

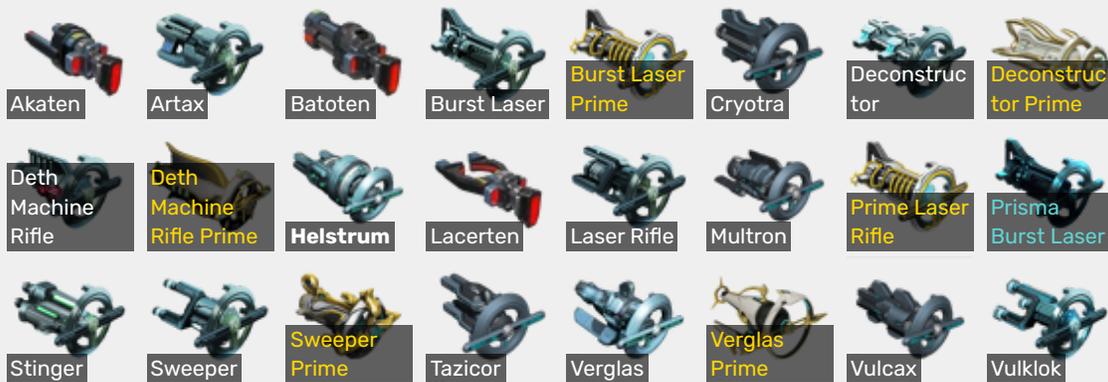
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# Helstrum

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Launches a swarm of micro-missiles.

The **Helstrum** is a robotic launcher weapon that burst-fires four small homing missiles that explode and deal [Heat](#) damage. This weapon accepts [rifle](#) mods.

It can be sold for **7,500**.

Contents

## Helstrum



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## Characteristics

- This weapon deals primarily  Impact damage.
- Shots explode in a **3** meter radius on impact with a surface or enemy.
  - Explosions deal  Heat damage.
  - Initial hit and explosion apply status separately.
  - Explosion does not need direct line of sight to deal damage and will penetrate walls.
- Innate  polarity.

### Advantages over other Robotic weapons (excluding modular weapons):

- Normal Attack (wiki attack index 1)
  - Above average magazine (80)
  - High status chance (30.00%)
- Explosion (wiki attack index 2)
  - No numerical advantages.

### Disadvantages over other Robotic

Untradeable	
 <a href="#">Update Infobox Data</a>	
General Information	
 <b>Type</b>	Rifle
 <b>Mastery Rank Requirement</b>	0
<b>Max Rank</b>	30
 <b>Slot</b>	Robotic
<b>Trigger Type</b>	Burst
Utility <span>^</span>	
<b>Accuracy</b>	N/A
<b>Ammo Max</b>	∞
<b>Ammo Type</b>	None
<b>Disposition</b>	●●●○○ (1.00x)
<b>Fire Rate</b>	0.91 attacks/sec
<b>Noise Level</b>	Alarming
<b>Magazine Size</b>	80
<b>Reload Time</b>	2.00 s
<b>Projectile Speed</b>	10.0 m/s
<b>Projectile Type</b>	Projectile
Normal Attack <span>^</span>	
 5.1 (  56.04%)	 4 (  43.96%)
<b>Total Damage</b>	9.1 (56.04%  <u>Impact</u> )
<b>Ammo Cost</b>	1
<b>Burst Count</b>	4
<b>Burst Delay</b>	0.1000 s
<b>Crit Chance</b>	5.00%
<b>Crit Multiplier</b>	1.50x
<b>Fire Rate</b>	0.91 attacks/sec
<b>Multishot</b>	1 (9.10 damage per projectile)
<b>Noise Level</b>	Alarming
<b>Punch</b>	0.0 m



**weapons):**

- Normal Attack (wiki attack index 1)
  - Low total damage (9.1)
  - Very low fire rate (0.91 attacks/sec)
  - Low disposition (●●●○○ (1.00x))
  - Below average crit multiplier (1.50x)
- Explosion (wiki attack index 2)
  - Below average crit chance (5.00%)
  - Below average total damage (5)
  - Below average fire rate (0.91 attacks/sec)
  - Below average crit multiplier (1.50x)

See [WARFRAME Wiki:Stat](#)

[Comparison/Percentiles](#) for more details.

## Acquisition

The Helstrum's blueprint can be purchased from [Legs](#) in [Fortuna](#) for  **10,000**, requiring the rank of **Old Mate** with [Solaris United](#). Note that this weapon also takes up one Sentinel inventory slot.

<b>Status Chance</b>	30.00%
<b>Projectile Speed</b>	10.0 m/s
<b>Projectile Type</b>	Projectile
<b>Trigger Type</b>	Burst
<b>Explosion</b> <span>^</span>	
 2.1  42%)	 2.9  58%)
<b>Total Damage</b>	5 (58.00%  Heat)
<b>Crit Chance</b>	5.00%
<b>Crit Multiplier</b>	1.50x
<b>Fire Rate</b>	0.91 attacks/sec
<b>Multishot</b>	1 (5.00 damage per projectile)
<b>Noise Level</b>	Alarming
<b>Punch Through</b>	0.0 m
<b>Range</b>	3.0 m
<b>Status Chance</b>	30.00%
<b>Projectile Type</b>	AoE
<b>Miscellaneous</b> <span>^</span>	
<b>Compatibility Tags</b>	PROJECTILE, SNIPER_AMMO, AOE, SENTINEL_WEAPON
<b>Riven Family</b>	Helstrum
<b>Introduced</b>	<a href="#">Update 28.0</a> (2020-06-11)
<b>Polarities</b>	None
<b>Sell Price</b>	7,500
<b>Variants</b>	<b><u>Helstrum</u></b>
<b>Vendor Sources</b> <span>^</span>	
<hr/>	
<b>Article Categories</b> <span>^</span>	
<ul style="list-style-type: none"> <li>• <a href="#">Weapons</a></li> <li>• <a href="#">Corpus Weapons</a></li> <li>• <a href="#">Impact Damage Weapons</a></li> <li>• <a href="#">Rifle</a></li> <li>• <a href="#">Helstrum</a></li> <li>• <a href="#">Robotic Weapons</a></li> </ul>	



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- [Untradeable Weapons](#)

Manufacturing Requirements					
					Time:
					24 hrs
50,000	10	10	10	1	Rush:
					<b>25</b>
Market Price: N/A			Blueprints Price: 10,000		

## Notes

- Fires in a quick 4-round burst, but then has a burst cycle time of 4 times the inverse of the Firing Rate, otherwise known as the Seconds Per Shot. The delay in seconds between the first shot of each burst =  $4 / (\text{modified firing rate})$ , e.g. with a maxed [Speed Trigger](#) the cycle time is  $4 / (0.91 \times (1 + 0.6)) = 2.75$  seconds between bursts. The default rate is one burst every 4.4 seconds.
- Missiles have homing properties, allowing the whole salvo to reliably hit small and/or agile targets such as Ospreys.
  - In the event the target dies before the missiles reach it, the missiles will continue to travel in a straight line.
  - Given the homing properties, it can accurately land hits even when equipped on a very long range companion like [Diriga](#) using [Calculated Shot](#), however the long travel time in this situation can still cause difficulties since the enemy may have time to move and get a terrain obstacle between it and the missiles at a safe distance.
- Note that MOAs will 'lose interest' in a target if the player does not continue to target it. This appears to happen faster than with other companions, with MOAs firing, on average, three bursts, and sentinels firing approximately five before losing interest.

## Tips



- [Firestorm](#) and [Primed Firestorm](#) will increase the small blast radius on impact, increasing it to 4.32 meters with the Primed version.
- With the Helstrum's very low base damage/crit stats but good status chance, it can be built into an extremely effective [Status Effect](#) inflictor if raw damage-per-shot is ignored completely.
  - It is not difficult to have the Helstrum simultaneously surpass 100% status chance, have 2 additional elements (including both being combination elements by adding all four base element types) and then filling the remainder of available mod slots with the best multishot and fire rate mods you have available. Building for [Radiation](#) and [Viral](#) will allow for good crowd control and assist in boosting damage from Viral, but [Corrosive](#) with [Heat](#) for heavy armor removal and crowd control or [Viral](#) with [Heat](#) for a combination of armor removal, health damage boost, and crowd control are also good options.

## Patch History

[Update 32.0](#) (2022-09-07)

### Headshot Damage Changes

During playtesting, the ammo changes alone weren't enough to significantly change things for AoE weapons. So instead of tightening these values to be overly restrictive, we chose to address other factors that make these weapons so strong, such as headshot damage.

Our approach here is two-fold, to reduce the impact of headshots for AOE weapons,

*Last updated: [Update 28.0](#) (2020-06-11)*

Weapons • <a href="#">Damage</a> • <a href="#">Incarnon</a> • <a href="#">Compare All</a> • <a href="#">Cosmetics</a> <span style="float: right;">[Collapse]</span>						
Primary	Secondary	Melee	Archwing	Robotic	Modular	Railjack
<b>Arm Cannon</b>						
<b>Auto</b>	<a href="#">Bubonico</a> • <a href="#">Shedu</a>					
<b>Bow</b>						
<b>Charge</b>	<a href="#">Cernos</a> • <a href="#">Cernos Prime</a> • <a href="#">Cinta</a> • <a href="#">Daikyu</a> • <a href="#">Dread</a>					
	<a href="#">Evensong</a> • <a href="#">Kuva Bramma</a> • <a href="#">Lenz</a> • <a href="#">MK1-Paris</a> • <a href="#">Mutalist Cernos</a>					
	<a href="#">Nataruk</a> • <a href="#">Paris</a> • <a href="#">Paris Prime</a> • <a href="#">Prisma Lenz</a>					



Crossbow	
Auto	<a href="#">Attica</a> • <a href="#">Zhuge</a> • <a href="#">Zhuge Prime</a>
Semi / Mag Burst	<a href="#">Nagantaka</a> • <a href="#">Nagantaka Prime</a>
Exalted Weapon	
Charge	<a href="#">Artemis Bow</a> • <a href="#">Artemis Bow Prime</a>
Launcher	
Active	<a href="#">Carmine Penta</a> • <a href="#">Penta</a> • <a href="#">Secura Penta</a>
Auto	<a href="#">Tenet Envoy</a>
Charge	<a href="#">Ogris</a>
Semi-Auto	<a href="#">Kuva Ogris</a> • <a href="#">Kuva Tonkor</a> • <a href="#">Kuva Zarr</a> • <a href="#">Tonkor</a> • <a href="#">Torid</a> • <a href="#">Zarr</a>
Rifle	
Active	<a href="#">Simulor</a> • <a href="#">Synoid Simulor</a>
Auto	<a href="#">AX-52</a> • <a href="#">Acceltra</a> • <a href="#">Acceltra Prime</a> • <a href="#">Basmu</a> • <a href="#">Baza</a> • <a href="#">Baza Prime</a> • <a href="#">Boltor</a> • <a href="#">Boltor Prime</a> • <a href="#">Braton</a> • <a href="#">Braton Prime</a> • <a href="#">Braton Vandal</a> • <a href="#">Buzlok</a> • <a href="#">Dera</a> • <a href="#">Dera Vandal</a> • <a href="#">Gotva Prime</a> • <a href="#">Grakata</a> • <a href="#">Karak</a> • <a href="#">Karak Wraith</a> • <a href="#">Kuva Karak</a> • <a href="#">MK1-Braton</a> • <a href="#">Mutalist Quanta</a> • <a href="#">Panthera</a> • <a href="#">Panthera Prime</a> • <a href="#">Prisma Grakata</a> • <a href="#">Prisma Tetra</a> • <a href="#">Telos Boltor</a> • <a href="#">Tenet Flux Rifle</a> • <a href="#">Tetra</a>
Auto / Active	<a href="#">Alternox</a>
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Auto Burst	<a href="#">Battacor</a>
Auto-Spool	<a href="#">Gorgon</a> • <a href="#">Gorgon Wraith</a> • <a href="#">Prisma Gorgon</a> • <a href="#">Soma</a> • <a href="#">Soma Prime</a> • <a href="#">Supra</a> • <a href="#">Supra Vandal</a> • <a href="#">Tenora</a> • <a href="#">Tenora Prime</a>
Burst	<a href="#">Burston</a> • <a href="#">Burston Prime</a> • <a href="#">Dex Sybaris</a> • <a href="#">Harpak</a> • <a href="#">Hema</a> • <a href="#">Kuva Quartakk</a> • <a href="#">Paracyst</a> • <a href="#">Quartakk</a> • <a href="#">Sybaris</a> • <a href="#">Sybaris Prime</a> • <a href="#">Tiberon</a>
Burst / Semi	<a href="#">Hind</a>
Burst / Semi / Auto	<a href="#">Kuva Hind</a> • <a href="#">Tiberon Prime</a>
Charge	<a href="#">Miter</a> • <a href="#">Opticor</a> • <a href="#">Opticor Vandal</a>
Held	<a href="#">Amprex</a> • <a href="#">Flux Rifle</a> • <a href="#">Glaxion</a> • <a href="#">Glaxion Vandal</a> • <a href="#">Ignis</a> • <a href="#">Ignis Wraith</a> • <a href="#">Quanta</a> • <a href="#">Quanta Vandal</a> • <a href="#">Synapse</a> • <a href="#">Tenet Glaxion</a>



<b>Semi-Auto</b>	<a href="#">Grinlok</a> • <a href="#">Kuva Chakkhurr</a> • <a href="#">Latron</a> • <a href="#">Latron Prime</a> • <a href="#">Latron Wraith</a> • <a href="#">Prisma Grinlok</a> • <a href="#">Veldt</a>
<b>Shotgun</b>	
<b>Auto</b>	<a href="#">Astilla</a> • <a href="#">Astilla Prime</a> • <a href="#">Boar</a> • <a href="#">Boar Prime</a> • <a href="#">Kuva Sobek</a> • <a href="#">Sobek</a>
<b>Auto / Semi</b>	<a href="#">Cedo</a> • <a href="#">Felarx</a>
<b>Auto-Spool</b>	<a href="#">Kohm</a> • <a href="#">Kuva Kohm</a>
<b>Charge</b>	<a href="#">Drakgoon</a> • <a href="#">Kuva Drakgoon</a>
<b>Duplex</b>	<a href="#">Sancti Tigris</a> • <a href="#">Tigris</a> • <a href="#">Tigris Prime</a>
<b>Held</b>	<a href="#">Convectrix</a> • <a href="#">Phage</a> • <a href="#">Phantasma</a> • <a href="#">Phantasma Prime</a>
<b>Semi-Auto</b>	<a href="#">Arca Plasmor</a> • <a href="#">Corinth</a> • <a href="#">Corinth Prime</a> • <a href="#">Exergis</a> • <a href="#">Hek</a> • <a href="#">Kuva Hek</a> • <a href="#">MK1-Strun</a> • <a href="#">Rauta</a> • <a href="#">Steflos</a> • <a href="#">Strun</a> • <a href="#">Strun Prime</a> • <a href="#">Strun Wraith</a> • <a href="#">Tenet Arca Plasmor</a> • <a href="#">Vaykor Hek</a>
<b>Sniper Rifle</b>	
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<b>Semi-Auto</b>	<a href="#">Komorex</a> • <a href="#">Rubico</a> • <a href="#">Rubico Prime</a> • <a href="#">Snipetron</a> • <a href="#">Snipetron Vandal</a> • <a href="#">Sporothrix</a> • <a href="#">Vectis</a> • <a href="#">Vectis Prime</a> • <a href="#">Vulkar</a> • <a href="#">Vulkar Wraith</a>
<b>Speargun</b>	
<b>Auto</b>	<a href="#">Scourge</a> • <a href="#">Scourge Prime</a>
<b>Auto Charge</b>	<a href="#">Javlok</a>
<b>Charge</b>	<a href="#">Ferrox</a>
<b>Charged Auto</b>	<a href="#">Tenet Ferrox</a>
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