

ADVERTISEMENT

in: [Enemies](#), [The Murmur](#), [Update 35](#), [Update 36](#)

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Rogue Culverin

8 EDIT



CODEX

An experimental Necramech, optimized for ranged combat, built for Albrecht Entrati by his son-in-law. It now fights alongside the very Murmur foes it was meant to repel.

Rogue Culverins are rank-and-file [Necramech](#) units that can be found within [Albrecht's Laboratories](#) on [Deimos](#).

Originally created to defend the Labs from [The Murmur](#), they have long since malfunctioned and now fight alongside the very threats they were meant to destroy.

Contents

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Rogue Culverin

Update Infobox Data

General Information

Faction

[The Murmur](#)

Planet(s)

[Albrecht's Laboratories](#), [Deimos](#)

Tile Set(s)

[Albrecht's Laboratories](#)

Type

Ranged

Statistics

Affinity

-2

Behavior

Culverins are basic, rank-and-file, ranged Necramechs that wield two arm-mounted laser canons. Uniquely, they possess two weakspots on their arms in the form of green canisters. Destroying a canister will also destroy the respective arm along with its gun.

Rogue Culverins' canisters enhance all damage inflicted to them by an additional [Critical Hit](#) tier (i.e, a yellow crit is promoted to an orange crit). Additionally, this weakspot will charge up any [Incarnon](#) weapon used to damage it, but only the hit that actually destroys it will do so. It doesn't count as a headshot, however. Because Culverins do not have a head, it is not possible to activate Primary Deadhead, Longbow Sharpshot and similar effects that rely on headshots.

If both canisters are destroyed, the Culverin will enter a three-second self-destruct sequence, losing health rapidly and exploding upon death. The range of the blast is telegraphed on the ground and will damage nearby enemies as well.

Armor

175

Dmg. Reduction

22.91%

-- ++ ++

Body Multipliers

Shoulders: 2.0x
(Incarnon Compatible)

Base Level

1

Level Scaling

1

500

Selected Level

1

Reset

EHP

648.59

Steel Path EHP

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Miscellaneous

Codex Scans

20

Introduced

Update 35.0 (2023-12-13)

Drops

Mod Drops

15

[Endo](#) 2.87%
 [Accelerated Isotope](#) 0.06%
 [Radiated Reload](#) 0.06%

Official Drop Tables

<https://www.warframe.com/droptables>

Trivia

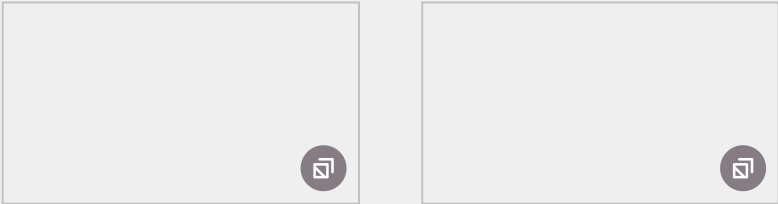
- Culverin* refers to a 16th or 17th century cannon with a 10 to 13 ft long barrel, and to a type of handgun used in the 15th and 16th centuries.

Variants

Elementa Culverin	Elementa Culverin Eximus	Rogue Culverin Eximus
Elementa Culverin File:ElementaCulverin.png	General Update 35.0	Drops Mod Drops:

	Mission	Cambire, Deimos
	Weapon	?
	Codex Scans	?
	Statistics	
	Machinery	?
		+ ++ +++ - -
	Ferrite Armor	?
		++ +++ - -
	Base Level	?

Gallery



Patch History

Update 36.0 (2024-06-18)

- Fixed performance issues caused by the Cryonic Culverin Eximus' "mortar" attack.

Update 35.5 (2024-03-27)

ALBRECHT’S LABORATORIES CHANGES

- Rogue Bonewidows can now be spawned into Albrecht’s Laboratories by Rogue Culverins. Meaning, there is now a 50/50 chance that either a Rogue Voidrig or

The Murmur Edit [Collapse]	
Fragments	Hurling Fragment • Lumbering Fragment • Rupturing Fragment • Shuffling Fragment
Constructs	Guzzling • The Anatomizer • The Hollow Vein • The Severed Warden
Rogue Necramechs	Rogue Arcocanid • Rogue Bonewidow • Rogue Culverin • Rogue Voidrig
Bosses	
Whispers	Mocking Whisper • Scathing Whisper
The	

Categories



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