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# Auger Strike

15

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The **Auger Strike** mod increases  Puncture damage of a melee weapon by 20% per rank for a maximum of 120% at rank 5.

## Stats

Rank	Effect	Cost
0	+20%	6
1	+40%	7
2	+60%	8
3	+80%	9
4	+100%	10
5	+120%	11

## Acquisition

- This mod was previously acquired by surviving for 30 minutes or longer in the [Operation: Mutalist Incursions](#) Event, and again later in the [Divine Will](#) Tactical



Alert as a rare drop from completing its [Razorback](#) assassination mission.

## Drop Locations

<b>+120%</b>  <b>Puncture</b>	
<b>General Information</b> 	
<b>Type</b>	Melee
<b>Polarity</b>	 Naramon
<b>Rarity</b>	Rare
<b>Max Rank</b>	5
<b>Endo Required To Max</b>	930
<b>Credits Required To Max</b>	44,919
<b>Base Capacity Cost</b>	6
<b>Trading Tax</b>	 8,000
<b>Introduced</b>	<a href="#">Update 15.5</a> (2014-11-27)
<b>Vendor Sources</b> 	
<b>Official Drop Tables</b> 	
<a href="https://www.warframe.com/droptables">https://www.warframe.com/droptables</a>	

## Mission Drop Tables

Mission Type 	Source 	Rotations or Drop Table 	Chance <sup>[1]</sup> 	Quantity <sup>[2]</sup> 	Avg. per roll <sup>[3]</sup> 	Star Chart Nodes 
<a href="#">Razorback Armada</a>	Razorback Armada	A	5.53%	1	0.0553	Near <a href="#">Relay</a> that is being attacked during <a href="#">Razorback Armada</a> event

## Enemy Drop Tables



Enemy <sup>↕</sup>	Drop Table Chance <sup>[4]</sup> <sup>↕</sup>	Item Chance <sup>[5]</sup> <sup>↕</sup>	Chance <sup>[6]</sup> <sup>↕</sup>	Expected Kills <sup>[7]</sup> <sup>↕</sup>	Quantity <sup>[8]</sup> <sup>↕</sup>	Avg. per roll attempt <sup>[</sup>
Eidolon Gantulyst	100%	0.84%	0.84%	119	1	0.0084

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.

## Notes

- Can be combined with  [Sundering Strike](#) and  [Rending Strike](#) to provide a 290% increase to  Puncture damage.
- Compared to a base elemental mod (+90%) in terms of raw damage, Auger Strike becomes more effective when a weapon's  Puncture damage exceeds 75% of total weapon damage. This does not take [damage type multipliers](#) into consideration.

## Trivia

- Auger Strike is the first in a three-member series of 120% melee physical damage mods in which the first letter of each mod forms the series "A-B-C".
- It is the only mod in this series not to be offered as a periodic sale item by [Baro Ki'Teer](#).
- Similar to its cousins, this mod's artwork depicts its modeling Warframe, [Nyx](#), with her Immortal body skin.

## Patch History

[Update 15.5](#) (2014-11-27)

- Introduced.

## See also

- [Buzz Kill](#), the [Slash](#) damage variant
- [Collision Force](#), the [Impact](#) damage variant



Physical Damage Mods		Edit
<b>Impact</b>	Puncture	Slash
<b>Impact Damage Mods</b>		
<b>Rifle</b>	<a href="#">Crash Course</a> • <a href="#">Rupture</a>	
<b>Shotgun</b>	<a href="#">Disruptor</a> • <a href="#">Full Contact</a>	
<b>Pistol</b>	<a href="#">Concussion Rounds</a> • <a href="#">Pummel</a> • <a href="#">Saxum Spittle</a>	
<b>Melee</b>	<a href="#">Collision Force</a> • <a href="#">Heavy Trauma (Prime)</a> • <a href="#">Saxum Thorax</a>	

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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