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Critical Deceleration

24 EDIT

Critical Deceleration is a shotgun [mod](#) that increases [critical chance](#) but reduces [fire rate](#).

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Stats

Rank	Critical chance	Fire rate	Cost
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Critical Deceleration

Full



Tradeable

Cannot be obtained from transmutation



+200% Critical Chance -20% Fire Rate	
General Information	
Type	Shotgun
Polarity	 Madurai
Rarity	Rare
Incompatible Mods	 Blunderbuss
Max Rank	5
Endo Required To Max	930
Credits Required To Max	44,919
Base Capacity Cost	4
Trading Tax	 8,000
Introduced	Update 15.0 (2014-10-24)
Vendor Sources	
Official Drop Tables	
https://www.warframe.com/droptables	

Mission Drop Tables

WARFRAME Wiki [] [] []

Enemy Drop Tables

Enemy	Drop Table Chance ^[4]	Item Chance ^[5]	Chance ^[6]	Expected Kills ^[7]	Quantity ^[8]	Avg. per roll attempt ^[9]
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Sourced from the [official drop table repository \(https://www.warframe.com/droptables\)](https://www.warframe.com/droptables). See [Module:DropTables/data](#) to edit on the wiki.

Notes

- Cannot be equipped with  [Blunderbuss](#).
- Critical Deceleration is additive with similar mods.

Tips

- Useful on shotguns with high base critical chance ( [Corinth](#),  [Corinth Prime](#),  [Kuva Hek](#), etc), and if you do not mind the slight fire rate penalty (can be worked around with  [Shotgun Barrage](#)).

Patch History

[Update 30.5](#) (2021-07-06)

- Critical Deceleration - Critical Chance from 48% to 200% -30% fire rate to -20% fire rate can no longer stack with Blunderbuss/Primed Blunderbuss*** If we release that... Maybe.

[Update 15.0](#) (2014-10-24)

- Introduced.

See Also

- [Critical Delay](#), the Rifle counterpart.
- [Creeping Bullseye](#), the Pistol counterpart.

Critical Hit Mods				Edit	[Collapse]
Rifle	Chance	Point Strike •	Critical Delay • Galvanized	Argon Scope (	



Shotgun	Chance	Blunderbuss • Critical Deceleration • Laser Sight
	Damage	Ravage (Primed) • Shrapnel Shot
Pistol	Chance	Pistol Gambit (Primed) • Creeping Bullseye • Hydraulic Crosshairs (Galvanized)
	Damage	Target Cracker (Primed) • Hollow Point • Sharpened Bullets
Melee	Chance	Blood Rush • Maiming Strike • True Steel (Sacrificial)
	Damage	Gladiator Might • Organ Shatter (Amalgam)
Arch-gun	Chance	Critical Focus • Parallax Scope
	Damage	Critical Focus • Hollowed Bullets
Arch-melee	Chance	Critical Meltdown • Tempered Blade
	Damage	Bleeding Edge
Weapon Augment		Deadly Maneuvers • Deadly Sequence • Exposing Harpoon • Hata-Satya • Amalgam Ripkas True Steel

Corrupted Mods				[Collapse]
Warframe	Blind Rage • Catalyzing Shields • Fleeting Expertise •			
	Narrow Minded • Overextended • Transient Fortitude			
Rifle	Critical Delay • Depleted Reload • Heavy Caliber •			
	Tainted Mag • Vile Acceleration • Vile Precision			
Shotgun	Burdened Magazine • Critical Deceleration • Frail Momentum			
	• Tainted Shell • Vicious Spread			
Pistol	Anemic Agility • Creeping Bullseye • Hollow Point •			
	Magnum Force • Tainted Clip			
Melee	Corrupt Charge • Spoiled Strike			

1. Chance to roll item within drop table
2. Amount rewarded on successful roll
3. (Quantity × Chance)
4. Chance to roll drop table
5. Chance to roll item within drop table
6. (Drop Table Chance × Item Chance)
7. (1 / Chance), see [WARFRAME Wiki:Expected & Nearly Guaranteed Numbers](#) for more details



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