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Melee

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Melee is a form of combat system that utilizes edged or blunt weapons and close quarter attacks. Every attack causes the player to take a single step forward. However, if the player is crouched, non-combo melee attacks will not cause a step forward. Melee weapons can be equipped in the tertiary slot of the arsenal in Warframe.

Current melee weapons consist of a number of classes, in which each class of weapons has a unique set of attack animations, including normal, jump, slide, [stealth](#) attacks, finishers, combos, and blocking.

Preceded by
[Melee 1.0](#) since [Update 13.0](#) (2014-04-09)

Melee


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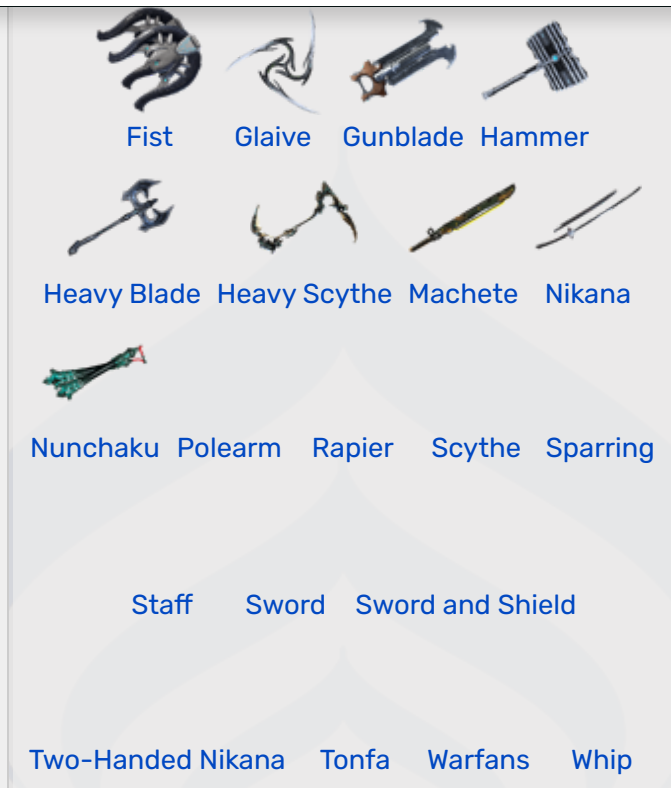
Melee Classes



Assault Saw Blade and Whip Claws Dagger



Dual Daggers Dual Nikanas Dual Swords



Basic Maneuvers

Melee can be switched to at any time by pressing the melee attack key (default **E**), immediately [holstering](#) the currently equipped gun, and can instantly switch back to an equipped primary or secondary weapon with the fire button (default **LMB**) or [zoom](#) (default **RMB**). Going into melee mode (default holding **F**) will unlock additional melee combat features such as manual [Blocking](#).

All melee attacks can be executed by pressing or holding the melee input button.

Each melee weapon has a number of attributes, such as attack speed and damage. Each attribute can be altered by a variety of [Melee Mods](#).

Normal Attack





The simplest form of melee attack. The action is achieved by simply pressing the melee attack key repeatedly, in which the animation pattern continues to loop until the player ceases the attack.

Common Attributes:



- **Damage:** Damage done by each hit. Enhanced by damage mods such as [Pressure Point](#).
- **Attack Speed:** Speed of the attack animation. Enhanced by speed mods such as [Fury](#).
- **Follow Through:** When hit multiple targets in one strike, the part of damage remaining after each target. (excludes jump attacks and slide attacks)
- **Cleave Radius:** A rough estimation of the size of the swing. May not be accurate due to individualized cleaving animations.

Excalibur performing a basic melee combo.

Slide Attack

Damage inflicted on enemies when performing a Spin attack.

—In-game Description

Combo While Sliding + Melee

Air variation:

Combo While Air Sliding + Melee

Also known as a Spin Attack, Slide Attacks propels a Warframe forward while performing a spinning slash around them, dealing greater damage and hitting multiple enemies. For sparring weapons like the [Kogake](#) and [Obex](#), slide attacks perform a double kick that targets only a single enemy, but ragdolls them away instead of only dealing damage. Slide Attacks can be performed on the ground to hit low-lying enemies, or in the air to hit tall enemies, potentially landing headshots.

Excalibur performing a slide attack.

Slide attack damage can be increased by the [Pressure Point](#) mod and all other elemental damage the player may have equipped on their weapon (e.g. [Shocking Touch](#)).



Aerial Attack

Combo In Air + Melee

Press the melee attack button while in mid-air to perform an aerial attack, or rapidly press to perform an aerial attack combo, regardless if a jump has already been made or not. The Warframe will automatically maintain Aim Glide for the rest of the air combo if Aim Glide was initiated at the time of starting the combo. This is useful for fighting airborne targets such as [Ospreys](#).



Excalibur performing an aerial combo.

Slam Attack

Damage inflicted on enemies by landing a Ground Slam attack near them.

—In-game Description

Ground Slam attack hits all enemies around the point of impact within (Slam Radius)m.



—In-game Description

Excalibur performing a slam attack.

Combo In Air + Aim Downwards + Melee

Also known as a Leap or Jump Attack. While in mid-air, performing a melee attack while aiming downwards causes the Warframe to slam down at the point of the reticle, dealing damage and usually inflicting [Stagger](#). Slam attacks are typically composed of a singular damage type (usually [Impact](#)). Check a weapon's page to see what its slam damage type is.

Players can utilize slam attacks to change direction or add momentum while in mid-air, effectively zip-lining themselves to the point of the reticle.

Players may also perform a [heavy slam attack](#) which benefits from the heavy attack combo multiplier and applies the [Lifted](#) status. Heavy slam attacks are typically composed of a singular damage type (usually [Blast](#)). Check a weapon's page to see what its heavy slam damage type is.

Slam attacks do 2x the damage of a normal attack (3x for heavy slam), but have [Damage Falloff](#), linearly diminishing with distance from the point of impact to 50% (70%



Weapon Class ▾	Typical Normal Slam Radius ▾	Typical Heavy Slam Radius ▾	
Dagger	5m	6m	
Glaive			
Gunblade			
Warfan			
Whip			
Claws	6m	7m	
Dual Daggers			
Nikana			
Nunchaku			
Rapier			
Staff			
Blade and Whip	7m	8m	
Polearm			
Sparring			
Sword			
Sword and Shield			
Two-Handed Nikana			
Assault Saw	7m	9m	
Dual Nikanas	8m	9m	
Dual Swords			
Fist			
Heavy Blade			
Heavy Scythe			
Machete			
Scythe			
Tenfa			



WARFRAME Wiki

Weapon Class ↕	Typical Normal Slam Radius ↕	Typical Heavy Slam Radius ↕
Hammer	9m	10m

Exceptions exist to this chart. For example, [Masseter](#) has a normal slam radius of **10m** and a heavy slam radius of **10m**, despite Heavy Blades typically having a normal slam radius of **8m** and a heavy slam radius of **9m**.

Wall Attack

Combo While Wall-Latching + Melee

While wall-latching a player may initiate a melee attack, causing the frame to drop off the wall facing the direction aimed, with a special melee attack animation. The attack will change depending on what melee weapon is used; most weapons will slash the air in front of them as they unlatch off the wall, while heavy weapons will swing the weapon beneath them, and sparring weapons will deal a forward punch.



Since [Update 26.0](#) (2019-10-31), Wall Attack damage stat is not shown in the Arsenal.

Weapon Class ⬆	Wall Attack Damage in Relation to Melee Damage ⬆
Blade and Whip	3.0x
Dagger	
Dual Daggers	
Dual Nikanas	
Dual Swords	
Fist	
Glaive	
Gunblade	
Machete	
Rapier	
Sparring	
Sword and Shield	
Nunchaku	
Warfan	
Whip	
Claws	~2.98x
Nikana	~2.14x
Heavy Blade	2.0x
Hammer	
Scythe	
Sword	
Tonfa	
Polearm	~1.666x
Staff	

Advanced Maneuvers

Stances

Main article: [Stance](#)



Upon equipping a [Stance](#) Mod, up to three additional advanced **Melee Combos** will be unlocked, which are special chained attacks that enhance the melee abilities of the weapon. These combos can only be performed while wielding a melee weapon. The combination will vary depending on the melee weapon equipped and the Stance mod equipped.



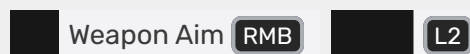
The Melee Combo list for the [Crimson Dervish](#) Stance.

[Dodging](#) or rolling while performing melee combos will immediately end the combo, canceling the current melee animation.

Blocking

While in hand, melee weapons block incoming attacks within a [Blocking Value]° cone. Blocking is centered around the current point of aim.

—In-game Description



Blocking is a defensive technique that negates both incoming damage and knockbacks in an angle in front of the Warframe.

Successful blocking can only be performed if enemies attack within the blocking angle cone of the player's melee weapon, which varies depending on the melee weapon type. For example, [Dual Swords](#) have a blocking angle of 60°, meaning any damage coming from 60° to the left or right of the reticle will be negated.



[Volt](#) with [Skana](#) in blocking pose.

All melee weapons block 100% of incoming damage, with the exception of certain [boss](#) attacks and area-of-effect damage such as [Bombard](#) rockets, where blocking is only partially effective. However, it does not negate [Status Effects](#), which can still damage through the block.

When a melee weapon is drawn by performing a melee attack while using a [primary](#) or [secondary](#) weapon, blocking is **automatic** assuming enemies are attacking within the blocking angle. However, if a melee weapon is manually switched to, or only a melee



weapon is equipped in the [Arsenal](#), blocking is **manual** and the block button must be held down to block.

Any time an attack is successfully blocked, 1 point will be added to the [Combo Counter](#). Additionally, blocking an enemy melee attack has a chance to stagger them, briefly opening them up to [melee front/back finishers](#). This stagger chance can be increased through mods like [Parry](#).

- Blocking negates damage from [continuous weapons](#) like [Flux Rifle](#) lasers and [Scorch](#) flamethrowers, as well as non-continuous weapons like [Gorgon](#) bullets and [Butcher](#) cleavers.
- Blocking completely negates the knockdown effect of [Seismic Shockwave](#) from [Grineer](#) heavy units and [Eximus](#) variants.
- Blocking completely negates the pull effect from [Scorpion](#) grappling hooks.
- Blocking partially negates effects like [Fire Blast](#) from [Sargas Ruk](#) and [Rippling Shockwave](#) from certain [Corpus](#) units, preventing the knockdown effect, but the player will still be pushed back.
- Certain enemies such as Fusion Moa require the player to either back up slightly or aim slightly upward in order to parry their attack up close.



Weapon Class	Typical Blocking Angle
Dagger	45°
Gunblade	
Whip	
Dual Daggers	50°
Fist	
Hammer	
Sparring	
Claws	55°
Glaive	
Heavy Blade	
Machete	
Nikana	
Nunchaku	
Polearm	
Sword	
Two-Handed Nikana	
Warfan	
Blade and Whip	60°
Dual Nikanas	
Dual Swords	
Rapier	
Scythe	
Staff	
Tonfa	
Most Exalted Melees	
Heavy Scythe	65°

WARFRAME Wiki



Weapon Class ⇅	Typical Blocking Angle ⇅
Sword and Shield	70°
Assault Saw	90°
Diwata, Diwata Prime	

Mods That Benefit From Blocking


[Amalgam Javlok Magazine Warp](#)


[Arcane Phantasm](#)


[Focused Defense](#)

[Guardian Derision](#)

[Parry](#)



Tactical Dodging

A tactical dodge or roll can be performed by [rolling](#) while blocking, allowing the player to shorten their roll distance while maintaining melee distance with enemies in combat.

Combo

Main article: [Melee Combo](#)

Melee Combo is a power source that grows as the Tenno strikes or blocks with melee weapons, multiplying the damage of certain attacks. [Heavy attacks](#) consume the melee combo gauge, called the **combo counter**, for a burst of damage (from **1x** to **12x**). Certain Warframe abilities also benefit from melee combo, and they do **not** consume combo points, but they receive **1/4** of the added damage.

Normal melee attacks are **not** affected by the combo multiplier, though [combo scaling effects](#) and mods can apply to all melee attacks. An inactive melee combo resets to zero after **5** seconds.

Different attacks award varying amounts of combo points, depending on their strength and number of hits. The combo reset period is affected by [combo duration](#), and combo consumption from heavy attacks is affected by [Heavy Attack Efficiency](#).



Heavy Attack

Base damage of the weapon's Heavy Attack. Damage is increased by Combo Multiplier, but consumes Combo Count.

Damage inflicted with a Heavy Slam. Damage is increased by Combo Multiplier, but consumes Combo Count.

Additional damage inflicted in the radius of a Heavy Slam attack. Damage is increased by Combo Multiplier, but consumes Combo Count.

Heavy Slam attacks hit all enemies around the point of impact within this distance.



—In-game Descriptions



Middle Mouse

MMB



R3

Tapping the **MMB** or holding the attack button while melee is equipped will perform a **Heavy Attack**. When tapping the **MMB** in mid-air, a **Heavy Slam Attack** is executed which, unlike the light version, **does not have radial damage falloff**. Heavy slam attacks also Lift enemies airborne, keeping them suspended for longer at higher combo multipliers. Both kinds of heavy attacks deal increased damage depending on the combo multiplier, and they consume all or part of the combo counter in the process.



An example of a heavy attack. Notice entire combo counter is spent.

Heavy attacks can be performed without a combo counter, albeit with diminished effect.

Heavy Attack Damage

Heavy attacks and heavy slam attacks use fixed base damage multipliers compared to normal attacks. These multipliers depend on the weapon type. Furthermore, the radial damage of heavy slams uses another multiplier. This can be seen by comparing the values shown under the Heavy Attack section in the Arsenal to the total normal attack damage. The following table lists the possible values.



Weapon Class	Multiplier for First Heavy Attack	Multiplier for Second Heavy Attack (or Slide Heavy Attack)	Multiplier for Heavy Slam Direct Impact	Multiplier for Heavy Slam Radial Damage	Typical Heavy Slam Radius	Typical Wind-up Time
Assault Saw	6x (1x × 6)	6x	1x	1x	9.0m	1.0s
Blade and Whip	4x	12x (4x × 3)	4x	4x	8.0m	0.4s
Claws	5x Slash	5x Slash	4x	4x	7.0m	0.6s
Dagger	5x (2.5x Slash + 2.5x)	5x (2.5x Slash + 2.5x)	4x	4x	6.0m	0.4s
Dual Daggers	5x (2.5x Slash + 2.5x Slash)	5x (2.5x Slash + 2.5x Slash)	4x	4x	7.0m	0.5s
Dual Nikanas	12x (2x × 3 + 6x)	6x (1x + 2x + 3x)	4x	4x	9.0m	1.0s
Dual Swords	5x (2.5x + 2.5x)	5x (2.5x + 2.5x)	4x	4x	9.0m	0.7s
Fist	5x	5x	4x	4x	9.0m	0.6s
Glaive	2x	3x	4x	4x	6.0m	0.6s
Gunblade	5x	5x	1x	1x	7.0m	0.4s
Hammer	6x	6x	5x	5x	10.0m	1.2s
Heavy Blade	6x	6x	5x	5x	9.0m	1.1s
Heavy Scythe	6x (2x × 3)	12x (6x × 2)	5x	5x	9.0m	1.0s
Machete	6x (1.5x Slash + 1.5x × 3)	5x	4x	4x	9.0m	0.7s
Nikana	5x Slash	5x Slash	4x	4x	7.0m	0.5s
Nunchaku	5x	5x	4x	4x	7.0m	0.5s



Weapon Class	Multiplier for First Heavy Attack	Multiplier for Second Heavy Attack (or Slide Heavy Attack)	Multiplier for Heavy Slam Direct Impact	Multiplier for Heavy Slam Radial Damage	Typical Heavy Slam Radius	Typical Wind-up Time
Rapier	4.5x Slash	4.5x Slash	3.5x	3.5x	7.0m	0.5s
Scythe	6x Slash	6x Slash	5x	5x	9.0m	1.0s
Sparring	5x (+200% Impact)	5x (1x × 5 hits)	4x	4x	8.0m	0.5s
Staff	5x	5x	4x	4x	7.0m	0.5s
Sword	5x	5x	4x	4x	8.0m	0.6s
Sword and Shield	5x	5x	4x	4x	8.0m	0.7s
Tonfa	5x (2.5x Slash + 2.5x Slash)	5x (2.5x Slash + 2.5x Slash)	4x	4x	9.0m	0.7s
Two-Handed Nikana	6x Slash	6x (3x Slash + 3x Slash)	5x	5x	8.0m	0.7s
Warfan	5x (2.5x Slash + 2.5x Slash)	5x Slash	1x	1x	6.0m	0.5s
Whip	4.5x Slash	4.5x Slash	3.5x	3.5x	6.0m	0.4s

On top of the fixed multiplier, the damage is further multiplied by the current combo multiplier. For example, a heavy attack with a Staff with normal (modded) attack damage of 400, when at a 3x combo multiplier, will deal $400 \times 5 \times 3 = 6,000$ damage on hit, in exchange for the combo counter being reduced down to zero (if no Melee Combo Efficiency mods are equipped).

Combo Efficiency does **not** decrease the combo multiplier of a heavy attack.

Wind Up



Time a Heavy Attack must charge up before it activates.

—In-game Description

Weapons have varying Wind-up times between activating a heavy attack and the actual attack being performed. For example, [Skana](#) has a wind-up time of 0.6s, meaning the actual heavy attack will be performed 0.6s after tapping the **MMB**. Increasing melee attack speed does **not** reduce the wind-up time; rather, it reduces the interval between heavy attacks. During this brief period, the player is free to move and maneuver with the exception of performing any other melee attack. Being knocked down will cancel the charge. While winding-up, the combo counter decay is paused. Performing a heavy attack is possible when the combo counter is zero, and connecting with a heavy attack does not add to the combo counter.

There is no cap to Wind Up. Even if numbers stop changing in the arsenal after adding multiple Wind Up mods, this is due to diminishing returns and the game's number rounding system. This can be proven with an FPS animation test.

Heavy slams do not have any wind up.

[Amalgam Organ Shatter](#)

[Killing Blow](#)

[Melee Elementalist](#)

[Swift Momentum](#)



Recall the art of Tennokai. You occasionally have opportunities to perform faster Heavy Attacks with no cost to your Combo Counter.

Certain mods have the ability to invoke **Tennokai**. With Tennokai enabled, melee hits have a **15%** chance of flashing a sword icon on the reticle for **2** seconds; performing a Heavy Attack or Heavy Slam during this flash increases its Wind Up Speed and does not consume Combo Counter.

Triggering Tennokai requires directly striking an enemy. With the exception of Gunblades, striking multiple enemies from a single hit and multi-strike attacks do **not** count as hits. The energy waves created from [Excalibur's](#) [Exalted Blade](#), and [Baruuk's](#) [Serene Storm](#) can **not** proc Tennokai. Despite being able to equip the mods, [Titania's](#) [Diwata](#) is unable to proc Tennokai, due to [Archmelee](#) lacking heavy attacks.

The wind up speed of Tennokai attacks is **not** affected by wind up speed bonuses from other sources.

The first Tennokai Mod [Mentor's Legacy](#) is awarded from the [Whispers in the Walls](#) quest. The other Tennokai Mods are awarded from [Rotation](#) C of [Alchemy](#) missions or purchasing the Essential Tennokai Mod Bundle from the [Market](#) for **100**; the bundle only appears after installing the [Melee Upgrade Segment](#) obtained from the Whispers in the Walls quest.



[Mentor's Legacy](#)[Condition's Perfection](#)[Discipline's Merit](#)[Dreamer's Wrath](#)[Master's Edge](#)[Opportunity's Reach](#)

Lifted Status

Main article: [Lifted](#)

Depending on the type of melee weapon, both light attacks and especially heavy attacks can deal different effects to enemies, such as applying [Knockdown](#), [Ragdoll](#), [Stagger](#), or [Lifted status](#). Surviving enemies that are struck by heavy attacks from [Heavy Blades](#) for example, will have a guaranteed Lifted proc applied to them. However, not all melee weapons grant Lifted status on heavy attack hits.



Lifted status suspends enemies in mid-air in a ragdolled state for a short period of time, allowing players to briefly "juggle" them in a melee combo. Besides heavy attacks, Lifted status can also be applied to enemies by performing Heavy Slam Attacks with nearly any melee weapon, lifting all enemies within that weapon's ground slam radius. The higher the combo multiplier at the time of a heavy attack or heavy slam attack, the longer enemies can stay suspended. Unlike standard status effects however, status duration bonuses do not extend the lifted duration.

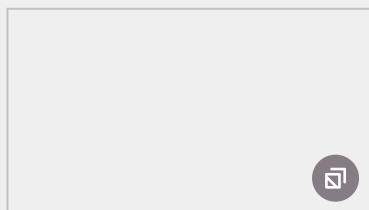
Range

Melee attacks hit enemies within this distance. Some Stances offer more Range using throws or lunges.

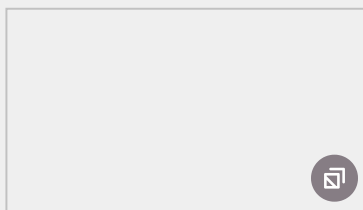
—In-game Description

Each melee weapon has a **Range** statistic associated with it that displays the weapon's reach in meters. The hitbox of melee weapons are obround in shape, with the Range stat representing the length of the hitbox and a hidden **Sweep Radius** stat representing its width.^[*citation needed*]^[1] The Sweep Radius of most melees is 0.25 meters.

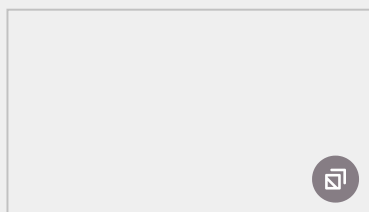
Range can be increased by (Primed Reach, Spring-Loaded Blade, Motus Impact, and some Riven Mods.



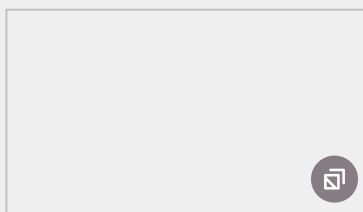
Unmodded Paracesis



Unmodded Paracesis



Paracesis with Primed Reach



Paracesis with Primed Reach

Follow Through



Modifies the amount of damage dealt in a single strike each time an additional enemy is hit after the first.

—In-game Description

Each melee weapon has a **Follow Through** statistic associated with it that tells what proportion of damage is dealt to successive targets in a single strike. In general, if a single strike hits multiple targets, the amount of damage each target will receive will be:

$$\text{Proportion of weapon damage} = \text{FT}^{(n-1)}$$

Where **n** is the order of when an enemy is hit, and **FT** is the amount of follow-through for the weapon.

For example, [Skana](#) has a follow through stat of 0.6 (**FT** = 0.6). If a single strike of Skana hits three targets, the first target to be hit (**n** = 1) will be dealt $0.6^{(1-1)} = 100\%$ of the total damage, the second to be hit (**n** = 2) will be dealt $0.6^{(2-1)} = 60\%$ of the total damage, and the third (**n** = 3) will be dealt $0.6^{(3-1)} = 36\%$ of the total damage.

The total damage dealt with a given follow through stat for a sample of enemy group sizes are as such:

$$\text{Total Damage Multiplier Against } n \text{ Number of Enemies} = \sum_{x=1}^n \text{Follow Through}^x$$

For example, against a group of 3 enemies, the Skana would deal $1 + 0.6 + 0.36 = 1.96 = 196\%$ of the base damage in total, which can be calculated with the closed-form

formula as
$$\frac{1 - \text{Follow Through}^n}{1 - \text{Follow Through}} = \frac{1 - 0.6^3}{1 - 0.6} = \frac{1 - 0.216}{1 - 0.6} = \frac{0.784}{0.4} = 1.96$$

In general, as the number of enemies grows (i.e. **n** approaches ∞), the damage approaches ∞ if the follow through is one; otherwise, the **Follow Throughⁿ** term approaches zero and therefore the damage approaches $\frac{1}{1 - \text{Follow Through}}$. For example, against theoretically infinite enemies, the Skana's damage would approach an upper bound of $\frac{1}{1 - 0.6} = 1 \div \frac{2}{5} = \frac{5}{2} = 2.5$ times the base damage (**250%**).

te)



0.4	1.00	1.40	1.56	1.65	1.66	1.66
0.5	1.00	1.50	1.75	1.94	1.99	2.00
0.6	1.00	1.60	1.96	2.31	2.48	2.5
0.7	1.00	1.70	2.19	2.77	3.24	3.33
0.8	1.00	1.80	2.44	3.36	4.46	5.00
0.9	1.00	1.90	2.71	4.09	6.51	10
1.0	1.00	2.00	3.00	5.00	10.0	∞ (infinite)

As of [Update 26.0](#) (2019-10-31), this stat is shown in the arsenal whereas previously it was hidden despite it existing before since {{ver|1}}

As of [Update 26.0](#) (2019-10-31), this stat is shown in the arsenal whereas previously it was hidden despite it existing before since [Update 13.0](#) (2014-04-09).

Weapon Class ⬆	Typical Follow-through ⬆	
Hammer	0.4	
Heavy Scythe		
Blade and Whip	0.5	
Dual Swords		
Gunblade		
Nunchaku		
Staff		
Whip		
Dual Nikanas	0.6	
Heavy Blade		
Polearm		
Scythe		
Sword		
Sword and Shield		
Tonfa		
Glaive	0.7	
Machete		
Nikana		
Rapier		
Two-Handed Nikana		
Warfan		
Claws	0.8	
Dual Daggers		
Dagger	0.9	
Fist		
Sparring		
Assault Saw	1.0	
Exalted Weapon		

Exceptions

- [Volnus](#)/[Volnus Prime](#) have a native value of 0.6, but this reverts to category default 0.4 when a stance mod is used.
- [Diwata](#)/[Diwata Prime](#) and [Ironbride](#) have a value 0.7 instead of the category default 1.0.
- [Magistar](#)/[Sancti Magistar](#) with [Magistar Incarnon Genesis](#) can increase their value to 0.8 with Evolution 2, Perk 1: **Crushing Verdict** with active.
- [Nami Solo](#) with [Nami Solo Incarnon Genesis](#) can increase their value to 1.0 with Evolution III, Perk 1: **Lone Blade** with the weapon fully equipped (long press) or when its the only weapon equipped.
- [Dorrclave](#) will increase its value to 1.0 for 10 attacks after 10 kills.

Finishers

Main article: [Finisher](#)

Finisher attacks have custom animations and deal a very high percentage of the equipped melee weapon's total damage. Players performing finishers are immune to any kind of damage for the duration of the animation.



The three types of finishers are:

Excalibur executing a Stealth Attack with Dual Swords.

- Ground Finisher, on knockdowned targets
- Stealth Attack, on unalerted enemies
- Front- / Back-Finisher, under specific effects

Tips

- For players wanting to specialize in melee combat, remapping the equipped melee attack key to **LMB** can make performing attacks and melee combos easier and more instinctive.
 - There is also an option which allows the Fire button to be used when the melee is drawn using the default melee key. Players can immediately return to their other weapons by pressing the Aim/Block button, which will not block, but rather bring up the previously equipped Primary or Secondary.
- While doing heavy attacks, the moment the swing does damage, immediately pressing the melee key will execute another heavy attack, this can be repeated.

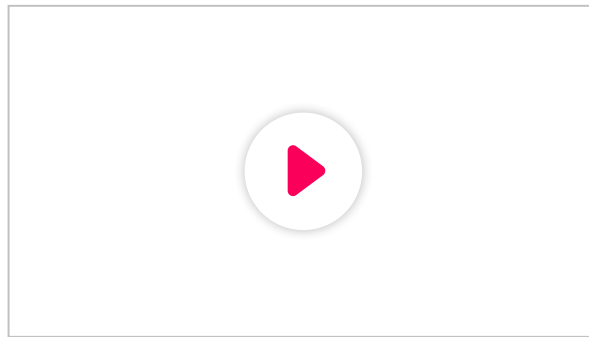


current combo counter, only draining it after the second heavy strike has been swung.

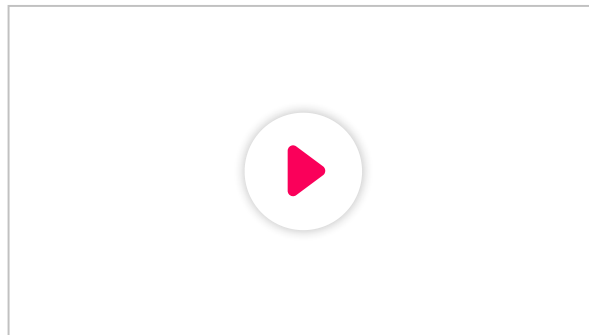
Bugs

- Successfully blocking an attack while rolling can make a player unable to attack with their melee weapon. This is usually accompanied by a slight change in camera perspective where the camera is positioned slightly down while facing upwards. This bug can be resolved by performing a roll or dodge again.
- Tapping the melee key slightly before landing causes the player to slide across the ground with minimal friction for a brief period.
- On some weapons, the Heavy Slam *does* have radial damage falloff. An example being the [Cyath](#) Machete Zaw.

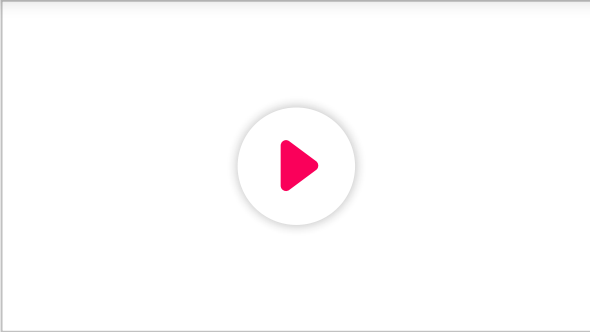
Media



Warframe - All Melee 3.0 Combos (Part 1 of 3)



Warframe - All Melee 3.0 Combos (Part 2 of 3)



Warframe - All Melee 3.0 Combos (Part 3 of 3)

Patch History

- Hotfix 36.1.5 (2024-09-03)
- Ivara's Prowl, Loki's Invisibility, Ash's Smoke Screen and Banshee's Silence will now muffle Melee weapon impact and dismemberment sounds (for player audio).
- Hotfix 36.0.5 (2024-07-20)
- Fixed cases of Melee Heavy Attack input not registering.
 - Also added the ability for Tennokai attacks to interrupt “not quite started” quick attacks

Game System Mechanics			Edit	[Collapse]
Currencies		<a>Credits • <a>Orokin Ducats • <a>Endo • <a>Platinum • <a>Aya • <a>Regal Aya • <a>Standing		
General	Basics	<a>Arsenal • <a>Codex • <a>Daily Tribute • <a>Empyrean • <a>Foundry • <a>Market • <a>Mastery Rank • <a>Nightwave • <a>Orbiter • <a>Player Profile • <a>Reset • <a>Star Chart		
	Lore	<a>Alignment • <a>Fragments • <a>Leverian • <a>Quest		
	Factions	<a>Corpus • <a>Grineer • <a>Infested • <a>Orokin • <a>Sentient • <a>Syndicates • <a>Tenno		
	Social	<a>Chat • <a>Clan • <a>Clan Dojo • <a>Leaderboards • <a>Trading		
	Squad	<a>Host Migration • <a>Inactivity Penalty • <a>Matchmaking		
	Player Housing	<a>Clan Dojo • <a>Dormizone • <a>Drifter's Camp • <a>Orbiter		

Gameplay	Basics	Affinity • Buff & Debuff • Death • Hacking • Invisible • Maneuvers • One-Handed Action • Open World • Pickups • Radar • Stealth • Tile Sets • Void Relic • Waypoint
	Damage Mechanics	Critical Hit • Damage • Damage Redirection • Damage Reduction • Damage Reflection • Damage Type Modifier • Damage Vulnerability • Health • Status Effect
	Enemies	Bosses • Death Mark • Enemy Behavior • Eximus (Overguard) • Lich System
	Mission	Arbitrations • Archon Hunt • Break Narmer • Empyrean • Invasion • Sortie • Tactical Alert • The Circuit • The Steel Path • Void Fissure
	Activities	Captura • Conservation • Fishing • K-Drive Race • Ludoplex • Mining
	PvP	Duel • Conclave (Lunaro) • Frame Fighter
	Other	Gravity • Threat Level
Equipment	Modding and Arcanes	Arcane Enhancements • Archon Shard • Fusion • Mods (Flawed, Riven) • Polarization • Transmutation • Valence Fusion
	Warframe	Attributes (Armor, Energy, Health, Shield, Sprint Speed) • Abilities (Augment, Casting Speed, Helminth System, Passives, Duration, Efficiency, Range, Strength)
	Weapons	Accuracy • Alternate Fire • Ammo • Area of Effect • Attack Speed • Bounce • Critical Hit • Damage Falloff • Exalted Weapon • Fire Rate • Hitscan • Holster • Incarnon • Melee • Multishot • Noise • Projectile • Projectile Speed • Punch Through • Recoil • Reload • Ricochet • Trigger Type • Zoom
	Operator	Amp • Focus (Madurai, Vazarin, Naramon, Unairu, Zenurik) • Lens
	Drifter and Duviri	Decrees • Drifter Combat • Drifter Intrinsic s • Kaithe
		Archwing • Companion • K-Drive • Necramech •

Technical	General	AI Director • Drop Tables • HUD • Key Bindings • Material Structures • PBR • Rarity • RNG • Settings • String Interpolation • Text Icons • Upgrade
	Software, Networking, and Services	Cross Platform Play • Cross Platform Save • Dedicated Servers • EE.cfg • EE.log • File Directory • Fonts • Network Architecture • Public Export • Public Test Cluster • Stress Test • Warframe Arsenal Twitch Extension • World State
	Audio	Mandachord • Music • Shawzin • Somachord • Sound
	Mathematical	Calculating Bonuses (Additive Stacking, Multiplicative Stacking) • Condition Overload (Mechanic) • Enemy Level Scaling • Maximization • User Research

1. [Glen's Ask Me \[Almost\] Anything \[Again\] \(https://forums.warframe.com/topic/1100191-ask-me-almost-anything-again/?do=findComment&comment=10814226\)](https://forums.warframe.com/topic/1100191-ask-me-almost-anything-again/?do=findComment&comment=10814226)

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