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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

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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/droppables>

| 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 |



| | | | | |
|---|--------|--------|-------|----|
| 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 Chat Nodes |
|--------------|---|-------------------------|------------|--------------|-------------------|----------------------|
| Assassinate | Ropalolyst Assassination Amalgam Mod | A | 20% | 1 | 0.2 | • The Rop... Jupi |

Enemy Drop Tables

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

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  when equipped.
- The +45% Fire Rate to Secondary Weapons does NOT apply to  Titania's  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)

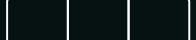
Weapon Augments & Weapon-Exclusive Mods

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Syndicate Augments

| | | | |
|-------------------------------------|--|---|--------------------------------------|
| Red Veil | Eroding Blight • Stockpiled Blight | Gleaming Blight • Stockpiled Blight | Toxic Blight • |
| Cephalon Suda | Entropy Burst • Entropy Detonation | Entropy Flight • Entropy Detonation | Entropy Spike • |
| Steel Meridian | Justice Blades • Neutralizing Justice | Scattered Justice • Neutralizing Justice | Shattering Justice • |
| New Loka | Bright Purity • Disarming Purity | Lasting Purity • Disarming Purity | Winds of Purity • |
| The Perrin Sequence | Deadly Sequence • Voltage Sequence | Sequence Burn • Voltage Sequence | Toxic Sequence • |
| Arbiters of Hexit | Blade of Truth • Avenging Truth | Gilded Truth • Avenging Truth | Stinging Truth • |



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Tether Grenades • Flux Overdrive • Thermagnetic Shells •
 Static Discharge • Kinetic Ricochet
 Electromagnetic Shielding • Vulcan Blitz • Acid Shells •
 Rift Strike • Nightwatch Napalm • Fomorian Accelerant •
 Hunter's Bonesaw • Harkonar Scope • Medi-Ray

Kela De Thaym**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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Nora's Mix**V.7**

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Nightwave Offerings and Conclave Augments

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 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. Quality of item



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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