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Semi-Rifle Cannonade

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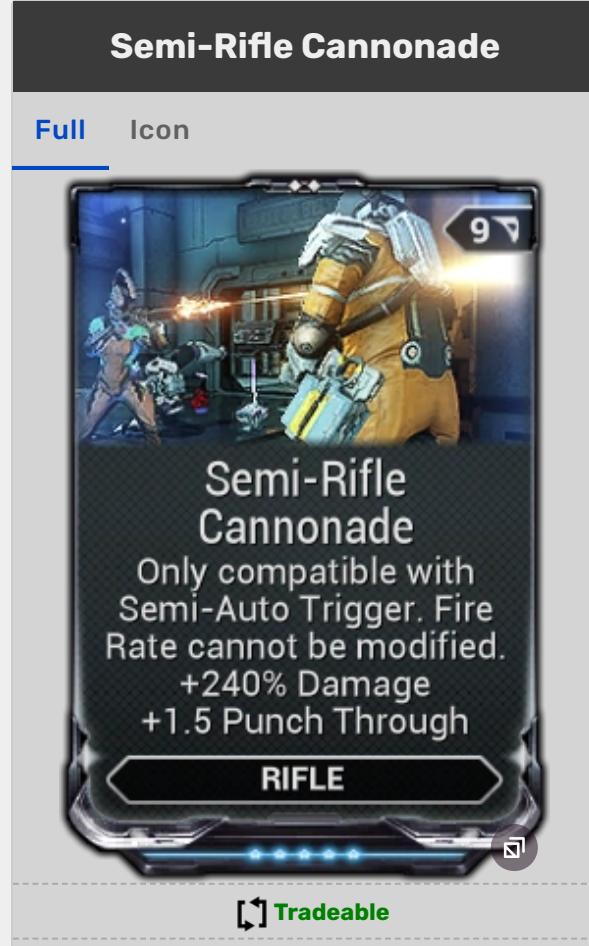
Semi-Rifle Cannonade is a [Semi-Auto](#) exclusive [Rifle mod](#) that increases Damage and [Punch Through](#), but locks [Fire Rate](#).

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Stats

Rank	Damage	Punch Through

[WARFRAME Wiki](#)

Cannot be obtained from transmutation

1	+80%	+0.5
2	+120%	+0.75
3	+160%	+1
4	+200%	+1.25
5	+240%	+1.5

Only compatible with Semi-Auto Trigger. Fire Rate cannot be modified.

+240% Damage

+1.5 Punch Through

General Information ^

Type	Rifle
Polarity	Vazarin
Rarity	Uncommon
Max Rank	5
Endo Required To Max	620
Credits Required To Max	29,946
Base Capacity Cost	4
Trading Tax	4,000
Introduced	Update 36.0 (2024-06-18)

Vendor Sources ^

Official Drop Tables ^

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

Mission Drop Tables

Mission Type	Source	Rotations or Drop Table	Chance ^[1]	Quantity ^[2]	Avg. per roll ^[3]	Star Chart Nodes

Enemy Drop Tables

Enemy	Drop Table	Item Chance ^[5]	Chance ^[6]	Expected Kills ^[7]	Quantity ^[8]	Avg. per roll attempt ^[9]
Juno Sapper MOA	3%	14.29%	0.4287%	233	1	0.004287



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

- Equipping this mod will set weapon's **Fire Rate** to its default ignoring other bonuses, **even negative effects** (e.g.  [Critical Delay](#),  [Vile Precision](#)).
- Weapons with an **Incarnon** mode must have Semi-Auto trigger type for both firing modes in order to equip this mod.
 -  [Latron Incarnon Genesis](#) is currently the only Incarnon weapon capable of equipping this mod.
- For a full list of primary rifle weapons and their trigger types, see [Weapon Comparison - Primary Rifles](#).

Patch History

Update 36.0 (2024-06-18)

- Introduced.

See Also

- [Semi-Shotgun Cannonade](#)
- [Semi-Pistol Cannonade](#)

Base Damage Mods					Edit	[Collapse]
Rifle	Serration (Amalgam) •	Heavy Caliber •	Semi-	Rifle Cannonade	
Shotgun	Point Blank (Primed) •	Vicious Spread •	Blaze •	Shotgun Cannonade	
Pistol	Hornet Strike •	Magnum Force •	Augur Pact •	Semi-	Pistol Cannonade	
Melee	Pressure Point (Primed , Sacrificial) •	Condition Overload •		Spoiled Strike	
Archgun	Rubedo-Lined Barrel (Primed) •	Sabot Rounds	
 WARFRAME Wiki		  				

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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