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Melee Combo



EDIT

For stance combos, see [Stance](#).

For the combo mechanic associated with Sniper Rifles, see [Sniper Rifle](#).

Melee Combo is a power source that grows as the Tenno strikes or blocks with melee weapons, multiplying the damage of certain attacks. [Heavy attacks](#) consume the melee combo gauge, called the **combo counter**, for a burst of damage (from **1x** to **12x**).

Certain Warframe abilities also benefit from melee combo, and they do **not** consume combo points, but they receive **1/4** of the added damage. Normal melee attacks are **not** affected by the combo multiplier, though [combo scaling effects](#) and mods can apply to all melee attacks. An inactive melee combo resets to zero after **5** seconds.

Different attacks award varying amounts of combo points, depending on their strength and number of hits. The combo reset period is affected by [combo duration](#), and combo consumption from heavy attacks is affected by [Heavy Attack Efficiency](#).



WARFRAME Wiki



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Combo Gain

Attacking or blocking grants combo points dependent on different values and bonuses.

Stance Attacks

Stance attacks (that is, most melee attacks) add combo points, scaling with the attack's stance damage multiplier (**100% stance damage multiplier = 1 point**). For example, an attack with a **300%** damage multiplier, adds **3** combo points per hit. Only successful strikes against an enemy will award combo points.

Some exceptions to these values exist, such as the last attack of  [Swirling Tiger's Dancing Hunter](#) combo or the first hit of  [Homing Fang's Cutting Arches](#).

Blocking

Each [blocked](#) enemy attack adds 1 combo point, including each individual projectile.



Other Attacks

- Stealth and finisher attacks add varying amounts of points to the combo counter.
- Melee hits against destructible objects, like [Storage Containers](#), do **not** add to the combo counter.
- The  [Rauta](#) generates **2** combo points for each [pellet](#) that lands on an enemy, up to a maximum of **28** combo points spread across **14** pellets.

Additional Combo Count Chance

Certain mods supply additional combo count chance (ACCC), awarding an extra combo point either on hit, on block, or under other specific circumstances. ACCC starts at +0% and benefits additively from the following mods and effects.



 [Enduring Strike](#)



 [Guardian Derision](#)



 [Quickening](#)

[Relentless Combination](#)



[True Punishment](#)

[Exodia Triumph](#)

[Exodia Valor](#)

Pet Mods

Beast type pets can now give you +6 combo when they attack, this can help you gain combo or help prevent your combo counter from decaying.



[Tandem Bond](#)

- [Naramon's](#) [Opening Slam](#) adds +100% additional combo count chance to all sources for up to 20 seconds.

Combo Multiplier



The Bonus Damage Multiplier starts at 2.0x after 20 consecutive hits. The multiplier is increased by 1.0x every consecutive 20 hits until 220 consecutive hits have been made, at which point the bonus damage multiplier will cap at 12.0x. Heavy Attacks receive the full damage multiplier, while affected [#Warframe Abilities](#) receive 1/4 of the multiplier.

Combo Counter Bonus Tier	Heavy Attack Multiplier	Base Damage Multiplier (Certain Warframe abilities)	Minimum Consecutive Hits Required
2	2.0x	1.25x	20
3	3.0x	1.5x	40
4	4.0x	1.75x	60
5	5.0x	2.0x	80
6	6.0x	2.25x	100
7	7.0x	2.5x	120
8	8.0x	2.75x	140
9	9.0x	3.0x	160
10	10.0x	3.25x	180
11	11.0x	3.5x	200
12	12.0x	3.75x	220
13 (only with Venka Prime)	13.0x	4.0x	240

[Venka Prime](#) has a passive ability that allows it to reach 240 consecutive hits for a 13.0x multiplier.

[Dex Nikana](#) has a passive ability that reduces required consecutive hits down to 11 at the cost of lowering max multiplier to 11.0x

Combo Duration

Melee Combo resets after this time. Refresh the timer by adding to the Combo Count with melee hits or blocks.

—In-game Description



Combo Duration extends the combo timer from its default of **5** seconds, increasing the time a combo takes to reset. Visually, the combo timer is represented by a grey horizontal bar below the combo counter.

[Riven Mods](#) can include positive or negative combo duration. (See: [Riven Mods#Attributes](#) for values.) *A zero or negative combo duration prevents increasing the combo counter.*

Melee Combo duration cannot be reduced to below **0.1** seconds.

[Body Count](#)

[Drifting Contact](#)

[Gladiator Rush](#)

[Swift Momentum](#)

[Melee Guidance](#)

[Rising Storm](#)



[Amalgam Furax Body Count](#)[Combo Killer](#)[Power Spike](#)[Primary Dexterity](#)[Secondary Dexterity](#)[Rauta](#)
(only in [Kullervo's](#) hands)

Combo Decay

With the [Power Spike](#) passive from the [Naramon](#) focus school, the combo counter decays by 20 / 15 / 10 / 5 every reset instead of depleting completely. Whenever the counter goes below a multiplier threshold, it decreases the multiplier to the new value. At max rank without combo counter duration mods, it takes **220** seconds, or 44 reset ticks, to fully deplete. Combo duration mods greatly increase this time, as they apply to every reset tick. Replenishing the counter works the same as without the passive.



Exceptions

- [Xoris](#) has infinite combo duration.
- [Tenet Livia](#) and [Tenet Grigori](#) pause their combo timer while holstered.
- [Anku](#) with [Anku Incarnon Genesis](#) installed can pause their combo timer while holstered with Evolution III, Perk 1: **Standoff**.
- [Ack & Brunt](#) with [Ack & Brunt Incarnon Genesis](#) installed can pause their combo timer while holstered with Evolution III, Perk 2: **Abiding Hold**.
- [MK1-Furax](#)/[Furax](#)/[Furax Wraith](#) with [Furax Incarnon Genesis](#) installed can pause their combo timer while holstered with Evolution III, Perk 3: **Standoff**.
- [Okina](#)/[Okina Prime](#) with [Okina Incarnon Genesis](#) installed can pause their combo timer while holstered with Evolution III, Perk 2: **Standoff**.
- Triggering [Combo Killer](#) pistol kill resets timer.

Warframe Abilities

Certain melee-oriented Warframe abilities benefit from and contribute to the melee combo counter. These abilities include the following. (ribute to combo count)

- [Khora's Whipclaw](#)
- [Kullervo's Recompense](#) and [Storm of Ukko](#) (contributes to, but does not benefit from combo count)
- [Exodia Contagion](#)
- [Exodia Force](#)

Exalted Weapon

Exalted Melee Weapons like [Excalibur's Exalted Blade](#) have their own independent melee combo, governed by its own combo count, multiplier, and expiration. Striking with an exalted melee weapon raises its own exalted combo counter and **not** the main combo – and vice-versa. A holstered weapon's combo timer expires at the normal rate.

Heavy Attack Efficiency

Heavy Attack Efficiency (previously known as "Combo Efficiency") reduces the cost of heavy attacks to below 100% combo points. For example, 40% heavy attack efficiency will change the amount spent to 60% combo points. This effect stacks additively and is capped at 90%; with both [Focus Energy](#) and [Reflex Coil](#), 10% of the combo counter will still be consumed with a heavy attack.



[Kullervo](#)'s passive provides 75% Heavy Attack Efficiency to melee weapons he wields.

[Riven Mods](#) can include heavy attack efficiency. (See: [Riven Mods#Attributes](#) for values.)

[Focus Energy](#)

[Focus Radon](#)

[Reflex Coil](#)

[Lycath's Hunt](#) (hold)

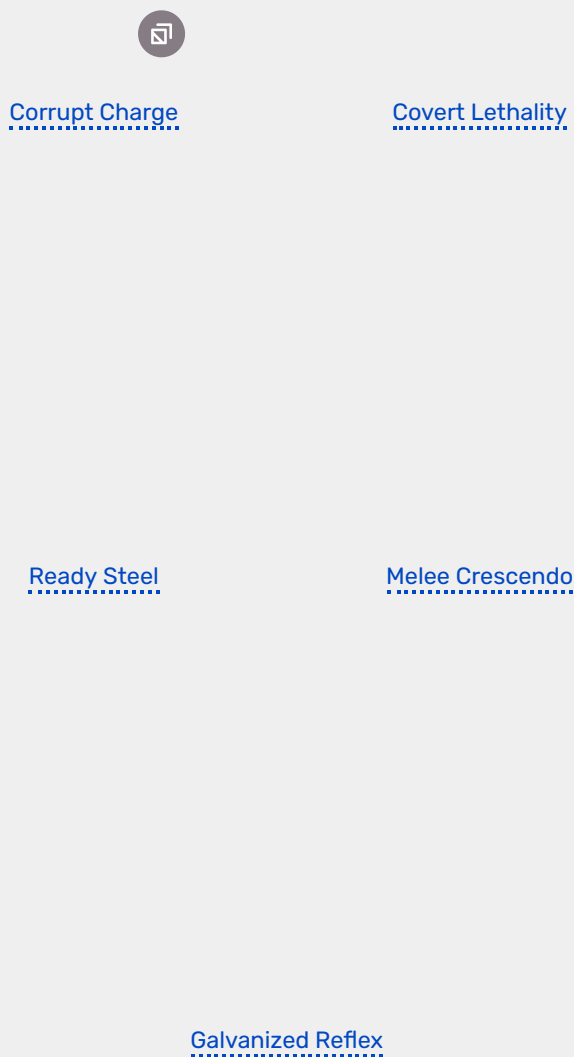
[Galvanized Reflex](#)

Initial Combo

Initial Combo grants a minimum value of combo points when idle or after a combo reset. Heavy attacks spend initial combo, which regenerates at a rate of 40 combo points per



[Riven Mods](#) can include positive initial combo, but not negative initial combo. (See: [Riven Mods#Attributes](#) for values.) Certain weapons also innately provide initial combo: the [Synoid Heliocor](#), [Furax Wraith](#), and [Fragor Prime](#) give 20, 20, and 30 initial combo, respectively.



Combo Scaling Effects



[Blood Rush](#)

[Weeping Wounds](#)

[Gladiator Aegis](#) set bonus

[Gladiator Rush](#) set bonus

[Gladiator Might](#) set bonus

[Gladiator Resolve](#) set bonus

[Gladiator Finesse](#) set bonus

[Gladiator Vice](#) set bonus



[Jugulus Barbs](#) set bonus [Jugulus Carapace](#) set bonus

[Jugulus Spines](#) set bonus [Lifted](#) status effect's duration

Tips

- Tenno can reset their combo duration with no enemies nearby, by using a heavy attack paired with heavy attack efficiency (some points will still be spent), because the combo duration timer resets on heavy attack regardless of whether enemies are struck.

See Also

- [Melee](#)

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		Lore	Alignment • Fragments • Leverian • Quest
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		Other	Gravity • Threat Level
Equipment		Modding and Arcanes	Arcane Enhancements • Archon Shard • Fusion • Mods (Flawed, Riven) • Polarization • Transmutation • Valence Fusion
		Warframe	Attributes (Armor, Energy, Health, Shield, Sprint Speed) • Abilities (Augment, Casting Speed, Helminth System, Passives, Duration, Efficiency, Range, Strength)
		Weapons	Accuracy • Alternate Fire • Ammo • Area of Effect • Attack Speed • Bounce • Critical Hit • Damage Falloff • Exalted Weapon • Fire Rate • Hitscan • Holster •

		Projectile Speed • Punch Through • Recoil • Reload • Ricochet • Trigger Type • Zoom
	Operator	Amp • Focus (Madurai , Vazarin , Naramon , Unairu , Zenurik) • Lens
	Drifter and Duviri	Decrees • Drifter Combat • Drifter Intrinsic s • Kaithe
	Other	Archwing • Companion • K-Drive • Necramech • Parazon • Railjack
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