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Latron Wraith

166 EDIT

TENNO

WEAPONS

CONCLAVE (PvP)

CODEX

The Latron Wraith is a powerful variation of the standard, semi-automatic rifle that features unique styling.

The **Latron Wraith** is the [Wraith](#) version of the [Latron](#) semi-automatic rifle, with improved damage, status, and critical stats.

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Latron Wraith

Normal

Incarnon

Tradable
(parts and/or blueprint only)

Hidden from Codex

[Update Infobox Data](#)

General Information

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Characteristics

- This weapon deals primarily  Puncture damage.
- Can use the Latron-exclusive  [Double Tap](#) mod.
- Innate  polarity.

Advantages over other Primary weapons (excluding modular weapons):

- Very good ammo efficiency.
- High accuracy.
- Second highest [fire rate](#) of all semi-automatic rifles, behind [Tiberon Prime](#).
- Has higher than average zoom, increasing its effectiveness at longer ranges.
- Normal Attack (wiki attack index 1)
 - Above average crit chance (26.00%)
 - Above average ammo max (540)
 - High disposition (●●●●● (1.35x))
 - High crit multiplier (2.80x)
- Incarnon Form (wiki attack index 2)
 - Very high crit chance

 Mastery Rank Requirement	7	
Max Rank	30	
 Slot	Primary	
Trigger Type	Semi-Auto	
Utility ^		
Accuracy	Very High	
Ammo Max	540	
 Ammo Pickup	80	
Ammo Type	Primary	
Disposition	●●●●● (1.35x)	
Fire Rate	5.00 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 ^		
 15.5 ( 25%)	 43.4 ( 70%)	 3.1 ( 5%)
 Total Damage	62 (70.00%  Puncture)	
Ammo Cost	1	
Crit Chance	26.00%	
 Crit Multiplier	2.80x	
Fire Rate	5.00 attacks/sec	
Multishot	1 (62.00 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	14.00%	
Projectile		



- Above average ammo max (540)
- Above average fire rate (3.67 attacks/sec)
- High disposition (●●●●● (1.35x))
- Very high crit multiplier (3.40x)
- Incarnon Form AoE (wiki attack index 3)
 - High crit chance (48.00%)
 - High ammo max (540)
 - Above average disposition (●●●●● (1.35x))
 - 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)
 - Low status chance (14.00%)
- Incarnon Form (wiki attack index 2)
 - Below average reload speed (2.40 s)
 - Below average magazine (15)
 - Low total damage (50)
- Incarnon Form AoE (wiki attack index 3)

	50 (100%)	
Total Damage	50 (100.00%  Impact)	
Accuracy	Very High	
Crit Chance	48.00%	
Crit Multiplier	3.40x	
Fire Rate	3.67 attacks/sec	
Multishot	1 (50.00 damage per projectile)	
Noise Level	Alarming	
Spread	3.50° (0.00° min, 7.00° max)	
Status Chance	28.00%	
Projectile Type	Projectile	
Trigger Type	Semi-Auto	
Incarnon Form AoE ^		
	50 (50%)	50 (50%)
Total Damage	100 (50.00%  Heat)	
Crit Chance	48.00%	
Crit Multiplier	3.40x	
Damage Falloff	No Damage Falloff: below 0.0 m (100%, 100 damage) Linear Falloff: between 0.0 m and 4.0 m (100% - 80%) Max Damage Falloff: over 4.0 m (80%, 80 damage)	
Fire Rate	3.67 attacks/sec	
Multishot	1 (100.00 damage per projectile)	
Noise Level	Alarming	
Range	4.0 m	
Status Chance	28.00%	
Projectile Type	AoE	
Miscellaneous ^		
Compatibilit	ASSAULT_AMMO	



- Very low maximum falloff distance (4.0 m)
- Low reload speed (2.40 s)
- Below average magazine (15)
- Below average total damage (100)
- Below average status chance (28.00%)

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

Comparisons:

- **Latron Wraith** (Normal Attack), compared to **Latron** (Normal Attack):
 - Higher base damage per projectile (62.00 vs. 55.00)
 - Higher **Impact** damage (15.5 vs. 8.25)
 - Higher **Puncture** damage (43.4 vs. 38.5)
 - Lower **Slash** damage (3.1 vs. 8.25)
 - Higher total damage (62 vs. 55)
 - Higher base **critical chance** (26.00% vs. 12.00%)
 - Higher base **critical multiplier** (2.80x vs. 2.00x)
 - Higher base **status chance** (14.00% vs. 12.00%)
 - Higher **average damage per tap** (91.01 vs. 61.6)
 - Higher **burst DPS** (455.08 vs. 256.87)
 - Higher **sustained DPS** (252.82 vs. 154.07)
 - Higher **fire rate** (5.00 attacks/sec vs. 4.17 attacks/sec)
 - Higher **Mastery Rank** required (7 vs. 0)
 - Lower **disposition** (●●●●● (1.35x) vs. ●●●●● (1.40x))
- **Latron Wraith** (Normal Attack), compared to **Latron Prime** (Normal Attack):

Exilus
Polarity

IntroducedUpdate 14.5 (2014-08-28)

Polarities

Sell Price7,500

Variants

LatronLatron PrimeLatron Wraith

Vendor Sources

Article Categories

- Weapons
- Update 14
- Wraith Weapons
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- Lower Puncture damage (43.4 vs. 72)
- Lower Slash damage (3.1 vs. 9)
- Lower total damage (62 vs. 90)
- Higher base [critical chance](#) (26.00% vs. 22.00%)
- Lower base [status chance](#) (14.00% vs. 26.00%)
- Lower [average damage per tap](#) (91.01 vs. 125.64)
- Lower [burst DPS](#) (455.08 vs. 523.91)
- Lower [sustained DPS](#) (252.82 vs. 314.25)
- Higher [fire rate](#) (5.00 attacks/sec vs. 4.17 attacks/sec)
- Less [polarities](#) (vs.)
- Lower [Mastery Rank](#) required (7 vs. 10)
- Higher [disposition](#) (●●●●● (1.35x) vs. ●●●●○ (1.30x))

Acquisition

This weapon was awarded during the [Operation: Cryotic Front event](#) to players who extracted 3000 [Cryotic](#) in a single mission, complete with a free weapon slot and a pre-installed [Orokin Catalyst](#).

The blueprint and parts were formerly a reward from the [Eighth Season](#) of [Sorties](#); they can now be found as an [Invasion](#) reward. All components can be [traded](#), although players must have a [Mastery Rank](#) of at least 7 to acquire the blueprint.

Manufacturing Requirements					
 Edit blueprint requirements					
25,000	1	1	1		Time:
					12
					Hour(s)
					Rush:
					50
Market Price:			Blueprints		
N/A			Price:N/A		

This weapon can be sold for **7,500**.

Notes

- 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 20 [Pathos Clamps](#), 60 [Rune Marrow](#), and 20 [Maw Fangs](#).
- When installed, the first Evolution tier is unlocked. The following Evolution tiers, their requirements for unlocking them, and their related perks, are shown below;
 - 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.



- 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 a separate "magazine" with each charge producing **5** rounds to a maximum of **40**. Once all ammunition is expended, the Latron reverts to its normal form.
 - 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.



- **-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

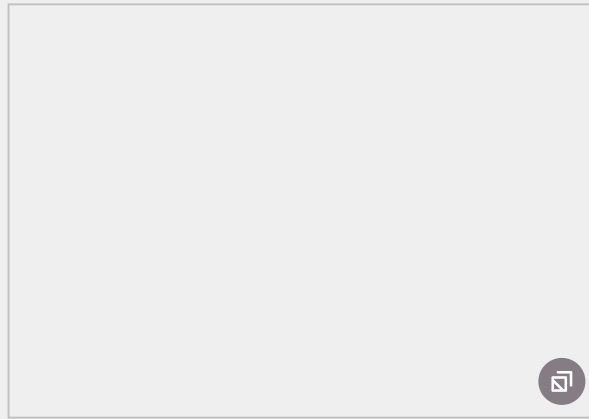
- *Unlock Challenge:* Kill **30** enemies that are least **40m** away.
- Perk 1: **Flensing Spikes:** Remove **20%** of enemy **Armor** per Puncture Status.
 - Has no effect on enemies immune to armor removal, such as **Exploiter Orb** or **Archons**.
 - Can fully strip acolytes' armor although they cannot have more than four 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

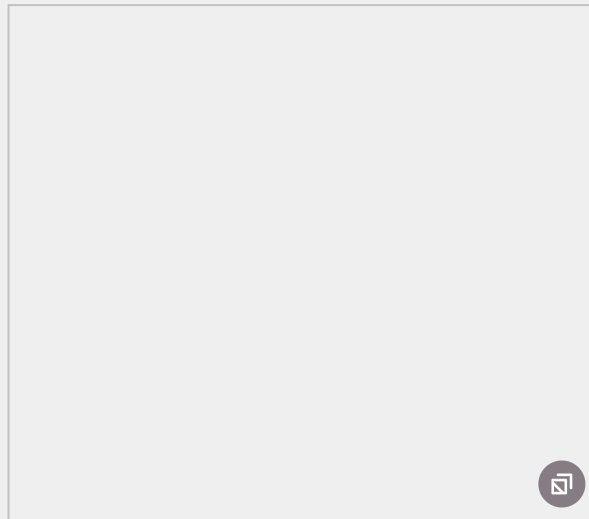
- The Latron is the first Tenno weapon with both a Wraith and **Prime** variant.
- The Latron Wraith's components and blueprint were available as possible rewards in the eighth season **Sortie** missions.
- The "Magazine" is actually the spare ammo holder in the center of the gun, which is removed and replaced when reloading.

Media

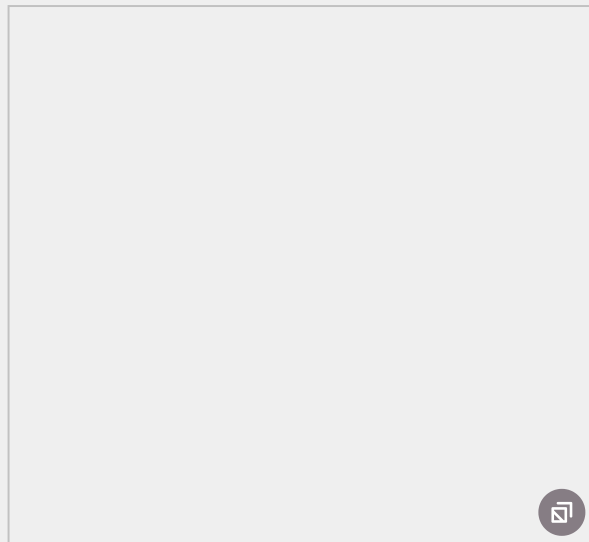




Latron Wraith in Codex.



Latron Wraith in Arsenal



Latron Wraith Skins

[Edit](#)

Conclave



Jade

Xbox™ Exclusive



Oscira



Soaktron

Patch History

[Hotfix 32.2.4](#) (2022-12-07)

- Fixed the Latron (base and Wraith) having a weird delayed recoil animation, causing it to look choppy and unnatural when shooting.

[Update 32.2](#) (2022-11-30)

SEMI-AUTOMATIC WEAPON CHANGES

While reviewing the stats of some weapons with a semi-automatic mode, we noticed that certain weapons had an unsustainably high fire rate for most players. We

See Also



- [Wraith](#), a special weapon variant.
- [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 • Evensong • Nataruk • Proboscis Cernos		Cernos Prime • Kuva Bramma • Paris • Rakta Cernos		Cinta • Lenz • Paris Prime		Daikyu • MK1-Paris • Prisma Lenz	Dread • Mutalist 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							
Charge	Ogris							
Semi-Auto	Kuva Ogris • Kuva Tonkor • Kuva Zarr • Tonkor • Torid • Zarr							
Rifle								
Active	Simulor • Synoid Simulor							
Auto	AX-52 • Baza Prime • Braton Vandal • Grakata • Mutalist Quanta • Prisma Tetra		Acceltra • Boltor • Buzlok • Karak • Panthera • Telos Boltor		Acceltra Prime • Boltor Prime • Dera • Karak Wraith • Panthera Prime • Tenet Flux Rifle		Basmu • Baza • Braton • Gotva Prime • MK1-Braton • Prisma Grakata • Tetra	
Auto / Active	Alternox							
Auto / Charge	Aeolak • Ambassador • Quellor • Stahlta							
	Argonak • Fulmin • Fulmin Prime • Phonmer • Stradavar •							



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	Astilla • Astilla 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
Charge	Ferrox



Semi

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