

Mirage Prime

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Patch 35.0

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

1 2 3 4

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**.

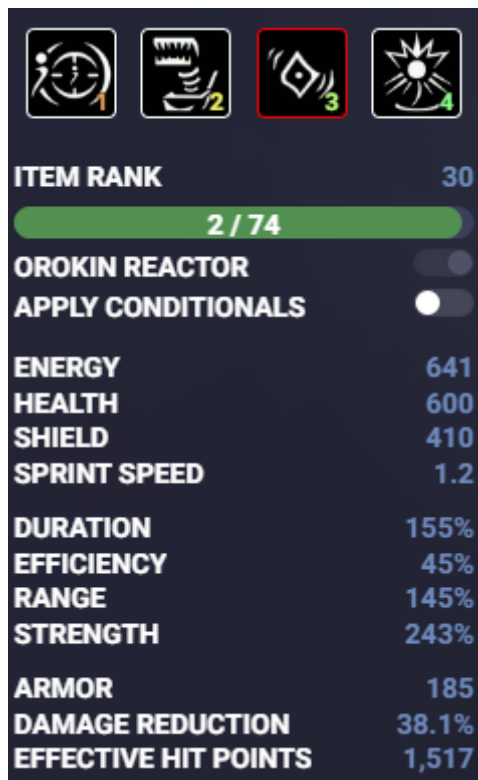
Summary:

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

Patch 35.0

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: 1. A clock icon, 2. A hand holding a saw icon, 3. A red-bordered diamond icon with a lightning bolt, and 4. A starburst icon. Below the icons, the menu lists various stats and settings:

- 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)

Introduction:

Playstyle:

Attributes & Abilities:

Suggested Aura Mod:

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Summary:

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Patch 35.5

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MIRAGE The DAMAGE Queen | Mirage Steel Path NUKE Builds | ECLIPSE BUFF & NERF! (Patch 35.5)

<https://www.youtube.com/watch?v=j-mHYSIShPQ&t=1s>