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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](#).

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Acceltra Prime



Tradable
(parts and/or blueprint only)

Update Infobox Data

General Information

Type Rifle

Mastery Rank 14



WARFRAME Wiki



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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 ^	
<ul style="list-style-type: none"> • 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 Meso A5 Rare (V) Neo A12 Rare (V)	Neo F3 Uncommon (V)	Neo Z11 Common Lith C11 Common (V)
		Neo O2 Uncommon (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**

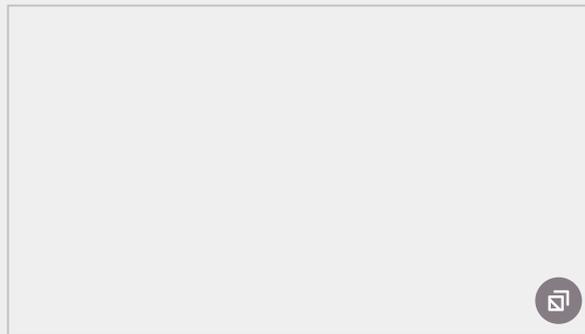


- The Acceltra Prime's rockets have a minimum arming distance of **7** meters, meaning that they will not explode if they make contact with objects or enemies within that range, and thus making the Acceltra Prime safe to use in close quarters combat.
 - Arming distance is **unaffected** by [Projectile 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.

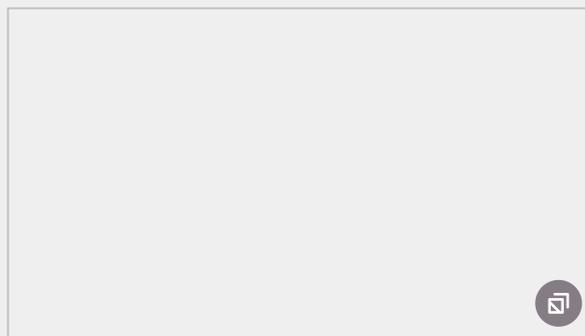
Trivia

- 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

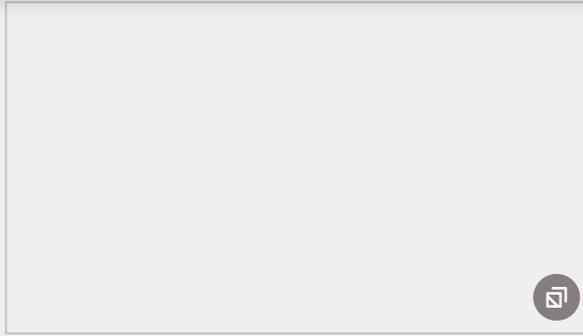


Poster of Acceltra Prime and Akarius Prime



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)



<ul style="list-style-type: none"> Introduced. 	
Weapons • Damage • Incarnon • Compare All • Cosmetics [Collapse]	
Primary Secondary Melee Archwing Robotic Modular Railjack	
Melee	
Assault Saw	Ghoulsaw
Blade and Whip	Ceti Lacera • Dorrclave • Jat Kusar • Lacera • Mios
Claws	Garuda Prime Talons • Garuda Talons • Keratinos • Ripkas • Venka • Venka Prime
Dagger	Ceramic Dagger • Dark Dagger • Heat Dagger • Innodem • Karyst • Karyst Prime • Rakta Dark Dagger • Rumblejack • Sheev
Dual Daggers	Ether Daggers • Fang • Fang Prime • Nepheri • Okina • Okina Prime
Dual Nikanas	Sun & Moon
Dual Swords	Dark Split-Sword (Dual Swords) • Dex Dakra • Dual Cleavers • Dual Ether • Dual Heat Swords • Dual Ichor • Dual Kamas • Dual Kamas Prime • Dual Keres • Dual Keres Prime • Dual Raza • Dual Skana • Dual Zoren • Nami Skyla • Nami Skyla Prime • Prisma Dual Cleavers • Twin Basolk • Twin Krohkur
Exalted Weapon	Desert Wind • Desert Wind Prime • Diwata • Diwata Prime • Exalted Blade • Exalted Prime Blade • Exalted Umbra Blade • Iron Staff • Iron Staff Prime • Shadow Claws • Shadow Claws Prime • Valkyr Prime Talons • Valkyr Talons
Fist	Ankyros • Ankyros Prime • Furax • Furax Wraith • MK1-Furax • Ruvox • Tekko • Tekko Prime
Glaive	Cerata • Falcor • Glaive • Glaive Prime • Halikar • Halikar Wraith • Kestrel • Orvius • Pathocyst • Xoris
Gunblade	Redeemer • Redeemer Prime • Sarpa • Stropha • Vastilok
Hammer	Arca Titron • Ekhein • Fragor • Fragor Prime • Heliocor • Jat Kittag • Kuva Shildeg • Magistar • Sampotes • Sancti Magistar • Sibear • Synoid Heliocor • Volnus • Volnus Prime • Wolf Sledge
Heavy Blade	Dark Split-Sword (Heavy Blade) • Galatine • Galatine Prime • Gram • Gram Prime • Masseter • Masseter Prime • Paracesis • Sarofang • Scindo • Scindo Prime • Tenet Exec • Vitrica • War • Zenistar

Scythe	
Machete	Gazal Machete · Kama · Kreska · Machete · Machete Wraith · Nami Solo · Prisma Machete · Prova · Prova Vandal · Slaytra
Nikana	Dex Nikana · Dragon Nikana · Nikana · Nikana Prime · Skiajati · Syam
Nunchaku	Ninkondi · Ninkondi Prime · Pulmonars · Shaku
Polearm	Cassowar · Edun · Guandao · Guandao Prime · Kesheg · Korumm · Lesion · Orthos · Orthos Prime · Pupacyst · Serro · Sydon · Tonbo · Vaykor Sydon
Rapier	Destreza · Destreza Prime · Endura
Scythe	Anku · Caustacyst · Ether Reaper · Harmony · Hate · Reaper Prime · Tenet Grigori · Venato
Sparring	Hirudo · Kogake · Kogake Prime · Korrudo · Obex · Prisma Obex
Staff	Amphis · Bo · Bo Prime · Broken Scepter · Cadus · MK1-Bo · Tipedo · Tipedo Prime
Sword and Shield	Ack & Brunt · Argo & Vel · Cobra & Crane · Cobra & Crane Prime · Sigma & Octantis · Silva & Aegis · Silva & Aegis Prime · Tenet Agendus
Sword	Broken War · Cronus · Dakra Prime · Dark Sword · Ether Sword · Heat Sword · Jaw Sword · Krohkur · Mire · Pangolin Prime · Pangolin Sword · Plasma Sword · Prisma Skana · Skana · Skana Prime
Tonfa	Boltace · Kronen · Kronen Prime · Ohma · Praedos · Prisma Ohma · Telos Boltace
Two-Handed Nikana	Azothane · Pennant · Tatsu · Tatsu Prime · Tenet Livia
Warfan	Arum Spinosa · Gunsen · Gunsen Prime · Quassus · Vericres
Whip	Atterax · Galvacord · Lecta · Scoliac · Secura Lecta · Verdilac

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