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Semi-Shotgun Cannonade



EDIT

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

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Stats

Rank	Damage	Punch Through

Semi-Shotgun 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

Shotgun

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 Deceleration](#),  [Tainted Shell](#)), making it particularly well-suited to shotgun critical builds.
- Weapons with an [Incarnon](#) mode must have Semi-Auto trigger type for both firing modes in order to equip this mod.
 -  [Strun Incarnon Genesis](#) is currently the only Incarnon weapon capable of equipping this mod.
- For a full list of [shotgun](#) weapons and their trigger types, see [Weapon Comparison - Primary Shotguns](#).

Patch History

Hotfix 36.0.3 (2024-06-20)

- Fixed being unable to equip the Semi-Shotgun Cannonade on the Stefflos.

Hotfix 36.0.2 (2024-06-19)

- Changed the name of the “Shotgun Cannonade” Mod to “Semi-Shotgun Cannonade” to match the naming standard of the other Semi-Trigger Cannanade Mods that were released in Jade Shadows.
 - *Known issue: We will fix the inability to equip this Mod onto the Stefflos in a future Hotfix.*

See Also

- [Semi-Rifle 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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