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Latron Prime

637

EDIT

OROKIN

WEAPONS

PRIME

CONCLAVE (PvP)

CODEX

The ornamental Latron Prime exploits ancient Orokin technology to get a slight damage increase over the standard Latron.

The **Latron Prime** is the [Prime](#) version of the  [Latron](#), featuring higher damage, [critical chance](#), [critical multiplier](#), and [status chance](#). It was released alongside  [Frost Prime](#) and  [Reaper Prime](#).

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Latron Prime

Normal

Incarnon



Tradable

(parts and/or blueprint only)

Update Infobox Data

General Information

Type

Rifle

WARFRAME Wiki

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Characteristics

- This weapon deals primarily  Puncture damage.
- Can use the Latron-exclusive  [Double Tap](#) mod.
- Innate  and  polarities.

Advantages over other Primary weapons (excluding modular weapons):

- Very ammo efficient.
- High accuracy.
 - Pinpoint accuracy while aiming.
- Has higher than average zoom, increasing its effectiveness at longer ranges.
- Normal Attack (wiki attack index 1)
 - Above average ammo max (540)
 - Above average status chance (26.00%)
 - Above average disposition

Requirement		
Max Rank	30	
 Slot	Primary	
Trigger Type	Semi-Auto	
Utility 		
Accuracy	Very High	
Ammo Max	540	
Ammo Pickup	80	
Ammo Type	Primary	
Disposition	●●●●○ (1.30x)	
Fire Rate	4.17 attacks/sec	
Noise Level	Alarming	
Magazine Size	15	
Reload Time	2.40 s	
Projectile Type	Hit-Scan	
Spread	3.50° (0.00° min, 7.00° max)	
Normal Attack 		
 9 ( 10%)	 72 ( 80%)	 9 ( 10%)
Total Damage	90 (80.00%  Puncture)	
Ammo Cost	1	
Crit Chance	22.00%	
Crit Multiplier	2.80x	
Fire Rate	4.17 attacks/sec	
Multishot	1 (90.00 damage per projectile)	
Noise Level	Alarming	
Punch Through	0.0 m	
Range	300.0 m	
Spread	3.50° (0.00° min, 7.00° max)	
Status Chance	26.00%	
Projectile Type	Hit-Scan	
Incarnon Form 		



- Incarnon Form (wiki attack index 2)
 - Very high crit chance (44.00%)
 - Above average ammo max (540)
 - Above average fire rate (3.33 attacks/sec)
 - Above average status chance (30.00%)
 - Above average disposition (●●●●○ (1.30x))
 - Very high crit multiplier (3.40x)
- Incarnon Form AoE (wiki attack index 3)
 - High crit chance (44.00%)
 - High ammo max (540)
 - Very high crit multiplier (3.40x)

Disadvantages over other Primary weapons (excluding modular weapons):

- Moderate recoil.
- Higher than average zoom impairs close quarters firing.
- Normal Attack (wiki attack index 1)
 - Low reload speed (2.40 s)
 - Below average magazine (15)
- Incarnon Form (wiki attack index 2)
 - Below average reload speed (2.40 s)
 - Below average magazine (15)

Total Damage	50 (100.00%  Impact)
Accuracy	Very High
Crit Chance	44.00%
Crit Multiplier	3.40x
Fire Rate	3.33 attacks/sec
Forced Procs	Impact
Multishot	1 (50.00 damage per projectile)
Noise Level	Alarming
Spread	0.00° (0.00° min, 0.00° max)
Status Chance	30.00%
Projectile Type	Projectile
Trigger Type	Semi-Auto
Incarnon Form AoE 	
70 (50%)	70 (50%)
Total Damage	140 (50.00%  Heat)
Crit Chance	44.00%
Crit Multiplier	3.40x
Damage Falloff	No Damage Falloff: below 0.0 m (100%, 140 damage) Linear Falloff: between 0.0 m and 4.0 m (100% - 80%) Max Damage Falloff: over 4.0 m (80%, 112 damage)
Fire Rate	3.33 attacks/sec
Multishot	1 (140.00 damage per projectile)
Noise Level	Alarming
Range	4.0 m
Status Chance	30.00%
Projectile Type	AoE
Miscellaneous 	
Compatibility	ASSAULT AMMO



- Incarnon Form AoE (wiki attack index 3)
 - Very low maximum falloff distance (4.0 m)
 - Low reload speed (2.40 s)
 - Below average magazine (15)
 - Below average total damage (140)

See [WARFRAME Wiki:Stat Comparison/Percentiles](#) for more details.

Comparisons:

- **Latron Prime** (Normal Attack), compared to [Latron](#) (Normal Attack):
 - Higher base damage per projectile (90.00 vs. 55.00)
 - Higher [Impact](#) damage (9 vs. 8.25)
 - Higher [Puncture](#) damage (72 vs. 38.5)
 - Higher [Slash](#) damage (9 vs. 8.25)
 - Higher total damage (90 vs. 55)
 - Higher base [critical chance](#) (22.00% vs. 12.00%)
 - Higher base [critical multiplier](#) (2.80x vs. 2.00x)
 - Higher base [status chance](#) (26.00% vs. 12.00%)
 - Higher [average damage per tap](#) (125.64 vs. 61.6)
 - Higher [burst DPS](#) (523.91 vs. 256.87)
 - Higher [sustained DPS](#) (314.25 vs. 154.07)
 - More [polarities](#) (vs.)
 - Higher [Mastery Rank](#) required (10 vs. 0)
 - Lower [disposition](#) (●●●●○ (1.30x) vs. ●●●●● (1.40x))
- **Latron Prime** (Normal Attack), compared to [Latron Wraith](#) (Normal Attack):

Riven Family	Latron
Exilus Polarity	
Introduced	Update 8.0 (2013-05-23)
Polarities	
Sell Price	7,500
Variants	Latron Latron Prime Latron Wraith
Vendor Sources	
Article Categories	
• Weapons • Prime Weapons • Vaulted Weapons • Puncture Damage Weapons • Rifle • Latron • Primary Weapons • Semi-Auto Weapons • Semi-Automatic • Prime • Alarming Weapons • Hit-Scan Weapons • Weapons with Area of Effect • Tradeable Weapons • Available In Conclave	



- Lower Impact damage (9 vs. 15.5)
- Higher Puncture damage (72 vs. 43.4)
- Higher Slash damage (9 vs. 3.1)
- Higher total damage (90 vs. 62)
- Lower base critical chance (22.00% vs. 26.00%)
- Higher base status chance (26.00% vs. 14.00%)
- Higher average damage per tap (125.64 vs. 91.01)
- Higher burst DPS (523.91 vs. 455.08)
- Higher sustained DPS (314.25 vs. 252.82)
- Lower fire rate (4.17 attacks/sec vs. 5.00 attacks/sec)
- More polarities (vs.)
- Higher Mastery Rank required (10 vs. 7)
- Lower disposition (●●●●○ (1.30x) vs. ●●●●● (1.35x))

Acquisition

Lith, Meso, Neo, and Axi refer to Void Relics | (V) Denotes Vaulted Void Relics | (B) Denotes Baro Ki'Teer Exclusive Void Relic

Latron Prime's Relic Drops

Receiver	Barrel	Stock	Blueprint
<u>Axi S2</u> Common (V)	<u>Axi D4</u> Common (V)	<u>Lith G2</u> Common (V)	<u>Axi L1</u> Common (V)
<u>Neo B8</u> Uncommon (V)	<u>Axi E1</u> Common (V)	<u>Meso F2</u> Common (V)	<u>Lith G1</u> Common (V)
<u>Neo S5</u> Common (V)	<u>Meso E1</u> Common (V)	<u>Meso F4</u> Common (V)	<u>Lith L4</u> Rare (V)

Manufacturing Requirements

Edit blueprint requirements

					Time:
					12
15,000	1	1	1	<u>Orokin Cell</u>	Hour(s)
				10	Rush:
					50
Market Price:				Blueprints Price:N/A	
N/A					

This weapon can be sold for 7500

Vaultings

- On [March 17, 2015](https://forums.warframe.com/index.php?/topic/418887-last-chance-for-frost-prime-parts-in-the-void/) (<https://forums.warframe.com/index.php?/topic/418887-last-chance-for-frost-prime-parts-in-the-void/>), it was announced that the Latron Prime, along with [Frost Prime](#) and [Reaper Prime](#), would enter the [Prime Vault](#) and be retired from the reward tables on March 24, 2015. Any pre-existing components or fully-built weapons will remain as is.
- Latron Prime, along with [Frost Prime](#) and [Reaper Prime](#), was again accessible from December 8, 2015 to January 5, 2016 when the [Prime Vault was unsealed](#) (<https://warframe.com/news/prime-vault-unsealed-first-time>).
- Latron Prime (along with [Sicarus Prime](#), [Glaive Prime](#), [Ember Prime](#), [Frost Prime](#), and [Reaper Prime](#)) were available from December 6th, 2016 to January 3rd, 2017 as part of the Fire and Ice Prime Vault.
- Latron Prime, along with [Frost Prime](#), [Ember Prime](#), [Reaper Prime](#), [Sicarus Prime](#), and [Glaive Prime](#), were [unvaulted](#) (<https://forums.warframe.com/topic/1056278-the-prime-vault-is-open/>) from January 29, 2019 to March 26, 2019.
- Latron Prime, along with [Frost Prime](#), [Ember Prime](#), [Reaper Prime](#), [Sicarus Prime](#), and [Glaive Prime](#), were [unvaulted](#) (<https://www.warframe.com/news/ember-and-frost-prime-vault>) from September 29, 2020 to December 15, 2020.

Notes

Incarnon Genesis

- Upon completion of [The Duviri Paradox](#) and [Angels of the Zariman](#), and unlocking [The Steel Path](#), players can earn [Latron Incarnon Genesis](#) from [The Circuit's](#) Steel Path to place on their Latron with the help of [Cavalero](#) in the [Chrysalith](#). This [Incarnon Genesis](#) form grants it evolutions to a transformation and newfound strength.

Evolution

This section is [transcluded](#) from [Latron Incarnon Genesis § Evolutions](#). To change it, please [edit the transcluded page](#).

- Installing the Latron Incarnon Genesis requires 20 [Pathos Clamps](#), 60 [Rune Marrow](#), and 20 [Maw Fangs](#).
- When installed, the first Evolution tier is unlocked. The following Evolution tiers, their requirements for unlocking them, and their related perks, are shown below;



Evolution I

- Headshots charge Incarnon Transmutation; Alt Fire transmutes. Switching back will expend any remaining charge.
- Fire [Heat](#) Damage energy waves that bounce off enemies and terrain.
 - Incarnon Form changes the weapon's fire mode from hitscan to a traveling [projectile](#) that can [ricochet](#) off enemies and terrain, exploding up to **6** times with a **4** meter radius, dealing damage once for any collision on enemies, and again for the explosion.
 - Collision deals [Impact](#) damage and have a guaranteed [Impact](#) proc.
 - Explosion deals [Puncture](#) and [Heat](#) damage.
 - Each ricochet will cause the projectile to slow down.
 - Bullet attraction bubbles such as [Magnetize](#) or [Void](#) status will cause the projectile to orbit within until exploding at the end of its life, and seem to require multiple enemies to ricochet repeatedly.
 - Explosion can benefit from [Firestorm](#) ([Primed](#)).
 - Incarnon Form has no [Recoil](#), higher total damage, [Critical Chance](#), [Critical Multiplier](#), and [Status Chance](#). However its [Slash](#) damage is removed, the [Fire Rate](#) is reduced, and the explosion possesses [Damage Falloff](#) from 100% to 80% from central impact.
 - [Punch Through](#) does not affect the incarnon projectile.
 - [Double Tap](#) affects Incarnon Form.
- Mode switching is **not** instantaneous and has an animation equal to the weapon's [reload speed](#).
- Incarnon Form is activated by filling the Incarnon Transmutation gauge that appears under the reticle by achieving [headshots](#) and then pressing the [Alternate Fire](#) button. **8** headshots will completely fill the gauge. A full gauge is not required to activate Incarnon Form.
 - Charges generate **only** on headshots, and not other weakspots, such as the backpacks of most [MOA](#) variants. Similarly, shooting weakspots generated by either [Sonar](#) or [Detect Vulnerability](#) in places other than heads will have no effect either.
 - Headshots on corpses do **not** build charges.
 - Individual [Multishot](#) bullets can build charges.
- Instead of drawing ammunition from its reserves, the Latron's Incarnon Form uses a separate "magazine" with each charge producing **5** rounds to a maximum of **40**.



- Incarnon Form's magazine is **not** affected by mods.
- Incarnon Form is **not** affected by [Ammo Efficiency](#) (such as [Energized Munitions](#)).
- Charges and Incarnon Form persists through all activities, such as holstering, [bleedout](#), or being [disarmed](#). However, charges and Incarnon Form are removed upon [death](#).
- Swapping to and from Incarnon Form will fully reload the normal form's magazine.

Evolution II

- *Unlock Challenge*: Complete a solo mission with this weapon equipped.
- Perk 1: **Riddled Target**:
 - Increase Damage by **+48** (Latron) / **+12** (Wraith) / **+6** (Prime).
 - On [Puncture](#) Status Effect: **+25%** Multishot for **8s**. Stacks up to **4x**.
 - The bonus stacks additively with multishot mods such as [Split Chamber](#).
- Perk 2: **Swift Punishment**:
 - Increase Damage by **+48** (Latron) / **+12** (Wraith) / **+6** (Prime).
 - With [Sprint Speed](#) 1.2 or Higher: **+30%** Direct Damage per Status Type affecting the target.

Evolution III

- *Unlock Challenge*: Kill **100** enemies with this weapon's Incarnon Form.
- Perk 1: **Marksman's Hand**:
 - **-60%** Weapon Recoil.
- Perk 2: **Extended Volley**:
 - Increase Magazine Capacity by **+15**.
 - Does not affect the Incarnon form.
- Perk 3: **Marksman's Focus**:
 - **-30%** Zoom.

Evolution IV

- *Unlock Challenge*: Kill **30** enemies that are least **40m** away.
- Perk 1: **Flensing Spikes**: Remove **20%** of enemy [Armor](#) per [Puncture](#) Status.
 - Has no effect on enemies immune to armor removal, such as [Exploiter Orb](#) or



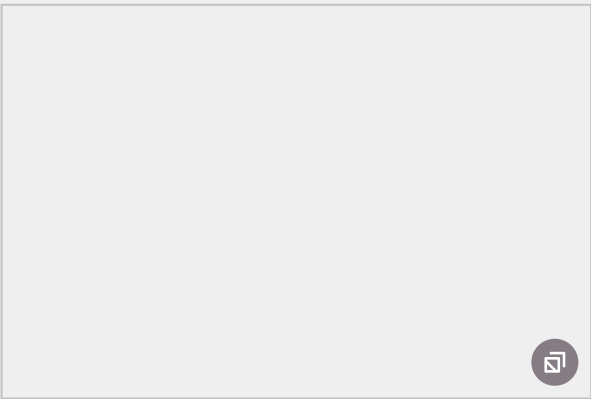
- Can fully strip acolytes' armor although they cannot have more than four Puncture status stacks.
- Perk 2: **Deadhead:**
 - **+100%** to Headshot Multiplier.
 - The bonus stacks additively with other headshot multiplier bonuses such as the passive from [Primary Deadhead](#).
- Perk 3: **Critical Parallel:**
 - Increase Critical Chance by **+30%** (Latron) / **+24%** (Wraith) / **+24%** (Prime).
 - Increase Critical Damage Multiplier by **+0.6x** (Latron) / **+0.2x** (Wraith) / **+0.2x** (Prime).

Trivia

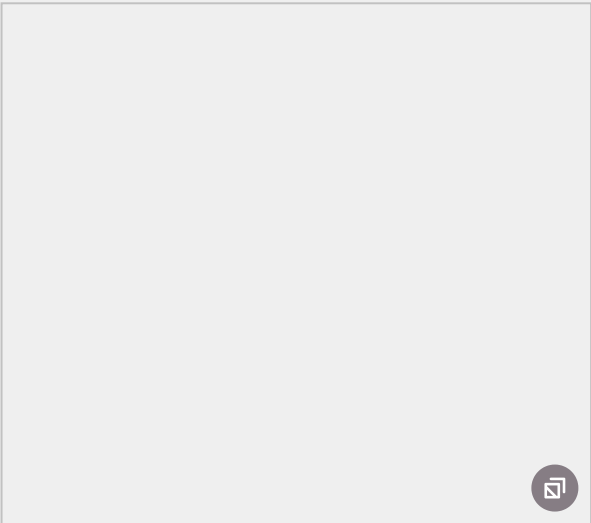
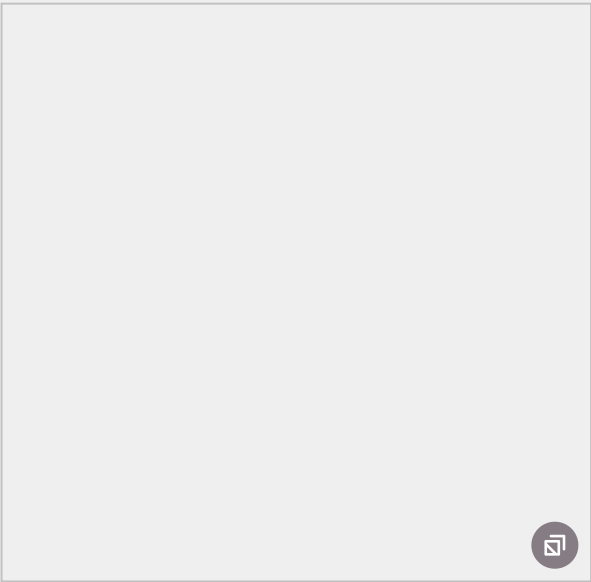
- The Latron Prime was added into the game in [Update 8.0](#) (2013-05-23), becoming one of the first prime weapons to be available to non-founders.
- The Latron Prime and [Reaper Prime](#) were available after Update 8, although DE had previously mentioned not releasing the weapons. This may be because of the many times U8 had been delayed.^[1]
- Latron Prime is the first primary weapon to be a [Prime](#).
- As of [Update 8.3](#) (2013-07-04), the Latron Prime's body and energy color can be colored.
- The Latron Prime has a distinctive firing sound that might suggest it uses energy or electronics in firing.
- The Latron rifles could be classified as battle rifles.
- As of [Update 14.5](#) (2014-08-28) the Latron Prime has been given a new reload animation.
 - The animation shows the Warframe pulling a lever (golden bar forward of the trigger) to open the chamber of the rifle before it is closed again as the weapon is reloaded.
- The Latron Prime's gold parts can be recolored as of [Update 15.13](#) (2015-02-05).

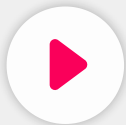
Media





Latron prime when equipped in the Arsenal





Warframe - All Prime Primaries - Weapon Animations & Sounds (2013 - 2019)

Latron Prime Skins

Edit



Conclave



Jade

Xbox™ Exclusive



Oscira



Soaktron

Patch History

Update 25.8 (2019-10-01)

October 2019 Riven Disposition Change

- Latron: 1.25->1.3

Update 22.12 (2018-02-09)

- Mastery Rank increased from 0 to 10.
- Damage increased from 85 to 90.

References

1. [Developer Livestream #5 48:45 \(http://youtu.be/SesYNaURgLw?t=48m45s\)](http://youtu.be/SesYNaURgLw?t=48m45s)

See Also

- [Latron](#), the original counterpart of this gun.
- [Latron Wraith](#), the Wraith counterpart of this gun.
- [Prime](#), the Orokin enhancement to a Warframe or weapon.
- [Latron Incarnon Genesis](#), the Incarnon power-up for the Latron series.

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						
	Kuva Ogris • Kuva Tonkor • Kuva Zarr • Tonkor • Torid •						



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 Burst	Battacor
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



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

Categories ▼

Languages ▼

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