [Projectile Speed](#).
 - Regardless, it's still possible to deal self-stagger if the wielder is moving fast enough (either through [Maneuvers](#) and/or using certain [Abilities](#)) to catch up to the rockets.

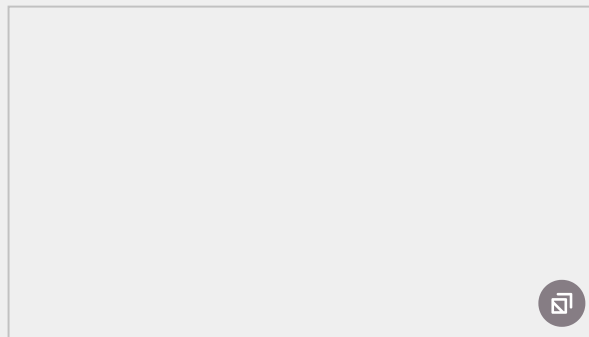
Trivia

- The mechanics of the Acceltra Prime are similar to [Gyrojet](#) firearms, which were developed in the 1960s and also fired small rockets that armed themselves as they traveled out of the gun. In real life, accuracy and reliability issues meant that the Gyrojets never entered mass production.
- The "fins" on the Acceltra's barrel are where the rockets are stored, and hatches on top of them open up while firing or reloading.

Media

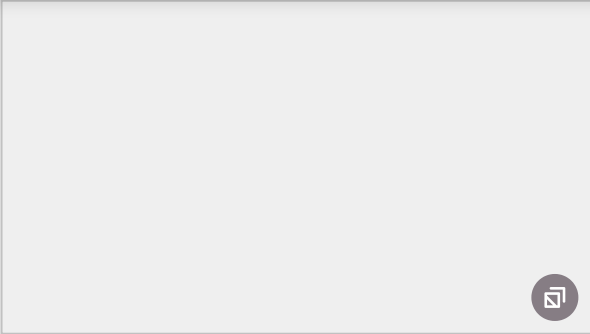


Poster of Acceltra Prime and Akarius Prime



Official Promotional Screenshot of Prime Access





Acceltra Prime Skins

Edit



Caduceus



Day of the Dead



Lunaeus



Solstice
Tennobaum 2020 Reward

Patch History

Update 35.5 (2024-03-27)

- Fixed Acceltra Prime build requirements descriptions incorrectly referencing Disruption missions.

Hotfix 35.0.9 (2024-01-17)

- Introduced.

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](#) • [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](#)



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



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