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Bane of Infested

43 EDIT

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

Stats

Rank	Effect	Cost
0	x1.05	4
1	x1.1	5
2	x1.15	6
3	x1.2	7
4	x1.25	8
5	x1.3	9

Bane of Infested

Full Icon

Bane of Infested
x1.3 Damage to Infested

RIFLE

Tradeable

be obtained from transmutation

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2	x1.075	4
3	x1.1	5

Drop Locations

x1.3 Damage to Infested

General Information

Type

Rifle

Polarity

 Madurai

Rarity

Uncommon

Incompatible Mods

 [Primed Bane of Infested](#)

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





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X

Mission Type	Source	Rotations or Drop Table	Chance ^[1]	Quantity ^[2]	Avg. per roll ^[3]	Star Chart Nodes
Sabotage	Orokin Derelict Resource Caches	B	4.42%	1	0.0442	Formido, Deimos
The Circuit	Tier 3 The Circuit (Normal)	A	0.67%	1	0.0067	Accessed through Duviri's The Circuit gamemode
The Circuit	Tier 1 The Circuit (Normal)	A	0.67%	1	0.0067	Accessed through Duviri's The Circuit gamemode

Enemy Drop Tables



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Enemy [↕]	Drop Table Chance ^[4] [↕]	Item Chance ^[5] [↕]	Chance ^[6] [↕]	Expected Kills ^[7] [↕]	Quantity ^[8] [↕]	Avg. p roll attempt
Demolisher Boiler	15%	25%	3.75%	27	1	0.0375
Demolisher Charger	15%	25%	3.75%	27	1	0.0375
Demolisher Juggernaut	15%	25%	3.75%	27	1	0.0375
Demolisher Thrasher	15%	25%	3.75%	27	1	0.0375
J3 Jordas Golem	100%	11.06%	11.06%	9	1	0.1106
Jordas Golem	100%	11.06%	11.06%	9	1	0.1106
Kuva Powerclaw	3%	5.53%	0.1659%	603	1	0.00165
Narmer Powerfist	3%	5.53%	0.1659%	603	1	0.00165
Powerfist	3%	5.53%	0.1659%	603	1	0.00165

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.

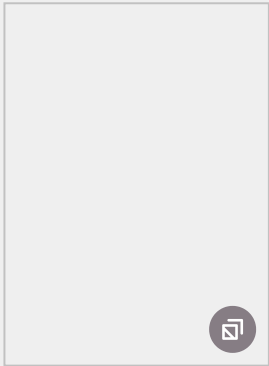
Notes

- Has no effect on **Corrupted** Infested (**Corrupted Ancient**).
- Despite being listed as a multiplier, it will stack **additively** with other sources of Damage to Infested.
 - For example, if you had a **Riven Mod** with x0.5 Damage to Infested and a max rank Bane of Infested with x1.3 Damage to Infested, you would have a **1 - 0.5 + 0.3 = x0.8** multiplier for damage against Infested with both mods equipped.

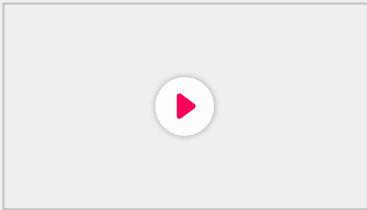


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Old appearance



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



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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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