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# Primed Expel Grineer



**Primed Expel Grineer** increases the [damage](#) of secondary weapons against [Grineer](#). The mod increases both the base damage and elemental damage of a weapon.

## Stats

Rank	Effect	Cost
0	x1.05	4
1	x1.1	5
2	x1.15	6
3	x1.2	7
4	x1.25	8
5	x1.3	9
6	x1.35	10
7	x1.4	11
8	x1.45	12
9	x1.5	13

## Primed Expel Grineer

Full Icon



Tradeable

Cannot be obtained from transmutation



## Acquisition

- This mod can be purchased **unranked** from [Baro Ki'Teer](#) for  **140,000** and  **350**. Note however that Baro Ki'Teer's stock changes with each appearance, and may not have this item available at every time.

## Notes

- Has no effect on [Corrupted](#) and [Narmer](#) Grineer (e.g. [Corrupted Lancer](#), [Narmer Lancer](#)).
- Despite being listed as a multiplier, it will stack **additively** with other sources of Damage to Grineer.
  - For example, if you had a [Riven Mod](#) with x0.5 Damage to Grineer and a max rank Primed Expel Grineer with x1.55 Damage to Grineer, you would have a **1 - 0.5 + 0.55 = x1.05** multiplier for damage against Grineer with both mods equipped.

## Patch History

 [Update Infobox Data](#)

Max Rank Description ^

**x1.55 Damage to Grineer**

General Information ^

Type Pistol

Polarity  Madurai

Rarity Legendary

Incompatible Mods  [Expel Grineer](#)  [Flawed Expel Grineer](#)

Max Rank 10

Endo Required To Max 40,920

Credits Required To Max 1,976,436

Base Capacity Cost 4

Trading Tax  1,000,000

Introduced [Hotfix 23.9.1](#) (2018-09-27)

Vendor Sources ^

[Baro Ki'Teer](#)



**Baro Ki'Teer**  
 350 +  140,000

PC Only Dates	Console Only Dates	All Platforms
2018-10-05		
2019-02-08		
2019-06-28	2018-11-16	
2019-11-08	2019-03-22	
2020-04-24	2019-08-16	2023-12-01
2020-11-06	2019-12-20	
2021-06-04	2020-06-05	
2022-03-11	2020-12-18	
	2021-07-16	
	2022-04-22	

**Official Drop Tables** 

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

**Update 34.0 (2023-10-18)**

- Changed the Faction Damage Mod (includes Bane, Cleanse, Expel, Smite, Railjack, and Riven Faction Stats) descriptions to use multiplier instead of percentage based stat formatting. Damage values have not changed! Just the way they are communicated.
  - For example: Smite Corpus (at max rank)
    - Was: "+30% Damage to Corpus."
    - Now: "x1.3 Damage to Corpus."

**Faction Damage Mods**

<b>Rifle</b>	 <a href="#">Bane of Corpus</a> (  Primed ) •  <a href="#">Bane of Orokin</a> (  Primed ) •  <a href="#">Bane of Grineer</a> (  Primed ) •  <a href="#">Bane of Infested</a> (  Primed ) •  <a href="#">Bane of The Murmur</a>
<b>Shotgun</b>	 <a href="#">Cleanse Corpus</a> (  Primed ) •  <a href="#">Cleanse Orokin</a> (  Primed ) •



	<a href="#">Cleanse The Murmur</a>		
<b>Pistol</b>	<a href="#">Expel Corpus</a> ( <a href="#">Primed</a> ) • <a href="#">Expel Orokin</a> ( <a href="#">Primed</a> ) • <a href="#">Expel Grineer</a> ( <b>Primed</b> ) • <a href="#">Expel Infested</a> ( <a href="#">Primed</a> ) • <a href="#">Expel The Murmur</a>		
<b>Melee</b>	<a href="#">Sacrificial Pressure</a> • <a href="#">Sacrificial Steel</a> • <a href="#">Smite Corpus</a> ( <a href="#">Primed</a> ) • <a href="#">Smite Orokin</a> ( <a href="#">Primed</a> ) • <a href="#">Smite Grineer</a> ( <a href="#">Primed</a> ) • <a href="#">Smite Infested</a> ( <a href="#">Primed</a> ) • <a href="#">Smite The Murmur</a>		
<b>Plexus</b>	<a href="#">Granum's Nemesis</a> • <a href="#">Sentient Scalpel</a> • <a href="#">Worm's Torment</a>		
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<b>Languages</b>	<span>▼</span>		

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