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Pennant

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The steel flag of Old War Railjack crews, the Pennant was invaluable in repelling boarders. With each heavy attack kill the Pennant's speed of attack increases.

The **Pennant** is a [Two-Handed Nikana](#) used by [Railjack](#) crews during the Old War, featuring high [critical chance](#) and [critical multiplier](#). The Pennant gains increased [attack speed](#) after killing an enemy with a [Heavy Attack](#).

☰ Contents

1. Characteristics

2. Acquisition

3. Notes

Pennant



Tradable

(parts and/or blueprint only)

Update Infobox Data

General Information

Type

Two-Handed Nikana

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https://warframe.fandom.com/wiki/Pennant#Acquisition

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7. See Also

Characteristics

- This weapon deals primarily  Puncture damage.
- Stance slot has  polarity, matching  Wise Razor stance.
- Heavy Attack kills increases the weapon's attack speed by **50%** for **2** to **46** seconds, scaling with Combo Multiplier.
 - This effect stacks with each kill.
 - Each stack has its own duration and will wear off separately.

Advantages over other Melee weapons (excluding modular weapons):

- Normal Attack (wiki attack index 1)
 - High crit chance (32.00%)
 - High attack range (3.00 m)
 - High crit multiplier (2.40x)

Disadvantages over other Melee weapons (excluding modular weapons):

- Normal Attack (wiki attack index 1)
 - Low attack speed (0.92x animation speed)
 - Very low status chance (10.00%)
 - Low disposition (●●●○○)

Max Rank	30	
 Slot	Melee	
Trigger Type	N/A	
Utility ^		
Attack Speed	0.92x animation speed	
Block Angle	55°	
Combo Duration	5.0 s	
Disposition	●●●○○ (0.90x)	
Follow Through	0.7x	
Range	3.00 m	
Noise Level	Silent	
Sweep Radius	0.25 m	
Normal Attack ^		
 20 ( 10%)	 140 ( 70%)	 40 ( 20%)
Total Damage	200 (70.00%  <u>Puncture</u>)	
Attack Speed	0.92x animation speed	
Crit Chance	32.00%	
Crit Multiplier	2.40x	
Fire Rate	0.92 attacks/sec	
Noise Level	Silent	
Status Chance	10.00%	
Heavy Attack ^		
Heavy Damage	1,200	
Crit Chance	32.00%	
Crit Multiplier	2.40x	
Status Chance	10.00%	
Wind-up	0.7 s	
Heavyv Slam Attack ^		

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See [WARFRAME Wiki:Stat](#)

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

Acquisition

The Pennant's main blueprint can be obtained from defeating [Blite Captain](#), [Glacik Commander](#), [Lektro Commander](#), or [Pyr Captain](#) in [Empyrean](#) missions (at **Kasio's Rest** on [Saturn Proxima](#), **Flexa** in [Veil Proxima](#), or sometimes **Korms Belt** in [Earth Proxima](#)). The blueprint pickup is shared across the entire squad and can be [traded](#) between players.

Item	Source	Chance
 Blueprint	Pyr Captain	7.31%
 Blueprint	Blite Captain	7.31%
 Blueprint	Lektro Commander	7.31%
 Blueprint	Glacik Commander	7.31%

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

Crit Multiplier	2.40x
Slam Element	 Blast
Forced Procs	 Lifted
Slam Radius	8.0 m
Status Chance	10.00%
Slam Attack ^	
Slam Damage	400
Crit Chance	32.00%
Crit Multiplier	2.40x
Slam Radius	7.0 m
Slam Element	 Impact
Forced Procs	 Impact
Status Chance	10.00%
Slide Attack ^	
Slide Damage	400
Crit Chance	32.00%
Crit Multiplier	2.40x
Slide Element	Same damage type distribution as Normal Attack
Status Chance	10.00%
Miscellaneous ^	
Compatibility Tags	LONG_KATANA_STANCE
Default Upgrades	TnRailJackGreatKatanaInnateUpgrade
Riven Family	Pennant
Introduced	Update 27.0 (2019-12-13)
Polarities	None



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Vendor Sources

Article Categories

- Weapons
- Update 27
- Tenno Weapons
- Puncture Damage Weapons
- Two-Handed Nikana
- Pennant
- Melee Weapons
- N/A Weapons
- Weapons With No Trigger Type
- Base
- Silent Weapons
- Tradeable Weapons

Manufacturing Requirements

 Edit blueprint requirements

30,000	Tellurium	Rubedo	Polymer Bundle	Ferrite	Time:
	2	2,100	1,550	5,300	1
					Day(s)
					Rush:
					35
Market Price: 275			Blueprints Price:N/A		

Notes

- Upon killing an enemy with a heavy attack, Pennant's attack speed rises by 50%, indicated via an icon and timer next to the health bar. The buff duration is dependent on the combo multiplier at the time of the heavy attack, beginning at 2 seconds with no combo counter and increasing by 4 seconds for each combo multi; **Duration = 4s × (Combo Multi - 1) + 2s**. This gives a maximum duration of **46** seconds at a 12x combo multi.
 - Making multiple heavy attack kills within the buff's duration will grant additional buffs, each having their own duration.
 - Multiple buffs stack additively with each other.

Pennant Skins

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TennoGen

Dogma

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Patch History

Update 31.1 (2022-02-09)

- Fixed enemy teleporting while performing a stealth kill with a Two-Handed Nikana (Tatsu, Pennant, etc.).

Hotfix 27.3.8 (2020-04-02)

- Fixed Pennant sounds not playing correctly for Melee Stance Combos.

Hotfix 27.0.11 (2020-01-16)

Last updated: [Hotfix 27.0.11](#) (2020-01-16)

See Also

- [Quellor](#), the primary counterpart of this weapon.

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[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

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Exalted Weapon

Charge

[Artemis Bow](#) • [Artemis Bow Prime](#)

Semi-Auto

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Launcher

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Charge	Ogris				
Semi-Auto	Kuva Ogris • Zarr	Kuva Tonkor •	Kuva Zarr •	Tonkor •	Torid •
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 •	
	Latron Wraith •	Prisma Grinlok •	Veldt		
Shotgun					
Auto	Astill •	Astill Prime •	Boar •	Boar Prime •	Kuva Sobek •
	Sobek				

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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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