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Flawed Mods

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Flawed Mods (previously called **Damaged Mods**) are weaker versions of preexisting [Mods](#) initially intended for newer players, originally obtainable during the [Vor's Prize](#) quest. They are identified by visible cracks on the mods' image as well as the word "FLAWED" in their descriptions.

As of [Update 34.0](#) (2023-10-18), Flawed Mods were intended to be antiqued, with all Flawed Mods being converted to non-flawed variants (with the exception of the April Fools [Flawed Ammo Drum](#)). These antiques can now be purchased from the mod storage box near [Cressa Tal](#) at [Iron Wake](#).

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Details

Prior to [Update 34.0](#) (2023-10-18), Flawed Mods were awarded while progressing the [Vor's Prize](#) Quest. Flawed Mods only dropped during the questline missions, with the exception of the Mercury [Junction](#) which rewards flawed copies of  [Fast Deflection](#) and  [Streamline](#). From [Hotfix 18.6.2](#) (2016-03-22) onwards, these mods **cannot** be [traded](#). Following [Update 34.0](#) (2023-10-18), they are sold from the mod storage box near [Cressa Tal](#) in [Iron Wake](#) for  **10,000** for common rarity,  **20,000** for uncommon, and  **30,000** for rare.

Flawed Mods still provide the same effects as their normal counterparts. However, as their name suggests, these mods have reduced power and/or rank. Flawed Mods come in three types:

1. Reduced base capacity drain, reduced effect, and a maximum rank of 3.
2. Reduced effect, and a maximum rank of 3, with base capacity drain unchanged.
3. A maximum rank of 3, with base capacity drain and effect unchanged.

As a rule, most mods have only one flawed counterpart, selected from the pool of flawed variants above. For example, the mod  [Serration](#) has a flawed mod with reduced drain, effect, and maximum rank, and no other flawed variants.

There is no way to "unflaw" a flawed mod.

These mods effectively gave new players a hand when starting out, as normal mods may be too costly to rank up (both in terms of [Credits](#) and [Endo](#)), or too capacity hungry, especially without any [Orokin Reactors](#) or [Orokin Catalysts](#) to increase mod capacity on new players' equipment. Once players start gathering enough supplies and mods, they were free to convert these mods to Credits/Endo to strengthen their normal counterparts or keep them, with the first type still being useful for some loadouts due to a reduced capacity drain, thus being able to fit where a non-flawed mod would not fit. They can also be transmuted.

List of Flawed Mods



Flawed mods with reduced base capacity drain and reduced base effect are shown ¹.

Those with unchanged base capacity drain and reduced base effect are shown ². Those with unchanged base capacity drain and base effect are shown ³.

- | | | |
|---|---|---|
| •  Flawed Ammo Drum ² | •  Flawed Fury ³ | •  Flawed Rush ¹ |
| •  Flawed Ammo Stock ² | •  Flawed Heated Charge ¹ | •  Flawed Serration ¹ |
| •  Flawed Bane of Corpus ¹ | •  Flawed Hellfire ¹ | •  Flawed Shell Compress |
| •  Flawed Bane of Grineer ¹ | •  Flawed Hornet Strike ¹ | •  Flawed Shocking Touch |
| •  Flawed Charged Shell ¹ | •  Flawed Incendiary Coat ¹ | •  Flawed Shotgun Barrage |
| •  Flawed Continuity ² | •  Flawed Intensify ¹ | •  Flawed Slip Magazine ¹ |
| •  Flawed Convulsion ¹ | •  Flawed Magazine Warp ¹ | •  Flawed Smite Grineer ³ |
| •  Flawed Deep Freeze ¹ | •  Flawed Molten Impact ³ | •  Flawed Speed Trigger ¹ |
| •  Flawed Enemy Sense ¹ | •  Flawed North Wind ³ | •  Flawed Steel Fiber ¹ |
| •  Flawed Equilibrium ² | •  Flawed Organ Shatter ³ | •  Flawed Stormbringer ¹ |
| •  Flawed Expel Corpus ¹ | •  Flawed Pathogen Rounds ¹ | •  Flawed Streamline ¹ |
| •  Flawed Expel Grineer ¹ | •  Flawed Pistol Gambit ¹ | •  Flawed Stretch ¹ |
| •  Flawed Fast Deflection ² | •  Flawed Point Blank ² | •  Flawed Tactical Pump |
| •  Flawed Fast Hands ² | •  Flawed Pressure Point ³ | •  Flawed Target Cracker |
| •  Flawed Fever Strike ³ | •  Flawed Quickdraw ² | •  Flawed Thief's Wit ² |
| •  Flawed Flow ¹ | •  Flawed Redirection ² | •  Flawed Trick Mag ² |
| | | •  Flawed True Steel ³ |
| | | •  Flawed Vitality ² |

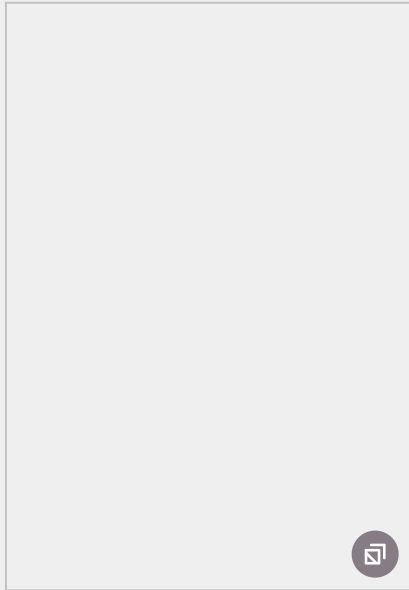
Notes

- When it comes to installing mods on your equipment, Flawed Mods are considered identical to their normal counterparts and cannot be equipped simultaneously.
- Flawed Mods do not count towards the Codex entries of their respective normal mods.
- Flawed Mods cannot be obtained through [Transmutation](#), even if all the mods



- Flawed Ammo Drum was available as a reward for a 1-hour Survival mission on April Fools 2016. This was the only way to obtain Flawed Ammo Drum, and it was the only Flawed Mod that did not drop from Vor's Prize or a Junction. As of Update 34.0, it is the only Flawed Mod that cannot be purchased at Iron Wake.

Media



Old image of a Flawed  [Serration](#) mod

Patch History

Hotfix 34.0.1 (2023-10-18)

- Fixed the Flawed Antitoxin Mod being 10k Platinum instead of 10k Credits in the Steel Meridian Surplus.
 - *For those who flexed and spent the downpayment's amount of Platinum on the Antitoxin Mod, a script has already been run to refund it!*
- Fixed the Acrobat, Marathon, and Quick Rest Stamina Mods appearing in the Steel Meridian Surplus. Stamina is a relic of the past and serves no function in modern day Warframe.

See also

- [Vor's Prize](#), the quest line where these mods appear.



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 Arcanes	Arcane Enhancements • Archon Shard • Fusion • Mods (Flawed, Riven) • Polarization • Transmutation • Valence Fusion		
	Warframe	Attributes (Armor, Energy, Health, Shield, Sprint		



		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 s • 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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