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in: [Arcane Enhancements](#), [Melee Arcanes](#), [Common Arcanes](#), [Update 35](#)

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Melee Retaliation


10 EDIT

Melee Retaliation is a Melee [Arcane Enhancement](#) that grants bonus Melee Damage for every current [Shields](#) up to a certain amount. The bonus is halved for [Overshields](#).

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Melee Retaliation



Tradeable

Update Infobox Data

Max Rank Description ^

Gain 30% Melee Damage for every 200 current Shields, up to 420% Bonus halved for Overshields.

General Information ^

Type	Melee
Category	Common
Rank	5

Effect



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Dissolution 18

Trading Tax 2,000

Introduced [Update 35.0](#) (2023-12-13)

Vendor Sources

Vendors

[Bird 3](#) (Rank 3: Colleague) 5000 for x1

Official Drop Tables

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

Rank	Melee Damage	Current Shields	Shield Values for Damage Cap	Shield Values for Damage Cap at maximum Overshields (Excluding Harrow)	Shield Values for Damage Cap at maximum Overshields (Harrow)
0	5%	200	16,800	16,200	15,600
1	10%	200	8,400	7,800	7,200
2	15%	200	5,600	5,000	4,400
3	20%	200	4,200	3,600	3,000
4	25%	200	3,360	2,760	2,160
5	30%	200	2,800	2,200	1,600

Acquisition

- Awarded for killing [The Fragmented](#) on [Effervo](#), [Deimos](#).
- Awarded for killing [Whispers](#) in [Albrecht's Laboratories](#) missions.
- Awarded for killing [Gruzzlings](#) in non-[Disruption](#) [Albrecht's Laboratories](#) mission.
- Can be bought from [Bird 3](#) of [Cavia](#) for **5,000**, requiring **Rank 3 - Colleague**.

Item	Source	Chance	Expected	Nearly Guaranteed
	The Fragmented	12 50%	~ 8 Kills	51 ± 17 Kills
			Kills	51 ± 17 Kills
			Kills	51 ± 17 Kills




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

For more detailed definitions and information, visit [here](#).

Notes


- Damage bonus is additive to mods like  [Pressure Point](#).
- Damage bonus is shown in the buff UI.
- Damage bonus is given by the following equation:

$$\text{Damage Bonus} = 30\% \cdot \left\lfloor \frac{\text{Current Shields}}{200} \right\rfloor + 15\% \cdot \left\lfloor \frac{\text{Current Overshields}}{200} \right\rfloor$$

- For example, a frame with **700** shields and **300** overshields give a

30% * floor (700/200) + 15% * floor (300/200) = 105% damage bonus.
- Affects pseudo-exalted abilities such as  [Landslide](#),  [Slash Dash](#),  [Shattered Lash](#), and  [Whipclaw](#).
 - Does **not** affect [exalted weapons](#).

Tips

- This arcane goes exceptionally well on  [Hildryn](#), whose high shields can allow Retaliation to get to max with ease, provided she is fitted with the proper shield boosting mods.

Patch History

Hotfix 36.0.8 (2024-07-25)

- Fixed Melee Incarnons not displaying Incarnon charging UI for Clients with Melee Retaliation equipped.

Update 36.0 (2024-06-18)

- Fixed performance issues caused by placing a Warframe Articula that is using a Loadout that has the Melee Retaliation Arcane equipped.

Update 35.5 (2024-03-27)



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Edit

Operator Amp Kitgun Za

Arcane Ice • Arcane Momentu



	Arcane Deflection • Arcane Healing • Arcane Resistance Arcane Victory
Gantulyst/Orphix	Arcane Acceleration • Arcane Agility • Arcane Awakening • Arcane Eruption • Arcane Guardian Arcane Phantasm • Arcane Strike • Arcane Aegis • Arcane Precision • Arcane Pulse • Arcane Ultimatum
Hydrolyst/Orphix	Arcane Trickery • Arcane Velocity • Arcane Arachne • Arcane Avenger • Arcane Fury • Arcane Rage • Arcane Barrier • Arcane Energize • Arcane Grace
Arbitrations	Arcane Blade Charger • Arcane Bodyguard • Arcane Pistoleer • Arcane Primary Charger • Arcane Tank
Isolation Vaults	Theorem Contagion • Theorem Demulcent • Theorem Infection
The Zariman	Molt Augmented • Molt Efficiency • Molt Reconstruct Molt Vigor
Conjunction Survival	Arcane Blessing • Arcane Rise
Mirror Defense	Arcane Double Back • Arcane Steadfast
Duviri	Arcane Reaper • Arcane Intention • Arcane Power Rail
Ascension	Arcane Battery • Arcane Ice Storm
Eidolon • Arcane Helmets • Ostron • Operator • Amp • Solaris United • The Holdfasts • The Quills • Vox Solaris	

Categories



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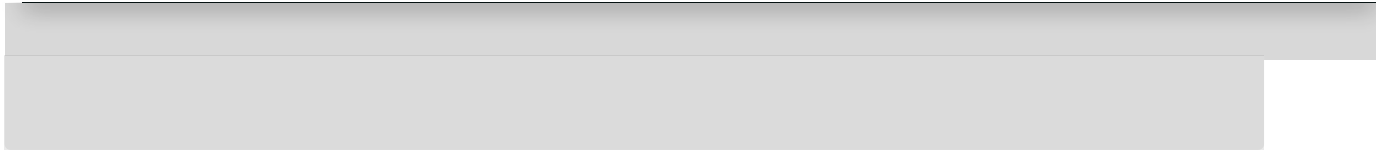
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