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Kuva Zarr

82

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 WEAPONS

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An even stronger Zarr cannon to meet the demands of Kuva Liches. With stronger explosive barrages, and long-range flak shots.

The **Kuva Zarr** is the [Kuva](#) variant of the  [Zarr](#), with drastic improvements to its [critical chance](#), [status chance](#), the Cannon mode's damage, [fire rate](#), and explosion radius, and the Barrage mode's [accuracy](#) and removal of its range cap, with expense to its [reload speed](#), [ammo](#) economy, and the Barrage mode's damage and fire rate.



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Kuva Zarr



 **Tradable**
(indirectly through [Lich](#) trading)

Innate **Progenitor Bonus**

 [Update Infobox Data](#)

General Information



Type

Launcher



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Characteristics

- This weapon deals primarily  **Blast** damage.
- Cannon Mode launches cannonballs that explode in a **7** meter radius on impact with a surface or enemy, then splits into **3** smaller bomblets that rain down on the point of impact.
 - Pinpoint **accuracy**.
 -  **Heavy Caliber**'s accuracy penalty is minimal on this weapon.
 - Initial hit and explosion apply status separately.
 - Explosion does not need direct line of sight to deal damage and will penetrate walls.
 - Explosion can benefit from  **Firestorm** ( **Primed**) and  **Cautious Shot**.
- Barrage Mode fires a shotgun-like flak.
 - High  **Puncture** and

 Mastery Rank Requirement	15
Max Rank	40
 Slot	Primary
Trigger Type	Semi-Auto
Utility ^	
Ammo Max	5
Ammo Pickup	1
Ammo Type	Primary
Disposition	●○○○○ (0.65x)
Fire Rate	2.17 attacks/sec
Noise Level	Alarming
Magazine Size	5
Reload Time	4.80 s
Projectile Speed	75.0 m/s
Projectile Type	Projectile
Spread	0.00° (0.00° min, 0.00° max)
Cannon Mode Projectile ^	
	
Total Damage	50 (100.00%  Impact)
Accuracy	Very High
Ammo Cost	1
Crit Chance	25.00%
Crit Multiplier	2.50x
Fire Rate	2.17 attacks/sec
Multishot	1 (50.00 damage per projectile)
Noise Level	Alarming
Punch Through	0.0 m
Spread	0.00° (0.00° min, 0.00° max)
Status Chance	31.00%



- Barrage mode – effective against [armor](#) and [shields](#).
- Innate 1.6 meter [punch through](#).
 - Innate [multishot](#) of 10 pellets.
 - Reloads one cannonball at a time, which can be interrupted at any point, allowing for planned reloading.
 - Reload time of **0.75** seconds for each cannonball, plus **0.5** seconds to begin reload and **0.55** to end.
 - Innate three  polarities.
 - Comes with an additional bonus  [Impact](#),  [Heat](#),  [Cold](#),  [Electricity](#),  [Toxin](#),  [Magnetic](#), or  [Radiation](#) damage, based on the Kuva Lich's [progenitor Warframe](#), which increases the listed base damage of the weapon by 25%-60%.
 - [Valence Fusion](#) can optionally change the resulting output damage type, and can upgrade the bonus increase (up to 60%).
 - [Polarizing](#) the weapon increases its max [rank](#) by **2**, capping at rank **40** after **5** polarizations, granting the weapon additional mod capacity.
 - Listed [Mastery Rank](#) requirement

Projectile Type	Projectile
Cannon Mode Explosion ^	
673 (100%)	
Total Damage	673 (100.00%  Blast)
Crit Chance	25.00%
Crit Multiplier	2.50x
Damage Falloff	No Damage Falloff: below 0.0 m (100%, 673 damage) Linear Falloff: between 0.0 m and 7.0 m (100% - 30%) Max Damage Falloff: over 7.0 m (30%, 202 damage)
Fire Rate	2.17 attacks/sec
Multishot	1 (673.00 damage per projectile)
Noise Level	Alarming
Punch Through	0.0 m
Range	7.0 m
Status Chance	31.00%
Projectile Type	AoE
Cannon Mode Cluster Bomb Contact ^	
15 (100%)	
Total Damage	45 (100.00%  Impact)
Crit Chance	25.00%
Crit Multiplier	2.50x
Fire Rate	2.17 attacks/sec
Multishot	3 (15.00 damage per projectile)
Noise Level	Alarming
Punch Through	0.0 m
Status Chance	31.00%
Projectile	8.0 m/s



any mastery rank by acquiring and vanquishing a Kuva Lich that has this weapon equipped.

Advantages over other Primary weapons (excluding modular weapons):

- Cannon Mode Projectile (wiki attack index 1)
 - Above average crit chance (25.00%)
 - High status chance (31.00%)
 - High crit multiplier (2.50x)
- Cannon Mode Explosion (wiki attack index 2)
 - Very high total damage (673)
 - Above average status chance (31.00%)
 - Above average crit multiplier (2.50x)
- Cannon Mode Cluster Bomb Contact (wiki attack index 3)
 - Above average average number of procs per shot (0.93)
 - Very high average number of crits per shot (0.75)
- Cannon Mode Cluster Bomb Explosion (wiki attack index 4)
 - High crit chance (25.00%)
 - Above average average number of procs per shot (0.93)

Projectile Type	Projectile	
Cannon Mode Cluster Bomb Explosion ^		
	50 (100%)	
Total Damage	150 (100.00% Blast)	
Crit Chance	25.00%	
Crit Multiplier	2.50x	
Damage Falloff	No Damage Falloff: below 0.0 m (100%, 50 damage) Linear Falloff: between 0.0 m and 3.0 m (100% - 70%) Max Damage Falloff: over 3.0 m (70%, 35 damage)	
Fire Rate	2.17 attacks/sec	
Multishot	3 (50.00 damage per projectile)	
Noise Level	Alarming	
Punch Through	0.0 m	
Range	3.0 m	
Status Chance	31.00%	
Projectile Type	AoE	
Barrage Mode ^		
	15 (30%)	25 (50%) 10 (20%)
Total Damage	500 (50.00% Puncture)	
Accuracy	Very Low	
Ammo Cost	1	
Crit Chance	37.00%	
Crit Multiplier	2.50x	
Damage Falloff	No Damage Falloff: below 20.0 m (100%, 50 damage) Linear Falloff: between 20.0 m and 40.0 m (100% - 2%) Max Damage Falloff: over 40.0 m (2%, 1 damage)	
Fire Rate	2.17 attacks/sec	



- Above average status chance (31.00%)
- Barrage Mode (wiki attack index 5)
- No numerical advantages.

Disadvantages over other Primary weapons (excluding modular weapons):

- Cannon Mode projectiles have travel time with arcing.
- Small magazine size.
- Magazine must be reloaded one at a time before reaching full capacity.
- Extremely poor [ammo](#) economy.
 - Extremely low ammo capacity; requires just 1 reload to fully deplete all ammo reserves.
 - Only restores 1 unit of ammunition per ammo pickup.
- Explosion and bomblets inflicts [self-stagger](#).
- Explosion and bomblets have a [headshot](#) multiplier of 1x and cannot trigger headshot conditions.
- Explosion and bomblets have linear [Damage Falloff](#) from 100% to 30% from central impact.
- Cannon Mode Projectile (wiki attack index 1)
 - Very low reload speed (4.80 s)
 - Low magazine (5)

Noise Level	Alarming
Punch Through	1.6 m
Spread	23.00° (17.00° min, 29.00° max)
Status Chance	9.70%
Projectile Speed	120.0 m/s
Projectile Type	Projectile
Miscellaneous ^	
Compatibility Tags	ASSAULT_AMMO, PROJECTILE, AOE, SINGLESHOT
Default Upgrades	InnateDamageRandomMod
Riven Family	Zarr
Exilus Polarity	
Introduced	Update 30.5 (2021-07-06)
Polarities	
Sell Price	7,500
Variants	Kuva Zarr Zarr
Vendor Sources ^	
Article Categories ^	
• Weapons • Grineer Weapons • Kuva Lich Weapons • Impact Damage Weapons • Launcher • Zarr • Primary Weapons • Semi-Auto Weapons • Semi-Automatic • Kuva • Pinpoint Weapons • Alarming Weapons • Projectile Weapons • Weapons with Area of Effect • Tradeable Weapons	



- Low fire rate (2.17 attacks/sec)
- Very low disposition (●○○○○ (0.65x))
- Cannon Mode Explosion (wiki attack index 2)
 - Low active falloff slope (10.0m/%)
 - Low maximum falloff distance (7.0 m)
 - Very low reload speed (4.80 s)
 - Very low magazine (5)
 - Very low ammo max (5)
 - Very low disposition (●○○○○ (0.65x))
- Cannon Mode Cluster Bomb Contact (wiki attack index 3)
 - Very low reload speed (4.80 s)
 - Very low magazine (5)
 - Very low total damage (45)
 - Very low ammo max (5)
 - Very low disposition (●○○○○ (0.65x))
- Cannon Mode Cluster Bomb Explosion (wiki attack index 4)
 - Low active falloff slope (10.0m/%)
 - Very low maximum falloff distance (3.0 m)
 - Very low reload speed (4.80 s)
 - Low magazine (5)
 - Very low ammo max (5)
 - Low disposition (●○○○○ (0.65x))
- Barrage Mode (wiki attack index 5)
 - Below average ammo max (5)
 - Below average disposition (●○○○○ (0.65x))

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

Comparisons:

- **Kuva Zarr** (Cannon Mode Explosion), compared to [Zarr](#) (Cannon Mode Explosion):
 - Higher base damage per projectile (673.00 vs. 175.00) (excluding any [Progenitor](#) bonus)
 - Higher [Blast](#) damage (673 vs. 175)



- Higher total damage (using max +60% [Progenitor](#) bonus if applicable) (1,076.8 vs. 175)
- Higher base [critical chance](#) (25.00% vs. 17.00%)
- Higher base [status chance](#) (31.00% vs. 29.00%)
- Higher [average damage per tap](#) (using max +60% [Progenitor](#) bonus if applicable) (1480.6 vs. 219.62)
- Higher [burst DPS](#) (using max +60% [Progenitor](#) bonus if applicable) (3212.90 vs. 366.77)
- Higher [sustained DPS](#) (using max +60% [Progenitor](#) bonus if applicable) (1042.06 vs. 162.82)
- Farther max [damage falloff](#) distance (7.0 m vs. 4.0 m)
- Greater max damage reduction at ending falloff distance (70.00% vs. 50.00%)
- Higher [fire rate](#) (2.17 attacks/sec vs. 1.67 attacks/sec)
- Larger [magazine](#) (5 vs. 3)
- More shots per magazine (5 vs. 3)
- Smaller [max ammo capacity](#) (5 vs. 60)
- Smaller [ammo pickup count](#) (1 vs. 9)
- Slower [reload time](#) (4.80 s vs. 2.25 s)
- More [polarities](#) (vs.)
- Higher [Mastery Rank](#) required (15 vs. 7)
- Lower [disposition](#) (●○○○○ (0.65x) vs. ●●●○○ (1.15x))

Acquisition

This section is [transcluded](#) from [Lich System/Weapons § Kuva Acquisition](#). To change it, please [edit the transcluded page](#).

Kuva Zarr is obtained by vanquishing a [Kuva Lich](#) who generated with one equipped. After the Lich is vanquished it will be in the player's [Foundry](#) ready to claim.

While the weapon itself is not tradeable, a converted Kuva Lich generated with the weapon can be traded to another player. The trade is performed inside a [Clan Dojo](#)'s Crimson Branch room, and the recipient must not have any active Lich. Once traded, the recipient must fight and vanquish the Lich to claim its weapon.

Notes

- Though the Kuva Zarr's Barrage Mode deals less damage than the Barrage Mode of the standard Zarr, any elemental Lich bonus of at least **29%** will bring the Kuva



- [Navigator](#) can control both the main cannon projectile as well as the bomblets.

This section is [transcluded](#) from [Lich System § Notes](#). To change it, please [edit the transcluded page](#).

Kuva/Tenet Notes

- For weapons obtained from vanquishing the [Kuva Lich](#) or [Sister](#):
 - The player **does not** have to meet the [Mastery Rank](#) displayed to obtain this weapon. It can simply be claimed from the foundry after the Lich/Sister carrying it has been vanquished.
 - The weapon will have a prefix of the name of the Lich/Sister it was acquired from (e.g. a [Kuva Kohm](#) might be called "**Odizrigg Agekk** Kuva Kohm").
- Refraining from Mercy killing an Adversary candidate will remove their weapon from the pool of potential Adversary weapons until each has been refused, but only if the mission is completed. Weapons rejected from aborted missions will remain in the current cycle.
- For weapons obtained from [Ergo Glast](#)'s shop:
 - The player **must** meet the [Mastery Rank](#) displayed to obtain this weapon, as it is claimed from an NPC shop rather than the foundry.
- The weapon's max [rank](#) caps at **40** after **5 polarizations** (max rank increases by 2 per [Forma](#) added).
 - Additional polarizations can be added when the weapon reaches its new max rank at that polarization level.
 - Each additional rank also gives 100 [Mastery Rank](#) experience, giving **4,000** points in total at level 40.
 - [Mod](#) capacity scales with the additional ranks, and can reach a total of **80** at rank 40 with an [Orokin Catalyst](#) installed.
 - Without an Orokin Catalyst, the max is 40. Combined with the five polarized mod slots required to reach that point, an Orokin Catalyst might not be required for some beginner-friendly builds as they typically use less mod capacity.
 - After polarizing a weapon, any additional mod capacity above 30 (60 with an Orokin Catalyst) will not take effect until the weapon's rank reaches 31 and above.
 - Legendary [Mastery Rank](#) increases the minimum mod capacity for such weapons, without the weapon needing to be rank 31 and



- Comes with an additional damage stat.
 - For Lich/Sister-obtained weapons this is dependent on the Warframe that summoned the Lich/Sister.
 - For [Ergo Glast](#) shop a random bonus stat will be offered for each weapon and changed every 4 days (96 hours).
 - This damage stat randomly ranges between 25%-60%. It can be upgraded up to its maximum value with [Valence Fusion](#) using another copy of the weapon.
 - This bonus stat is considered a **base** damage type and will be applied **after** all elemental mods for the purposes of elemental combinations.

View detailed explanation about element merging

This section is [transcluded](#) from [Lich System/Progenitor](#) . To change it, please [edit the transcluded page](#).

Element	Progenitor Warframe*					
Impact	Baruuk	Dante	Gauss	Grendel	Rhino	Sevagoth
			Wukong	Zephyr		
Heat	Chroma	Ember	Inaros	Jade	Kullervo	Nezha
			Protea	Vauban	Wisp	
Cold	Frost	Gara	Hildryn	Koumei	Revenant	Styanax
			Titania	Trinity		
Electricity	Banshee	Caliban	Excalibur	Gyre	Limbo	Nova
			Valkyr	Volt		
Toxin	Atlas	Dagath	Ivara	Khora	Nekros	Nidus
				Saryn		Oberon
Magnetic	Citrine	Harrow	Hydroid	Lavos	Mag	Mesa
				Yareli		Xaku
Radiation	Ash	Equinox	Garuda	Loki	Mirage	Nyx
			Qorvex	Voruna		Octavia

*Note that the [Primed](#) or Umbra version of a Warframe share the same element

Tips

- The weapon's low ammo economy can be mitigated with [Rifle Ammo Mutation](#)

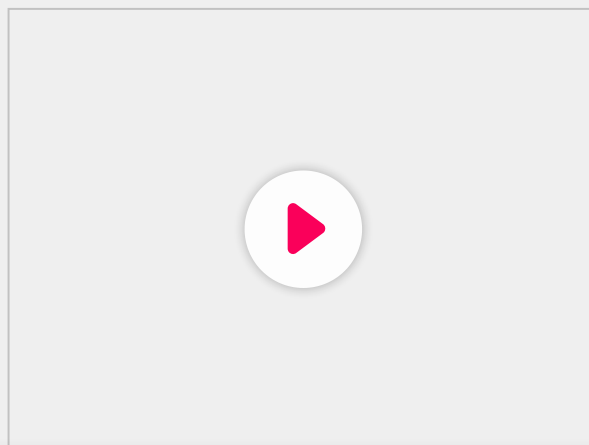
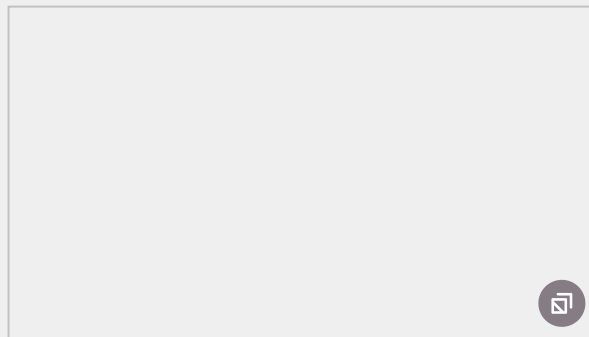
[Ammo Case.](#)

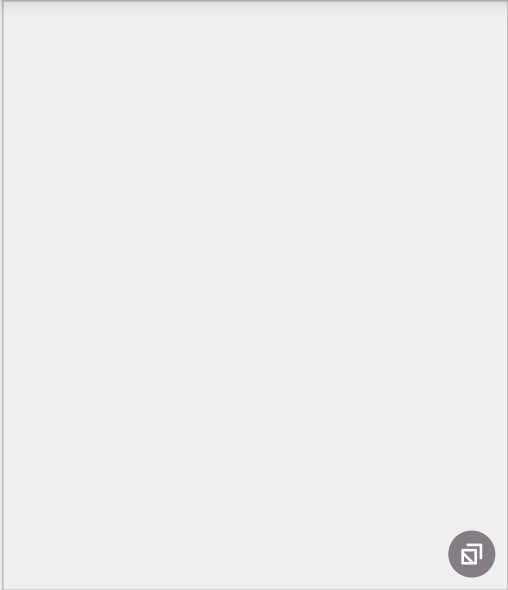
- [Garuda](#) equipped with [Blood Forge](#) synergizes extremely well with this cannon, as not only does she reload shots extremely fast via [Bloodletting](#) and thus greatly increasing the weapon's overall DPS, her Death's Gate passive racks up extremely fast with the massive kills or assists the cannon mode causes. She should have a ready means to recover HP quickly, however, either via deploying a nearby [Blood Altar](#) or [infusing](#) herself with [Sevagoth's](#) [Gloom](#).
 - As an optional failsafe, [Quick Thinking](#) and/or [Gladiator Finesse](#) can be equipped to soak up some damage with gained energy from Bloodletting.
- Running a Warframe [infused](#) with [Energized Munitions](#) is also practical on this weapon, as it allows for a far greater number of shots than its otherwise limited magazine size.

Trivia

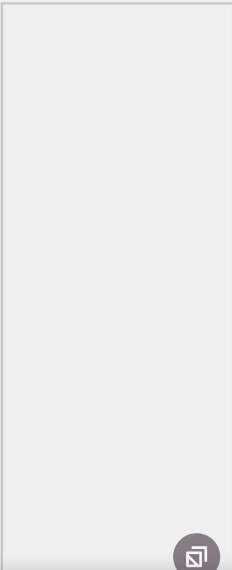
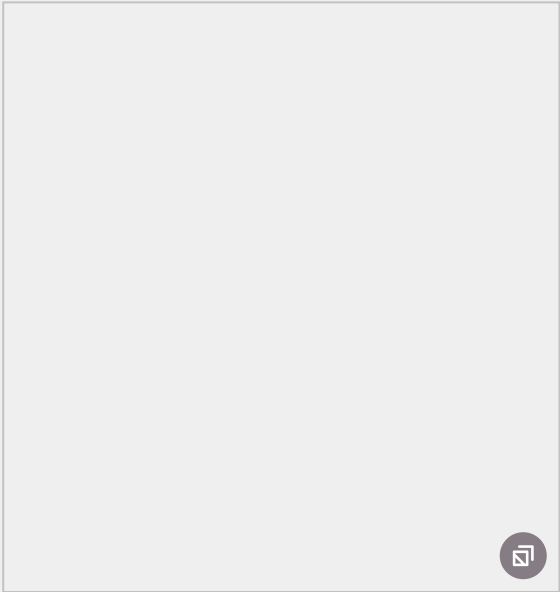
- The Grineer text on the side of the weapon reads "BOOM".

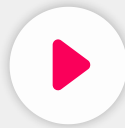
Media





Kuva Zarr , as shown in the arsenal





Kuva Zarr, Weapon & Build Comparison



Kuva Zarr Build - The Explosive Bombarder 2021 (Guide) - Warframe

Kuva Zarr Skins

[Edit](#)



Clavatus



Towsun

Patch History

Update 32.0 (2022-09-07)

Ammo Changes

We understand the power fantasy of these weapons is very popular for some, so our first approach was to keep them powerful, but limit how often they can be used by making changes to ammo pick-up.

Ammo Pickup Overrides

The following weapons now have ammo pickup overrides, meaning they gain less

See Also

- [Zarr](#), the normal counterpart of this weapon.

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							



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 • 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	Astill • Astill 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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