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Target Cracker

26 EDIT

Target Cracker is a [mod](#) that increases the [critical multiplier](#) of a pistol by 10% for each rank for a maximum of 60% at rank 5.

Stats

Normal

Rank	Effect	Cost
0	+10%	4
1	+20%	5
2	+30%	6
3	+40%	7
4	+50%	8
5	+60%	9

Target Cracker

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



Target Cracker
+60% Critical Damage
PISTOL

Tradeable



Flawed



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WARFRAME Wiki



2	+22.5%	4
3	+30%	5

Drop Locations

 **Update Infobox Data**

Max Rank Description

^

+60% Critical Damage

General Information

^

Type

Pistol

Polarity

 Madurai

Rarity

Uncommon

Incompatible Mods

 [Primed Target Cracker](#)
 [Flawed Target Cracker](#)

Max Rank

5

Endo Required To Max

620

Credits Required To Max

29,946

Base Capacity Cost

4

Trading Tax

 4,000

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 - Romulus, Venus - Kadesha, Mars - Seimach, Ceres - Sinai, Jupiter - Larza, Europa - Sangre, Sedna - Akkad, Pluto - Sechu, Pluto
Interception	Tier 2 Interception	B	7.14%	1	0.0714	- Callisto, Jupiter - Ose, Europa - Rhea, Saturn - Umbriel, Uranus
Interception	Tier 1 Interception	B	5.88%	1	0.0588	- Gaia, Venus - Cytherea, Venus - Odin, Mercury - Alator, Mars - Cinxia, Ceres
					0.0556	Bode



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Mission Type	Source	Rotations or Drop Table	Chance ^[1]	Quantity ^[2]	Avg. per roll ^[3]	Star Character Nodes
						- Amalgam - Jupiter - Valac - Europa - Dione - Saturn
Spy	Lua Spy	B	7.49%	1	0.0749	- Pavlov - Lua
The Circuit	Tier 1 The Circuit (Normal)	A	0.67%	1	0.0067	Accessed through Duviri The Circuit gamemode
The Circuit	Tier 3 The Circuit (Normal)	A	0.67%	1	0.0067	Accessed through Duviri The Circuit gamemode

Enemy Drop Tables

Enemy	Drop Table Chance ^[4]	Item Chance ^[5]	Chance ^[6]	Expected Kills ^[7]	Quantity ^[8]	Avg. per roll attempt
Exploiter Orb	100%	4.51%	4.51%	22	1	0.0451
Juno Crewman	3%	7.37%	0.2211%	452	1	0.002211
Kuva Powerclaw	3%	5.53%	0.1659%	603	1	0.001659
				3	1	0.001659
				3	1	0.001659

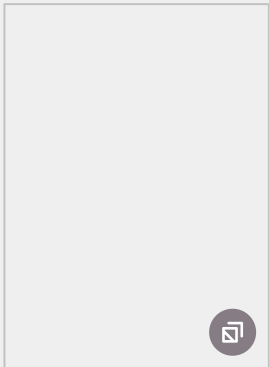


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Sourced from the [official drop table repository \(https://www.warframe.com/droptables\)](https://www.warframe.com/droptables). See [Module:DropTables/data](#) to edit on the wiki.

Gallery



Old appearance

Patch History

Update 32.2 (2022-11-30)

- Fixed Drop Location text overlapping in the Codex when viewing the following Mods:
 - Target Cracker

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				
		Creeping Bullseye • Chairs (Galvanized)				



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	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

- 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)

Categories



Languages



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