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Energy Amplifier

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Energy Amplifier is a [mod](#) that increases the [Ability Range](#) of an [Archwing](#) by 10% per rank for a maximum of 60% at rank 5.

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Stats



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WARFRAME Wiki



4	+50%	10
5	+60%	11

Drop Locations

 Update Infobox Data

Max Rank Description ^

+60% Ability Range

General Information ^

Type Archwing

Polarity ↵ Naramon

Rarity Uncommon

Max Rank 5

Endo Required To Max 620

Credits Required To Max 29,946

Base Capacity Cost 6

Trading Tax 4,000

Introduced Update 15.1 (2014-11-05)

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
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Enemy Drop Tables





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Enemy [↕]	Drop Table Chance ^[4] [↕]	Item Chance ^[5] [↕]	Chance ^[6] [↕]	Expected Kills ^[7] [↕]	Quantity ^[8] [↕]	Avg. per roll attempt ^[9]
Comet Shard	20%	7.37%	1.474%	68	1	0.01474
Kosma Gokstad Officer	5%	4.42%	0.221%	452	1	0.00221
Kosma Gokstad Pilot	5%	4.42%	0.221%	452	1	0.00221
Lancer Dreg	3%	5.53%	0.1659%	603	1	0.001659
Shield-Hellion Dargyn	20%	7.37%	1.474%	68	1	0.01474
Vapos Aquila	20%	7.37%	1.474%	68	1	0.01474

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.

Patch History

Update 15.1 (2014-11-05)

- Introduced.

See Also

- [Mods](#)
- [Stretch](#), the Warframe version of this mod.





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Edit

[Collapse]

- [Efficient Transferral](#)
- [Enhanced Durability](#)

Archwing Guns	Hyperion Thrusters • Kinetic Diversion • Morphic Transformer (Primed) • Superior Defenses • System Reroute
	Ammo Chain • Archgun Ace • Automatic Trigger • Ballista Measure • Charged Bullets • Combustion Rounds • Comet Blast • Contamination Casing • Critical Focus • Deadly Efficiency (Primed) • Dual Rounds (Primed) • Electrified Barrel • Hollowed Bullets • Hypothermic Shell • Magazine Extension • Magma Chamber • Marked Target • Modified Munitions • Parallax Scope • Polar Magazine • Quasar Drill • Quick Reload • Resolute Focus • Rubedo-Lined Barrel (Primed) • Sabot Rounds • Shell Rush • Venomous Clip • Zodiac Shred
	Astral Autopsy • Astral Slash • Blazing Steel • Bleeding Edge • Conductive Blade • Cryo Coating • Cutting Edge • Extend • Furor • Glacial Edge • Infectious Injection • Ion Infusion • Meteor Crash • Nebula Bore • Poisonous Sting • Searing Steel • Sudden Impact • Tempered Blade
Archwing Melee	

- 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)

Categories ▼

Languages ▼

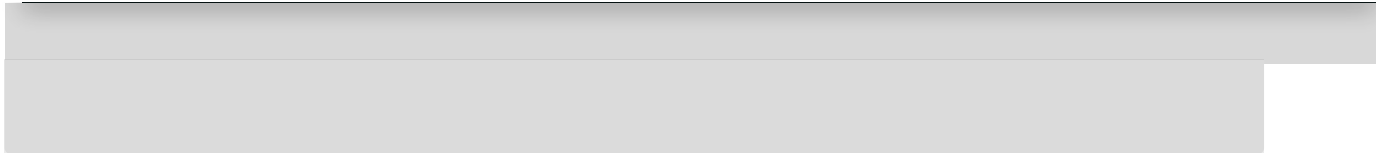


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otherwise noted.







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