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Maneuvers

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MELEE

KEY BINDINGS

Maneuvers are a set of actions that a player can perform with the [Warframe](#) and [melee weapon](#). This includes rolls, wallruns, swordplay, and acrobatics.

Maneuvers

Clan Dojo Obstacle Course icon

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Basic Movements

Sprinting



Sprinting will cause the frame to run at greatly increased speed. Each Warframe has a different base [Sprint Speed](#). Firing will cancel the sprint, but certain melee weapons can be swung while sprinting.

In [Settings](#), you may configure a new Key Binding to Toggle On/Off to auto-sprint. This is useful so you don't end up holding the sprint button all the time.



▼ View Sprint Speed List ▼

Rolling

Combo Tapping Sprint

Rolling is a basic combat evasive maneuver that evade charging enemy, evade bullets, grenades or melee attacks. Rolling also **reduces all damage taken by the player by 75%** (or invulnerability with [Rolling Guard](#)) during its animation.



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such as [Swarm Mutalist MOA](#) spores and unwanted [Banish](#) effects. Rolling just before touching the ground from high elevations also prevents hard landings.

Roll distance can be increased with Bullet Jump (e.g. [Mobilize](#)) and Parkour Velocity (i.e. [Endurance Drift](#), [Hit And Run](#), and [Swing Line](#)) mods, Roll speed with [Mirage](#)'s Passive or [Amalgam Barrel Diffusion](#), and [Deadly Maneuvers](#) provides Critical Chance on headshots after a roll.

Carriables such as [Mobile Defense](#) datamasses or [Excavation](#) power cells can be picked up by rolling over them while pressing the interact key, bypassing the normal pickup animation.

Certain Warframes utilize different animations instead of the standard rolls but otherwise remain identical in function:

- [Limbo](#) ([Prime](#)), [Hildryn](#) ([Prime](#)), [Wisp](#) ([Prime](#)), [Titania Prime](#), [Xaku](#) ([Prime](#)), [Qorvex](#), [Dante](#), and [Jade](#) all dash upright.
- [Protea](#) ([Prime](#)) performs a cartwheel.
- [Sevagoth](#) ([Prime](#)) utilizes bullet jumps.
- [Gyre](#) executes a twirl.

Sidespring

Combo Aim + Left/Right + Tap Sprint

While [aiming](#), move sideways and tap the sprint button to do a sideways roll. As of now, the side-roll's range is short compared to the other ones, though it is still useful because of the damage reduction. As with all rolling maneuvers, it can be used in midair to adjust a trajectory or landing.



Backspring

Combo Aim + Backward + Tap Sprint

While holding the aim button hold the back key and tap the roll button to do a back handspring. This maneuver is useful to put a modest distance between the player and



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Note that aiming is not required to perform this maneuver in midair, as the character does not automatically turn around when pressing backward like it would do while on the ground.



Crouching



Crouching lowers the Warframe to an average of about half height, reducing hitbox size and assists with stealth movements. When crouched, near-normal movement is still possible, albeit slower. You can, however, still roll while crouched. If crouch is toggled on, you stay crouched. Press **V** (default) to toggle crouching.

Sliding

Combo While Moving + Crouch

Sliding is crouching while moving. This will bring a frame to a gradual stop because of *Friction*, except when on slopes. Ranged weapons may be used while sliding and a melee attack creates a separate combat maneuver.

Sliding is helpful for going under obstacles quickly that would otherwise need to be crawled under by Crouching.



Jump Kick

Combo While Moving Mid-Air + Crouch

This action is essentially the same as a crouch which has been initiated while midair. It will help maintain momentum and allow the frame to travel further. When landing on the ground, the Warframe will return to a slide. Like sliding, the frame's jump distance is also improved allowing to reach distant places.



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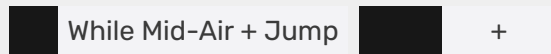
base damage mods). This damage cannot be increased by headshotting an enemy, but can be increased to 20 + 200% of melee base damage with [Gale Kick](#) equipped.

Jumping



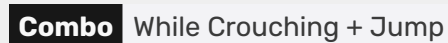
A basic jumping function that propels players upwards.

Double Jump



Players can jump twice by tapping the jump button twice. Double jumping carries the momentum the player has, and can be used in tandem with other advanced maneuvers to achieve a complex feat. In addition, coming into contact with any surface – wall and ground alike, will recharge the player's ability to double jump again.

Bullet Jump



While crouching, pressing the jump button will cause the Warframe to quickly launch themselves towards the direction of the reticle, leaping into midair with a spiraling



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Bullet Jump deals 100 [Blast](#) damage and guaranteed proc within a 3-meter radius (damage falling off over distance) from where the user initiates the jump. This damage can be modified and amplified by some Exilus Mods such as [Piercing Step](#).

It is possible to bullet jump from a slide (crouching after moving), which will still propel the Warframe forward with extra speed.



Bullet jumping while having the camera pointed to the ground will propel the players up and slightly forward, allowing them to easily aim at ground enemies mid-air (usually in tandem with [Aim Glide](#)).

Bullet jumping can be done in the air, if airborne for other reasons than bullet jumping. Meaning a normal jump or walking off of a ledge.

Aim Glide

Combo While Airborne + Aim

Players can aim midair to perform Aim Gliding, this slows player's descent into a controlled gliding while allowing them to aim better even while moving through the air. Players can only Aim Glide for 3 seconds – after which they will descend rapidly to the ground.

Despite its name, Aim Gliding can also be performed while holding melee weapons by Blocking or while casting abilities.



Aim gliding makes players harder to hit by enemies, effectively reducing enemy [accuracy](#).

While an [Archgun](#) is [deployed](#), Aim Glide duration is reduced by approximately 70%; 0.9 seconds without increases.

This maneuver shares its timer with Wall Latching



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**Combo** Approach Edge + Jump

After jumping, a frame will attempt to grab onto an edge of any kind, then attempt to climb up to a standing position regardless if there is enough space to stand or not.

Players can double jump while edge grabbing to flip upwards, achieving faster climb.

**Wall Dash****Combo** Sprint Forward + Jump

Run at a wall then tap jump and a directional key to perform wall dash.

Vertical

Run at a perpendicular direction towards a wall, then tap jump to wall dash upwards. Players can continue to wall dash indefinitely by subsequently holding jump, and can flexibly switch to walldash sideways by pointing the camera relative to the direction. The faster the sprint speed of the frame, the faster it can climb.

**Horizontal**

Run with less than a 70 degree angle towards a wall and tap jump to wall dash across the wall. Players can continue to wall dash indefinitely by subsequently holding jump, and can flexibly switch to walldash upwards by pointing the camera relative to the direction. The faster the sprint speed of the frame, the faster it can climb.



Players can also propel themselves away from the wall by pointing the camera relative to the direction players wish to jump away to.

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Combo While Walldashing + Aim

During wall dashing, players can latch onto a wall by [aiming](#). This stops any movements players currently have and will remain stationary on the place, such as a high vantage point. Players using the wall latch may also cast some abilities that normally cannot be cast in the air. However, players can only perform this maneuver for a limited amount of time of 6 seconds – if the timer runs out, they will involuntarily latch off the wall.



Performing this maneuver in the air while falling will prevent a hard fall that stops you from moving momentarily.

While an Archgun is deployed, players cannot Wall Latch.

This maneuver shares its timer with Aim Gliding.

Hard Landing

A **Hard Landing** occurs when a Warframe drops to the ground at a velocity of 20 meters per second from high altitudes, causing them to impact the ground with heavy force. During a Hard Landing, the Warframe is unable to move briefly as it recovers from the impact. However, the Warframe will not receive any fall damage.



Hard Landings can be prevented by double jumping, jump kicking, rolling, or aim gliding just before hitting the ground. Alternatively, players can equip [Kavat's Grace](#) to mitigate the effects of Hard Landings. [Valkyr](#) is unique in that her [Passive](#) prevents her from suffering Hard Landings no matter how fast she falls.

Zipline

Ziplines are hanging lines strung between two objects, which can be found on many maps. Players can mount ziplines by pressing or holding the Use key (default ) to

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zipline can be done by pressing the Use key again, or by performing a maneuver like Bullet Jump.

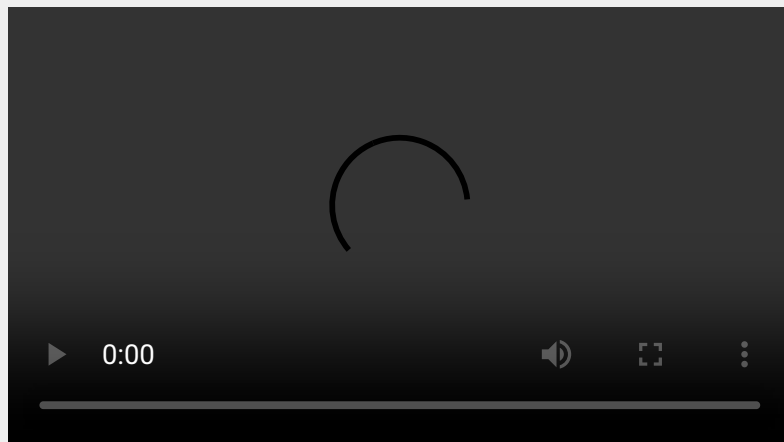
Players can walk, sprint and slide along the zipline's length at will, as well as fire weapons. However, players cannot cast powers while mounting a zipline, nor use melee attacks.

While on a zipline, player base movement speed is increased from **6m/s** to **7.5m/s**. Aiming does not apply its movement speed debuff while on ziplines.



Knockdown Recovery

Players can press the jump key when the Warframe glows during a [Knockdown](#) animation to do a recovery animation, however the glow is currently **bugged** and will not appear in any instances of



knockdown, although the recovery window will still be present.

- Counterintuitively, [Handspring](#) speeds up the knockdown animation by a significant amount, shrinking the recovery window making it more difficult to recover instead.

Advanced Tech

Slam Jump

Combo In Air + **E** + Flick Camera Down

A **Slam Jump** is performed by jumping, and then flicking the camera down and melee-ing midair at the same time to exploit the momentum gained from [Melee Slam](#) forward.



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- Increasing look sensitivity in the [Settings](#) may help perform this movement tech.
- When failing this move:
 - Performing regular aerial attack indicates that you are meleeing **too fast** or flicking down **too slow**.
 - Performing regular slam indicates that you are meleeing **too late**.



- It is notable that Kahl can perform Slam Jumping in [Break Narmer](#) missions where he possesses a **Jetpack**, making this Kahl's fastest movement tech.



- A Jetpack is required for Kahl to perform melee slam. As Sneaky Sabotage does not have any accessible Jetpack it remains the only Kahl mission he cannot perform this tech.

Slam Jump illustration by Fluffie

Slam Cancel

Combo In Air + Melee Slam + Tap **Shift**

A **Slam Cancel** can be performed by melee slamming and timing a roll to exit out of the slamming animation. Best used when the map requires players to head downwards.



Roll Slide

Combo Tap Sprint + Crouch in any direction

A **Roll Slide** can be performed by inputting a slide during a roll. This will push the player in a specified direction during a roll, which allows for fine-tuning of rolling movements.

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Pre-Roll Pickup

Combo Tap Sprint + Tap  on item

Pre-Roll Pickup can be executed by pre-rolling and pressing the interact button (default: ) when the player is near an item, which allows them to pick up items without going into an animation lock.

Melee Maneuvers

Main article: [Melee](#)

Melee is a form of combat system that utilizes edged or blunt weapons and close quarter attacks. Every attack causes the player to take a single step forward. However, if the player is crouched, non-combo melee attacks will not cause a step forward. Melee weapons can be equipped in the tertiary slot of the arsenal in Warframe.

Current melee weapons consist of a number of classes, in which each class of weapons has a unique set of attack animations, including normal, jump, slide, [stealth](#) attacks, finishers, combos, and blocking.

Archwing Maneuvers

Main article: [Archwing Maneuvers](#)

Archwing Maneuvers are a set of actions that a player can perform with the [Archwing](#), a set of mechanical wings used by a Tenno to fly and engage in combat in space and underwater.



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Increasing Maneuverability

Aim Glide/Wall Latch Duration

Aim Glide/Wall Latch Duration is an [Upgrade](#) type that increases the Aim Glide and Wall Latch durations.

 Aerodynamic

Battering Maneuver

 Firewalker
=====

Ice Spring

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Lightning Dash

Mobilize

Nira's Anguish

Patagium

Piercing Step

Rending Turn

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Armored Evade

Calculated Spring

Deft Tempo (only affects Bullet Jump speed)

No Current Leap

Rising Skill

Sword Alone

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Mods

General Augments

Agile Aim

Dispatch Overdrive

Snap Shot

Spry Sights

Warframe Abilities

Chroma

Equinox

Gyre

Khora

Nezha

Octavia

Saryn

Volt

Vo>



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Chroma turns his pelt into a massive sentry that strengthens nearby allies and engulfs enemies in elemental attacks.

4

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 $+10/s$

Introduced in [Update 16.0](#)
(2015-03-19)

Sentry Chroma

Strength:

100 / 200 / 300 / 400

(damage/tick)

500 / 1000 / 1500 / 2000

(damage/second)

1000 / 2000 / 4000 / 8000

(health)

Duration:

N/A

Range:

N/A

Misc:

140 AP (sentry armor)

20 m (attack range)

?% (status chance)

5 (ticks/second)

5 m (knockback radius)

200 (knockback damage)

Ragdoll on Knockback

30 m (stun radius)

15 / 30 / 45 / 60 % (credit chance)

10 m (credit bonus drop zone)

25 / 50 / 75 / 100 % (credit bonus)

Arcanes



Arcane Phantasm (Warframe)

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[Anku Incarnon Genesis](#)

(+20% from Swordsman's Celerity Evolution)

[Bo Incarnon Genesis](#)

(+20% from Swordsman's Celerity Evolution)

[Ceramic Dagger](#)

(+10%)

[Dark Dagger](#)

(+10%)

[Ether Daggers](#)

(+5%)

[Fang](#)

(+5%)

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Innodem

(+10%)

Hirudo

(+5%)

Karyst

(+10%)

Karyst Prime

(+10%)

Kogake

(+5%)

Kogake Prime

(+5%)

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Obex

(+5%)

Okina

(+5%)

Okina Prime

(+5%)

Okina Incarnon Genesis

(+30% from Swordsman's Celerity Evolution)

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[Prisma Obex](#) (+5%)

[Rumblejack](#) (+10%)

[Ruvox](#) (+5% per combo level from Gathering Momentum Evolution)

Parkour Velocity

Parkour Velocity (also localized as "Bullet Jump") is an [Upgrade](#) type that increases the player's Bullet Jump speed as well as rolling, sidespring, and backspring speed.

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Rending Turn

Swing Line

Toxic Flight

Arcane Agility

Arcane Consequence

Amber Archon Shard

(+15% Parkour Velocity)

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Slide & Friction

Slide is an [Upgrade](#) type that increases the player's sliding speed. Friction is an Upgrade type that increases the player's resistance to slowing down from sliding while on the ground, similar to the [real-world equivalent](#).

[Air Thrusters](#)

[Armored Recovery](#)

[Cunning Drift](#)

[Maglev](#)

[Streamlined Form](#)

Sprint Speed

Main article: [Sprint Speed](#)

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This section is *transcluded* from *Sprint Speed & Increasing Sprint Speed*. To change it, please *edit the transcluded page*.

Mods

Amalgam Serration

Amar's Anguish

Armored Agility

Rush

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Speed Drift

Sprint Boost

Runtime

Hastened Steps (Conclave only)

Warframe Abilities

Helminth

Infested Mobility

Increase your parkour
velocity.

N/A

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Introduced in [Update 29.0](#)
(2020-08-25)

Strength:

35 / 45 / 50 / 60 % (sprint speed bonus)

15 / 20 / 25 / 30 % (parkour velocity bonus)

Duration:

5 / 6 / 7 / 8 s

Range:

N/A

Subsumable to Helminth

Arcanes

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Magus Cadence

(Operator)

Ack & Brunt Incarnon Genesis

(+20% from Incarnon Form)

Anku Incarnon Genesis

(+25% from Incarnon Form)

Bo Incarnon Genesis

(+20% from Incarnon Form)

Ceramic Dagger Incarnon Genesis

(+25% from Incarnon Form)

Weapon Passives

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Dual Ichor Incarnon Genesis

(+20% from Incarnon Form)

Furax Incarnon Genesis

(+25% from Incarnon Form)

Hate Incarnon Genesis

(+20% from Incarnon Form)

Innodem (+30% if **Striking**
Swiftness is selected)

Magistar Incarnon Genesis

(+10% from Incarnon Form)

Nami Solo Incarnon Genesis

(+20% from Incarnon Form)

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[Praedos](#) (+20% if [Drifting Grace](#) is selected)

[Sibear Incarnon Genesis](#) (+10% from Incarnon Form)

[Skana Incarnon Genesis](#) (+20% from Incarnon Form)

Maneuver Bonuses

Some items may provide a unique bonus upon performing maneuvers.

[Set Mods](#)

Warframe Mods

Arcanes

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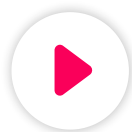
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Proton Jet

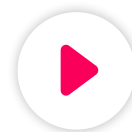
Proton Pulse

Proton Snap

Media



How to PARKOUR 2.0 in Warframe Be Super Mario - Update 17



Parkour 2.0 - Warframe Archive

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Update 37.0 (2024-10-02)

- Fixed Bullet Jumping at the end of a Slam animation playing a tiny little hop.

Update 36.0 (2024-06-18)

- "Parkour Velocity" mods now affect a few more parkour-related activities:

Game System Mechanics

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		Other	Gravity • Threat Level
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