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Bronco Prime

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OROKIN WEAPONS PRIME

CONCLAVE (PvP)

CODEX

Infused with rare Orokin alloys, the Bronco Prime is a highly efficient weapon. Trading an increased clip size and damage for a lower rate of fire.

The **Bronco Prime** is the [Primed](#) variant of the shotgun sidearm [Bronco](#), featuring a higher base damage and magazine size at the cost of a lower [fire rate](#) and [reload speed](#). The Bronco Prime was added into the game in [Update 9.0](#) (2013-07-13).

This weapon can be sold for **5,000**; it is also a [requisite ingredient](#) for [Akbronco Prime](#) (x2).

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Bronco Prime

[Normal](#) [Incarnon](#)



Tradable
(parts and/or blueprint only)

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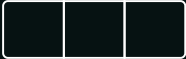
Characteristics

- This weapon deals primarily  Impact damage.
- Can use the Bronco-exclusive  Dizzying Rounds mod.

Advantages over other Secondary weapons (excluding modular weapons):

- Tied with  Akbronco Prime for the third highest base damage of all shotgun-type secondaries, behind  Twin Rogga and alt-fire  Euphona Prime.
- Very high overall status chance.
- Innate multishot of 7 pellets.
- Good ammo efficiency.
- Normal Attack (wiki attack index 1)
 - Very high total damage (350)
 - Above average ammo max (210)

Requirement			
Max Rank	30		
 Slot	Secondary		
Trigger Type	Semi-Auto		
Utility 			
Accuracy	Very Low		
Ammo Max	210		
Ammo Pickup	20		
Ammo Type	Secondary		
Disposition	●●●● (1.40x)		
Fire Rate	4.17 attacks/sec		
Noise Level	Alarming		
Magazine Size	4		
Reload Time	2.00 s		
Projectile Type	Hit-Scan		
Spread	27.00° (18.00° min, 36.00° max)		
Normal Attack 			
 40 ( 80%)	 5 ( 10%)	 5 ( 10%)	
Total Damage	350 (80.00%  Impact)		
Ammo Cost	1		
Crit Chance	6.00%		
Crit Multiplier	2.00x		
Damage Falloff	No Damage Falloff: below 9.0 m (100%, 50 damage) Linear Falloff: between 9.0 m and 18.0 m (100% - 26%) Max Damage Falloff: over 18.0 m (26%, 13 damage)		
Fire Rate	4.17 attacks/sec		
Multishot	7 (50.00 damage per projectile)		
Noise Level	Alarming		
Punch Through	0.0 m		
Range	300.0 m		



- High average number of procs per shot (0.90)
- High average number of crits per shot (0.42)
- High disposition (●●●●● (1.40x))
- Incarnon Form (wiki attack index 2)
 - Above average crit chance (24.00%)
 - Above average maximum falloff distance (36.0 m)
 - Above average total damage (238)
 - Above average ammo max (210)
 - Very high average number of procs per shot (1.79)
 - Very high average number of crits per shot (1.68)
 - Above average status chance (25.71%)
 - High disposition (●●●●● (1.40x))
 - Very high crit multiplier (3.20x)

Disadvantages over other Secondary weapons (excluding modular weapons):

- Has linear damage falloff from 100% to 74% from 9m to 18m target distance (distances are affected by [Projectile Speed](#)).
- Wide pellet spread cone makes the weapon ineffective beyond short range.
- Normal Attack (wiki attack index 1)

Status Chance	12.86%	
Projectile Type	Hit-Scan	
Incarnon Form 		
 27.2 ( 80%)	 3.4 ( 10%)	 3.4 ( 10%)
Total Damage	238 (80.00%  Impact) 	
Ammo Cost	1	
Crit Chance	24.00%	
Crit Multiplier	3.20x	
Damage Falloff	No Damage Falloff: below 18.0 m (100%, 34 damage) Linear Falloff: between 18.0 m and 36.0 m (100% - 44.12%) Max Damage Falloff: over 36.0 m (44.12%, 15 damage)	
Fire Rate	3.00 attacks/sec	
Multishot	7 (34.00 damage per projectile)	
Noise Level	Alarming	
Punch Through	0.0 m	
Range	300.0 m	
Spread	27.00° (18.00° min, 36.00° max)	
Status Chance	25.71%	
Projectile Type	Hit-Scan	
Miscellaneous 		
Compatibility Tags	SINGLESHOT, SECONDARYSHOTGUN	
Riven Family	Bronco	
Exilus Polarity		
Introduced	Update 9.0 (2013-07-13)	
Polarities	None	
Sell Price	5,000	
Variants	Bronco Bronco Prime 	
Vendor Sources 		



- Very low maximum falloff distance (18.0 m)
- Low reload speed (2.00 s)
- Very low magazine (4)
- Below average status chance (12.86%)
- Incarnon Form (wiki attack index 2)
 - Low reload speed (2.00 s)
 - Low magazine (4)

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

Article Categories ^

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Comparisons:

- **Bronco Prime** (Normal Attack), compared to [Bronco](#) (Normal Attack):
 - Higher base damage per projectile (50.00 vs. 42.00)
 - Higher [Impact](#) damage (40 vs. 33.6)
 - Higher [Puncture](#) damage (5 vs. 4.2)
 - Higher [Slash](#) damage (5 vs. 4.2)
 - Higher total damage (350 vs. 294)
 - Higher base [status chance](#) (12.86% vs. 9.43%)
 - Higher [average damage per tap](#) (371 vs. 311.64)
 - Higher [burst DPS](#) (1547.07 vs. 1246.56)
 - Higher [sustained DPS](#) (501.48 vs. 402.11)
 - Farther starting [damage falloff](#) distance (9.0 m vs. 7.0 m)
 - Farther max [damage falloff](#) distance (18.0 m vs. 14.0 m)
 - Lesser max damage reduction at ending falloff distance (74.00% vs. 75.00%)
 - Higher [fire rate](#) (4.17 attacks/sec vs. 4.00 attacks/sec)
 - Larger [magazine](#) (4 vs. 2)
 - Slower [reload time](#) (2.00 s vs. 1.05 s)
 - Higher [Mastery Rank](#) required (4 vs. 0)
 - Lower [disposition](#) (●●●●● (1.40x) vs. ●●●●● (1.45x))
- **Bronco Prime** (Normal Attack), compared to [Akbronco Prime](#) (Normal Attack):
 - Equal base damage

- Lesser max damage reduction at ending falloff distance (74.00% vs. 75.00%)
- Lower [fire rate](#) (4.17 attacks/sec vs. 4.33 attacks/sec)
- Smaller [magazine](#) (4 vs. 8)
- Faster [reload time](#) (2.00 s vs. 2.25 s)
- Lower [Mastery Rank](#) required (4 vs. 10)
- Higher [disposition](#) (●●●●● (1.40x) vs. ●●●●○ (1.30x))

Acquisition

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

Bronco Prime's Relic Drops

Barrel	Blueprint	Receiver
Lith P9 Uncommon	Lith A6 Common	Axi A19 Common
Axi E2 Uncommon (V)	Meso F5 Common	Neo Z11 Common
Axi N10 Uncommon (V)	Neo G8 Common	Axi F2 Common (V)
Axi N3 Uncommon (V)	Axi C7 Common (V)	Axi M2 Common (V)
Axi S10 Uncommon (V)	Axi G12 Common (V)	Axi S1 Common (V)
Axi W2 Uncommon (V)	Axi N2 Common (V)	Axi T10 Common (V)
Axi W3 Uncommon (V)	Axi N8 Common (V)	Axi T7 Common (V)
Lith T10 Uncommon (V)	Axi N9 Common (V)	Axi W1 Common (V)
Meso N10 Uncommon (V)	Axi P2 Common (V)	Lith C2 Common (V)
Meso R3 Uncommon (V)	Axi P3 Common (V)	Lith P5 Common (V)
Meso Z4 Uncommon (V)	Axi S1 Common (V)	Lith P8 Common (V)
Neo M2 Uncommon (V)	Lith D4 Common (V)	Meso B4 Common (V)
Neo S15 Uncommon (V)	Lith H1 Common (V)	Meso C8 Common (V)
Neo V1 Uncommon (V)	Lith K6 Common (V)	Meso E3 Common (V)
	Lith M6 Common (V)	Meso F1 Common (V)
	Lith N1 Common (V)	Meso G4 Common (V)
	Lith N4 Common (V)	Meso P1 Common (V)
	Lith P4 Common (V)	Meso S12 Common (V)
	Lith S1 Common (V)	Meso S8 Common (V)
	Lith S12 Common (V)	Neo B1 Common (V)
	Lith T7 Common (V)	Neo K6 Common (V)
	Lith V8 Common (V)	Neo M3 Common (V)
	Meso A4 Common (V)	Neo N14 Common (V)
	Meso C2 Common (V)	Neo N6 Common (V)
	Meso E2 Common (V)	Neo S11 Common (V)
	Meso N2 Common (V)	Neo S8 Common (V)
	Meso N3 Common (V)	Neo V4 Common (V)
	Meso P11 Common (V)	Neo Z3 Common (V)
	Meso S2 Common (V)	

[Neo M1](#) Common (V)

[Neo S9](#) Common (V)

Crafting

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

Notes

- The Bronco Prime's high damage, high spread and high pellet count (with [Barrel Diffusion](#)) make it a good crowd thinner and control tool, particularly against the [Infested](#).
 - Using [Seeker](#) is recommended to increase its capability against large groups of enemies.
- [Gunslinger](#) (or [Lethal Torrent](#)) and [Quickdraw](#) may be valuable due to the low rate of fire and reload speed, to increase the time spent shooting.

Incarnon Genesis

- Upon completion of [The Duviri Paradox](#) and [Angels of the Zariman](#), and unlocking [The Steel Path](#), players can earn [Bronco Incarnon Genesis](#) from [The Circuit's](#) Steel Path to place on their Bronco 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 [Bronco Incarnon Genesis § Evolutions](#). To change it, please [edit the transcluded page](#).

- Installing the Bronco Incarnon Genesis requires 20 [Pathos Clamps](#), 70 [Yao Shrubs](#), and 100 [Nacreous Pebbles](#).

- 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.
- Increase Range and [Ricochet](#).
 - Incarnon Form has much higher [Critical Chance](#), [Critical Multiplier](#), and [Status Chance](#), and longer [Damage Falloff](#) ranges, at the expense of reduced base damage and [Fire Rate](#).
 - Individual pellets now ricochet once to nearby enemies within **8** meters of the main target.
 - Modding for [Punch Through](#) and hitting multiple targets will create successive ricochets.
 - [Void Status Effect](#) prevents ricochets from occurring.
- 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 reticule by achieving [weakpoints](#) and then pressing the [Alternate Fire](#) button. **40** 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 Bronco's Incarnon Form uses a separate "magazine" with each charge producing **0.5** rounds to a maximum of **20** rounds. Once all ammunition is expended, the Bronco 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



- Swapping to and from Incarnon Form will fully reload the normal form's magazine.

Evolution II

- *Unlock Challenge:* Complete a solo mission with the Bronco equipped.
- Perk 1: **Speeding Bullet:**
 - Increase Damage by **+36** (Bronco) / **+30** (Prime).
 - With [Sprint Speed](#) 1.2 or Higher: **+60%** Projectile Speed.
 - The projectile speed bonus stacks additively with projectile speed mods such as [Lethal Momentum](#).
- Perk 2: **Infused Shots:**
 - Increase Damage by **+20** (Bronco) / **+16** (Prime).
 - On **50** Energy Spent: Increase Damage by **+10** (Bronco) / **+9** (Prime) for **10s**. Stacks up to **4x**.

Evolution III

- *Unlock Challenge:* Kill **100** enemies with this weapon's Incarnon Form.
- Perk 1: **Kinetic Battle:**
 - **-50%** Weapon Recoil.
- Perk 2: **Practised Grip:**
 - Increase Accuracy by **+30%**.
- Perk 3: **Extended Volley:**
 - Increase Magazine Capacity by **+2**.

Evolution IV

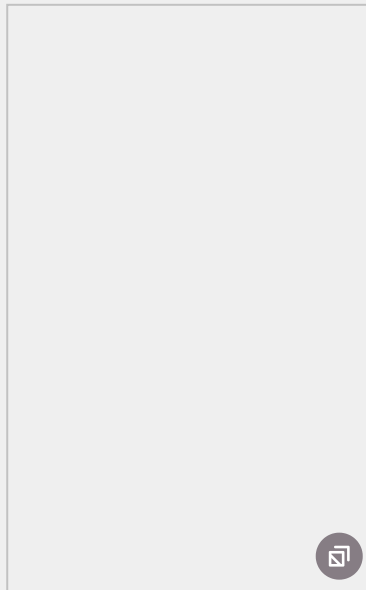
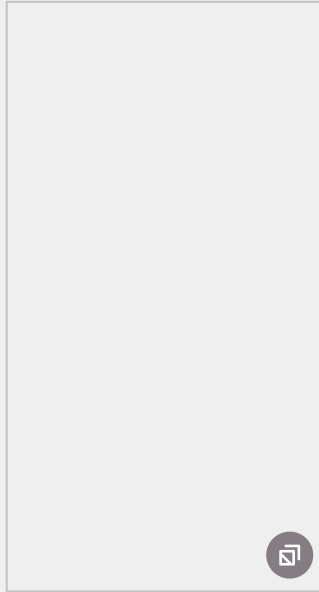
- *Unlock Challenge:* Kill **10** enemies within **8** seconds **6** times.
- Perk 1: **Enough for Everyone:**
 - **+80%** Ammo efficiency when **6** enemies are within **6m**.
- Perk 2: **Commodore's Fortune:**
 - Increase Critical Chance by **+20%**.
- Perk 3: **Rain of Lead:**
 - **+2** Multishot.

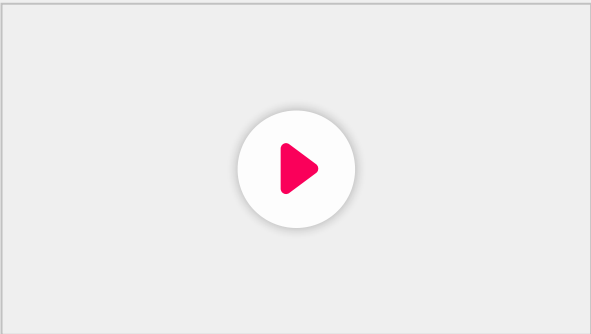
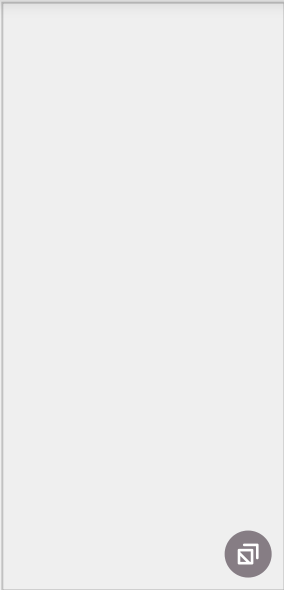
Trivia



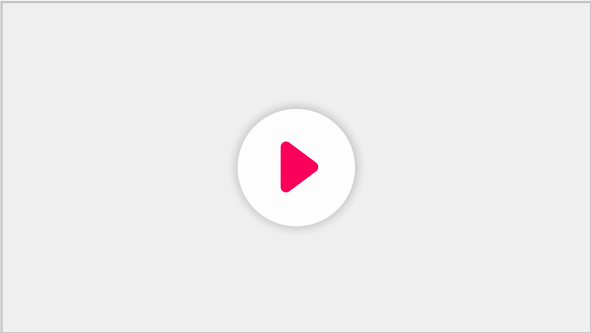
- The Bronco Prime has a non-static model, the barrel section rotates clockwise when fired and whilst reloading.
- The Bronco Prime's gold parts can be recolored as of [Update 15.13](#) (2015-02-05).

Media





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



Warframe - All Prime Weapon Reloads in 1 minute (2013 - 2019)

Patch History

Hotfix 33.6.4 (2023-08-15) Fixed the Bronco Prime not leaving bullet holes in the environment.
Update 32.0 (2022-09-07)

Ammo Changes

We understand the power fantasy of these weapons is very popular for some, so our first approach was to keep them powerful, but limit how often they can be used by

Last updated: [Update 27.2](#) (2020-03-05)

See Also

- [Bronco](#), the predecessor to this weapon.
- [Akbronco](#), the akimbo version of the Bronco.
- [Akbronco Prime](#), the akimbo version of this gun.
- [Brakk](#), another pocket shotgun sidearm.
- [Bronco Incarnon Genesis](#), the Incarnon power-up for the Single-Bronco 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					
Charge	Ogris					
Semi-Auto	Kuva Ogris • Kuva Tonkor • Kuva Zarr • Tonkor • Torid • Zarr					

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 • Reconifex • 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 / 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
	Arca Plasmor • Corinth • Corinth Prime • Exergis • 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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