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Latron Prime

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WEAPONS



PRIME



CONCLAVE (PvP)

CODEX

The ornamental Latron Prime exploits ancient Orokin technology to get a slight damage increase over the standard Latron.

The **Latron Prime** is the [Prime](#) version of the [Latron](#), featuring higher damage, [critical chance](#), [critical multiplier](#), and [status chance](#). It was released alongside [Frost Prime](#) and [Reaper Prime](#).

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- 2. Acquisition
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Latron Prime

Normal

Incarnon



Tradable
(parts and/or blueprint only)

[Update Infobox Data](#)



WARFRAME Wiki



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Characteristics

- This weapon deals primarily  Puncture damage.
- Can use the Latron-exclusive  Double Tap mod.
- Innate  and  polarities.

Advantages over other Primary weapons (excluding modular weapons):

- Very ammo efficient.
- High accuracy.
 - Pinpoint accuracy while aiming.
- Has higher than average zoom, increasing its effectiveness at longer ranges.
- Normal Attack (wiki attack index 1)
 - Above average ammo max (540)
 - Above average status

 Mastery Rank Requirement	10
Max Rank	30
 Slot	Primary
Trigger Type	Semi-Auto
Utility ^	
Accuracy	Very High
Ammo Max	540
Ammo Pickup	80
Ammo Type	Primary
Disposition	●●●○ (1.30x)
Fire Rate	4.17 attacks/sec
Noise Level	Alarming
Magazine Size	15
Reload Time	2.40 s
Projectile Type	Hit-Scan
Spread	3.50° (0.00° min, 7.00° max)
Normal Attack ^	
 9 ( 10%)	 72 ( 80%)
Total Damage	90 (80.00%  <u>Puncture</u>)
Ammo Cost	1
Crit Chance	22.00%
Crit Multiplier	2.80x
Fire Rate	4.17 attacks/sec
Multishot	1 (90.00 damage per projectile)
Noise Level	Alarming
Punch Through	0.0 m
Range	300.0 m
Spread	3.50° (0.00° min, 7.00° max)
Status Chance	26.00%



●●●●○ (1.30x)) • High crit multiplier (2.80x) • Incarnon Form (wiki attack index 2) • Very high crit chance (44.00%) • Above average ammo max (540) • Above average fire rate (3.33 attacks/sec) • Above average status chance (30.00%) • Above average disposition (●●●●○ (1.30x)) • Very high crit multiplier (3.40x) • Incarnon Form AoE (wiki attack index 3) • High crit chance (44.00%) • High ammo max (540) • Very high crit multiplier (3.40x) Disadvantages over other Primary weapons (excluding modular weapons): • Moderate recoil. • Higher than average zoom impairs close quarters firing. • Normal Attack (wiki attack index 1) • Low reload speed (2.40 s) • Below average magazine (15) • Incarnon Form (wiki attack index 2) • Below average reload speed (2.40 s) • Below average magazine	50 (100%) Total Damage 50 (100.00% Impact ●●●●●) Accuracy Very High Crit Chance 44.00% Crit Multiplier 3.40x Fire Rate 3.33 attacks/sec Forced Procs Impact ●●●●● Multishot 1 (50.00 damage per projectile) Noise Level Alarming Spread 0.00° (0.00° min, 0.00° max) Status Chance 30.00% Projectile Type Projectile Trigger Type Semi-Auto Incarnon Form AoE ^ 70 (50%) 70 (50%) Total Damage 140 (50.00% Heat ●●●●●) Crit Chance 44.00% Crit Multiplier 3.40x Damage Falloff No Damage Falloff: below 0.0 m (100%, 140 damage) Linear Falloff: between 0.0 m and 4.0 m (100% - 80%) Max Damage Falloff: over 4.0 m (80%, 112 damage) Fire Rate 3.33 attacks/sec Multishot 1 (140.00 damage per projectile) Noise Level Alarming Range 4.0 m Status Chance 30.00% Projectile Type AoE
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- Low total damage (50)
- Incarnon Form AoE (wiki attack index 3)
 - Very low maximum falloff distance (4.0 m)
 - Low reload speed (2.40 s)
 - Below average magazine (15)
 - Below average total damage (140)

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

Comparisons:

- **Latron Prime** (Normal Attack), compared to [Latron](#) (Normal Attack):
 - Higher base damage per projectile (90.00 vs. 55.00)
 - Higher [Impact](#) damage (9 vs. 8.25)
 - Higher [Puncture](#) damage (72 vs. 38.5)
 - Higher [Slash](#) damage (9 vs. 8.25)
 - Higher total damage (90 vs. 55)
 - Higher base [critical chance](#) (22.00% vs. 12.00%)
 - Higher base [critical multiplier](#) (2.80x vs. 2.00x)
 - Higher base [status chance](#) (26.00% vs. 12.00%)
 - Higher [average damage per tap](#) (125.64 vs. 61.6)
 - Higher [burst DPS](#) (523.91 vs. 256.87)
 - Higher [sustained DPS](#) (314.25 vs. 154.07)
 - More [polarities](#) (vs.)
 - Higher [Mastery Rank](#) required (10 vs. 0)
 - Lower [disposition](#) (●●●○ (1.30x) vs. ●●●● (1.40x))

Tags

Riven Family

Latron

Exilus Polarity

Introduced

Update 8.0 (2013-05-23)

Polarities

Sell Price

7,500

Variants

[Latron](#)
[Latron Prime](#)
[Latron Wraith](#)

Vendor Sources

Article Categories

Weapons

Update 8

Prime Weapons

Vaulted Weapons

Puncture Damage Weapons

Rifle

Latron

Primary Weapons

Semi-Auto Weapons

Semi-Automatic

Prime

Alarming Weapons

Hit-Scan Weapons

Weapons with Area of Effect

Tradeable Weapons

Available In Conclave

- Higher base damage per projectile (90.00 vs. 62.00)
 - Lower Impact damage (9 vs. 15.5)
 - Higher Puncture damage (72 vs. 43.4)
 - Higher Slash damage (9 vs. 3.1)
- Higher total damage (90 vs. 62)
- Lower base [critical chance](#) (22.00% vs. 26.00%)
- Higher base [status chance](#) (26.00% vs. 14.00%)
- Higher [average damage per tap](#) (125.64 vs. 91.01)
- Higher [burst DPS](#) (523.91 vs. 455.08)
- Higher [sustained DPS](#) (314.25 vs. 252.82)
- Lower [fire rate](#) (4.17 attacks/sec vs. 5.00 attacks/sec)
- More [polarities](#) (vs.)
- Higher [Mastery Rank](#) required (10 vs. 7)
- Lower [disposition](#) (●●●●○ (1.30x) vs. ●●●●● (1.35x))

Acquisition

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

Latron Prime's Relic Drops

Receiver	Barrel	Stock	Blueprint
Axi S2 Common (V)	Axi D4 Common (V)	Lith G2 Common (V)	Axi L1 Common (V)
Neo B8 Uncommon (V)	Axi E1 Common (V)	Meso F2 Common (V)	Lith G1 Common (V)
Neo S5 Common (V)	Meso E1 Common (V)	Meso F4 Common (V)	Lith L4 Rare (V)

Manufacturing Requirements

Edit blueprint requirements

					Time: 12
15,000	1	1	1	Orokin Cell	Hour(s) 10
					Rush: 50
Market Price:					

Vaultings

- On [March 17, 2015](https://forums.warframe.com/index.php?/topic/418887-last-chance-for-frost-prime-parts-in-the-void/) (<https://forums.warframe.com/index.php?/topic/418887-last-chance-for-frost-prime-parts-in-the-void/>), it was announced that the Latron Prime, along with [Frost Prime](#) and [Reaper Prime](#), would enter the [Prime Vault](#) and be retired from the reward tables on March 24, 2015. Any pre-existing components or fully-built weapons will remain as is.
- Latron Prime, along with [Frost Prime](#) and [Reaper Prime](#), was again accessible from December 8, 2015 to January 5, 2016 when the [Prime Vault was unsealed](#) (<https://warframe.com/news/prime-vault-unsealed-first-time>).
- Latron Prime (along with [Sicarus Prime](#), [Glaive Prime](#), [Ember Prime](#), [Frost Prime](#), and [Reaper Prime](#)) were available from December 6th, 2016 to January 3rd, 2017 as part of the Fire and Ice Prime Vault.
- Latron Prime, along with [Frost Prime](#), [Ember Prime](#), [Reaper Prime](#), [Sicarus Prime](#), and [Glaive Prime](#), were [unvaulted](#) (<https://forums.warframe.com/topic/1056278-the-prime-vault-is-open/>) from January 29, 2019 to March 26, 2019.
- Latron Prime, along with [Frost Prime](#), [Ember Prime](#), [Reaper Prime](#), [Sicarus Prime](#), and [Glaive Prime](#), were [unvaulted](#) (<https://www.warframe.com/news/ember-and-frost-prime-vault>) from September 29, 2020 to December 15, 2020.

Notes

Incarnon Genesis

- Upon completion of [The Duviri Paradox](#) and [Angels of the Zariman](#), and unlocking [The Steel Path](#), players can earn [Latron Incarnon Genesis](#) from [The Circuit's](#) Steel Path to place on their Latron with the help of [Cavalero](#) in the [Chrysalith](#). This [Incarnon Genesis](#) form grants it evolutions to a transformation and newfound strength.

Evolution

This section is [transcluded](#) from [Latron Incarnon Genesis § Evolutions](#). To change it, please [edit the transcluded page](#).

- Installing the Latron Incarnon Genesis requires 50 [Pathos Clamps](#), 60 [Rune Marrow](#), and 20 [Maw Fangs](#).
- When installed, the first Evolution tier is unlocked. The following Evolution tiers



- Each challenge additionally grants 5,000 [affinity](#) to the weapon, affected by [Affinity Boosters](#)

Evolution I

- Weakpoint hits charge Incarnon Transmutation; Alt Fire transmutes. Switching back will expend any remaining charge.
- Fire [Heat](#) Damage energy waves that bounce off enemies and terrain.
 - Incarnon Form changes the weapon's fire mode from hitscan to a traveling [projectile](#) that can [ricochet](#) off enemies and terrain, exploding up to **6** times with a **4** meter radius, dealing damage once for any collision on enemies, and again for the explosion.
 - Collision deals [Impact](#) damage and have a guaranteed [Impact](#) proc.
 - Explosion deals [Puncture](#) and [Heat](#) damage.
 - Each ricochet will cause the projectile to slow down.
 - Bullet attraction bubbles such as [Magnetize](#) or [Void](#) status will cause the projectile to orbit within until exploding at the end of its life, and seem to require multiple enemies to ricochet repeatedly.
 - Explosion can benefit from [Firestorm](#) ([Primed](#)).
 - Incarnon Form has no [Recoil](#), higher total damage, [Critical Chance](#), [Critical Multiplier](#), and [Status Chance](#). However its [Slash](#) damage is removed, the [Fire Rate](#) is reduced, and the explosion possesses [Damage Falloff](#) from 100% to 80% from central impact.
 - [Punch Through](#) does not affect the incarnon projectile.
 - [Double Tap](#) affects Incarnon Form.
- Mode switching is **not** instantaneous and has an animation equal to the weapon's [reload speed](#).
- Incarnon Form is activated by filling the Incarnon Transmutation gauge that appears under the reticle by achieving [weakpoint hits](#) and then pressing the [Alternate Fire](#) button. **8** weakpoints will completely fill the gauge. A full gauge is not required to activate Incarnon Form.
 - Charges do **not** generate on the backpacks of most [MOA](#) variants, or vulnerability spots generated by [Sonar](#) or [Detect Vulnerability](#) in places other than actual weakpoints.
 - Weakpoints on corpses or [Invulnerable](#) targets do **not** build charges.
 - Individual [Multishot](#) bullets can build charges.
- Instead of drawing ammunition from its reserves, the Latron's Incarnon Form uses

- Incarnon Form's magazine is **not** affected by mods.
- Incarnon Form is **not** affected by [Ammo Efficiency](#) (such as [Energized Munitions](#)).
- Charges and Incarnon Form persists through all activities, such as holstering, [bleedout](#), or being [disarmed](#). However, charges and Incarnon Form are removed upon [death](#).
- Swapping to and from Incarnon Form will fully reload the normal form's magazine.

Evolution II

- *Unlock Challenge:* Complete a solo mission with this weapon equipped.
- Perk 1: **Riddled Target:**
 - Increase Damage by **+48** (Latron) / **+12** (Wraith) / **+6** (Prime).
 - On [Puncture](#) Status Effect: **+25%** Multishot for **8s**. Stacks up to **4x**.
 - The bonus stacks additively with multishot mods such as [Split Chamber](#).
- Perk 2: **Swift Punishment:**
 - Increase Damage by **+48** (Latron) / **+12** (Wraith) / **+6** (Prime).
 - With [Sprint Speed](#) 1.2 or Higher: **+30%** Direct Damage per Status Type affecting the target.

Evolution III

- *Unlock Challenge:* Kill **100** enemies with this weapon's Incarnon Form.
- Perk 1: **Marksman's Hand:**
 - **-60%** Weapon Recoil.
- Perk 2: **Extended Volley:**
 - Increase Magazine Capacity by **+15**.
 - Does not affect the Incarnon form.
- Perk 3: **Marksman's Focus:**
 - **-30%** Zoom.

Evolution IV

- *Unlock Challenge:* Kill **30** enemies that are least **40m** away.
- Perk 1: **Flensing Spikes:** Remove **20%** of enemy [Armor](#) per [Puncture](#) Status.
 - Has no effect on enemies immune to armor removal, such as [Exploiter Orb](#) or



Puncture status stacks.

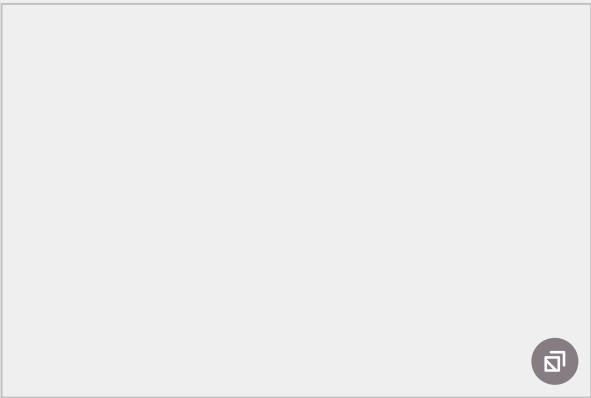
- Perk 2: **Deadhead:**
 - **+100%** to Headshot Multiplier.
 - The bonus stacks additively with other headshot multiplier bonuses such as the passive from [Primary Deadhead](#).
- Perk 3: **Critical Parallel:**
 - Increase Critical Chance by **+30%** (Latron) / **+24%** (Wraith) / **+24%** (Prime).
 - Increase Critical Damage Multiplier by **+0.6x** (Latron) / **+0.2x** (Wraith) / **+0.2x** (Prime).

Trivia

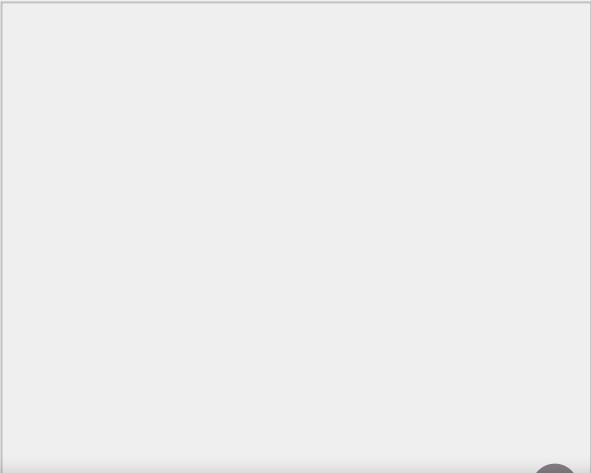
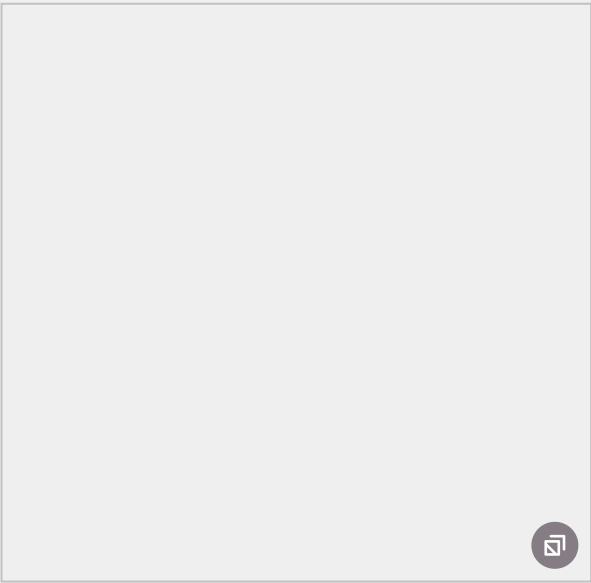
- The Latron Prime was added into the game in [Update 8.0](#) (2013-05-23), becoming one of the first prime weapons to be available to non-founders.
- The Latron Prime and [Reaper Prime](#) were available after Update 8, although DE had previously mentioned not releasing the weapons. This may be because of the many times U8 had been delayed.^[1]
- Latron Prime is the first primary weapon to be a [Prime](#).
- As of [Update 8.3](#) (2013-07-04), the Latron Prime's body and energy color can be colored.
- The Latron Prime has a distinctive firing sound that might suggest it uses energy or electronics in firing.
- The Latron rifles could be classified as battle rifles.
- As of [Update 14.5](#) (2014-08-28) the Latron Prime has been given a new reload animation.
 - The animation shows the Warframe pulling a lever (golden bar forward of the trigger) to open the chamber of the rifle before it is closed again as the weapon is reloaded.
- The Latron Prime's gold parts can be recolored as of [Update 15.13](#) (2015-02-05).

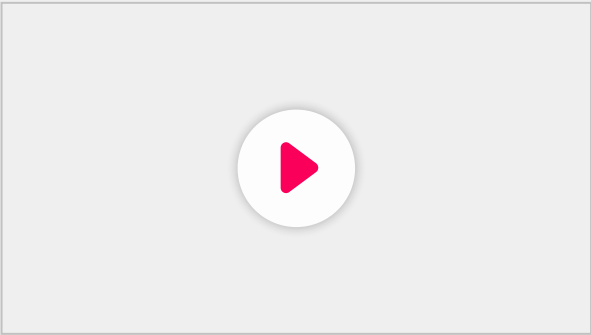
Media





Latron prime when equipped in the Arsenal

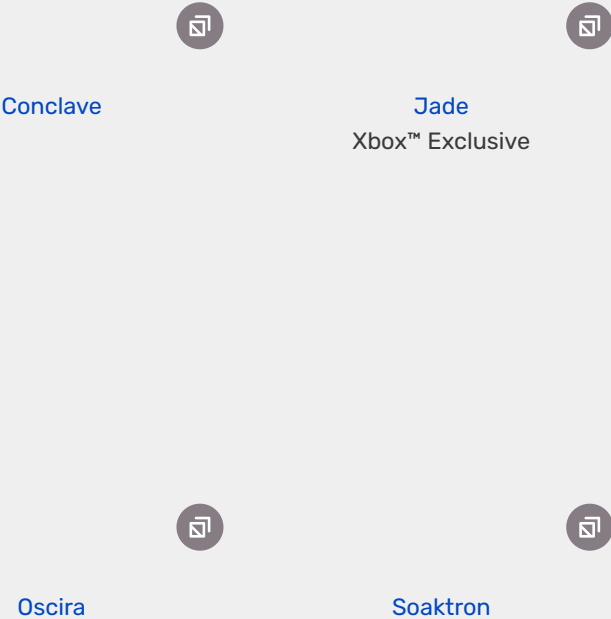




Warframe - All Prime Primaries - Weapon Animations & Sounds (2013 - 2019)

Latron Prime Skins

Edit



Patch History

Update 25.8 (2019-10-01)

- Latron: 1.25->1.3

Update 22.12 (2018-02-09)

- Mastery Rank increased from 0 to 10.
- Damage increased from 85 to 90.

References

1. [Developer Livestream #5 48:45 \(http://youtu.be/SesYNaURgLw?t=48m45s\)](http://youtu.be/SesYNaURgLw?t=48m45s)

See Also

- [Latron](#), the original counterpart of this gun.
- [Latron Wraith](#), the Wraith counterpart of this gun.
- [Prime](#), the Orokin enhancement to a Warframe or weapon.
- [Latron Incarnon Genesis](#), the Incarnon power-up for the Latron series.

Weapons • Damage • Incarnon • Compare All • Cosmetics						[Collapse]
Primary	Secondary	Melee	Archwing	Robotic	Modular	Railjack
Arm Cannon						
Auto	Bubonico • Shedu					
Bow						
Charge	Cernos • Cernos Prime • Cinta • Daikyu • Dread •					
	Evensong • Kuva Bramma • Lenz • MK1-Paris • Mutalist Cernos •					
	Nataruk • Paris • Paris Prime • Prisma Lenz •					
	Proboscis Cernos • Rakta Cernos					
Crossbow						
Auto	Attica • Zhuge • Zhuge Prime					
Semi / Mag Burst	Nagantaka • Nagantaka Prime					
Exalted Weapon						
Charge	Artemis Bow • Artemis Bow Prime					
Launcher						
Active	Carmine Penta • Penta • Secura Penta					
Auto	Tenet Envoy					

Semi-Auto	Zarr
Rifle	
Active	Simulor • Synoid Simulor
Auto	AX-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 •
Auto / Active	Alternox
Auto / Charge	Aeolak • Ambassador • Quellor • Stahlta
Auto / Semi	Argonak • Fulmin • Fulmin Prime • Phenmor • Stradavar •
Auto Burst	Battacor
Auto-Spool	Gorgon • Gorgon Wraith • Prisma Gorgon • Soma •
Burst	Soma Prime • Supra • Supra Vandal • Tenora • Tenora Prime
	Burston • Burston Prime • Dex Sybaris • Harpak • Hema •
Burst	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 •
Semi-Auto	Ignis Wraith • Quanta • Quanta Vandal • Synapse • Tenet Glaxion
	Grinlok • Kuva Chakkhurr • Latron • Latron Prime •
Semi-Auto	Latron Wraith • Prisma Grinlok • Veldt
Shotgun	
Auto	Astilla • Astilla Prime • Boar • Boar Prime • Kuva Sobek •
Auto / Semi	Sobek
Auto / Semi	Cedo • Felarx
Auto-Spool	Kohm • Kuva Kohm
Charge	Drakgoon • Kuva Drakgoon

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
Charge	Ferrox
Charged Auto	Tenet Ferrox
Semi	Afentis

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