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Sweeper Prime

34 EDIT

OROKIN WEAPONS PRIME

CODEX

Standard issue weapon for Carrier Prime sentinel. Fires shotgun rounds.

The **Sweeper Prime** is the default weapon for the Carrier Prime Sentinel, as well as the primed version of the Sweeper. This weapon accepts shotgun mods.

This weapon can be sold for **1,250**.

Sweeper Prime

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Acquisition

This sentinel weapon is automatically acquired by acquiring Carrier Prime. Note that this weapon also takes up one Sentinel inventory slot.

Characteristics

- This weapon deals primarily Impact damage.
- Two innate polarities.

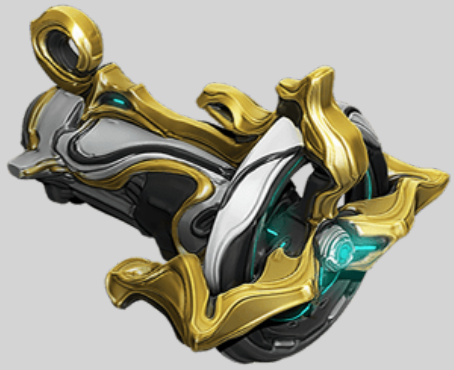
Advantages:

- Third highest base damage of all Sentinel weapons, behind Deconstructor Prime and Vulklok.
- Fast reload speed.
- Innate multishot of 6 pellets.
- Relatively large magazine size.

Disadvantages:

- Low critical chance and status chance.
- Low fire rate.
- Low accuracy.
- Linear Damage Falloff from 20m to 30m target distance (distances are affected by Projectile Speed). Damage reduction unknown due to Sentinel attacks not showing damage numbers.

Comparisons:



Tradable
(indirectly, comes with parent companion)

Update Infobox Data

General Information	
Type	Shotgun
Mastery Rank Requirement	0
Max Rank	30
Slot	Robotic
Trigger Type	Auto
Utility	
Accuracy	Very Low
Ammo Max	∞
Ammo Type	None
Disposition	●●●○○ (1.00x)
Fire Rate	1.00 attacks/sec
Noise Level	Alarming
Magazine Size	20
Reload Time	2.00 s
Projectile Type	Hit-Scan
Spread	30.00° (20.00° min, 40.00° max)

Normal Attack		
8.5 (85%)	0.5 (5%)	1 (10%)
Total Damage	60 (85.00% Impact)	

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Sweeper (Normal Attack):

- Higher base damage per projectile (10.00 vs. 7.00)
  - Higher Impact damage (8.5 vs. 5.95)
  - Higher Puncture damage (0.5 vs. 0.35)
  - Higher Slash damage (1 vs. 0.7)
- Higher total damage (60 vs. 42)
- Higher base critical multiplier (2.00x vs. 1.50x)
- Higher base status chance (2.50% vs. 2.33%)
- Higher average damage per tap (63 vs. 43.05)
- Higher burst DPS (63 vs. 43.05)
- Higher sustained DPS (57.27 vs. 35)
- Larger magazine (20 vs. 10)
- Faster reload time (2.00 s vs. 2.30 s)

Notes

- Sufficiently increasing the Sweeper Prime's rate of fire (e.g. Accelerated Blast with Shotgun Barrage) will cause it to fire in 3 round "bursts".

Crit Chance	5.00%
Crit Multiplier	2.00x
Fire Rate	1.00 attacks/sec
Multishot	6 (10.00 damage per projectile)
Noise Level	Alarming
Punch Through	0.0 m
Range	300.0 m
Spread	30.00° (20.00° min, 40.00° max)
Status Chance	2.50%
Projectile Type	Hit-Scan
Miscellaneous	
Compatibility Tags	SENTINEL_WEAPON
Riven Family	Sweeper
Introduced	Update 16.11 (2015-07-07)
Polarities	
Sell Price	1,250
Variants	Sweeper **Sweeper Prime**
Vendor Sources	

Article Categories

- Weapons
- Prime Weapons
- Vaulted Weapons
- Impact Damage Weapons
- Shotgun
- Sweeper
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- Auto Weapons
- Automatic
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- Infinite Ammo Weapons
- Alarming Weapons
- Hit-Scan Weapons
- Tradeable Weapons

Vaultings

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- On May 24th, 2017 (https://forums.warframe.com/topic/800105-last-chance-for-ash-vectis-and-carrier-primes/), it was announced that Carrier Prime would enter the Prime Vault and be retired from the reward tables on May 30th, 2017. Any preexisting components or fully-built sentinels will remain as is.

Patch History

Update 27.2 (2020-03-05)

Greater than 100% Status having meaning

Shotguns have a unique Role here based on a very patch-work history with how they interact with Status Chance. A Shotgun that shoots 99% Status Chance would give you 35% (roughly) status per pellet. 100% Status Gives you 100% Status per pellet. This huge jump in performance happens with just a 1% gain - why? Well, to answer that we have to look at our choice to make what the UI conveys reality. It would feel broken to shoot a Shotgun with 100% Status and not see a perfect spread of Effects.

See Also

- Sweeper, the normal counterpart.

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

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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 • 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

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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 Ferrox
Semi	Afentis

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