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Thermal Sunder



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Thermal Sunder

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50

Siphon kinetic energy from the area, charging the battery and inflicting Cold Status on nearby enemies. Hold reverses the process, draining the battery and inflicting Heat Status on nearby enemies.

Introduced in [Update 25.7](#) (2019-08-29)

Cold Heat

Strength:

75 - 375 / 100 - 500 / 125 - 625 / 150 - 750 (Cold damage)

Duration:

6 / 9 / 12 / 15 s (area duration)
2.5 - 5 / 3 - 6 / 3.5 - 7 / 4 - 8 s (status duration)

Range:

6 / 8 / 10 / 12 m (initial radius)
3 / 4 / 5 / 6 m (final radius)

Misc:

10% (battery charge)
1 (Cold status proc on cast)
9 (Cold status procs on Cold afflicted enemy)
10 (Cold status procs from Redline)
≤100% (Blast enemy



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WARFRAME Wiki



Redline)
4 (limit of areas per
element)

Subsumable to
Helminth

Info **Augment** **Maximization**

- Gauss expends  **50 energy** to manipulate the kinetic energy around him to create an area of extreme temperatures with an initial radius of  **6 / 8 / 10 / 12** meters, which gradually shrinks to a final radius of  **3 / 4 / 5 / 6** meters and lasts for  **6 / 9 / 12 / 15** seconds.
 - Tap** the ability key (default ) to absorb kinetic energy, *charging* battery power by **10%** to inflict a  **Cold** proc on all enemies within range, lasting for  **2.5 - 5 / 3 - 6 / 3.5 - 7 / 4 - 8** seconds based on battery. Enemies caught in the area creation receive  **75 - 375 / 100 - 500 / 125 - 625 / 150 - 750**  **Cold** damage based on battery with guaranteed **Status Effect**; enemies lingering inside the area also receive damage per second, which diminishes in amount with the size of the area. When cast on enemies already affected by  **Cold** proc, they receive **2** additional  **Cold** status procs to be instantly frozen solid for the full status duration.
 - Hold** down the ability key to expend kinetic energy, *draining* battery power by **10%** to inflict a  **Heat** proc on all enemies in range, lasting for a minimum duration of  **2.5 - 5 / 3 - 6 / 3.5 - 7 / 4 - 8** seconds based on battery. Enemies caught in the area creation receive  **150 - 750 / 200 - 1000 / 250 - 1250 / 300 - 1500**  **Heat** damage based on battery with guaranteed **Status Effect**; enemies lingering inside the area also receive damage per second, which diminishes in amount with the size of the area. When cast on enemies already affected by  **Heat** proc, Thermal Sunder deals its normal damage plus the damage of the current  **Heat** proc^[1].
 - Damage per second has a moderate chance to stagger light enemy units within the area.
 - Enemies already afflicted with a status effect of the same type will have it reapplied; its status duration uses the battery power level at the time of the new Thermal Sunder cast.



- Casting Thermal Sunder of the opposite damage type on enemies already afflicted



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Change type into  **Blast**.

It removed, receive the new



-  **Blast** damage is given by :

Heat Proc Damage · Remaining Proc Duration + Damage of Canceling Cast

- Remaining Proc Duration is based on the duration of the proc on the enemy being canceled, i.e. casting a  **Heat** Thermal Sunder on an enemy affected by a  **Cold** will use the remaining duration of the  **Cold** proc.
- For example: Casting a  **Heat** Thermal Sunder at **80%** battery followed by a  **Cold** Thermal Sunder at **70%** battery with **6** seconds left on the  **Heat** proc will deal: $[300 + 0.8 * (1500 - 300)] * 6 + [150 + 0.7 * (750 - 150)]$
= 8,130 damage.
 - At 100% battery with Redline, this formula can be simplified if the ability is recasted immediately: $(12000 * \text{Ability Duration} + 750) * \text{Ability Strength}$
- The order in which the elemental procs are combined changes the direction in which enemies within the ability area are knocked back by the  **Blast** proc. Casting  **Cold** first then  **Heat** will *knock enemies outwards*, while casting  **Heat** first then  **Cold** will *pull enemies in* towards the player.
- When casting both elements, the elemental proc cast second will override and replace the first element already present, e.g. if enemies were affected by the  **Cold** area first, casting  **Heat** proc on them will remove the  **Cold** proc and replace it with  **Heat**.
- **Ability Synergy:**
 -  **Mach Rush** through a Thermal Sunder area to add its  **Cold** or  **Heat** damage to Mach Rush's knockdown and shockwave explosion.
 - Thermal Sunder gains bonuses to its status effects when  **Redline** is active and *above* the redline battery charge (>**80%**):
 -  **Cold** mode applies **10**  **Cold** status procs to instantly freeze enemies solid.
 -  **Heat** mode's damage is **doubled**. This doubling is applied after the bonus damage from active heat procs on a target, allowing consecutive casts to do double the previous cast's damage.
 - The  **Blast** proc permanently reduces enemy's current amount of **armor** based off of battery power level, up to a maximum of **100%** with a full battery charge, *before* inflicting its damage.



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om **0%** armor reduction at **80%** at **100%** battery.



- Can be recast while active to create new Cold or Heat sunder areas. Gauss may create up to **4** distinct areas of either element, resulting in only **8** total distinct areas active at once. Casting Thermal Sunder in a new area after reaching the maximum of **Heat** or **Cold** areas will remove the oldest area of corresponding element.
- Subsuming Gauss to the **Helminth** will offer Thermal Sunder and its augments to be used by other Warframes.
 - The damage dealt by Subsumed Thermal Sunder is equivalent to 50% of Gauss's battery: **225 / 300 / 375 / 450** **Cold** damage and **450 / 600 / 750 / 900** **Heat** damage.
 - However, the damage scaling from **Heat** status is capped to **10x** of the ability's damage.

See Also

- [Gauss](#)

1. Does not apply when damaging [Overguard](#) or units that cannot be frozen solid by Thermal Sunder, such as Index Brokers

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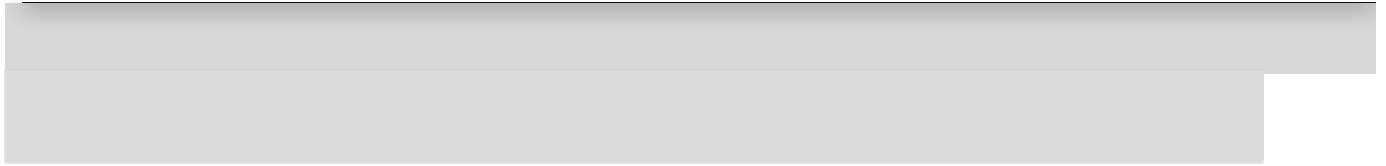
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