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Hush

58

EDIT

Hush is a [Mod](#) that reduces [Noise Level](#) on Rifle/Bow Weapons. At max rank, it renders any Rifles/Bows completely silent and undetectable while firing.

Stats

Rank	Noise Reduction	Cost
0	+25%	2
1	+50%	3
2	+75%	4
3	+100%	5

Drop Locations

Hush

Full

Icon



Hush
Reduces the chance an enemy will hear gunfire by 100%.

RIFLE

 Tradeable

EXILUS



 **Update Infobox Data**

Max Rank Description

Reduces the chance an enemy will hear gunfire by 100%.

General Information

Type

Rifle

Polarity

 Naramon

Rarity

Common

Max Rank

5

Endo Required To Max

310

Credits Required To Max

14,973

Base Capacity Cost

2

Trading Tax

 2,000

Introduced

Update 10.0 (2013-09-13)

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
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Enemy Drop Tables

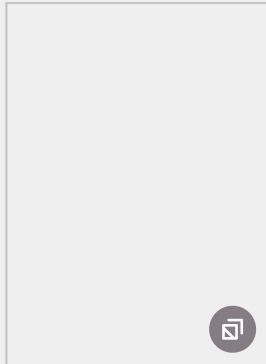
Enemy ▾	Drop Table ▾ Chance ^[4]	Item Chance ^[5] ▾	Chance ^[6] ▾	Expected Kills ^[7] ▾	Quantity ^[8] ▾	Avg. per roll attempt ^[9]
Orokin Drone	3%	25.29%	0.7587%	132	1	0.007587
Orokin	3%	25.29%	0.7587%	132	1	0.007587

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

- Added in [Update 10.0](#) (2013-09-13).
- This Mod reduces or eliminates firing noise. Enemies that are not killed quick enough will still be alerted.
- Shooting a silent Weapon within 6 meters of an enemy or at the terrain near an enemy will cause them to stop and look around, but will not change their actual alert state.
- Applying this Mod on a high damage Weapon (such as the  [Latron Prime](#)) will make it suitable for stealth combat, making it a decent alternative to a bow.
- At max rank, Hush will allow  [Ivara](#) to stay invisible while  [Prowl](#) is active.

Gallery



Old appearance

Patch History

[Update 30.7](#) (2021-09-08)

- Fixed an issue with Silencing Mods not reducing some sounds properly.

[Update 26.0](#) (2019-10-31)

- Now an Exilus Weapon mod.

[Update 10.2](#) (2013-09-27)



See Also

- [Stealth](#)
- [Suppress](#), the sidearm counterpart of this mod.
- [Silent Battery](#), the shotgun counterpart of this mod.

Primary Mods				Edit	[Collapse]
Non-Shotguns				Shotguns	All
Damage	Base	Heavy Caliber • Serration • Amalgam Serration			
	Physical	Crash Course • Fanged Fusillade • Piercing Caliber • Piercing Hit • Rupture • Sawtooth Clip			
	Elemental	Cryo Rounds (Primed) • Hellfire • High Voltage • Infected Clip • Malignant Force • Rime Rounds • Stormbringer • Thermite Rounds • Wildfire			
Critical Hits	Faction Bonus	Bane of Corpus (Primed) • Bane of Orokin (Primed) • Bane of Grineer (Primed) • Bane of Infested (Primed) • Bane of The Murmur			
	Chance	Argon Scope (Galvanized) • Critical Delay • Point Strike • Proton Jet			
Status	Multiplier	Bladed Rounds • Hammer Shot • Vital Sense			
	Chance	High Voltage • Thermite Rounds • Malignant Force • Proton Jet • Rifle Aptitude (Galvanized) • Rime Rounds			
Multishot	Duration	Continuous Misery • Hunter Track			
		Split Chamber (Galvanized) • Vigilante Armaments			
Fire Rate		Shred (Primed) • Speed Trigger • Vigilante Fervor • Vile Acceleration			
Magazine		Magazine Warp (Primed) • Wildfire			
Reload		Fast Hands (Primed) • Tactical Reload			
Exilus		Aerial Ace • Aero Periphery • Agile Aim • Ammo Drum • Cautious Shot • Eagle Eye • Mending Shot • Stabilizer • Tactical Reload • Terminal Velocity • Twitch • Vigilante Supplies • Vile Precision			



Assault rifle-only	Guided Ordnance • Gun Glide • Overview • Rifle Ammo Mutation (Primed) • Spring-Loaded Chamber • Tainted Mag • Tactical Reload
	Combustion Beam • Sinister Reach
Beam-only	
Bow-only	Arrow Mutation • Split Flights • Thunderbolt
Sniper-only	Aero Agility • Charged Chamber • Depleted Reload • Harkonar Scope • Primed Chamber • Sharpshooter • Sniper Ammo Mutation (Primed) • Target Acquired
Misc	Adhesive Blast • Firestorm (Primed) • Internal Bleeding • Hunter Munitions • Metal Auger • Shred (Primed) • Vigilante Offense

- 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)

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