

Group	Weapon [47]	CO Factor [48]	Effect	Damage [49]	Hitpoints [50]	Notes on Flat CO Base	More Notes	Updated on 23/02/2022 (21:17)	Comment on errors
Primary	Acrotira	74%	Adts	N/A	N/A	Based on a fractional 20 damage value that is rounded	In the game UI, Weapon actually deals 15 base, which otherwise scales fine with mods.		
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
Combonors	Acrotira	74%	Adts	N/A	N/A	Based on a fractional 20 damage value that is rounded	In the game UI, Weapon actually deals 15 base, which otherwise scales fine with mods.		
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
Bows	Acrotira	74%	Adts	N/A	N/A	Based on a fractional 20 damage value that is rounded	In the game UI, Weapon actually deals 15 base, which otherwise scales fine with mods.		
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
Spearguns	Acrotira	74%	Adts	N/A	N/A	Based on a fractional 20 damage value that is rounded	In the game UI, Weapon actually deals 15 base, which otherwise scales fine with mods.		
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
Pentacs	Acrotira	74%	Adts	N/A	N/A	Based on a fractional 20 damage value that is rounded	In the game UI, Weapon actually deals 15 base, which otherwise scales fine with mods.		
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
Zarts	Acrotira	74%	Adts	N/A	N/A	Based on a fractional 20 damage value that is rounded	In the game UI, Weapon actually deals 15 base, which otherwise scales fine with mods.		
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
Batores	Acrotira	74%	Adts	N/A	N/A	Based on a fractional 20 damage value that is rounded	In the game UI, Weapon actually deals 15 base, which otherwise scales fine with mods.		
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
Billiaces	Acrotira	74%	Adts	N/A	N/A	Based on a fractional 20 damage value that is rounded	In the game UI, Weapon actually deals 15 base, which otherwise scales fine with mods.		
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
Unais	Acrotira	74%	Adts	N/A	N/A	Based on a fractional 20 damage value that is rounded	In the game UI, Weapon actually deals 15 base, which otherwise scales fine with mods.		
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
Ectics	Acrotira	74%	Adts	N/A	N/A	Based on a fractional 20 damage value that is rounded	In the game UI, Weapon actually deals 15 base, which otherwise scales fine with mods.		
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
Netees	Acrotira	74%	Adts	N/A	N/A	Based on a fractional 20 damage value that is rounded	In the game UI, Weapon actually deals 15 base, which otherwise scales fine with mods.		
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
Wagons	Acrotira	74%	Adts	N/A	N/A	Based on a fractional 20 damage value that is rounded	In the game UI, Weapon actually deals 15 base, which otherwise scales fine with mods.		
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
Aives	Acrotira	74%	Adts	N/A	N/A	Based on a fractional 20 damage value that is rounded	In the game UI, Weapon actually deals 15 base, which otherwise scales fine with mods.		
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				
	Acrotira	100%	Adts	N/A	N/A				

ColourLegend

Red Good Red Good Red Good

Good Orange Orange

Bad Bad Bad

Bad Bad Bad

Bad Bad Bad

Notes attached and (Team) attached now include both 1) proportional bonus property
 Properties will do not include proportional bonus (Bismar, Sora)
 Mainly in **Attack** attacks, eg. Windy Tempest from Crafting (Bismar) seems to not include stance multiplier for CO.
 CO status seems to be on all attacks, except current Multiplying Users.

CO requires failout

Remember, CO deals 100% of contact damage, but has 0% effect on explosion.

It's like 1% damage

Both based on uncharged value, unfortunately for the charged attack.

Both based on uncharged value, unfortunately for the charged attack.

Based on quickshot value...

Only increases on the single attached target. Properly read elemental status.

Based on quickshot value

Based on quickshot value

Based on quickshot value

Based on quickshot value

Based on quickshot value

Based on 300 damage for a 200 damage attack.

Based on 200 damage for a 150 damage attack.

Both based on the quickshot's 100 damage attack.

CO is buffed by charge bonus (2x)

CO is buffed by charge bonus (2x)

CO is buffed by charge bonus (2x)

CO is buffed by charge bonus (2x)

CO is buffed by charge bonus (2x)

CO is buffed by charge bonus (2x)

CO is buffed by charge bonus (2x)

CO is buffed by charge bonus (2x)

CO is buffed by charge bonus (2x)

CO is buffed by charge bonus (2x)

CO is buffed by charge bonus (2x)

CO is buffed by charge bonus (2x)

CO is buffed by charge bonus (2x)

CO is buffed by charge bonus (2x)

CO is buffed by charge bonus (2x)

CO is buffed by charge bonus (2x)

CO is buffed by charge bonus (2x)

CO is buffed by charge bonus (2x)

CO is buffed by charge bonus (2x)

CO is buffed by charge bonus (2x)

CO is buffed by charge bonus (2x)

CO is buffed by charge bonus (2x)

CO is buffed by charge bonus (2x)

CO is buffed by charge bonus (2x)

[1] This marks what has been retested between 32.2.10 and Citrine.

This validates all notes on a weapon too, such as if falloff is still the same.

[2] Alphabetical until major weapon groups, which give priority to keeping groups together.

GOLD = Based on sources that aren't myself. (Probably Prof_Blocks)

[3] (Contact / totalDamage)

This is for players wondering if GunCO is worth using on their explosive weapons.

To be very clear: GUNCO DOES NOT WORK ON EXPLOSIONS.

Actual mod value will be different depending if the effect adds or multiplies with damage mods.

[4] The important column which DE has been working on. This shows how effective a CO bonus is on a projectile strike relative to its starting damage!

100% values can be rounded by a percentage or two.

[5] If you have 80% from a CO bonus and another +165% Damage from a mod you'll get:

$$\text{ADDS} = 1 + 80\% + 165\% = 345\%$$

$$\text{MULTIPLIES} = (1 + 80\%) \times (1 + 165\%) = 477\%$$

UNKNOWN = idk. some attacks don't even work with +damage, only CO, lol.

[6] discord: rainyaura

[7] Full-magazine throw has +360 explosion damage.

[8] Arsenal Lies

[9] Brash, Palmaris, Shrewd, Steadyslam, Tremor

[10] Brash, Palmaris, Shrewd, Steadyslam, Tremor

[11] Contact damage will disarm explosion.

[12] Contact damage will disarm explosion.

[13] Likely all lich weapons now do. These were the ones tested.

[14] The Ripper / Razorjack is the Unreal Tournament weapon that inspires the Miter and Panthera. Digital Extremes previously worked on Unreal Tournament.

[15] Kunais, Despair, Hikous, and Spirexes are nearly identical in everything but mastery. Fusilai breaks the mold by not being puncture-focused, and includes a fun alt-fire.

Castanas and Talons are AoE only.
Staticor doesn't count.

[16] Gibber, Ramble, Ulnaris, Lovetap, Haymaker

[17] Gibber, Ramble, Ulnaris, Lovetap, Haymaker

[18] Assumed bomblet damage is ~1/10 of normal contact dmg.

[19] ADS is an acronym used in first-person-shooter video games, meaning "Aim-Down-Sights". It is the right-click to scope/zoom feature.

In Warframe, sometimes it's "zoomy eyes".

[20] Bodyshot, Headshot

[21] Where pressing your melee attack ones causes more than one hit on an enemy.

[22] Alphabetical until major weapon groups, which give priority to keeping groups together.

GOLD = Based on sources that aren't myself. (Probably Prof_Blocks)

[23] This is for players wondering if GunCO is worth using on their explosive weapons.

To be very clear: GUNCO DOES NOT WORK ON EXPLOSIONS.

Actual mod value will be different depending on whether the effect adds or multiplies with damage mods.

[24] This marks what has been retested between 31.1.7 and 32.0.12.

This validates all notes on a weapon too, such as if falloff is still the same.

[25] Note to self: update this

[26] The important column which DE has been working on. This shows how effective a CO bonus is on a projectile strike relative to its starting damage!

100% values can be rounded by a percentage or two.

[27] If you have 80% from a CO bonus and another +165% Damage from a mod you'll get:

$$\text{ADDS} = 1 + 80\% + 165\% = 345\%$$

$$\text{MULTIPLIES} = (1 + 80\%) \times (1 + 165\%) = 477\%$$

UNKNOWN = idk. some attacks don't even work with +damage, only CO, lol.

[28] Full-magazine throw has +360 explosion damage.

[29] Arsenal Lies

[30] The projectile, not the explosion

[31] Brash, Palmaris, Shrewd, Steadyslam, Tremor

[32] Brash, Palmaris, Shrewd, Steadyslam, Tremor

[33] Contact damage will disarm explosion.

[34] Likely all lich weapons now do. These were the ones tested.

[35] Contact damage will disarm explosion.

[36] They just happen to align alphabetically.

The Ripper / Razorjack is the Unreal Tournament weapon that inspires the Miter and Panthera. Digital Extremes formerly worked on Unreal Tournament.

[37] Gibber, Ramble, Ulnaris, Lovetap, Haymaker

[38] Gibber, Ramble, Ulnaris, Lovetap, Haymaker

[39] Assumed bomblet damage is ~1/10 of normal contact dmg.

[40] Kunais, Despair, Hikous, and Spirexes are nearly identical in everything but mastery. Fusilai breaks the mold by not being puncture-focused, and includes a fun alt-fire.

Castanas and Talons are AoE only.
Staticor doesn't count.

[41] ADS is a first-person-shooter term for "Aim-Down-Sights", the right-click to scope/zoom feature.

In Warframe, sometimes that's just zoomy eyes.

[42] Bodyshot, Headshot

[43] Where pressing your melee attack ones causes more than one hit on an enemy.

[44] 80 vs charger. 70 was determined after figuring out what the quantized value was, and apparently dividing that value by 2.5 and 5 resulted in the observed difference.

It also happens to be the base damage of these daggers according to the wiki, which could have only been data mined...

[45] 87.5 vs charger. 76 was determined after figuring out what the quantized value was, and apparently dividing that value by 2.5 and 5 resulted in the observed difference.

[46] indicated by making the 800% hard to read

[47] Alphabetical until major weapon groups, which give priority to keeping groups together.

GOLD = Based on sources that aren't myself. (Probably Prof_Blocks)

[48] The important column which DE has been working on. This shows how effective a CO bonus is on a projectile strike relative to its starting damage!

100% values can be rounded by a percentage or two.

[49] If you have 80% from a CO bonus and another +165% Damage from a mod you'll get:

$$\text{ADDS} = 1 + 80\% + 165\% = 345\%$$

$$\text{MULTIPLIES} = (1 + 80\%) \times (1 + 165\%) = 477\%$$

UNKNOWN = idk. some attacks don't even work with +damage, only CO, lol.

[50] DEDUCTED = The weapon's should-be CO bonus is divided by the progenitor element bonus. This

does not mean it only applies to the non-progenitor elements. It will affect your base elements depending on the health types resist your total modded damage.

FULL = The Progenitor bonus actually applies fully to the CO bonus!

[51] Probably more credible than mine.

[52] The projectile, not the explosion

[53] They just happen to align alphabetically.

The Ripper / Razorjack is the Unreal Tournament weapon that inspires the Miter and Panthera. Digital Extremes formerly worked on Unreal Tournament.

[54] Kunais, Despair, Hikous, and Spirexes are nearly identical in everything but mastery. Fusilai breaks the mold by not being puncture-focused, and includes a fun alt-fire.

Castanas and Talons are AoE only.
Staticor doesn't count.

[55] ADS is a first-person-shooter term for "Aim-Down-Sights", the right-click to scope/zoom feature.

In Warframe, sometimes that's just zoomy eyes.

[56] Yes but khora prime when

[57] Inspired by the Unreal Tournament Bio Rifle.

[58] 80 vs charger. 70 was determined after figuring out what the quantized value was, and apparently dividing that value by 2.5 and 5 resulted in the observed difference.

It also happens to be the base damage of these daggers according to the wiki, which could have only been data mined...

[59] 87.5 vs charger. 76 was determined after figuring out what the quantized value was, and apparently dividing that value by 2.5 and 5 resulted in the observed difference.

[60] indicated by making the 800% hard to read