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Bane of Grineer

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Bane of Grineer is a [mod](#) that increases the [damage](#) of rifles against [Grineer](#). The mod increases both the base damage and elemental damage of a weapon.

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Stats

Normal

Rank	Effect	Cost
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Bane of Grineer

Full [Icon](#)



Tradeable

Can be obtained from transmutation



WARFRAME Wiki



1	x1.1	5
2	x1.15	6
3	x1.2	7
4	x1.25	8
5	x1.3	9

Flawed

Rank	Effect	Cost
0	$\times 1.025$	2
1	$\times 1.05$	3
2	$\times 1.075$	4
3	$\times 1.1$	5

Drop Locations

x1.3 Damage to Grineer	
General Information	
Type	Rifle
Polarity	 Madurai
Rarity	Uncommon
Incompatible Mods	 Primed Bane of Grineer  Flawed Bane of Grineer
Max Rank	5
Endo Required To Max	620
Credits Required To Max	29,946
Base Capacity Cost	4
Trading Tax	 4,000
Introduced	Update 9.0 (2013-07-13)
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 ↕
The Circuit	Tier 1 The Circuit (Normal)	A	0.67%	1	0.0067	Accessed through Duviri's The Circuit gamemode
The Circuit	Tier 3 The Circuit (Normal)	A	0.67%	1	0.0067	Accessed through Duviri's The Circuit gamemode

Enemy Drop Tables

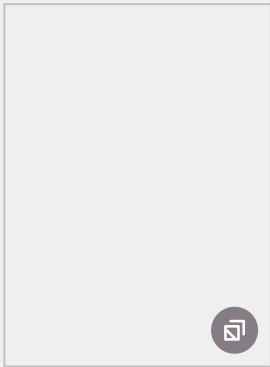
Enemy [↕]	Drop Table Chance ^[4] [↕]	Item Chance ^[5] [↕]	Chance ^[6] [↕]	Expected Kills ^[7] [↕]	Quantity ^[8] [↕]	Avg. per roll attempt
Demolisher Bailiff	15%	25%	3.75%	27	1	0.0375
Demolisher Devourer	15%	25%	3.75%	27	1	0.0375
Demolisher Expired	15%	25%	3.75%	27	1	0.0375
Demolisher Heavy Gunner	15%	25%	3.75%	27	1	0.0375
Demolisher Kuva Guardian	15%	25%	3.75%	27	1	0.0375
Demolisher Nox	15%	25%	3.75%	27	1	0.0375
Ghoul Auger	10%	5.53%	0.553%	181	1	0.00553
Kuva Scorch	3%	5.64%	0.1692%	591	1	0.00169
Narmer Scorch	3%	5.64%	0.1692%	591	1	0.00169
Scorch	3%	5.64%	0.1692%	591	1	0.00169

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.

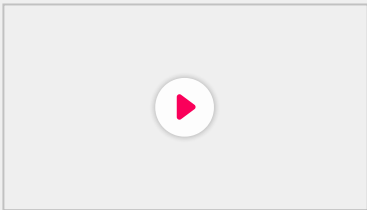
Notes

- 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 Bane of Grineer with x1.3 Damage to Grineer, you would have a **1 - 0.5 + 0.3 = x0.8** multiplier for damage against Grineer with both mods equipped.

Media



Old appearance



Warframe Playtesting Bane & Primed Bane Mods doingitraw

Patch History

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			
Rifle	Bane of Corpus (Primed) •	Bane of Orokin (Primed) •	
	Bane of Grineer (Primed) •	Bane of Infested (Primed) •	Bane of The Murmur
Shotgun	Cleanse Corpus (Primed) •	Cleanse Orokin (Primed) •	
	Cleanse Grineer (Primed) •	Cleanse Infested (Primed) •	Cleanse The Murmur
Pistol	Expel Corpus (Primed) •	Expel Orokin (Primed) •	
	Expel Grineer (Primed) •	Expel Infested (Primed) •	Expel The Murmur
Melee	Sacrificial Pressure •		Sacrificial Steel •
	Smite Corpus (Primed) •	Smite Orokin (Primed) •	





	Smite Grineer (Primed) • Smite Infested (Primed) • Smite The Murmur
Plexus	Granum's Nemesis • Sentient Scalpel • Worm's Torment

- 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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