in: Mods, Tradeable Mods, Exilus Mods, and 7 more

Silent Battery

28   EDIT

Silent Battery is a Mod that reduces Noise Level on Shotguns. At max rank, it renders any Shotgun completely silent and undetectable while firing.

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Silent Battery

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Silent Battery
Reduces the chance an enemy will hear gunfire by 100%.

SHOTGUN

Tradeable

EXILUS

Stats

Rank	Noise Reduction	Cost

1	+50%	3
2	+75%	4
3	+100%	5

Drop Locations

✏️ **Update Infobox Data**

Max Rank Description	⌃

Reduces the chance an enemy will hear gunfire by 100%.

General Information	⌃

Type	Shotgun
Polarity	🡒 Naramon
Rarity	Uncommon
Max Rank	3
Endo Required To Max	140
Credits Required To Max	6,762
Base Capacity Cost	2
Trading Tax	💠 4,000
Introduced	Update: Lunaro (2016-06-15)

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

Enemy Drop Tables

Enemy	Drop Table Chance[4]	Item Chance[5]	Chance[6]	Expected Kills[7]	Quantity[8]	Avg. p roll attemp
Executioner Dhurnam	20%	45.83%	9.166%	11	1	0.0916

WARFRAME Wiki

Sourced from the _official drop table repository (https://www.warframe.com/droptables)_. See

Module:DropTables/data to edit on the wiki.

Notes

- This Mod only reduces or eliminates firing noise. Any corpses, returning fire or enemies that are not killed quick enough will still cause an alert.
- Shooting a silent Weapon within 6 meters of an enemy or at the terrain near an enemy will cause them to stop and look around, but will not change their actual alert state.
- This Mod does not work correctly on the 🐝 Sweeper Prime (and assuming regular 🐝 Sweeper). It _may_ reduce sound range but the shot is not silent.
- A rank 3 Silent Battery Mod (100% Noise reduction) will allow 🏹 Ivara to stay invisible while 👁 Prowl is active.

Patch History

Update 30.7 (2021-09-08)

- Fixed an issue with Silencing Mods not reducing some sounds properly.

Update 26.0 (2019-10-31)

- Now an Exilus Weapon mod.

Update: Lunaro (2016-06-15)

- Introduced.

See Also

- Hush, the rifle counterpart of this mod.
- Suppress, the pistol counterpart of this mod.
- Stealth

Primary Mods		Edit	[Collapse]

Non-Shotguns   Shotguns   All

Damage	Base	Heavy Caliber • Serration • Amalgam Serration
Physical	Crash Course • Fanged Fusillade •

	Sawtooth Clip	
Elemental	Cryo Rounds (Primed) • Hellfire • High Voltage • Infected Clip • Malignant Force • Rime Rounds • Stormbringer • Thermite Rounds • Wildfire	
Faction Bonus	Bane of Corpus (Primed) • Bane of Orokin (Primed) • Bane of Grineer (Primed) • Bane of Infested (Primed) • Bane of The Murmur	

| **Critical Hits** | **Chance** | Argon Scope (Galvanized) • Critical Delay • Point Strike • Proton Jet |
| | **Multiplier** | Bladed Rounds • Hammer Shot • Vital Sense |

| **Status** | **Chance** | High Voltage • Thermite Rounds • Malignant Force • Proton Jet • Rifle Aptitude (Galvanized) • Rime Rounds |
| | **Duration** | Continuous Misery • Hunter Track |

Multishot	Split Chamber (Galvanized) • Vigilante Armaments
Fire Rate	Shred (Primed) • Speed Trigger • Vigilante Fervor • Vile Acceleration
Magazine	Magazine Warp (Primed) • Wildfire
Reload	Fast Hands (Primed) • Tactical Reload
Exilus	Aerial Ace • Aero Periphery • Agile Aim • Ammo Drum • Cautious Shot • Eagle Eye • Mending Shot • Stabilizer • Tactical Reload • Terminal Velocity • Twitch • Vigilante Supplies • Vile Precision
Assault rifle-only	Guided Ordnance • Gun Glide • Overview • Rifle Ammo Mutation (Primed) • Spring-Loaded Chamber • Tainted Mag • Tactical Reload
Beam-only	Combustion Beam • Sinister Reach
Bow-only	Arrow Mutation • Split Flights • Thunderbolt
Sniper-only	Aero Agility • Charged Chamber • Depleted Reload • Harkonar Scope • Primed Chamber • Sharpshooter • Sniper Ammo Mutation (Primed) • Target Acquired
Misc	Adhesive Blast • Firestorm (Primed) • Internal Bleeding • Hunter Munitions • Metal Auger • Shred (Primed) • Vigilante Offense

WARFRAME Wiki

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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