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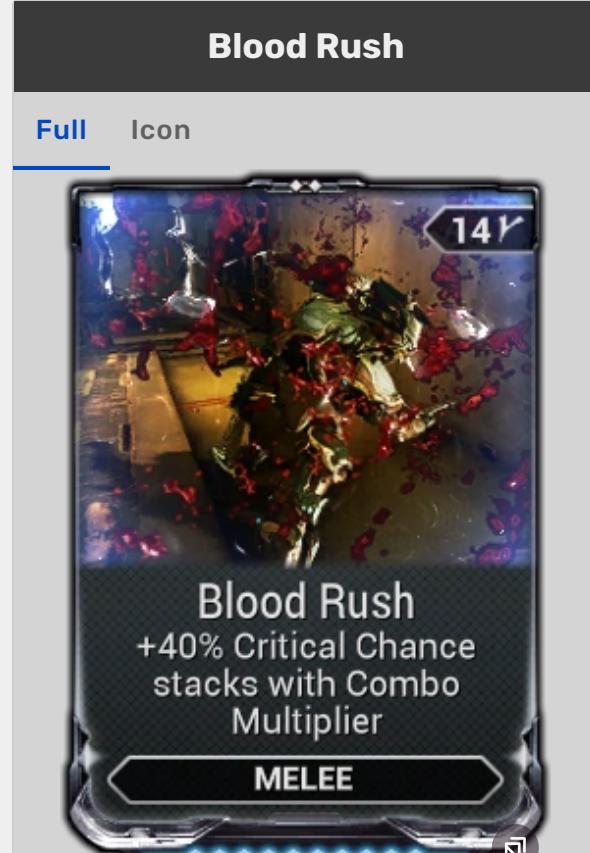
Blood Rush

[256](#) [EDIT](#)

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

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X



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[Tradeable](#)

e obtained from transmutation

[WARFRAME Wiki](#)

0	+3.6%	4	39.6%
1	+7.3%	5	80.3%
2	+10.9%	6	119.9%
3	+14.6%	7	160.6%
4	+18.2%	8	200.2%
5	+21.8%	9	239.8%
6	+25.5%	10	280.5%
7	+29.1%	11	320.1%
8	+32.8%	12	360.8%
9	+36.4%	13	400.4%
10	+40%	14	440%

+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/droppables>

Drop Locations

Mission Drop Tables



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WARFRAME Wiki



Mission Type	Source	Rotations or Drop Table	Chance ^[1]	Quantity ^[2]	Avg. per roll ^[3]	Star Chart Nodes
Necralisk Bounty	Necralisk Bounty Lvl 30-40 Final Stage	A	13.21%	1	0.1321	<ul style="list-style-type: none"> Cambion Drift/Nec Deimos; t Mother
Necralisk Bounty	Necralisk Bounty Lvl 30-40 Stage 4	A	7.53%	1	0.0753	<ul style="list-style-type: none"> Cambion Drift/Nec Deimos; t Mother
Necralisk Bounty	Necralisk Bounty Lvl 30-40 Stage 4	C	7.53%	1	0.0753	<ul style="list-style-type: none"> Cambion Drift/Nec Deimos; t Mother
Necralisk Bounty	Necralisk Bounty Lvl 30-40 Stage 2 & 3	A	9.59%	1	0.0959	<ul style="list-style-type: none"> Cambion Drift/Nec Deimos; t Mother
Necralisk Bounty	Necralisk Bounty Lvl 30-40 Stage 2 & 3	C	9.59%	1	0.0959	<ul style="list-style-type: none"> Cambion Drift/Nec Deimos; t Mother
Necralisk Bounty	Necralisk Bounty Lvl 30-40 Final Stage	C	13.21%	1	0.1321	<ul style="list-style-type: none"> Cambion Drift/Nec Deimos; t Mother
Spy	Lua Spy	A	12.18%	1	0.1218	<ul style="list-style-type: none"> Pavlov, Lu



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0.0067

Accessed through
Duviri's The Circ
gemode



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

For example, a weapon with 20% base [critical chance](#), modded with maxed [True Steel](#) (1.2) and Blood Rush (0.4), and with a Combo Multiplier of 4.0x would reach $20\% \times (1 + 1.2 + 0.4 \times (4.0 - 1)) = 68\%$ chance to crit.

The table below displays the critical chance that a melee weapon can achieve depending on its base critical chance and current combo multiplier.

This section is transcluded from [Blood Rush/Crit Calculation](#). To change it, please [edit the transcluded page](#).

Base Crit Chance	Difference Per Multiplier	Combo Multipliers (No Critical Chance Increase at 1x)											
		1x	2x	3x	4x	5x	6x	7x	8x	9x	10x	11x	12x
2	0.8	2	2.8	3.6	4.4	5.2	6	6.8	7.6	8.4	9.2	10	10.8
4	1.6	4	5.6	7.2	8.8	10.4	12	13.6	15.2	16.8	18.4	20	21.6
6	2.4	6	8.4	10.8	13.2	15.6	18	20.4	22.8	25.2	27.6	30	32.4
8	3.2	8	11.2	14.4	17.6	20.8	24	27.2	30.4	33.6	36.8	40	43.2
10	4	10	14	18	22	26	30	34	38	42	46	50	54
12	4.8	12	16.8	21.6	26.4	31.2	36	40.8	45.6	50.4	55.2	60	64.8
14	5.6	14	19.6	25.2	30.8	36.4	42	47.6	53.2	58.8	64.4	70	75.6
16	6.4	16	22.4	28.8	35.2	41.6	48	54.4	60.8	67.2	73.6	80	86.4
18	7.2	18	25.2	32.4	39.6	46.8	54	61.2	68.4	75.6	82.8	90	97.2
20	8	20	28	36	44	52	60	68	76	84	92	100	108
22	8.8	22	30.8	39.6	48.4	57.2	66	74.8	83.6	92.4	101.2	110	118.8
24	9.6	24	33.6	43.2	52.8	62.4	72	81.6	91.2	100.8	110.4	120	129.6
26	10.4	26	36.4	46.8	57.2	67.6	78	88.4	98.8	109.2	119.6	130	140.4
28	11.2	28	39.2	50.4	61.6	72.8	84	95.2	106.4	117.6	128.8	140	151.2
30	12	30	42	54	66	78	90	102	114	126	138	150	162
32	12.8	32	44.8	57.6	70.4	83.2	96	108.8	121.6	134.4	147.2	160	172.8
34	13.6	34	47.6	61.2	74.8	88.4	102	115.6	129.2	142.8	156.4	170	183.6
36	14.4	36	50.4	64.8	79.2	93.6	108	122.4	136.8	151.2	165.6	180	194.4



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× .2 144.4 159.6 174.8 190 205.2
6 152 168 184 200 216



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 x (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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WARFRAME Wiki



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)		
Shotgun	Damage	Vital Sense •	Hammer Shot •	Bladed Rounds	
	Chance	Blunderbuss •	Critical Deceleration •	Laser Sight	
Pistol	Damage	Ravage (Primed) •		Shrapnel Shot	
	Chance	Pistol Gambit (Primed) •	Creeping Bullseye •		
Melee		Hydraulic Crosshairs (Galvanized)			
	Damage	Target Cracker (Primed) •	Hollow Point •		
Arch-gun	Chance		Sharpened Bullets		
	Damage	Gladiator Might •	Organ Shatter (Amalgam)		
Arch-melee	Chance	Critical Focus •	Parallax Scope		
	Damage	Critical Focus •	Hollowed Bullets		
Weapon Augment	Chance	Critical Meltdown •	Tempered Blade		
	Damage		Bleeding Edge		
		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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