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Tenet Envoy

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CODEX

This discreet rocket launcher is equally at home in a board meeting or on a casual outing. Aimed rockets are wire-guided for greater accuracy, but travel more slowly. The patented Granum Attaché System reloads the weapon when holstered.

Tenet Envoy is a unique [Tenet](#) rocket launcher shooting missiles that can be guided while [aiming](#), and is able to reload while [holstered](#).

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- 1. Characteristics
- 2. Acquisition
- 3. Notes
 - 3.1. Kuva/Tenet Notes
- 4. Tips

Tenet Envoy



 **Tradable**
(indirectly through [Lich](#) trading)

Innate **Progenitor Bonus**

 **Update Infobox Data**

General Information

 **Type** Launcher



6. Known Bugs
7. Media
8. See Also
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Characteristics

- This weapon deals innate  [Impact](#) damage from grenade impact and  [Cold](#) damage on explosion.
- Rocket explode in a **8** meter radius after impacting a surface or enemy.
 - Initial hit and explosion apply status separately.
 - Explosion does not need direct line of sight to deal damage and will penetrate walls.
 - Can benefit from  [Firestorm](#) ( [Primed](#)) and  [Cautious Shot](#).
- [Aiming](#) will cause fired rockets to travel toward the aiming reticle, allowing them to be guided.
 - Allows firing rockets from behind cover.
- Reloads **10%** of its magazine per second while [holstered](#).
- Fairly large magazine capacity of **8** rounds for an explosive-based weapon.
- Comes with an additional bonus  [Impact](#),  [Heat](#),  [Cold](#),  [Electricity](#),  [Toxin](#), 

 Mastery Rank Requirement	16
Max Rank	40
 Slot	Primary
Trigger Type	Auto
Utility ^	
Accuracy	N/A
Ammo Max	16
Ammo Pickup	4
Ammo Type	Primary
Disposition	●○○○○ (0.65x)
Fire Rate	0.83 attacks/sec
Noise Level	Alarming
Magazine Size	8
Reload Time	4.00 s
Projectile Speed	40.0 m/s
Projectile Type	Projectile
Spread	0.00° (0.00° min, 0.00° max)
Grenade Impact ^	
 100 ( 100%)	
Total Damage	100 (100.00%  Impact)
Ammo Cost	1
Crit Chance	28.00%
Crit Multiplier	2.60x
Fire Rate	0.83 attacks/sec
Multishot	1 (100.00 damage per projectile)
Noise Level	Alarming
Punch Through	0.0 m
Spread	0.00° (0.00° min, 0.00° max)
Status Chance	24.00%



damage, based on the Sister's [progenitor Warframe](#), which increases the listed base damage of the weapon by 25%-60%.

- [Valence Fusion](#) can optionally change the resulting output damage type, and can upgrade the bonus increase (up to 60%).
- [Polarizing](#) the weapon increases its max [rank](#) by **2**, capping at rank **40** after **5** polarizations, granting the weapon additional mod capacity.
- Listed [Mastery Rank](#) requirement is not enforced - the weapon may theoretically be obtained at any mastery rank by acquiring and vanquishing a Sister that has this weapon equipped.

Advantages over other Primary weapons (excluding modular weapons):

- Pinpoint [accuracy](#).
 -  [Heavy Caliber](#)'s accuracy penalty is minimal on this weapon, especially due to its ability to be guided manually.
- Grenade Impact (wiki attack index 1)
 - High crit chance (28.00%)
 - High crit multiplier (2.60x)
- Rocket Explosion (wiki attack index 2)

Projectile Type	Projectile
Rocket Explosion ^	
❄️ 640 (❄️ 100%)	
Total Damage	640 (100.00% ❄️ Cold)
Crit Chance	28.00%
Crit Multiplier	2.60x
Damage Falloff	No Damage Falloff: below 0.0 m (100%, 640 damage) Linear Falloff: between 0.0 m and 8.0 m (100% - 20%) Max Damage Falloff: over 8.0 m (20%, 128 damage)
Fire Rate	0.83 attacks/sec
Multishot	1 (640.00 damage per projectile)
Noise Level	Alarming
Punch Through	0.0 m
Range	8.0 m
Status Chance	24.00%
Projectile Type	AoE
Miscellaneous ^	
Compatibility Tags	PROJECTILE, AOE
Default Upgrades	InnateDamageRandomMod CrpBriefcaseLauncherInnateMod
Riven Family	Tenet Envoy
Exilus Polarity	
Introduced	Update 30.5 (2021-07-06)
Polarities	None
Sell Price	7,500
Variants	Tenet Envoy
Vendor Sources ^	
Article Categories ^	



- High total damage (640)
- Above average crit multiplier (2.60x)

Disadvantages over other Primary weapons (excluding modular weapons):

- Projectiles have travel time.
- [Projectile Speed](#) decreases while aiming (unaffected by [Terminal Velocity](#)).
- Poor [ammo](#) economy.
 - Extremely low ammo capacity; requires just 2 reloads to fully deplete all ammo reserves.
 - Low [Ammo Pickup](#).
- Explosion inflicts [self-stagger](#).
- Explosion has a [headshot](#) multiplier of 1x and cannot trigger headshot conditions.
- Explosion has linear [Damage Falloff](#) from 100% to 20% from central impact.
- Grenade Impact (wiki attack index 1)
 - Very low reload speed (4.00 s)
 - Low magazine (8)
 - Very low ammo max (16)
 - Very low fire rate (0.83 attacks/sec)
 - Very low disposition (●○○○○ (0.65x))
- Rocket Explosion (wiki attack index 2)
 - Low active falloff slope (10.0m/%)
 - Low maximum falloff distance (8.0 m)
 - Very low reload speed (4.00 s)
 - Low magazine (8)
 - Very low fire rate (0.83 attacks/sec)
 - Very low ammo max (16)
 - Below average status chance (24.00%)
 - Very low disposition (●○○○○ (0.65x))

- [Tenet Weapons](#)
- [Impact Damage Weapons](#)
- [Launcher](#)
- [Tenet Envoy](#)
- [Primary Weapons](#)
- [Auto Weapons](#)
- [Automatic](#)
- [Tenet](#)
- [Pinpoint Weapons](#)
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See [WARFRAME Wiki:Stat Comparison/Percentiles](#) for more details.



Acquisition

This section is [transcluded](#) from [Lich System/Weapons § Tenet Acquisition](#). To change it, please [edit the transcluded page](#).

Tenet Envoy is obtained by vanquishing a [Sister](#) who generated with one equipped. After the Sister is vanquished it will be in the player's [Foundry](#) ready to claim.

While the weapon itself is not tradeable, a converted Sister generated with the weapon can be traded to another player. The trade is performed inside a [Clan Dojo](#)'s Crimson Branch room, and the recipient must not have any active Lich or Sister. Once traded, the recipient must fight and vanquish the Sister to claim their weapon.

Notes

- The Tenet Envoy is currently the only launcher with an automatic trigger, allowing a player to simply hold the trigger to launch consecutive rockets. This can prove somewhat disadvantageous while trying to redirect the rockets by aiming against enemies at relatively short ranges due to the recoil of launching a new rocket causing the aim to be disrupted.
- While [aiming](#), the rockets will make an audible beeping noise. When aiming at a target, the beeping intensifies and the rocket flashes brightly.
- Rockets have a lifespan of **6** seconds regardless if they are being aimed or not, automatically detonating once that time has elapsed.
- While holstered, the attaché case's components will rumble and make an audible sound for each unit of ammo reloaded.
 - Passive reload stacks with the Synth Mod Set ([Synth Deconstruct](#), [Synth Fiber](#), [Synth Reflex](#) and [Synth Charge](#)).
- Projectile speed seems to be 20 m/s while aiming and manually guiding the projectiles, and 40 m/s for unguided projectiles.
 - [Terminal Velocity](#) will only affect unguided projectiles, for a final speed of 64 m/s.
- When using [Heavy Caliber](#) and [multishot](#) mods such as [Split Chamber](#), additional rockets fired will fly parallel to the main rocket and not converge at the point of impact.
- Cannot be reloaded while a missile is being manually guided.
- Both the initial shot and explosion seem to be silent despite having an "Alarming" noise level; a one-shot kill on a group of enemies will award the [stealth kill affinity](#)



However, firing the weapon will still break [Ivara's](#) [Prowl](#) unless the [Hush](#) mod is equipped.

This section is [transcluded](#) from [Lich System § Notes](#). To change it, please [edit the transcluded page](#).

Kuva/Tenet Notes

- For weapons obtained from vanquishing the [Kuva Lich](#) or [Sister](#):
 - The player **does not** have to meet the [Mastery Rank](#) displayed to obtain this weapon. It can simply be claimed from the foundry after the Lich/Sister carrying it has been vanquished.
 - The weapon will have a prefix of the name of the Lich/Sister it was acquired from (e.g. a [Kuva Kohm](#) might be called "**Odizrigg Agekk** Kuva Kohm").
- Refraining from Mercy killing an Adversary candidate will remove their weapon from the pool of potential Adversary weapons until each has been refused, but only if the mission is completed. Weapons rejected from aborted missions will remain in the current cycle.
- For weapons obtained from [Ergo Glast](#)'s shop:
 - The player **must** meet the [Mastery Rank](#) displayed to obtain this weapon, as it is claimed from an NPC shop rather than the foundry.
- The weapon's max [rank](#) caps at **40** after **5** [polarizations](#) (max rank increases by 2 per [Forma](#) added).
 - Additional polarizations can be added when the weapon reaches its new max rank at that polarization level.
 - Each additional rank also gives 100 [Mastery Rank](#) experience, giving **4,000** points in total at level 40.
 - [Mod](#) capacity scales with the additional ranks, and can reach a total of **80** at rank 40 with an [Orokin Catalyst](#) installed.
 - Without an Orokin Catalyst, the max is 40. Combined with the five polarized mod slots required to reach that point, an Orokin Catalyst might not be required for some beginner-friendly builds as they typically use less mod capacity.
 - After polarizing a weapon, any additional mod capacity above 30 (60 with an Orokin Catalyst) will not take effect until the weapon's rank reaches 31 and above.
 - Legendary [Mastery Rank](#) increases the minimum mod capacity



above. For example, Legendary 1 increases the minimum capacity to 31 (62 with an Orokin Catalyst).

- Comes with an additional damage stat.
 - For Lich/Sister-obtained weapons this is dependent on the Warframe that summoned the Lich/Sister.
 - For [Ergo Glast](#) shop a random bonus stat will be offered for each weapon and changed every 4 days (96 hours).
 - This damage stat randomly ranges between 25%-60%. It can be upgraded up to its maximum value with [Valence Fusion](#) using another copy of the weapon.
 - This bonus stat is considered a **base** damage type and will be applied **after** all elemental mods for the purposes of elemental combinations.

▼ View detailed explanation about element merging ▼

This section is *transcluded* from *Lich System/Progenitor* . To change it, please *edit the transcluded page*.

Element	Progenitor Warframe*					
Impact	Baruuk	Dante	Gauss	Grendel	Rhino	Sevagoth
			Wukong	Zephyr		
Heat	Chroma	Ember	Inaros	Jade	Kullervo	Nezha
			Protea	Vauban	Wisp	
Cold	Frost	Gara	Hildryn	Revenant	Styanax	Titania
			Trinity			
Electricity	Banshee	Caliban	Excalibur	Gyre	Limbo	Nova
			Valkyr	Volt		
Toxin	Atlas	Dagath	Ivara	Khora	Nekros	Nidus
				Saryn		Oberon
Magnetic	Citrine	Harrow	Hydroid	Lavos	Mag	Mesa
				Yareli		Xaku
Radiation	Ash	Equinox	Garuda	Loki	Mirage	Nyx
			Qorvex	Voruna		Octavia

*Note that the [Primed](#) or Umbra version of a Warframe share the same element

Tips

- A maximum rank [Primary Merciless](#) synergizes well with this weapon, reducing the reload to **3.1** seconds, on top of the increased damage.
- The Tenet Envoy is a good weapon to equip on on-call [Railjack](#) crew members as their AI focuses on aiming the weapon, effectively redirecting all rockets on incoming enemies.
 - This can also mean mods requiring aiming to trigger, such as [Argon Scope](#) and [Bladed Rounds](#), may be in effect as crews use them (needs verification).
- One good way of maximizing a rocket's homing ability is to let it fly unassisted so it moves fast, and then aim once it comes close at the intended target or area and strike at a precise location. This is especially useful at hitting dropships in [Landscapes](#) such as the Grineer [Tusk Firbolgs](#) and [Bolkors](#) in the [Plains of Eidolon](#), the Corpus [Condor](#) and Buzzard Dropships at the [Orb Vallis](#), or the Infested [Deimos Genetrix](#) carriers in the [Cambion Drift](#).
- Because the Tenet Envoy sports a fairly larger magazine capacity compared to some of its other explosive counterparts (such as the [Kuva Bramma](#) and [Kuva Tonkor](#)) it is practically more efficient with ammo pickups, as the other weapons would immediately consume nearby pickups after merely using a shot.
 - In this regard, it shares this ammo pickup efficiency property with the [Kuva Ogris](#) and the [Kuva Zarr](#).

Trivia

- The explosions resulting from the rockets fired by the Tenet Envoy briefly show [Corpus lettering and iconography](#), which translate to: "Analysing Projected Revenue Forecast", "Integrating Offset Sector Income Differential", "Power In Prosperity, Prosperity In Victory", and "Full System Analysis in Progress".
- While sheathed and while reloading, the weapon folds up into an attaché case.
- When aiming, the Warframe will put the weapon up close to their helmet and a laser sight will appear from the front, implying the guidance system is optical-based.
- The Tenet Envoy's name may be in reference to a Envoy, which is a representative of a government, which would also play into the briefcase shape that the Envoy folds into.

Known Bugs

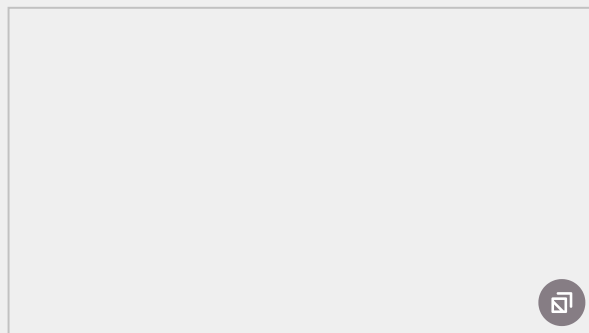
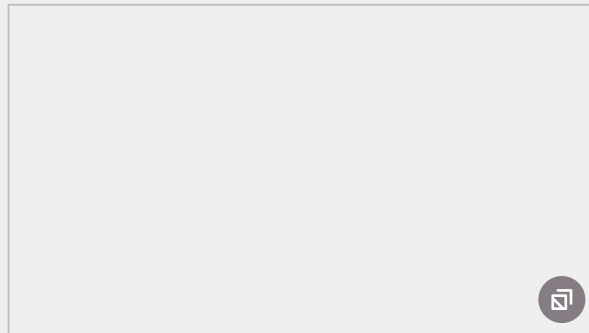
- When trying to direct by aiming, rockets prematurely detonate upon contact with

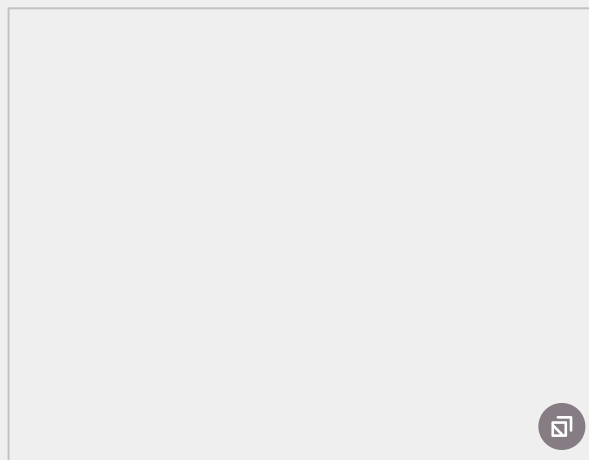
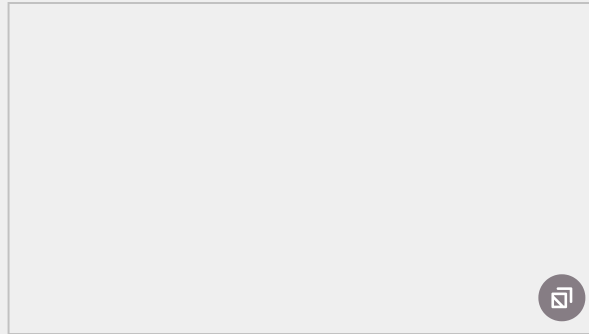


player must allow the rockets to pass through first before starting to redirect by aiming.

- This bug is also observable on rockets fired by on-call Railjack crews or a converted Sister of Parvos.
- [Galvanized Aptitude](#) is multiplicative to base damage sources on direct hits.

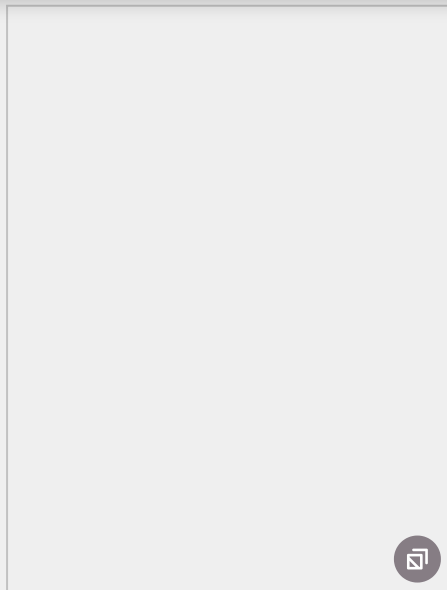
Media



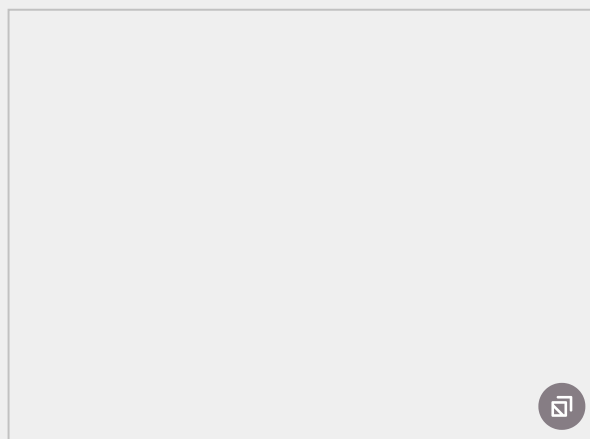


Concept art



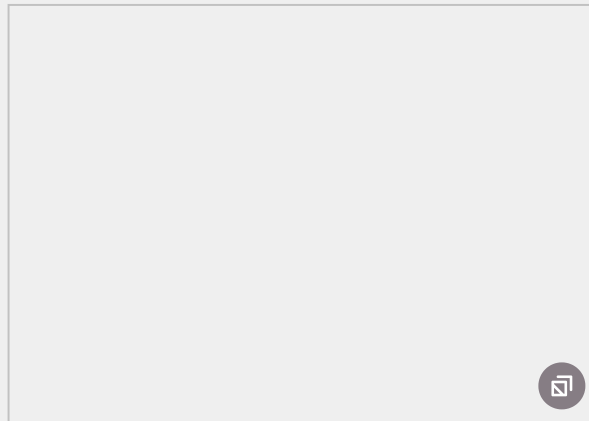
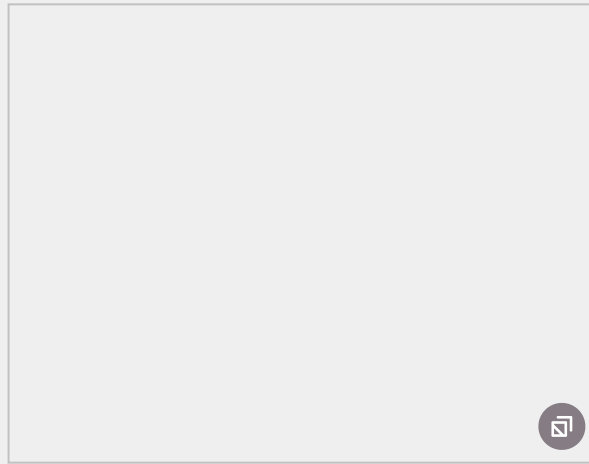


Transformation concept

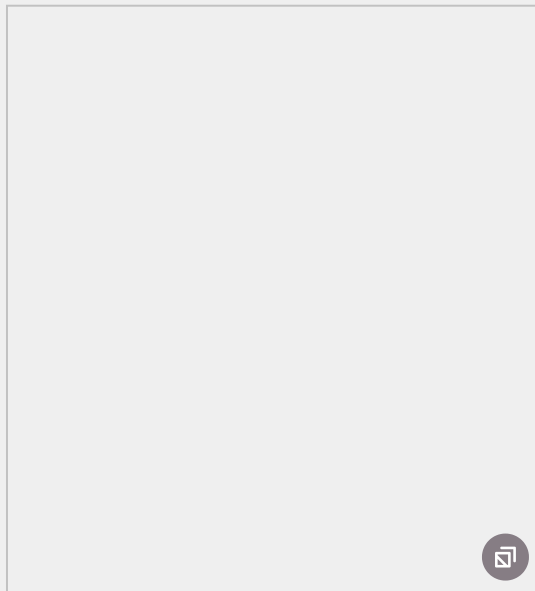
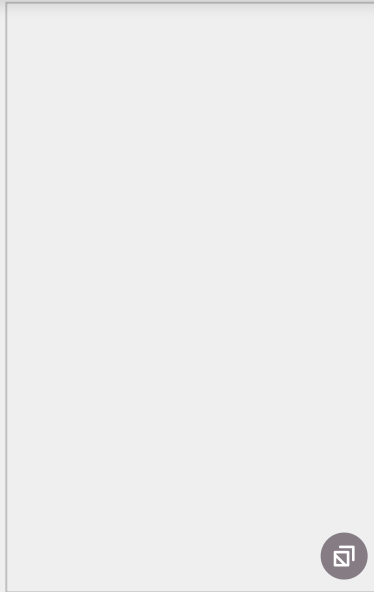


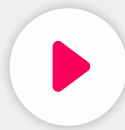
Transformation gif



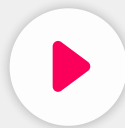


Tenet Envoy, as it appears in the arsenal





Tenet Envoy, A Weapon Has Never Been This Awesome - Warframe



Tenet Envoy Build 2021 (Guide) - The Resistance's RPG - Warframe

See Also

- [Kuva Ogris](#), the Kuva equivalent rocket launcher.

Patch History

[Update 32.0](#) (2022-09-07)

Ammo Changes

We understand the power fantasy of these weapons is very popular for some, so our first approach was to keep them powerful, but limit how often they can be used by making changes to ammo pick-up.



Ammo Pickup Overrides

Weapons • Damage • Incarnon • Compare All • Cosmetics

[Collapse]

Primary

Secondary

Melee

Archwing

Robotic

Modular

Railjack

Arm Cannon

Auto

[Bubonico](#) • [Shedu](#)

Bow

Charge

[Cernos](#) • [Cernos Prime](#) • [Cinta](#) • [Daikyu](#) • [Dread](#) • [Evensong](#) • [Kuva Bramma](#) • [Lenz](#) • [MK1-Paris](#) • [Mutalist Cernos](#) • [Nataruk](#) • [Paris](#) • [Paris Prime](#) • [Prisma Lenz](#) • [Proboscis Cernos](#) • [Rakta Cernos](#)

Crossbow

Auto

[Attica](#) • [Zhuge](#) • [Zhuge Prime](#)

Semi / Mag Burst

[Nagantaka](#) • [Nagantaka Prime](#)

Exalted Weapon

Charge

[Artemis Bow](#) • [Artemis Bow Prime](#)

Launcher

Active

[Carmine Penta](#) • [Penta](#) • [Secura Penta](#)

Auto

[Tenet Envoy](#)

Charge

[Ogris](#)

Semi-Auto

[Kuva Ogris](#) • [Kuva Tonkor](#) • [Kuva Zarr](#) • [Tonkor](#) • [Torid](#) • [Zarr](#)

Rifle

Active

[Simulor](#) • [Synoid Simulor](#)

Auto

[AX-52](#) • [Acceltra](#) • [Acceltra Prime](#) • [Basmu](#) • [Baza](#) • [Baza Prime](#) • [Boltor](#) • [Boltor Prime](#) • [Braton](#) • [Braton Prime](#) • [Braton Vandal](#) • [Buzlok](#) • [Dera](#) • [Dera Vandal](#) • [Gotva Prime](#) • [Grakata](#) • [Karak](#) • [Karak Wraith](#) • [Kuva Karak](#) • [MK1-Braton](#) • [Mutalist Quanta](#) • [Panthera](#) • [Panthera Prime](#) • [Prisma Grakata](#) • [Prisma Tetra](#) • [Telos Boltor](#) • [Tenet Flux Rifle](#) • [Tetra](#)

Auto / Active

[Alternox](#)

Auto / Charge

[Aeolak](#) • [Ambassador](#) • [Quellor](#) • [Stahlta](#)

Auto / Semi

[Argonak](#) • [Fulmin](#) • [Fulmin Prime](#) • [Phenmor](#) • [Stradavar](#) • [Stradavar Prime](#) • [Tenet Tetra](#) • [Trumna](#) • [Zenith](#)



Auto-Spool	Gorgon • Gorgon Wraith • Prisma Gorgon • Soma • Soma Prime • Supra • Supra Vandal • Tenora • Tenora Prime
Burst	Burston • Burston Prime • Dex Sybaris • Harpak • Hema • Kuva Quartakk • Paracyst • Quartakk • Sybaris • Sybaris Prime • Tiberon
Burst / Semi	Hind
Burst / Semi / Auto	Kuva Hind • Tiberon Prime
Charge	Miter • Opticor • Opticor Vandal
Held	Amprex • Flux Rifle • Glaxion • Glaxion Vandal • Ignis • Ignis Wraith • Quanta • Quanta Vandal • Synapse • Tenet Glaxion
Semi-Auto	Grinlok • Kuva Chakkhurr • Latron • Latron Prime • Latron Wraith • Prisma Grinlok • Veldt
Shotgun	
Auto	Astillia • Astillia Prime • Boar • Boar Prime • Kuva Sobek • Sobek
Auto / Semi	Cedo • Felarx
Auto-Spool	Kohm • Kuva Kohm
Charge	Drakgoon • Kuva Drakgoon
Duplex	Sancti Tigris • Tigris • Tigris Prime
Held	Convectrix • Phage • Phantasma • Phantasma Prime
Semi-Auto	Arca Plasmor • Corinth • Corinth Prime • Exergis • Hek • Kuva Hek • MK1-Strun • Rauta • Steflos • Strun • Strun Prime • Strun Wraith • Tenet Arca Plasmor • Vaykor Hek
Sniper Rifle	
Burst	Perigale
Charge	Lanka
Semi-Auto	Komorex • Rubico • Rubico Prime • Snipetron • Snipetron Vandal • Sporothrix • Vectis • Vectis Prime • Vulkar • Vulkar Wraith
Speargun	
Auto	Scourge • Scourge Prime
Auto Charge	Javlok
Charge	Ferrox
Charged Auto	Tenet Ferrox
Semi	Afentis



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