

ADVERTISEMENT

Search Results

[SIGN IN](#) [REGISTER](#)

Create the page **"Ammo case"** on this wiki! See also the search results found.

This wiki ▾

ammo case

Q

Advanced ▾

Articles

Posts

Photos and Videos

Blogs

People

Everything

About 400 results for **"ammo...**

Ammo Case

Ammo Case is a mod that allows the Carrier sentinel to convert any unused **ammo** type into **ammo** for the currently equipped weapon and provides increased ammunition capacity. Converted **ammo** is denoted by a symbol.

<https://warframe.fandom.c...>

Tenacious Bond

not disappearing when switching between Companions in the Simulacrum. Hotfix 34.0.2

Related Community



Escape from Tarkov Wiki

games

4K	10K	1
Pages	Images	Video

The Official Escape from Tarkov Wiki (EFT Wiki) is the home for Escape from Tarkov

attack or move if they had any of the new Bond Mods equipped

<https://warframe.fandom.c...>

quests, ammo, maps, loot, weapons, mods, keys, armor and more!

[VIEW MORE WIKIS →](#)

Reinforced Bond

in the Simulacrum after changing weapons in the Arsenal. Hotfix 34.0.2 (2023-10-19) Fixed **case** where Hounds would not attack or move if they had any of the new Bond Mods equipped

<https://warframe.fandom.c...>

Duplex Bond

Bond triggering when launching/deactivating Archwing in Open Landscapes. Hotfix 34.0.2 (2023-10-19) Fixed **case** where Hounds would not attack or move if they had any of the new Bond Mods equipped

<https://warframe.fandom.c...>

Manifold Bond

now it properly and wholly benefits from the Mod. Hotfix 34.0.2 (2023-10-19) Fixed **case** where Hounds would not attack or move if they had any of the new Bond Mods equipped

<https://warframe.fandom.c...>

Vigilante Supplies

Primary **Ammo**. The affected primary weapon will only convert **ammo** while equipped and will not



used by holstered
secondary weapons until
their own **ammo** is full.
Converted **ammo** is denoted
by
<https://warframe.fandom.c...>

Supra Vandal

Corpus Weapons CONCLAVE
(PvP)
<https://warframe.fandom.c...>

Momentous Bond

000 after reaching Rank 3 -
Doer with Solaris United.
Hotfix 34.0.2 (2023-10-19)
Fixed **case** where Hounds
would not attack or move if
they had any of the new
Bond Mods equipped
<https://warframe.fandom.c...>

Synth Deconstruct

Synth Deconstruct is a set
mod that can cause
enemies damaged by the
Companion to drop a Health
Orb upon death. This mod is
part of a set, whose set
bonus increases with each
additional
<https://warframe.fandom.c...>

Diriga

Carrier Dethcube
<https://warframe.fandom.c...>

Shade/Prime

CODEX Shade Prime
specializes in stealth and
comes locked and loaded
with the Burst Laser Prime



the shadows. Shade Prime is the the Primed version of the stealth Shade Sentinel, featuring

<https://warframe.fandom.c...>

Animal Instinct

Animal Instinct is a Companion mod that increases the owner's Loot Radar and Enemy Radar radius. Sourced from the official drop table repository. See Module:DropTables/data to edit on the wiki. As seen

<https://warframe.fandom.c...>

Archgun

Archguns (alternate, deprecated spelling Arch-gun) are heavy weapons most frequently used in zero-gravity Archwing combat. Archguns are primarily deployed whenever an Archwing is used in Archwing, Submersible, and Empyrean missions. However, Free Roam

<https://warframe.fandom.c...>

Amprex

Corpus Weapons CONCLAVE (PvP)

<https://warframe.fandom.c...>

Helios

Carrier Dethcube

<https://warframe.fandom.c...>

Seismic Bond

the shockwaves created by



Bond equipped. Hotfix
34.0.2 (2023-10-19) Fixed
case where Hounds would
not attack or move if they
had any of the new Bond
Mods equipped

<https://warframe.fandom.c...>

Contagious Bond

mod triggers (e.g. Energy
Generator, Synth
Deconstruct, etc.). Hotfix
34.0.2 (2023-10-19) Fixed
case where Hounds would
not attack or move if they
had any of the new Bond
Mods equipped

<https://warframe.fandom.c...>

Supra

Corpus Weapons CONCLAVE
(PvP)

<https://warframe.fandom.c...>

Dethcube

Carrier Dethcube

<https://warframe.fandom.c...>

Shade

Carrier Dethcube

<https://warframe.fandom.c...>

Carrier

in range. Increasing level
increases range. (Replaced
by Assault Mode in Update
24.0 (2018-11-08)) **Ammo**
Case Increase ammunition
capacity and converts
ammo pickups into **ammo**
for equipped weapons after
a short delay



Primary Plated Round

Primary Plated Round is an Arcane Enhancement for primary weapons that increases primary weapon damage for a short duration when reloading a depleted magazine from the equipped primary weapon. Primary Plated Round can be obtained

<https://warframe.fandom.c...>

Vicious Bond

s Spores with a companion with Vicious Bond equipped. Hotfix 34.0.2 (2023-10-19) Fixed **case** where Hounds would not attack or move if they had any of the new Bond Mods equipped

<https://warframe.fandom.c...>

Shotgun Elementalist

Shotgun Elementalist is a Shotgun mod that increases Status Damage and Magazine Capacity. Sourced from the official drop table repository. See Module:DropTables/data to edit on the wiki. Update 36.0 (2024-06-18

<https://warframe.fandom.c...>

Energy Generator

Energy Generator is a mod that allows Dethcube to drop an Energy Orb after assisting in a certain number of kills. Update 23.10 (2018-10-12) Introduced.

<https://warframe.fandom.c...>





Community content is available under [CC-BY-SA](#) unless otherwise noted.