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in: [Warframe Abilities](#), [Helminth](#), [Update 29](#)

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Energized Munitions




		Energized Munitions Imbue your weapons with ammo efficiency.	 Strength: N/A
		Introduced in Update 29.0 (2020-08-25)	 Duration: 3 / 3.5 / 4 / 5 s
	 50		 Range: N/A
	Misc: 75 % (ammo efficiency)		
	Subsumable to Helminth		

Info

- Expend  **50 Energy** to improve all equipped weapons' [Ammo Efficiency](#) by **75%**, lasting for  **3 / 3.5 / 4 / 5** seconds.
- This ability reduces ammo usage to 1 after every 4 shots.
 - The way this works is by dividing the ammo cost so each shot consumes a quarter of the original, and keeps track of the fractions as well.
 - For weapons with a single-round magazine like the  [Exergis](#), the round gets consumed after the 4th shot so such weapons can greatly benefit from the ability.
 - [Archguns](#) deployed via an [Archgun Deployer](#) are also fully affected by this, so such weapons with heavy ammo limits like a  [Grattler](#) can also greatly



- For bows, an arrow is used every 4 shots, but it will still have a reload delay between each shot.
- For weapons with a magazine-emptying alt fire burst like the  [Nagantaka](#), the burst fire will fire as many shots as there were in the magazine at the time the burst was started, but will still consume 1 ammo after every 4 shots. So after the burst there will be ammo remaining, and the burst can be used again.
- Stacks multiplicatively with other sources of Ammo Efficiency.



Patch History

[Hotfix 29.0.7](#) (2020-09-03)

- Added Helminth Ability videos on hover of the respective abilities.

[Update 29.0](#) (2020-08-25)

- Introduced.

See Also

- [Helminth/Unique Abilities](#)
- [Helminth](#)

Categories



Languages



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A Fandom user • 4/11/2024

This ability might seem useless compared to other helminth abilities but try it on Gauss/Prime. His Acceltra/Prime with this ability is SO fun to use since its ammo economy is pretty rough even with Vigilante Supplies. It just goes brrrrr. I replaced his Thermal Sunder(a sin, I know) on one of my configs to try it out and it's pretty fun. :D



PorYPS71 • 6/22/2024

Remember Zarr?👁👁



A Fandom user • 6/28/2024

I don't think it's a sin, Thermal Sunder has always been sort of a boring ability to me that goes against what makes Gauss fun IMO(schoovement), I swapped it for Firewalker like right after Helminth was added.



A Fandom user • 8/13/2024

Thermal Sunder is NOT a boring ability - it can do a full armour strip that's applied BEFORE it ticks for millions, to a decent sized area

Pretty damn satisfying when you spot a big group of enemies, pop both Sunder types then watch all the red arrows disappear from the minimap



Write a reply



A Fandom user • 3/7/2024

Does this work with Incarnon ammo pools?



A Fandom user • 3/7/2024

It does not appear to work on incarnon ammo :(



Ya. sadly it seems nothing effects incarnons ammo. not even +ammo either.



Write a reply



A Fandom user • 2/2/2024

Duration needs to be capped to 5 so gauss mains can't spam their zarrs constantly and bypass the aoe nerf



A Fandom user • 2/3/2024

Yes



A Fandom user • 2/11/2024

No



A Fandom user • 4/25/2024

Np.



A Fandom user • 9/9/2024

Someones angry they missed out on the aoe meta lmao



Write a reply



Cata1yct • 1/24/2024

I really wished the duration was just slightly better. Even with 321% duration + molt efficiency is still only around 18 seconds of use



A Fandom user • 4/8/2024





Write a reply



Marcfyre • 1/1/2024

The most promising Helminth ability, but still not worth using.



A Fandom user • 1/7/2024

I've had great success with this + Gauss + a Kuva Tonkor



A Fandom user • 1/9/2024

Worth using, just on the right weapons.

As ever, in Warframe, there are many ways to "solve" the game. A good gun (such as the mentioned Kuva Tonkor) with this is one of them. Not everything has to be Mesa/Saryn/Revenant or whatever the meta is.



Marcfyre • 1/18/2024

I know, I'm sorry. I just wish this thing scaled better and more interactions. It's fun to mess around with, and effective, but it's so hard to justify to myself using it over other things, even other "off-meta" things.



A Fandom user • 6/28/2024

It's niche, and thats perfect, we don't need everything being a multitool or so good it makes everything else like it bad. I use this with the Chakurr to get around the obnoxious reload on Inaros where I can afford to replace an ability and am not energy starved.



Write a reply



A Fandom user • 12/23/2023

This ability now scales with ability duration so that at 200% it lasts 10 seconds,





Write a reply



A Fandom user • 5/9/2023

Why is the durations still so low and why does it still not work on incarnon stuff?



Cephalon Scientia • 5/9/2023

Incarnons are "charge" based like with Battacor's alt-fire or Trumna's alt-fire. They don't use ammo in the "traditional" game sense.

(Edited by Cephalon Scientia)



Write a reply



A Fandom user • 3/31/2023

Is not recastable

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A Fandom user • 6/7/2023

U r bad dont talk. shield gating is good. cry quickly



A Fandom user • 6/23/2023

If shield gating is for noobs, who is gloom for lol



TheTerryBL • 9/13/2023

Did a shield gate abuser really just call someone else bad for NOT abusing shield gate?? lol



Zaphyria • 2/12/2024



Fandom users are a different breed 🤡



Write a reply



A Fandom user • 2/19/2023

Does this scale with ability strenth? or its a fixated amount(75%)



A Fandom user • 3/31/2023

Fixed amount



Write a reply



A Fandom user • 12/8/2022

The Grattler's best pal right here



Write a reply



A Fandom user • 10/16/2022

Great for Titania's exalted weapon imo, Eclipse is also nice but too overkill.



Write a reply



A Fandom user • 9/15/2022

This is my new friend for my Kuva Brama. I slap this on a frame with a lot of ability duration, then use ammo drums in the exilus slot, and carrier prime gives





Write a reply



[A Fandom user](#) • 11/11/2021

For some reason when i use this on Tenet Tetra it doesnt work can anyone help ?



[Ladyvan](#) • 11/11/2021

They broke it on the Tenet Tetra when they fixed a different Tenet Tetra secondary fire interaction.



[A Fandom user](#) • 11/11/2021

Oh Thats suck



[A Fandom user](#) • 11/11/2021

It was super fun with the alt fire when using the energize



Write a reply



[A Fandom user](#) • 11/11/2021

Anybody tried this on Velox?



Write a reply



[Ranzord](#) • 8/27/2021

I kinda wanna experiment how this works with different weapons. I guess it's best used on warframes with abilities that boost fire rate for maximum dakka, and





[Ladyvan](#) • 8/27/2021

Use it with weapons that have a very small magazine size.
You'd be surprised how good Kuva Tonkor gets when you can fire the thing 8 times before reloading.



[Kiljaedenas](#) • 10/8/2021

The Exergis definitely gets nasty too, as do several other weapons that have profoundly low magazine size but a surprisingly faster firing rate that they can't really use because of it; Vectis Prime and Twin Rogga are two others that come to mind.



[A Fandom user](#) • 4/3/2022

Inb4 rocket launcher spam



Write a reply



[A Fandom user](#) • 8/10/2021

I put it on Mesa's 1, since she usually you build for a fair ammount of duration anyway and fits her theme perfectly.



[A Fandom user](#) • 1/4/2022

Same, works well with my 3 riven'd up grakatas ^^



Write a reply



[Super cosmic cyclone](#) • 4/18/2021

This will be quite good on the Athodai I imagine.





Kiljaedenas • 5/11/2021

Ehh....that Overdrive buff on a headshot kill with the Athodai would make Energized Munitions kind of redundant, I would think.



Super cosmic cyclone • 5/12/2021

I meant for the Alt Fire



Kiljaedenas • 5/12/2021

Certainly could do, though remember it will only burst how much ammo was in the clip at the time, so you'll do a sequence of gradually smaller bursts as you go with it.



Write a reply



Kiljaedenas • 3/5/2021

I see someone reversed that "cheat" move note on single round weapons if you boost the ammo count. How to word this as I intended...

If a single-round-clip weapon is given 50% additional magazine capacity, it gets a second standard round which would be used accordingly under normal combat.

Energized Munitions, when active, effectively makes a gun consume 25% of a bullet for each shot, so 4 shots consumes 100% of one bullet, i.e. the normal magazine capacity of a single-round weapon.

With that 50% magazine capacity modding, the single-round weapon technically is supposed to have 150% available in total, so at 25% a shot under EM it should get only 6 rounds, if it was directly tracking that. But instead you get 8, so a "free cheat" additional 50% capacity. That's what I was trying to say earlier, but if that's a bit too oddball we can leave it out.



Ladyvan • 3/5/2021

Well, because there is no 150%.

The +50% magazine capacity obviously gets rounded up to a full extra shot,



The whole thing was kind of a pointless addition, as it is a completely expected interaction.



[IceBen](#) • 3/6/2021

I think it is a useful tip, but this is not it's place (also, it needs less than +50%, by memory it happens at about 30%, but ask a Vectis Riven trader :D)



[Ladyvan](#) • 3/6/2021

It only rounds up at 50%.

You may be thinking of Vectis prime, that gets a third shot at +25%, or the Vectis Riven guy is/was scamming people.



[Kiljaedenas](#) • 3/6/2021

Yeah, the Vectis Prime will get a third shot there, that's probably what the seller was expecting you to use.



Write a reply



[A Fandom user](#) • 3/1/2021

Interesting Helminth option, but only useful with a handful of weapons because you are getting 5-7 seconds out of it. Hence any weapons with large magazines that can shoot for 5 seconds without reloading, this ability is pointless. Any guns with slow firerate dont benefit from this either. As many have pointed out, Tonker benefits nicely. The grattler is finally usable with this ability but the other archguns for the most part have ginormous magazines or too slow a firerate to benefit.

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[Kiljaedenas](#) • 10/26/2021

Yeah, so? It also says those particles increase damage reduction, not the duration of other abilities. How in the world would an increase in damage reduction make Energized Munitions last longer?



Both Energized Munitions and Null Stars benefit from having more Ability Duration which is why they can be compatible on the same build (nothing to do with Nova abilities increasing her own Ability Duration through some odd interaction or mechanic). You are misunderstanding what we are trying to say.

(Edited by Cephalon Scientia)



Ladyvan • 10/26/2021

Yea, the 1 doesn't increase duration further, its just that Nova is one of the very few frames that actually wants to build for max duration. Most other frames would lose a lot from losing the Range due to Narrow Minded, or may want other stats that don't allow building for max duration.

Nova basically only wants duration.

The 1 wants max duration and as little range as possible

The 2 is unaffected by mods.

The 3 is Helminth replacement slot.

The 4 also only wants duration. Range is only useful in extremely low levels.

And as she already builds max duration anyway, might as well put the helminth that benefits the most from duration.

(Edited by Ladyvan)



Kiljaedenas • 10/26/2021

Ah, so a bit lost in translation. Fair enough.



Write a reply



A Fandom user • 12/24/2020

It has 10 second cd and 5 second duration on Lavos



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EVOLUTION II

Locked

Activate this weapon's Incarnon Form 11 times in a mission


SEM	
Accuracy	16.0
Fire Rate	2.50
Magazine	12
Max Ammo	2.5
Recoil	ALARMING
Reload	2.5
Trigger	SEM

DAMAGE	
Impact Damage	22.0%
Crush Damage	2.3x
Slash	16.3%
Piercing	262.4
Stun	393.6

EXIT


Incarnon

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TENNOCON GAMEPLAY DEMO

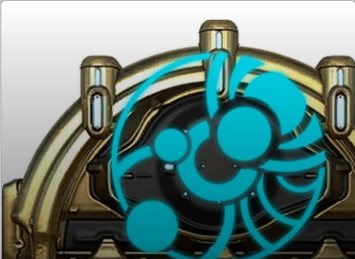
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