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Double Tap



EDIT

Double Tap is PvE and [Conclave](#) [Latron mod](#) which gives a stackable damage bonus on hits.

Stats

Rank	Damage	Duration	Stacks	Cost
0	+5%	0.5s	80x	10
1	+10%	1s	40x	11
2	+15%	1.5s	26x	12
3	+20%	2s	20x	13

Acquisition

- This augment may be rewarded after a [Conclave](#) match, regardless if the player wins or loses the match in question.
- Beginning in [Series 3](#), this augment can be purchased as a [Nightwave Cred Offering](#) for **20**.

Double Tap

Full

Icon



Tradeable

Cannot be obtained from transmutation



WARFRAME Wiki



Drop Locations

ON HIT:
20% Bonus Damage on next Shot for 2s.
Stacks up to 20x outside of Conclave.

General Information

Type

Latron

Polarity

 Madurai

Rarity

Rare

Incompatible Mods

 [Hydraulic Gauge](#)
 [Loose Hatch](#)
 [Maximum Capacity](#)

Incompatibility Tags

SINGLESHOT

Max Rank

3

Endo Required To Max

210

Credits Required To Max

10,143

Base Capacity Cost

10

Trading Tax

 8,000

Introduced

[Update 17.8](#) (2015-10-21)

Vendor Sources

Vendors

[Nightwave](#)  20 for x1

Official Drop Tables

<https://www.warframe.com/droptables>

Mission Drop Tables

Mission Type	Source	Rotations or Drop Table	Chance ^[1]	Quantity ^[2]	Avg. per roll ^[3]	Star Character Nodes
Annihilation	Annihilation (Conclave)	A	2.48%	1	0.0248	Annihilation Saturn
Cephalon Capture	Cephalon Capture (Conclave)	A	2.48%	1	0.0248	Cephalon Capture Saturn
Lunaro	Lunaro (Conclave)	A	2.48%	1	0.0248	Lunaro Arena, Saturn
Team Annihilation	Team Annihilation (Conclave)	A	2.48%	1	0.0248	Team Annihilation Saturn

Enemy Drop Tables

Enemy	Drop Table Chance ^[4]	Item Chance ^[5]	Chance ^[6]	Expected Kills ^[7]	Quantity ^[8]	Avg. per roll attempt ^[9]
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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.

Bugs

- Despite originally being a conclave only mod, the buff does not actually function in conclave. The icon appears, but no additional damage is given. It is possible the buff is only broken for non-host players.
- [Latron Incarnon Genesis](#) bugs:
 - Only the AoE benefits, not the direct damage.
 - Switching forms snapshots the current buff value and duration, restoring it upon switching back. For example, if incarnon form is deactivated while the buff shows 140%, stacking normal form to 400%, then switching to incarnon

will lose the 400%, and be replaced with the previous 140%. Then, as soon as incarnon is lost, the 400% will be restored.

Notes

- Can also be equipped on the [Latron Wraith](#) and the [Latron Prime](#).
- Cannot be equipped simultaneously with [Hydraulic Gauge](#), [Loose Hatch](#) or [Maximum Capacity](#).
- Consecutive hits on enemies increase the damage bonus by 20%, stacking 20 times up to a maximum of +400% bonus damage. The buff lasts for 2 seconds or if the next shot does not hit an enemy, after which all stacks are removed.
 - Hitting objects such as [Zephyr's Tornado](#), [Nullifier Crewman's](#) bubble, or an Arctic [Eximus](#)' globe are counted as a 'miss' and will reset the damage bonus.
- Multiplicatively stacks with damage bonuses like [Serration](#) and [Faction Damage Bonus](#).
- Additional hits caused by [punch through](#) or [Multishot](#) will allow each bullet to trigger multiple stacks. When a shot hits at least one enemy it will not reset the bonus.
 - Each direct hit from [Latron Incarnon Genesis](#) and its ricochets will stack the buff. If the projectile hits a wall before hitting an enemy, it will count as a miss and the damage bonus will reset.
- The bonus is applied on hit to all pellets as $\text{damage} * 20\% * (\text{hits} - 1)$, meaning without multishot, the bonus isn't applied until the second hit. With multishot, not only does the bonus ramp up faster, but also some of the post hit bonus is applied to the hit. For example, with a modded multishot of 3, the first trigger pull would do +40% bonus damage, the second +100%, the third +160%, and so on.
- Bullet attraction bubbles such as [Magnetize](#) or [Void](#) status will cause each hit to count twice.

Trivia

- [Aero mods](#) used to increase the buff duration by 1 second each, up to 4 seconds total due to a helpful bug.

Patch History

[Hotfix 33.6.9 \(2023-09-12\)](#)



- Fixed Latron Prime's Incarnon Mode not benefitting from the Double Tap Mod.

Hotfix 33.6.7 (2023-08-31)

- Fixed several issues with Double Tap's buff indicator:
 - (Latron and Latron Wraith) Fixed the buff indicator being stuck at 100% and not adjusting based on hits.
 - (Latron Prime) Fixed the buff icon not showing up in the HUD (this was a

Conclave • PvP • Teshin

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Warframe

Weapons

Augments	Afterburn • Antimatter Mine • Deceptive Bond • Defiled Reckoning • Discharge Strike • Hysterical Fixation • Ice Wave Impedance • Iron Shrapnel • Kinetic Collision • Mesa's Waltz
	• Power of Three • Prism Guard • Purging Slash • Purifying Flames
	• Push & Pull • Recharge Barrier • Rumbled • Sapping Reach • Shield Overload • Signal Flare • Singularity • Tear Gas • Ward Recovery
Utility	Adept Surge • Adrenaline Boost • Air Thrusters • Anti-Flak Plating • Anticipation • Armored Acrobatics • Armored Evade • Armored Recovery • Calculated Spring • Final Act • Follow Through • Hastened Steps • Heightened Reflexes • No Current Leap • Overcharge Detectors • Overcharged • Quick Charge • Rising Skill • Surplus Diverters • Tactical Retreat • Tempered Bound • Vital Systems Bypass
Cosmetic	Searing Leap • Rime Vault • Venomous Rise • Voltaic Lance

Weapon Augments & Weapon-Exclusive Mods

Edit Tab [Collapse]

Syndicate Augments

Red Veil	Eroding Blight • Gleaming Blight • Toxic Blight • Stockpiled Blight
Cephalon Suda	Entropy Burst • Entropy Flight • Entropy Spike • Entropy Detonation
Steel Meridian	Justice Blades • Scattered Justice • Shattering Justice • Neutralizing Justice
New Loka	Bright Purity • Lasting Purity • Winds of Purity • Disarming Purity
The Perrin	Deadly Sequence • Sequence Burn • Toxic Sequence



Arbiters of Hexis	Blade of Truth • Gilded Truth • Stinging Truth • Avenging Truth
Arena Augments	
The Index	Tether Grenades • Flux Overdrive • Thermagnetic Shells • Static Discharge • Kinetic Ricochet
Kela De Thaym	Electromagnetic Shielding • Vulcan Blitz • Acid Shells • Rift Strike • Nightwatch Napalm • Fomorian Accelerant • Hunter's Bonesaw • Harkonar Scope • Medi-Ray
Nightwave Augments	
Series 1	Bursting Mass • Napalm Grenades • Wild Frenzy
Series 2	Efficient Beams • Exposing Harpoon • Meticulous Aim
Series 3	Deadly Maneuvers • Dizzying Rounds • Precision Strike
Nora's Mix V.1	Combat Reload • Range Advantage
Nora's Mix V.2	Critical Precision • Vile Discharge
Nora's Mix V.3	Eximus Advantage • Metamorphic Magazine
Nora's Mix V.4	Sentient Barrage • Sentient Surge
Nora's Mix V.5	Critical Mutation • Volatile Variant
Nora's Mix V.6	Clip Delegation • Photon Overcharge
Nora's Mix V.7	Burning Hate • Unseen Dread
Nightwave Offerings and Conclave Augments	
Ambush Optics • Brain Storm • Directed Convergence • Double Tap • Focused Acceleration • Shrapnel Rounds • Skull Shots • Spring-Loaded Broadhead	
Amalgam Augments	
Amalgam Argonak Metal Auger • Amalgam Daikyu Target Acquired • Amalgam Furax Body Count • Amalgam Javlok Magazine Warp • Amalgam Ripkas True Steel	
Entrati Augments	

- 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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