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Heavy Gunner

75

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Heavy Gunners are cybernetically-enhanced female [Grineer](#) heavy infantry armed with [Gorgon](#) machine-guns. Identified by their taller, thinner frame and female voice, Heavy Gunners are capable of laying down suppressing fire to support their teammates. If left unchecked, they can tear through players' shields and health very quickly, especially on Warframes with lighter armor.

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Heavy Gunner



[Update Infobox Data](#)

High damage minigun

General Information

Faction Grineer

Type Heavy Ranged

Weapon(s) [Gorgon](#)
[Shoov](#)



WARFRAME Wiki



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Tactics

- With their  [Gorgon](#) their damage output gets high after ramping up, therefore it is advised to take cover when they are at their peak fire rate and attack them while they are reloading or just started shooting.
- Heavy Gunners seldom fight their targets alone. One Heavy Gunner usually fights alongside a Lancer, a [Shield Lancer](#), a [Bombard](#), or another Gunner, allowing the Heavy Gunner to take time spooling her weapon as their targets face those with a greater threat.
- When getting close, she will do a radial blast attack, knocking down her enemies within a short radius. She can initiate this attack even while being knocked down or stunned with a crowd control elemental like  [Electricity](#), so melee combat with the Heavy Gunner can prove difficult and sometimes frustrating, with you knocking them down, while they are still able to knock you down with their attack. Although they can use this ability repeatedly, there is a very long delay before it can be used again.

Affinity

701

Health

300

Armor

500

Dmg. Reduction

38.73%

++++

Body Multipliers

Head: 3.0x

Base Level

8

Normal Attack

6

1

1

Total Damage

8 (75%)

Level Scaling

8

500

Selected Level

8

Reset

EHP

489.64

Steel Path EHP

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Miscellaneous

Codex Scans

3

Drops

Mod Drops

 [Blunderbuss](#) 0.57%

 [Slip Magazine](#) 0.57%

 [Magazine Warp](#) 0.57%

 [Shell Compression](#) 0.33%

 [Decisive Judgement](#) 0.03%

15  [Endo](#) 0.57%

50  [Endo](#) 0.33%

80  [Endo](#) 0.03%

Resource Drops

[Region Resource](#) 7.00%

Blueprint/Item Drops

Gorgon Blueprint 1.00%

Official Drop Tables

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

Variants

-  [Frontier Heavy Gunner](#)
-  [Drekar Heavy Gunner](#)
-  [Kuva Heavy Gunner](#)
-  [Tusk Heavy Gunner](#)
-  [Demolisher Heavy Gunner](#)

Farming Locations

These are based on opinions and may not be 100% true. These should be viewed as advice for finding the enemies until better facts are proven.

Normal Heavy Gunner

Target 	Planet 	Name 	Type 	Level 	Tile Set 
	Mercury	Elion	Capture	7 - 9	Grineer Asteroid
	Mercury	Caloris	Rescue	6 - 8	Grineer Asteroid
	Ceres	Lex	Capture	14 - 16	Grineer Shipyard
	Sedna	Rusalka	Sabotage	32 - 36	Grineer Galleon
	Mars	Ara	Capture	10 - 12	Grineer Settlement

Trivia

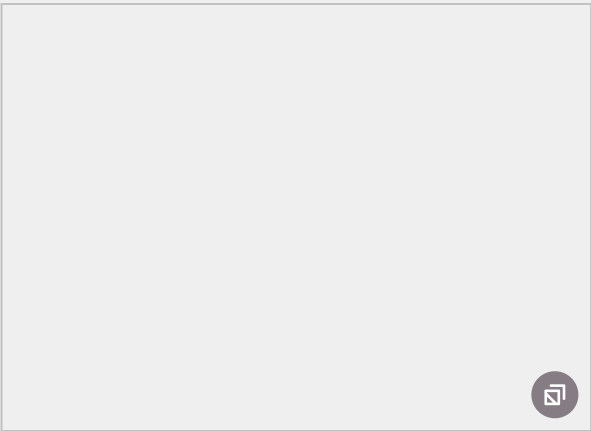
- Prior to [Update 11.0](#) (2013-11-20), all Grineer heavy units (Heavy Gunners included) used to sport shields. Update 11 removed these shields in favor of improved armor, largely making shields a [Corpus](#)-exclusive technology.
- As with most Drekar units, the Drekar variant of the Heavy Gunner wears a kerchief that covers the lower half of her face in lieu of a mask, unlike the other



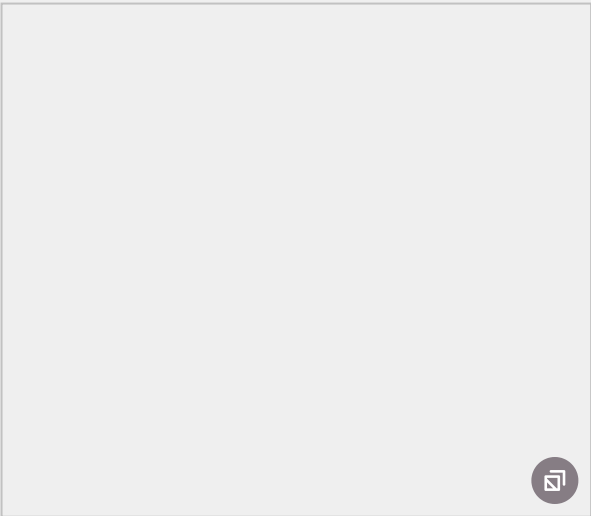
- Drekar Heavy Gunners were also more prone to dropping resources and mods compared to other Heavy Gunner variants, on top of dropping [Orokin Cells](#) along with their regular drops. This was rectified in [Update 17.3](#) (2015-09-02).
- The [Tusk Corps](#) Heavy Gunner is armed with the [Grattler](#), thus being the first ground enemy equipped with an [Archwing](#) Weapon. They will only use this weapon at long range, however, and will switch to the [Kohmak](#) sidearm for medium and close-range engagements.
- The Arid and Frontier variants deals mostly [Slash](#) as opposed to [Impact](#) with their camo [Gorgons](#).

Media

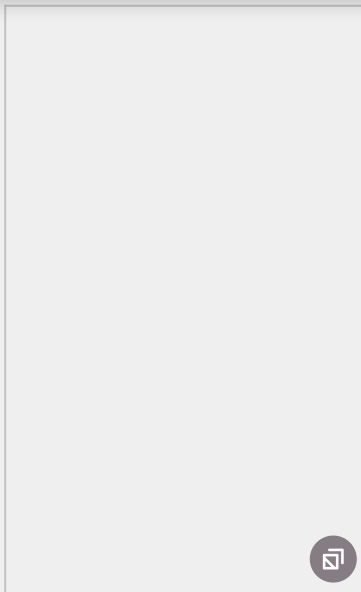




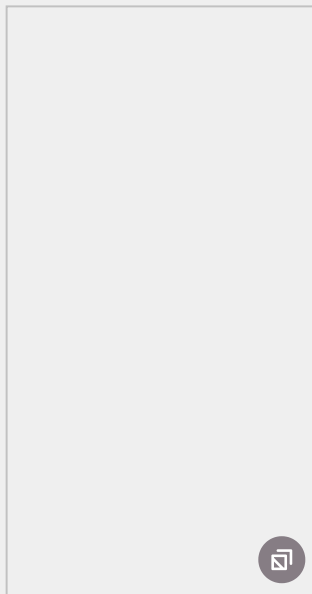
Heavy Gunner Codex.



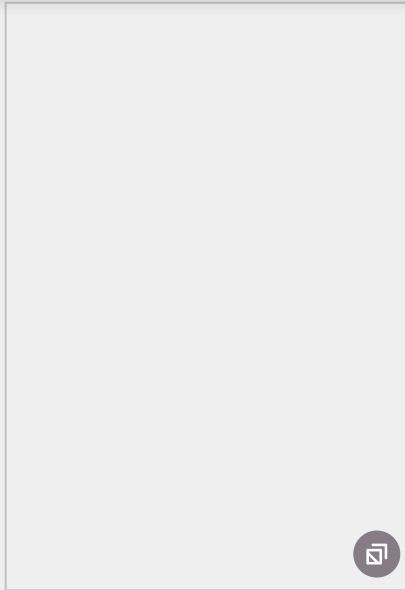
Comparison between Heavy Gunner in Space and Arid Heavy Gunner in Settlement.



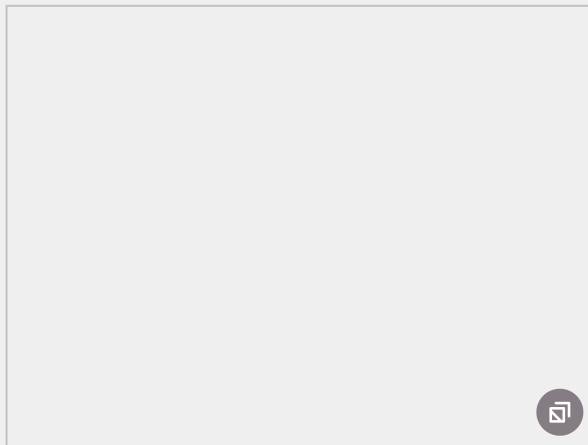
Heavy Gunner in Space.



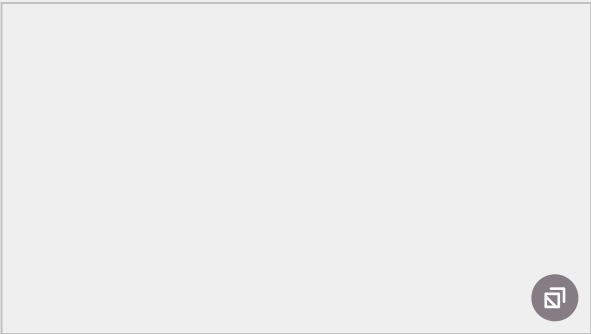
Arid Heavy Gunner in Settlement.



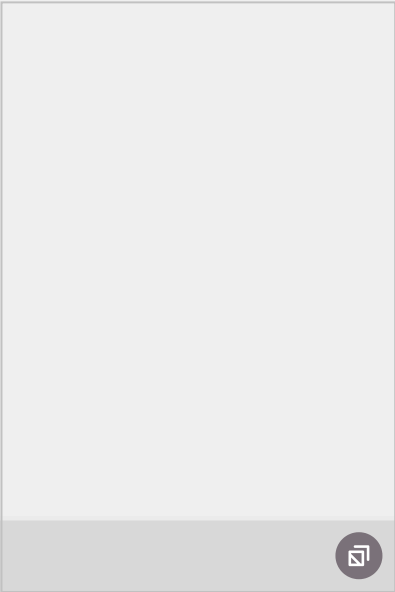
Frontier Heavy Gunner.

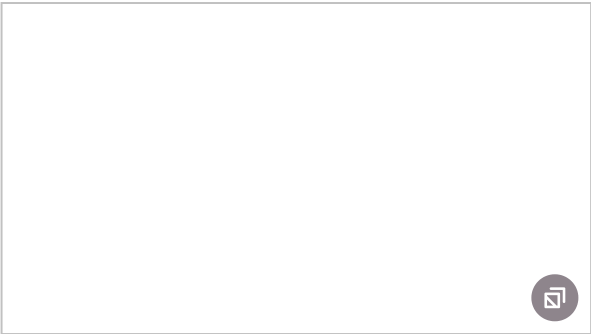


Grineer Heavy Gunner.



A Grineer Heavy Gunner in combat.





Demolisher Heavy Gunner

Patch History

[Hotfix 31.7.2](#) (2022-08-17)

- Adjusted textures of Orokin Heavy Gunner Arctic Eximus so it doesn't use Blitz Eximus textures.

[Update 30.8](#) (2021-10-04)

- (Undocumented) Heavy Gunners now have a different colored mask from [Ballista](#).

[Hotfix 30.5.2](#) (2021-07-07)

Grineer Edit [Collapse]	
Starchart Plains of EidolonRathuumEmpyrean	
Light	Butcher • Flameblade • Guardzman • Powerfist • Scorpion • (Elite) Shield Lancer
Medium	Ballista • Drahk • Eviscerator • Hellion • Hyekka • (Elite) Lancer • Scorch • Seeker • Trooper
Heavy	Bailiff • Bombard • Commander • Drahk Master • Heavy Gunner • Hyekka Master • Manic • Napalm • Nox
Kuva	Kuva Guardian • Kuva Jester • Kuva Larvling • Kuva Lich • Kuva Trokarian

Archwing	Dargyn • Dreg • Hellion Dargyn • Lancer Dreg • Missile Battery • Shield Dargyn • Shield-Hellion Dargyn • Temporal Dreg • Ogma • Zeplen
Submersible	Darek Draga • Draga • Shock Draga • Sikula
Miscellaneous	Arc Trap • Latcher • Manic Bombard • Orbital Strike Drone • Propaganda Drone • Power Carrier • Roller (Sentry) • Regulator • Sensor Bar • Sensor Regulator • Target • Warden
Bosses	
Balor Fomorian • Captain Vor • Councilor Vay Hek • General Sargas Ruk • Kela De Thaym • Lieutenant Lech Kril • The Grustrag Three • Tyl Regor • Ven'kra Tel & Sprag • Wolf of Saturn Six	

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