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Spring-Loaded Blade



EDIT

Spring-Loaded Blade is a [mod](#) that temporarily increases the [range](#) of a melee weapon's attacks after inflicting a [Status Effect](#) with that weapon.

Stats

Rank	Effect	Duration	Cost
0	+0.2m	+4s	4
1	+0.3m	+8s	5
2	+0.5m	+12s	6
3	+0.7m	+16s	7
4	+0.8m	+20s	8
5	+1.0m	+24s	9

Drop Locations

Spring-Loaded Blade



Full



Tradeable

Cannot be obtained from transmutation



On Status Effect: +1 Range for 24s. Stacks up to 2 times.

General Information

Type

Melee

Polarity

 Vazarin

Rarity

Rare

Max Rank

5

Endo Required To Max

930

Credits Required To Max

44,919

Base Capacity Cost

4

Trading Tax

 8,000

Introduced

Update 22.0 (2017-10-12)

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
The Circuit	Tier 4 The Circuit (Normal)	A	1.49%	1	0.0149	Accessed through Duviri's The Circuit gamemode
The Circuit	Tier 6 The Circuit (Normal)	A	1.03%	1	0.0103	Accessed through Duviri's The Circuit gamemode

Enemy Drop Tables

Enemy [↕]	Drop Table Chance ^[4] [↕]	Item Chance ^[5] [↕]	Chance ^[6] [↕]	Expected Kills ^[7] [↕]	Quantity ^[8] [↕]	Avg. f roll attempt
Narmer Thumper Doma	15%	12.5%	1.875%	53	1	0.01875
Plains Commander	100%	0.5%	0.5%	200	1	0.005
Tusk Thumper Doma	15%	12.5%	1.875%	53	1	0.01875

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

- When using this mod on [Zenistar](#) the range bonus can be triggered both by the disc and melee attacks and the disc will update range without having to redeploy it.
- Range bonus is additive to other range mods.
- Can stack twice, for a max increase of +2m.

Patch History

Update 26.0 (2019-10-31)

- Now gives a flat +1m range for 24s on status effect (previously +30% range for 24s on status effect).

Update 22.0 (2017-10-12)

- Introduced.

Melee Mods

Edit

[Collapse]

Damage

Base

Condition Overload

(

Primed,

Sacrificial)

Pressure Point

•

Spoiled Strike

		Auger Strike • Buzz Kill • Carnis Mandible • Collision Force • (Primed) Heavy Trauma • Jagged Edge • Jugulus Barbs • Rending Strike • Saxum Thorax • Sundering Strike
	Physical	
		Fever Strike (Primed) • Focus Energy • Molten Impact • North Wind • Proton Snap • Shocking Touch • Vicious Frost • Virulent Scourge • Volcanic Edge • Voltaic Strike
	Elemental	
		Sacrificial Pressure • Sacrificial Steel • Smite Corpus (Primed) • Smite Orokin (Primed) Bonus • Smite Grineer (Primed) • Smite Infested (Primed) • Smite The Murmur
	Faction	
	Other	Covert Lethality • Energy Channel • Finishing Touch • Seismic Wave
	Critical Hits	Chance Blood Rush • Maiming Strike • (Sacrificial) True Steel Multiplier Gladiator Might • (Amalgam) Organ Shatter • Strain Infection
	Status	Carnis Mandible • Drifting Contact • Enduring Affliction • Jugulus Barbs • Lasting Sting • Melee Prowess • Proton Snap • Saxum Thorax • Vicious Frost • Virulent Scourge • Volcanic Edge • Voltaic Strike • Weeping Wounds
	Heavy Attack	Amalgam Organ Shatter • Dispatch Overdrive • Killing Blow • Life Strike
	Attack Speed	Berserker Fury • (Primed) Fury • Gladiator Vice • Quickening
	Combo	Body Count • Corrupt Charge • Covert Lethality • Drifting Contact • Enduring Strike • Focus Energy • Focus Radon • Gladiator Rush • Guardian Derision • Quickening • Reflex Coil • Relentless Combination • True Punishment
	Range	Motus Impact • (Primed) Reach • Spring-Loaded Blade
	Thrown Melee (Glaives)	Combo Fury • Combo Killer • Mark of the Beast • Power Throw • Quick Return (Volatile) • Rebound (Volatile) • Whirlwind



Tennokai	Mentor's Legacy • Condition's Perfection • Discipline's Merit • Dreamer's Wrath • Master's Edge • Opportunity's Reach
Misc	Focused Defense • Healing Return • Parry • Reflection • Shattering Impact • Tek Gravity

- 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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