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Maiming Strike

331



EDIT

Maiming Strike is an [Acolyte](#) Melee mod that increases the chance of a [critical hit](#) on slide attacks.

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Maiming Strike

Full

Icon



MELEE

Maiming Strike
+150% Critical Chance
for Slide Attack

Tradeable

e obtained from transmutation



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WARFRAME Wiki



2	+75%	4
3	+100%	5
4	+125%	6
5	+150%	7

Drop Locations

+150% Critical Chance for Slide Attack	
General Information	
Type	Melee
Polarity	 Madurai
Rarity	Rare
Incompatibility Tags	POWER_WEAPON, SENTINEL_WEAPON, HOUND_WEAPON
Max Rank	5
Endo Required To Max	930
Credits Required To Max	44,919
Base Capacity Cost	2
Trading Tax	 8,000
Introduced	Hotfix 18.4.1 (2016-01-25)
Vendor Sources	
Official Drop Tables	
https://www.warframe.com/droptables	

Mission Drop Tables



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Mission Type	Source	Rotations or Drop Table	Chance ^[1]	Quantity ^[2]	Avg. per roll ^[3]	Star Chart Node
Necralisk Bounty	Necralisk Bounty Lvl 15-25 Final Stage	B	40%	1	0.4	Cambion Drift/Nec Deimos; t Mother
The Circuit	Tier 4 The Circuit (Normal)	A	1.49%	1	0.0149	Accessed through Duviri's The Circuit gamemode
The Circuit	Tier 6 The Circuit (Normal)	A	1.03%	1	0.0103	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]
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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

- Maiming Strike** stacks additively with similar mods. For example, an  [Atterax](#) with a max rank  [True Steel](#), **Maiming Strike**,  [Blood Rush](#) at a 2.0x combo multiplier, and an  [Arcane Avenger](#) will have a $25\% \times (1 + 120\% + 150\% + (2 - 1) \times 60\%) + 45\% = 152.5\%$ critical chance on slide attacks.
- Does not affect [Exalted Weapons](#).





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provided a flat +90% critical al chance mods are applied.

Update 29.0 (2020-08-25)

- Now drops from level 15-25 [Necralisk Bounties](#)

Update 26.0 (2019-10-31)

- Changed from an additive buff to a stacking buff, but base functionality increased from 90% to 150%.

Update: Lunaro (2016-06-15)

Last updated: [Update 26.0](#) (2019-10-31)

Critical Hit Mods			Edit	[Collapse]
Rifle	Chance	Point Strike • Critical Delay • Argon Scope (Galvanized)		
	Damage	Vital Sense • Hammer Shot • Bladed Rounds		
Shotgun	Chance	Blunderbuss • Critical Deceleration • Laser Sight		
	Damage	Ravage (Primed) • Shrapnel Shot		
Pistol	Chance	Pistol Gambit (Primed) • Creeping Bullseye • Hydraulic Crosshairs (Galvanized)		
	Damage	Target Cracker (Primed) • Hollow Point • Sharpened Bullets		
Melee	Chance	Blood Rush • Maiming Strike • True Steel (Sacrificial)		
	Damage	Gladiator Might • Organ Shatter (Amalgam)		
Arch-gun	Chance	Critical Focus • Parallax Scope		
	Damage	Critical Focus • Hollowed Bullets		
Arch-melee	Chance	Critical Meltdown • Tempered Blade		
	Damage	Bleeding Edge		
Weapon Augment		Deadly Maneuvers • Deadly Sequence • Exposing Harpoon • Hata-Satya • Amalgam Ripkas True Steel		



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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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