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Galvanized Acceleration

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Galvanized Acceleration is the [Galvanized](#) variant of [Fatal Acceleration](#), increasing [Projectile Speed](#)/[Beam Length](#) and increases the effective range of shotguns before [Damage Falloff](#) takes effect. Kills grant a buff that further increases projectile speed/beam length for 10 seconds and stacks up to 2 times.

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Galvanized Acceleration

Full

Icon

Galvanized Acceleration

+30% Projectile Speed/Beam Length

On Kill:

+30% Projectile Speed/Beam Length for 10s. Stacks up to 2x.

SHOTGUN

Tradeable

EXILUS

Cannot be obtained from transmutation

Max Rank Description

+30% Projectile Speed/Beam Length

On Kill:

+30% Projectile Speed/Beam Length for 10s.

Stacks up to 2x.

General Information

Type

Shotgun

Polarity

 Madurai

Rarity

Rare

Class

Galvanized

Incompatible Mods

 [Fatal Acceleration](#)

Max Rank

10

Endo Required To Max

30,690

Credits Required To Max

1,482,327

Base Capacity Cost

2

Trading Tax

 8,000

Introduced

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

Vendor Sources

Vendors

Arbitration Honors

 20 for x1

Official Drop Tables

<https://www.warframe.com/droptables>

Rank	Projectile Speed/Beam Length	Additional Projectile Speed/Beam Length On Kill	Max Bonus	Cost
0	+2.7%	+2.7%	+8.1%	2
1	+5.5%	+5.5%	+16.5%	3
2	+8.2%	+8.2%	+24.6%	4
3	+10.9%	+10.9%	+32.7%	5
4	+13.6%	+13.6%	+40.8%	6

6	+19.1%	+19.1%	+57.3%	8
7	+21.8%	+21.8%	+65.4%	9
8	+24.5%	+24.5%	+73.5%	10
9	+27.3%	+27.3%	+81.9%	11
10	+30%	+30%	+90%	12

Acquisition

This mod can be bought from the [Arbitrations](#) vendor in the [Arbiters of Hexis](#) room in [Relays](#) for 20  [Vitus Essence](#).

Notes

- When the buff times out, one stack is lost and the buff duration resets.
- Only kills from a weapon equipped with this mod will give stacks, and only the weapon equipped with this mod will benefit from the buff. If equipped on both a normal weapon and an [Exalted Weapon](#), it will affect both weapons.
- Kills from status procs from a weapon equipped with this mod will give stacks.
-  [Sinister Reach](#) will not be affected by this mod as it gives a flat beam length increase after percent bonuses.

Trivia

- Currently, there are no Galvanized counterparts of this mod for primary rifle/primary beam weapons, nor secondary/secondary beam weapons (there are no Galvanized variants of  [Terminal Velocity](#),  [Sinister Reach](#),  [Lethal Momentum](#) and  [Ruinous Extension](#)).
 - Similarly, while primary rifles and secondaries have access to  [Galvanized Scope](#) and  [Galvanized Crosshairs](#), both of which are Galvanized variants of  [Argon Scope](#) and  [Hydraulic Crosshairs](#), primary shotguns do not have a Galvanized variant of  [Laser Sight](#), which functions identically to the two mods mentioned (but grants a slightly lower critical chance bonus). It is unknown why Laser Sight, while also being a mod that dropped from the Acolyte [Torment](#) in the past, did not receive this treatment.
- Interestingly, this mod combines the effects of two mods, namely  [Fatal Acceleration](#) and  [Sinister Reach](#) into one, granting bonus projectile speed and beam length, whereas the former (the mod that Galvanized Acceleration is based on) offers only bonus projectile speed.



- This may be because the developers did not want to create an extra Galvanized range mod for beam shotguns (like the  [Phantasma](#)) and thus simply combined both effects into one mod.
- Galvanized mods were released in batches of 3 for each weapon type they were made for (primary rifles, primary shotguns and secondaries), and since the other two slots for Galvanized shotgun mods were taken up by  [Galvanized Savvy](#) and  [Galvanized Hell](#), it is possible the developers decided to combine the two shotgun mods mentioned into one, to avoid making an extra Galvanized mod for primary shotguns.

Patch History

Update 30.5 (2021-07-06)				
• Introduced.				
Primary Mods Edit [Collapse]				
Non-Shotguns Shotguns All				
Damage	Base	Heavy Caliber • Serration • Amalgam Serration		
	Physical	Crash Course • Fanged Fusillade • Piercing Caliber • Piercing Hit • Rupture • Sawtooth Clip		
	Elemental	Cryo Rounds (Primed) • Hellfire • High Voltage • Infected Clip • Malignant Force • Rime Rounds • Stormbringer • Thermite Rounds • Wildfire		
Critical Hits	Faction Bonus	Bane of Corpus (Primed) • Bane of Orokin (Primed) • Bane of Grineer (Primed) • Bane of Infested (Primed) • Bane of The Murmur		
	Chance	Argon Scope (Galvanized) • Critical Delay • Point Strike • Proton Jet		
	Multiplier	Bladed Rounds • Hammer Shot • Vital Sense		
Status	Chance	High Voltage • Thermite Rounds • Malignant Force • Proton Jet • Rifle Aptitude (Galvanized) • Rime Rounds		

Multishot	Split Chamber (Galvanized) • Vigilante Armaments
Fire Rate	Shred (Primed) • Speed Trigger • Vigilante Fervor • Vile Acceleration
Magazine	Magazine Warp (Primed) • Wildfire
Reload	Fast Hands (Primed) • Tactical Reload
Exilus	Aerial Ace • Aero Periphery • Agile Aim • Ammo Drum • Cautious Shot • Eagle Eye • Mending Shot • Stabilizer • Tactical Reload • Terminal Velocity • Twitch • Vigilante Supplies • Vile Precision
Assault rifle-only	Guided Ordnance • Gun Glide • Overview • Rifle Ammo Mutation (Primed) • Spring-Loaded Chamber • Tainted Mag • Tactical Reload
Beam-only	Combustion Beam • Sinister Reach
Bow-only	Arrow Mutation • Split Flights • Thunderbolt
Sniper-only	Aero Agility • Charged Chamber • Depleted Reload • Harkonar Scope • Primed Chamber • Sharpshooter • Sniper Ammo Mutation (Primed) • Target Acquired
Misc	Adhesive Blast • Firestorm (Primed) • Internal Bleeding • Hunter Munitions • Metal Auger • Shred (Primed) • Vigilante Offense

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