

in: [Updateme](#), [Databases](#)

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# Module:Enemies/data

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Database for all [enemies](#) in [WARFRAME](#). Enemy drop tables can be updated on [Module:DropTables/data](#).

Enemy damage data based on

<https://docs.google.com/spreadsheets/d/1sS00YvBxBkAsUGnInBzyCA6GSTvLYfQzXka1pIH7kxg/edit?usp=sharing> credit to [User:ArbitraryMary](#).

*Last updated: Sat, 13 Jul 2024 23:53:10 +0000 (UTC) by [User:Headbox8424](#)*

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## Horizontal Partitions (and where to update data)

- [Module:Enemies/data/grineer](#) - Grineer enemies
- [Module:Enemies/data/corpus](#) - Corpus enemies
- [Module:Enemies/data/infestation](#) - Infestation enemies
- [Module:Enemies/data/orokin](#) - Orokin enemies
- [Module:Enemies/data/sentient](#) - Sentient enemies
- [Module:Enemies/data/stalker](#) - Stalker enemies
- [Module:Enemies/data/narmer](#) - Narmer enemies
- [Module:Enemies/data/themurmur](#) - The Murmur enemies
- [Module:Enemies/data/unaffiliated](#) - Enemies that don't fit into any of the previous partitions.

## Enemy Entry Schema



```

Abilities = { "Seismic Shockwave" },
Actor = "",
CodexSecret = false,
Description = "High damage minigun",
Faction = "Grineer",
Image = "HeavyGunnerDE.png",
Introduced = "Vanilla",
Missions = {},
Planets = {},
Scans = 3,
TileSets = { "Grineer Asteroid", "Grineer
Galleon", "Grineer Shipyard", "Orokin Moon" },
Type = "Ranged",
Weapons = { "Gorgon", "Sheev" },
},
Stats = {
  Health = 300,
  HealthType = "Cloned Flesh",
  Shield = 0,
  ShieldType = "",
  Armor = 500,
  ArmorType = "Ferrite Armor",
  Affinity = 500,
  BaseLevel = 8,
  SpawnLevel = 8,
  Multis = { "Head: 3.0x" },
  ProcResists = {},
},
},

```

## General Subtable Schema

```

General = {
  Abilities = { "Seismic Shockwave" },
  Actor = "",
  CodexSecret = false,
  Description = "Codex description of enemy",
  Faction = "Grineer",
  Missions = {},
  Image = "EnemyImage.png",
  InternalName = "",
  Introduced = "29",
  Link = "Page Name",
  Name = "Enemy Name",
  Planets = {},
  Scans = 3,
  Type = "Ranged",
  Weapons = { "Gorgon", "Sheev" },
},

```

| Key/Column Name        | Internal Equivalent    | Data Type          | Required |
|------------------------|------------------------|--------------------|----------|
| Abilities              | N/A                    | Table (of strings) | ✗        |
| Actor                  | N/A                    | String             | ✗        |
| CodexSecret            | CodexSecret            | Boolean            | ✓        |
| Description            | ShortDesc              | String             | ✗        |
| ExcludedFromSimulacrum | ExcludedFromSimulacrum | Boolean            | ✗        |
| Faction                | Faction                | String             | ✓        |
| FactonDamageOverride   | N/A                    | String             | ✗        |
| Image                  | Icon                   | String             | ✓        |
| InternalName           | N/A                    | String             | ✓        |
| Introduced             | N/A                    | String             | ✓        |
| Link                   | N/A                    | String             | ✓        |
| Missions               | N/A                    | Table (of          | ✗        |



| Key/Column Name | Internal Equivalent        | Data Type          | Required |
|-----------------|----------------------------|--------------------|----------|
| Name            | LocTag                     | String             | ✓        |
| Planets         | N/A                        | Table (of strings) | ✓        |
| Scans           | CodexScansRequiredOverride | Number (int)       | ✓        |
| Type            | N/A                        | String             | ✓        |
| Weapons         | N/A                        | Table (of strings) | ✗        |

Stats Subtable Schema

```
Stats = {
  Affinity = 500,
  Armor = 500,
  BaseLevel = 8,
  Health = 300,
  Multis = { "Head: 3.0x" },
  ProcResists = {},
  Shield = 0,
  SpawnLevel = 8,
}
```

| Key/Column Name ↕ | Data Type ↕        | Required? ↕                                                       | Explanation/Description ↕                                                                                            | Example(s)             |
|-------------------|--------------------|-------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------|------------------------|
| Affinity          | Number (int)       | ✓                                                                 | Base <a href="#">Affinity</a> value at base level                                                                    | 500                    |
| Armor             | Number (int)       | ✗                                                                 | Base <a href="#">Armor</a> value at base level                                                                       | 500                    |
| ArmorType         | String             | ✗<br>(depreciated as of <a href="#">Update 36.0</a> (2024-06-18)) | <a href="#">Armor</a> class                                                                                          | "Alloy Armor"          |
| Attacks           | Table (of tables)  | ✗                                                                 | Attack tables defining the base stats of enemy attacks                                                               |                        |
| BaseLevel         | Number (int)       | ✓                                                                 | Base enemy level used for <a href="#">Enemy Level Scaling</a>                                                        | 1                      |
| Health            | Number (int)       | ✓                                                                 | Base <a href="#">Health</a> value at base level                                                                      | 300                    |
| HealthType        | String             | ✓<br>(depreciated as of <a href="#">Update 36.0</a> (2024-06-18)) | <a href="#">Health</a> class                                                                                         | "Tenno Flesh"          |
| Multis            | Table (of strings) | ✗                                                                 | Array of <a href="#">Enemy Body Parts</a> multipliers                                                                | { "Head: 3.0x" }       |
| Overguard         | Number (int)       | ✗                                                                 | Base <a href="#">Overguard</a> value at base level                                                                   | 12                     |
| ProcResists       | Table (of strings) | ✗                                                                 | Array of <a href="#">Status Effects</a> that cannot be applied to enemy; can use "All" as a shorthand for all procs. | { "Virus", "Stagger" } |
| Shield            | Number (int)       | ✗                                                                 | Base <a href="#">Shield</a> value at base level                                                                      | 0                      |



| Key/Column Name ↕ | Data Type ↕  | Required? ↕                                                       | Explanation/Description ↕                      | Example(s)     |
|-------------------|--------------|-------------------------------------------------------------------|------------------------------------------------|----------------|
| ShieldType        | String       | ✗<br>(depreciated as of <a href="#">Update 36.0</a> (2024-06-18)) | <a href="#">Shield</a> class                   | "Proto Shield" |
| SpawnLevel        | Number (int) | ✗                                                                 | Enemy level at which enemy will first spawn at | 8              |

Attacks Subtable Schema

```
Attacks = {
  {
    AttackName = "Normal Attack",
    CritChance = 0.3,
    CritMultiplier = 2,
    DamageDistribution= { Impact = 0.5,
Puncture = 0.25, Slash = 0.25 },
    StatusChance = 0.3,
    TotalDamage = 100,
  },
  {
    AttackName = "Melee Attack",
    CritChance = 0.3,
    CritMultiplier = 2,
    DamageDistribution = { Impact = 0.5,
Puncture = 0.25, Slash = 0.25 },
    StatusChance = 0.3,
    TotalDamage = 100,
  },
}
```



| Key/Column Name ↕  | Data Type ↕             | Required? ↕ | Explanation/Description ↕                                                        | E                          |
|--------------------|-------------------------|-------------|----------------------------------------------------------------------------------|----------------------------|
| AttackName         | String                  | ✓           | Editor-defined attack name                                                       | "                          |
| CritChance         | Number (float)          | ✓           | Attack's <a href="#">Critical Chance</a>                                         | 6                          |
| CritMultiplier     | Number (float)          | ✓           | Attack's <a href="#">Critical Multiplier</a>                                     | 2                          |
| DamageDistribution | Table (dictionary-like) | ✓           | Distribution of <a href="#">damage</a> types as decimals                         | {<br>6<br>F<br>6<br>S<br>6 |
| StatusChance       | Number (int)            | ✓           | Attack's <a href="#">Status Chance</a>                                           | 6                          |
| TotalDamage        | Number (int)            | ✓           | Attack's total base <a href="#">damage</a> before enemy level scaling is applied | 7                          |

```
1  --- WARFRAME enemy database to be used on the wiki.
2  --
3  -- @module      Enemies/data
4  -- @alias       data
5  -- @attribution  [[User:FINNER|FINNER]]
6  -- @attribution  [[User:Cephalon Scientia|Cephalon Scientia]]
7  -- @attribution  Everyone who contributes to adding new
data or updating existing values in database
8  --- @require    [[Module:LuaSerializer]]
9  -- @release     stable
10 -- <nowiki>
11
12 -- TODO: Since horizontal partitions are accessed
programmatically, this means
13 -- that this module can be tailored to serve specific user
localizations.
14 -- All we need to do is to add a locale flag in here set
to mw.getCurrentFrame():preprocess('{{int:Custom-lang}}'),
15 -- a separate translation table (likely JSON) for mapping
canonical internal names to localized names,
16 -- and replace the Name key/Trigger key/index key with the
localized counterpart.
17 -- In theory, any database access by requiring this module
should contain the
18 -- proper localization based on user's interface language
setting.
```

```

22 local MODULE_LOCALIZATION = mw.site.namespaces[828].name
23
24 local COOP_FACTIONS = { 'grineer', 'corpus',
    'infestation', 'orokin', 'sentient', 'stalker', 'narmer',
    'themurmur', 'unaffiliated' }
25
26 local FACTIONS_MAP = {
27     grineer = 'grineer',
28     ['kuva grineer'] = 'grineer',
29
30     corpus = 'corpus',
31     ['corpus amalgam'] = 'corpus',
32
33     infestation = 'infestation',
34     ['infested'] = 'infestation',
35     ['infested deimos'] = 'infestation',
36
37     orokin = 'orokin',
38     ['corrupted'] = 'orokin',
39
40     sentient = 'sentient',
41     stalker = 'stalker',
42     narmer = 'narmer',
43
44     themurmur = 'themurmur',
45     ['the murmur'] = 'themurmur',
46
47     unaffiliated = 'unaffiliated',
48     ['duviri'] = 'unaffiliated',
49     ['neutral'] = 'unaffiliated',
50     ['predator'] = 'unaffiliated',
51     ['prey'] = 'unaffiliated',
52     ['tenno'] = 'unaffiliated',
53     ['unknown'] = 'unaffiliated',
54 }
55
56 -- Defining default metatable values
57 local dbMetatable = {
58     -- Page title of database
59     _pageTitle = 'Enemies/data'
60 }
61 dbMetatable._pageTitle =
    MODULE_LOCALIZATION..' '..dbMetatable._pageTitle
62
63 --- Defining custom looping behavior with pairs() to
    iterate over multiple
64 -- partitions while acting as one database table.
65 -- @function      data._pairs
66 -- @param         {table} self Table self-reference
67 -- @return        {function} Iterator function
68 -- @return        {table} Contains key-pair values of
    faction names to corresponding horizontal partition
69 dbMetatable._pairs = function(self)
70     local temp = {}
71     local factions = COOP_FACTIONS
72
73     for i, faction in ipairs(factions) do
74         temp[i] =
            mw.loadData(getmetatable(self)._pageTitle..'/'..faction)
75     end
76
77     function next(t, key)
78         return pairs(t)(t, key)
79     end
80
81     function __next(t, key)
82         if not key then

```



```

86         if t[i][key] then
87             if next(t[i], key) then
88                 return next(t[i], key)
89             else
90                 return next(t[i + 1])
91             end
92         end
93     end
94     return next(t[#t], key)
95 end
96 end
97
98 return __next, temp, nil
99 end
100
101 --- Supporting indexing by faction name (returns array of
102   enemy entries) or enemy name
103 -- (returns a enemy entry).
104 -- @function      data.__index
105 -- @param         {table} self Table self-reference
106 -- @param         {string} key Index key
107 -- @return        {table}
108 dbMetatable.__index = function(self, key)
109     if (type(key) == 'number') then return nil end
110
111     -- Indexing by faction
112     if key and FACTIONS_MAP[key:lower()] then
113         return
114         mw.loadData(getmetatable(self).__pageTitle..'/'..FACTIONS_MAP
115         end
116
117         local factions = COOP_FACTIONS
118
119         -- Indexing by enemy name
120         local enemy
121         for _, faction in ipairs(factions) do
122             enemy =
123             mw.loadData(getmetatable(self).__pageTitle..'/'..faction)
124             [key]
125
126             if enemy then
127                 return enemy
128             end
129         end
130         return nil
131     end
132 end
133
134 --- For changing which type of database to pull data from.
135 -- If you want to switch to a different database in the
136 -- same script, must require()
137 -- a new instance of M:Enemies/data.
138 -- @function      call
139 -- @usage         require('Module:Enemies/data')(true)
140 -- @param         {table} self Table self-reference
141 -- @param         {table} args Argument table
142 -- @return        {table} Database table
143 dbMetatable.__call = function(self, args)
144     -- Define logic for additional named arguments
145     -- before the return statement
146     -- TODO: We can take advantage of calling a
147     -- database table by adding additional arguments
148     -- for filtering out content.
149     return self
150 end
151
152 --- Serializes database tables into a single string with
153 -- no functions and metatables.

```



```
148 dbMetatable.__toString = function(self)
149     return
150     require('Module:LuaSerializer')._serialize(getmetatable(self)
151     end
152 setmetatable(data, dbMetatable)
153
154 return data
```

## Categories



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### More Fandoms

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