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Seismic Wave

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Seismic Wave is a [mod](#) that increases the ground slam damage of melee weapons.

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Stats

Rank	Effect	Cost
0	+50%	6
1	+100%	7

Seismic Wave

Full



Tradeable

Can be obtained from transmutation



3	+200%	9
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Drop Locations

+200% Melee Slam Damage	
General Information ^	
Type	Melee
Polarity	 Madurai
Rarity	Uncommon
Incompatibility Tags	SENTINEL_WEAPON, HOUND_WEAPON
Max Rank	3
Endo Required To Max	140
Credits Required To Max	6,762
Base Capacity Cost	6
Trading Tax	 4,000
Introduced	Update 17.0 (2015-07-31)
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 ↕
The Circuit	Tier 1 The Circuit (Normal)	A	0.67%	1	0.0067	Accessed through Duviri's The Circuit gamemode
The Circuit	Tier 3 The Circuit (Normal)	A	0.67%	1	0.0067	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]
Bailiff	3%	11.06%	0.3318%	301	1	0.003318
Bailiff Defector	3%	11.06%	0.3318%	301	1	0.003318
Tusk Reaver	3%	11.06%	0.3318%	301	1	0.003318

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.

Note

- Slam damage is *multiplicative* to base damage (e.g.,  [Pressure Point](#),  [Arcane Fury](#)).
- This mod increases the ground slam damage by +200%, allowing ground slams to deal threefold their usual damage.
- Seismic Wave also increases the damage dealt by slam attacks performed via [Stance Combos](#).

- It is currently the only mod capable of increasing the explosion effect damage of the [Jat Kusar](#)'s heavy attack.

Trivia

- On the initial release that showcased this mod, the mod card along with the update notes had noted that Seismic Wave increased the slam **radius** of the equipped weapon, misleading players to believe that its purpose was to expand the already impressive slam radius of a weapon (such as the [Jat Kittag](#)). The mod card text was eventually fixed to reflect its actual function.
- Between [Update 18.10](#) (2016-04-29) and [Hotfix 22.6.1](#) (2017-12-08), there were no enemies that dropped Seismic Wave.

Patch History

[Hotfix 22.6.1](#) (2017-12-08)

- The Seismic Wave mod now drops from Bailiffs and Tusk Reavers.

[Update 18.10](#) (2016-04-29) (Unlisted)

- Removed from Kela de Thaym's drop table.

[Update 17.0](#) (2015-07-31)

- Introduced.

Melee Mods				Edit	[Collapse]
Damage	Base	Condition Overload • (Primed , Sacrificial) Pressure Point • Spoiled Strike			
	Physical	Auger Strike • Buzz Kill • Carnis Mandible • Collision Force • (Primed) Heavy Trauma • Jagged Edge • Jugulus Barbs • Rending Strike • Saxum Thorax • Sundering Strike			
	Elemental	Fever Strike (Primed) • Focus Energy • Molten Impact • North Wind • Proton Snap • Shocking Touch • Vicious Frost • Virulent Scourge • Volcanic Edge • Voltaic Strike			

		Sacrificial Pressure • Sacrificial Steel • Faction Smite Corpus (Primed) • Smite Orokin (Primed) Bonus • Smite Grineer (Primed) • Smite Infested (Primed) • Smite The Murmur Other Covert Lethality • Energy Channel • Finishing Touch • Seismic Wave
Critical Hits	Chance	Blood Rush • Maiming Strike • (Sacrificial) True Steel
	Multiplier	Gladiator Might • (Amalgam) Organ Shatter • Strain Infection
Status		Carnis Mandible • Drifting Contact • Enduring Affliction • Jugulus Barbs • Lasting Sting • Melee Prowess • Proton Snap • Saxum Thorax • Vicious Frost • Virulent Scourge • Volcanic Edge • Voltaic Strike • Weeping Wounds
Heavy Attack		Amalgam Organ Shatter • Dispatch Overdrive • Killing Blow • Life Strike
Attack Speed		Berserker Fury • (Primed) Fury • Gladiator Vice • Quickening
Combo		Body Count • Corrupt Charge • Covert Lethality • Drifting Contact • Enduring Strike • Focus Energy • Focus Radon • Gladiator Rush • Guardian Derision • Quickening • Reflex Coil • Relentless Combination • True Punishment
Range		Motus Impact • (Primed) Reach • Spring-Loaded Blade
Thrown Melee (Glaives)		Combo Fury • Combo Killer • Mark of the Beast • Power Throw • Quick Return (Volatile) • Rebound (Volatile) • Whirlwind
Tennokai		Mentor's Legacy • Condition's Perfection • Discipline's Merit • Dreamer's Wrath • Master's Edge • Opportunity's Reach
Misc		Focused Defense • Healing Return • Parry • Reflection • Shattering Impact • Tek Gravity

1. Chance to roll item within drop table
2. Amount rewarded on successful roll
3. (Quantity × Chance)
4. Chance to roll 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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Languages

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