

ADVERTISEMENT

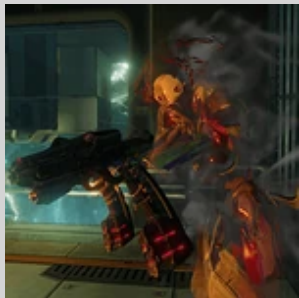
in: [Warframe Abilities](#), [Mirage](#), [Mechanics](#), and [2 more](#)

SIGN IN


REGISTER



Eclipse

97 EDIT





Eclipse
(TAP) Temporarily reduce the damage Mirage takes from enemies.


 (HOLD) Temporarily increase Mirage's weapon damage.

Introduced in [Update 14.0](#)
(2014-07-18)

 **Strength:**
25 / 40 / 60 / 75 % (damage reduction)
115 / 125 / 150 / 200 % (damage bonus)


 **Duration:**
10 / 15 / 20 / 25 s



 **Range:** N/A

Misc:
90 % (damage reduction cap)

Subsumable to Helminth

Info Augment Maximization

 Strength:

 We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey 



25.00s Duration

25.00 Energy



See Also

-  [Mirage](#)

Categories



Languages



Community content is available under [CC-BY-SA](#) unless otherwise noted.

More Fandoms

[Sci-fi](#) | [Warframe](#)



Add a comment about Eclipse

97 comments



[A Fandom user](#) • 8/28/2024

This skill is a joke now for helminth (from 150% damage boost to 30%) .On top of the math with ability strength, basically 95% damage nerf. Wtf r u doin DE



Write a reply



[A Fandom user](#) • 7/8/2024



We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey



e best skill on helminth by



One of the bigger nerfs in the complete history of the game.



A Fandom user • 9/4/2024

Nah it only was good for certain situations since the dmg buff only was active in well lit areas, so it was very inconsistend. And was specifically the best for doing Tridolons since the bmg buff weirdly worked at night in Eidolon, and since with a high strength build that gave around +800% dmg boost, you were able to cheese Tridolons even with a mk1 braton.

But everything has changed with the addition of dmg attenuation anyway so lets be honest: if you come to mission these days with good minmaxed build, you'll kill mobs in 0,1 nanoseconds anyway already. And if you face a boss who has dmg reduction anyway, that dmg reduction will fuck you up anyway.



Write a reply



MartyMarty01 • 5/25/2024

Blind rage + transistent fortitude + umbral intensify + amar's hatred + augur secrets + power drift + 5 red crimson archon shards + molt augmented + molt vigor + sling strength (madurai) and here you have a tiny bit of 567% strength, which translates to 1134% damage boost on mirage and we're not gonna include 2 (non-melee) doppelgangers doing 113.40% of your damage (definitely use eclipse augment for that), why people wants to use her helminth instead of her? Mirage mains eating good this year

[VIEW MORE REPLIES](#)



A Fandom user • 6/2/2024

Shield gating is stressful man, 1 unnoticed sec can cause your death and ruin the whole run. why dont just take revenant or ash then go bruh bruh with



We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey





A Fandom user • 8/17/2024

Are you jumping towards the chainsaw horizontally, or jumping down onto the chainsaw vertically? Diving down headfirst into a chainsaw sounds pretty thrilling if I do say so.



A Fandom user • 8/20/2024

Something like Precision Intensify for example enables you to have a full strip Pillage on Mirage without being too strict on the stats.. or capped Gloom for example. You do NOT need to have shield gating to have decent defenses on her, unless you are doing endurance runs. Then you would need extra layers on top of those. Blind Rage, Tansient and Precision on tandem with Corrosive Projection can already can your Pillage, which suits Mirage really well. You could build those even for endurance runs without needing Brief Respite for it. You do not need shield gating to play Mirage comfortably.



Write a reply



A Fandom user • 5/25/2024

I think they try to make every thing distinct **Roar** for acts like faction dmg + buff team mates and **Eclipse** for dmg reduction and little bit of dmg, it is ze "balance" of all time but Errr idk i think they really went far with this one rip next **Xata's Whisper** oh well going for **Roar** i guess



Write a reply



A Fandom user • 5/24/2024

I think Eclipse might give some sort of crit chance increase. At 358% strength (298% base + 60% Molt Augmented if I did maths correctly) with an active void



We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey



s in Conjunction Survival, I
105% crit chance was
e a Vigilante mod on my
after my Eclipse buff expired
e noticed this behavior?





Write a reply



A Fandom user • 5/22/2024

It's ok, an alternate stronger version of those default boosts that retains your chosen status spread/damage...but helminth wasn't updated it's still 30%.....



Write a reply



FONDOS • 4/24/2024

Just like anything else. Does NOT affect overguard. Overguard is JUST 0.5s shieldgate thats not protecting from statuses during gate time and NOTHING else



Write a reply



A Fandom user • 4/24/2024

You guys are literally crying over an additive damage increase with some of the jankiest and most annoying mechanic no man ever faced, c'mon. Look behind the numbers and words, use your brain... Eclipse used to be an additive damage type increase which only increased base damage of the weapon, which didn't contributed to damage result a lot even with 500%+ more damage increase - it's now multiplicative damage increase, meaning it multiplies the damage result just like faction damage mods, i ran a 330 strenght hellminth build with near 100% damage increase and it was pretty much doubling my damage output. Even if your old 500% additive damage increase was better than my 100% multiplicative damage increase for whatever reason, what about the horrid consistency where you'd have to stay on bright places which also was incredibly inconsistent? now you'll just hold the button and here's your straightforward buff with no bullshit requirements, please do your research (or don't since i provided) before starting to



We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey



Eclipse has always been a multiplicative increase though.



[A Fandom user](#) • 5/16/2024

Ngl with respect the OP is a troll 50%, show's how talking pretty only gets you so far XD



[A Fandom user](#) • 5/18/2024

Eclipse has always been multiplicative dummy, this is just a pure nerf



[MartyMarty01](#) • 5/25/2024

Bro's onto nothing 🧠🧠🧠🧠🧠



Write a reply



[Benedictus1887](#) • 4/23/2024

DE try not to nerf something straight down to the core of the earth CHALLENGE
[IMPOSSIBLE DIFFICULTY]
[STEEL PATH II]



Write a reply



[A Fandom user](#) • 4/20/2024

If it was DE's goal to make people completely stop using it with Helminth, then it worked.

RIP eclipse. There's so many ways in the game now to create damage reduction with armor arcanes that eclipse does not matter for DR. The damage increase



We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey



stack as i said multiplicatively with any armour dr



[A Fandom user](#) • 5/4/2024

L11, Sorta yes but mostly no. DR has diminishing returns as the armor values go up. So IF you are already using armor arcanes then that armor from the arcane is all you need for high DR. You can add more DR on that value but it won't actually matter more than a few percent of DR. Helminth Eclipse is not worth it if you are already using an armor generating arcane.



[A Fandom user](#) • 5/6/2024

Are you dumb? Eclipse damage reduction stacks multiplicatively. This far and beyond increases survivability. You'll last a while in SP when it stacks multiplicatively with armour AND adaptation.



[A Fandom user](#) • 5/6/2024

Eclipse stacks multiplicative with armor. So for a simple calculation if you got 500 health and 300 armor for a 50% damage reduction and eclipse with 75% damage reduction you have effective EHP of 4000. With just armor it would be EHP of 1000.



Write a reply



[A Fandom user](#) • 4/19/2024

Why did you kill eclipse? now you lose players.



[A Fandom user](#) • 8/19/2024

"Are you dumb? Eclipse damage reduction stacks multiplicatively." **As I said really clearly, if you already have a high armor with an arcane, the additional DR from Eclipse is pointless.** oy.



We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey





A Fandom user • 4/2/2024

Nice joke. 30% is an obvious blanket nerf aimed to prevent edge case afk-farming and max strength synergies or whatever DE considers the biggest problem, but are too scared to fix.

So instead, they punish the whole community, simply hoping people are dumb enough to believe there's no agenda behind the 30% other than balance.



Kheiran • 4/3/2024

Yes, you caught on to their nefarious "agenda", it's very good we have a genius on the case.

Touch grass.



Benedictus1887 • 4/23/2024

they do have some problematic balancing ideals, no grass is required to realize that.



A Fandom user • 4/28/2024

Ya. there problematic balancing ideas is

"let the over powered stuff stay overpowered for years so when we nerf it the playerbase DDos' the server again" (looking at the memeing strike. which could have been nutered by making that 90% a flat AFTER mods not on base)
Or the alternative

"that super inconsistent thing that could be good if we touched it a littlebit or bug fixed it...lets ignore it because 90% of the playerbase isnt using it anyways" (**flails wildly at bugged weapons like miter and panthera or jank stuff that only kinda works half the time**)



A Fandom user • 5/4/2024

From the dev chats they told us why they nerfed eclipse. Nearly everyone was using it on Helminth versus any other ability. And also the damage increase



We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey



nd. FWIW I dont use it almost pointless.





A Fandom user • 3/31/2024

Idk if I'm the only one seeing this but i think the eclipse helminth is bugged , cause how will it say i have 380% damage increase and 90% DR in my orbiter's arsenal UI (i understand if its meant to be capped to 75% but my UI shows it as 90% DR) , but when i go in-game or even in the simulacrum what it shows is extremely low values. In this case the solar eclipse (damage increase buff) shows like around 87% or 85% (i cant really remember the exact value right now) and the same thing for lunar eclipse as well which also shows way lower values than with is shown when in the orbiter's arsenal UI. idk but if someone understands something I'm getting wrong here , let me know , or if its a bug let DE know



A Fandom user • 3/31/2024

They nerfed helminth damage bonus, probably didn't update helminth UI



A Fandom user • 4/1/2024

May I ask is it still okay to use the 'a nerf' eclipse's damage increases or should I just stick with 'an okay' Nourish?



A Fandom user • 4/8/2024

Nourish is still incredible. it's a completely overloaded ability and that didn't change. if you want best damage from helminth go roar though



Write a reply



A Fandom user • 3/29/2024

It's the opposite, by default you have to TAP to have the Lunar buff, and HOLD to get the Solar buff.



We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey



Honestly, I care about the damage reduction for mirage. With the new change, mirage is no longer constantly dying on me.



Write a reply



A Fandom user • 3/28/2024

Love new eclipse on mirage. Don't ever see myself subsuming it over roar though...

Quick pro con list

Roar buffs allies, Eclipse needs augment + need to remain close

Roar Buffs more abilities

Eclipse might work better with bane mods (It does with raw dmg but unsure with status effect dmg)

Eclipse has an option to gain dmg resist (this is the main reason I see to infuse eclipse, but I would probably use quiver instead)



Write a reply



A Fandom user • 3/28/2024

F Eclipse, not even as Mirage with 700% Solar Eclipse feels good. They changed something and ruined it.



Write a reply



A Fandom user • 3/3/2024

Final dmg multiplier is much better then base dmg multiplier. i rather have 20 final dmg then 600 base dmg



We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey



@Ladyvan assuming DE didnt screw up their phrasing again, final dmg multiplier means faction dmg.



Ladyvan • 3/15/2024

They did say "Please note that it won't be the exact same upgrade as Roar, the differences between the abilities will remain.", so I'm assuming it still works the exact same way it does right now(multiplicative total damage for weapons, nothing more), just with a way lower number



A Fandom user • 3/25/2024

Final damage multiplier DOES NOT EQUAL to faction damage. faction damage double dips - once on the initial hit, then it boosts the proc (slash heat elec w/e). Final damage multiplier only applies to initial hit. it does not apply on the DoT damage.

What's really crazy is, mirage keeps the 200%. Rhino roar is base 50% and helminth is 30%, meaning helminth is 40% downgrade. Fair. 40%~50% reduction is the general trend for helminth version. Considering this, if it was 100% (even down to 80%) multiplier, it would have been a fair trade off. but 200 -> helminth 30%? that's 85% downgrade. I legit don't get the point of gutting Eclipse like this



Ladyvan • 3/25/2024

It was always a bit overpowered for an helminth ability, and was only held down by being horribly inconsistent. So if the inconsistency goes, then the power needs to go as well. I don't mind it being a big downgrade on helminth, as over there it competes with abilities that wouldn't be anywhere near as strong as eclipse. Just maybe 30% is a bit too low.



Write a reply



A Fandom user • 3/3/2024



We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey



multiplier after the nerf. but DE the same as roar but ur not affect abilities. roar is just or a toggle but atleast 50% to



I use eclipse for years cuz i didn't mind having to stand in light to use it. i just really like the dmg and tbh its a pve it doesnt need to be nerfed to the ground. its more a defense ability with the toggle.



Write a reply



A Fandom user • 2/24/2024

Nobody asked for a nerfff wth DE doing things ppl didnt want at all tf ooohh wow its a bit more popular than the avg helminth it must be absolute dogshit on mirage herself too for some rsn

[VIEW MORE REPLIES](#)



Sendaa • 2/28/2024

It's gonna be on par with roar, that's fine. The problem was mostly nerfing Mirage's version because Mirage already has enough problems without taking one of the main reasons to use her. She has enough issues with survival and taking away her overwhelming damage to deal with enemies faster is crap and would make her less played rather than more.



A Fandom user • 2/29/2024

If it's gonna be 30%, that's just a sad move, Roar is essentially +120% damage at base strength with a full squad. +30% for one person would be just a meme. It has no purpose.

You can subsume any trash CC like Inaros sand-throw, and the benefit of not having your shields aimbotted by SP Grineer increases your dps output more than 30%. Furthermore, you can subsume Shooting Gallery, to get 25% for 2 people **always** -> **50%**, plus some CC in the same package.



A Fandom user • 2/29/2024



We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey



is its like 5% damage boost for



^It looks like you're right. I was testing DR of Mesa's 3 in Mot, and that's why it came to my mind. In any case, you get the point. 30% for 1 player is dogwater, even if multiplicative. It's has to be something else than be just "Roar but solo and worse".



Write a reply

LOAD MORE COMMENTS

Fan Feed

More

WARFRAME Wiki

1

Tusk Thumper
Doma

2

Incarnon

3

The Circuit

Piercing Roar

Roar Augment: Roar gains +40% range. Enemies within 25m are knocked down and suffer 10 stacks of Puncture Status.

RHINO

Roar

WARFRAME Wiki

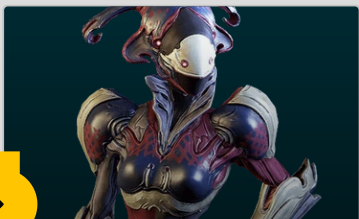
Hall of Malevolence

Hall of Mirrors Augment: The damage of your doppelgangers is increased by 5% every time you kill an enemy.

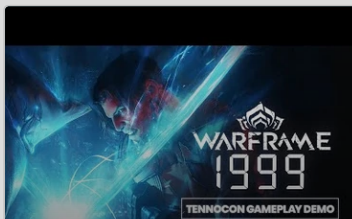
MIRAGE

Hall of Mirrors

WARFRAME Wiki



We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey




Tusk Thumper



WARFRAME Wiki




WARFRAME Wiki



Helminth

WARFRAME Wiki


WARFRAME Wiki



Archon Shard

WARFRAME Wiki


WARFRAME Wiki



Incarnon

WARFRAME Wiki





We value your opinion and strive to make your experience better. Help us improve by answering our 5-minute survey

[CLICK HERE TO TAKE THE SURVEY](#)

