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in: [Arcane Enhancements](#), [Secondary Arcanes](#), [Rare Arcanes](#), [Update 30](#)

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Secondary Deadhead

4 EDIT

Secondary Deadhead is a [Secondary Arcane](#) that increases secondary weapon damage on headshot kill for 24 seconds and stacks up to 3 times. At max rank, it also passively increases [headshot damage multiplier](#) and reduces [recoil](#).

Can be sold for 1,000.

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Secondary Deadhead



Tradeable

Update Infobox Data

Max Rank Description

On Precision Headshot Kill/Passive
+120% Damage for 24s. Stacks up to 3x.
+30% to Headshot Multiplier
-50% Weapon Recoil

General Information

Type Secondary

Rarity Rare

Tradeable

Acquirability



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Max Rank

5

Arcanes
Required to
Max

21

Dissolution

 20

Trading Tax

 8,000

Introduced

[Update 30.5](#) (2021-07-06)

Vendor Sources

Official Drop Tables

<https://www.warframe.com/droptables>

Rank	Damage per Stack	Total at 3 stacks	Headshot Multiplier	Recoil
0	20%	60%	-	-
1	40%	120%	-	-
2	60%	180%	-	-
3	80%	240%	-	-
4	100%	300%	-	-
5	120%	360%	+30%	-50%

Acquisition

Awarded for defeating [Acolytes](#) in [The Steel Path](#).

Item	Source	Chance	Expected	Nearly Guaranteed
	Mania	16.67%	~ 5 Kills	37 ± 12 Kills
	Angst	16.67%	~ 5 Kills	37 ± 12 Kills
	Violence	16.67%	~ 5 Kills	37 ± 12 Kills
	Torment	16.67%	~ 5 Kills	37 ± 12 Kills
	Misery	16.67%	~ 5 Kills	37 ± 12 Kills
				37 ± 12 Kills



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<https://warframe.com/droptables>. See rotations.



Notes

- When the buff times out, one stack is lost and the buff duration resets.
- Headshot bonus stacks additively with similar buffs, such as  [Prowl](#).
- Kills from some status procs on the target's head do **not** count as a headshot kill.
 -  [Electricity](#) and  [Gas](#) procs are able to trigger the effect when aimed at the head however, as they are able to land headshots themselves.

Tips

- Can be used on weapons which normally have a 1.0x multiplier to headshots (such as the  [Catchmoon \(Primary\)](#)) to give them a 1.3x headshot multiplier and actually provide a benefit.
- Since Electricity and Gas procs are able to independently land headshots, they benefit twice from the headshot multiplier bonus. Both of these procs will have 1.69x headshot damage from the bonus.

Patch History

Update 32.0 (2022-09-07)

- Fixed Titania's Razorflies triggering the effect of the Secondary Deadhead Arcanes.

Update 30.6 (2021-08-04)

- Fixed inability to equip the Secondary Deadhead Arcane on the Athodai.

Update 30.5 (2021-07-06)

Arcanes

[Edit](#)

Warframe

Primary

Secondary

Melee

Operator

Amp

Kitgun

Za

Teralyst/Orphix

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 • [Arcane Nullifier](#) • [Arcane Tempo](#) • [Arcane Warmth](#) •
[Arcane Deflection](#) • [Arcane Healing](#) • [Arcane Resistance](#)
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	Arcane Avenger • Arcane Fury • Arcane Rage •
	Arcane Barrier • Arcane Energize • Arcane Grace
Arbitrations	Arcane Blade Charger • Arcane Bodyguard •
	Arcane Pistoleer • Arcane Primary Charger • Arcane Tank
Isolation Vaults	Theorem Contagion • Theorem Demulcent •
	Theorem Infection
The Zariman	Molt Augmented • Molt Efficiency • Molt Reconstruct
	Molt Vigor
Conjunction Survival	Arcane Blessing • Arcane Rise
Mirror Defense	Arcane Double Back • Arcane Steadfast
Duviri	Arcane Reaper • Arcane Intention • Arcane Power Rai
Ascension	Arcane Battery • Arcane Ice Storm
Eidolon • Arcane Helmets • Ostron • Operator • Amp • Solaris United • The Holdfasts • The Quills • Vox Solaris	

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