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Primed Sniper Ammo Mutation

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Primed Sniper Ammo Mutation is a [sniper rifle mod](#) that converts any unused [ammo](#) type 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	Efficiency (Secondary)	Cost
0	8%	0



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2	25%	2
3	33%	3
4	42%	4
5	50%	5
6	58%	6
7	67%	7
8	75%	8
9	84%	9
10	92%	10

Acquisition

- This mod can be purchased **unranked** from Baro Ki'Teer for **140,000** and **400**. Note however that Baro Ki'Teer's stock changes with each appearance, and may not have this item available at every time.

Tips

- Functions well with Sentinel's [Vacuum](#), Chesa Kubrow's [Retrieve](#) and Beast's [Fetch](#), which all automatically collect unused ammo as needed.
- Mutated ammo always rounds up, resulting in converted ammo even with [Primed Sniper Ammo Mutation](#) being completely unranked, saving all capacity cost. This means the effect of unranked [Primed Sniper Ammo Mutation](#) is equivalent to fully ranked on weapons with 1 ammo pickup.
- [Rifle Scavenger](#) applies to

Cannot be obtained from transmutation

Hidden from Codex

Update Infobox Data

Max Rank Description

Converts Secondary ammo pickups to 92% of Ammo Pick Up.

General Information

Type

Sniper

Polarity

Naramon

Rarity

Legendary

Compatibility Tags

SNIPER_AMMO, LAUNCHER_AMMO

Incompatible Mods

[Sniper Ammo Mutation](#)

Max Rank

10

Endo Required To Max

40,920

Credits Required To Max

1,976,436

Base Capacity Cost

0

Trading Tax

1,000,000

Introduced

Hotfix 31.1.8 (2022-02-24)

Vendor Sources

Baro Ki'Teer

Baro Ki'Teer

400 + 140,000

PC Only Dates	Console Only Dates	All Platforms
2022-02-25	2022-04-08	2022-10-21 2023-09-08 2024-03-22 2024-10-04

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https://warframe.fandom.com/wiki/Primed_Sniper_Ammo_Mutation

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counts *after* ammo mutation's rounding. For example, on [Rubico Prime](#), it increases all ammo pickups from primary *and* secondary pickups to provide 38 and 35 ammo respectively, with max ranked  **Primed Sniper Ammo Mutation**.

Patch History

Hotfix 32.3.3 (2023-02-17)

- Fixed being unable to equip Primed 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 Mutation	Rifle Ammo Mutation ( Prime) • Sniper Ammo Mutation ( Prime) • Shotgun Ammo Mutation ( Prime) • 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 • Drainin



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