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Ammo



EDIT

The number of ammo rounds a weapon's magazine holds.

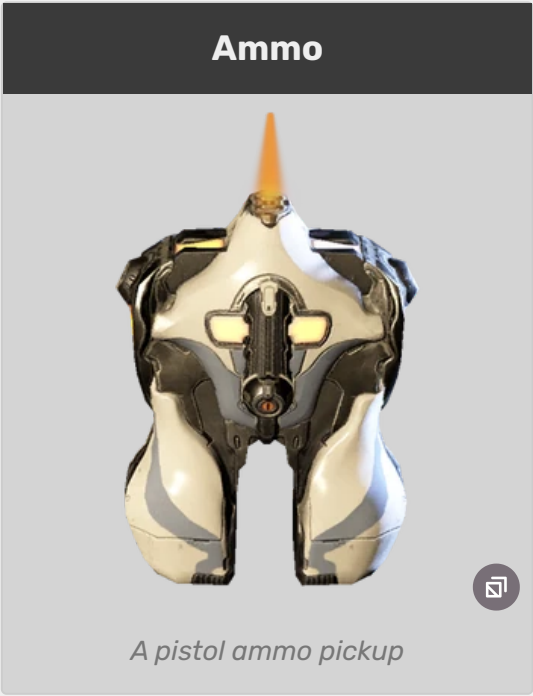
> Reload Time: **|AMOUNT|**s

> Ammo Maximum: **|AMOUNT|**

> Ammo from Pickups: **|AMOUNT|**

—In-Game Description

Ammunition (or **ammo** for short) describes the variety of bullets, bolts, slugs, cartridges, batteries, and more that enable all [Primary](#) and [Secondary](#) weapons to be fired. The only weapons that do not use ammo are [Melee](#) weapons.



maining ammunition for the currently

Contents



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zine Capacity

creasing magazine capacity



WARFRAME Wiki



is currently loaded inside the weapon's magazine. On the right side of that division, the number indicates how much more of that type of ammo the player is carrying.

Magazine Capacity

Weapons have a **magazine capacity** or **clip size** that limits their ammo expenditure. Weapons can load ammo up to their magazine size; after shooting the whole magazine, the weapon must be [reloaded](#). Because reloading takes time, a low magazine size can significantly reduce the [sustained DPS](#) of a weapon in relation to its expected [burst DPS](#).

Note that Magazine Capacity bonuses do not affect weapons that pull ammo directly from their reserve pool like [Bows](#) and  [Epic](#).

Increasing magazine capacity

- 1.3. Conclave mods
2. Ammo Maximum
3. Ammo Pickup
 - 3.1. Drop Chances
 - 3.2. Primary
 - 3.3. Secondary
 - 3.4. Heavy
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 - 3.6. Increasing Ammo From Pickups
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[Ammo Stock](#)



[Primed Ammo Stock](#)



[Atomic Fallout](#)



[Magazine Extension](#)



[Magazine Warp](#)



[Shotgun Elementalist](#)

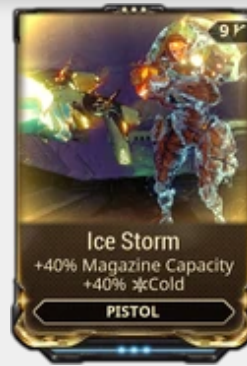


[Primed Slip Magazine](#)



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[Wildfire](#)[Ice Storm](#)[Tainted Mag](#)[Tainted Clip](#)[Burdened Magazine](#)[Stockpiled Blight](#)

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[Depleted Reload](#)

Conclave mods

In addition, there are some [PvP](#)-exclusive mods which affect magazine size:

[Maximum Capacity](#)

[Loaded Capacity](#)

[Full Capacity](#)

[Hydraulic Gauge](#)



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[Hydraulic Chamber](#)[Hydraulic Barrel](#)

Ammo Maximum

For a list of max ammo counts of all weapons, see [Weapon Comparison](#).

Ammo Maximum refers to the amount of maximum ammunition that can be carried. Enemies do not track or run out of ammunition, though their weapons do have a magazine size and they must reload accordingly.

Ammo Maximum has no effect on weapons that lack an ammo pool, such as [Battery Weapons](#) and [Archguns](#) in [Archwing](#) or held by [Necramechs](#).

[Ammo Case](#)[Ammo Chain](#)

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[Shell Compression](#)

Ammo Pickup

Ammo Pickup refers to how much ammo is obtained from [pickups](#).

[Area of Effect Weapons](#) tend to have lower base Ammo Pickup than normal.

Drop Chances

Chance to drop Primary or Secondary Ammo scales with squad size^[1]:

- 1 player squad = 45%, or 60% in [Landscapes](#)
- 2 player squad = 37.5%, or 52.5% in Landscapes
- 3 player squad = 30%, or 45% in Landscapes
- 4 player squad = 22.5%, or 37.5% in Landscape

[Eximus](#) are guaranteed to drop either a Primary or Secondary Ammo, each having the same chance of dropping.

Primary

- Purple lighting.
- Refills [primary](#) ammo based on the weapon type:
 - **80** for [rifles](#), [Continuous Weapons](#), and [crossbows](#).
 - **60** for [spearguns](#).
 - **40** for automatic [shotguns](#).
 - **15** for semi-automatic shotguns, [Sniper](#)



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- Orange lighting.
- Refills [secondary](#) ammo based on the weapon type:
 - **40** for most secondaries.
 - **20** for [shotgun sidearms](#).



Heavy

- Yellow lighting.
- Refills **1000** rounds of atmospheric [Archgun](#) ammo, or resets the [Archweapon Deployer](#) cooldown when not equipped.
- Has a 5.01% chance to drop from [Bombards](#), [Heavy Gunners](#), [Napalms](#), [Corpus Tech](#), [Fusion MOAs](#), [Oxium Ospreys](#), and all [Ancients](#).^[2]
- Guaranteed to drop by [Terra Mankers](#) that appear during [Profit-Taker Orb](#) fight.



Universal Ammo Pack

- Blue lighting with red or blue accents.
- Refills **1x** Ammo Pickup of all weapon types, but does **not** reset [Archweapon Deployer](#) cooldown.
- This type of ammo is not encountered in standard gameplay and only available in [Arena](#) missions, the [Conclave](#) or the [Simulacrum](#). In these situations, the pickup will have blue accents.
 - Exceptions are [Lavos's Transmutation Probe](#) and [Protea's Dispensary](#). These pickups are smaller and will have red accents.



- Not to be confused with the [Omni Ammo Box](#) gear.



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All ammo types have a corresponding [Aura](#) mod; these are the *scavenger* mods, which can be equipped to increase the amount of ammo received when picking up an ammo pack.

[Rifle Scavenger](#)

[Shotgun Scavenger](#)

[Sniper Scavenger](#)

[Pistol Scavenger](#)

All weapons can equip a *mutation* mod for their respective ammo type. Ammo mutation mods convert the ammo packs of other weapon types into those for the active weapon, as long as the other ammo pool is full.



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[Rifle Ammo Mutation](#)[Shotgun Ammo Mutation](#)[Pistol Ammo Mutation](#)[Primed Rifle Ammo Mutation](#)[Primed Shotgun Ammo Mutation](#)[Primed Pistol Ammo Mutation](#)

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[Sniper Ammo Mutation](#)

[Arrow Mutation](#)

[Vigilante Supplies](#)

Sources of Ammo

3

75

Dispensary

Deploys a device that generates 3 pickups after a short delay: empowered health orb, universal ammo pack and energy orb.

Introduced in [Update 28.0](#) (2020-06-11)

Strength:

10 / 15 / 20 / 25 % (extra pickup drop chance)

Duration:

10 / 15 / 20 / 25 s

Range:

N/A

Misc:

2 s (pickup spawn interval)
100 HP (empowered health orb restore)
1x (universal ammo pack restore)
1 (limit of active caches)

Subsumable to

Helminth



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Transmutation Probe

Launch a probe that converts Health and Energy Orbs into Universal Orbs that provide both, and ammo pickups into Universal Ammo Pickups. The probe shocks enemies in close proximity. Each electrocuted foe reduces other ability cooldowns by one second.

3

10

Hold to imbue the next ability cast with Electricity.

Introduced in [Update 29.6](#) (2020-12-18)

Strength:

100 / 150 / 200 / 250 /s (Electricity damage per second)
100 / 150 / 200 / 250 /s (imbued elemental damage per second)

Duration:

N/A

Range:

3 / 4 / 5 / 6 m

Efficiency:

1.5 s (Cooldown Reduction per enemy shocked)

Misc:

15 m/s (probe speed)
3 s (probe duration)
Electricity and imbued elemental status proc per second
0.5 s (halt delay)
25 HP/EP (Universal Orb restore)
1x (Universal Ammo restore)



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[Blood For Ammo](#)

[Wild Frenzy](#)

[Squad Ammo Restore \(Small\)](#)

[Squad Ammo Restore \(Medium\)](#)

[Squad Ammo Restore \(Large\)](#)

[Omni Ammo Box](#)



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lost [Enemies](#)



Battery

Certain weapons use an auto-recharging [battery](#) instead of magazine-fed reserve ammo. When a battery weapon stops firing, there is a small delay before they automatically regenerate ammo, without the need to manually reload.

While they still benefit from magazine capacity, ammo maximum and ammo pickup have no effect on battery weapons.

Ammo Efficiency

Ammo Efficiency determines to the number of shots that occur before consuming ammo, hence being more "ammo efficient". For example, if a weapon has 75% ammo efficiency and each shot originally costs one ammo, every four shots will use one ammo. Sources that grant no ammo consumption for the duration of its buff can essentially be treated as 100% ammo efficiency.

Number of shots per ammo consumption = $1 / (1 - \text{Ammo Efficiency Bonus})$

Sources of ammo efficiency stack additively with each other except for [Energized Munitions](#), which stacks multiplicatively.



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[Akmagnus Prime](#)

On hit, 4% chance for 100%
ammo efficiency for 4 seconds

[Athodai](#)

On headshot kill, 100% ammo
efficiency for 8 seconds

[AX-52](#)

60% ammo efficiency from hip-
fire

[Dual Toxocyst](#)

On headshot, 100% ammo
efficiency for 3 seconds

[Knell](#)

On headshot, 100% ammo
efficiency for 2 seconds

[Knell Prime](#)

On headshot, 100% ammo
efficiency for 2 seconds



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[Magnus Prime](#)

On hit, 4% chance for 100%
ammo efficiency for 4 seconds

[Perigale](#)

On 4 consecutive headshots or
headshot kill, 100% ammo
efficiency for 4 seconds

[Velox](#)

20% passive ammo efficiency
(40% with [Protea](#)/
[Protea Prime](#))

[Velox Prime](#)

20% passive ammo efficiency
(40% with [Protea](#)/
[Protea Prime](#))

[Brain Storm](#)[Skull Shots](#)

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[Zazvat-Kar](#)

[Akimbo Slip Shot](#)



[Arcane Pistoleer](#)

[Eternal Logistics](#)

[Reactant buff](#)

[Void Fuel](#)

[Energized Munitions](#)

Imbue your weapons with
ammo efficiency.

[Strength:](#) N/A

[Duration:](#)
3 / 3.5 / 4 / 5 s

[Range:](#) N/A

[Misc:](#)
75 % (ammo efficiency)

[Subsumable to](#)

N/A

29.0



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Ammo Economy

Ammo Economy is a [metagame](#) measurement of how effective a weapon is in using its ammo to damage enemies. In many cases, ammo economy is considered irrelevant because a sufficient amount of ammo packs drop from fallen enemies—but there are a number of weapons with poor ammo economy which can easily cause a player to run out of ammo faster than they can replenish their stocks. It can be derived from the following calculations:

$$\text{Time To Deplete Ammo} = \frac{\text{Modded Ammo Capacity}}{\text{Modded Magazine Size}} \cdot (\text{Modded Reload Time} +$$

$$\begin{aligned} \text{Average Shot} = & \text{Modded Multishot} \\ & \cdot [(\text{Normal Shot} \cdot (1 - \text{Modded Crit Chance} \pmod{1})) \\ & + \text{Critical Shot} \cdot \text{Modded Crit Chance} \pmod{1}] \end{aligned}$$

Note that mod refers to the [modulo operation](#)

See [Damage#Gun Damage Per Second](#) for full calculation

The longer it takes to deplete a weapon's ammo reserves and the higher the average damage per ammo, the better ammo economy it has.

Ammo economy is most relevant on weapons with high [Fire Rate](#). Modding a weapon with damage mods (like [Serration](#)) increases both damage per second and damage per ammo, while increasing fire rate (through [Speed Trigger](#)) only improves damage per second. When playing [missions](#) against tough enemies that require many shots to be killed, players should consider eschewing fire rate for straight damage because of this reason.

Patch History

[Update 33.5](#) (2023-06-21)

- Fixed the ammo pickup SEX playing repeatedly due to an interaction between



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- Ammo pickups have a brand new look!
- Fixed the notification for 'Primary Weapon Ammo full' not appearing when the player is in Archwing underwater.

References

1. [Update 32.0](#) (2022-09-07) patch notes
2. <https://forums.warframe.com/topic/1100191-ask-me-almost-anything-again/?do=findComment&comment=10814226>

See Also

- [Pickups](#)
- [Squad Ammo Restore](#)

Ammo Mods	
Sentinels	Ammo Case
Reserve Ammo	Ammo Drum • Shell Compression • Trick Mag
Magazine Capacity	Ammo Stock • Atomic Fallout • Magazine Warp (Prime) • Shotgun Elementalist • Slip Magazine (Prime) • Wildfire • Ice Storm • Tainted Mag • Tainted Clip • Burdened Magazine
Ammo Mutation	Rifle Ammo Mutation (Prime) • Sniper Ammo Mutation (Prime) • Shotgun Ammo Mutation (Prime) • Pistol Ammo Mutation (Prime) • Arrow Mutation • Vigilante Supplies
Ammo Pickup	Amalgam Daikyu Target Acquired • Rifle Scavenger • Shotgun Scavenger • Sniper Scavenger • Pistol Scavenger
Ammo Efficiency	Skull Shots • Brain Storm
Ammo Refund	Blood For Ammo • Wild Frenzy
PvP	Maximum Capacity • Loaded Capacity • Full Capacity • Hydraulic Gauge • Hydraulic Chamber • Hydraulic Barrel • om



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Game System Mechanics			Edit	[Collapse]
Currencies		Credits • Orokin Ducats • Endo • Platinum • Aya • Regal Aya • Standing		
General	Basics	Arsenal • Codex • Daily Tribute • Empyrean • Foundry • Market • Mastery Rank • Nightwave • Orbiter • Player Profile • Reset • Star Chart		
	Lore	Alignment • Fragments • Leverian • Quest		
	Factions	Corpus • Grineer • Infested • Orokin • Sentient • Syndicates • Tenno		
	Social	Chat • Clan • Clan Dojo • Leaderboards • Trading		
	Squad	Host Migration • Inactivity Penalty • Matchmaking		
	Player Housing	Clan Dojo • Dormizone • Drifter's Camp • 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	Arcane Enhancements • Archon Shard • Fusion • Mode (Flayed, Pinned) • Polarization • Transmutation • gy • Health • Shield • Sprint		



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		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 • Kaithe
	Other	Archwing • Companion • K-Drive • Necramech • Parazon • Railjack
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

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