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High Voltage

103 EDIT

High Voltage is a [mod](#) that increases both the ⚡ [Electricity](#) damage and [status chance](#) of a rifle by 15% per rank for a maximum of 60% at rank 3.

High Voltage

Full

Icon

Tradeable

Cannot be obtained from transmutation

+60% ⚡ Electricity +60% Status Chance	
General Information	
Type	Rifle
Polarity	 Madurai
Rarity	Rare
Max Rank	3
Endo Required To Max	210
Credits Required To Max	10,143
Base Capacity Cost	4
Trading Tax	 8,000
Introduced	Update 12.4 (2014-03-05)

Vendor Sources

Baro Ki'Teer

Baro Ki'Teer

300 + 150,000

PC Only Dates	Console Only Dates	All Platforms
2015-05-15		
2016-04-08		
2016-08-26		
2016-12-02		
2017-04-07	2015-07-24	
2017-08-25	2016-06-03	
2018-06-01	2016-10-21	
2018-10-19	2017-01-13	
2019-03-08	2017-05-19	
2019-07-19	2017-10-06	2017-12-29
2020-01-03	2018-07-13	2022-12-16
2020-08-14	2018-11-30	2023-06-02
2021-02-26	2019-04-19	2023-12-29
2021-08-27	2019-08-30	2024-06-14
2022-05-06	2020-02-14	
	2020-09-25	
	2021-04-09	
	2021-10-08	
	2022-06-17	

Official Drop Tables

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

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Stats

Rank	 Electricity Damage	Status chance	Cost
0	+15%	+15%	4
1	+30%	+30%	5
2	+45%	+45%	6
3	+60%	+60%	7

Acquisition

- High Voltage is offered as a periodic item for sale by [Baro Ki'Teer](#), costing  **300** and  **150,000** to purchase.
- This mod can be obtained as a potential cache reward in [Hive Sabotage](#) missions in 22-23 **expected** tries and 150±50 tries to nearly guarantee.

Drop Locations

Mission Drop Tables

Mission Type 	Source 	Rotations or Drop Table 	Chance ^[1] 	Quantity ^[2] 	Avg. per roll ^[3] 	Star Chart Nodes 
Sabotage	Hive Sabotage Resource Caches	C	4.51%	1	0.0451	Naeglar, Eris

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

- High Voltage** is additive with similar mods. For example, a [Snipetron](#) with a max rank **High Voltage** and [Rifle Aptitude](#) will have a $12\% \times (1 + 60\% + 90\%) = 30\%$ status chance.
- This mod can be combined with [Rime Rounds](#), [Thermite Rounds](#) and [Malignant Force](#) to achieve a combined status chance bonus of 240%. With [Rifle Aptitude](#) and [Hammer Shot](#), this bonus can be increased to 410%, more than quintupling the weapon's status chance.
- With the four damage + status chance mods you can reach 100% status chance with any primaries that have a base status chance of 30% or higher.

Trivia

Historical acquisition methods:

- This mod was originally acquired by scoring over 250 points in the [Tethra's Doom](#) event.
- This mod and the other Tethra's Doom mods were made available again during [Operation: Mutalist Incursions](#) as a drop in the unlockable Survival mission.^[10]

Patch History

Update 15.5 (2014-11-27)

- Re-released as part of Operation: Mutalist Incursions.

Update 12.4 (2014-03-05)

- Introduced as part of Tethra's Doom.

See also



- [Malignant Force](#), the [Toxin](#) version from [The Cicero Crisis](#).
- [Thermite Rounds](#), the [Heat](#) version from [Operation Breeding Grounds](#).
- [Rime Rounds](#), the [Cold](#) version from [Operation Cryotic Front](#).
- [Rifle Aptitude](#), the simple status chance mod.

Elemental Damage Mods

Edit

[Collapse]

Cold

Heat

Electricity

Toxin

Radiation

Cold Damage Mods

Rifle	Cryo Rounds (Primed) • Rime Rounds
Shotgun	Chilling Grasp (Primed) • Chilling Reload • Frigid Blast
Pistol	Deep Freeze • Frostbite • Ice Storm
Melee	North Wind • Vicious Frost
Archgun	Hypothermic Shell • Polar Magazine
Archmelee	Cryo Coating • Glacial Edge
Beast	Frost Jaw

Status Mods		Edit	[Collapse]
Status Chance			
Rifle	Catalyzer Link • Hammer Shot • High Voltage • Malignant Force • Rifle Aptitude (Galvanized) • Rime Rounds • Thermite Rounds		
Shotgun	Frigid Blast • Nano-Applicator • Scattering Inferno • Shell Shock • Shotgun Savvy (Galvanized) • Toxic Barrage		
Pistol	Embedded Catalyzer • Frostbite • Jolt • Pistol Pestilence • Scorch • Stunning Speed • Sure Shot (Galvanized)		
Melee	Drifting Contact • Enduring Affliction • Melee Prowess • Vicious Frost • Virulent Scourge • Volcanic Edge • Voltaic Strike • Weeping Wounds		
Archgun	Charged Bullets • Contamination Casing • Hypothermic Shell • Magma Chamber • Modified Munitions		
Archmelee	Cryo Coating • Infectious Injection • Ion Infusion • Searing Steel • Sudden Impact		
Beast	Flame Gland • Frost Jaw • Shock Collar • Venom Teeth		

Rifle	Rifle Elementalist		
Shoutgun	Shotgun Elementalist		
Pistol	Pistol Elementalist		
Melee	Melee Elementalist		
Status Duration			
Warframe	Rapid Resilience		
Primary	All: Hunter Track	Rifle: Continuous Misery	Shotgun: Lingering Torment
Pistol	Augur Seeker	Perpetual Agony	Toxic Sequence
Melee	Lasting Sting		

Void Trader			Edit	[Collapse]
Equipment Cosmetics Mods Other				
Weapons	Prisma	Prisma Angstrum • Prisma Dual Cleavers • Prisma Gorgon • Prisma Grakata • Prisma Grinlok • Prisma Lenz • Prisma Machete • Prisma Obex • Prisma Ohma • Prisma Skana • Prisma Tetra • Prisma Twin Gremlins • Prisma Dual Decurions • Prisma Veritux		
		Glaxion Vandal • Opticor Vandal • Prova Vandal • Quanta Vandal • Supra Vandal		
		Halikar Wraith • Ignis Wraith • Machete Wraith • Viper Wraith • Vulkar Wraith		
		Mara Detron		
		Vastilok • Vericres • Zylok		
	Mara	Mara Detron		
	Regular	Vastilok • Vericres • Zylok		
	Prime	Gotva Prime		
	Sentinels	Prisma Shade		

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

9. (Quantity × Chance), average item quantity on a roll attempt (successful or not)

10. <https://forums.warframe.com/index.php?/topic/352963-mesa-update/>

Categories



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