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Overguard

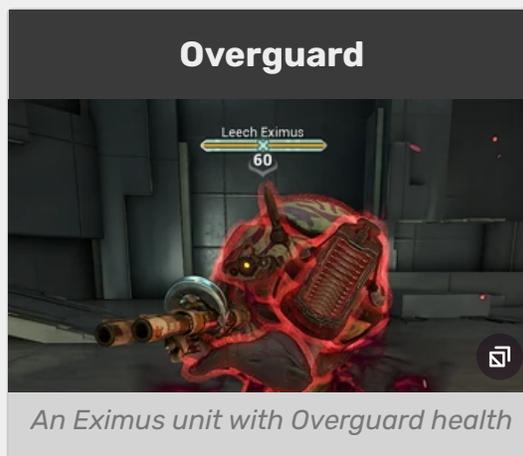
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EDIT

Overguard grants additional Health protection and Knockdown immunity as long as an amount remains.

—In-Game Description

Overguard is a special health buffer that grants immunity to most crowd control effects.



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Mechanics

Overguard is an additional layer of defense that protects [Health](#) and/or [Shields](#) from being damaged. It is neutral to all damage types except for a **50%** vulnerability from [Void](#) damage, though [Magnetic](#) status effects can amplify all damage dealt to Overguard. [Hounds](#) equipped with [Null Audit](#) can remove **50%** of an [Eximus](#)'s Overguard. [Secondary Fortifier](#) also deals increased damage to Overguard.

Overguard is **not** affected by [Damage Reduction](#) from armor, [Damage type resistance](#) effects such as [Adaptation](#), or Damage Reduction abilities such as [Splinter Storm](#). However, abilities or effects with [Damage Redirection](#), such as [Link](#), [Warding Halo](#), or [Shield of Shadows](#) will apply their effect to Overguard. [Rolling](#) will also apply its damage reduction to Overguard. Overguard does not block [debuffs](#) such as [Damage Vulnerability](#) or shield/armor removal.

Player

On players, Overguard will negate all [Status Effects](#), including [Stagger](#) and [Knockdown](#). It additionally has a **0.5** second invulnerability gate when fully depleted, preventing any excess damage from leaking into their shield or health pool. Even enemy crowd control effects that still affect players with [Primed Sure Footed](#) (such as fire waves by Arson Eximus) will be ignored with Overguard. However, grapple hooks from enemies such as a [Scorpion](#) will still interrupt the player for a moment and pull

 Impact	—
 Puncture	—
 Slash	—
 Cold	—
 Electricity	—
 Heat	—
 Toxin	—
 Blast	—
 Corrosive	—
 Gas	—
 Magnetic	—
 Radiation	—
 Viral	—
 True	—
 Void	+50%
 Tau	—



Only Warframes and [Companions](#) are able to receive Overguard. Abilities that grant Overguard do **not** apply to [Specters](#), [Defense Objects](#), or other allied NPCs.

If the user has no [Shields](#) active ( [Inaros](#) and  [Nidus](#) by default), [Energy](#) conversion from damage to [Health](#) effects ( [Rage](#),  [Hunter Adrenaline](#),  [Necramech Rage](#), and  [Kinetic Diversion](#)) will allow damage to Overguard granted from an ally to be converted to energy.

Enemy

On enemies, crowd control effects that units protected by Overguard will ignore include  [Stagger](#),  [Knockdown](#),  [Stun](#),  [Mind Control](#),  [Confusion](#) (including  [Radiation](#) procs),  [Slow](#),  [Ragdoll](#),  [Blind](#), and  [Lifted](#), and can only receive a maximum of 4  [Cold](#) procs. Once Overguard is removed, the unit will receive crowd control and status effects as per normal.

Overguard is independent of [enemy health and shield scaling](#). Overguard will scale by level but will be the same amount across all Eximus enemy types.

Because of their immunity to crowd control, Overguarded enemies are a threat that should be prioritized; crowd control will still affect their allies and they will still target confused and mind controlled units which helps level the playing field. In the case of [Ancient Healers](#) and [The Severed Warden](#), which provide Overguard to their own allies but not themselves while alive, the Ancient will still receive crowd control as normal and should be targeted instead. Shooting off a [Nox](#)'s helmet will immediately remove their Overguard.

Scaling

This section is [transcluded](#) from [Enemy Level Scaling § Overguard](#). To change it, please [edit the transcluded page](#).

Overguard is a unique health buffer to Eximus, though normal units can get overguard in unique situations (like after a Overguard Exodamper is destroyed during [Void Armageddon](#)).^[1]

$$f_1(x) = 1 + 0.0015(x - \text{Base Level})^4$$

When Current Level - Base Level < 45

$$f_2(x) = 1 + 260(x - \text{Base Level})^{0.9}$$

When Current Level - Base Level > 50



Stat scaling between 45-50 inclusive is interpolated from the two functions using [smoothstep](#).

$$T(x) = \frac{x - \text{Base Level} - 45}{5}$$

Finding out transition percentage from 45 to 50

$$S_2(x) = \begin{cases} 0, & x - \text{Base Level} < 45 \\ 3(T(x))^2 - 2(T(x))^3, & 45 \leq x - \text{Base Level} \leq 50 \\ 1, & x - \text{Base Level} > 50 \end{cases}$$

Smoothstep transitioning between functions

$$\text{Overguard Multiplier} = [f_1(\text{Current Level}) \times (1 - S_2(\text{Current Level}))] + [f_2(\text{Current Level}) \times S_2(\text{Current Level})]$$

Where the Overguard Multiplier is the value that multiplies an enemy's base overguard to its current overguard.

Current overguard scaling at Base Level = 1.

Enemies with Overguard

- All [Eximus](#) except [Archwing](#), [Warden](#), and [Prosecutor](#) Eximus units. Their base Overguard is 12.
- [Ancient Healer](#) - Grants nearby enemies Overguard equal to 9x of the Ancient Healer's health. Cannot provide Overguard to themselves.
- [Archon Amar](#) - In [Archon Hunts](#), gains an extremely small amount of Overguard



the ability.

- [Archon Boreal](#) - In Archon Hunts, gains an extremely small amount of Overguard when protected by his screech. Depleting the Overguard will cancel the ability.
- [Archon Nira](#) - In Archon Hunts, gains an extremely small amount of Overguard when protected by her frontal barrier and toxic field. Depleting the Overguard will cancel the ability.
- [Corpus Cestra Target](#)
- [Corpus Sniper Target](#)
- [Corpus Supra Target](#)
- [Corpus Trencher Target](#)
- [Dax Malleus](#) - Only in [The Undercroft/The Circuit](#).
- [Kuva Trokarian](#)
- [Nox](#) (except [Demolisher Nox](#)) - Breaking the Nox's glass helmet will immediately remove all of their Overguard.
- [The Severed Warden](#) - Grants and continually replenishes nearby enemies with Overguard. Cannot provide Overguard to themselves.
- [Thrax Centurion](#)
- [Thrax Legatus](#)
- [Deep Archimedeia](#) ("Bolstered Belligerents" Risk Variable) - All enemies have Overguard equal to 50% of their max health.
- [Void Armageddon](#) - All Grineer and Corpus units receive Overguard upon destroying an Overguard Exodamper for the remainder of the round.

Crowd Control That Bypasses Overguard

- [Cold](#) procs (up to 4 stacks)
- [Void](#) procs bullet effect
- [Loki's](#) [Switch Teleport](#) - will not make enemy disoriented upon teleport
- Effects that [Taunt](#) or have increased [Threat Level](#) (i.e. presence of Overguard will not affect [Enemy Behavior](#)):
 - [Loki's](#) [Decoy](#)
 - [Nyx's](#) [Chaos](#)
 - [Octavia's](#) [Mallet](#)
 - [Titania's](#) [Razorflies](#)
- [Volt's](#) [Discharge](#) will stop enemy movement, but will not affect their actions.
- [Dax](#) enemies ([Dax Arcus](#), [Dax Equitem](#), [Dax Gladius](#), [Dax Herald](#), and [Dax Malleus](#)) suffer a forced knockdown if their special attacks are interrupted by gunfire.



Abilities That Have Unique Interactions With Overguard

This is a short list of Warframe abilities that will slow enemies with Overguard until it is removed, after which the ability will affect them like normal:

- [Vauban's](#) [Bastille's](#) Vortex
- [Zephyr's](#) [Tornados](#)
- [Gyre's](#) [Coil Horizon](#) Vortex

Sources of Player Overguard

Abilities

[Dante](#) [Kullervo](#) [Rhino](#)

[Light Verse](#) [Final Verse](#)

<p>2</p> <p>25</p>	<p>Light Verse</p> <p>Dante's vitalizing composition grants him and his allies Overguard and increases their Max Health.</p> <p>Introduced in Update 35.5 (2024-03-27)</p>	<p>Strength:</p> <p>+ 200 / 250 / 300 / 350 Overguard gain</p> <p>7,500 / 10,000 / 12,500 / 15,000 Overguard cap</p> <p>+ 14 / 16 / 18 / 20 % HP healed based on max health</p>
	<p>Duration: N/A</p> <p>Range: 20 m ally buff radius</p> <p>Misc:</p> <p>1 s (Invulnerability duration on cast)</p> <p>+1 Final Verse Light page</p>	

Mods

[Icy Avalanche](#)

[Intrepid Stand](#)

[Rumbled](#)

[Healing Flame](#) ([Ember](#)
only)

[Pack Leader](#) (Companion
only)

[Primed Pack Leader](#)
(Companion only)

Miscellaneous

- [Secondary Fortifier](#)
- [Archgun Deployer](#)
- [Decree](#) - Killer's Confidence
- [Riding Intrinsic](#) Rank 6 - Steadfast Dismount

Notes



- Players with Overguard will be immune to [energy](#) draining effects such as the [Ancient Disruptor's](#) aura, [Disruption's](#) energy drain debuff, [Netracells'](#) Exhaustion Keyglyph, and [Deep Archimedeia](#) Concussive Drain and Energy Exhaustion Deviations.

Sources of Crowd Control

Note that non-CC effects (e.g. damage, [armor/shield](#) removal) of these abilities will still apply to enemies with active Overguard.

This section is [transcluded](#) from [Buff & Debuff/Debuffs/CC](#) . To change it, please [edit the transcluded page](#).

Crowd Control Debuffs

Name	Target	Description
Blinded	Enemy	<p>The target is temporarily stuck in a blinded state, staggering backwards and with smoke emitting from their eyes. Finishers can be performed on blinded enemies.</p> <ul style="list-style-type: none"> • Excalibur's Radial Blind • Gara's passive • Inaros's Desiccation • Mesa's Muzzle Flash • Mirage's Sleight of Hand and Prism • Oberon's Reckoning • Revenant's Blinding Reave • Wisp's Breach Surge • Out Of Sight • Exalted Blade's slide attack • Vaykor Sydon's passive • While holding Narmer Deacon's Narmer Veil during Archon Hunt
Blinded	Player	<p>The player is temporarily stuck in a blinded state, their HUD is flashed white.</p> <ul style="list-style-type: none"> • Denial Bursa's flash beams
Confusion	Enemy	<p>The target will become confused and indiscriminately attack its enemies and allies</p>



Name	Target	Description
		<ul style="list-style-type: none"> Nyx's Chaos Radiation proc
Converted	Enemy	<p>The target will change side, being friendly to the Tenno and start attacking their own faction. Note that this does not guarantee them being invulnerable to friendly fire by allied Tenno.</p> <ul style="list-style-type: none"> Nyx's Mind Control Revenant's Enthrall Xaku's The Lost (Accuse sub-ability)
Jammed	Enemy	<p>The target's guns are jammed, forcing them into an animation where they try to unjam their guns.</p> <ul style="list-style-type: none"> Mag's Counter Pulse Mesa's Shooting Gallery
Knockdown	Enemy	<p>The target is knocked off their feet and falls on their back. Ground Finishers can be performed on these enemies.</p> <ul style="list-style-type: none"> Atlas' Titanic Rumbler Banshee's Sonic Boom Excalibur's Slash Dash Gauss' Mach Rush Garuda's Dread Mirror Gyre's rolling Coil Horizon Hydroid's Tempest Barrage Khora's Venari (Protect posture) Limbo's Banish Mag's Magnetize Nezha's Divine Spears Nova's passive, Neutron Star, and Molecular Prime Oberon's Smite and Reckoning Revenant's passive Rhino's passive Zephyr's Tail Wind (Dive bomb) Heavy Impact



Name	Target	Description
		<ul style="list-style-type: none"> • Jumping + sliding into an enemy • Hard Landings • Cobra & Crane air attacks • Archgun Deployer <p>The player is knocked off their feet and falls on their back.</p>
		<p>Grineer</p> <ul style="list-style-type: none"> • Commander • (Elite Shield Lancer) Shield Lancer • Scorpion • Hellion • Bailiff • Bombard • Heavy Gunner • Napalm • Nox • Ghoul Devourer • Mordda Turret
		<p>Corpus</p> <ul style="list-style-type: none"> • Shockwave MOA • Anti MOA • Railgun MOA • Mine Osprey • Amalgam Satyr • Laser Barrier
Knockdown	Player	<p>Infested</p> <ul style="list-style-type: none"> • Leaper • Swarm Mutalist MOA • Tar Mutalist MOA • Ancient Disruptor • Ancient Healer • Toxic Ancient • Juggernaut (Behemoth) <p>Other</p> <ul style="list-style-type: none"> • Conculyst
Paralyzed, Disabled, Stuck	Enemy	<p>The target is stuck in a particular position.</p> <ul style="list-style-type: none"> • Atlas' Path of Statues, Petrify and Rumblers' initial cast • Frost's passive, Freeze's direct hit, Snow Globe if the target is inside the bubble when



Name	Target	Description
		<p>the ability is activated, Chilling Globe and Avalanche.</p> <ul style="list-style-type: none"> • Gara's Mass Vitrify's expansion phase. • Garuda's Blood Altar • Harrow's Condemn • Hildryn's Aegis Storm • Inaros' Scarab Swarm • Khora's Ensnare • Limbo's Stasis • Mag's Fracturing Crush • Nidus' Parasitic Link • Rhino's Rhino Stomp • Vauban's Bastille • Volt's Discharge • Wukong's Celestial Stomp • Xaku's The Lost (Gaze sub-ability) • Sahasa Kubrow's Ferocity • Sunika Kubrow's Savagery and Unleashed • Exodia Epidemic • Vitrica's glassing ability
		<p>The player is stuck in a particular position.</p>
Paralyzed, Disabled	Player	<ul style="list-style-type: none"> • Manic • Nauseous Crawler • Void Angel's impaling ground slam, also forcing the Operator/Drifter out of his or her Warframe
Ragdolled	Enemy	<p>The target is immediately sent to a ragdoll state.</p> <ul style="list-style-type: none"> • Atlas' Landslide (every third successive strike) and Tectonics • Banshee's Sonic Boom • Gauss' Mach Rush and Redline • Gyre's detonated Coil Horizon • Hydroid's Tidal Surge • Khora's Whipclaw • Mag's Pull



Name	Target	Description
		<ul style="list-style-type: none"> Rhino's Rhino Charge Valkyr's Rip Line Vauban's Minelayer (Tether coil) Yareli's Riptide Zephyr's Airburst Wyrms Crowd Dispersion Harpak's alt fire Paracyst's alt fire Sonicor Kestrel's charged attack Any melee ground slam attack Void Sling Vazarin's Void Snare
		<p>The target is in a standing sleeping state and will not perform any action.</p>
Sleep	Enemy	<ul style="list-style-type: none"> Baruuk's Lull Equinox's Rest & Rage (Rest) Ivara's Quiver (Sleep arrow) Aero Mod Set bonus Normal hits from Cobra & Crane if wielded by Baruuk Magus Lockdown
Slowed	Enemy	<p>The target's movement and actions are slowed.</p> <ul style="list-style-type: none"> Chroma's Spectral Scream, Elemental Ward, and Effigy (Cold) Equinox's Peaceful Provocation Frost's Freeze, Ice Wave, Ice Wave Impedance, and Snow Globe Nekros' Creeping Terrify Nova's Molecular Prime Sevagoth's Gloom Titania's Tribute (Entangle buff) Valkyr's Warcry Xaku's The Vast Untime Cold proc



Name	Target	Description
		<ul style="list-style-type: none"> Endoparasitic Vector Artax <p>In addition, the following slows count as <i>time disruption</i>, which is not prevented by Overguard:</p> <ul style="list-style-type: none"> Rhino's Rhino Stomp Zenurik's Temporal Drag <p>The player's movement and actions are slowed.</p>
Slowed	Player	<ul style="list-style-type: none"> All Ghoul enemies upon death (Toxic clouds that proc Cold) Any enemy wielding a Glaxion like some Corpus Targets Denial Bursa's energy orbs Scyto Raknoid Tar Mutalist MOA's thick tar Maggot Cold proc Equipping a Hobbled Dragon Key
Stagger	Enemy	<p>The target is momentarily staggered, interrupting their current action.</p> <ul style="list-style-type: none"> Ash's Smoke Screen Banshee's Sound Quake Chroma's Elemental Ward (Electric) and Effigy Equinox's Mend & Maim (Maim) Excalibur's Radial Javelin Garuda's Dread Mirror, Blood Altar, and Seeking Talons Gauss' Kinetic Plating while Redline is active Hildryn's Haven Loki's Decoy (when decoy shoots at enemies), Switch Teleport, and Radial Disarm Mesa's Staggering Shield



Name	Target	Description
		<ul style="list-style-type: none"> • Nyx's Pacifying Bolts and Chaos • Octavia's Resonator • Revenant's Mesmer Skin • Rhino's Piercing Roar • Saryn's Miasma • Trinity's Energy Vampire • Vauban's Tesla Nervos • Volt's Shock and Shocking Speed • Wisp's Reservoirs (Shock mote) • Xaku's The Lost (Accuse sub-ability) • Yareli's Aquablades • Acidic Spittle • Live Wire • Pounce • Opticor (Opticor Vandal) • Electricity proc • Impact proc
Stagger	Player	<p>The player is momentarily staggered, interrupting their current action.</p> <ul style="list-style-type: none"> • Commander • Roller • Melee parries by Bailiff and Guardzman • Volatile Runner • Kyta Raknoid • Upon breaking Reinforced Glass on Corpus Ship tilesets
Stun	Enemy	<p>The target is momentarily stunned, interrupting their current action. Players can perform front/back Finishers on stunned enemies.</p> <ul style="list-style-type: none"> • Ash's Teleport • Banshee's Silence • Valkyr's Paralysis • Wukong's Cloud Walker • Paralytic Spores • Retribution



Name	Target	Description
		<ul style="list-style-type: none"> Sigma & Octantis's air attack Tatsu's seeking projectiles (passive) Zakti's dart's explosion Charged attacks with any Sparring melee Naramon's Sling Stun Justice effect from Steel Meridian weapons/mods
Suspended, Incapacitated	Enemy	<p>The target stays in an extended ragdoll state midair (or underwater) and it is unable to move.</p> <ul style="list-style-type: none"> Hydroid's Undertow and Tentacle Swarm Inaros' Sandstorm Khora's Strangledome Mag's Crush Nidus' Larva Titania's Spellbind and Lantern Trinity's Well of Life Vauban's Bastille Zephyr's Tornado Desert Wind's slide attack Orvius's charged attack
Taunt/Attracted	Enemy	<p>The enemy will have its attention diverted towards the target with the higher Threat Level.</p> <ul style="list-style-type: none"> Atlas' Titanic Rumbler Gara's Spectrorage Khora's Strangledome Loki's Decoy Mirage's Hall of Mirrors Nekros' Shadows of the Dead Nidus' Ravenous Nyx's Chaos and Absorb Octavia's Mallet Saryn's Molt Titania's Razorwing Wukong's Defy Guardian Derision



Name	Target	Description
		<p>The target will halt its current action and mindlessly move towards a point.</p> <ul style="list-style-type: none"> Ivara's Quiver (Noise arrow when enemies are unalerted) Titania's Lantern Djinn's Fatal Attraction
		<p>The target is terrified and tries to run away from the caster.</p>
Terrified	Enemy	<ul style="list-style-type: none"> Nekros' Terrify Raksa Kubrow's Howl

Bugs

- Blocking with melee weapons will not build the combo counter or prevent damage while Overguard is active.
- Auto block and manual block with melee equipped disabled during Overguard.

Patch History

Hotfix 36.0.5 (2024-07-20)

- Fixed Overguard preventing players from parrying.

Update 36.0 (2024-06-18)

Magnetic

Magnetic has received a few buffs to increase its effectiveness against Shields and to hammer home the power fantasy of overloading enemy Shields.

Game System Mechanics

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Equipment	Other	Gravity • Threat Level
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	Warframe	Attributes (Armor, Energy, Health, Shield, Sprint Speed) • Abilities (Augment, Casting Speed, Helminth System, Passives, Duration, Efficiency, Range, Strength)



	Weapons	Accuracy • Alternate Fire • Ammo • Area of Effect • Attack Speed • Bounce • Critical Hit • Damage Falloff • Exalted Weapon • Fire Rate • Hitscan • Holster • Incarnon • Melee • Multishot • Noise • Projectile • Projectile Speed • Punch Through • Recoil • Reload • Ricochet • Trigger Type • Zoom
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	Drifter and Duviri	Decrees • Drifter Combat • Drifter Intrinsic • Kaithe
	Other	Archwing • Companion • K-Drive • Necramech • Parazon • Railjack
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	Mathematical	Calculating Bonuses (Additive Stacking, Multiplicative Stacking) • Condition Overload (Mechanic) • Enemy Level Scaling • Maximization • User Research

1. chrookee (2022, May 2). *[Confirmation needed]I did a little math on the Overguard, here is the result* (https://www.reddit.com/r/Warframe/comments/ugja1p/confirmation_neededi_did_a_little_math_on_the/). Reddit. Accessed 2022-05-03. Archived (https://web.archive.org/web/20220503171029/https://www.reddit.com/r/Warframe/comments/ugja1p/confirmation_neededi_did_a_little_math_on_the/) from the original on 2022-05-03.



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