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Ammo Case



EDIT

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.

It is given to players upon claiming [Carrier](#) ([Prime](#)) from the [Foundry](#) or buying a [Carrier](#) from the [Market](#).

Stats



Ammo

Mutation



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Tradeable

e obtained from transmutation

Ammo Case

[Full](#) [Icon](#)

Tradeable

e obtained from transmutation



WARFRAME Wiki



2	+13%	+3.5s	4
3	+15%	+3s	5
4	+17%	+2.5s	6
5	+25%	+2s	7

Ammo Conversion

Ammo Type	Efficiency (Primary)	Efficiency (Secondary)
Primary	N/A	33%
Secondary	33%	N/A

Drop Locations

Increases Ammo Capacity by 25% and converts Ammo Pickups into ammo for equipped weapons after 2s.

General Information ^

Type Carrier

Polarity Penjaga

Rarity Common

Max Rank 5

Endo Required To Max 310

Credits Required To Max 14,973

Base Capacity Cost 2

Trading Tax 2,000

Introduced [Update: The Vacuum Within](#) (2016-10-05)

Vendor Sources ^

Official Drop Tables ^

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

Mission Drop Tables

Mission Type	Source	Rotations or Drop Table	Chance ^[1]	Quantity ^[2]	Avg. per roll ^[3]	Star Chart Nodes
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Enemy Drop Tables

Enemy ^	Drop Table ^ Chance ^[4]	Item Chance ^[5]	Chance ^[6]	Expected Kills ^[7]	Quantity ^[8]	Avg. per roll attempt
					1	0.011382

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Sourced from the [official drop table repository \(https://www.warframe.com/droptables\)](https://www.warframe.com/droptables). See [Module:DropTables/data](#) to edit on the wiki.

Notes

- The extra 25% ammo maximum is added depending on your weapons' modded ammo maximum (any negative percentage will be offset only by up to 25% of the weapon's own final ammo maximum value).
- Mutation Efficiency is the same for all ranks and equivalent to a Rank 3 [Ammo Mutation Mod](#).
 - The amount of ammo received depends on the equipped weapon and follows the respective mutation mod for the equipped weapon.
 - Other mutation mods stack with this effect, however the mutation delay will always be applied.
- Conversion effect does not work with Atmospheric [Archguns](#).

Trivia

- Ammo Case was added as a replacement mod for Carrier's [Vacuum](#) precept, with all copies of Vacuum converted to Ammo Case. However, copies of Vacuum acquired after [Hotfix: The Vacuum Within 2](#) (2016-10-06) will not be converted.

Bugs

- Due to its mutation delay, sometimes it will consume more than enough ammo pickups in range. Sometimes multiple ammo pickups will be consumed even if you need just 1 bullet.
 - For bows, every shot potentially consumes a lot of ammo pickups within 12m if you have a maxed [Vacuum](#) equipped.

Patch History

[Hotfix 22.20.4](#) (2018-05-22)

- Fixed Carrier's Ammo Case precept continuing to function after it has died.



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r death.



Hotfix: The Vacuum Within 2 (2016-10-06)

Sentinel Mods				[Collapse]
Penjaga	Carrier	Ammo Case		Looter
	Dethcube	Energy Generator		Vaporize
	Diriga	Arc Coil	Calculated Shot	Electro Pulse
	Djinn	Fatal Attraction	Reawaken	Thumper
	Helios	Detect Vulnerability		Investigator
	Nautilus	Auto Omni		Cordon
	Oxylus	Botanist	Scan Aquatic Lifeforms	Scan Matter
	Shade	Ambush	Ghost	Revenge
	Taxon	Molecular Conversion		
	Wyrn	Crowd Dispersion		Negate
	Other	Anti-Grav Array	Assault Mode	Coolant Leak
Madurai		Guardian	Medi-Ray	Odomedic
Vazarin		Regen (Prime)	Sacrifice	Shield Charger
Naramon		Vacuum	Fired Up	
		Self Destruct		Synth Deconstruct
		Synth Fiber		
		Accelerated Deflection	Calculated Redirection	
		Enhanced Vitality	Metal Fiber	Repair Kit
		Sanctuary		
		Animal Instinct (Prime)		Spare Parts

Ammo Mods			
Sentinels	Ammo Case		
Reserve Ammo	Ammo Drum	Shell Compression	Trick Mag
Magazine Capacity	Ammo Stock	Atomic Fallout	Magazine Warp (Prime)
	Shotgun Elementalist	Slip Magazine (Prime)	Wildfire
	Ice Storm	Tainted Mag	Tainted Clip
	Burdened Magazine		
	Rifle Ammo Mutation (Prime)	Sniper Ammo Mutation (Prime)	
		Arrow Mutation	
		plies	



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tation (Prime)
Arrow Mutation
plies



Ammo Pickup	Amalgam Daikyu Target Acquired • Rifle Scavenger • Shotgun Scavenger • Sniper Scavenger • Pistol Scavenger
Ammo Efficiency	Skull Shots • Brain Storm
Ammo Refund	Blood For Ammo • Wild Frenzy
PvP	Maximum Capacity • Loaded Capacity • Full Capacity • Hydraulic Gauge • Hydraulic Chamber • Hydraulic Barrel • Draining Gloom

- 1. Chance to roll item within drop table
- 2. Amount rewarded on successful roll
- 3. (Quantity × Chance)
- 4. Chance to roll drop table
- 5. Chance to roll item within drop table
- 6. (Drop Table Chance × Item Chance)
- 7. (1 / Chance), see [WARFRAME Wiki:Expected & Nearly Guaranteed Numbers](#) for more details
- 8. Amount rewarded on successful roll
- 9. (Quantity × Chance), average item quantity on a roll attempt (successful or not)

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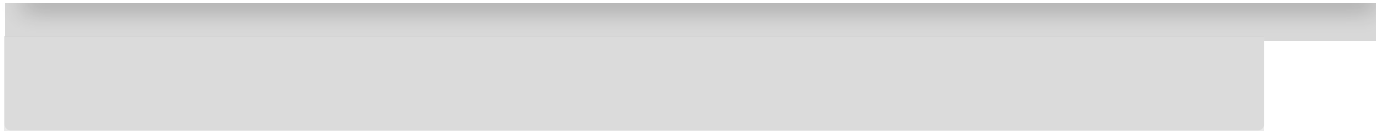
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