

ADVERTISEMENT

in: [Mechanics](#)

SIGN IN

 REGISTER

Attack Speed

36

 EDIT

Modifies melee animation speed. The number of attacks per second varies by weapon type and Stance.

—In-game Description

Attack Speed is a statistic that modifies how fast a melee's attack animation plays. True attack speed, the rate at which melee weapons attack, is derived from three attributes:

1. The attack animation for the given weapon class and the [Stance](#) they have equipped
2. The weapon's listed attack speed multiplier (aka Attack Speed)



We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey



X

Example of an attack speed mod



WARFRAME Wiki



Each general melee class follows a standard **attack animation** which controls baseline striking speed. [Polearms](#) have a slower standard attack animation than the [swords](#), for example. Specific weapons (such as the  [Cronus](#) of the sword type) each have their own base **attack speed multiplier** which alters the rate of the attack animation. An Attack Speed of 1.0 runs its attacks at default speed. An Attack Speed of 1.2 executes 20% faster, while a speed of 0.8 runs 20% slower. Attack Speed is then further increased (or decreased) by Attack Speed mods and ability buffs, giving us the following basic equation:

$$\text{Modified Animation Length} = \frac{\text{Base Attack Animation Length}}{[\text{Base Weapon Attack Speed} \times (1 + \text{Attack Speed})]}$$

Where Base Attack Animation Length is based on the time it takes to complete an attack at Attack Speed of 1.0

Recall that attack animations vary between weapon types. Despite the  [Fragor](#) ([Hammer](#)) and  [Karyst](#) ([Dagger](#)) both having listed speeds of 0.8, the Karyst's actual speed is faster than the Fragor's due to daggers having a faster attack animation.

Faster attack speeds enhance a melee weapon's overall damage potential and utility by:

- producing more strikes at a given time, increasing damage per second dealt
- quickening melee [Combo Counter](#) gain for  [Blood Rush](#) and  [Weeping Wounds](#) and its heavy attack damage multiplier
- giving more chances for [Status Effect](#) procs
- hastening [Stance](#) attacks which knockback or disable the target through staggers/ragdolls (crowd control)

Changes in Attack Speed apply to [finishers](#), as well as the *animation* of [heavy attacks](#) but not the actual wind-up time (i.e. initial heavy attack charging animation will stay the same but the actual heavy attack swing will be sped up/slowed down). Weapons with ranged charge mechanics such as the  [Glaive](#) and  [Redeemer](#) are **not** affected by Attack Speed and uses Heavy Attack Wind-Up Speed bonuses instead.

All base weapon Attack Speeds are in fractions of X / 60. This means despite Attack Speeds being repeating decimals as they are



We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey



The following [Mods](#) affect Attack Speed positively, increasing a Melee Weapon's rate of attack:

Normal Charged/Heavy Attacks



[Berserker Fury](#)



[Furor](#) (Arch-melee only)



[Fury](#)



[Gladiator Vice](#)



[Primed Fury](#)



[Quickening](#)



The following Mods affect Attack Speed negatively, reducing rate of attack:



We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey



Spoiled Strike

Attack Speed Abilities

The following abilities affect Attack Speed positively, increasing a Melee Weapon's rate of attack:

Gauss Harrow Valkyr Volt Wisp

Redline

4 beyond the redline, supercharging his Abilities and setting Fire Rate, Attack Speed, Reload Speed, and Holster Rate into overdrive. When past the redline, bolts of arcing electricity dance periodically from Gauss, exploding en masse when the ability is deactivated.

Introduced in [Update 25.7](#)
(2019-08-29)

Strength:

100 / 200 / 300 / 400 (Impact and Puncture area damage)

Duration:

15 / 20 / 25 / 30 s (duration)
6 - 30% / 9 - 45% / 12 - 60%
/ 15 - 75% (fire rate buff)
5 - 25% / 6 - 30% / 7 - 35% /
8 - 40% (attack speed buff)
4 - 20% / 6 - 30% / 8 - 40% /
10 - 50% (reload speed buff)
4 - 20% / 6 - 30% / 8 - 40% /
10 - 50% (casting speed
buff)

Range:

N/A

Misc:

- ? m (activation knockback radius)
- +20% (battery limit release)
- 50% (projectile accuracy)
- 50% (energy discount for Mach Rush)
- 100% (melee damage bonus)



We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey



100% ([Cold](#) freeze chance and [Heat](#) ignite chance for Thermal Sunder) ≤100% ([Blast](#) enemy armor reduction for Thermal Sunder)

Other Attack Speed Modifiers

- The [Cold Status Effect](#) slows down a unit's movement speed and Attack Speed.
- [Arcane Strike](#) provides up to 60% additive Attack Speed.

External links

- "Since the attack speed stat in the arsenal tells you almost nothing, I calculated the true attack speed for every melee combo in the game" (https://www.reddit.com/r/Warframe/comments/i10f4l/since_the_attack_speed_stat_in_the_arsenal_tells/) by u/GoldPhos

See also

- [Fire Rate](#), the equivalent game mechanic for ranged weapons.

Game System **Mechanics**

Edit [Collapse]

Currencies		Credits • Orokin Ducats • Endo • Platinum • Aya • Regal Aya • Standing
General	Basics	Arsenal • Codex • Daily Tribute • Empyrean • Foundry • Market • Mastery Rank • Nightwave • Orbiter • Player Profile • Reset • Star Chart
		Leverian • Quest • Orokin • Sentient • Leaderboards • Trading

We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey



	Player Housing	Clan Dojo • Dormizone • Drifter's Camp • Orbiter
Gameplay	Basics	Affinity • Buff & Debuff • Death • Hacking • Invisible • Maneuvers • One-Handed Action • Open World • Pickups • Radar • Stealth • Tile Sets • Void Relic • Waypoint
	Damage Mechanics	Critical Hit • Damage • Damage Redirection • Damage Reduction • Damage Reflection • Damage Type Modifier • Damage Vulnerability • Health • Status Effect
	Enemies	Bosses • Death Mark • Enemy Behavior • Eximus (Overguard) • Lich System
	Mission	Arbitrations • Archon Hunt • Break Narmer • Empyrean • Invasion • Sortie • Tactical Alert • The Circuit • The Steel Path • Void Fissure
	Activities	Captura • Conservation • Fishing • K-Drive Race • Ludoplex • Mining
	PvP	Duel • Conclave (Lunaro) • Frame Fighter
	Other	Gravity • Threat Level
Equipment	Modding and Arcanes	Arcane Enhancements • Archon Shard • Fusion • Mods (Flawed, Riven) • Polarization • Transmutation • Valence Fusion
	Warframe	Attributes (Armor, Energy, Health, Shield, Sprint Speed) • Abilities (Augment, Casting Speed, Helminth System, Passives, Duration, Efficiency, Range, Strength)
	Weapons	Accuracy • Alternate Fire • Ammo • Area of Effect • Attack Speed • Bounce • Critical Hit • Damage Falloff • Exalted Weapon • Fire Rate • Hitscan • Holster • Incarnon • Melee • Multishot • Noise • Projectile • Projectile Speed • Punch Through • Recoil • Reload • Zoom • Vazarin , Naramon , Unairu ,



We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey



• [Zoom](#)
[Vazarin](#), [Naramon](#), [Unairu](#),



	Other	Archwing • Companion • K-Drive • Necramech • Parazon • Railjack
Technical	General	AI Director • Drop Tables • HUD • Key Bindings • Material Structures • PBR • Rarity • RNG • Settings • String Interpolation • Text Icons • Upgrade
	Software, Networking, and Services	Cross Platform Play • Cross Platform Save • Dedicated Servers • EE.cfg • EE.log • File Directory • Fonts • Network Architecture • Public Export • Public Test Cluster • Stress Test • Warframe Arsenal Twitch Extension • World State
	Audio	Mandachord • Music • Shawzin • Somachord • Sound
	Mathematical	Calculating Bonuses (Additive Stacking, Multiplicative Stacking) • Condition Overload (Mechanic) • Enemy Level Scaling • Maximization • User Research

Categories

▼

Languages

▼

Community content is available under [CC-BY-SA](#) unless otherwise noted.

More Fandoms

[Sci-fi](#) | [Warframe](#)







×

We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey

[CLICK HERE TO TAKE THE SURVEY](#)

https://warframe.fandom.com/wiki/Attack_Speed

7/7