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Helstrum

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CODEX

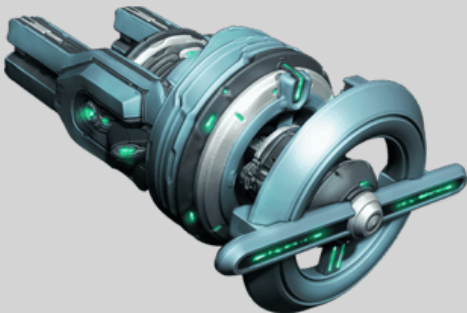
Launches a swarm of micro-missiles.

The **Helstrum** is a robotic launcher weapon that burst-fires four small homing missiles that explode and deal  [Heat](#) damage. This weapon accepts [rifle](#) mods.

It can be sold for  **7,500**.

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Helstrum



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Characteristics

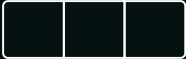
- This weapon deals primarily  Impact damage.
- Shots explode in a **3** meter radius on impact with a surface or enemy.
 - Explosions deal  Heat damage.
 - Initial hit and explosion apply status separately.
 - Explosion does not need direct line of sight to deal damage and will penetrate walls.
- Innate  polarity.

Advantages over other Robotic weapons (excluding modular weapons):

- Normal Attack (wiki attack index 1)
 - Above average magazine (80)
 - High status chance (30.00%)
- Explosion (wiki attack index 2)
 - No numerical advantages.

Disadvantages over other Robotic

Untradeable	
 Update Infobox Data	
General Information	
 Type	Rifle
 Mastery Rank Requirement	0
Max Rank	30
 Slot	Robotic
Trigger Type	Burst
Utility	
Accuracy	N/A
Ammo Max	∞
Ammo Type	None
Disposition	●●●○○ (1.00x)
Fire Rate	0.25 attacks/sec
Noise Level	Alarming
Magazine Size	80
Reload Time	2.00 s
Projectile Speed	10.0 m/s
Projectile Type	Projectile
Normal Attack	
 4.95 ( 55%)	 4.05 ( 45%)
Total Damage	9 (55.00%  <u>Impact</u>)
Ammo Cost	1
Burst Count	4
Burst Delay	0.1000 s
Crit Chance	5.00%
Crit Multiplier	1.50x
Fire Rate	0.25 attacks/sec
Multishot	1 (9.00 damage per projectile)
Noise Level	Alarming
Punch	0.0 m



weapons):

- Normal Attack (wiki attack index 1)
 - Low total damage (9)
 - Very low fire rate (0.25 attacks/sec)
 - Low disposition (●●●○○ (1.00x))
 - Below average crit multiplier (1.50x)
- Explosion (wiki attack index 2)
 - Below average crit chance (5.00%)
 - Below average fire rate (0.25 attacks/sec)
 - Below average crit multiplier (1.50x)

See [WARFRAME Wiki:Stat Comparison/Percentiles](#) for more details.

Acquisition

The Helstrum's blueprint can be purchased from [Legs](#) in [Fortuna](#) for  **10,000**, requiring the rank of **Old Mate** with [Solaris United](#). Note that this weapon also takes up one Sentinel inventory slot.

Status Chance	30.00%
Projectile Speed	10.0 m/s
Projectile Type	Projectile
Trigger Type	Burst
Explosion ^	
 6 ( 20%)  24 ( 80%)	
Total Damage	30 (80.00%  Heat)
Crit Chance	5.00%
Crit Multiplier	1.50x
Fire Rate	0.25 attacks/sec
Multishot	1 (30.00 damage per projectile)
Noise Level	Alarming
Punch Through	0.0 m
Range	3.0 m
Status Chance	30.00%
Projectile Type	AoE
Miscellaneous ^	
Compatibility Tags	PROJECTILE, SNIPER_AMMO, AOE, SENTINEL_WEAPON
Riven Family	Helstrum
Introduced	Update 28.0 (2020-06-11)
Polarities	None
Sell Price	7,500
Variants	Helstrum
Vendor Sources ^	
Article Categories ^	
• Weapons • Corpus Weapons • Impact Damage Weapons • Rifle • Helstrum • Robotic Weapons	



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- [Projectile Weapons](#)
- [Weapons with Area of Effect](#)
- [Untradeable Weapons](#)

Manufacturing Requirements					
					Time:
50,000	10	10	10	1	24 hrs
					Rush:
					25
Market Price: N/A			Blueprints Price: 10,000		

Notes

- Fires in a quick 4-round burst, but then has a burst cycle time of 4 times the inverse of the Firing Rate, otherwise known as the Seconds Per Shot. The delay in seconds between the first shot of each burst = $4 / (\text{modified firing rate})$, e.g. with a maxed [Speed Trigger](#) the cycle time is $4 / (0.91 \times (1 + 0.6)) = 2.75$ seconds between bursts. The default rate is one burst every 4.4 seconds.
- Missiles have homing properties, allowing the whole salvo to reliably hit small and/or agile targets such as Ospreys.
 - In the event the target dies before the missiles reach it, the missiles will continue to travel in a straight line.
 - Given the homing properties, it can accurately land hits even when equipped on a very long range companion like [Diriga](#) using [Calculated Shot](#), however the long travel time in this situation can still cause difficulties since the enemy may have time to move and get a terrain obstacle between it and the missiles at a safe distance.
- Note that MOAs will 'lose interest' in a target if the player does not continue to target it. This appears to happen faster than with other companions, with MOAs firing, on average, three bursts, and sentinels firing approximately five before losing interest.

Tips



- [Firestorm](#) and [Primed Firestorm](#) will increase the small blast radius on impact, increasing it to 4.32 meters with the Primed version.
- With the Helstrum's very low base damage/crit stats but good status chance, it can be built into an extremely effective [Status Effect](#) inflictor if raw damage-per-shot is ignored completely.
 - It is not difficult to have the Helstrum simultaneously surpass 100% status chance, have 2 additional elements (including both being combination elements by adding all four base element types) and then filling the remainder of available mod slots with the best multishot and fire rate mods you have available. Building for [Radiation](#) and [Viral](#) will allow for good crowd control and assist in boosting damage from Viral, but [Corrosive](#) with [Heat](#) for heavy armor removal and crowd control or [Viral](#) with [Heat](#) for a combination of armor removal, health damage boost, and crowd control are also good options.

Patch History

[Update 32.0](#) (2022-09-07)

Headshot Damage Changes

During playtesting, the ammo changes alone weren't enough to significantly change things for AoE weapons. So instead of tightening these values to be overly restrictive, we chose to address other factors that make these weapons so strong, such as headshot damage.

Our approach here is two-fold, to reduce the impact of headshots for AOE weapons,

Last updated: [Update 28.0](#) (2020-06-11)

Weapons • Damage • Incarnon • Compare All • Cosmetics						[Collapse]
Primary	Secondary	Melee	Archwing	Robotic	Modular	Railjack
Arm Cannon						
Auto	Bubonico • Shedu					
Bow						
Charge	Cernos • Evensong • Nataruk	Cernos Prime • Kuva Bramma • Paris	Cinta • Lenz • Paris Prime	Daikyu • MK1-Paris • Prisma Lenz	Dread • Mutalist Cernos	



Crossbow	
Auto	Attica • Zhuge • Zhuge Prime
Semi / Mag Burst	Nagantaka • Nagantaka Prime
Exalted Weapon	
Charge	Artemis Bow • Artemis Bow Prime
Launcher	
Active	Carmine Penta • Penta • Secura Penta
Auto	Tenet Envoy
Charge	Ogris
Semi-Auto	Kuva Ogris • Kuva Tonkor • Kuva Zarr • Tonkor • Torid • Zarr
Rifle	
Active	Simulor • Synoid Simulor
Auto	AX-52 • Acceltra • Acceltra Prime • Basmu • Baza • Baza Prime • Boltor • Boltor Prime • Braton • Braton Prime • Braton Vandal • Buzlok • Dera • Dera Vandal • Gotva Prime • Grakata • Karak • Karak Wraith • Kuva Karak • MK1-Braton • Mutalist Quanta • Panthera • Panthera Prime • Prisma Grakata • Prisma Tetra • Telos Boltor • Tenet Flux Rifle • Tetra
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 / Charge	Higasa
Burst / Semi	Hind
Burst / Semi / Auto	Kuva Hind • Tiberon Prime
Charge	Miter • Onticor • Onticor 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 • Vulkar Wraith
Speargun	
Auto	Scourge • Scourge Prime
Auto Charge	Javlok
Charge	Ferrox
Charged Auto	Tenet Ferrox
Semi	Afentis

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Languages

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