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Ammo

The number of **ammo** rounds a weapon's magazine holds. Reload Time:|AMOUNT|s **Ammo** Maximum:|AMOUNT| **Ammo** from Pickups:|AMOUNT| –In-Game Description Ammunition (or **ammo** for short) describes the variety of bullets, bolts <https://warframe.fandom.c...>

Ammo Drum

repository. See Module:DropTables/data to

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The Official Escape from Tarkov Wiki (EFT

(2019-10-31) **Ammo** Drum increased to +90% **Ammo** is now an Exilus Weapon mod. Vanilla (2012-10-25) Introduced.

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

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

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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...>

Ammo Stock

The **Ammo** Stock mod increases shotgun magazine capacity by 10% per rank for a maximum of 60% at rank 5. Sourced from the official drop table repository. See Module:DropTables/data to edit on the

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

Ammo Chain

Ammo Chain increases maximum **ammo** of an Archgun by 16.67% per rank for a maximum of 100% at rank 5. Sourced from the official drop table repository. See Module:DropTables/data to edit on

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

Rifle Ammo Mutation

Rifle Ammo Mutation is an



converts any unused Secondary **Ammo** into Primary **Ammo**. The affected rifle will only convert **ammo** while equipped, and will not convert any **ammo** type used by

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

Primed Ammo Stock

Primed **Ammo** Stock is the Primed version of **Ammo** Stock, increasing magazine capacity for shotguns.

Primed **Ammo** Stock, as it appeared in the Mod UI.

Hotfix 30.7.6 (2021-09-23)

Introduced to Baro

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

Squad Ammo Restore

The Squad **Ammo** Restore is a consumable that generates **Ammo**. When activated, a plate is dropped which pulses every 15 seconds for a total of 4 times. The reusable blueprints for 1x and 10x Squad

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

Sniper Ammo Mutation

Sniper **Ammo** Mutation is a sniper rifle mod that converts any unused Secondary **Ammo** into Primary **Ammo**. The affected weapon will only convert **ammo** while equipped, and will not convert any **ammo** type used by

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



Pistol **Ammo** Mutation is a pistol mod that converts any unused Primary **Ammo** into Secondary **Ammo**. The affected pistol will only convert **ammo** while equipped, and will not convert any **ammo** type used by holstered

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

Shotgun Ammo Mutation

Shotgun **Ammo** Mutation is a shotgun mod that converts any unused Secondary **Ammo** into Primary **Ammo**. The affected shotgun will only convert **ammo** while equipped, and will not convert any **ammo** type used by holstered

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

Omni Ammo Box

Fully restores all **ammo** types. —In-Game Description The Omni **Ammo** Box is a consumable gear item that restores all the ammunition to all of the Tenno's weapons when used. It cannot be sold

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

Pistol Ammo Box

"Market forces dictate that you need to evolve or die."
This item is no longer available for purchase.

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

Rifle Ammo Box



“Market forces dictate that you need to evolve or die.”
This item is no longer available for purchase.
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Shotgun Ammo Box

“Market forces dictate that you need to evolve or die.”
This item is no longer available for purchase.
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Sniper Ammo Box

“Market forces dictate that you need to evolve or die.”
This item is no longer available for purchase.
<https://warframe.fandom.c...>

Primed Shotgun Ammo Mutation

Primed Shotgun **Ammo** Mutation is the Primed version of the Shotgun **Ammo** Mutation mod for shotguns, which converts any unused Secondary **Ammo** into Primary **Ammo**. The affected shotgun will only convert **ammo** while equipped, and
<https://warframe.fandom.c...>

Primed Rifle Ammo Mutation

Primed Rifle **Ammo** Mutation is the Primed version of the Rifle **Ammo** Mutation mod for assault rifles, which converts any unused Secondary **Ammo** into Primary **Ammo**. The



convert **ammo** while
equipped
<https://warframe.fandom.c...>

Primed Pistol Ammo Mutation

Primed Pistol **Ammo** Mutation is the Primed version of the Pistol **Ammo** Mutation mod for secondaries, which converts any unused Primary **Ammo** into Secondary **Ammo**. The affected pistol will only convert **ammo** while equipped, and
<https://warframe.fandom.c...>

Primed Sniper Ammo Mutation

Primed Sniper **Ammo** Mutation is a sniper rifle mod that converts any unused **ammo** type into Primary **Ammo**. The affected weapon will only convert **ammo** while equipped, and will not convert any **ammo** type used
<https://warframe.fandom.c...>

Blood For Ammo

Blood For **Ammo** is a Parazon mod that replenishes secondary and primary **ammo** after performing a Mercy kill. Sourced from the official drop table repository. See [Module:DropTables/data](#) to edit on the wiki. Update
<https://warframe.fandom.c...>



ammo-consumption of charged type weapons

per shot (hopefully thats the way it is intended), for others the Miter for example uses 3 **ammo** per regular shot and even 6 per charged shot (so they are out of **ammo** after 12

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

User blog:Sgt Kekka/Ammo drum or Rifle Ammo Mutation

Im wondering what i should use for my soma, a mutation or **ammo** drum as the soma eats up **ammo** like no tomorrow. Thanks if ya can!

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

The Circuit

Warframe only. Battle through an endless chain of missions. —In-Game Description The Circuit is an endless game mode that takes the player through the Undercroft of Duviri. It can be accessed after completing The

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

Helminth

"You're not supposed to be in here! You're going to ruin the surprise!" The following article/section contains spoilers.

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



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