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Firestorm



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Firestorm is a rifle mod that increases the blast radius of weapons with radial attacks.

Stats

Rank	Effect	Cost
0	+6%	6
1	+12%	7
2	+18%	8
3	+24%	9

Acquisition

Apart from enemy drops, this mod is also awarded from the [Referral Program](#) upon gaining 15 Recruits, or as a potential reward from a [Hive Sabotage](#) cache.

Firestorm

Full Icon



Tradeable

Can be obtained from transmutation



WARFRAME Wiki



Improves the Blast Radius of weapons with Radial Attacks.
+24% Blast Radius

General Information

Type

Rifle

Polarity

 Madurai

Rarity

Rare

Incompatible Mods

 [Primed Firestorm](#)

Max Rank

3

Endo Required To Max

210

Credits Required To Max

10,143

Base Capacity Cost

6

Trading Tax

 8,000

Introduced

[Update 10.0](#) (2013-09-13)

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 [↕]
Sabotage	Hive Sabotage Resource Caches	C	4.51%	1	0.0451	Naeglar, Eris
The Circuit	Tier 6 The Circuit (Normal)	A	1.03%	1	0.0103	Accessed through Duviri's The Circuit gamemode
The Circuit	Tier 4 The Circuit (Normal)	A	1.49%	1	0.0149	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 ^[9] [↕]
Arcane Boiler	3%	1.01%	0.0303%	3300	1	0.000303
Boiler	3%	1.01%	0.0303%	3300	1	0.000303
Toxic Ancient	3%	1.01%	0.0303%	3300	1	0.000303

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

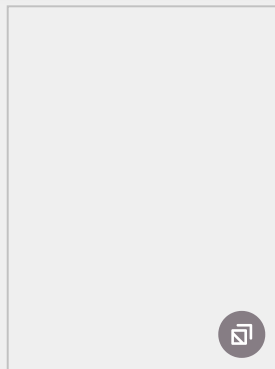
- While it can be installed on any rifle weapon, Firestorm only has noticeable effects on the following explosive weapons:

- Any bow or crossbow with the [Thunderbolt](#) mod.
- [Acceltra](#) ([Acceltra Prime](#))
- [Aeolak](#) (Alternate Fire)
- [Afentis](#)
- [Alternox](#) (Alternate Fire)
- [Ambassador](#) (Charge Mode)
- [Basmu](#) (Primary Fire)
- [Battacor](#) (Alternate Fire)
- [Evensong](#)
- [Ferrox](#) ([Tenet](#))
- [Gaze \(Primary\)](#)
- [Glaxion Vandal](#)
- Incarnon mode of the [Gorgon](#) ([Prisma](#) [Wraith](#))
- [Ignis](#) ([Wraith](#))
- [Javlok](#)
- [Kuva Bramma](#)
- [Kuva Chakkhurr](#)
- Incarnon mode of the [Latron](#) ([Prime](#))
- [Lenz](#)
- [Mutalist Cernos](#)
- [Mutalist Quanta](#) (Alternate Fire)
- [Ogris](#) ([Kuva](#))
- [Opticor](#) ([Vandal](#))
- [Panthera Prime](#) (Primary Fire)
- [Penta](#) ([Secura](#), [Carmine](#))
- [Proboscis Cernos](#)
- [Scourge](#) ([Prime](#))
- [Simulor](#) ([Synoid](#))
- [Sporothrix](#)
- [Stahlta](#) (Alternate Fire)
- [Tenet Envoy](#)
- [Tenet Tetra](#) (Alternate Fire)
- [Tombfinger \(Primary\)](#)
- [Tonkor](#) ([Kuva](#))
- [Torid](#)
- [Trumna](#) (Alternate Fire)
- [Zarr](#) ([Kuva](#)) (Primary Fire)
- [Zhuge Prime](#)
- [Ivara's](#) [Artemis Bow](#) when equipped with [Concentrated Arrow](#)

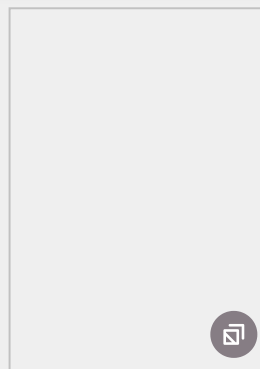
- Has no effect on [Komorex](#), [Shedu](#), and [Trumna](#) (Primary Fire) despite their listed radial stat.
- An increase of 24% in blast radius adds up to a 53.8% increase in the total blast area and a 90.6% increase in total blast volume.
- Due to the range increase, this mod lessens the damage falloff from the epicenter of the explosion.
- This mod increases the range of [self-stagger](#).

Media

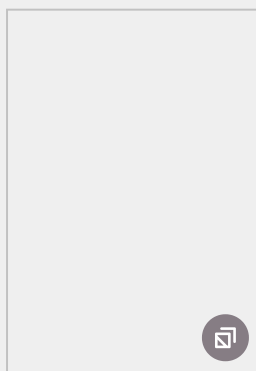




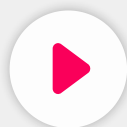
Mod's appearance prior to Update 10.5. Note the partial rank ticks on the left side of the mod.



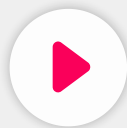
Mod's appearance prior to Update 14.



Old mod card showing the specific weapons it could be equipped on.



Visual Demonstrations Of Firestorm And Sinister Reach On Ignis Wraith



Firestorm On The Torid (Warframe)

Patch History

[Update 33.0](#) (2023-04-26)

- Fixed the following weapons' AOE on impact not being affected by Blast Radius Mods (such as Firestorm).
 - Ferrox (Base and Tenet)
 - Opticor (Base and Vandal)
 - Ambassador

[Hotfix 27.2.2](#) (2020-03-06)

- The Firestorm Mod is now compatible with all Primary weapons!

See also

- [Referral Program](#)
- [Fulmination](#), the pistol counterpart.
- [Primed Firestorm](#), the [primed](#) counterpart.

Primary Mods

Edit

[Collapse]



Non-Shotguns Shotguns All

Damage	Base	Heavy Caliber • Serration • Amalgam Serration
	Physical	Crash Course • Fanged Fusillade • Piercing Caliber • Piercing Hit • Rupture • Sawtooth Clip
		Cryo Rounds (Primed) • Hellfire • High Voltage • Infected Clip • Malignant Force • Rime Rounds • Stormbringer • Thermite Rounds • Wildfire
	Elemental	
	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-		Aero Agility • Charged Chamber • Depleted Reload •



	Sniper Ammo Mutation (Primed) • Target Acquired
Misc	Adhesive Blast • Firestorm (Primed) • Internal Bleeding • Hunter Munitions • Metal Auger • Shred (Primed) • Vigilante Offense

- 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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