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Angstrum



EDIT



CORPUS



WEAPONS



CONCLAVE (PvP)

CODEX

Capable of firing multiple rockets at once, the Angstrum is a handheld instrument of destruction.

The **Angstrum** is a heavy sidearm of [Corpus](#) design that fires powerful micro-rockets. Its charge-based trigger allows for firing precise single shots, or emptying the entire magazine as a spread barrage for engaging single heavy targets or large groups.

This weapon can be sold for **5,000**

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Angstrum

Normal

Incarnon



Untradeable



Update Infobox Data

General Information



Type

Pistol



Mastery



WARFRAME Wiki



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Characteristics

- This weapon deals  **Blast** damage.
- Rocket explode in a **3.6** meter radius on impact with a surface or enemy.
 - Initial hit and explosion apply status separately.
 - Explosion does not need direct line of sight to deal damage and will penetrate walls.
 - Can benefit from  **Fulmination** ( **Primed**).
- Can be charged to unload more of the weapon's magazine and fire extra projectiles.
 - Can be fired with a partial charge to fire only part of its magazine.
 - Fully charged shot

Max Rank	30
 Slot	Secondary
Trigger Type	Charge
Utility 	
Accuracy	N/A
Ammo Max	18
Ammo Pickup	3
Ammo Type	Secondary
Disposition	●●●● (1.35x)
Fire Rate	2.00 attacks/sec
Noise Level	Alarming
Magazine Size	3
Reload Time	2.50 s
Projectile Speed	150.0 m/s
Projectile Type	Projectile
Spread	3.75° (2.50° min, 5.00° max)
Single Rocket Impact 	
 200 ( 100%)	
Total Damage	200 (100.00%  Blast)
Ammo Cost	1
Charge Time	0.5 s
Crit Chance	16.00%
Crit Multiplier	2.00x
Fire Rate	2.00 attacks/sec
Multishot	1 (200.00 damage per projectile)
Noise Level	Alarming
Punch Through	0.0 m
Spread	3.75° (2.50° min, 5.00° max)
Status Chance	22.00%
Projectile Speed	150.0 m/s



- magazine, even when magazine mods are used.
- Charged barrage spreads rockets out, reducing the effective range considerably.
- Multishot will cause partially-charged shots to spread out further, eliminating its long range potential.
- Innate  polarity.

Advantages over other Secondary weapons (excluding modular weapons):

- Tied with  [Prisma Angstrum](#) for highest base damage of all secondaries.
- High accuracy.
- Single Rocket Impact (wiki attack index 1)
 - High total damage (200)
 - Above average disposition (●●●●● (1.35x))
- Single Rocket Explosion (wiki attack index 2)
 - Above average total damage (250)
 - Above average disposition (●●●●● (1.35x))
- Incarnon Form (wiki attack index 3)
 - Very high disposition (●●●●● (1.35x))

Disadvantages over other

Projectile Type	Projectile
Single Rocket Explosion	
	 250 ( 100%)
Total Damage	250 (100.00%  Blast)
Charge Time	0.5 s
Crit Chance	16.00%
Crit Multiplier	2.00x
Damage Falloff	No Damage Falloff: below 0.0 m (100%, 250 damage) Linear Falloff: between 0.0 m and 3.6 m (100% - 60%) Max Damage Falloff: over 3.6 m (60%, 150 damage)
Fire Rate	2.00 attacks/sec
Multishot	1 (250.00 damage per projectile)
Noise Level	Alarming
Punch Through	0.0 m
Range	3.6 m
Status Chance	22.00%
Projectile Type	AoE
Incarnon Form	
	30 (100%)
Total Damage	30 (100.00%  Heat)
Accuracy	Very High
Ammo Cost	1
Crit Chance	18.00%
Crit Multiplier	1.80x
Fire Rate	6.00 attacks/sec
Multishot	1 (30.00 damage per projectile)
Noise Level	Alarming
Punch	0.0 m



modular weapons):
.....

- Projectiles have travel time, slow speed, and are small, making long range shots difficult.
- Very high recoil.
- The weapon fires as soon as it has reached a full charge, which can lead to premature firing.
- Explosion inflicts [self-stagger](#).
- Explosion has a [headshot](#) multiplier of 1x and cannot trigger headshot conditions.
- Explosion has linear [Damage Falloff](#) from 100% to 60% from central impact.
- Extremely poor ammo economy.
 - Extremely low magazine size of 3 rounds; requires frequent reloading.
 - Very low ammo capacity of 18 rounds.
 - Only restores 3 units of ammunition per ammo pickup.
- Rockets have a short delay after firing before being able to fire again.
- Enemies can destroy the rockets with gunfire or area of effect explosions.
- Single Rocket Impact (wiki attack index 1)
 - Below average crit chance (16.00%)
 - Very low reload speed (2.50 s)
 - Very low magazine (3)

Status Chance	18.00%
Projectile Speed	0.0 m/s
Projectile Type	Projectile
Trigger Type	Auto
Miscellaneous ^	
Compatibility Tags	PROJECTILE, AOE, SINGLESHOT
Riven Family	Angstrum
Exilus Polarity	
Introduced	Update 13.3 (2014-05-14)
Polarities	
Sell Price	5,000
Users	• Comba • Scrambus • Pelna Cade • Jad Teran
Variants	Angstrum Prisma Angstrum
Vendor Sources ^	
Article Categories ^	
• Weapons • Update 13 • Corpus Weapons • Blast Damage Weapons • Pistol • Angstrum • Secondary Weapons • Charge Weapons • Charge • Comba • Scrambus • Pelna Cade • Jad Teran • Base • Alarming Weapons • Projectile Weapons • Weapons with Area of Effect • Untradeable Weapons • Available In Conclave	



- Very low fire rate (2.00 attacks/sec)
- Single Rocket Explosion (wiki attack index 2)
 - Below average active falloff slope (9.0m/%)
 - Below average crit chance (16.00%)
 - Low maximum falloff distance (3.6 m)
 - Very low reload speed (2.50 s)
 - Low magazine (3)
 - Below average fire rate (2.00 attacks/sec)
 - Very low ammo max (18)
- Incarnon Form (wiki attack index 3)
 - Below average crit chance (18.00%)
 - Very low reload speed (2.50 s)
 - Very low magazine (3)
 - Very low total damage (30)
 - Very low ammo max (18)
 - Very low status chance (18.00%)
 - Low crit multiplier (1.80x)

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

Comparisons:

- **Angstrum** (Single Rocket Explosion), compared to [Prisma Angstrum](#) (Single Rocket Explosion):
 - Equal base damage
 - Lower base [critical chance](#) (16.00% vs. 18.00%)
 - Lower base [critical multiplier](#) (2.00x vs. 2.20x)
 - Lower base [status chance](#) (22.00% vs. 26.00%)
 - Lower [average damage per tap](#) (290 vs. 304)
 - Lower [burst DPS](#) (580 vs. 608)
 - Lower [sustained DPS](#) (217.5 vs. 380)
 - Slower [reload time](#) (2.50 s vs. 1.80 s)
 - Lower [Mastery Rank](#) required (4 vs. 8)
 - Higher [disposition](#) (●●●●● (1.35x) vs. ●●●●○ (1.30x))

Acquisition



Manufacturing Requirements					
 Edit blueprint requirements					
25,000	Alloy Plate	Circuits	Salvage	Argon Crystal	Time:
	600	400	900	2	1
					Day(s)
					Rush:
					25
Market Price: 190			Blueprints Price: 25,000		

Notes

- The UI damage value of **1350** refers to the total impact and explosion damage from all three rockets.
 - In other words, the damage that is shown in the [Arsenal](#) refers to the total damage that can be dealt from a single magazine.
 - If you increase the magazine size, the damage would also increase.
- The UI status chance value of **52.5%** refers to the status chance from all three rockets. The actual status chance per rocket is **22%**.
- Tapping the fire button will let out a single, very accurate rocket which can be used to pick off targets from long or medium range; or be held halfway or fully to release half or the entire magazine respectively, which will cause a wide spread of rockets to cover large groups at closer ranges.
- The Angstrum must reach a given level of charge in order to fire a single shot or volley. Use Fire Rate mods such as [Gunslinger](#) to reduce the time required to charge.
- Use the reload button or change weapon to cancel charge to avoid unwanted shots.
- Keep in mind that [Multishot](#) will eliminate the dead-on accuracy of the single shot, as it will cause 2 or 3 rockets to skew outwards, with none of the rockets going right where the reticle is.
- The Angstrum's charge cannot be held. The weapon fires as soon as it is fully charged.
- Constantly tapping the fire button will not cause this weapon to stall like the Ogris. If you accidentally begin charging the weapon, without meaning to, you can stop the shot simply by spamming your charge button and hitting reload while you

- There is a delay between pressing the fire button, and the rocket actually being ejected. pressing the fire button again before it is ejected will cancel the ejection-jamming like the Ogris.
- Unlike a shotgun which shoots a completely random spread, the Angstrum is shown to form a geometrical structure (depending on the grenade quantity) of:
 - One - A single accurate shot.
 - Two - Two separate horizontal shots.
 - Three - A triangle.
 - Four - Diagonal square.
 - Five - Pentagon.
 - Six - Triangle with an offset center triangle.
 - Seven - Diagonal square with a center triangle.
 - Eight - Pentagon with an offset center triangle.
 - Nine - Hexagon with a center triangle.
 - Ten - Heptagon with a center triangle.
 - Eleven - Octagon with a center triangle
 - Twelve - Outer diagonal square, middle pentagon, center triangle
 - Thirteen - Outer pentagon, middle pentagon, center triangle
 - Fourteen - Outer hexagon, middle pentagon, center triangle
 - Fifteen - Outer heptagon, middle pentagon, center triangle
 - Sixteen - Outer octagon, middle pentagon, center triangle
 - Seventeen - Outer enneagon, middle pentagon, center triangle
 - Eighteen - Outer decagon, middle pentagon, center triangle
 - Nineteen - Outer hendecagon, middle pentagon, center triangle
 - Twenty - Outer dodecagon, middle pentagon, center triangle
- Angstrum's shots bounce off [Nullifiers'](#) barriers rather than exploding, and will detonate upon hitting another solid object. Beware as this includes the player who fired it.

Incarnon Genesis

- Upon completion of [The Duviri Paradox](#) and [Angels of the Zariman](#), and unlocking [The Steel Path](#), players can earn [Angstrum Incarnon Genesis](#) from [The Circuit](#)'s Steel Path to place on their Angstrum with the help of [Cavalero](#) in the [Chrysalith](#). This [Incarnon Genesis](#) form grants it evolutions to a transformation and newfound strength.
 - Alternatively, the Angstrum Incarnon Genesis can be bought from Cavalero for **120**, complete with the resources used in its installation. This purchase can only be made **once**.

Evolution



This section is *transcluded* from *Angstrum Incarnon Genesis § Evolutions*. To change it, please *edit the transcluded page*.

- Installing the Angstrum Incarnon Genesis requires 20 [Pathos Clamps](#), 70 [Ueymag](#), and 80 [Lamentus](#).
- 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

- Direct hits charge Incarnon Transmutation; Alt Fire transmutes. Switching back will expend any remaining charge.
- Launches target-seeking fireballs that ricochet towards enemies.
 - Incarnon Form becomes fully automatic and shoots small fireballs that deal pure [Heat](#) damage. Upon hitting an enemy, the projectile will ricochet toward **1** enemy within **20** meters of the initial target. This ricochet has no homing capability and can miss. Projectiles that hit a surface can bounce up to **2** times before dissipating on the third impact, but these ricochets do not automatically aim towards enemies.
- 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 direct shots and then pressing the [Alternate Fire](#) button. **3** direct hits will completely fill the gauge. A full gauge is not required to activate Incarnon Form.
 - Individual [Multishot](#) bullets can build charges.
- Instead of drawing ammunition from its reserves, the Angstrum's Incarnon Form uses a separate "magazine" with each charge producing **40** rounds to a maximum of **120**. Once all ammunition is expended, the Angstrum 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.



- *Unlock Challenge:* Complete a solo mission with this weapon equipped.
- Perk 1: **Haven Foray:**
 - Increase Damage by **+50**.
 - With Overshields: Increase Damage by **+50**.
- Perk 2: **Paladin Virtue:**
 - Increase Damage by **+75**.
 - With Energy Max Over 700: Increase Critical Damage Multiplier by **+0.5x**.

Evolution III

- *Unlock Challenge:* Kill **100** enemies with this weapon's Incarnon Form.
- Perk 1: **Swift Deliverance:**
 - **+30%** Projectile Speed
- Perk 2: **Rapid Reinforcement:**
 - **+50%** Reload Speed
- Perk 3: **Hitman's Hoard:**
 - Increase ammo maximum by **+9**.

Evolution IV

- *Unlock Challenge:* Kill **30** enemies afflicted with **4** or more status effects.
 - [Secondary Encumber](#), [Voruna's Fangs of Raksh](#), and [Citrine's Fractured Blast](#) and [Prismatic Gem](#) are effective at spreading numerous status effects. Consider reducing [Ability Strength](#) so these abilities do not take away Angstrum's kills.
- Perk 1: **Critical Parallel:**
 - Increase Critical Chance by **+14%** (Angstrum) / **+10%** (Prisma).
 - Increase Critical Damage Multiplier by **+0.2x**.
- Perk 2: **Survivor's Edge:**
 - Increase Critical Chance by **+9%** (Angstrum) / **+6%** (Prisma).
 - Increase Status Chance by **+9%** (Angstrum) / **+6%** (Prisma).
- Perk 3: **Fatal Affliction:**
 - **+40%** Direct Damage per Status Type affecting the target.

Tip



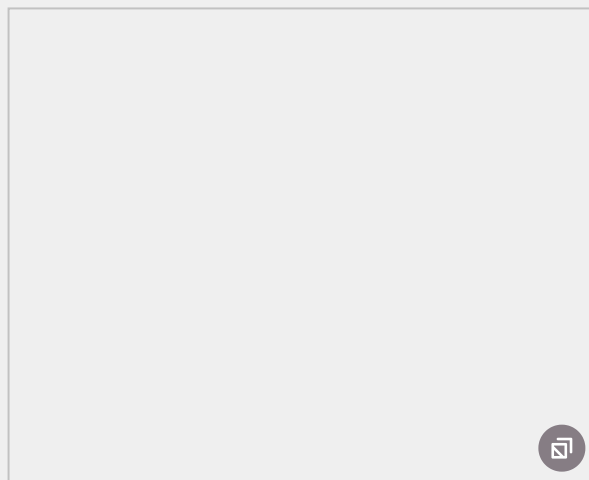
- Use [Magnum Force](#) if you wish to cover a greater area, as the damage bonus granted by this mod can help counteract any loss of damage due to the accuracy penalty. Bear in mind this is at the expense of the Angstrum's charged shots at long range.
- [Fulmination](#) can also be used to fill a target area more completely as the increased blast radius provided by it will counteract the empty spaces in between spread out charged shots.
- To more accurately hit a group of targets, Bullet Jump straight up and aim glide at the targeted area and then fully charging up your shot so all of the individual rockets will connect and explode on contact with the ground. This way, the explosion will do much more damage spread out over a consistent area rather than just shooting on the floor.
- If charged and/or a [Multishot](#) mod is equipped ([Barrel Diffusion](#), [Lethal Torrent](#)), the rockets will fire in a precise shape based on how many rockets are fired, making it easier to aim.
- Increasing the magazine size will result in a higher projectile count when firing a totally charged shot. Bear in mind that increasing the magazine size will also increase the time it takes to charge the shot.
 - Using [Slip Magazine](#), [Ice Storm](#), and [Tainted Clip](#) will increase the Angstrum's magazine to 7 (rounded from 6.9).
 - With [Primed Slip Magazine](#), it can reach 8 rockets
 - Combining the magazine build with [Barrel Diffusion](#) and/or Lethal Torrent will yield the chance of a totally charged shot firing 21 projectiles.
 - With the above primed mod, it can reach 24.
 - Using the previous combination with [Mirage's](#) [Hall of Mirrors](#) can yield a total of 63 projectiles in one salvo. This is obviously not recommended for low configs.
 - Can reach 72 if chances play out.
- [Gunslinger](#) and/or Lethal Torrent speeds up the charge time, allowing for faster firing rates. This is especially important if one is maximizing magazine capacity, as the charge time for a large magazine can be long.
- [Mag's](#) [Magnetize](#) synergizes well with this weapon, as it allows all the rockets fired to be redirected unto a single target, dealing massive amounts of damage. This is most useful against heavy units like [Napalms](#), and against bosses that have no weak spots like [Ambulas](#).
- It is highly recommended to equip a [Pistol Ammo Mutation](#) mod to remove

- [Lethal Momentum](#) can increase rocket velocity by up to 40%, significantly reducing the amount of lead time required for distant targets.
- The innate [polarity](#) can somewhat limit elemental modding potential, thus making it a less desirable polarity for elemental modding. If you wish to focus more on elemental damage, then it is recommended to either ignore the polarity or use [Forma](#) to turn it into a more suitable polarity.
 - Putting [Deep Freeze](#) and making use of the secondary elemental damages that use Cold damage can make use of this polarity.

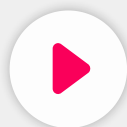
Trivia

- The Angstrum's name is derived from [Angstrom](#), which is a unit of measurement that is 0.1 nanometers in length.
- This weapon appears to be of [Corpus](#) design, making it their second explosive weapon following the [Penta](#).
- When charging, the rockets in the chamber lower into the gun itself.
- The Angstrum's concept of a conventional-appearing weapon (pistol in this case) firing rockets is similar to that of the [Gyrojet](#) from the 1960s.
- Its boxy design is similar to the [IMI Uzi MP-2](#) machine pistol, including the way the weapon can be held.
- The market icon for additional weapon slots depicts the silhouette of an Angstrum alongside a [Scindo](#)

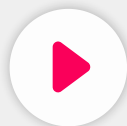
Media



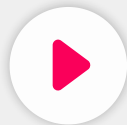
Angstrum in Codex.



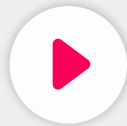
A Gay Guy Reviews Angstrum, & The Pocket Rockets - Warframe



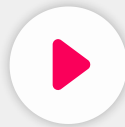
Warframe Angstrum



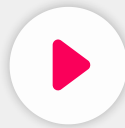
Warframe U13.3 (New Gun) Angstrum gun review



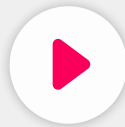
A serious look at Warframe Angstrum



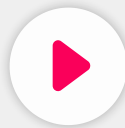
Warframe Angstrum Pro Builds 4 Forma Update 13.3.1



ANGSTRUM BUILD - Warframe Builds 3 forma - Update 17.1



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



Warframe - All Corpus Weapon Reloads in 1 minute (2012 - 2019)

Edit



Conclave



Day of the Dead
Seasonal

Patch History

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 making changes to ammo pick-up.

Ammo Pickup Overrides

The following weapons now have ammo pickup overrides, meaning they gain less

Last updated: [Hotfix 24.1.5](#) (2018-12-13)

See also

- [Comba](#) and [Scrambus](#), corpus enemies who often wield modified versions of the weapon.

Weapons • Damage • Incarnon • Compare All • Cosmetics							[Collapse]
Primary	Secondary		Melee	Archwing	Robotic	Modular	Railjack
Arm Cannon							
Auto	Bubonico • Shedu						
Bow							
Charge	Cernos • Evensong	Cernos Prime • Kuva Bramma	Cinta • Lenz	Daikyu • MK1-Paris	Dread • 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 • Reconfex • 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	

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	Astillia • Astillia 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
Charged Auto	Tenet Ferrox
Semi	Afentis

Categories

▼

Languages

▼

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Sci-fi	Warframe
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