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Braton

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[CONCLAVE \(PvP\)](#)

CODEX

The Braton's high rate of fire and accuracy make it a favorite among Tenno.

The **Braton** is a [Tenno](#) assault rifle with balanced damage, [fire rate](#), and [accuracy](#). It is a versatile rifle, performing effectively against all enemies without specialty.

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General Information

Type

Rifle

Mastery

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Characteristics

- This weapon deals primarily  Slash damage by a small margin.

Advantages over other Primary weapons (excluding modular weapons):

- Low recoil.
- Normal Attack (wiki attack index 1)
 - Above average magazine (45)
 - Above average ammo max (540)
 - Above average fire rate (8.75 attacks/sec)
 - High disposition (●●●●● (1.35x))
- Incarnon Form (wiki attack index 2)
 - Above average crit chance (30.00%)
 - Above average ammo max (540)
 - High fire rate (5.00 attacks/sec)
 - High disposition (●●●●● (1.35x))
 - High crit multiplier (3.00x)

Max Rank	30
 Slot	Primary
Trigger Type	Auto
Utility 	
Accuracy	High
Ammo Max	540
Ammo Pickup	80
Ammo Type	Primary
Disposition	●●●●● (1.35x)
Fire Rate	8.75 attacks/sec
Noise Level	Alarming
Magazine Size	45
Reload Time	2.00 s
Projectile Type	Hit-Scan
Spread	3.50° (2.00° min, 5.00° max)
Normal Attack 	
 7.92 ( 33%)	 7.92 ( 33%)
 8.16 ( 34%)	
Total Damage	24 (34.00%  <u>Slash</u>)
Ammo Cost	1
Crit Chance	12.00%
Crit Multiplier	1.60x
Fire Rate	8.75 attacks/sec
Multishot	1 (24.00 damage per projectile)
Noise Level	Alarming
Punch Through	0.0 m
Range	300.0 m
Spread	3.50° (2.00° min, 5.00° max)
Status Chance	6.00%
Projectile Type	Hit-Scan
Incarnon Form 	
 20	 2
 28	



- Incarnon Form AoE (wiki attack index 3)
 - Above average crit chance (30.00%)
 - Above average fire rate (5.00 attacks/sec)
 - High ammo max (540)
 - Above average disposition (●●●●● (1.35x))
 - Above average crit multiplier (3.00x)

Disadvantages over other Primary weapons (excluding modular weapons):

- Normal Attack (wiki attack index 1)
 - Low crit chance (12.00%)
 - Very low total damage (24)
 - Very low status chance (6.00%)
 - Very low crit multiplier (1.60x)
- Incarnon Form (wiki attack index 2)
 - Low total damage (50)
 - Low status chance (12.00%)
- Incarnon Form AoE (wiki attack index 3)
 - Very low maximum falloff distance (3.0 m)
 - Low total damage (50)
 - Very low status chance (12.00%)

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

Total Damage	50 (56.00%  Slash)
Accuracy	Very High
Crit Chance	30.00%
Crit Multiplier	3.00x
Fire Rate	5.00 attacks/sec
Multishot	1 (50.00 damage per projectile)
Noise Level	Alarming
Range	300.0 m
Spread	0.50° (0.30° min, 0.70° max)
Status Chance	12.00%
Projectile Type	Hit-Scan
Trigger Type	Auto
Incarnon Form AoE ^	
50 (100%)	
Total Damage	50 (100.00%  Heat)
Crit Chance	30.00%
Crit Multiplier	3.00x
Damage Falloff	No Damage Falloff: below 0.0 m (100%, 50 damage) Linear Falloff: between 0.0 m and 3.0 m (100% - 90%) Max Damage Falloff: over 3.0 m (90%, 45 damage)
Fire Rate	5.00 attacks/sec
Multishot	1 (50.00 damage per projectile)
Noise Level	Alarming
Range	3.0 m
Status Chance	12.00%
Projectile Type	AoE
Miscellaneous ^	
Compatibility Tags	ASSAULT_AMMO



Comparisons:

- | | | | | | | | | | | | | | |
|---|---|-------------------|------|-------------------|-------|-----------------|--|-----------------------|--|---------------------------|--|--|--|
| <ul style="list-style-type: none"> Braton (Normal Attack), compared to MK1-Braton (Normal Attack): <ul style="list-style-type: none"> Higher base damage per projectile (24.00 vs. 18.00) <ul style="list-style-type: none"> Higher Impact damage (7.92 vs. 4.5) Higher Puncture damage (7.92 vs. 4.5) Lower Slash damage (8.16 vs. 9) Higher total damage (24 vs. 18) Higher base critical chance (12.00% vs. 8.00%) Higher base critical multiplier (1.60x vs. 1.50x) Higher base status chance (6.00% vs. 5.00%) Higher average damage per tap (25.72 vs. 18.72) Higher burst DPS (225.12 vs. 140.4) Higher sustained DPS (162.08 vs. 112.32) Higher fire rate (8.75 attacks/sec vs. 7.50 attacks/sec) Smaller magazine (45 vs. 60) Less accurate (High vs. Very High) Wider first-shot spread (2.00° vs. 1.00°) Wider maximum spread (5.00° vs. 4.00°) Braton (Normal Attack), compared to Braton Prime (Normal Attack): <ul style="list-style-type: none"> Lower base damage per projectile (24.00 vs. 35.00) <ul style="list-style-type: none"> Higher Impact damage (7.92 vs. 1.75) Lower Puncture damage (7.92 vs. 12.25) Lower Slash damage (8.16 vs. 21) | <table> <tr> <td>Polarities</td><td>None</td></tr> <tr> <td>Sell Price</td><td>7,500</td></tr> <tr> <td>Variants</td><td> Braton
 Braton Prime
 Braton Vandal
 MK1-Braton </td></tr> <tr> <td colspan="2">Vendor Sources</td></tr> <tr> <td colspan="2">Article Categories</td></tr> <tr> <td colspan="2"> <ul style="list-style-type: none"> Weapons Tenno Weapons Slash Damage Weapons Rifle Braton Primary Weapons Auto Weapons Automatic Base Alarming Weapons Hit-Scan Weapons Weapons with Area of Effect Untradeable Weapons Available In Conclave </td></tr> </table> | Polarities | None | Sell Price | 7,500 | Variants | Braton
Braton Prime
Braton Vandal
MK1-Braton | Vendor Sources | | Article Categories | | <ul style="list-style-type: none"> Weapons Tenno Weapons Slash Damage Weapons Rifle Braton Primary Weapons Auto Weapons Automatic Base Alarming Weapons Hit-Scan Weapons Weapons with Area of Effect Untradeable Weapons Available In Conclave | |
| Polarities | None | | | | | | | | | | | | |
| Sell Price | 7,500 | | | | | | | | | | | | |
| Variants | Braton
Braton Prime
Braton Vandal
MK1-Braton | | | | | | | | | | | | |
| Vendor Sources | | | | | | | | | | | | | |
| Article Categories | | | | | | | | | | | | | |
| <ul style="list-style-type: none"> Weapons Tenno Weapons Slash Damage Weapons Rifle Braton Primary Weapons Auto Weapons Automatic Base Alarming Weapons Hit-Scan Weapons Weapons with Area of Effect Untradeable Weapons Available In Conclave | | | | | | | | | | | | | |

Exilus	
Polarity	
Introduced	Vanilla (2012-10-25)
Polarities	None
Sell Price	7,500
Variants	Braton Braton Prime Braton Vandal MK1-Braton
Vendor Sources ^	
Article Categories ^	
• Weapons • Tenno Weapons • Slash Damage Weapons • Rifle • Braton • Primary Weapons • Auto Weapons • Automatic • Base • Alarming Weapons • Hit-Scan Weapons • Weapons with Area of Effect • Untradeable Weapons • Available In Conclave	



- Lower base [critical multiplier](#) (1.60x vs. 2.00x)
 - Lower base [status chance](#) (6.00% vs. 26.00%)
 - Lower [average damage per tap](#) (25.72 vs. 39.2)
 - Lower [burst DPS](#) (225.12 vs. 375.53)
 - Lower [sustained DPS](#) (162.08 vs. 294.62)
 - Lower [fire rate](#) (8.75 attacks/sec vs. 9.58 attacks/sec)
 - Smaller [magazine](#) (45 vs. 75)
 - Smaller [max ammo capacity](#) (540 vs. 600)
 - Faster [reload time](#) (2.00 s vs. 2.15 s)
 - Lower [Mastery Rank](#) required (0 vs. 8)
 - Higher [disposition](#) (●●●●● (1.35x) vs. ●●●●○ (1.25x))
- **Braton** (Normal Attack), compared to **Braton Vandal** (Normal Attack):
 - Lower base damage per projectile (24.00 vs. 35.00)
 - Lower Impact damage (7.92 vs. 12.25)
 - Higher Puncture damage (7.92 vs. 1.75)
 - Lower Slash damage (8.16 vs. 21)
 - Lower total damage (24 vs. 35)
 - Lower base [critical chance](#) (12.00% vs. 16.00%)
 - Lower base [critical multiplier](#) (1.60x vs. 2.00x)
 - Lower base [status chance](#) (6.00% vs. 16.00%)
 - Lower [average damage per tap](#) (25.72 vs. 40.6)
 - Lower [burst DPS](#) (225.12 vs. 304.5)
 - Lower [sustained DPS](#) (162.08 vs. 241.18)
 - Higher [fire rate](#) (8.75 attacks/sec vs. 7.50 attacks/sec)
 - Smaller [magazine](#) (45 vs. 50)
 - Smaller [max ammo capacity](#) (540 vs. 550)
 - Slower [reload time](#) (2.00 s vs. 1.75 s)
 - Less [accurate](#) (High vs. High)
 - Wider first-shot [spread](#) (2.00° vs. 1.50°)
 - Wider maximum [spread](#) (5.00° vs. 4.50°)
 - Lower [Mastery Rank](#) required (0 vs. 4)
 - Higher [disposition](#) (●●●●● (1.35x) vs. ●●●●○ (1.30x))

Acquisition

A fully built Braton can be purchased from the [Market](#) for **25,000**.



Notes

Incarnon Genesis

- Upon completion of [The Duviri Paradox](#) and [Angels of the Zariman](#), and unlocking [The Steel Path](#), players can earn [Braton Incarnon Genesis](#) from [The Circuit's](#) Steel Path to place on their Braton with the help of [Cavalero](#) in the [Chrysalith](#). This [Incarnon Genesis](#) form grants it evolutions to a transformation and newfound strength.

Evolution

This section is [transcluded](#) from [Braton Incarnon Genesis § Evolutions](#). To change it, please [edit the transcluded page](#).

- Installing the Braton Incarnon Genesis requires 20 [Pathos Clamps](#), 60 [Rune Marrow](#), and 60 [Tasoma Extract](#).
- When installed, the first Evolution tier is unlocked. The following Evolution tiers, their requirements for unlocking them, and their related perks, are shown below;
 - Each challenge additionally grants 5,000 [affinity](#) to the weapon, affected by [Affinity Boosters](#).

Evolution I

- Headshots charge Incarnon Transmutation; Alt Fire transmutes. Switching back will expend any remaining charge.
- Gain Radial Heat damage.
 - Incarnon Form has a **3** meter area of effect that deals pure [Heat](#) damage, with much higher [Critical Chance](#), [Critical Multiplier](#), and [Status Chance](#). However, the [Fire Rate](#) is reduced, and the explosion possesses [Damage Falloff](#) from 100% to 90% from central impact.
 - When modded for [Punch Through](#), the Incarnon Form's radial effect occurs at the first object struck, and only the main bullet punches through.
- Mode switching is **not** instantaneous and has an animation equal to the weapon's [reload speed](#).
- Incarnon Form is activated by filling the Incarnon Transmutation gauge that appears under the reticle by achieving [headshots](#) and then pressing the [Alternate Fire](#) button. **20** headshots will completely fill the gauge. A full gauge is not required to activate Incarnon Form.
 - Charges generate **only** on headshots, and not other weakspots, such as the



either [Sonar](#) or [Detect Vulnerability](#) in places other than heads will have no effect either.

- Headshots on corpses do **not** build charges.
- Individual [Multishot](#) bullets can build charges.
- Instead of drawing ammunition from its reserves, the Braton's Incarnon Form uses a separate "magazine" with each charge producing **10** rounds to a maximum of **200**. Once all ammunition is expended, the Braton reverts to its normal form.
 - Incarnon Form's magazine is **not** affected by mods.
 - Incarnon Form is **not** affected by [Ammo Efficiency](#) (such as [Energized Munitions](#)).
 - Charges and Incarnon Form persists through all activities, such as holstering, [bleedout](#), or being [disarmed](#). However, charges and Incarnon Form are removed upon [death](#).
- Swapping to and from Incarnon Form will fully reload the normal form's magazine.

Evolution II

- *Unlock Challenge*: Complete a solo mission with this weapon equipped.
- Perk 1: **Daring Reverie**
 - Increase Damage by **+24** (Braton) / **+28** (MK1) / **+4** (Prime) / **+12** (Vandal).
 - With [Channeled Ability](#) active: Increase Damage by **+30** (Braton) / **+22** (MK1) / **+38** (Prime) / **+34** (Vandal). **+50%** [Ammo Efficiency](#).
 - Channeled Abilities must be draining energy to be considered active. Abilities that do not drain energy over time such as [Nekros's Desecrate](#), [Hildryn's Haven](#), or [Sevagoth's Gloom](#) (with no enemies nearby) do not count.
- Perk 2: **Munitions Grit**
 - Increase Damage by **+14** (Braton) / **+20** (MK1) / **+2** (Prime) / **+8** (Vandal).
 - Multishot consumes ammo directly from Capacity and increases Damage by **+60%** (Braton) / **+48%** (MK1) / **+54%** (Prime) / **+58%** (Vandal). **+20%** Multishot.
 - Affects both modes. In the case of Incarnon Form, it pulls directly from its magazine.
 - Damage bonus is a unique modifier that is multiplicative to other damage buffs.
 - Damage bonus only applies to shots generated by multishot.
 - The multishot bonus stacks additively with multishot mods such as



Evolution III

- *Unlock Challenge:* Kill **100** enemies with this weapon's Incarnon Form.
- Perk 1: **Mercenary Chamber**
 - Increase ammo capacity to **675** (Braton) / **600** (MK1) / **1125** (Prime) / **755** (Vandal).
 - The bonus does not apply to the Incarnon form.
- Perk 2: **Void's Guidance**
 - Increase Accuracy and reduce Recoil by **60%**.
- Perk 3: **Gunsmoke Pick Up**
 - On Punch Through Hit: **20%** chance for **10%** Ammo restored.
 - The bonus does not apply to the Incarnon form.

Evolution IV

- *Unlock Challenge:* Kill **30** enemies without reloading.
 - For the purposes of this challenge, the Incarnon transformation itself is counted as a reload.
- Perk 1: **Critical Parallel**
 - Increase Critical Chance by **+16%** (Braton) / **+18%** (MK1) / **+18%** (Prime) / **+16%** (Vandal).
 - Increase Critical Damage Multiplier by **+0.4x** (Braton) / **+0.5x** (MK1) / **+0.2x** (Prime) / **+0.4x** (Vandal).
- Perk 2: **Prelude of Might**
 - With Critical Chance Below **50%**: Increase Critical Damage Multiplier by **+3.4x** (Braton) / **+3.3x** (MK1) / **+3x** (Prime) / **+3** (Vandal).
 - The critical damage increase is added as base critical damage and will be affected by mods.
 - Condition is affected by the critical chance increase effect of Puncture status.
- Perk 3: **Survivor's Edge**
 - Increase Critical Chance by **+12%** (Braton) / **+10%** (MK1) / **+10%** (Prime) / **+10%** (Vandal).
 - Increase Status Chance by **+12%** (Braton) / **+12%** (MK1) / **+14%** (Prime) /



Tips

- When used extensively or playing solo, the ammunition of an unmodded Braton can burn down quite quickly. Consider switching to your pistol or utilizing melee combat when possible.
 - When fighting at long ranges, consider firing in short bursts or taking a calculated risk and charging forward. The ammo saved from avoiding sustained long range fighting far and away compensates for any sizable amount of close range damage.
- Using [Metal Auger](#) and/or [Shred](#) makes the Braton useful for taking down large crowds without wasting too much ammo although the mods take up a sizable amount of [mod](#) capacity.
- Using [Rifle Ammo Mutation](#) can help regain lost ammo when needed, due to the weapon's semi-quick ammo consumption.
- The Braton's reload time can be reduced to a mere 1.5 seconds with [Fast Hands](#), making it ideal for speed-based builds that are looking for a fast-firing rifle that can be reloaded quickly.
- It can be useful to slot [Wildfire](#) in place of [Hellfire](#), as the former will increase the Braton's magazine capacity to 54 while only suffering a loss of 30% elemental damage at the cost of 9 points compared to the latter's 11-point cost. This is also far more efficient than using [Magazine Warp](#), as the former will only sacrifice 10% ammunition capacity for a far more beneficial 60% extra heat damage. Overall, it is most cost effective (9 points) than the alternatives to achieve similar benefits (20 points for both Hellfire and Magazine Warp).

Trivia

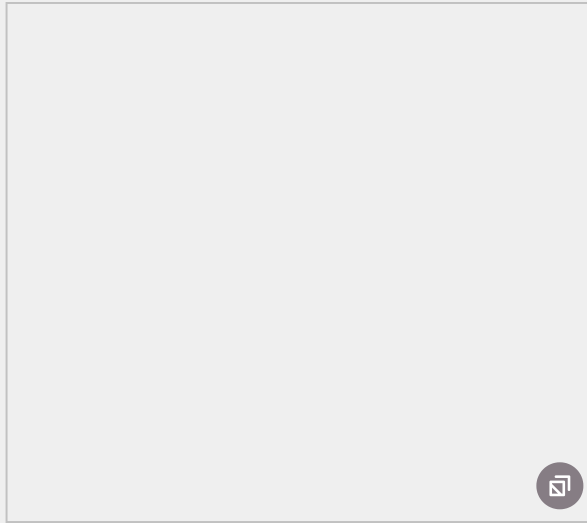
- Originally, the weapon shared the same model as the [Latron](#), with similar damage and fire rate. It was then changed to have the same appearance as the old [MK1-Braton](#) with [Corpus](#) stylings.
 - The Braton, along with its MK1 Variant, was assumed to be a Corpus weapon due to Corpus manufacturing symbols printed on the weapon. [Update 19.10](#) (2017-02-09) gave the Braton a new model that had Tenno design and Orokin writing instead, removing the Corpus connections and making it more lore friendly.
 - The old version of the Braton can still be seen when using legacy skins like the [Forest Camo](#) or the [Shock Camo](#) skins, which changes the model to the previous appearance.



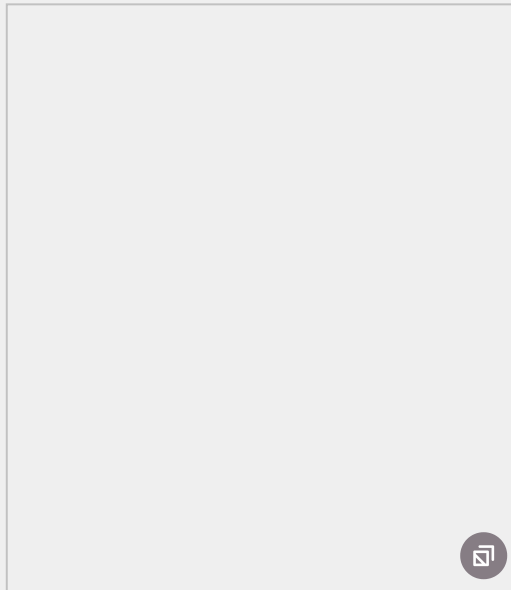
- During [Hotfix 10.6.1](#) (2013-11-01), an unreleased Nvidia skin was leaked (refer to gallery image 4 below). This was automatically applied to all Bratons, and was subsequently removed in the next hotfix with the redtext reading "just a small change, you probably won't even notice" referring to the fact that not many people knew of the mistake. It is unknown whether the skin will be officially released, or whether it was just a concept skin model.
- The Braton, as of February 2017, currently has the highest number of skins that can be used on a weapon, at a total of 8. It can use the following: IAH Games skin (Promotion, no longer available), Forest Camo, Shock Camo, Conclave, Day of the Dead skin (Limited time item, no longer available), PS4 Skin (Exclusive to PS4 pre-orders in North America), Kintsugi, and Nocturne. A Nvidia skin was also temporarily leaked but never actually officially used.
- Despite being long retired and never available through the Marketplace, the IAH Games skin is depicted in the Weapons > Cosmetics tab in the Marketplace.

Media

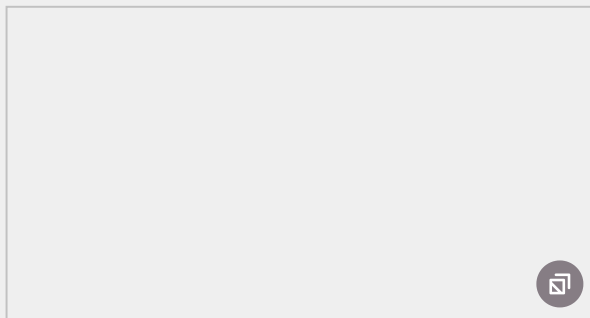




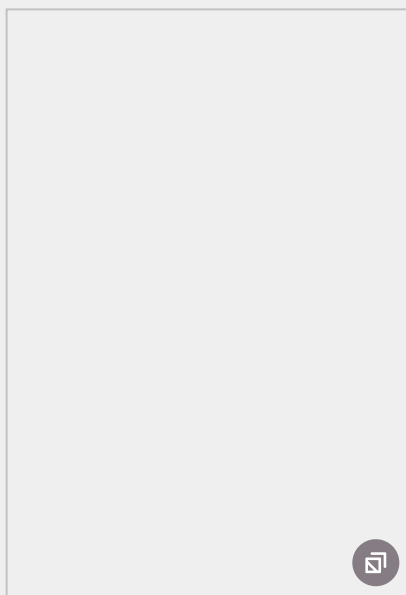
The Braton in Codex.



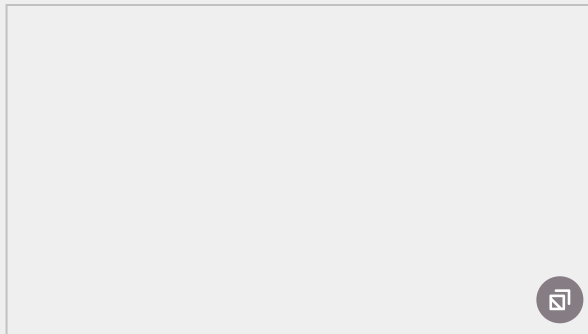
The old Braton in Codex.



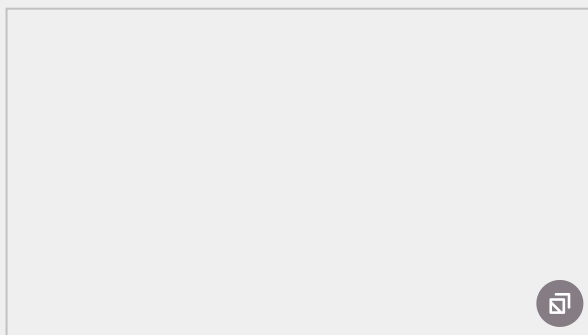
Special IAH Games Braton skin



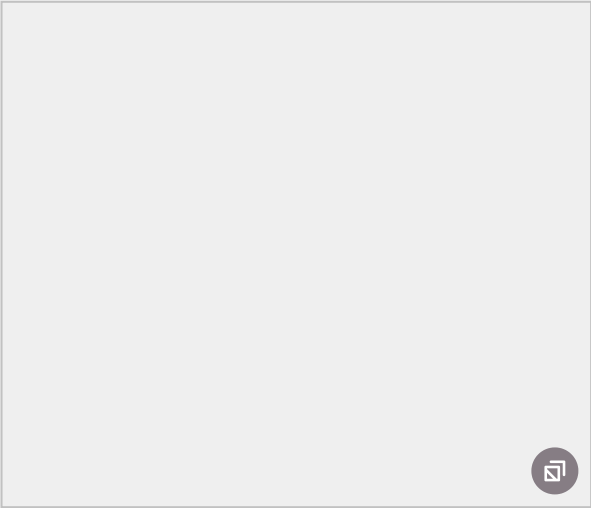
Braton skin after the update 10.6.1... Possible bug?



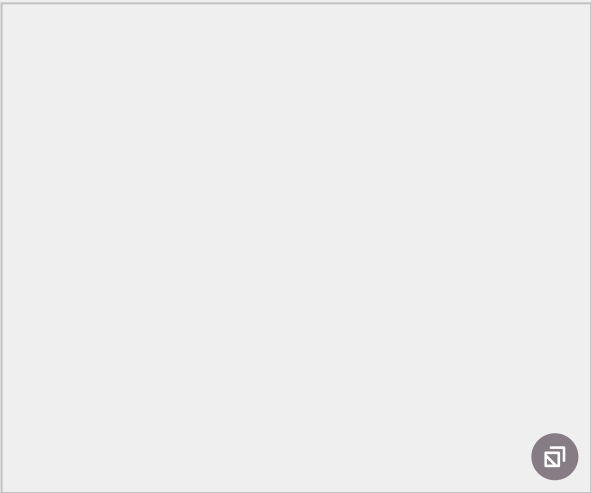
PS4 Braton Skin featured in the Ultimate Fan Pack.

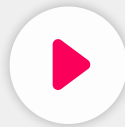


Updated obsidian skin

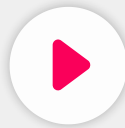


Braton in Arsenal





Warframe - All Tenno Primaries - Weapon Animations & Sounds (2012 - 2019)



Warframe - All Tenno Weapon Reloads in 3 minutes (2012 - 2019)

Braton Skins

[Edit](#)



Conclave

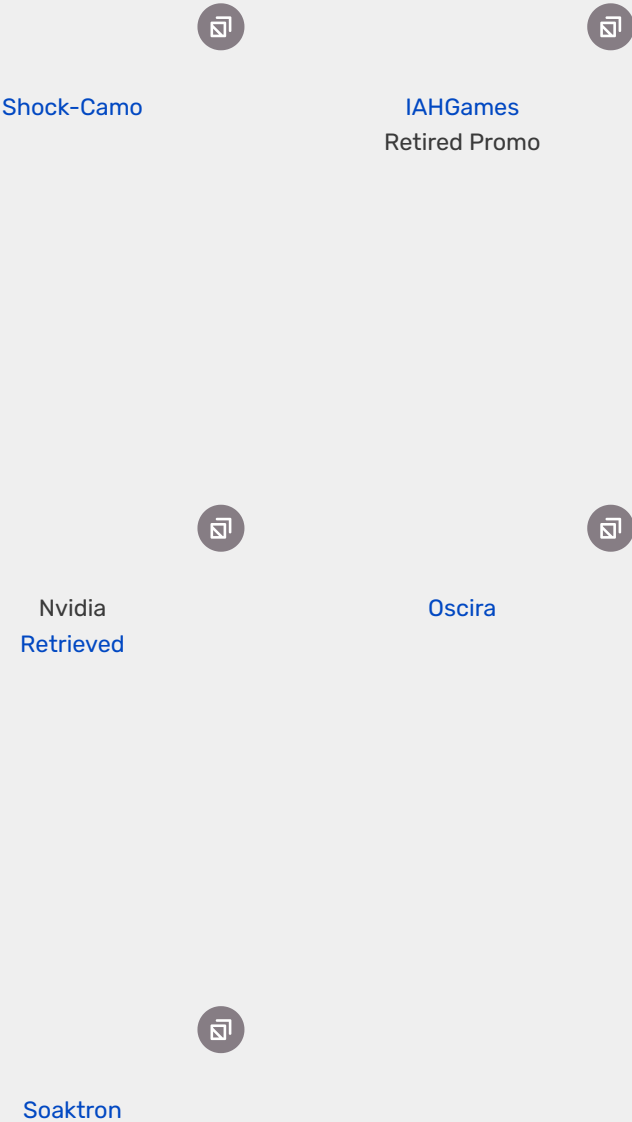
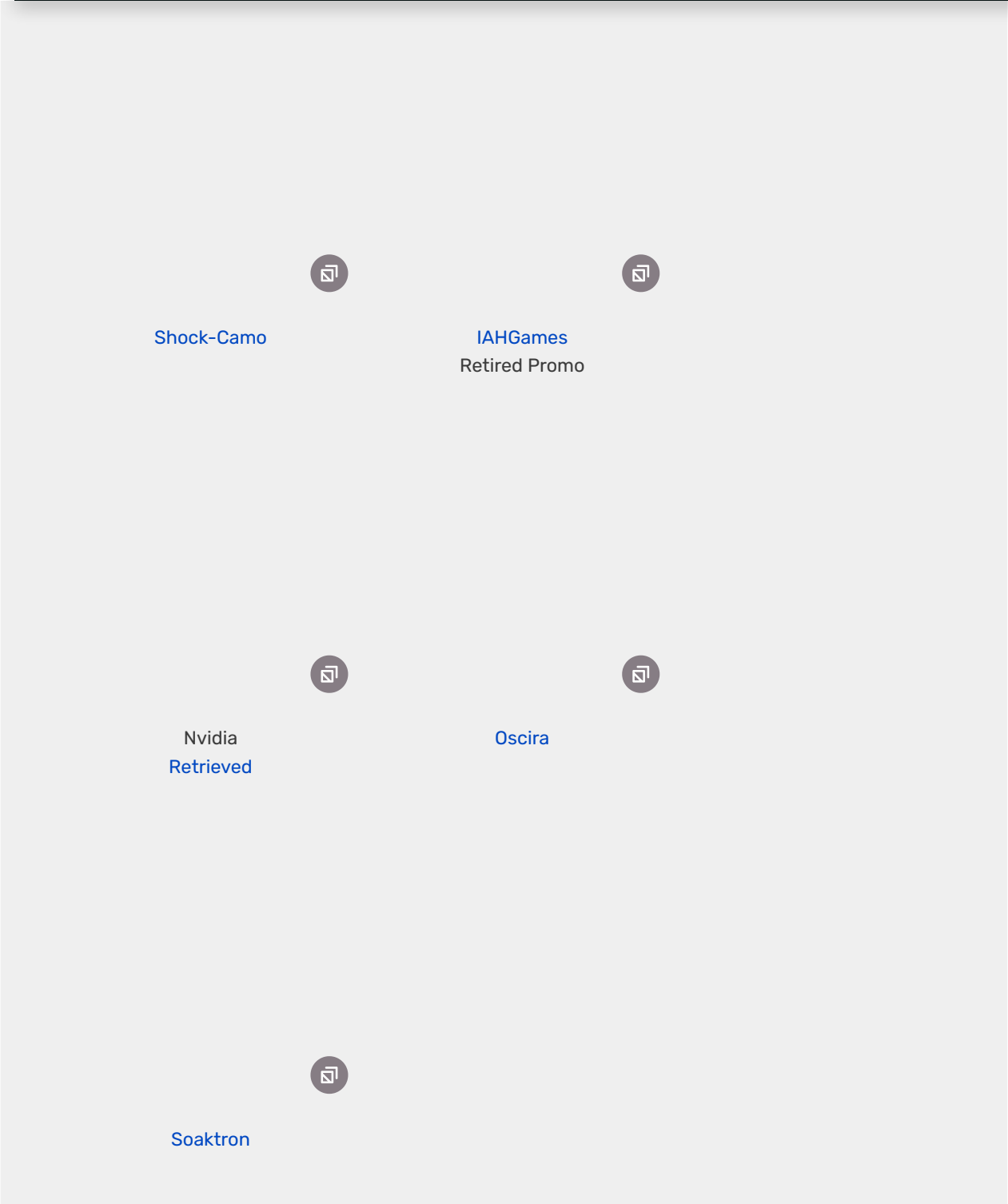
Day of the Dead
Seasonal

Forest-Camo

Kintsugi

Nocturne

Obsidian
PlayStation™ Exclusive



Patch History

[Update 22.12](#) (2018-02-09)

- Damage increased from 20 to 24.
- Status chance increased from 5% to 6%.
- Critical chance increased from 10% to 12%.

- Improved volume of the new firing sounds introduced in Update 19.10 in different environments for the Braton.

See Also

- [MK1-Braton](#), the [starter](#) variant.
- [Braton Prime](#), the [Prime](#) variant.
- [Braton Vandal](#), the [Lotus-branded](#) variant.
- [Lato](#), a pistol that shares the same theme.
- [Skana](#), a sword that shares the same theme.
- [Braton Incarnon Genesis](#), the Incarnon power-up for the Braton series.

Weapons • Damage • Incarnon • Compare All • Cosmetics						[Collapse]
Primary	Secondary	Melee	Archwing	Robotic	Modular	Railjack
Arm Cannon						
Auto	Bubonico • Shedu					
Bow						
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	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 •					



	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 • 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	Astillia • Astillia 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	

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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