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Trumna Prime

EDIT

TENNO WEAPON


CODEX
Sleek lines and golden accents define this masterpiece of the illustrious Entrati family.

Trumna Prime is the [Primed](#) counterpart of [Trumna](#) heavy assault rifle, sporting increased damage, [Critical Multiplier](#), [Status Chance](#), and [Magazine Size](#), and faster [Reload Speed](#). Trumna Prime was released alongside [Xaku Prime](#) and [Quassus Prime](#) on November 13, 2024.

Contents

- 1. Characteristics
- 2. Acquisitions

Trumna Prime



Tradable
(parts and/or blueprint only)

Update Infobox Data

General Information

Type Rifle

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Characteristics

- This weapon deals primarily **Heat** and **Impact** damage.
- Primary fire shoots fully automatic rounds that explode in a **1.6** meter radius upon impact with a surface or enemy.
- **Alternate Fire** launches a grenade that explodes in a **6** meter radius upon impact with a surface or enemy and **bounces** up to **7** times.
 - All initial hits and explosions apply status separately.
 - All explosions do not need direct line of sight to deal damage and will penetrate walls.
 - All explosions can benefit from **Cautious Shot**.
- Innate and polarities.

Advantages over other Primary weapons (excluding modular weapons):

- Auto (wiki attack index 1)

Max Rank	30
Slot	Primary
Trigger Type	Auto
Utility	
Accuracy	Very High
Ammo Max	500
Ammo Pickup	60
Ammo Type	Primary
Disposition	●○○○○ (0.50x)
Fire Rate	4.67 attacks/sec
Noise Level	Alarming
Magazine Size	250
Reload Time	4.00 s
Projectile Type	Hit-Scan
Spread	0.50° (0.30° min, 0.70° max)
Auto	
32 (37.65%)	53 (62.35%)
Total Damage	85 (62.35% Heat)
Ammo Cost	1
Crit Chance	24.00%
Crit Multiplier	2.40x
Fire Rate	4.67 attacks/sec
Multishot	1 (85.00 damage per projectile)
Noise Level	Alarming
Punch Through	0.0 m
Range	300.0 m
Spread	0.50° (0.30° min, 0.70° max)
Status Chance	34.00%
Projectile Type	Hit-Scan

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- Above average crit multiplier (2.40x)
- Auto AoE (wiki attack index 2)
 - High magazine (250)
 - Above average fire rate (4.67 attacks/sec)
 - Above average ammo max (500)
 - High status chance (34.00%)
 - Above average crit multiplier (2.40x)
- Grenade Impact (wiki attack index 3)
 - High crit chance (38.00%)
 - High magazine (250)
 - Above average ammo max (500)
 - High status chance (50.00%)
- Grenade Bounce AoE (wiki attack index 4)
 - High crit chance (38.00%)
 - Very high magazine (250)
 - Very high total damage (1,150)
 - High ammo max (500)
 - High status chance (50.00%)

Disadvantages over other Primary weapons (excluding modular weapons):

- High initial recoil.
- Cannot equip [Tactical Reload](#).

	50 (100%)
Total Damage	50 (100.00% Heat)
Crit Chance	24.00%
Crit Multiplier	2.40x
Damage Falloff	No Damage Falloff: below 0.0 m (100%, 50 damage) Linear Falloff: between 0.0 m and 1.6 m (100% - 85%) Max Damage Falloff: over 1.6 m (85%, 42 damage)
Fire Rate	4.67 attacks/sec
Multishot	1 (50.00 damage per projectile)
Noise Level	Alarming
Punch Through	0.0 m
Range	1.6 m
Status Chance	34.00%
Projectile Type	AoE
Grenade Impact ^	
	100 (100%)
Total Damage	100 (100.00% Impact)
Accuracy	Medium
Crit Chance	38.00%
Crit Multiplier	2.40x
Fire Rate	1.33 attacks/sec
Multishot	1 (100.00 damage per projectile)
Noise Level	Alarming
Punch Through	0.0 m
Spread	11.00° (6.00° min, 16.00° max)
Status	50.00%

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- All explosions have a [headshot](#) multiplier of 1x and cannot trigger headshot conditions.
- All explosion have linear [Damage Falloff](#) from:
 - 100% to 85% from central impact on primary fire.
 - 100% to 60% from central impact on alternate fire.
- Auto (wiki attack index 1)
 - Very low reload speed (4.00 s)
 - Very low disposition (●○○○○ (0.50x))
- Auto AoE (wiki attack index 2)
 - Below average crit chance (24.00%)
 - Very low maximum falloff distance (1.6 m)
 - Very low reload speed (4.00 s)
 - Low total damage (50)
 - Very low disposition (●○○○○ (0.50x))
- Grenade Impact (wiki attack index 3)
 - Very low reload speed (4.00 s)
 - Below average total damage (100)
 - Below average fire rate (1.33 attacks/sec)
 - Very low disposition (●○○○○ (0.50x))

	1,150 (100%)
Total Damage	1,150 (100.00% Heat)
Crit Chance	38.00%
Crit Multiplier	2.40x
Damage Falloff	No Damage Falloff: below 0.0 m (100%, 1150 damage) Linear Falloff: between 0.0 m and 6.0 m (100% - 60%) Max Damage Falloff: over 6.0 m (60%, 690 damage)
Fire Rate	1.33 attacks/sec
Multishot	1 (1150.00 damage per projectile)
Noise Level	Alarming
Punch Through	0.0 m
Range	6.0 m
Status Chance	50.00%
Projectile Type	AoE
Miscellaneous ^	
Compatibility Tags	ASSAULT_AMMO, PROJECTILE, AOE
Default Upgrades	ThanotechRifleWeaponInnateMod
Riven Family	Trumna
Exilus Polarity	
Introduced	Hotfix 37.0.9 (2024-11-13)
Polarities	
Sell Price	7,500
Variants	Trumna Trumna Prime
Vendor Sources ^	
Article Categories ^	
<ul style="list-style-type: none"> • Weapons • Update 37 	



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- Very low reload speed (4.00 s)
- Below average fire rate (1.33 attacks/sec)
- Very low disposition (●○○○○ (0.50x))

- [Auto Weapons](#)
- [Automatic](#)
- [Prime](#)
- [Pinpoint Weapons](#)
- [Alarming Weapons](#)
- [Hit-Scan Weapons](#)
- [Weapons with Area of Effect](#)
- [Tradeable Weapons](#)

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

Advantages over other Primary weapons (excluding modular weapons):

- Auto (wiki attack index 1)
 - Very high magazine (250)
 - High status chance (34.00%)
 - Above average crit multiplier (2.40x)
- Auto AoE (wiki attack index 2)
 - High magazine (250)
 - Above average fire rate (4.67 attacks/sec)
 - Above average ammo max (500)
 - High status chance (34.00%)
 - Above average crit multiplier (2.40x)
- Grenade Impact (wiki attack index 3)
 - High crit chance (38.00%)
 - High magazine (250)
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- Grenade Bounce AoE (wiki attack index 4)
 - High crit chance (38.00%)
 - Very high magazine (250)
 - Very high total damage (1,150)
 - High ammo max (500)
 - High status chance (50.00%)

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- Very low reload speed (4.00 s)
- Very low disposition (●○○○○ (0.50x))
- Auto AoE (wiki attack index 2)
 - Below average crit chance (24.00%)
 - Very low maximum falloff distance (1.6 m)
 - Very low reload speed (4.00 s)
 - Low total damage (50)
 - Very low disposition (●○○○○ (0.50x))
- Grenade Impact (wiki attack index 3)
 - Very low reload speed (4.00 s)
 - Below average total damage (100)
 - Below average fire rate (1.33 attacks/sec)
 - Very low disposition (●○○○○ (0.50x))
- Grenade Bounce AoE (wiki attack index 4)
 - Very low reload speed (4.00 s)
 - Below average fire rate (1.33 attacks/sec)
 - Very low disposition (●○○○○ (0.50x))

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

Comparisons:

- **Trumna Prime** (Auto), compared to **Trumna** (Auto):
 - Higher base damage per projectile (85.00 vs. 82.00)
 - Higher Impact damage (32 vs. 29)
 - Higher total damage (85 vs. 82)
 - Higher base **critical multiplier** (2.40x vs. 2.20x)
 - Higher base **status chance** (34.00% vs. 30.00%)
 - Higher **average damage per tap** (113.56 vs. 105.61)
 - Higher **burst DPS** (530.32 vs. 493.22)
 - Higher **sustained DPS** (493.45 vs. 441.66)
 - Larger **magazine** (250 vs. 200)
 - Larger **max ammo capacity** (500 vs. 400)
 - Faster **reload time** (4.00 s vs. 5.00 s)

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- Grenade Bounce AoE:
 - Higher base damage (1,115.00 vs. 1,000.00)

Acquisition

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

Trumna Prime's Relic Drops

Blueprint	Barrel	Receiver	Stock
Neo W2 Common	Meso T7 Rare	Axi T12 Rare	Lith N16 Uncommon

Crafting

Manufacturing Requirements

[Edit blueprint requirements](#)

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

Notes

Bugs

- [Galvanized Aptitude](#) is multiplicative to base damage sources on direct hits from alt-fire.

Trivia

- Trumna* is a Polish word for coffin, coming from the Middle High German word



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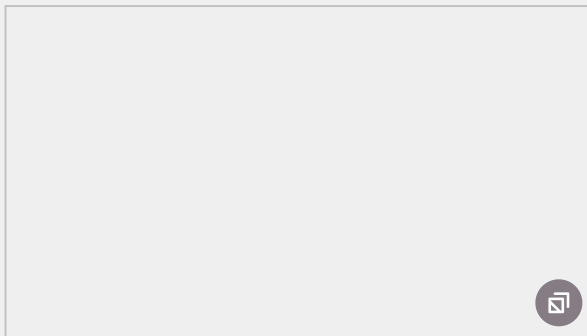
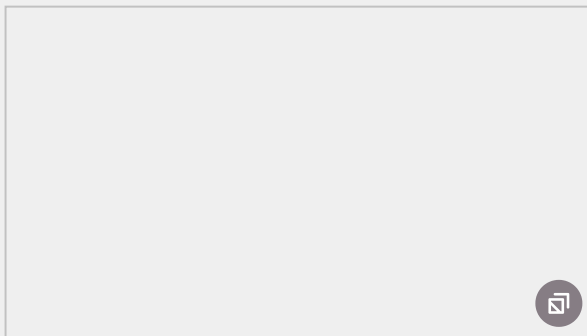
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Helios Prime.

- Its description suggests the Entrati themselves designed the Trumna's Prime model.

Media



Trumna Prime Skins

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Patch History

[Hotfix 37.0.9](#) (2024-11-13)

- Introduced.

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Arm Cannon	
Auto	Bubonico • Shedu



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[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](#) · [Stradavar Prime](#) · [Tenet Tetra](#) · [Trumna](#) · [Trumna Prime](#) · [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 /



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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 · Reconifex · 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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