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Amalgam Furax Body Count

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Amalgam Furax Body Count is an Amalgam mod exclusive to the  [Furax](#),  [MK1-Furax](#) and  [Furax Wraith](#). It provides increased combo duration, increases secondary [fire rate](#), and causes melee kills to inflict  **Blast** and  **Stagger** procs to nearby enemies.

Amalgam Furax Body Count

Full Icon



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Stats

Cannot be obtained from transmutation

✎ Update Infobox Data

Max Rank Description

+15s Combo Duration

+45% Fire Rate for Secondary Weapons

Melee kills knockdown enemies within 15m

General Information

Type

Furax

Polarity

Madurai

Rarity

Rare

Class

Amalgam

Incompatible Mods

Body Count

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	Combo Duration	Fire Rate	Blast Proc and Stagger Radius	Cost
0	+2.5s	+7.5%	2.5m	6
1	+5s	+15%	5m	7
2	+7.5s	+22.5%	7.5m	8

WARFRAME Wiki

https://warframe.fandom.com/wiki/Amalgam_Furax_Body_Count2/6

4	+12.5s	+37.5%	12.5m	10
5	+15s	+45%	15m	11

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 Jupiter

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

- Melee kills tend to apply ~ 6  **Blast** and  **Impact** procs, though amount varies up to the limit of 10 stacks.
- The effect has line of sight and does not go through walls.
- Kills from melee status damage-over-time trigger this effect.
- Kills by **Exalted Weapons** or pseudo-exalted abilities like  **Landslide** do not trigger this effect.
- Range mods such as  **Reach** do not affect the 15m radius.
- This effect alerts affected enemies, making this mod unsuitable for stealth play.
- The +45% Fire Rate to Secondary Weapons applies to **Mesa's** **Regulators**, when equipped.
- The +45% Fire Rate to Secondary Weapons does NOT apply to **Titania's** **Dex Pixia** when equipped.

Trivia

- Prior to [Update 31.1](#) (2022-02-09), the "knockdown" term written on the mod is an effect of the old pre-[Update 27.2](#) (2020-03-05) [Blast](#) proc, where enemies in a radius would be knocked down. The term was replaced by a stagger effect to restore the mod's original functionality.

See also

- [Body Count](#), the normal version of this mod.

Patch History

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

Mod Rebalancing and Changes

We were also seeing an influx of players using the Furax with the **Amalgam Furax Body Count** mod as AoE weapons have become more and more prevalent. So we removed its +20% Blast Radius on Specialized Launchers and replaced it with +45% Fire Rate for Secondary Weapons.

[Update 31.1](#) (2022-02-09)

Weapon Augments & Weapon-Exclusive Mods				Edit Tab	[Collapse]
Syndicate Augments					
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			

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
Nora's Mix V.6	Clip Delegation • Photon Overcharge
Nora's Mix V.7	Burning Hate • Unseen Dread
Nightwave Offerings and Conclave Augments	
Ambush Optics • Brain Storm • Directed Convergence • Double Tap • Focused Acceleration • Shrapnel Rounds • Skull Shots • Spring-Loaded Broadhead	
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. (Optional: Chance)	



- 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)

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