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Pistol Gambit



EDIT

Pistol Gambit is a [mod](#) that increases the [critical chance](#) of a pistol by 20% per rank for a maximum of 120% at rank 5.

Stats

Normal

Rank	Effect	Cost
0	+20%	4
1	+40%	5
2	+60%	6
3	+80%	7
4	+100%	8
5	+120%	9



Flawed



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Pistol Gambit

[Full](#) [Icon](#)

Pistol Gambit
+120% Critical Chance
PISTOL

Tradeable



WARFRAME Wiki



2	+45%	4
3	+60%	5

Drop Locations

Update Infobox Data

Max Rank Description ^

+120% Critical Chance

General Information ^

Type Pistol

Polarity Madurai

Rarity Common

Incompatible Mods [Primed Pistol Gambit](#)
 [Flawed Pistol Gambit](#)
 [Creeping Bullseye](#)

Max Rank 5

Endo Required To Max 310

Credits Required To Max 14,973

Base Capacity Cost 4

Trading Tax 2,000

Introduced [Vanilla](#) (2012-10-25)

Vendor Sources ^

Official Drop Tables ^

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

Mission Drop Tables



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Mission Type	Source	Rotations or Drop Table	Chance ^[1]	Quantity ^[2]	Avg. per roll ^[3]	Star Chart Nodes
Defense	Dark Sector Defense	B	8.43%	1	0.0843	- Coba, Earth - Romula, Venus - Kadesh, Mars - Seimeni, Ceres - Sinai, Jupiter - Larzac, Europa - Sangeru, Sedna - Akkad, Eris - Sechura, Pluto
Spy	Lua Spy	A	12.18%	1	0.1218	Pavlov, Lua
Spy	Tier 2 Spy	A	9.09%	1	0.0909	- Bode, Ceres - Amalthea, Jupiter - Valac, Europa - Dione, Saturn

Enemy Drop Tables



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Enemy [↕]	Drop Table Chance ^[4] [↕]	Item Chance ^[5] [↕]	Chance ^[6] [↕]	Expected Kills ^[7] [↕]	Quantity ^[8] [↕]	Avg. per roll attempt
Arid Eviscerator	3%	18.97%	0.5691%	176	1	0.00569
Arid Trooper	3%	18.97%	0.5691%	176	1	0.00569
Axio Stropho Crewman	3%	37.94%	1.1382%	88	1	0.01138
Comba (Orb Vallis)	5%	37.94%	1.897%	53	1	0.01897
Corpus Power Carrier (Orb Vallis)	5%	34.47%	1.7235%	58	1	0.01723
Drekar Eviscerator	3%	18.97%	0.5691%	176	1	0.00569
Drekar Trooper	3%	18.97%	0.5691%	176	1	0.00569
Eviscerator	3%	18.97%	0.5691%	176	1	0.00569
Exploiter Orb	100%	38.72%	38.72%	3	1	0.3872
Frontier Eviscerator	3%	18.97%	0.5691%	176	1	0.00569
Frontier Trooper	3%	18.97%	0.5691%	176	1	0.00569
Juno Malleus Machinist	3%	37.94%	1.1382%	88	1	0.01138
Kuva Eviscerator	3%	18.97%	0.5691%	176	1	0.00569
Kuva Trooper	3%	18.97%	0.5691%	176	1	0.00569



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Enemy [↕]	Drop Table Chance ^[4] [↕]	Item Chance ^[5] [↕]	Chance ^[6] [↕]	Expected Kills ^[7] [↕]	Quantity ^[8] [↕]	Avg. p roll attemp
Narmer Trooper	3%	18.97%	0.5691%	176	1	0.00569
Orb Vallis - Temple of Profit Enemies	5%	25.29%	1.2645%	79	1	0.01264
Orm Stropho Crewman	3%	37.94%	1.1382%	88	1	0.01138
Prod Crewman	3%	37.94%	1.1382%	88	1	0.01138
Taro Stropho Crewman	3%	37.94%	1.1382%	88	1	0.01138
Terra Crewman	5%	37.94%	1.897%	53	1	0.01897
Terra Elite Crewman	20%	37.94%	7.588%	13	1	0.07588
Terra Plasmor Crewman	5%	37.94%	1.897%	53	1	0.01897
Terra Sniper Crewman	5%	37.94%	1.897%	53	1	0.01897
Trooper	3%	18.97%	0.5691%	176	1	0.00569
Tusk Eviscerator	3%	18.97%	0.5691%	176	1	0.00569
Tusk Trooper	3%	18.97%	0.5691%	176	1	0.00569
Vapos Prod Crewman	3%	37.94%	1.1382%	88	1	0.01138
Orac					1	0.01138



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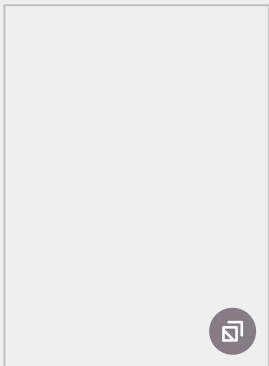


Sourced from the [official drop table repository \(https://www.warframe.com/droptables\)](https://www.warframe.com/droptables). See [Module:DropTables/data](#) to edit on the wiki.

Notes

- Cannot be equipped with [Creeping Bullseye](#).
- **Pistol Gambit** is additive with similar mods. For example, a [Sicarus](#) with a max rank **Pistol Gambit** and [Hydraulic Crosshairs](#) will have a $16\% \times (1 + 120\% + 135\%) = 56.8\%$ critical chance.

Gallery



Old appearance

Patch History

Vanilla (2012-10-25)				
• Introduced				
Critical Hit Mods				
		Edit [Collapse]		
Rifle	Chance	Point Strike •	Critical Delay •	Argon Scope (Galvanized)
	Damage	Vital Sense •	Hammer Shot •	Bladed Rounds
Shotgun	Chance	Blunderbuss •	Critical Deceleration •	Laser Sight
	Damage	Ravage (Primed) •	Shrapnel Shot	
		Pistol Gambit (Primed) •	Creeping Bullseye (Galvanized)	
		Primed •	Hollow Point •	



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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

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

8. Amount rewarded on successful roll

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



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