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Semi-Rifle Cannonade



EDIT

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

Semi-Rifle Cannonade

Full Icon



Tradeable

Cannot be obtained from transmutation



WARFRAME Wiki



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

Drop Locations

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/droptables>

Mission Drop Tables

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

Enemy ▾	Drop Table ▾ Chance ^[4]	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 •	Semi-	
	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			

- 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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