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Pillage



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150

Pillage

Pillage a percentage of Shields and Armor of nearby enemies to replenish Hildryn's own Shields and Overshields.

Introduced in [Update 24.4](#) (2019-03-08)

Strength:

10% / 15% / 20% / 25%
(shield/armor drain per enemy)

Duration:

2 s (expansion duration)

Range:

5 m / 6 m / 7 m / 8 m (pulse initial radius)

Misc:

? / ? / 6 / 20 m/s (expansion distance per sec)
100% (status cleanse on cast)

Subsumable to Helminth

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

- Hildryn expends 150 shields or overshields to emit a radial pulse with an initial radius of 5 / 6 / 7 / 8 meters, which follows her as an aura and rapidly expands outward by ? / ? / 6 / 20 meters per second over a duration of 2 seconds. Hildryn and allies touched by the expanding pulse are instantly cleansed of all



of her aura are marked for pillage, reducing their current [Shields](#) or total [Armor](#) by  **10% / 15% / 20% / 25%**. When Pillage expires or when the ability key (default ) is pressed again while the ability is active, the pulse instantly retracts to Hildryn to restore her missing shields and produce Overshields based on the amount of shields and/or armor stolen from all pillaged enemies.

-  [Roar](#),  [Magnetic](#) procs, and enemy weakspots on the "chest" area will increase the shield strip, but not shield return or armor strip.
- Enemy armor and shields are fully removed at **400%**  [Ability Strength](#). With one  [Corrosive Projection](#), armor will be fully stripped at **328%** Ability Strength.
 - Shield strip removes a percentage of the *current* maximum value, as such it has diminishing returns on subsequent casts against the same enemies. Armor strip, however, is a percentage of an enemy's total, requiring four casts at base strength to fully strip.
 - Enemy shields can still regenerate with natural shield regeneration (such as [Armis Ulta](#), [Kuva Liches](#), or [Sisters of Parvos](#)) or while affected by regeneration buffs (such as [Shield Ospreys](#)).
- Shield restore affects [Kubrows](#), [Kavats](#), and [MOAs](#), but has no effect on [Sentinels](#).
- Does **not** steal from enemies without shields or armor stats.
- Enemies that possess both shields and armor will need to have their shields broken before armor can be pillaged.
- Pillaged enemies leaving Pillage's pulse and/or Hildryn's line of sight will still return shields to her.
- Casting Pillage is a full body animation that stops Hildryn's grounded movement and other actions.
- Pillage cannot be cast while  [Aegis Storm](#) is active.
- Hildryn's shoulder-mounted shield pads briefly become visible when Pillage is cast.
- Enemies affected by Pillage glow in an upward stream of energy particles. Pillaged shields return to Hildryn as energy missiles once the ability expires or is recast while active.
- Pulse, energy stream, and energy missiles are affected by Hildryn's chosen Warframe energy color.
- Subsuming Hildryn to the [Helminth](#) will offer Pillage and its augments to be used by other Warframes.



- Other Warframes cannot make use of the  [Blazing Pillage](#) augment, due to their inability to cast  [Haven](#).



See Also

-  [Hildryn](#)

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[A Fandom user](#) • 3/16/2024

Is it worth replacing Harrow's 1 with this?



[Sendaa](#) • 3/19/2024

Probably not, if you are playing harrow you want head shots. and the arcane for operators can be a little inconsistent about where their heads will go. Harrow's 1 literally forces their head to be clear for easy pings. Plus trying to get 328% or 400% power strength is very very high investment for the armor strip. Especially since you gotta recast it pretty often.



[A Fandom user](#) • 3/29/2024

I see, I was just thinking of it as a better form of shield restore since I dont





Sendaa • 3/29/2024

Harrow's condemn forces enemies to keep their heads up also that is his shield restore naturally so if you are still having issues then should really rethink about playing harrow as a main.



A Fandom user • 4/23/2024

It's very worth it
Aiming at heads isn't hard, and casting twice with Pillage isn't that bad



Write a reply



FONDOS • 2/26/2024

full body animation.
Cast this before shield gate.
Watch yourself die as you can do nothing.

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A Fandom user • 4/25/2024

I'm assuming you're either using this on the lowest level missions possible, or you're running almost no shield. I have one redirection and nothing but ability power + blazing pillage, and I literally just got off of a SP defense where I was facetanking anything I wanted to, to include outhealing Acolyte damage twice. You're clearly doing something wrong here, it's not the ability.



FONDOS • 4/25/2024

Keep assuming then
Got me at acolyte part ngl

(Edited by FONDOS)



A Fandom user • 4/26/2024





A Fandom user • 5/9/2024

How are you killing yourself with one of the best abilities on one of the tankiest frames in the game? unbelievable skill issue. you should just run revenant if you can't handle pillage.



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A Fandom user • 2/14/2024

I find it funny that Hildryn cant cast Pillage when she uses her 4 lol. Like why not?



Write a reply



A Fandom user • 11/8/2023

Wisps strength addicts entered the chat.



A Fandom user • 1d

Wisp strength addict here, yes, we will gladly take Pillage :)



Write a reply



A Fandom user • 9/26/2023

How much power strength + Roar do you need to get 100% armor strip?



A Fandom user • 9/26/2023

Roar makes absolutely no difference, since it doesn't increase Power



a full strip, or if you're running Corrosive Projection then only 328% Power Strength for a full armor strip.



[Thrashlock](#) • 1/28/2024

Roar *only* increases shield strip, since it's technically %damage to shields. Same way it increases Reave %damage to health.



Write a reply



[A Fandom user](#) • 8/1/2023

Of note: Even if they are given armor via Sortie conditions, Pillage still will have zero effect on non-Deimos Infested enemies. No overshields, no stripping, nothing.



[A Fandom user](#) • 10/14/2023

That's why they made its augment.



Write a reply



[A Fandom user](#) • 6/11/2023

I ran some tests with a max pillage, 100% range, 100% duration. Armor strip was kicking in when 43 meters away. Due to the decimal place for distances not being shown, I would say that the expansion distance per second is actually somewhere between 17 and 18 meters per second.

If it was actually at 20 meters per second, the effective radius would be at 48 meters ($8m + 20m / \text{second} * 2 \text{ seconds}$) for a max rank pillage with 100% range and 100% duration.



Write a reply





GG320 • 6/1/2023

Did some quick tests for the rank 0/1 expansion distance/s. With 155% duration and 145% range, Pillage reached a max radius of approx. 15.8/22.7m (according to Synthesis Scanner). If my numbers are right, that should be about 2.75/4.5 m/s.



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A Fandom user • 4/20/2023

I was hoping to dip in and out with the aura to apply it twice, but from my testing an enemy can only be affected once per cast.



A Fandom user • 4/20/2023

Haven't tried with Titania though



A Fandom user • 4/27/2023

Titania is really good though to get skyyeye view so you can tag all the enemies since you'll have a super easy time getting line of sight on everything and everyone.



Write a reply



A Fandom user • 1/28/2023

•
Modding for [Corrosive Projection](#) or [Shield Disruption](#) is ill-advised as this ability relies on enemies having shields or armor.
Whoever wrote this should be banned from making edits forever



A Fandom user • 2/5/2023



Since veilbreaker the way corrosive projection work is that it is a flat 18% less armour on enemies *additive* to whatever your armour strip does.

The sheer ammount of armour high level enemies have is enough to still give you max overshields once and it really reduces the ammount of power strength required to fully strip from 400% to 328. You can lower this even further to 268 if you use Corrosive Projection+Molt augmented.

That already puts this armour strip in way easier reach for frames that already build for strength, have great energy economy or just dont care about efficiency.

I wouldnt suggest modding shield disruption in because it just makes no sense since toxin goes straight through shields.

But combining Corrosive Projection and molt augmented with 268 power strength gives you a huge AOE armour strip plus overshields. worth building for if you can afford the casting of it constantly. which a lot of frames can.



[Skoomaseller](#) • 3/3/2023

Using Shield Disruption is pointless anyway. Pillage removes a % of *current* shields, so you'll need to mod for 400% Strength in order to completely wipe shields (to remove 100% of current shields).



[IceBen](#) • 3/9/2023

Oof, didn't know it is current shields, that is why it "randomly" didn't work against Acolyte armor, it left a bit of shields behind xD



Write a reply



[A Fandom user](#) • 1/4/2023

"Hildryn and allies touched by the expanding pulse are instantly cleansed of all negative [Status Effects](#)." this does NOT remove magnetic procs. nothing seems to remove that shit anymore.



[A Fandom user](#) • 1/9/2023



It does remove magnetic procs
You'll still get the distortion though



PlasmaZone • 1/23/2023

Try unairu brother



Leviathis • 6/6/2023

Its finicky but it can remove the screen effects too, its more of a limitation of either the game's engine or an error in it's programming.

But keep in mind if you get a status RIGHT after you cast there is no grace period and you will get the proc, until/unless you recast to clear it, or it goes away on its own.



Write a reply



Bowbie • 10/17/2022

Is this ability bugged? I tested in simulacrum
With 400% strength, it should drain 100% shields, but on many "tough" enemies, it just does not.

My example is narmer raknoid. With 400% str, it never drain all shields even after 15 casts, and never cancel armor.

Where **Tharros Strike** with enough strength to get 100% drain, works as expected.
Drain in one cast all shields and all armor

(Edited by Bowbie)

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Skoomaseller • 3/3/2023

Could just be Simulacrum bug. Test it in Star Chart.

Might sound silly, but did you by any chance have Power Donation equipped?



(Edited by Skoomaseller)



[A Fandom user](#) • 4/20/2023

Not a Simulacrum bug. 400% vs Acolyte, doesn't do much to the shield.



[A Fandom user](#) • 4/20/2023

Since the shield reduction occurs via damage, maybe it's getting affected by damage resistance?



[Twoheadedgiant](#) • 8/17/2023

It doesnt strip armor until all enemy shields are gone apparently



Write a reply



[A Fandom user](#) • 9/19/2022

Roar increases shield strip? So with 200% power strength, could you get 100% shield strip with a single Pillage cast?



[A Fandom user](#) • 10/13/2022

Roar only increases damage, not ability strength.



[A Fandom user](#) • 3/28/2023

Roar does increase the shield strip of Pillage as its coded as dmg, and roar increase dmg from all source



Write a reply



[A Fandom user](#) • 9/5/2022





Write a reply



[A Fandom user](#) • 9/5/2022

Indirect Hildy buff incoming, this thing is about to be super nutty assuming it gets buffed to 50% like the other armor strip abilities probably will.



[A Fandom user](#) • 5/16/2023

Heh.



Write a reply



[A Fandom user](#) • 9/4/2022

Really want this for harrow but the grind...



Write a reply



[A Fandom user](#) • 8/10/2022

So to get Pillage on warframe I want, I need to consume Hildryn to Helminth? Does that work that way?



[A Fandom user](#) • 8/13/2022

Yes



Write a reply





Krufix • 3/23/2022

I am 99% sure that no part of Pillage requires line of sight to work. I've cast this on enemies behind total cover and even through locked doors during lockdowns and it's still damaged their shields and returned it to me.



ArbitraryMary • 3/23/2022

(most) Doors don't block LoS abilities.



A Fandom user • 7/6/2023

It most certainly does, you can check yourself using corpus to tell easily from damage numbers, and going behind a wall then some time after they are in pillages range walk out and you'll only then see the damage



Write a reply



A Fandom user • 2/2/2022

straight up one of the best helminth abilities



A Fandom user • 2/3/2022

Against steelpath Grinneer or Corpus most definitely.
It works against (certain) Acolytes as well but in a weird way it seems.

Getting to 400 AS is a bit of a pain but worth it.



A Fandom user • 3/2/2022

Just had a week with an invigorated Wisp with a +200% AS & energy boost.
I wish I could make that boost permanent, fun week ;-)



A Fandom user • 8/7/2022

Boomers needing invigoration on already s tier frames





Write a reply



A Fandom user • 1/5/2022

"Other Warframes cannot make use of the [Blazing Pillage](#) augment, due to their inability to cast [Haven](#)."

This is either untrue or is bugged because my Harrow has Pillage as his 1 with the augment on and it is still catching enemies on fire.



Cephalon Scientia • 1/5/2022

Do you have video evidence? I'm curious if they actually programmed a unique function for the subsumable version of the ability. Also, are you also getting the shield restore from the augment too?



A Fandom user • 1/8/2022

@Cepahlon Scientia I can't reproduce this. Equipping blazing pillage does not give me more shield or set enemies ablaze while testing with harrow prime and gauss



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