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Ice Storm



EDIT

Ice Storm is a [mod](#) that increases the [magazine capacity](#) and ❄️ [Cold](#) damage of Pistols.

Stats

Rank	Magazine capacity	❄️ Cold Damage	Cost
0	+10%	+10%	6
1	+20%	+20%	7
2	+30%	+30%	8
3	+40%	+40%	9

Drop Locations

Ice Storm

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

Ice Storm
+40% Magazine Capacity
+40% ❄️Cold

PISTOL

Tradeable



 Update Infobox Data	
Max Rank Description 	
+40% Magazine Capacity +40%  Cold	
General Information 	
Type	Pistol
Polarity	 Madurai
Rarity	Rare
Max Rank	3
Endo Required To Max	210
Credits Required To Max	10,143
Base Capacity Cost	6
Trading Tax	 8,000
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 [↕]
Nightmare Mode	Nightmare Mode Rescue	A	18.97%	1	0.1897	See in-game World State Window for active Nightmare Mode nodes
Nightmare Mode	Nightmare Mode Missions	A	18.97%	1	0.1897	See in-game World State Window for active Nightmare Mode nodes

Enemy Drop Tables

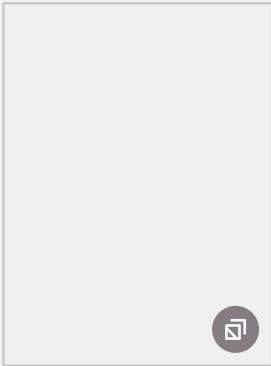
Enemy	Drop Table Chance ^[4]	Item Chance ^[5]	Chance ^[6]	Expected Kills ^[7]	Quantity ^[8]	Avg. per roll attempt ^[9]
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Sourced from the [official drop table repository \(https://www.warframe.com/droptables\)](https://www.warframe.com/droptables). See [Module:DropTables/data](#) to edit on the wiki.

Notes

- For any non-integer magazine values the magazine size is simply rounded to the nearest whole number. For example, a  [Angstrum](#) modded with a max rank **Ice Storm** will have a calculated magazine size of $3 \times (1 + 40\%) = 4.2$, which will simply round to **4**.
- Ice Storm** gives a higher [magazine capacity](#) increase than its counterpart  [Slip Magazine](#) with an additional 10% bonus to magazine size as well as  [Cold](#) damage for the same cost, the only difference being that  [Slip Magazine](#) has a  polarity instead of Ice Storm's  polarity.

Gallery



Old appearance

Patch History

Update 9.0 (2013-07-13)

- Introduced.

Elemental Damage Mods

Edit

[Collapse]

Cold

Heat

Electricity

Toxin

Radiation

Cold Damage Mods

Rifle	Cryo Rounds (Primed) • Rime Rounds
Shotgun	Chilling Grasp (Primed) • Chilling Reload • Frigid Blast
Pistol	Deep Freeze • Frostbite • Ice Storm
Melee	North Wind • Vicious Frost
Archgun	Hypothermic Shell • Polar Magazine
Archmelee	Cryo Coating • Glacial Edge
Beast	Frost Jaw

Nightmare Mode Mods

[Collapse]

Warframe	Armored Agility • Constitution • Fortitude • Streamlined Form • Vigor
Rifle	Hammer Shot • Shred • Wildfire
Shotgun	Accelerated Blast • Blaze • Chilling Reload • Seeking Fury
Pistol	Ice Storm • Lethal Torrent • Stunning Speed

Companions	Animal Instinct
Ammo Mods	
Sentinels	Ammo Case
Reserve Ammo	Ammo Drum • Shell Compression • Trick Mag
Magazine Capacity	Ammo Stock • Atomic Fallout • Magazine Warp (Prime) • Shotgun Elementalist • Slip Magazine (Prime) • Wildfire • Ice Storm • Tainted Mag • Tainted Clip • Burdened Magazine
Ammo Mutation	Rifle Ammo Mutation (Prime) • Sniper Ammo Mutation (Prime) • Shotgun Ammo Mutation (Prime) • Pistol Ammo Mutation (Prime) • Arrow Mutation • Vigilante Supplies
Ammo Pickup	Amalgam Daikyu Target Acquired • Rifle Scavenger • Shotgun Scavenger • Sniper Scavenger • Pistol Scavenger
Ammo Efficiency	Skull Shots • Brain Storm
Ammo Refund	Blood For Ammo • Wild Frenzy
PvP	Maximum Capacity • Loaded Capacity • Full Capacity • Hydraulic Gauge • Hydraulic Chamber • Hydraulic Barrel • Draining Gloom

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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