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in: Arcane Enhancements, Secondary Arcanes, Rare Arcanes, Update 30

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Secondary Deadhead

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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.

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	<input checked="" type="checkbox"/>
Compatibility	<input type="checkbox"/>



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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



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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)

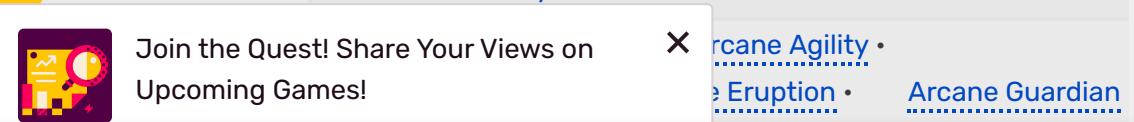
- Fixed Titania's Razorflies triggering the effect of the Secondary Deadhead Arcanes.

[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		Arcane Consequence • Arcane Nullifier • Arcane Deflection • Arcane Victory	Arcane Ice • Arcane Tempo • Arcane Healing	Arcane Momentum • Arcane Warmth • Arcane Resistance				



Hydrolyst/Orphix	Arcane Trickery · Arcane Velocity · Arcane Arachne · 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 Rar
Ascension	Arcane Battery · Arcane Ice Storm
Eidolon · Arcane Helmets · Ostron · Operator · Amp · Solaris United · The Holdfasts · The Quills · Vox Solaris	

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