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Dig



The **Dig** mod allows the [Sahasa Kubrow](#) to dig up items upon the battlefield. They will be able to dig up random ammunition types, health orbs, energy orbs, small amounts of credits, and occasionally mods.

This mod is **unique** to the Sahasa Kubrow, and will be given to players upon incubating a Sahasa Kubrow.

Cooldown is ~15 seconds on all ranks.
Cast time is ~5 seconds.

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Dig

Full
Icon

Dig

The kubrow sniffs out buried objects and digs them up.
+270% Success Chance

SAHASA KUBROW

Tradeable

Cannot be obtained from transmutation



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Stats

Rank	Success Chance	Cost
0	+45%	0
1	+90%	1
2	+135%	2
3	+180%	3
4	+225%	4
5	+270%	5

Drop Locations

The kubrow sniffs out buried objects and digs them up.
+270% Success Chance

General Information ^

Type Sahasa Kubrow

Polarity Penjaga

Rarity Rare

Max Rank 5

Endo Required To Max 930

Credits Required To Max 44,919

Base Capacity Cost 0

Trading Tax 8,000

Introduced [Update 14.0](#) (2014-07-18)

Vendor Sources ^

Official Drop Tables ^

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

Mission Drop Tables

Mission Type	Source	Rotations or Drop Table	Chance ^[1]	Quantity ^[2]	Avg. per roll ^[3]	Star Chart Nodes
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Enemy Drop Tables

Enemy [↕]	Drop Table Chance ^[4] [↕]	Item Chance ^[5] [↕]	Chance ^[6] [↕]	Expected Kills ^[7] [↕]	Quantity ^[8] [↕]	Avg. per roll attempt [↕]
Corrupted Drahk	3%	0.22%	0.0066%	15152	1	6.6e-05
Drahk	3%	0.22%	0.0066%	15152	1	6.6e-05
Feral Kubrow	3%	0.22%	0.0066%	15152	1	6.6e-05
Kuva Drahk	3%	0.22%	0.0066%	15152	1	6.6e-05

Sourced from the [official drop table repository \(https://www.warframe.com/droptables\)](https://www.warframe.com/droptables). See

[Module:DropTables/data](#) to edit on the wiki.

Notes

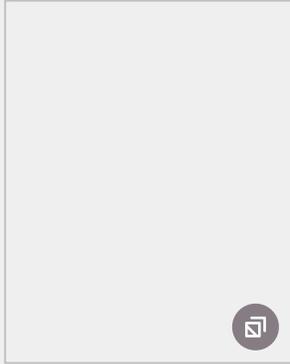
- At max rank, the listed 270% success chance means that the Kubrow will always dig up two items, with a 70% chance of a third item.
- When in use, the Kubrow will stop at a location and paw along the ground for 5 seconds, before barking twice to alert players of its find.
- The mods that may occasionally be dug up are taken from the same [mod list](#) used by [Void](#) containers.
- In Survival missions, the Kubrow has a chance to dig up a [Life Support Module](#).
- Kubrow prioritize items depending on its master's needs: if their master needs energy, Energy Orbs are retrieved, if they need ammunition, the relevant ammo type is retrieved, etc.
 - The threshold values for energy and health orb prioritization seem to be 80% (or lower) of total energy/health capacity.
 - Ammo is retrieved upon not having full reserves.
- The Kubrow does not dig if the player is attacking anyone or taking damage. This status is checked every ~3s.
- Dig cannot be cast in one place twice in a row. The Kubrow must move elsewhere to recast (several meters should be sufficient) at least once before moving back to the same spot.^[10]
- Kubrow can dig even in places on tilesets where normally finding such items in the floor/ground should not be possible. (i.e. [Corpus Ship](#), [Grineer Galleon](#), [Orokin Tower](#), etc.)



Bugs

- After a certain amount of uses the cooldown can sometimes increase up to several minutes.

Gallery



Old appearance

Patch History

Update 14.1 (2014-07-30)

- The Kubrow 'Dig' ability has been altered so as to allow for both Health and Energy orbs to drop from a single usage of the ability, however this will only occur when the criteria for this event are met, i.e the owners health, energy, or ammo levels are low. Other loot will not be restricted by these criteria. In addition, any success chance over 100% will cause a second roll items, including Health/Energy orbs, to occur. Additionally, we've received clarification on the 'Dig' ability is as follows. The Dig ability generates items based on your needs at the time, and the amount of needed items increases as

Kubrow		[Collapse]
Species	Incubated	Chesa • Huras • Raksa • Sahasa • Sunika
	Unique	Helminth Charger
	Predasite	Vizier • Pharaoh • Medjay
Enemy	Drahk •	
	Feral	



Cosmetics	Kubrow Cosmetics	
Genetics	DNA Stabilizer • Genetic Code Template	
Mods		
Penjaga (Abilities)	Chesa	Neutralize • Retrieve
	Huras	Hunt • Stalk
	Raksa	Howl • Protect
	Sahasa	Dig • Ferocity
	Sunika	Savagery • Unleashed
	Helminth	Proboscis • Strain Eruption • Strain Fever • Trample
	Vizier	Acidic Spittle • Iatric Mycelium
	Pharaoh	Endoparasitic Vector • Anabolic Pollination
	Medjay	Infectious Bite • Paralytic Spores
	Others	Fetch • Scavenge
Madurai (Offense)	Astral Bond • Bite • Contagious Bond • Duplex Bond • Flame Gland • Frost Jaw • Hunter Command • Hunter Recovery • Hunter Synergy • Maul • Mecha Overdrive • Mecha Recharge • Momentous Bond • Pack Leader (Prime) • Seismic Bond • Shock Collar • Tandem Bond • Venom Teeth • Vicious Bond	
Vazarin (Defense)	Aerial Bond • Hastened Deflection • Link Fiber • Link Redirection • Link Vitality • Loyal Companion • Medi-Pet Kit • Restorative Bond • Shelter • Tenacious Bond	
Naramon (Utility)	Animal Instinct (Prime) • Covert Bond • Mystic Bond • Reinforced Bond	

1. Chance to roll item within drop table
2. Amount rewarded on successful roll
3. (Quantity × Chance)
4. Chance to roll drop table
5. Chance to roll item within drop table
6. (Drop Table Chance × Item Chance)
7. (1 / Chance), see [WARFRAME Wiki:Expected & Nearly Guaranteed Numbers](#) for more details
8. Amount rewarded on successful roll



10. Dante De'Von (2017, July 21). *Sahasa dig restriction 2* (<https://www.youtube.com/watch?v=1yde1YifxWQ>). YouTube. Archived (<https://web.archive.org/web/https://www.youtube.com/watch?v=1yde1YifxWQ>) from the original on 2017-07-22.

Categories



Languages



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