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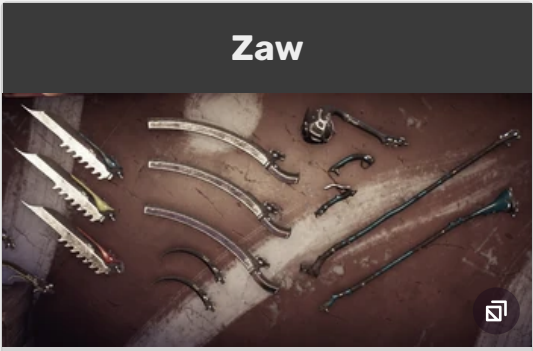
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Zaw

245 EDIT

You have dreamed of your perfect blade! Well, dream no longer! It resides in this place between yourself and Hok, master craftsman, waiting to be born!

—Hok



Zaws are [modular melee weapons](#) created and assembled at [Hok](#)'s Anvil in [Cetus](#). Unlike traditional weapons, Zaws utilize a modular components system with interchangeable parts when crafting. Different parts grant different stats and abilities when used in crafting a Zaw, and players are able to mix and match different combinations of parts, resulting in a much wider variety of base stat customization for the weapons. Players are also free to give Zaws a name of their choice to further enhance customization.

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Components

A Zaw consists of three different components, the **Strike**, the **Grip**, and the **Link**. Each component is centered around a particular aspect of the weapon, and these components can each have various parts to choose from, which changes the type of functionality that the component provides.

Strikes

Strikes are the head of the weapon, which determines the weapon's damage distribution, critical chance, critical damage and status; while also altering the final base speed of the Zaw. These are the components that earn [Mastery Rank](#) points for the weapon. It also determines what picture is shown in the arsenal. Each Strike can give two types of weapon depending on the **Grip** used (one-handed or two-handed). Weapon type determines the polarity of the [Stance](#) slot.



Strike ▾	Type 1H & ▾ Range	Type 2H & ▾ Range	Damage ▾	 Impact ▾	 Puncture ▾	 Slash ▾	 Vitality ▾
Balla	Dagger () 1.7m	Staff () 3.0m	224.0	11.2	134.4	78.4	-
Cyath	Machete () 2.6m	Polearm () 3.0m	230.0	46.0	11.5	172.5	-
Dehtat	Rapier () 2.5m	Polearm () 3.0m	224.0	22.4	112.0	89.6	-
Dokrahm	Scythe () 1.7m	Heavy Blade () 3.0m	309	46.4	108.1	154.5	-
Kronsh	Machete () 2.6m	Polearm () 3.0m	234.0	163.8	-	70.2	-
Mewan	Sword () 2.5m	Polearm () 3.0m	224.0	56.0	78.4	89.6	-
Ooltha	Sword () 2.5m	Staff () 3.0m	224.0	22.4	89.6	112.0	-
Rabvee	Machete () 2.6m	Hammer () 3.0m	234.0	140.4	11.7	81.9	-
Sepfahn	Nikana () 2.5m	Staff () 3.0m	226.0	22.6	56.5	146.9	-
Plague Keewar	Scythe () 1.7m	Staff () 3.0m	306	88.0	57.0	91.0	70
Plague	Rapier ()	Polearm	213.0	30.0	70.0	49.0	64



Strike ▾	Type 1H & Range ▾	Type 2H & Range ▾	Damage ▾	 Impact ▾	 Puncture ▾	 Slash ▾	 Vitality ▾
	2.5m	3.0m					

Balla

Dagger / Staff

 Puncture

Cyath

Machete / Polearm

 Slash

Dehtat

Rapier / Polearm

 Puncture

Dokrahm

Scythe / Heavy Blade

 Slash

Kronsh

Machete / Polearm

 Impact

Mewan

Sword / Polearm

 Slash



Ooltha

Sword / Staff

Slash
.....

Rabvee

Machete / Hammer

Impact
.....

Sepfahn

Nikana / Staff

Slash
.....

Plague Keewar

Scythe / Staff

Viral
.....

Available from *Operation: Plague Star*

Plague Kripath

Rapier / Polearm

Viral
.....

Available from *Operation: Plague Star*

Grip



and the type of weapon that will be built (one-handed or two-handed).

Grip ↕	Type ↕	Damage Bonus ↕	Base Speed ↕
Jayap	Two-handed	0	0.917
Korb	One-handed	+28	0.783
Kroostra	Two-handed	+14	0.850
Kwath	One-handed	+14	0.850
Laka	One-handed	+0	0.917
Peye	One-handed	-4	1.000
Seekalla	Two-handed	-4	1.000
Shtung	Two-handed	+28	0.783
Plague Akwin	One-handed	-2	0.950
Plague Bokwin	Two-handed	+7	0.883

Jayap
- Damage
+ Speed

Korb
+++ Damage
--- Speed

Kroostra

Kwath

Laka

- Damage
- + Speed

Peye

- Damage
- +++ Speed

Seekalla

- Damage
- +++ Speed

Shtung

- +++ Damage
- Speed

Plague Akwin

- Damage
- ++ Speed

Available from [Operation: Plague Star](#)

Plague Bokwin

- + Damage
- Speed

Available from [Operation: Plague Star](#)

Links

Links are the various weights and decorations attached to the hilt of the weapon's handle, which grant a variety of stat bonuses to the weapon with corresponding



Link ↕	Speed Bonus ↕	Critical Chance ↕	Status Chance ↕	Damage Bonus ↕
Jai	+0.083	-	-	-4
Ruhang	-0.067	-	-	+14
Jai II	+0.167	-	-	-8
Ruhang II	-0.133	-	-	+28
Vargeet Jai	+0.083	+7%	-4%	-4
Vargeet Ruhang	-0.067	+7%	-4%	+14
Ekwana Jai	+0.083	-4%	+7%	-4
Ekwana Ruhang	-0.067	-4%	+7%	+14
Vargeet II Jai	+0.083	+14%	-8%	-4
Vargeet II Ruhang	-0.067	+14%	-8%	+14
Ekwana II Jai	+0.083	-8%	+14%	-4
Ekwana II Ruhang	-0.067	-8%	+14%	+14
Vargeet Jai II	+0.167	+7%	-4%	-8
Vargeet Ruhang II	-0.133	+7%	-4%	+28
Ekwana Jai II	+0.167	-4%	+7%	-8
Ekwana Ruhang II	-0.133	-4%	+7%	+28



Ruhang

+ Damage
- Speed

Jai

- Damage
+ Speed

**Ruhang II**

++ Damage
-- Speed

**Jai II**

-- Damage
++ Speed

**Vargeet Ruhang**

+ Damage
- Speed
+ Critical Chance
- Status Chance

**Ekwana Ruhang**

+ Damage
- Speed
- Critical Chance
+ Status Chance



**Vargeet Jai**

- Damage
- + Speed
- + Critical Chance
- Status Chance

**Ekwana Jai**

- Damage
- + Speed
- Critical Chance
- + Status Chance

**Vargeet II Ruhang**

- + Damage
- Speed
- ++ Critical Chance
- Status Chance

**Ekwana II Ruhang**

- + Damage
- Speed
- Critical Chance
- ++ Status Chance

**Vargeet II Jai**

- Damage
- + Speed
- ++ Critical Chance
- Status Chance

**Ekwana II Jai**

- Damage
- + Speed
- Critical Chance
- ++ Status Chance



**Vargeet Ruhang II**

++ Damage
 -- Speed
 + Critical Chance
 - Status Chance

**Ekwana Ruhang II**

++ Damage
 -- Speed
 - Critical Chance
 + Status Chance

**Vargeet Jai II**

-- Damage
 ++ Speed
 + Critical Chance
 - Status Chance

**Ekwana Jai II**

-- Damage
 ++ Speed
 - Critical Chance
 + Status Chance

The names of the Links are indicative of the stats they change, and the degree to which they change said stats.

- **Ruhang** links increase damage at the cost of [attack speed](#).
- **Jai** Links increase attack speed at the cost of damage.
- **Vargeet** increases [critical chance](#) at the cost of [status chance](#).
- **Ekwana** increases status chance at the cost of critical chance.

The premade combinations of Link types determine the bonus and penalties they provide.

- Example: The *Vargeet Ruhang* combines the Vargeet and Ruhang links, leading to an increase in damage and critical chance at the cost of attack speed and status chance.



Numbers in the name indicate how many of a particular link is present, showing an increase in that Link's particular stat. The number will appear after the name of the link it refers to.

- Example: The *Vargeet II Ruhang* has 2 Vargeet links, meaning that it offers greater critical chance bonus for a greater status chance penalty. On the other hand, the *Vargeet Ruhang II* has 2 Ruhang links, meaning it offers greater damage bonus for a greater speed penalty.

Crafting

Forging

Before players can craft a Zaw, they must first purchase the blueprints for the parts they desire from Hok's Anvil, which is available for [Standing](#), after which these parts must then be constructed at the [Foundry](#).



Once the component parts have been crafted, players must return to Hok's Anvil and select the **Forge a Zaw** option. Here, players must choose the crafted components they have available to form the weapon. Once a Strike, Grip and Link are selected, the player will be shown a preview of the weapon's appearance, along with the weapon's stats. If the weapon is satisfactory, players can then proceed with the **Build Weapon** action, which will instantly craft the weapon for **4,000**. Players can also use the Forge screen to preview builds of Zaw components they do not yet own.

A newly built Zaw cannot be renamed, customized, [Polarized](#), equipped with a [Focus Lens](#), have [Exodia Arcanes](#) installed, or earn Mastery Rank experience. However, they can be equipped with an [Orokin Catalyst](#).

Once built, a Zaw cannot be disassembled to return its components parts.

Zaw Combos

While any Strike can be combined with any Grip, the type of weapon that results is dependent upon the exact type of parts that are used, and certain weapon types are limited to certain combinations of parts. Links do not affect the weapon type created,



Strike/Grip	Jayap	Korb	Kroostra	Kwath	Laka	Peye	Plague Akwira
Balla	Staff	Dagger	Staff	Dagger	Dagger	Dagger	Dagger
Cyath	Polearm	Machete	Polearm	Machete	Machete	Machete	Machete
Dehtat	Polearm	Rapier	Polearm	Rapier	Rapier	Rapier	Rapier
Dokrahm	Heavy Blade	Scythe	Heavy Blade	Scythe	Scythe	Scythe	Scythe
Kronsh	Polearm	Machete	Polearm	Machete	Machete	Machete	Machete
Mewan	Polearm	Sword	Polearm	Sword	Sword	Sword	Sword
Ooltha	Staff	Sword	Staff	Sword	Sword	Sword	Sword
Plague Keewar	Staff	Scythe	Staff	Scythe	Scythe	Scythe	Scythe
Plague Kripath	Polearm	Rapier	Polearm	Rapier	Rapier	Rapier	Rapier
Rabvee	Hammer	Machete	Hammer	Machete	Machete	Machete	Machete
Sepfahn	Staff	Nikana	Staff	Nikana	Nikana	Nikana	Nikana

Gilding

In order to fully unlock all of a Zaw's features, players must **gild** their weapon. To gild a weapon, players must have a reputation rank of at least **Trusted** with the [Ostrons](#), and the desired Zaw must first be leveled up to Rank 30. Afterwards, players must return to Hok's Anvil and select the *Gild* option under *Other services*, which will cost 2 [Cetus Wisps](#) and **5,000**. Upon gilding the weapon, players will be asked to first add a [Polarity](#) to the weapon, and then finally give it a custom name. This process will reset the weapon's level back to Rank 0.

A Gilded Zaw will have all of the functionality available to other weapons. A Zaw will only give [Mastery Rank](#) points once gilded.

A freshly-built Zaw (above), and a Gilded Zaw (below).

Visually, the Gilded Zaw will have a modified appearance over a newly-built one, namely having all rust traces removed, the Strike being smoother and glossier, the orange Links becoming gold, and finally the blade having Ostron characters written on it.

Exodia Arcanes

Gilded Zaws can be further improved through the installation of [Exodia Arcanes](#), that grant special conditional abilities to the Zaw. These can be bought from Hok's Anvil once a player has achieved the rank of **Kin** with the [Ostrons](#).

Installing an Exodia Arcane onto a Zaw will visually add energy lights on the weapon's Links. It will also prepend the "**Arcane**" prefix to the weapon's name on the [Arsenal](#), though the weapon's name will not have the prefix during missions.



Final Stats

Final stat values are calculated by adding values of the **Strike**, **Grip**, and **Link**. For Two-Handed Zaws, the Damage value is further multiplied by a factor, listed in the table below, depending on the **Strike**.



Type 2H ↕	Strike ↕	Damage factor ↕
Staff	Balla	1.00
	Ooltha	1.00
	Sepfahn	1.00
	Plague Keewar	0.85
Polearm	Cyath	1.08
	Dehtat	1.09
	Kronsh	1.07
	Mewan	1.09
	Plague Kripath	1.08
Hammer	Rabvee	1.08
Heavy Blade	Dokrahm	0.93

The tables below show the various stats that can result from different Zaw part combinations.

This section is [transcluded](#) from [Zaw Stats](#) . To change it, please [edit the transcluded page](#).

- Daggers

Hammers

Heavy Blades

Machetes

Nikanas

Polearms

Rapiers

Scythes

Staves

Swords

Edit Tab

- All Daggers
- Balla-Korb
- Balla-Kwath
- Balla-Laka
- Balla-Peye
- Balla-P

Strikes



Balla

Grips				
				
Korb	Kwath	Laka	Peye	Plague Akwin

Strike ◆	Grip ◆	Link ◆	Damage ◆	Impact ◆	Puncture ◆	Slash ◆	Slide ◆	Crit. Chance ◆	Crit. Mult. ◆
Balla	Korb	Jai	248	12.4	148.8	86.8	531	18%	2x
Balla	Korb	Ruhang	266	13.3	159.6	93.1	569	18%	2x
Balla	Korb	Jai II	244	12.2	146.4	85.4	522	18%	2x
Balla	Korb	Ruhang II	280	14	168	98	599	18%	2x
Balla	Korb	Vargeet Jai	248	12.4	148.8	86.8	531	25%	2x
Balla	Korb	Vargeet Ruhang	266	13.3	159.6	93.1	569	25%	2x
Balla	Korb	Ekwana Jai	248	12.4	148.8	86.8	531	14%	2x
Balla	Korb	Ekwana Ruhang	266	13.3	159.6	93.1	569	14%	2x
Balla	Korb	Vargeet II Jai	248	12.4	148.8	86.8	531	32%	2x
Balla	Korb	Vargeet II Ruhang	266	13.3	159.6	93.1	569	32%	2x
Balla	Korb	Ekwana II Jai	248	12.4	148.8	86.8	531	10%	2x
Balla	Korb	Ekwana II Ruhang	266	13.3	159.6	93.1	569	10%	2x
Balla	Korb	Vargeet Jai II	244	12.2	146.4	85.4	522	25%	2x
Balla	Korb	Vargeet Ruhang II	280	14	168	98	599	25%	2x
Balla	Korb	Ekwana Jai II	244	12.2	146.4	85.4	522	14%	2x
Balla	Korb	Ekwana Ruhang II	280	14	168	98	599	14%	2x
Balla	Kwath	Jai	234	11.7	140.4	81.9	501	18%	2x
Balla	Kwath	Ruhang	252	12.6	151.2	88.2	539	18%	2x



Balla	Kwath	Ruhang II	266	13.3	159.6	93.1	569	18%	2x
Balla	Kwath	Vargeet Jai	234	11.7	140.4	81.9	501	25%	2x
Balla	Kwath	Vargeet Ruhang	252	12.6	151.2	88.2	539	25%	2x
Balla	Kwath	Ekwana Jai	234	11.7	140.4	81.9	501	14%	2x
Balla	Kwath	Ekwana Ruhang	252	12.6	151.2	88.2	539	14%	2x
Balla	Kwath	Vargeet II Jai	234	11.7	140.4	81.9	501	32%	2x
Balla	Kwath	Vargeet II	252	12.6	151.2	88.2	539	32%	2x
Balla	Kwath	Ekwana II Jai	234	11.7	140.4	81.9	501	10%	2x
Balla	Kwath	Ekwana II	252	12.6	151.2	88.2	539	10%	2x
Balla	Kwath	Vargeet Jai II	230	11.5	138	80.5	492	25%	2x
Balla	Kwath	Vargeet Ruhang II	266	13.3	159.6	93.1	569	25%	2x
Balla	Kwath	Ekwana Jai II	230	11.5	138	80.5	492	14%	2x
Balla	Kwath	Ekwana Ruhang II	266	13.3	159.6	93.1	569	14%	2x
Balla	Laka	Jai	220	11	132	77	471	18%	2x
Balla	Laka	Ruhang	238	11.9	142.8	83.3	509	18%	2x
Balla	Laka	Jai II	216	10.8	129.6	75.6	462	18%	2x
Balla	Laka	Ruhang II	252	12.6	151.2	88.2	539	18%	2x
Balla	Laka	Vargeet Jai	220	11	132	77	471	25%	2x
Balla	Laka	Vargeet Ruhang	238	11.9	142.8	83.3	509	25%	2x
Balla	Laka	Ekwana Jai	220	11	132	77	471	14%	2x
Balla	Laka	Ekwana Ruhang	238	11.9	142.8	83.3	509	14%	2x
Balla	Laka	Vargeet II Jai	220	11	132	77	471	32%	2x
Balla	Laka	Vargeet II	238	11.9	142.8	83.3	509	32%	2x



Balla	Laka	Ekwana II Jai	220	11	132	77	471	10%	2x
Balla	Laka	Ekwana II Ruhang	238	11.9	142.8	83.3	509	10%	2x
Balla	Laka	Vargeet Jai II	216	10.8	129.6	75.6	462	25%	2x
Balla	Laka	Vargeet Ruhang II	252	12.6	151.2	88.2	539	25%	2x
Balla	Laka	Ekwana Jai II	216	10.8	129.6	75.6	462	14%	2x
Balla	Laka	Ekwana Ruhang II	252	12.6	151.2	88.2	539	14%	2x
Balla	Peye	Jai	216	10.8	129.6	75.6	462	18%	2x
Balla	Peye	Ruhang	234	11.7	140.4	81.9	501	18%	2x
Balla	Peye	Jai II	212	10.6	127.2	74.2	454	18%	2x
Balla	Peye	Ruhang II	248	12.4	148.8	86.8	531	18%	2x
Balla	Peye	Vargeet Jai	216	10.8	129.6	75.6	462	25%	2x
Balla	Peye	Vargeet Ruhang	234	11.7	140.4	81.9	501	25%	2x
Balla	Peye	Ekwana Jai	216	10.8	129.6	75.6	462	14%	2x
Balla	Peye	Ekwana Ruhang	234	11.7	140.4	81.9	501	14%	2x
Balla	Peye	Vargeet II Jai	216	10.8	129.6	75.6	462	32%	2x
Balla	Peye	Vargeet II Ruhang	234	11.7	140.4	81.9	501	32%	2x
Balla	Peye	Ekwana II Jai	216	10.8	129.6	75.6	462	10%	2x
Balla	Peye	Ekwana II Ruhang	234	11.7	140.4	81.9	501	10%	2x
Balla	Peye	Vargeet Jai II	212	10.6	127.2	74.2	454	25%	2x
Balla	Peye	Vargeet Ruhang II	248	12.4	148.8	86.8	531	25%	2x
Balla	Peye	Ekwana Jai II	212	10.6	127.2	74.2	454	14%	2x
Balla	Peye	Ekwana Ruhang II	248	12.4	148.8	86.8	531	14%	2x



Balla	Plague Akwin	Jai	218	10.9	130.8	76.3	467	18%	2x
Balla	Plague Akwin	Ruhang	236	11.8	141.6	82.6	505	18%	2x
Balla	Plague Akwin	Jai II	214	10.7	128.4	74.9	458	18%	2x
Balla	Plague Akwin	Ruhang II	250	12.5	150	87.5	535	18%	2x
Balla	Plague Akwin	Vargeet Jai	218	10.9	130.8	76.3	467	25%	2x
Balla	Plague Akwin	Vargeet Ruhang	236	11.8	141.6	82.6	505	25%	2x
Balla	Plague Akwin	Ekwana Jai	218	10.9	130.8	76.3	467	14%	2x
Balla	Plague Akwin	Ekwana Ruhang	236	11.8	141.6	82.6	505	14%	2x
Balla	Plague Akwin	Vargeet II Jai	218	10.9	130.8	76.3	467	32%	2x
Balla	Plague Akwin	Vargeet II Ruhang	236	11.8	141.6	82.6	505	32%	2x
Balla	Plague Akwin	Ekwana II Jai	218	10.9	130.8	76.3	467	10%	2x
Balla	Plague Akwin	Ekwana II Ruhang	236	11.8	141.6	82.6	505	10%	2x
Balla	Plague Akwin	Vargeet Jai II	214	10.7	128.4	74.9	458	25%	2x
Balla	Plague Akwin	Vargeet Ruhang II	250	12.5	150	87.5	535	25%	2x
Balla	Plague Akwin	Ekwana Jai II	214	10.7	128.4	74.9	458	14%	2x
Balla	Plague Akwin	Ekwana Ruhang II	250	12.5	150	87.5	535	14%	2x

Notes

- Links are not always called links in the item description texts; they may be called "counterweights."
- As of [Update 26.1](#) (2019-11-22), Zaws are compatible with any [Deluxe Skins](#).
- Hok also sells fully assembled Gilded Zaws on his **Today's Special** option for . The Strike, Grip and Link combinations on these weapons are randomized daily.



with the Balla Strike to 30, any future Zaws forged using the Balla Strike will no longer provide Mastery regardless of what combination of Grips and Links they have.

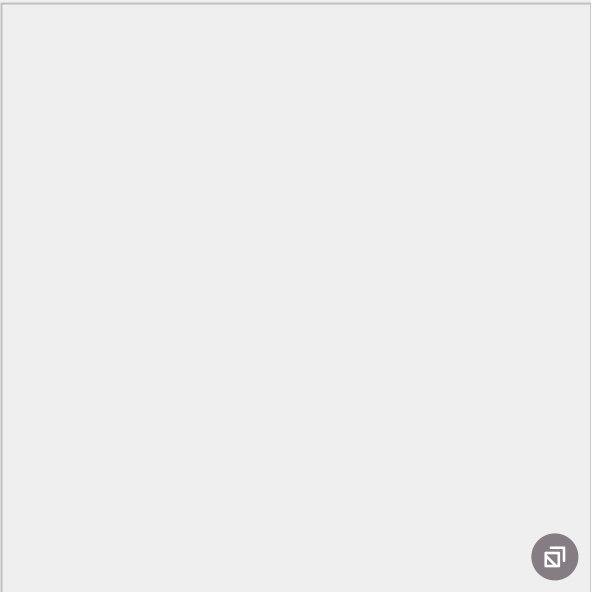
- As there are eleven Strikes currently available, the maximum amount of Mastery Rank points that can be earned from Zaw crafting is **33,000**.
- With **11** Strikes, **10** Grips, and **16** Links, there are currently a total of **1760** possible Zaw combinations available.
- Rank 30 Zaws or Gilded Zaws can be donated to Hok's Anvil in exchange for Ostron Standing.
- Zaws can equip [Riven Mods](#), with the Riven Mods generated tied to the weapon's Strike, e.g. *Balla Exi-Gelitis*.
- Custom names for Zaws have a 24 character limit including spaces, and will not accept special characters like commas (,) or apostrophes ('), though hyphens (-) are accepted.
 - Names can also not include any profanities such as swear words.
- Applying Exodia [Arcanes](#) to Zaws will give their Links a visual change. Most Exodias will add a small glowing gem to the Links, while the [Infested Exodia Epidemic](#) and [Exodia Contagion](#) will make the Link visibly corrupted by the Infestation. This however is a purely cosmetic change.
- Zaws inherit basic colours after gilding from the grip, though this change can only be seen with plague grips.
- Typing [Zaw] in the in-game chat and selecting the Zaw will let other players in the same chat channel see its bonuses.
- Zaws cannot be used in [Conclave](#).
- Changing Holster Style will have no affect on certain Zaws, such as the Oothla and Seekalla

Bugs

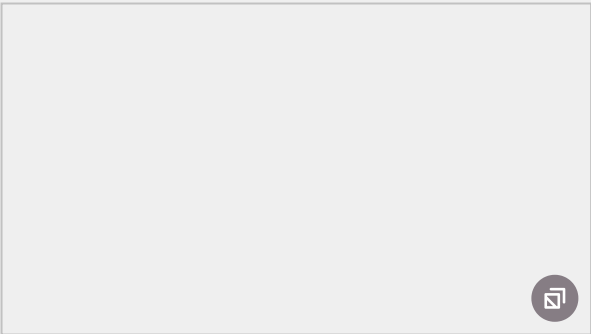
- If a newly Gilded weapon is equipped while on Cetus, the polarity slot added to the weapon during gilding will not appear. The polarity slot will appear once the player returns to their [Orbiter](#).
- On the first in-game day of applying a Lens to the new Plague Strikes, the Lens will not drop convergence orbs or gain Tenno Way experience. This appears to fix itself at Daily Reset. (100,000 Daily Standing not spent on day tested.)
- Hok's Daily Special might contain unreleased Zaw parts.
- The gems added to links by Exodia [Arcanes](#) unfortunately do not take on the energy or emissive colors, but are oddly tinted by the accent color.

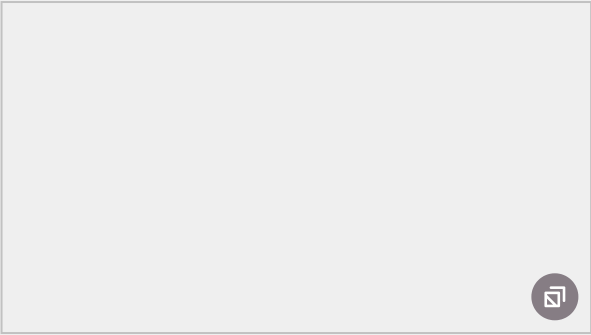
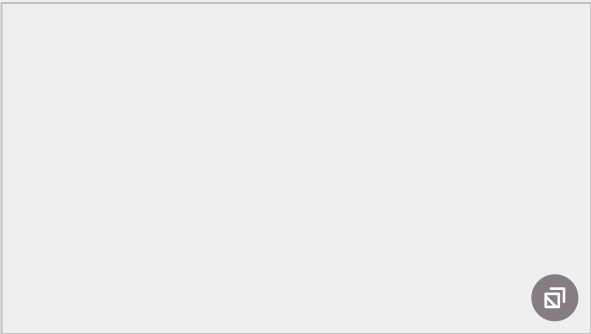


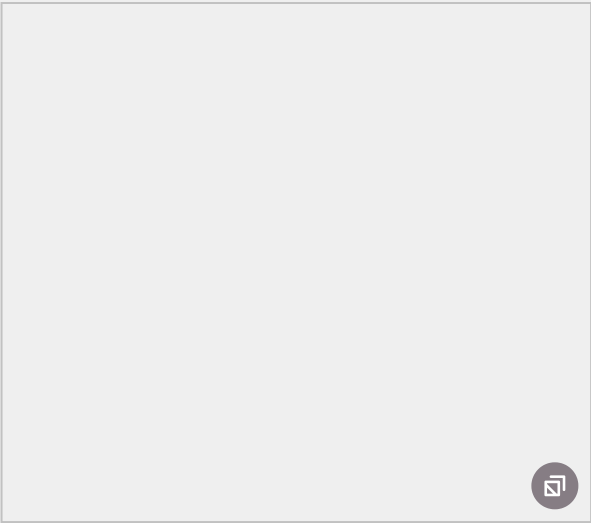
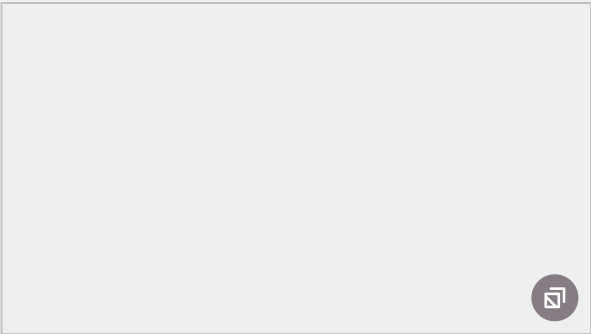
Gallery



Generic icon for Zaws

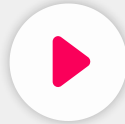




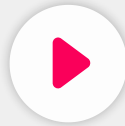


Link 3D models

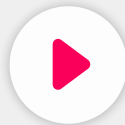
Media



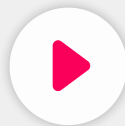
Warframe How To Craft Your First Zaw - Plains of Eidolon



Warframe - HOW TO CREATE A ZAW - All info and tips

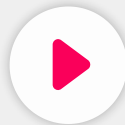


Warframe - ARCANER VIRAL ZAW - Legendary Limited Zaw



Warframe - PLAGUE SCYTHER - The Reach Around





Warframe - ARCANE IMPACT ZAW - Let me suck you!

External Links

- [Zaw Builder by Semlar \(https://semlar.com/zawcalc\)](https://semlar.com/zawcalc)

Patch History

[Update 36.0](#) (2024-06-18)

- Fixed modular weapons in their respective screens (Zaws) being highlighted with the Ally Highlights setting enabled.

[Update 35.5](#) (2024-03-27)

- Fixed the blade of a Zaw Melee (specifically with the Sepfahn Strike and the Undercutter Skin equipped) clipping out of the sheath and not staying in the sheath when moving forward.

See Also

- [Kitgun](#), primary and secondary modular weapons.
- [Amp](#), Operator modular weapons.
- [K-Drive](#), modular vehicles.
- [MOA Companions](#), modular [MOA](#) companions.
- [Predasite](#), modular [Kubrow](#)-like companions.
- [Vulpaphyla](#), modular [Kavat](#)-like companions.
- [Hound \(Companion\)](#), modular [Sisters of Parvos](#) companions.



Strike	Balla • Cyath • Dehtat • Dokrahm • Kronsh • Mewan • Ooltha • Rabvee • Sepfahn • Plague Keewar • Plague Kripath					
	Grip					
Link	Jayap • Korb • Kroostra • Kwath • Laka • Peye • Seekalla • Shtung • Plague Akwin • Plague Bokwin					
	Jai					
Link	Jai • Jai II • Vargeet Jai • Ekwana Jai • Vargeet II Jai • Ekwana II Jai • Vargeet Jai II • Ekwana Jai II					
	Ruhang					
Link	Ruhang • Ruhang II • Vargeet Ruhang • Ekwana Ruhang • Vargeet II Ruhang • Ekwana II Ruhang • Vargeet Ruhang II • Ekwana Ruhang II					
	Ruhang					
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[Collapse]						
Primary Secondary Melee Archwing Robotic Modular Railjack						
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Bubonico • Shedu						
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Charge						
Cernos • Cernos Prime • Cinta • Daikyu • Dread • Evensong • Kuva Bramma • Lenz • MK1-Paris • Mutalist Cernos • Nataruk • Paris • Paris Prime • Prisma Lenz • Proboscis Cernos • Rakta Cernos						
Crossbow						
Auto						
Attica • Zhuge • Zhuge Prime						
Semi / Mag Burst						
Nagantaka • Nagantaka Prime						
Exalted Weapon						
Charge						
Artemis Bow • Artemis Bow Prime						
Launcher						
Active						
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Auto						
Tenet Envoy						
Charge						
Ogris						
Semi-Auto						
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Rifle						
Active						
Simulor • Synoid Simulor						
Auto						
AX-52 • Acceltra • Acceltra Prime • Basmu • Baza • Baza Prime • Boltor • Boltor Prime • Braton • Braton Prime						

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Auto / Active	Alternox
Auto / Charge	Aeolak • Ambassador • Quellor • Stahlta
Auto / Semi	Argonak • Fulmin • Fulmin Prime • Phenmor • Stradavar • Stradavar Prime • Tenet Tetra • Trumna • Zenith
Auto Burst	Battacor
Auto-Spool	Gorgon • Gorgon Wraith • Prisma Gorgon • Soma • Soma Prime • Supra • Supra Vandal • Tenora • Tenora Prime
Burst	Burston • Burston Prime • Dex Sybaris • Harpak • Hema • Kuva Quartakk • Paracyst • Quartakk • Sybaris • Sybaris Prime • Tiberon
Burst / Semi	Hind
Burst / Semi / Auto	Kuva Hind • Tiberon Prime
Charge	Miter • Opticor • Opticor Vandal
Held	Amprex • Flux Rifle • Glaxion • Glaxion Vandal • Ignis • Ignis Wraith • Quanta • Quanta Vandal • Synapse • Tenet Glaxion
Semi-Auto	Grinlok • Kuva Chakkhurr • Latron • Latron Prime • Latron Wraith • Prisma Grinlok • Veldt
Shotgun	
Auto	Astilla • Astilla Prime • Boar • Boar Prime • Kuva Sobek • Sobek
Auto / Semi	Cedo • Felarx
Auto-Spool	Kohm • Kuva Kohm
Charge	Drakgoon • Kuva Drakgoon
Duplex	Sancti Tigris • Tigris • Tigris Prime
Held	Convectrix • Phage • Phantasma • Phantasma Prime
Semi-Auto	Arca Plasmor • Corinth • Corinth Prime • Exergis • Hek • Kuva Hek • MK1-Strun • Rauta • Steflos • Strun • Strun Prime • Strun Wraith • Tenet Arca Plasmor • Vaykor Hek
Sniper Rifle	
Burst	Perigale
Charge	Lanka
Semi-Auto	Komorex • Rubico • Rubico Prime • Snipetron • Snipetron Vandal • Sporothrix • Vectis • Vectis Prime • Vulkar



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