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Boar Prime

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PRIME

CONCLAVE (PvP)

CODEX

One of the finest examples of Tenno craftsmanship, the Boar Prime offers a higher Fire Rate, Magazine Capacity and a much higher per-shot damage.

The **Boar Prime** is the [Prime](#) version of the [Boar](#), featuring higher damage, [critical chance](#), [critical multiplier](#), [status chance](#), and [fire rate](#). It was released alongside [Mag Prime](#) and [Dakra Prime](#).

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3.1. Incarnon Genesis

Boar Prime

Normal

Incarnon

Tradable
(parts and/or blueprint only)

Update Infobox Data

General Information

Type

Shotgun

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Characteristics

- This weapon deals primarily  [Impact](#) damage.
- Innate [multishot](#) of 8 pellets.

Advantages over other Primary weapons (excluding modular weapons):

- High magazine size.
- Very high overall [status chance](#).
- Wide spread is ideal for crowd control.
- Normal Attack (wiki attack index 1)
 - High total damage (320)
 - High average number of procs per shot (0.9)
 - Very high average number of crits per shot (1.2)
 - High disposition (●●●●● (1.34x))
- Incarnon Form (wiki attack index 2)
 - High fire rate (8.00 attacks/sec)
 - High disposition (●●●●● (1.34x))

Requirement			
Max Rank	30		
 Slot	Primary		
Trigger Type	Auto		
Utility 			
Accuracy	Low		
Ammo Max	120		
Ammo Pickup	40		
Ammo Type	Primary		
Disposition	●●●●● (1.34x)		
Fire Rate	4.67 attacks/sec		
Noise Level	Alarming		
Magazine Size	20		
Reload Time	2.75 s		
Projectile Type	Hit-Scan		
Spread	20.00° (10.00° min, 30.00° max)		
Normal Attack 			
 26 ( 65%)	 6 ( 15%)	 8 ( 20%)	
Total Damage	320 (65.00%  Impact) 		
Ammo Cost	1		
Crit Chance	15.00%		
Crit Multiplier	2.00x		
Damage Falloff	No Damage Falloff: below 18.0 m (100%, 40 damage) Linear Falloff: between 18.0 m and 25.0 m (100% - 30%) Max Damage Falloff: over 25.0 m (30%, 12 damage)		
Fire Rate	4.67 attacks/sec		
Multishot	8 (40.00 damage per projectile)		
Noise Level	Alarming		
Punch Through	0.0 m		
Range	300.0 m		

Disadvantages over other Primary weapons (excluding modular weapons):

- Has linear damage falloff from 100% to 30% from 18m to 25m target distance (distances are affected by [Projectile Speed](#)).
- Ammo inefficient.
- Strong recoil, although manageable.
- Normal Attack (wiki attack index 1)
 - Very low active falloff slope (10.0m/%)
 - Below average crit chance (15.00%)
 - Very low maximum falloff distance (25.0 m)
 - Low reload speed (2.75 s)
 - Below average ammo max (120)
 - Low status chance (11.25%)
- Incarnon Form (wiki attack index 2)
 - Below average crit chance (20.00%)
 - Low reload speed (2.75 s)
 - Below average magazine (20)
 - Very low total damage (30)
 - Below average ammo max (120)
 - Below average status chance (24.00%)

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

Status Chance	11.25%
Projectile Type	Hit-Scan
Incarnon Form ^	
30 (100%)	
Total Damage	30 (100.00% Heat)
Accuracy	Very High
Ammo Cost	1
Crit Chance	20.00%
Crit Multiplier	2.20x
Fire Rate	8.00 attacks/sec
Multishot	1 (30.00 damage per projectile)
Noise Level	Alarming
Punch Through	0.0 m
Range	20.0 m
Spread	0.00° (0.00° min, 0.00° max)
Status Chance	24.00%
Projectile Type	Hit-Scan
Trigger Type	Held
Miscellaneous ^	
Riven Family	Boar
Exilus Polarity	
Introduced	Update 10.0 (2013-09-13)
Polarities	None
Sell Price	7,500
Variants	Boar Boar Prime
Vendor Sources ^	
Article Categories ^	
Weapons Prime Weapons Vaulted Weapons	



- **Boar Prime** (Normal Attack), compared to **Boar** (Normal Attack):

- Higher base damage per projectile (40.00 vs. 22.00)
 - Higher **Impact** damage (26 vs. 12.1)
 - Higher **Puncture** damage (6 vs. 3.3)
 - Higher **Slash** damage (8 vs. 6.6)
- Higher total damage (320 vs. 176)
- Higher base **critical chance** (15.00% vs. 10.00%)
- Higher base **critical multiplier** (2.00x vs. 1.50x)
- Higher base **status chance** (11.25% vs. 7.50%)
- Higher **average damage per tap** (368 vs. 184.8)
- Higher **burst DPS** (1718.56 vs. 770.61)
- Higher **sustained DPS** (1046.54 vs. 493.05)
- Farther starting **damage falloff** distance (18.0 m vs. 15.0 m)
- Greater max damage reduction at ending falloff distance (70.00% vs. 50.00%)
- Higher **fire rate** (4.67 attacks/sec vs. 4.17 attacks/sec)
- Slower **reload time** (2.75 s vs. 2.70 s)
- Higher **Mastery Rank** required (11 vs. 2)
- Lower **disposition** (●●●●● (1.34x) vs. ●●●●● (1.45x))

- [Boar](#)
- [Primary Weapons](#)
- [Auto Weapons](#)
- [Automatic](#)
- [Prime](#)
- [Alarming Weapons](#)
- [Hit-Scan Weapons](#)
- [Tradeable Weapons](#)
- [Available In Conclave](#)

Acquisition

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



Boar Prime's Relic Drops			
Stock	Barrel	Receiver	Blueprint
	Axi D4 Uncommon (V)	Axi R1 Common (V)	Meso F4 Uncommon (V)
Lith B1 Rare (V)	Axi V2 Uncommon (V)	Axi S4 Common (V)	Neo B3 Common (V)
Meso B1 Rare (V)			
Meso B3 Rare (V)	Lith M2 Uncommon (V)	Lith L4 Common (V)	Neo D1 Common (V)
Neo B8 Rare (V)	Meso M1 Uncommon (V)	Lith M1 Common (V)	Neo N9 Common (V)

Manufacturing Requirements						
 Edit blueprint requirements						
15,000	1	1	1	Orokin Cell 10	Time:	12
					Hour(s)	
					Rush:	50
Market Price: N/A			Blueprints Price:N/A			

Vaultings

- On [June 29, 2015](https://forums.warframe.com/index.php?/topic/482945-last-chance-for-mag-prime-parts-in-the-void/) (<https://forums.warframe.com/index.php?/topic/482945-last-chance-for-mag-prime-parts-in-the-void/>), it was announced that the Boar Prime would enter the [Prime Vault](#) and be retired from the reward tables on July 7, 2015. Any preexisting components or fully-built weapons would remain as is.
- Boar Prime, along with [Mag Prime](#) and [Dakra Prime](#), was again accessible from June 28th 2016 to July 26th, 2016 when the [Prime Vault was unsealed](#) (<http://www.warframe.com/news/prime-vault-unsealed>).
- Boar Prime, [Dakra Prime](#), [Mag Prime](#), [Rhino Prime](#), [Ankyros Prime](#), and [Boltor Prime](#) vaults were [unsealed](#) (<https://www.warframe.com/news/prime-vault-unsealed-4>) on June 27th, 2017 to August 1st, 2017.
- Boar Prime, along with [Mag Prime](#), [Nova Prime](#), [Soma Prime](#), [Dakra Prime](#), and [Vasto Prime](#), were [unvaulted](#) (<https://forums.warframe.com/topic/1027106-the-prime-vault-is-open/>) from November 13, 2018 to January 29, 2019.



Notes

Incarnon Genesis

- Upon completion of [The Duviri Paradox](#) and [Angels of the Zariman](#), and unlocking [The Steel Path](#), players can earn [Boar Incarnon Genesis](#) from [The Circuit's](#) Steel Path to place on their Boar with the help of [Cavalero](#) in the [Chrysalith](#). This [Incarnon Genesis](#) form grants it evolutions to a transformation and newfound strength.
 - Alternatively, the Boar Incarnon Genesis can be bought from Cavalero for **120**, complete with the resources used in its installation. This purchase can only be made **once**.

Evolution

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

- Installing the Boar Incarnon Genesis requires 20 [Pathos Clamps](#), 60 [Rune Marrow](#), and 60 [Tasoma Extract](#).
- When installed, the first Evolution tier is unlocked. The following Evolution tiers, their requirements for unlocking them, and their related perks, are shown below;
 - Each challenge additionally grants 5,000 [affinity](#) to the weapon, affected by [Affinity Boosters](#).

Evolution I

- Headshots charge Incarnon Transmutation; Alt Fire transmutes. Switching back will expend any remaining charge.
- Fires three short-range beams that chain link enemies.
 - Incarnon Form becomes a continuous beam weapon that can fire up to **3** beams that automatically target enemies within **10°** of the reticle, with each beam chaining up to **2** nearby enemy within **9** meters of the initial target, with each chain doing **80%** of the previous one's damage. Beams remain locked on enemies while they are within **55°** of the reticle. While in Incarnon Form, it inflicts pure [Heat](#) damage with increased [Critical Chance](#), [Critical Multiplier](#), and [Fire Rate](#). However, it has reduced damage and [Zoom](#), and the main beam has a maximum range of **20** meters.
 - While [Sinister Reach](#) cannot be equipped on Boar or its variants, [Galvanized Acceleration](#) can be used to increase the maximum range



- Unlike other beam weapons, [Punch Through](#) has no effect on both the main beam and the chain beams.
- 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. **50** 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 Boar's Incarnon Form uses a separate "magazine" with each charge producing **3** rounds to a maximum of **150**. Once all ammunition is expended, the Boar reverts to its normal form.
 - 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: **Reified Bane**:
 - Increase Damage by **+10**.
 - On Reload From Empty: Increase Damage by **+10**.
 - The damage bonus is applied after finishing a reload while the magazine is empty, and lasts indefinitely until a manual reload is initiated while the magazine is not empty. Refilling the magazine through other means (such as with [Blood For Ammo](#)) will not remove the bonus.

• Perk 2: **Fortress Salvo**:



- With Armor Over 450: **+4** Punch Through

Evolution III

- *Unlock Challenge:* Kill **100** enemies with this weapon's Incarnon Form.
- Perk 1: **Ready Retaliation:**
 - On Reload From Empty: **+100%** Reload Speed.
 - As the reload speed bonus is only applied at the *end* of the first reload from empty, the bonus will not apply to the first reload, only subsequent ones.
- Perk 2: **Mercenary Chamber:**
 - Increase ammo capacity to **195**.
- Perk 3: **Practiced Grip:**
 - Increase Accuracy by **+50%**.

Evolution IV

- *Unlock Challenge:* Kill **30** enemies without reloading.
- Perk 1: **Elemental Balance:**
 - Increase Status Chance by **+12%**.
 - Incarnon Form Status Chance increase is affected by base pellet count. Increase Incarnon Form Status Chance by **+96%**.
- Perk 2: **Critical Parallel:**
 - Increase Critical Chance by **+20%**.
 - Increase Critical Damage Multiplier by **+0.5x**.
- Perk 3: **Survivor's Edge:**
 - Increase Critical Chance by **+10%**.
 - Increase Status Chance by **+6%**.

Tips

- Using the [Shotgun Scavenger](#) aura, [Ammo Case](#), [Squad Ammo Restore](#), and/or the [Shotgun Ammo Mutation](#) mod is highly recommended due to the weapon's high fire rate. It tends to use up ammo quickly, especially when equipped with fire rate mods. Also, using Carrier's [Ammo Case](#) can assist with retaining and regaining ammo.

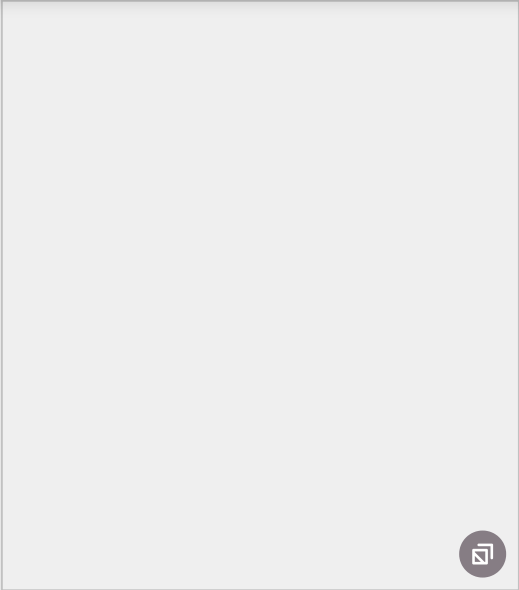


Trivia

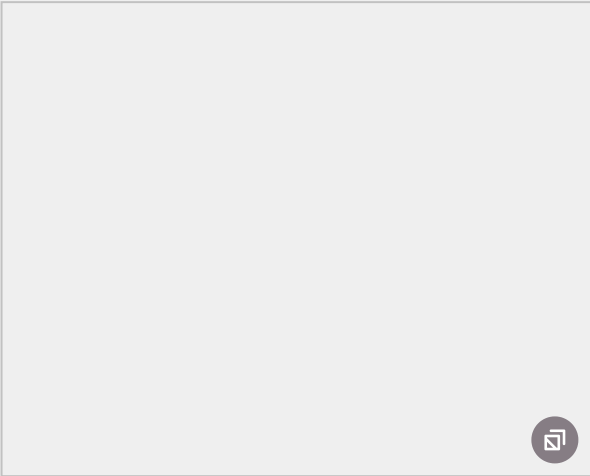
- It was released in [Update 10.0](#) (2013-09-13), along with the [Mag Prime](#) and [Dakra Prime](#).
- Its central drum section rotates when firing (not that obvious as it is quite fast) and reloading, making it a non-static model.
- The Boar Prime, along with the Dakra Prime, is specifically mentioned as being a [Tenno](#) creation, unlike other [Prime](#) items said to be created by the [Orokin](#).
- Prior to an unknown update, Boar Prime's codex description incorrectly stated that it gained an increased magazine size and fire rate at the cost of damage in comparison to regular Boar. This was because the codex description was not updated to reflect the major shotgun buffs in [Update 17](#).
- The Boar Prime's bullet spread is not fully random, but is instead sampled off an 8-pointed star.
 - This can be tested by sustained firing of the weapon against a flat wall. After a full magazine, bullets will fall into a perfect 8-pointed star shaped pattern.

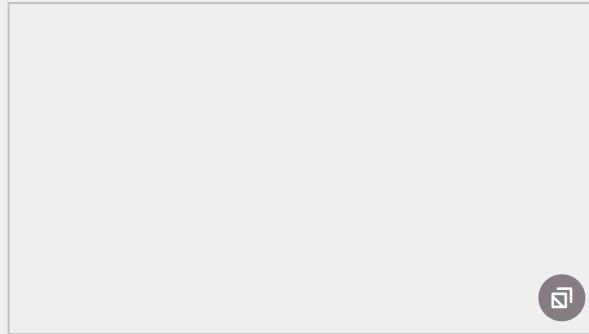
Media



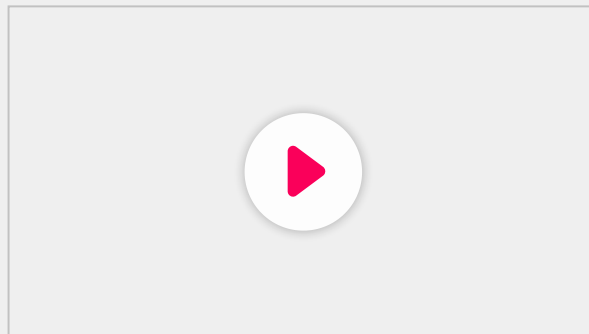


Boar Prime in Arsenal

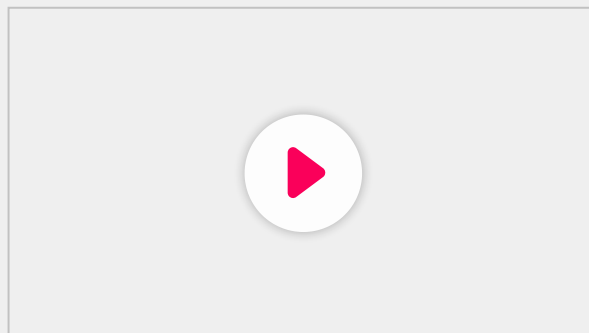




An 8-pointed star for Boar prime spread pattern



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



Warframe - All Prime Weapon Reloads in 1 minute (2013 - 2019)

Patch History

[Update 32.0](#) (2022-09-07)

Ammo Changes



We understand the power fantasy of these weapons is very popular for some, so our first approach was to keep them powerful, but limit how often they can be used by making changes to ammo pick-up.

Ammo Pickup Overrides

See Also

- [Boar](#), the original counterpart of this shotgun.
- [Prime](#), the Orokin enhancement to a Warframe or weapon.

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					
Semi-Auto	Kuva Ogris • Kuva Tonkor • Kuva Zarr • Tonkor • Torid • Zarr					
Rifle						
Active	Simulor • Synoid Simulor					
Auto	AX-52 • Acceltra • Acceltra Prime • Basmu • Baza •					
	Baza Prime • Boltor • Boltor Prime • Braton • Braton Prime •					



	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	Astilla • Astilla 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 • Strun Prime • Strun Wraith • Tenet Arca Plasmor • Vaykor Hek
Sniper Rifle	
Burst	Perigale
Charge	Lanka
Semi-Auto	Komorex • Rubico • Rubico Prime • Snipetron • Snipetron Vandal • Sporothrix • Vectis • Vectis Prime • Vulkar



Speargun	
Auto	Scourge • Scourge Prime
Auto Charge	Javlok
Charge	Ferrox
Charged Auto	Tenet Ferrox
Semi	Afentis

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