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Sniper Ammo Mutation

66 EDIT

Sniper Ammo Mutation is a [sniper rifle mod](#) that converts any unused Secondary [Ammo](#) into Primary Ammo. The affected weapon will only convert ammo while equipped, and will **not** convert any ammo type used by [holstered](#) secondary weapons until their own ammo is full.

Converted ammo is denoted by a symbol. The final amount of ammo restored is rounded to the nearest integer.

Stats

Rank	Effect	Cost
0	8%	2
1	16%	3
2	25%	4

Sniper Ammo Mutation

Full

Icon



Sniper Ammo Mutation
Converts Secondary ammo pickups to 50% of Ammo Pick Up.

SNIPER

Tradeable

EXILUS



4	42%	6
5	50%	7

Acquisition

- This mod was originally awarded to players who participated in [Operation Sling-Stone](#).
- This mod is now available from [Survival](#), [Excavation](#), and [Spy](#) missions.

Drop Locations

[Update Infobox Data](#)

Max Rank Description

Converts Secondary ammo pickups to 50% of Ammo Pick Up.

General Information

Type

Sniper

Polarity

Naramon

Rarity

Rare

Compatibility Tags

SNIPER_AMMO, LAUNCHER_AMMO

Incompatible Mods

[Primed Sniper Ammo Mutation](#)

Max Rank

5

Endo Required To Max

930

Credits Required To Max

44,919

Base Capacity Cost

2

Trading Tax

8,000

Introduced

[Update 9.3](#) (2013-07-26)

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
Excavation	Tier 3 Excavation	C	3.76%	1	0.0376	- Cholista Europa - Despina Neptune - Hieracon Pluto
Excavation	Tier 2 Excavation	C	3.76%	1	0.0376	Valefor, Europa
Excavation	Tier 1 Excavation	C	3.76%	1	0.0376	- Everest, Earth - Kiliken, Venus - Tikal, Earth - Augustus Mars
Spy	Tier 3 Spy	C	7.04%	1	0.0704	- Rosalinda Uranus - Nereid, Neptune - Oceanus Pluto - Kelpie, Sedna
Spy	Kuva Fortress Spy	B	10%	1	0.1	Pago, Kuva Fortress
Survival	Tier 1 Survival	C	3.76%	1	0.0376	- V Prime, Venus - Apollodora Mercury - Stickney Phobos



Mission Type	Source	Rotations or Drop Table	Chance ^[1]	Quantity ^[2]	Avg. per roll ^[3]	Star Chart Nodes
Survival	Kuva Fortress Survival	C	4%	1	0.04	Taveuni, Kuva Fortress
Survival	Tier 3 Survival	C	3.76%	1	0.0376	- Ophelia, Uranus - Tycho, L - Palus, P - Selkie, Sedna - Nimus, E
Survival	Tier 2 Survival	C	3.76%	1	0.0376	- Draco, Ceres - Elara, Jupiter - Titan, Saturn
The Circuit	Tier 4 The Circuit (Normal)	A	1.49%	1	0.0149	Accessed thro Duviri's The Cir gamemode
The Circuit	Tier 6 The Circuit (Normal)	A	1.03%	1	0.0103	Accessed thro Duviri's The Cir gamemode

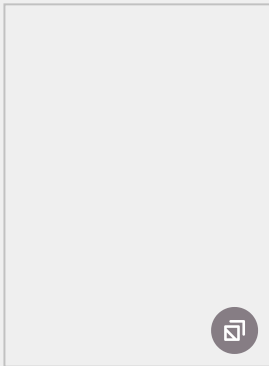
Enemy Drop Tables

Enemy	Drop Table Chance ^[4]	Item Chance ^[5]	Chance ^[6]	Expected Kills ^[7]	Quantity ^[8]	Avg. per roll attempt ^[9]
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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.

- Functions well with [Sentinel's Vacuum](#) or [Chesa Kubrow's Retrieve](#), which automatically collect unused ammo as needed.

Gallery



Pre-[Update 14.5](#) (2014-08-28)
Appearance

Patch History

[Hotfix 32.3.3](#) (2023-02-17)

- Fixed being unable to equip Sniper Ammo Mutation on Snipers.

[Update 32.3](#) (2023-02-15)

- Fixed weapons that formerly used Sniper ammo appearing when using the term “sniper” to search in the Arsenal despite not being categorized as a Sniper weapon.
 - *This would affect a weapon like the Lenz, which now uses Primary Ammo. It can still be found in the Arsenal when searching using the term “Bow”*

Ammo Mods	
Sentinels	Ammo Case
Reserve Ammo	Ammo Drum • Shell Compression • Trick Mag
Magazine Capacity	Ammo Stock • Atomic Fallout • Magazine Warp (Prime) • Shotgun Elementalist • Slip Magazine (Prime) • Wildfire • Ice Storm • Tainted Mag • Tainted Clip • Burdened Magazine
Ammo	Rifle Ammo Mutation (Prime) • Sniper Ammo Mutation (

	Pistol Ammo Mutation (Prime) • Arrow Mutation • Vigilante Supplies
Ammo Pickup	Amalgam Daikyu Target Acquired • Rifle Scavenger • Shotgun Scavenger • Sniper Scavenger • Pistol Scavenger
Ammo Efficiency	Skull Shots • Brain Storm
Ammo Refund	Blood For Ammo • Wild Frenzy
PvP	Maximum Capacity • Loaded Capacity • Full Capacity • Hydraulic Gauge • Hydraulic Chamber • Hydraulic Barrel • Draining Gloom

- 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)

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