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Amalgam Ripkas True Steel



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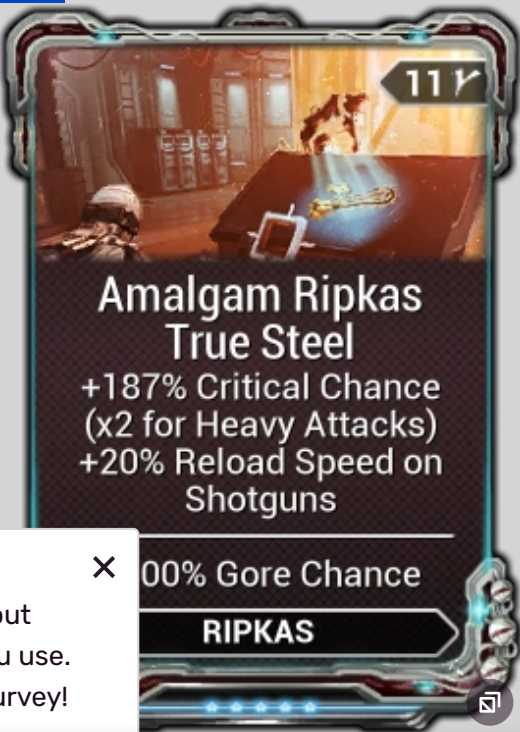
Amalgam Ripkas True Steel is an Amalgam mod exclusive to the  [Ripkas](#). It provides increased [critical chance](#), increased [reload speed](#) for shotguns, and increased gore chance.

Contents

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Amalgam Ripkas True Steel

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100% Gore Chance

RIPKAS



WARFRAME Wiki



Cannot be obtained from transmutation

Update Infobox Data

Max Rank Description ^

+187% Critical Chance (x2 for Heavy Attacks)
+20% Reload Speed on Shotguns

+100% Gore Chance

General Information ^

Type

Ripkas

Polarity

 Madurai

Rarity

Rare

Class

Amalgam

Incompatible Mods

True Steel
 Sacrificial Steel
 Flawed True Steel

Incompatibility Tags

SENTINEL_WEAPON,
POWER_WEAPON

Max Rank

5

Endo Required To Max

930

Credits Required To Max

44,919

Base Capacity Cost

6

Introduced

[Update 25.0](#) (2019-05-22)

Vendor Sources ^

Official Drop Tables ^

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

Rank	Critical chance	Reload speed	Gore	Cost
0	+31%	+3%	+17%	6
1	+62%	+7%	+33%	7



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Drop Locations

Mission Drop Tables

Mission Type	Source	Rotations or Drop Table	Chance ^[1]	Quantity ^[2]	Avg. per roll ^[3]	Star Chart Nodes
Assassinate	Ropalolyst Assassination Amalgam Mod	A	20%	1	0.2	The Ropalolyst Assassination

Enemy Drop Tables

Enemy	Drop Table Chance ^[4]	Item Chance ^[5]	Chance ^[6]	Expected Kills ^[7]	Quantity ^[8]	Avg. per roll attempt ^[9]
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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

The "gore" keyword appears to describe the [dismemberment](#) mechanic; having this mod equipped will allow many weapons, abilities, and companions (even temporary ones) to dismember, even if they don't otherwise meet the requirements.

- This synergizes well with [Nekros's Desecrate](#), as bisected body parts are treated as distinct "corpses", and have their own chance to yield additional loot.
 - [Tentacle Swarm](#) consistently bisects enemies that it kills, though the low damage means that it scales poorly into higher-end content without additional sources of damage. Running it with [Pilfering Swarm](#) alongside a Nekros's Desecrate allows for up to 4 drops per applicable enemy. ^[citation needed]



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ters; at most, two drops from
te have been consistently



- This mod *can* allow killing blows from your damaging status effects to bisect a large variety of enemies, but it's inconsistent:
 - [Slash](#), [Heat](#), and [Toxin](#) will consistently bisect many common humanoids, but not newer^[*citation needed*] or [Infested](#) enemies.
 - [Electricity](#) and [Gas](#) damage are inconsistent at bisecting.
 - [Saryn](#)'s [Spores](#) may consistently bisect Chargers, but their corpses may disappear too quickly for a Nekros to desecrate en masse.
- Projectile weapons with travel time that cannot pin enemies to walls bisect exceedingly rarely, if at all.^[*citation needed*]
 - Examples include the primary attacks of the [Euphona Prime](#), [Battacor](#), [Hema](#), or [Lanka](#).
 - [Acrid](#) is an exemption, as it still bisects consistently.
- Enemies killed by [Cold](#) damage, which become frozen and are not bisectable.
 - This may be a bug, as Cold-damage kills used to allow the corpses to be shattered.
- Trying to bisect enemies through radial damage - such as from [Shedu](#), [Proboscis Cernos](#), or [Penta](#) - is unreliable. The effectiveness varies considerably: as it depends on the size and origin point of an explosion in relation to the enemy, as well as which enemy, and their physical orientation.
- Kills from [Jump Kicks](#), [Bullet Jumps](#), and [Mercies](#).

See Also

- [True Steel](#), the normal version of this mod.

Patch History

Update 26.1 (2019-11-22)

- Amalgam Ripkas changed to 187% Critical Chance (x2 for Heavy Attacks).

Update 25.0 (2019-05-22)



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Red Veil	Eroding Blight • Gleaming Blight • Toxic Blight • Stockpiled Blight
Cephalon Suda	Entropy Burst • Entropy Flight • Entropy Spike • Entropy Detonation
Steel Meridian	Justice Blades • Scattered Justice • Shattering Justice • Neutralizing Justice
New Loka	Bright Purity • Lasting Purity • Winds of Purity • Disarming Purity
The Perrin Sequence	Deadly Sequence • Sequence Burn • Toxic Sequence • Voltage Sequence
Arbiters of Hexis	Blade of Truth • Gilded Truth • Stinging Truth • Avenging Truth
Arena Augments	
The Index	Tether Grenades • Flux Overdrive • Thermagnetic Shells • Static Discharge • Kinetic Ricochet
Kela De Thaym	Electromagnetic Shielding • Vulcan Blitz • Acid Shells • Rift Strike • Nightwatch Napalm • Fomorian Accelerant • Hunter's Bonesaw • Harkonar Scope • Medi-Ray
Nightwave Augments	
Series 1	Bursting Mass • Napalm Grenades • Wild Frenzy
Series 2	Efficient Beams • Exposing Harpoon • Meticulous Aim
Series 3	Deadly Maneuvers • Dizzying Rounds • Precision Strike
Nora's Mix V.1	Combat Reload • Range Advantage
Nora's Mix V.2	Critical Precision • Vile Discharge
Nora's Mix V.3	Eximus Advantage • Metamorphic Magazine
Nora's Mix V.4	Sentient Barrage • Sentient Surge
Nora's Mix V.5	Critical Mutation • Volatile Variant



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Amalgam Augments

[Amalgam Argonak Metal Auger](#) • [Amalgam Daikyu Target Acquired](#) •
[Amalgam Furax Body Count](#) • [Amalgam Javlok Magazine Warp](#) •

Amalgam Ripkas True Steel

Entrati Augments

[Damzav-Vati](#) • [Zazvat-Kar](#) • [Bhisaj-Bal](#) • [Hata-Satya](#)

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
9. (Quantity × Chance), average item quantity on a roll attempt (successful or not)

Categories



Languages



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