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# Reconifex

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Reconifex is  Cyte-09's [signature](#) heavy assault rifle. Pressing the reload button between the outlined brackets will speed up the reload and load the gun with  [Heat](#) bullets.

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## Reconifex

**Untradeable**[Update Infobox Data](#)

### General Information

**Type**

Sniper Rifle

**Mastery**

## Characteristics

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by white brackets, will significantly increase reload speed and grant the current magazine with Heat rounds.

### **Advantages over other Primary weapons (excluding modular weapons):**

- Unzoomed (wiki attack index 1)
  - High crit chance (28.00%)
  - Very high magazine (200)
  - High ammo max (600)
  - Above average fire rate (8.00 attacks/sec)
  - High crit multiplier (2.80x)

### **Disadvantages over other Primary weapons (excluding modular weapons):**

- Unzoomed (wiki attack index 1)
  - Very low reload speed (5.00 s)
  - Below average total damage (40)
  - Below average status chance (16.00%)
  - Very low disposition (●○○○○ (0.50x))

See [WARFRAME Wiki:Stat](#)

[Comparison/Percentiles](#) for more details.

## Acquisition

	<b>Slot</b>	Primary
	<b>Trigger Type</b>	Semi-Auto
	<b>Utility</b>	
	<b>Accuracy</b>	Very High
	<b>Ammo Max</b>	600
	<b>Ammo Pickup</b>	50
	<b>Ammo Type</b>	Primary
	<b>Disposition</b>	●○○○○ (0.50x)
	<b>Fire Rate</b>	8.00 attacks/sec
	<b>Noise Level</b>	Alarming
	<b>Magazine Size</b>	200
	<b>Reload Time</b>	5.00 s
	<b>Projectile Type</b>	Hit-Scan
	<b>Combo Decay</b>	2.0 s
	<b>Min Combo</b>	1 shot(s)
	<b>Spread</b>	7.50° (0.00° min, 15.00° max)
	<b>Unzoomed</b>	
	<b>Total Damage</b>	40 (60.00%  Puncture)
	<b>Ammo Cost</b>	1
	<b>Crit Chance</b>	28.00%
	<b>Crit Multiplier</b>	2.80x
	<b>Fire Rate</b>	8.00 attacks/sec
	<b>Multishot</b>	1 (40.00 damage per projectile)
	<b>Noise Level</b>	Alarming
	<b>Punch Through</b>	1.0 m
	<b>Range</b>	1000.0 m
	<b>Spread</b>	7.50° (0.00° min, 15.00° max)
	<b>Status Chance</b>	16.00%



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completion of [The Hex](#) to access. The Barrel, Receiver, and Stock are awarded from [Höllvania Legacyte Harvest](#) and [Hell-Scrub](#).

Alternatively Reconifex's blueprints can be purchased from [Amir](#) of [The Hex](#) for **Standing**; component blueprints for **5,000** and the main blueprint for **15,000**, all requiring **Rank 4 - Hot & Fresh**.

Item	Source	Chance
	Höllvania	
	Central	
	Mall	
Blueprint	Bounty	1%
	Lvl 95-	
	100	

All drop rates data is obtained from [DE's official drop tables \(<https://warframe.com/dropTables>\)](#). See [Mission Rewards#Standard Missions](#) for definitions on reward table rotations. For more detailed definitions and information, visit [here](#).

**Lua error in Module:Cost at line 115: p.buildWeaponCostBox(frame): Reconifex not found in Module:Blueprints/data or does not have resource build requirements.**

## Notes

## Media

### Patch History

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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

Charge

Ogris

Semi-Auto

Kuva Ogris •	Kuva Tonkor •	Kuva Zarr •	Tonkor •	Torid •
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 •	
Prisma Tetra •	Telos Boltor •	Tenet Flux Rifle •	Tetra	

Auto / Active

Alternox

Auto / Charge

Aeolak • Ambassador • Quellor • Stahlta

Auto / Semi

Argonak •	Fulmin •	Fulmin Prime •	Phenmor •	Stradavar •
Shadow Prime	Tele Tatsu	Tatsu	Twisted Prime	Zaibuku

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<b>Burst</b>	<a href="#">Burston</a> • <a href="#">Burston Prime</a> • <a href="#">Dex Sybaris</a> • <a href="#">Harpak</a> • <a href="#">Hema</a> • <a href="#">Kuva Quartakk</a> • <a href="#">Paracyst</a> • <a href="#">Quartakk</a> • <a href="#">Sybaris</a> • <a href="#">Sybaris Prime</a> • <a href="#">Tiberon</a>
<b>Burst / Charge</b>	<a href="#">Higasa</a>
<b>Burst / Semi</b>	<a href="#">Hind</a>
<b>Burst / Semi / Auto</b>	<a href="#">Kuva Hind</a> • <a href="#">Tiberon Prime</a>
<b>Charge</b>	<a href="#">Miter</a> • <a href="#">Opticor</a> • <a href="#">Opticor Vandal</a>
<b>Held</b>	<a href="#">Amprex</a> • <a href="#">Flux Rifle</a> • <a href="#">Glaxion</a> • <a href="#">Glaxion Vandal</a> • <a href="#">Ignis</a> • <a href="#">Ignis Wraith</a> • <a href="#">Quanta</a> • <a href="#">Quanta Vandal</a> • <a href="#">Synapse</a> • <a href="#">Tenet Glaxion</a>
<b>Semi-Auto</b>	<a href="#">Grinlok</a> • <a href="#">Kuva Chakkhurr</a> • <a href="#">Latron</a> • <a href="#">Latron Prime</a> • <a href="#">Latron Wraith</a> • <a href="#">Prisma Grinlok</a> • <a href="#">Veldt</a>

**Shotgun**

<b>Auto</b>	<a href="#">Astilla</a> • <a href="#">Astilla Prime</a> • <a href="#">Boar</a> • <a href="#">Boar Prime</a> • <a href="#">Kuva Sobek</a> • <a href="#">Sobek</a>
<b>Auto / Semi</b>	<a href="#">Cedo</a> • <a href="#">Felarx</a>
<b>Auto-Spool</b>	<a href="#">Kohm</a> • <a href="#">Kuva Kohm</a>
<b>Charge</b>	<a href="#">Drakgoon</a> • <a href="#">Kuva Drakgoon</a>
<b>Duplex</b>	<a href="#">Sancti Tigris</a> • <a href="#">Tigris</a> • <a href="#">Tigris Prime</a>
<b>Held</b>	<a href="#">Convectrix</a> • <a href="#">Phage</a> • <a href="#">Phantasma</a> • <a href="#">Phantasma Prime</a>
<b>Semi-Auto</b>	<a href="#">Arca Plasmor</a> • <a href="#">Corinth</a> • <a href="#">Corinth Prime</a> • <a href="#">Exergis</a> • <a href="#">Hek</a> • <a href="#">Kuva Hek</a> • <a href="#">MK1-Strun</a> • <a href="#">Rauta</a> • <a href="#">Steflos</a> • <a href="#">Strun</a> • <a href="#">Strun Prime</a> • <a href="#">Strun Wraith</a> • <a href="#">Tenet Arca Plasmor</a> • <a href="#">Vaykor Hek</a>

**Sniper Rifle**

<b>Burst</b>	<a href="#">Perigale</a>
<b>Charge</b>	<a href="#">Lanka</a>
<b>Semi-Auto</b>	<a href="#">Komorex</a> • <a href="#">Reconifex</a> • <a href="#">Rubico</a> • <a href="#">Rubico Prime</a> • <a href="#">Snipetron</a> • <a href="#">Snipetron Vandal</a> • <a href="#">Sporothrix</a> • <a href="#">Vectis</a> • <a href="#">Vectis Prime</a> • <a href="#">Vulkan</a> • <a href="#">Vulkan Wraith</a>

**Speargun**

<b>Auto</b>	<a href="#">Scourge</a> • <a href="#">Scourge Prime</a>
<b>Auto Charge</b>	<a href="#">Javlok</a>
<b>Charge</b>	<a href="#">Ferrox</a>
<b>Charged Auto</b>	<a href="#">Tenet Ferrox</a>





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