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in: Arcane Enhancements, Melee Arcanes, Common Arcanes, Update 35

Melee Retaliation

 11 EDIT

Melee Retaliation is a Melee [Arcane Enhancement](#) that grants bonus Melee Damage for every current [Shields](#) up to a certain amount. The bonus is halved for [Overshields](#).

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Effect

Melee Retaliation


 Tradeable
 Update Infobox Data

Max Rank Description

Gain 30% Melee Damage for every 200 current Shields, up to 420% Bonus halved for Overshields.

General Information

Type	Melee
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Rarity	Common
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Refreshable	
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Dissolution	18
Trading Tax	2,000
Introduced	Update 35.0 (2023-12-13)
Vendor Sources	
Vendors	
Bird 3 (Rank 3: Colleague) 5000 for x1	
Official Drop Tables	
https://www.warframe.com/droppables	

Rank	Melee Damage	Current Shields	Shield Values for Damage Cap	Shield Values for Damage Cap at maximum Overshields (Excluding Harrow)	Shield Values for Damage Cap at maximum Overshields (Harrow)
0	5%	200	16,800	16,200	15,600
1	10%	200	8,400	7,800	7,200
2	15%	200	5,600	5,000	4,400
3	20%	200	4,200	3,600	3,000
4	25%	200	3,360	2,760	2,160
5	30%	200	2,800	2,200	1,600

Acquisition

- Awarded for killing **The Fragmented** on **Effervo, Deimos**.
- Awarded for killing **Whispers** in **Albrecht's Laboratories** missions.
- Awarded for killing **Gruzzlings** in non-**Disruption** Albrecht's Laboratories mission.
- Can be bought from **Bird 3** of **Cavia** for **5,000**, requiring **Rank 3 - Colleague**.

Item	Source	Chance	Expected	Nearly Guaranteed
	The Fragmented	12.50%	~ 8 Kills	51 ± 17 Kills
	Scathing Whisper	12.50%	~ 8 Kills	51 ± 17 Kills

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For more detailed definitions and information, visit [here](#).

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Notes

- Damage bonus is additive to mods like [Pressure Point](#).
- Damage bonus is shown in the buff UI.
- Damage bonus is given by the following equation:

$$\text{Damage Bonus} = 30\% \cdot \left\lfloor \frac{\text{Current Shields}}{200} \right\rfloor + 15\% \cdot \left\lfloor \frac{\text{Current Overshields}}{200} \right\rfloor$$

- For example, a frame with **700** shields and **300** overshields give a

30% * floor (700/200) + 15% * floor (300/200) = 105% damage bonus.

- Affects pseudo-exalted abilities such as [Landslide](#), [Slash Dash](#), [Shattered Lash](#), and [Whipclaw](#).
 - Does **not** affect [exalted weapons](#).

Tips

- This arcane goes exceptionally well on [Hildryn](#), whose high shields can allow Retaliation to get to max with ease, provided she is fitted with the proper shield boosting mods.

Patch History

Update 37.0 (2024-10-02)

- Fixed Primary/Secondary Incarnations losing their special Incarnation reticle if the Melee Retaliation Arcane is equipped

Hotfix 36.0.8 (2024-07-25)

- Fixed Melee Incarnations not displaying Incarnation charging UI for Clients with Melee Retaliation equipped.

Update 36.0 (2024-06-18)

Arcanes

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