


Patch 35.0

- [Mirage Prime - Electric Map Nuke Run and Gun \(Patch 35.0\)](#)
- [Mirage Prime - Electric Map Nuke Traps \(Patch 35.0\)](#)

Mirage Prime - Electric Map Nuke Run and Gun (Patch 35.0)

PATCH VERSION	35.0
MASTERY REQUIRED	0
FORMA REQUIRED	3
ENDO REQUIRED	246,350



ITEM RANK 30
0 / 74

OROKIN REACTOR

APPLY CONDITIONALS

ENERGY 641
HEALTH 300
SHIELD 410
SPRINT SPEED 1.2

DURATION 226.5%
EFFICIENCY 45%
RANGE 34%
STRENGTH 298%

ARMOR 185
DAMAGE REDUCTION 38.1%
EFFECTIVE HIT POINTS 1,032



Electric Map Nuke Run and Gun (Azn)

Introduction:

Playstyle:

Attributes & Abilities:

Suggested Aura Mod:

For best results use [Aura Forma](#), so that it can be changed, when needed.

- **Brief Respite** - Grants Shields equal to a % of Energy spent while Overshields are inactive.
- **Corrosive Projection** - Reduces enemy armor.
- **Empowered Blades** - Increases status chance and status damage of charged melee attacks.
- **Enemy Radar** - Pinpoints enemy locations on mini-map.
- **Energy Siphon** - Provides constant Energy regeneration.
- **Holster Amp** - Increases weapon damage on weapon swap.
- **Mecha Empowered** - Increases damage against marked enemies.
- **Shield Disruption** - Reduces enemy shields.
- **Sprint Boost** - Increases sprinting speed.
- **Swift Momentum** - Increases Melee Combo Duration.

Suggested Exilus Mod:

Must be unlocked with an [Exilus Adapter](#).

- ***NONE*** - if there is no such need, then there is no point in unlocking the slot.
 - **Cunning Drift** - Increases slide, reduces friction and increases Ability Range.
 - **Handspring** - Speeds up a Warframe's knock-down recovery rate.
 - **Power Drift** - Increases Ability Strength and grants a chance to resist knockdown.
 - **Rush** - Increases the speed at which a Warframe moves while sprinting.
 - **Speed Drift** - Increases sprint speed and casting speed.
 - **Sure Footed** - Increases a Warframe's chance to resist knockdown.
- Primed Sure Footed** is exclusive to the [Daily Tribute](#) system. It will become available at first at day 400. **TAKE IT!!!**
- **Vigilante Pursuit** - Displays all enemies within its radius with red markers on the mini-map.

Suggested Warframe Arcane Enhancements (Max Rank Description):

- **Arcane Aegis** - On Shield Damaged, 3% chance for +30% Shield Recharge for 12s.

- **Arcane Avenger** - On Damaged, 21% chance for +45% Critical Chance for 12s.
- **Arcane Barrier** - On Shield Damaged, 6% chance to instantly restore all Shields, 6s cooldown.
- **Arcane Blessing** - On Health Pickup, +24 Max Health. Stacks up to 50x.
- **Arcane Energize** - On Energy Pickup, 60% chance to replenish 150 Energy to self and allies within 15m. 15s cooldown.
- **Arcane Eruption** - On Energy Pickup, 100% chance to Knockdown nearby enemies.
- **Arcane Fury** - On Critical Hit, 60% chance for +180% Melee Damage to Melee Weapons for 18s.
- **Arcane Nullifier** - Passive, +102% chance to resist a Magnetic Damage effect.
- **Arcane Steadfast** - On Ability Cast, 20% chance that the next 3 Abilities will not cost Energy.
- **Arcane Strike** - On Hit, 15% chance for +60% Attack Speed to Melee Weapons for 18s.
- **Molt Augmented** - On Kill, +0.24% Ability Strength. Stacks up to 250x.
- **Molt Efficiency** - While Shields are Active, Gain 6% Ability Duration per second, up to a maximum of 36%.
- **Molt Vigor** - On Operator Ability, 45% Ability Strength on next Warframe Ability Cast.

Suggested Archon Shards (Tauforged):

- **Crimson Archon Shards** (RED):
 - +25% (+37.5%) Melee Critical Damage
 - +10% (+15%) Ability Strength
 - +10% (+15%) Ability Duration
- **Amber Archon Shards** (YELLOW):
 - +25% (+37.5%) Casting Speed <- always welcome
 - +15% (+22.5%) Parkour Velocity
- **Azure Archon Shards** (BLUE):
 - +50 (+75) Energy Max <- can help you maintain your Energy Pool

Suggested Focus School:

- **Madurai**:
 - Power Transfer** - 50% Casting Speed on switching to Warframe.
 - Sling Strength** - Switching to Warframe after a Chained Sling adds 40% Ability Strength for 20s.

- **Vazarin**:
Void Snare - Ability launches a projectile that spins up a vortex trap on impact, or tap 2 again to detonate in-flight. Trap lasts 8s.
Protective Sling - Allies touched by Void Sling are granted immunity from damage for 5s and healed 60% over 5s for 10 energy cost.
- **Naramon**:
Power Spike - Melee Combo Counter now decays while out of combat by 5 every few seconds, instead of depleting completely.
- **Unairu**:
Poise - Gain immunity to slow, stagger, and knockdown effects for 40s after transferring between Operator or Warframe.
Magnetic Flare - Use your first Ability to create a 8m radius field that lasts for 30s and disables the shields of any enemy that enters it.
Caustic Strike - Second Ability launches an energy bomb that explodes with a 8m radius, stripping 100% of enemy armor. Tap 2 again to detonate in-flight.
- **Zenurik**: <- recommended if you struggle with your Energy Pool
Energy Pulse - Energy pickups grant 50 % additional energy over 5s.
Wellspring - First Ability creates a well of energy for 8s. Allies passing through the well gain 5 Energy/s for 30s. Use your first Ability inside a Wellspring to increase its size, boost its duration by 20s, and grant 20% Ability Strength to those inside.
Temporal Drag - Second Ability emits a radial burst, slowing any enemy it touches by 80% for 10s.

Suggested Helminth Subsumable Abilities:

- **Infested Mobility** - Increase your parkour velocity.
- **Rebuild Shields** - Instantly restore your shields.
- **Expedite Suffering** - Hit enemies in a cone, affected enemies will have their Bleed and Toxin status removed, and their remaining damage dealt in a burst.
- **Sickening Pulse** - Emit a pulse that adds stacks to Status Effects already afflicting enemies, except Bleed, Heat, and Toxin effects which are duplicated with fresh timers.
- **Silence** - Damage Debuff, Disable Enemy Abilities, Stealth, with augment **Savage Silence**, Increasing Finisher Damage.
- **Spectrorage** - Crowd Control, with augment **Spectrosiphon**, Increasing Drop an Energy Orbs.
- **Nourish** - Crowd Control, Damage Buff, Energy Restore, with augment **Hearty Nourishment**, Clear Status Effects, Gain Status Immunity.

- **Ensnare** - Crowd Control.
- **Pull** - Crowd Control, with augment **Greedy Pull**, Pull Pickups.
- **Shooting Gallery** - Damage Buff, Crowd Control, with augment **Muzzle Flash**, Blinds Enemies.
- **Eclipse** - with augment **Total Eclipse**, Damage Buff, Damage Reduction.
- **Larva** - Crowd Control, with augment **Larva Burst**, Damage.
- **Resonator** - with augment **Conductor**, Damage, Crowd Control.
- **Dispensary** - Healing, Energy Restore, Ammunition Restore, with augment **Repair Dispensary**, Revives Robotic Companions.
- **Reave** - Healing, Shield Restore, Invulnerability, with augment **Blinding Reave**, Blinds Enemies.
- **Roar** - Damage Buff, with augment **Piercing Roar**, Crowd Control, Damage.
- **Gloom** - Crowd Control, Healing.
- **Warcry** - Attack Speed Buff, Crowd Control, with augment **Eternal War**, Extends Warcry's Duration.
- **Lycath's Hunt** - Healing, Energy Restore.
- **Breach Surge** - Damage, Crowd Control.
- **Defy** - Invulnerability, Armor Bonus, Status Cleanse.
- **Xata's Whisper** - Damage Buff, Bullet Attractor.
- **Airburst** - Crowd Control, with augment **Airburst Rounds**, Damage Buff.

Suggested Loadout:

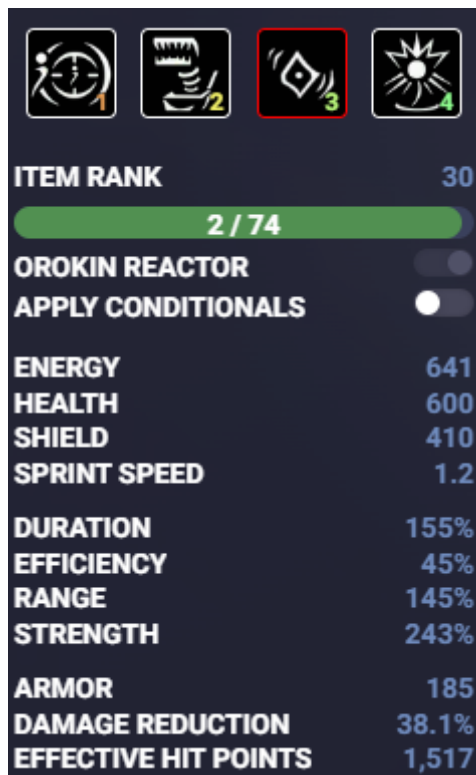
- **Weapons** - **Primary**, **Secondary**, **Melee**, **Parazon?** **Archgun?**
- **Amp** - chosen **Amp Parts** and **Arcanes**.
- **Operator** - chosen **Arcanes**.
- **Companion** - **Sentinel**, **MOA**, **Hound**, **Kubrow**, **Kavat**, **Predasite**, **Vulpaphyla**.

Summary:

<https://www.youtube.com/embed/bvDjfCnNSUQ?si=3EFTXpe24zQxALe9t=233>

Mirage Prime - Electric Map Nuke Traps (Patch 35.0)

PATCH VERSION	35.0
MASTERY REQUIRED	0
FORMA REQUIRED	3
ENDO REQUIRED	266,810



The image shows the mod menu for the Mirage Prime Nuke Traps. At the top, there are four icons representing different mod components, with the third icon (a diamond with a lightning bolt) highlighted in red. Below the icons, the menu displays the following information:

- ITEM RANK: 30
- Progress bar: 2 / 74
- OROKIN REACTOR:
- APPLY CONDITIONALS:
- ENERGY: 641
- HEALTH: 600
- SHIELD: 410
- SPRINT SPEED: 1.2
- DURATION: 155%
- EFFICIENCY: 45%
- RANGE: 145%
- STRENGTH: 243%
- ARMOR: 185
- DAMAGE REDUCTION: 38.1%
- EFFECTIVE HIT POINTS: 1,517



Electric Map Nuke Traps (Azn)

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Playstyle:

Attributes & Abilities:

Suggested Aura Mod:

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