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Fulmin Prime

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WEAPON

CODEX

Wield a storm. Fulmin Prime's electric rounds switch between lightning beams and short-range bursts. Wisp quickly swaps between each mode with her elemental prowess.

Fulmin Prime is the [Primed](#) counterpart of the [Fulmin](#) rifle, with increased [Magazine Size](#), faster [Reload](#) delay, improvements to the semi-automatic damage and [Status Chance](#), and full-auto [Critical Chance](#). Fulmin Prime was released alongside [Wisp Prime](#) and [Gunsen Prime](#).

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Fulmin Prime



Untradeable

[Update Infobox Data](#)

General Information	
Type	Rifle
Mastery Rank Requirement	12

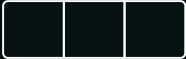
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Characteristics

- This weapon deals primarily  [Electricity](#) damage.
- Semi-auto mode:
 - Shots have a guaranteed  [Impact](#) proc to enemies up to 9 meters.
 - Distance is affected by [Projectile Speed](#).
 - Projectiles have a thickness of 1 meter.
- Does not use ammo pickups; ammo regenerates over time.
 - Has a **0.7** second delay after the weapon stops firing before regenerating ammo. Then, regenerates **40** ammo per second; takes **2** seconds to regenerate a fully depleted battery excluding the delay.
 - Does not receive benefit from reload-triggered mods such as  [Spring-Loaded Chamber](#).
- [Alternate Fire](#) mode-switching is **not** instantaneous and has an animation of **1** second (**0.5** seconds when wielded by  [Wisp](#)/ [Wisp Prime](#).)

Advantages over other Primary

 Slot	Primary
Trigger Type	Auto
Utility 	
Accuracy	Very High
Ammo Max	0
Ammo Pickup	0
Ammo Type	None
Disposition	●○○○○ (0.65x)
Fire Rate	9.33 attacks/sec
Noise Level	Alarming
Magazine Size	80
Reload Time	2.70 s
Reload Delay	0.70 s
Reload Rate	40.00 rounds/sec
Projectile Type	Hit-Scan
Spread	0.90° (0.80° min, 1.00° max)
Full Auto Mode 	
 8 ( 24.24%)	 25 ( 75.76%)
Total Damage	33 (75.76%  Electricity)
Accuracy	Very High
Ammo Cost	1
Crit Chance	34.00%
Crit Multiplier	2.40x
Fire Rate	9.33 attacks/sec
Multishot	1 (33.00 damage per projectile)
Noise Level	Alarming
Punch Through	0.0 m
Range	300.0 m
Spread	0.90° (0.80° min, 1.00° max)
Status Chance	10.00%



weapons):

- Semi-auto mode:
 - Innate 3 meter [punch through](#) against bodies.
 - [Silent](#).
- Full-auto mode:
 - Hitscan and pinpoint [accuracy](#).
-  [Heavy Caliber](#)'s accuracy penalty is minimal on this weapon.
- Full Auto Mode (wiki attack index 1)
 - Very high crit chance (34.00%)
 - High magazine (80)
 - Above average fire rate (9.33 attacks/sec)
 - High crit multiplier (2.40x)
- Semi-Auto Mode (wiki attack index 2)
 - Above average crit chance (30.00%)
 - Above average magazine (80)
 - High total damage (550)

Disadvantages over other Primary weapons (excluding modular weapons):

- Semi-auto mode:
 - Has linear damage falloff from 100% to 33.33% from 10m to 20m target distance (distances are affected by

Trigger Type	Auto
Semi-Auto Mode ^	
 110 ( 20%)	 440 ( 80%)
Total Damage	550 (80.00%  Electricity)
Ammo Cost	10
Crit Chance	30.00%
Crit Multiplier	2.20x
Damage Falloff	No Damage Falloff: below 12.0 m (100%, 550 damage) Linear Falloff: between 12.0 m and 24.0 m (100% - 33.34%) Max Damage Falloff: over 24.0 m (33.34%, 183 damage)
Fire Rate	2.17 attacks/sec
Forced Procs	Impact
Multishot	1 (550.00 damage per projectile)
Noise Level	Silent
Punch Through	0.0 m
Spread	11.00° (6.00° min, 16.00° max)
Status Chance	22.00%
Projectile Speed	100.0 m/s
Projectile Type	Projectile
Miscellaneous ^	
Compatibility Tags	ASSAULT_AMMO, PROJECTILE, BATTERY
Default Upgrades	TnWispRifleInnateMod
Riven Family	Fulmin
Exilus Polarity	
Introduced	Update 33.6 (2023-07-27)
Polarities	
Sell Price	7,500



- Limited range of 20 meters (can be increased with [Projectile Speed](#) mods).
- Consumes 10 ammo per shot.
- Has a [headshot](#) multiplier of 1x.
- Innate [punch through](#) does not apply to surfaces if hitting with the central portion of the projectile, requiring [punch through](#) mods.
- Full-auto mode:
 - Shots are alarming.
- Full Auto Mode (wiki attack index 1)
 - Low reload speed (2.70 s)
 - Low total damage (33)
 - Very low ammo max (0)
 - Very low status chance (10.00%)
 - Very low disposition (●○○○ (0.65x))
- Semi-Auto Mode (wiki attack index 2)
 - Below average maximum falloff distance (24.0 m)
 - Low reload speed (2.70 s)
 - Very low ammo max (0)
 - Below average status chance (22.00%)
 - Very low disposition (●○○○ (0.65x))

See [WARFRAME Wiki:Stat Comparison/Percentiles](#) for more details.

Comparisons:

- **Fulmin Prime** (Full Auto Mode), compared to [Fulmin](#) (Full Auto Mode):
 - Equal base damage
 - Higher base [critical chance](#) (34.00% vs. 28.00%)
 - Higher [average damage per tap](#) (48.70 vs. 45.93)

Vendor Sources ^

Article Categories ^

- [Weapons](#)
- [Update 33](#)
- [Prime Weapons](#)
- [Electricity Damage Weapons](#)
- [Rifle](#)
- [Fulmin](#)
- [Primary Weapons](#)
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- Larger [magazine](#) (80 vs. 60)
- Faster [reload time](#) (2.70 s vs. 3.00 s)
- More [polarities](#) (vs. None)
- Higher [Mastery Rank](#) required (12 vs. 8)
- Lower [disposition](#) (●○○○○ (0.65x) vs. ●●○○○ (0.90x))

Acquisition

Lith, Meso, Neo, and Axi refer to [Void Relics](#) | (V) Denotes [Vaulted](#) Void Relics | (B) Denotes [Baro Ki'Teer](#) Exclusive Void Relic

Fulmin Prime's Relic Drops			
Receiver	Barrel	Stock	Blueprint
Meso F5 Rare Axi F2 Rare (V) Neo F2 Rare (V) Neo F3 Rare (V)	Neo G8 Common Lith G10 Common (V)	Meso V10 Uncommon	Axi H8 Uncommon
	Meso P13 Common (V)	Axi H7 Uncommon (V)	Lith H9 Uncommon (V)
	Meso V9 Common (V)	Lith C11 Uncommon (V)	Meso A5 Uncommon (V)
	Neo G7 Common (V)	Lith C12 Uncommon (V)	Meso H7 Uncommon (V)
	Neo K7 Common (V)	Lith G8 Uncommon (V)	Neo O2 Uncommon (V)

Manufacturing Requirements					
 Edit blueprint requirements					
45,000	1	1	1	<u>Orokin Cell</u> 10	Time: 12
					Hour(s)
					Rush: 50
Market Price: N/A			Blueprints Price:N/A		

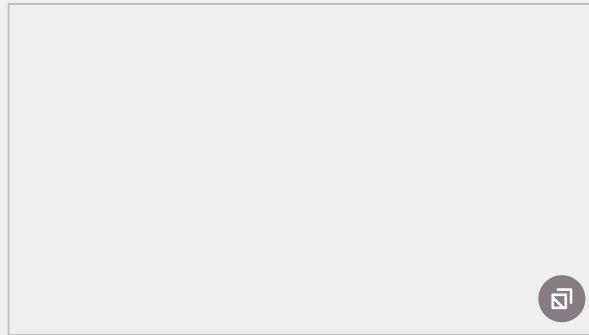
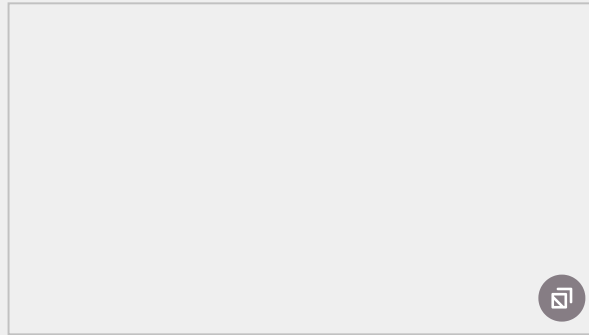
Notes

- When wielded by [Wisp](#)/[Wisp Prime](#), the [Alternate Fire](#) mode-switching

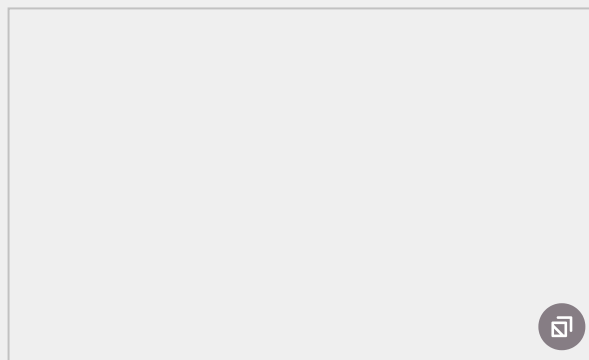


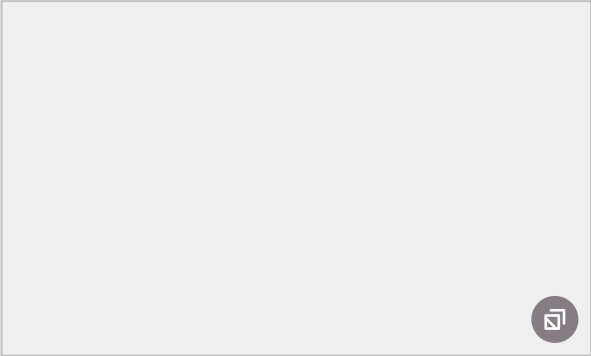
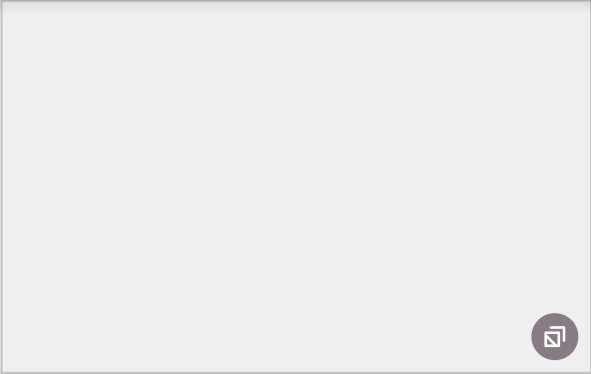
- Being categorized as an assault rifle, Fulmin can't be used for "Shotgun Only" Sorties (despite having pulse-shotgun characteristics).
- [Galvanized Aptitude](#) is multiplicative to semi-auto's base damage sources on direct shots.

Gallery



Fulmin Prime with [Gunsen Prime](#)





Fulmin Prime Skins

Edit



Solstice
Tennobaum 2023



Privolv

Patch History

[Update 37.0](#) (2024-10-02)

- Updated the Fulmin Prime’s passive to indicate their forced Impact Status Effect on Semi mode at close range.
 - Now reads: “Alternate Fire switches between Semi and Auto firing modes. Semi mode deals an Impact Status Effect to enemies at close range.

Update 33.6 (2023-07-27)

- Introduced.

Weapons • Damage • Incarnon • Compare All • Cosmetics

[Collapse]

PrimarySecondaryMeleeArchwingRoboticModularRailjack

Arm Cannon

AutoBubonico • Shedu

Bow

ChargeCernos • Cernos Prime • Cinta • Daikyu • Dread • Evensong • Kuva Bramma • Lenz • MK1-Paris • Mutalist Cernos • Nataruk • Paris • Paris Prime • Prisma Lenz • Proboscis Cernos • Rakta Cernos

Crossbow

AutoAttica • Zhuge • Zhuge Prime

Semi / Mag BurstNagantaka • Nagantaka Prime

Exalted Weapon

ChargeArtemis Bow • Artemis Bow Prime

Launcher

ActiveCarmine Penta • Penta • Secura Penta

AutoTenet Envoy

ChargeOgris

Semi-AutoKuva Ogris • Kuva Tonkor • Kuva Zarr • Tonkor • Torid • Zarr

Rifle

ActiveSimulor • Synoid Simulor

AutoAX-52 • Acceltra • Acceltra Prime • Basmu • Baza • Baza Prime • Boltor • Boltor Prime • Braton • Braton Prime • Braton Vandal • Buzlok • Dera • Dera Vandal • Gotva Prime • Grakata • Karak • Karak Wraith • Kuva Karak • MK1-Braton • Mutalist Quanta • Panthera • Panthera Prime • Prisma Grakata • Prisma Tetra • Telos Boltor • Tenet Flux Rifle • Tetra

Auto / ActiveAlternox

Auto / ChargeAeolak • Ambassador • Quellor • Stahlta



	Zenith
Auto Burst	Battacor
Auto-Spool	Gorgon • Gorgon Wraith • Prisma Gorgon • Soma • Soma Prime • Supra • Supra Vandal • Tenora • Tenora Prime
Burst	Burston • Burston Prime • Dex Sybaris • Harpak • Hema • Kuva Quartakk • Paracyst • Quartakk • Sybaris • Sybaris Prime • Tiberon
Burst / Charge	Higasa
Burst / Semi	Hind
Burst / Semi / Auto	Kuva Hind • Tiberon Prime
Charge	Miter • Opticor • Opticor Vandal
Held	Amprex • Flux Rifle • Glaxion • Glaxion Vandal • Ignis • Ignis Wraith • Quanta • Quanta Vandal • Synapse • Tenet Glaxion
Semi-Auto	Grinlok • Kuva Chakkhurr • Latron • Latron Prime • Latron Wraith • Prisma Grinlok • Veldt
Shotgun	
Auto	Astillia • Astillia Prime • Boar • Boar Prime • Kuva Sobek • Sobek
Auto / Semi	Cedo • Felarx
Auto-Spool	Kohm • Kuva Kohm
Charge	Drakgoon • Kuva Drakgoon
Duplex	Sancti Tigris • Tigris • Tigris Prime
Held	Convectrix • Phage • Phantasma • Phantasma Prime
Semi-Auto	Arca Plasmor • Corinth • Corinth Prime • Exergis • Hek • Kuva Hek • MK1-Strun • Rauta • Steflos • Strun • Strun Prime • Strun Wraith • Tenet Arca Plasmor • Vaykor Hek
Sniper Rifle	
Burst	Perigale
Charge	Lanka
Semi-Auto	Komorex • Rubico • Rubico Prime • Snipetron • Snipetron Vandal • Sporothrix • Vectis • Vectis Prime • Vulkar • Vulkar Wraith
Speargun	
Auto	Scourge • Scourge Prime
Auto Charge	Javlok



Charged

Auto

Semi

Tenet Ferrox

Afentis

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