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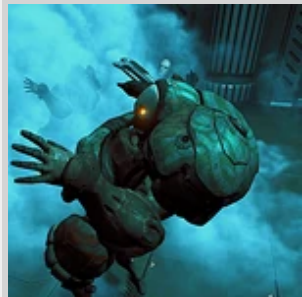


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Smoke Screen



EDIT



2

35

Smoke Screen

Drops a smoke bomb that stuns enemies and obscures their vision, rendering Ash invisible for a short time.

Introduced in [Vanilla](#) (2012-10-25)

Strength:

N/A

Duration:

2 / 4 / 6 / 8 s

Range:

10 m

Misc:

Stagger on hit

[Info](#) [Augment](#) [Tips & Tricks](#) [Maximization](#)

- Ash expends 35 energy to throw down a smoke bomb that briefly [Staggers](#) [enemies](#) within a radius of 10 meters, while Ash and his [Companion](#) turn transparent and rendering them [Invisible](#) to all enemies for 2 / 4 / 6 / 8 seconds.
- Ability Synergy:** Invisibility [halves](#) the energy cost of [Blade Storm](#) to 6 energy per enemy.
- Cannot be recast while active.



See Also

-  [Ash](#)

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15 comments



[A Fandom user](#) • 4/19/2024

This is one of the shortest ability info i have ever seen



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[A Fandom user](#) • 12/11/2021

This ability use to have a visual effect similar to the stalker screen effect when he invades a player

I wonder if it's still possible to activate this effect somehow



Write a reply



[A Fandom user](#) • 8/24/2021



Obviously firing a nonsuppressed gun will alert enemies that you're nearby, but when I do this, they start shooting AT me, as if I've lost invisibility while still invisible. And yes I have changed position from when I cast the ability, meaning they are not targeting my last known position, but my current. Is this a bug? or is it just the realism that the enemies are shooting at me based off of the sound cue of my gun.



[A Fandom user](#) • 11/12/2021

Late answer but they do shoot you based on noise



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[MoLdYGarLicC](#) • 8/21/2021

I would love for smoke screen to have some secondary usage besides the stagger. the duration is short compared to other frames' invisibility and is un-recastable. It would be nice for the Augment to be part of the base ability as all of ash's abilities are already rather augment-reliant, or have the smoke screen create some lingering fog that makes enemies more susceptible to melee damage (or damage in general) and/or cause them to calm down, quickly reducing their alert levels and therefore allowing ash to easily secure stealth kills and build up the affinity multiplier.



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[A Fandom user](#) • 6/15/2019

idk if this is a bug but some enemies with long firing animations like ropalolyst still can target ash after smokescreen is activated...



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[A Fandom user](#) • 12/5/2018



Base duration for this is way too trash. With maxed duration, 306%, you'll only get like 24-25 sec on it whereas for Lokis invisibility, with maxed 306% duration you get like 34-36 sec on it. Those 10 extra seconds can mean alot.

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[A Fandom user](#) • 10/19/2019

I run my ash with a duration of 12 sec and before that I ran with about 18 - you really don't need a shit ton of time invisi. Ash can kill most things in that timeframe already and if he cant you literally push the button one more time. But sure Loki's invis last longer so lets compare an entirely different frames skill sets to that.



[Arraka Arkana](#) • 5/18/2021

Yeah, it might not be necessary, but when you're competing with Stealth Grendel as a viable option, Ash falls short.



[A Fandom user](#) • 6/13/2022

Sorry but stealth Grendel?? Seriously what do you mean by that? :D



[Arraka Arkana](#) • 6/13/2022

Stealth Grendel is Gendel with Quiver infused over a non-Feast ability. If you shoot an enemy with Stealth Arrow then eat them, it makes him invisible until the enemy dies, is spit out, or the duration on the Stealth Arrow runs out.



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[A Fandom user](#) • 9/18/2016

how long can smokescreen last? My friend told me max is 16, is this true?



[6079Smith](#) • 9/18/2016

Based on the Maximization tab, Smokescreen can get up to about 23





Write a reply



[Lord Koga](#) • 11/2/2015

I would like to know if this is a true theory that i heard.
If anyone can prove this is true please add a link thank You.
I heard back in earlier Updates Ash and Loki both Shared 20 second stealth until smoke screen got Nerfed is this a Fact?



[Apoc FTW](#) • 11/8/2015

you heard wrong then



Write a reply



[Syvvak](#) • 5/30/2014

So, I have checked Ash's page, Blade Storm's page, the Stealth page, and this page to see if Smoke Screen increases the damage for Blade Storm, but I haven't seen anything saying either way. Blade Storm strikes count towards you melee combo, so it counts as a melee attack for that purpose, but they could have written it so it doesn't count for Sneak Attacks. I have tried to look at the damage difference, but I can't see my numbers most of the time (I could always just try it on a high level guy I know it won't one-shot normally, but...).
Any information would be nice. Thanks.



[A Fandom user](#) • 6/2/2014

stealth bonus does not apply to bladestorm under any circumstances



[Lord Koga](#) • 11/2/2015

I think its funny how You mentioned that Steath Multipliers are not added to Bladestorm yet I have screen shots in Missions that require Stealth kills for affinity achievements and 1 Bladestorm usually gets Me all 10 stealth kills.



make Bladestorm add to Stealth Multipliers as long as You cast Bladestorm undetected.

After all Ash is a Stealth Damage frame and Bladestorm falls under Finisher Slash Bleed the teleporting factor Makes Ash elusive and Stealthy.

Anyone in favor of Bladestorm being a Stealth Multiplier Kill? +1



[Lord Koga](#) • 11/2/2015

Here it is



As You can see here My Ash is in Trickery soo he isnt visible but the fact remains that My Bladestorm is active and is counting each kill as a Stealth Kill. I see why it shouldnt count as Stealth Multiplier right? Is this not enough Proof? This is done in a Raid by Yours Truly. Koga



[AshLikesBurek](#) • 11/8/2015

You can get stealth kills with ANY skill (and any weapon), but blade storm does not get 4x more damage if it is a stealth kill. Only melee benefits from that.

And Bladestorm is already by far the most damaging skill in the game as it is. Affected by combo counter, affected by steel charge, affected by melee weapon speed, ignores armor and shields, automatic bleed proc.



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[A Fandom user](#) • 12/13/2013

which mob drops this?



[FatShinobi1992](#) • 3/4/2014





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[A Fandom user](#) • 11/19/2013

my smokescreen costs 37 energie, without having mods increasing abilite cost (if im down to zero energie and then wait for the abilite to be available). anyone can tell me why? is this a connection issue,bug or related to my build? (im using energy siphon and all 3 duration mods) :(



[A Fandom user](#) • 11/28/2013

Are you using scorpion ash helmet? That helmet reduces power efficiency.



Write a reply



[A Fandom user](#) • 11/6/2013

Pro-tip: get close to heavy grineer units(napalm, comanders, and heavy mecha gunners), then immediately use smoke screen, this prevents them from attacking you and they get smoked and killed up close



Write a reply



[A Fandom user](#) • 10/27/2013

What drops this?



[A Fandom user](#) • 11/6/2013

i got mine when I got ash





Write a reply



[Warkupo](#) • 10/3/2013

Smoke Screen maxed has a duration of 8 seconds.

+Continuity = 10.4 seconds (+2.4s)

+Constitution = 10.24 seconds (+2.24s)

+Continuity +Constitution = 12.64 seconds (+4.64s)

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[A Fandom user](#) • 5/5/2014

You get more "invisibility time" per energy unit if you also use [Fleeting Expertise](#). With all 3 duration mods+2 energy efficiency mods you get much better "invisibility per energy" ratio.



[A Fandom user](#) • 5/12/2014

Casting time plays a part in split second situations when being ash under level 50 fire
so yeah longer duration does matter. and blade storm after lv 25 is redundant and obsolete, as well as shuriken. My ash only has smoke screen and teleport



[Arkedge](#) • 4/22/2015

Srsly..... No one mentioned Primed Continuity??



[Skafford](#) • 9/13/2015

Primed Continuity didnt exist back in 2013



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[A Fandom user](#) • 8/27/2013

First :)



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