

[Skip to main content](#)

r/Warframe



Search in r/Warframe

[Log In](#)

r/Warframe • 6 mo. ago

hbcaotri



We need to push back this Helminth Eclipse nerf NOW!

[Discussion](#)

A drop from 150% to 30% is totally crazy. That's not how you match Roar?

Roar went from 50% on frame to 30% subsumed, that's only a 2/5 decrease. If you want to match Roar diminished effectiveness, a 2/5 decrease of 150% should be 90%, at least.

But because almost no one is going to use the 75% DR, and Eclipse doesn't buff ability damage, this is just a worse Roar. I won't accept anything less than 100% weapon buff tbh. 30% is just f**king crazy. We need to push this back before they release Dante Unbound.

[Skip to main content](#)[Log In](#)

...abilities, so by fixing its unreliability related to light sources and making its buffs guaranteed, a rebalance was in order to compensate. This change does not affect the ability for Mirage, only when applied from Helminth.

- Solar Eclipse has a base 30% increased Weapon Damage.
 - This was previously 150%, it was reduced to match the Diminished Effectiveness of Rhino's Roar.
- Lunar Eclipse has not changed. It still provides a base 75% Damage Reduction.
 - The Damage Reduction cap also remains the same at 75%.

You may be asking yourself, *why choose to Subsume Eclipse over Roar?*

Roar also affects Abilities and double dips on damage over time. If pure damage is the goal, one would probably choose Roar. Eclipse can switch between defensive and offensive buffs for situational gameplay choices. The idea is they are equal-ish for weapon damage.



Archived post. New comments cannot be posted and votes cannot be cast.



0

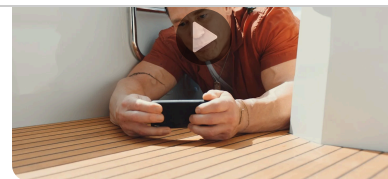


30



Share

**Brawlstars** • Promoted

[Skip to main content](#)[Log In](#)[Download](#)play.brawlstars.comSort by: **Best** ▾**Saltyscrublyfe** • 6mo ago

It's perfectly fine.

↑ 43 ↓ ...

**OutsideAstronaut7693** • 6mo ago

Just because mirage will have an insane damage multiplier that does not mean everyone should get one. Rhino is a tank so his base damage increase is lower than mirage as she is a more glasscannon like frame, and she will just get a hughe buff with the change to eclipse randomness, that was the drawback of the ability. Without changing her numbers, it just will be insane on her, but that doesn't mean every single frame should have the option via helminth to get buff.

It is inline with roar as most of the time they will result in the same damage increase with both being 30%. As most of the time players killing with direct damage with weapons that are not modded with faction damage multipliers.

↑ 17 ↓ ...

**SWatt_Officer** • 6mo ago

It's not about a proportional decrease? If they left it at 120 as you suggest, then it's significantly stronger than roar and also comes with an alternate mode for dr. They've lowered it to provide the same damage bonus as the alternative. That feels fair? Am I missing something?

⊖ ↑ 13 ↓ ...

**tmemec** • 6mo ago

[Skip to main content](#)[Log In](#)

There is the small caveat that *if* this change also makes it so Eclipse gives "generic weapon damage" instead of... uh, the super weird buff that it gave before (which was neither weapon damage nor faction damage [and therefore multiplicative with both]), that would be a significant nerf *even if* they kept it at the full 150%. (Basically, that would mean it'd be additive with things like basic damage mods and steel path arcanes.)

DE did say they were considering doing this at one point. But they [walked that back](#), and seeing as they made no further mention of that in this dev workshop, I'd expect that they didn't change their mind again after that.

Outside of that caveat, yeah, no, you're right: this is perfectly fair. OP has to be trolling if they unironically think that "Roar but 4x better plus toggleable damage reduction" would be a reasonable subsume.

↑ 13 ↓ ...



Few_Eye6528 • 6mo ago

It's not the same as roar, roar boosts ability damage and also double dips in heat, slash and other status effects making it significantly more useful as a damage buff

↑ 5 ↓ ...

(+) 3 more replies

(+) 3 more replies



BreadBreadMurder • 6mo ago

75% DR would be nice on frames where armor isn't that great to mod for, either it's very low, they use overguard, or shields.

Without it being in game, I'm not sure who I would use it on truly, but it looks like DE is trying to make Eclipse a sidegrade to Roar. Sacrifice ability buffs for defensive abilities.

↑ 10 ↓ ...

(+) 1 more reply



Just-Fix8237 • 6mo ago

I see 0 issue with it. Same with the Nourish nerf. Still does what I want it to do

↑ 5 ↓ ...



Enxchiol • 6mo ago

This IMO makes Eclipse have a niche as the most comfy damage buff, having relatively low cost and being refreshable, and the versatility of potential DR, but not being the best for optimizing damage, which is fine I think

[Skip to main content](#)[Log In](#)**b14700** • 6mo ago

meh , there is enough power creep all around that this is nothing

↑ 4 ↓ ...

More posts you may like

Related[Warframe](#)[Third-person shooter](#)[Shooter game](#)[Gam](#) >[r/D4Necromancer](#)

Cult Leader Change is a Nerf

23 upvotes · 20 comments

[r/leagueoflegends](#)

Is eclipse get nerfs in 14.4?

14 comments

[r/Warframe](#)

Eclipse Mirage Helminth ability.

4 comments

PROMOTED

...

[Skip to main content](#)[Log In](#)

r/Warframe

Eclipse or Roar

18 comments



r/classicwow

Devs - Can you reconsider the Martyrdom nerf? It wrecks Shockadin.

61 upvotes · 53 comments



r/Warframe

Oh man, Warframe has finally clicked with me. And HARD.

166 upvotes · 50 comments



r/Warframe

Thoughts on the changes for Eclipse and Nourish (Helminth only)?

Skip to main content



Log In

You know DE, we still don't know how Drifter found the Lotus

578 upvotes · 135 comments

PROMOTED

...



 r/Warframe

Either i don't understand how Eclipse works or there is something really wrong...

879 upvotes · 54 comments

 r/Warframe

Eclipse or Roar for helminth?

7 comments

 r/Warframe

Proc's - Roar vs Eclipse

118 upvotes · 50 comments

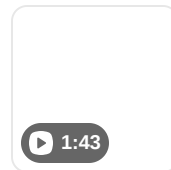
 r/Warframe

Mirage Eclipse changes - a look at some math™

30 upvotes · 29 comments

 r/SSBM

We need to nerf Bowser



[Skip to main content](#)[Log In](#)

Every time a new Prime is out, the Axi grievers are at it again

1.3K upvotes · 289 comments



r/Warframe

Update on the Mirage Eclipse Changes

1.5K upvotes · 357 comments



r/leagueoflegends

Regarding eclipse nerf next Patch

9 comments



r/leagueoflegends

How massive are the nerfs to eclipse / sundered / SG for bruisers? Are we going to see a meta shift in the jungle back to assassins?

103 upvotes · 96 comments



r/Warframe

Okay so what's the difference between Eclipse and Roar?

2 upvotes · 12 comments



r/Warframe

The One That Got Away: Name one item in Warframe that you always wanted, but RNG has never granted, and you can't be bothered to go back for.

234 upvotes · 389 comments



r/RocketLeague

Premade 2v2 is in such a bad place right now. Rank squish seems to have pushed more people to buying boosts.

1 upvote · 6 comments



r/ZenyattaMains

Kick and hp nerf shows how out of touch the balance team is

68 upvotes · 21 comments



r/leagueoflegends

NERF Eclipse!!!!

33 comments



Log In

5 upvotes · 10 comments

 r/Warframe

Eclipse Vs. Roar

1 upvote · 10 comments

r/Project_L

With Riot Slowing Down Support for LoR, it's Clear That Project L Must Monetize to Succeed

46 comments