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Puncture Damage

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DAMAGE EFFICACY

x1.5 damage to [Corpus](#)**x1.5** damage to [Orokin](#)

STATUS EFFECT

 **Puncture** temporarily reduces the target's damage output by up to 80% and increases Critical Chance of damage taken by up to 25% with multiple stacks.

—In-game Description

 **Puncture Damage** is one of the three physical damage types. Deals increased damage to [Corpus](#) and [Orokin](#). Its [Status Effect](#) reduces enemy's damage output and increases [Critical Chance](#) received.

Puncture Damage



Icon

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WARFRAME Wiki



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Status Effects

General

The status effect of  **Puncture** damage is **Weakened**. It lasts **6** seconds and stacks to a maximum of **5** times. Any stacks applied after the 5th will replace the oldest stack. Affected enemies will have a yellow aura.

- The victim's attacks deal **40%** less damage. Subsequent procs add **10%** reduced damage, up to **80%** at max stacks.
- Weapon damage that the victim receives has **5%** increased **Critical Chance** per proc up to **25%** at max stacks. This bonus is additive after mods, but does **not** apply to **area of effect** damage or Warframe abilities.

Enemies killed by an attack that procs  **Puncture** may have a large bloody hole on where they were hit by the killing blow.

Railjack

Railjack <DT_PUNCTURE>Puncture Damage results in a Decompress Status Effect which temporarily reduces the Shields and Armor of enemy ships.

—In-Game Description

The status effect of  **Puncture** damage against **Railjack** space enemies is **Decompress**, reducing the target ship's **shields** and **armor** for **20** seconds, with subsequent procs stacking multiplicatively.

Puncture Sources



Weapons

These weapons deal more than a majority of their physical damage as  **Puncture**. The damage ratio is important for physical damage status effects because the game weights the likelihood of which proc occurs according to physical damage ratio. Hence, these weapons proc **Weakened** more than [Stagger](#) or [Bleed](#).

View Weapons with Puncture Damage List

Weapons with guaranteed Puncture proc

[Harpak](#)
(Alt-fire)

[Talons](#)
(Explosion)



[Evensong](#)
(Applies 7 procs on hit,
bypassing the normal limit of 5)

Mods

- [Primary](#)[Secondary](#)[Melee](#)[Warframe](#)[Archgun](#)[Archmelee](#)

[Piercing Hit](#)

[Piercing Caliber](#)

[Flechette](#)

[Breach Loader](#)

[Accelerated Blast](#)

[Ripper Rounds \(Conclave only\)](#)

[Shred Shot \(Conclave only\)](#)



Abilities

- Excalibur
- Loki
- Oberon
- Revenant
- Sevagoth
- Styanax
- Titania
- V...

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Radial Javelin

Launches javelins towards enemies, dealing high damage and impaling them to walls.

Strength:

500 / 650 / 800 / 1000 (damage)

Duration:

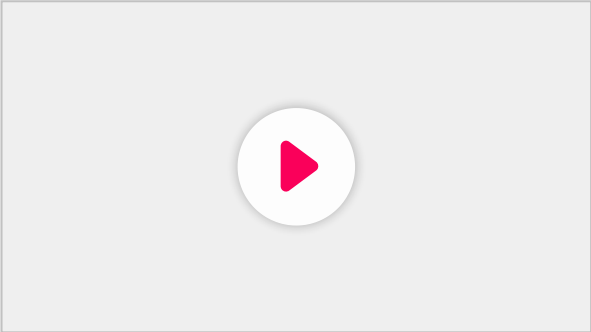
N/A

Range:

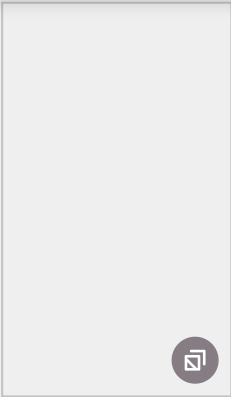
15 / 18 / 22 / 25 m

Introduced in [Vanilla](#) (2012-10-25)

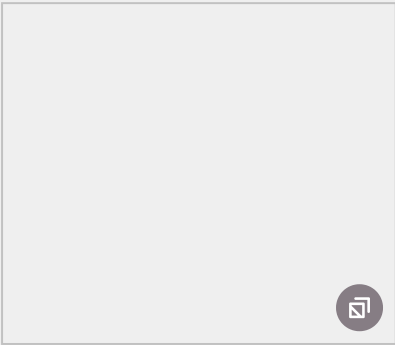
Media



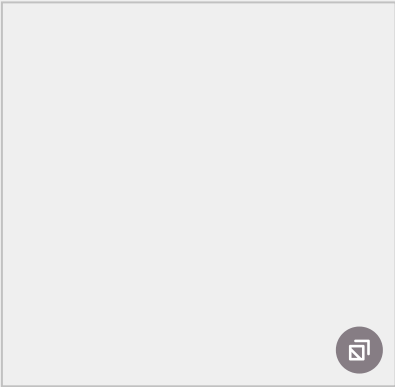
Impact, Puncture, Slash Warframe Damage Rundown (2020)



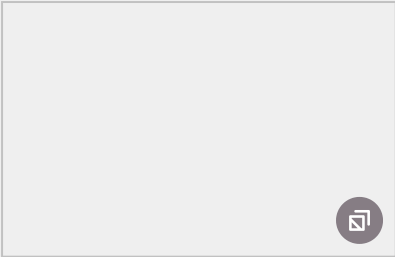
Puncture effect hit



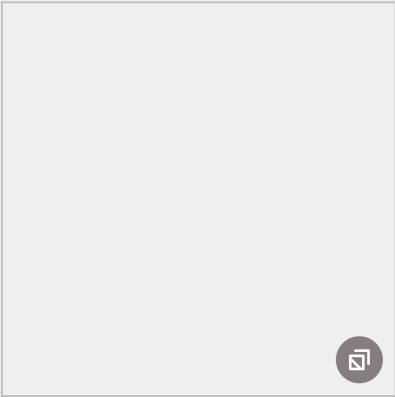
Puncture Effect launch



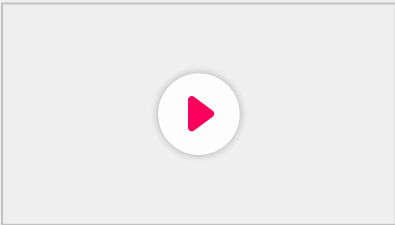
Puncture on Loki



(click to view gif)



Puncture Effect (click to view gif)



WDR 2 Puncture Damage (Warframe)

Patch History

Update 36.0 (2024-06-18)

Simplified Faction Resistances

- Corpus: Vulnerable to **Puncture**

- Vulnerable to **Puncture**

TOP FIXES

Damage Mechanics			Edit	[Collapse]		
Offense		Attack Speed • Buff & Debuff • Critical Hit • Damage (Faction Damage Bonus, Positive Type Modifier, Quantization) • Damage Falloff • Damage Reflection • Enemy Body Parts • Fire Rate • Multishot • Punch Through • Status Effect				
Defense		Armor • Damage Attenuation • Damage Reduction • Health (Healing) • Invulnerability • Negative Damage Type Modifier • Overguard • Shield				
Damage Types						
Physical (IPS)		Impact	Puncture	Slash		
Elemental	Primary (HCET)	Heat	Cold	Electricity • Toxin		
	Secondary	Blast	Corrosive • Radiation	Gas • Magnetic • Viral		
Special		Tau	True	Void		
Hidden/Internal		Cinematic • Energy Drain • Shield Drain				
Status Effects						
Physical		Knockback	Weakened	Bleed		
Elemental	Primary	Ignite	Freeze	Tesla Chain • Poison		
	Secondary	Inaccuracy	Corrosion • Confusion	Gas Cloud • Disrupt • Virus		
Special		Status Vulnerability		Bullet Attractor		
Effect Only		Big Stagger	Disarmed	Impair (PvP only)		
		Knockdown	Lifted	Microwave	Parried	
		Ragdoll	Silence	Sleep	Slow	Stagger
		Stun				
Shield, Armor, and Health Classes						
Tenno		"Tenno" wasn't found in Module:DamageTypes/data				
Grineer		Grineer • Kuva Grineer				
Corpus		Corpus • Corpus Amalgam				



Categories	▼
Languages	▼

More Fandoms

Sci-fi | Warframe