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Quickdraw

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Quickdraw is a pistol mod that increases [reload speed](#).

Stats

Normal

Rank	Effect	Cost
0	+8%	2
1	+16%	3
2	+24%	4
3	+32%	5
4	+40%	6
5	+48%	7

Flawed

Rank	Effect	Cost
0	+5%	2
1	+10%	3
2	+15%	4
3	+20%	5

Drop Locations

Quickdraw

[Full](#) [Icon](#)

Quickdraw

+48% Reload Speed

PISTOL

[Tradeable](#)

Can be obtained from transmutation

[Update Infobox Data](#)

Max Rank Description

+48% Reload Speed

General Information

Type Pistol

Incompatible Mods

Primed Quickdraw

Flawed Quickdraw

Max Rank

5

Endo Required To Max

310

Credits Required To Max

14,973

Base Capacity Cost

2

Trading Tax

2,000

Introduced

Vanilla (2012-10-25)

Vendor Sources

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Official Drop Tables

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<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
Capture	Capture	A	10.84%	1	0.1084	- Mantle, Earth - Venera, Venus - Elion, Mercury - Ara, Mars - Skyresh, Phobos - Horend, Deimos - Lex, Ceres - Ananke, Jupiter - Cassini, Saturn - Abaddon, Europa - Ariel, Uranus - Copernicus, Lua - Galatea, Neptune - Hydra, Pluto - Isos, Eris



Enemy Drop Tables

Enemy ▾	Drop Table Chance ^[4] ▾	Item Chance ^[5] ▾	Chance ^[6] ▾	Expected Kills ^[7] ▾	Quantity ^[8] ▾	Avg. per roll attempt ^[9] ▾
Alad V	100%	25.29%	25.29%	4	1	0.2529
Captain Vor	100%	25.29%	25.29%	4	1	0.2529
Crawler	3%	37.94%	1.1382%	88	1	0.011382
Darek Draga	3%	25.29%	0.7587%	132	1	0.007587
Dargyn Pilot	3%	25.29%	0.7587%	132	1	0.007587
Draga	3%	25.29%	0.7587%	132	1	0.007587
Elite Arid Lancer	3%	25.29%	0.7587%	132	1	0.007587
Elite Frontier Lancer	3%	25.29%	0.7587%	132	1	0.007587
Elite Lancer	3%	25.29%	0.7587%	132	1	0.007587
Kuva Elite Lancer	3%	25.29%	0.7587%	132	1	0.007587
Mutalist Alad V	100%	25.29%	25.29%	4	1	0.2529
Nauseous Crawler	3%	37.94%	1.1382%	88	1	0.011382
Shock Draga	3%	25.29%	0.7587%	132	1	0.007587
Tusk Elite Lancer	3%	25.29%	0.7587%	132	1	0.007587

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.

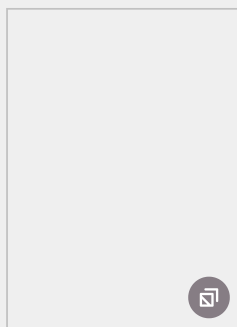
Notes

- The calculation of reload time using reload speed is: **Reload Time = Base Reload Time ÷ (1 + Reload Speed Bonus)**
- At max rank, expect a 33% reduction to reload times. $1/(1 + 0.48) \sim (2/3 \text{ of original reload speed})$
- Stacking this with [Stunning Speed](#) should reduce reload times by 47% (or 53% of base reload speed)

Trivia

- Prior to [Update 16.7](#) (2015-06-04), this mod was usable in [PvP](#) games until it was replaced by its own specific PvP mods along with a number of other mods: [Fast Hands](#), [Slip Magazine](#), [Tactical Pump](#), [Steady Hands](#), [Stabilizer](#), [Burdened Magazine](#), [Magazine Warp](#) and [Terminal Velocity](#).

Gallery



Old appearance

See also

- [Primed Quickdraw](#), the [primed](#) version that [Baro Ki'Teer](#) offers.
- [Fast Hands](#), the rifle version of this mod.
- [Tactical Pump](#), the shotgun version of this mod.
- [Stunning Speed](#), a [Nightmare Mod](#) which also increases status chance.

Patch History

Vanilla (2012-10-25)

- Introduced.



PVE	Quickdraw (Primed) • Fast Hands (Primed) • Depleted Reload •
	Tactical Pump (Primed) • Chilling Reload • Radiated Reload •
	Pistol Elementalist • Stunning Speed • Seeking Fury
PVP	Loose Hatch • Loose Chamber • Loose Magazine • Maximum Capacity
	• Loaded Capacity • Full Capacity

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

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Languages

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