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Blood Rush

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Blood Rush is an uncommon Melee mod that increases [critical chance](#) as the [Melee Combo Counter](#) increases.

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Blood Rush

Full Icon



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Tradeable

e obtained from transmutation



WARFRAME Wiki



+40% Critical Chance stacks with Combo Multiplier	
General Information	
Type	Melee
Polarity	 Madurai
Rarity	Uncommon
Incompatibility Tags	POWER_WEAPON, SENTINEL_WEAPON, HOUND_WEAPON
Max Rank	10
Endo Required To Max	20,460
Credits Required To Max	988,218
Base Capacity Cost	4
Trading Tax	 4,000
Introduced	Hotfix 18.4.1 (2016-01-25)
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 Node
Necralisk Bounty	Necralisk Bounty Lvl 30-40 Final Stage	A	13.21%	1	0.1321	Cambion Drift/Nec Deimos; t Mother
Necralisk Bounty	Necralisk Bounty Lvl 30-40 Stage 4	A	7.53%	1	0.0753	Cambion Drift/Nec Deimos; t Mother
Necralisk Bounty	Necralisk Bounty Lvl 30-40 Stage 4	C	7.53%	1	0.0753	Cambion Drift/Nec Deimos; t Mother
Necralisk Bounty	Necralisk Bounty Lvl 30-40 Stage 2 & 3	A	9.59%	1	0.0959	Cambion Drift/Nec Deimos; t Mother
Necralisk Bounty	Necralisk Bounty Lvl 30-40 Stage 2 & 3	C	9.59%	1	0.0959	Cambion Drift/Nec Deimos; t Mother
Necralisk Bounty	Necralisk Bounty Lvl 30-40 Final Stage	C	13.21%	1	0.1321	Cambion Drift/Nec Deimos; t Mother
Spy	Lua Spy	A	12.18%	1	0.1218	Pavlov, Lu



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X

0.0067

Accessed through
[Duviri's The Circle](#)
gamemode



Mission Type	Source	Rotations or Drop Table	Chance ^[1]	Quantity ^[2]	Avg. per roll ^[3]	Star Chart Node
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]
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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

- Blood Rush multiplies critical chance based on the Melee Combo Counter tier increase.
 - Without a Combo Counter, Blood Rush provides no bonus to critical chance. At 2x, it increases critical chance by $0.40 \times (2 - 1) = 40\%$ and at 3x, it increases critical chance by $0.40 \times (3 - 1) = 80\%$. At the standard max Combo Counter of 12x, it increases critical chance by 440%.
- Blood Rush **cannot** be equipped on [Diwata](#), [Exalted Blade](#), [Valkyr Talons](#), [Iron Staff](#), [Desert Wind](#), or [Shadow Claws](#).
- Pairs very well with [Body Count](#), [Drifting Contact](#), [Gladiator Rush](#), or The [Primary Dexterity](#) & [Secondary Dexterity](#) arcanes which allow players to keep the Combo Counter up more consistently.
- Since thrown attacks from [Glaive](#) weapons are affected by the Combo Counter, they will also receive any bonus from Blood Rush.

Calculation



The formula for calculating the increased critical chance reached by the mod is as



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44	17.6	44	61.6	79.2	96.8	114.4	132	149.6	167.2	184.8	202.4	220	237.6
46	18.4	46	64.4	82.8	101.2	119.6	138	156.4	174.8	193.2	211.6	230	248.4
48	19.2	48	67.2	86.4	105.6	124.8	144	163.2	182.4	201.6	220.8	240	259.2
50	20	50	70	90	110	130	150	170	190	210	230	250	270

This section is *transcluded* from *Blood Rush/Crit Calculation/Equation* . To change it, please *edit the transcluded page*.

Crit Chance = Weapon Crit Chance × [1 + Mod Crit Bonus + Blood Rush Bonus × (Combo Multi - 1)] + Static Crit Bonus

- **Blood Rush Bonus:** This is the bonus provided by **Blood Rush** based on its rank. Using mods from the **Gladiator Set** will increase this bonus further. For example, using two Gladiator Mods will effectively bring the total value up to 60%.
- **Combo Multi:** This is the multiplier from your **melee** combo counter.
- **Mod Crit Bonus:** This is the total of all other equipped mod bonuses added together (excluding Static and Blood Rush bonuses).
- **Static Crit Bonus:** This is the bonus provided by mods like **Cat's Eye** (+60%) or special abilities like **Arcane Avenger** (+45%). These bonuses stack additively with each other.

A spreadsheet that performs the same calculation, and also allows to enter your Crit Chance % from Crit Mods and the CC% per combo, can be [found online here \(https://docs.google.com/spreadsheets/d/1sR-z61HRnGsWi1k0Hg2Hvzi2LcqN1gypuF2NbBh634E/edit?usp=sharing\)](https://docs.google.com/spreadsheets/d/1sR-z61HRnGsWi1k0Hg2Hvzi2LcqN1gypuF2NbBh634E/edit?usp=sharing).

Trivia

- Prior to **Update 26.0** (2019-10-31), Blood Rush provided +165% critical chance per combo level. Critical chance was calculated according to the following equation:

Crit Chance = [Base Crit Chance × (1 + Mod Crit Chance) + Static Critical Chance Modifiers] × [1 + (Blood Rush Multiplier × Combo Multiplier)]

See Also

- **Gladiator Mod Set**, which has a similar effect.



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Melee Mod Nerfs

Blood Rush's maximum value is being lowered. This changes the achievability of consistent Red Crits from just one Mod (on most Melee weapons, some High-Critical exceptions), and now additional help will be needed via Mods, Arcanes, or Warframe abilities to achieve consistent Red Crits.

One Mod alone generally delivering the best tier of Criticals felt too powerful.

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		



1. Chance to roll item within drop table
2. Amount rewarded on successful roll



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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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