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Argo & Vel

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EDIT

TENNO

WEAPONS

CODEX

Argo & Vel bolster the warrior who stands fast. Its Heavy Attack sends forth a glaive that ricochets off enemies.

Argo & Vel is a [Duviri Mace and Shield](#) weapon similar to the shield wielded by [Dax Malleus](#). Its unique Heavy Attacks hurl an energy glaive that bounces off surfaces or enemies once before returning to the user.

☰ Contents

1. Characteristics

1.1. Drifter Combat

2. Acquisition

3. Combos

Argo & Vel

Untradeable

Update Infobox Data

General Information

Type

Sword and Shield

Mastery

6. See Also

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Characteristics

- This weapon deals primarily  **Slash** damage.
.....
- Unique Heavy Attack throws a glaive projectile that ricochets off surfaces once before flying back to the user.
 - The glaive and its AoE have a **3x** damage multiplier.
 - Glaive is considered a heavy attack and benefits from heavy attack related mods.
 - If the glaive hits an enemy, it will ricochet towards **1** other nearby enemy.
- As a Warframe, blocking ranged attacks has a chance to stagger the attacker, and blocking melee attacks has a much higher counter chance

Drifter Combat

- Power Strike (blocking + heavy attack, default **RMB** + **MMB**) performs a charged swing that inflicts  **Slash**. Perfect parrying resets Power Strike cooldown.

Advantages over other Melee weapons (excluding modular

 Slot	Melee
Trigger Type	N/A
Utility 	
Attack Speed	0.80x animation speed
Block Angle	70°
Combo Duration	5.0 s
Disposition	●●●○○ (1.00x)
Follow Through	0.6x
Range	2.50 m
Noise Level	Silent
Sweep Radius	0.25 m
Normal Attack 	
 60 ( 20%)	 240 ( 80%)
Total Damage	300 (80.00%  Slash)
Attack Speed	0.80x animation speed
Crit Chance	32.00%
Crit Multiplier	2.40x
Fire Rate	0.80 attacks/sec
Noise Level	Silent
Status Chance	24.00%
Heavy Attack Glaive 	
 40 ( 20%)	 160 ( 80%)
Total Damage	200 (80.00%  Slash)
Crit Chance	32.00%
Crit Multiplier	2.40x
Fire Rate	0.80 attacks/sec
Noise Level	Silent
Status	

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- Very high total damage (300)
- High crit multiplier (2.40x)
- Heavy Attack Glaive (wiki attack index 2)
 - Very high crit chance (32.00%)
 - High crit multiplier (2.40x)
- Heavy Attack Glaive AoE (wiki attack index 3)
 - High crit chance (32.00%)
 - Above average crit multiplier (2.40x)

Disadvantages over other Melee weapons (excluding modular weapons):

- **Normal Attack** (wiki attack index 1)
 - Very low attack speed (0.80x animation speed)
 - Low disposition (●●●○○ (1.00x))
- **Heavy Attack Glaive** (wiki attack index 2)
 - Below average total damage (200)
 - Very low attack speed (0.80x animation speed)
 - Below average disposition (●●●○○ (1.00x))
- **Heavy Attack Glaive AoE** (wiki attack index 3)
 - Low active falloff slope

 20 ( 20%)	 80 ( 80%)
Total Damage	100 (80.00%  Slash 
Crit Chance	32.00%
Crit Multiplier	2.40x
Damage Falloff	No Damage Falloff: below 0.0 m (100%, 100 damage) Linear Falloff: between 0.0 m and 3.0 m (100% - 60%) Max Damage Falloff: over 3.0 m (60%, 60 damage)
Fire Rate	0.80 attacks/sec
Noise Level	Silent
Range	3.0 m
Status Chance	24.00%
Projectile Type	AoE
Heavy Attack 	
Heavy Damage	900
Crit Chance	32.00%
Crit Multiplier	2.40x
Status Chance	24.00%
Wind-up	0.7 s
Heavy Slam Attack 	
Slam Damage	900
Crit Chance	32.00%
Crit Multiplier	2.40x
Slam Element	Slash 
Forced Procs	Lifted 
Slam Radius	7.0 m

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• Low total damage (100)

• Very low attack speed (0.80x animation speed)

• Low disposition (●●●○○ (1.00x))

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

Acquisition

The Blueprint for Argo & Vel can be purchased in [Teshin's Cave](#) for 60 [Pathos Clamp](#) or **225**. Purchasing using the former will unlock the [Drifter](#)-compatible version and the blueprint for a [Warframe](#)-compatible version; purchasing using the latter will unlock both versions.

Additional copies can be purchased from [Cephalon Simaris](#) for **100,000**.

Slam Damage

600

Crit Chance

32.00%

Crit Multiplier

2.40x

Slam Radius

7.0 m

Slam Element

Slash

Forced Procs

Impact

Status Chance

24.00%

Slide Attack

Slide Damage

300

Crit Chance

32.00%

Crit Multiplier

2.40x

Slide Element

Same damage type distribution as Normal Attack

Status Chance

24.00%

Miscellaneous

Compatibility Tags

SWORDS_AND_SHIELD_STANCE

Riven Family

Argo & Vel

Introduced

[Update 33.6](#) (2023-07-27)

Polarities

Sell Price

5,000

Stance Polarity

Variants

Argo & Vel

Vendor Sources

Article Categories

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• [Duviri Weapons](#)

• [Slash Damage Weapons](#)

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Manufacturing Requirements

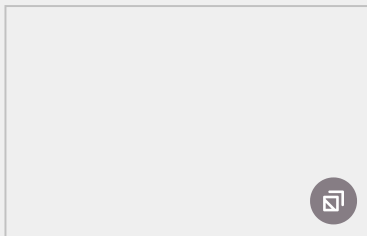
 **Edit blueprint requirements**

30,000	Silphsela	Rune Marrow	Kovnik	Aggristone	Time: 1
	20	30	40	150	Day(s)
					Rush: 35
Market Price: 225			Blueprints Price: N/A		

Combos

Lua error in Module:Stances at line 579: buildStanceTable(): No stance "Argo & Vel" in Module:Stances/data.

Gallery



Patch History

Update 35.1 (2024-02-20)

- Fixed Argo & Vel being unable to damage enemies through bushes/foliage in Duviri.
- Fixed the Argo Mace (of the Argo & Vel Melee weapon) turning invisible after exiting the Shawzin Emote (including when playing it as an objective in Duviri).

Update 34.0 (2023-10-18)

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- [Azothane](#)
- [Edun](#)
- [Cinta](#)
- [Sampotes](#)

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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

[Nagantaka](#) • [Nagantaka Prime](#)

Exalted Weapon

Charge

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

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](#)

[AX-52](#) • [Acceltra](#) • [Acceltra Prime](#) • [Basmu](#) • [Baza](#) • [Baza Prime](#) • [Boltor](#) • [Boltor Prime](#) • [Braton](#) • [Braton Prime](#)

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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	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

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Speargun

Auto	Scourge • Scourge Prime
Auto Charge	Javlok
Charge	Ferrox
Charged Auto	Tenet Ferrox
Semi	Afentis

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