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Cyanex

 SENTIENT

 WEAPONS

CODEX

Sentient tech merges with Corpus design to deliver this lethal sidearm. Fully automatic, it fires ricocheting, homing projectiles that release small clouds of Gas on impact. Alt-fire to release the entire clip without homing as a single burst.

The **Cyanex** is an [Amalgam](#) autopistol produced by the  [Corpus](#) that incorporates  [Sentient](#) technology in its design. It fires bouncing homing projectiles that deal  [Gas](#) damage, complemented by its high [status chance](#). Its [Alternate Fire](#) consumes the remainder of the magazine as a single automatic burst with deadly [accuracy](#) and low [recoil](#), but without

Cyanex





Untradeable

 [Update Infobox Data](#)

General Information

 **Type**

Pistol

 **Mastery**

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Characteristics

- This weapon deals primarily  Impact on its Primary Fire and  Slash damage on its Alternate Fire.
- Primary Fire launches homing projectiles.
 - High  Impact damage – effective against Grineer.
 - Innate  Gas damage – effective against Deimos Infested.
 - Homes in on enemies within **15°**.
 - Projectiles ricochet once and can bounce off of enemies.
 - This allows one to fire at a wall and kill an enemy behind cover, or kill two enemies with one shot

 Slot	Secondary
Trigger Type	Auto / Mag Burst
Utility ^	
Accuracy	Very Low
Ammo Max	210
Ammo Pickup	20
Ammo Type	Secondary
Disposition	●●●○○ (1.00x)
Fire Rate	4.67 attacks/sec
Noise Level	Alarming
Magazine Size	11
Reload Time	2.20 s
Projectile Speed	24.0 m/s
Projectile Type	Projectile
Spread	55.00° (50.00° min, 60.00° max)
Projectile Impact ^	
 50 ( 100%)	
Total Damage	50 (100.00%  <u>Impact</u>)
Ammo Cost	1
Crit Chance	8.00%
Crit Multiplier	1.40x
Fire Rate	4.67 attacks/sec
Multishot	1 (50.00 damage per projectile)
Noise Level	Alarming
Punch Through	0.0 m
Spread	55.00° (50.00° min, 60.00° max)
Status Chance	32.00%
Projectile Speed	24.0 m/s

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- Projectiles explode in **0.7** 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.
 - Explosion can benefit from  [Fulmination](#) ( [Primed](#)).
 - Homing ability of projectiles is hampered by a wide arc, and can often ignore close-range enemies unless aimed point-blank.
- **Alternate Fire** unleashes all remaining rounds in the magazine as a single full-automatic burst with increased **fire rate**.
 - High  [Slash](#) and  [Puncture](#) damage; effective against **health** and **armor**.
 - Very high **accuracy** and low **recoil**.
 - Innate 0.5 meter **punch through** and **Infinite Body Punch Through**.
 - Benefits from magazine

	41 (100%)		
Total Damage	41 (100.00%  Gas)		
Crit Chance	8.00%		
Crit Multiplier	1.40x		
Damage Falloff	No Damage Falloff: below 0.0 m (100%, 41 damage) Linear Falloff: between 0.0 m and 0.7 m (100% - 80%) Max Damage Falloff: over 0.7 m (80%, 33 damage)		
Fire Rate	4.67 attacks/sec		
Multishot	1 (41.00 damage per projectile)		
Noise Level	Alarming		
Punch Through	0.0 m		
Range	0.7 m		
Status Chance	32.00%		
Projectile Type	AoE		
Burst Mode ^			
2.9 (4.03%)	30.2 (41.94%)	38.9 (54.03%)	
Total Damage	72 (54.03%  Slash)		
Accuracy	Very High		
Ammo Cost	1		
Burst Delay	0.0800 s		
Burst Reload Delay	0.21 s		
Crit Chance	8.00%		
Crit Multiplier	1.40x		
Fire Rate	4.67 attacks/sec		
Multishot	1 (72.00 damage per projectile)		

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Advantages over other Secondary weapons (excluding modular weapons):

- Projectile Impact (wiki attack index 1)
 - Above average ammo max (210)
 - High status chance (32.00%)
- Projectile Explosion (wiki attack index 2)
 - High fire rate (4.67 attacks/sec)
 - Above average ammo max (210)
 - High status chance (32.00%)
- Burst Mode (wiki attack index 3)
 - Above average status chance (32.00%)

Disadvantages over other Secondary weapons (excluding modular weapons):

- Primary Fire:
 - Explosion inflicts [self-stagger](#).
 - Explosion has a [headshot](#) multiplier of 1x and cannot trigger headshot conditions.
 - Explosion has linear [Damage Falloff](#) from 100% to 80% from central impact.
- Low magazine size for its [fire rate](#); requires frequent reloading.
- Projectiles have travel time.
- Second lowest [critical multiplier](#) of all secondaries, after uncharged [Epitaph](#).

Status Chance	32.00%
Projectile Speed	60.0 m/s
Projectile Type	Projectile
Trigger Type	Mag Burst
Miscellaneous	
Compatibility Tags	PROJECTILE
Riven Family	Cyanex
Exilus Polarity	
Introduced	Update 25.0 (2019-05-22)
Polarities	None
Sell Price	5,000
Users	Amalgam Machinist
Variants	Cyanex
Vendor Sources	
Article Categories	
Weapons Update 25 Corpus Weapons Sentient Weapons Impact Damage Weapons Pistol Cyanex Secondary Weapons Auto / Mag Burst Weapons Amalgam Machinist Base Alarming Weapons Projectile Weapons Weapons with Area of Effect Untradeable Weapons	

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- Low reload speed (2.20 s)
- Below average magazine (11)
- Low disposition (●●●○○ (1.00x))
- Very low crit multiplier (1.40x)
- Projectile Explosion (wiki attack index 2)
 - Below average active falloff slope (3.5m/%)
 - Low crit chance (8.00%)
 - Very low maximum falloff distance (0.7 m)
 - Low reload speed (2.20 s)
 - Very low total damage (41)
 - Low disposition (●●●○○ (1.00x))
 - Very low crit multiplier (1.40x)
- Burst Mode (wiki attack index 3)
 - Very low crit chance (8.00%)
 - Low reload speed (2.20 s)
 - Below average magazine (11)
 - Below average total damage (72)
 - Very low crit multiplier (1.40x)

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

Acquisition

The Cyanex's blueprint can be researched from the Energy Lab in the dojo.

Manufacturing Requirements					
 Edit blueprint requirements					
20,000	<u>Fieldron</u>	<u>Nano Spores</u>	<u>Hexenon</u>	<u>Forma</u>	Time:
	5	8,750	250	1	12
					Hour(s)
					Rush:
					35

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7,500	Fieldron Sample 30	Plastids 300	Salvage 2,250	Control Module 10	Time: 3 Day(s) Prereq: Spectra
x1 x3 x10 x30 x100					

Notes

- The [Alternate Fire](#) of the Cyanex will eject *all* of the remaining ammunition in the magazine in a single burst.
 - Base effective fire rate is **12.5** rounds per second.
 - If buffed with unlimited ammo such as from the [Reactant Buff](#), the weapon will only fire its current magazine amount at a time, with small delays between each trigger pull.

Known Bugs

- [Galvanized Shot](#) is multiplicative to base damage sources on direct hits in both firing modes.

Tips

- Due to the pistol's tendency to run out of ammo very frequently it may be wise to use mods that increase reloading speed, such as [Quickdraw](#) and [Stunning Speed](#).
- Equipping a Riven mod with a negative Projectile Speed stat greatly improves the gun's tracking capabilities.

Trivia

- The weapon's name is very likely derived from *Cyanide*, a highly toxic chemical compound.
- The Cyanex and [Komorex](#) are the only two [Energy Lab Research](#) weapons with a 12 hour build time.
- The codex description for the [Amalgam Machinist](#), an enemy that uses this weapon, refers to the Cyanex as a "plasma assault rifle" despite being a pistol.
- Incidentally, Cyanex is also brand name for a collection of chemicals used in extracting various metals such as Ni, Co, Mo and Li.

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Cyanex Homing Pistol - New Condition Overload Meta? (3 Forma)

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

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

Patch History

Update 32.0 (2022-09-07)

Ammo Changes

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Ammo Pickup Overrides

The following weapons now have ammo pickup overrides, meaning they gain less from picking up ammo. This mostly applies to AoE weapons, in hopes that players

Last updated: [Update 25.0](#) (2019-05-22)

See also

- [Komorex](#), the primary counterpart to this weapon.
- [Akarius](#), another secondary with homing projectiles.
- [Pandero](#) ([Pandero Prime](#)), [Kuva Kraken](#) and [Tenet Detron](#), secondaries with similar alt-fire burst abilities.

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Energy

Bio

Chem

Tenno

Weapons

[Amprex](#) • [Arca Plasmor](#) • [Arca Scisco](#) • [Battacor](#) • [Convectrix](#) •
Cyanex • [Cycron](#) • [Dera](#) • [Dual Cestra](#) • [Falcor](#) • [Ferrox](#) •
[Lux Rifle](#) • [Glaxion](#) • [Komorex](#) • [Kreska](#) • [Lanka](#) • [Lenz](#) •
[Mucor](#) • [Opticor](#) • [Prova](#) • [Quanta](#) • [Serro](#) • [Spectra](#) •
[Taticor](#) • [Supra](#)

Sentinel

Helios

Other

Antiserum Injector • Fieldron • Squad Energy Restore (Medium) • Squad Shield Restore (Medium)

[Weapons](#) • [Damage](#) • [Incarnon](#) • [Compare All](#) • [Cosmetics](#)

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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

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Semi-Auto	Neutralizer
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 • 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

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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 • 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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