

OVERFRAME

Top Builds

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ITEM

WARFRAME

HILDRYN PRIME



All You Need Queen of Index (Solo Index)

by Dead-chan — last updated a year ago

4

0

Hildryn Prime proves that power is discipline's reward.

1 VOTE

0 COMMENTS

ITEM RANK

30

60 / 60

OROKIN REACTOR

APPLY CONDITIONALS

ENERGY

HEALTH

SHIELD

SPRINT SPEED

0

370

1,880



1.05

DURATION


EFFICIENCY

100%

100%



OTHER HILDRYN PRIME BUILDS



Ward of Blazing Thunder | General Use Steel Path Hildryn


Hildryn Prime guide by ninjase

4

FORMA

LONG GUIDE

VOTE 800



Hildryn "Almost Immortal" Prime

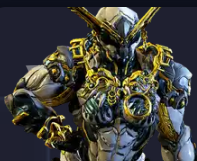
Hildryn Prime guide by THeMooN85

3

FORMA

LONG GUIDE

VO 9



Norse God, Grandmaster Hildryn Prime | Warframe: Grandmaster Arsenal

Hildryn Prime guide by NashPrime

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FORMA

SHORT GUIDE

https://overframe.gg/build/446875/hildryn-prime/all-you-need-queen-of-index-solo-index/

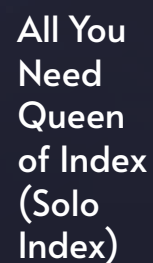
1/6

51.2%  
3,265

VOTES  
45

2  
FORMA  
SHORT  
GUIDE

**BUILDS BY DEAD-CHAN**



VOTES  
1

Hildryn  
Prime  
guide by  
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GUIDE



VOTES  
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GUIDE

0 COMMENTS

HILDRYN PRIME BUILDS

BUILDS BY DEAD-CHAN

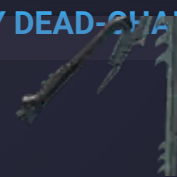
# All You Need Queen of Index (Solo Index)

## Introduction

Want to farm credits to your heart's content but keep getting stuck with idiots who hoard points and don't know how to deposit them? Find yourself in a squad of only Rhinos because everyone's too afraid to DPS? Are you new and always try to find a squad in the recruitment chat because you think you'll always lose if you go by yourself and formed the opinion that the NPC allies are at fault and that they're worse than other players because you don't know any better? Then this will be the perfect eye-opener for you. This build was created with the intention of topping my original [Mesa Prime solo High Index build](#); and it has done just that! With this build, you'll be able to act as **both a DPS killer and point-carrying mule!**

## Why use this frame?

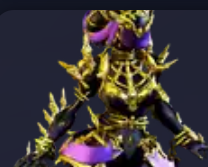
- She uses her shields in place of energy and ammo, so you won't require energy orbs, Arcane Energize or Zenurik operator abilities.
- *Because* she uses shields in place of energy, you immediately start with full "energy" from the beginning of the match.
- She has high armor and shields by default, preventing you from being as squishy as other DPS frames.
- Her Pillage ability can be used to steal Corpus enemies' shields and armor, weakening them for the whole team and giving her more survivability/energy/ammo.
- Her Pillage ability can clear all status effects on herself such as the electrical procs from the slams done by Corpus enemies.
- Her Balefire exalted weapon can be used to easily kill and stun the Corpus enemies in High Index, as well as my favourite past-time: showing them the surface of Lua.



Dokrahm  
(Endo  
Farming)

Dokrahm  
guide by  
Dead-chan

VOTE  
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FORMA

Get in the  
Cage  
(Vodyanoi  
Endo  
Farming)

Khora Prime  
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vo  
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5 FORMA

## Why use this build?

- Enemy Radar to help with locating enemies. It *is* a timed game, after all. Helps with co-op play in Index where Primed Animal Instinct is unavailable.
- High strength to increase the damage of the Balefire exalted weapon, damage of all abilities and shield/armor-stripping.
- No health or shield capacity-increasing mods because as you collect points, your maximum health and shields drop to extremely low levels. This frees up space for other mods.
- [\[Rolling Guard\]](#) is included as it's the ultimate survivability mod to use in The Index. Even with no health and shields, you can become invulnerable for a long enough duration to deposit points or escape when you lose all shields and overshields. [\[Rolling Guard\]](#) also removes damage over time status effects and can prevent the electrical proc from enemy ground slams from damaging her further. (It can also let you run straight through an Auditor's laser wall.)
- As maximum shields will be extremely low, this build relies on using overshields for casting abilities and ammunition. While overshield capacity cannot exceed 1,200, efficiency has been increased and duration decreased to allow for continual ability-spamming without making the abilities cost too much.
- Decent range allows for Pillage to make contact with various enemies, strip their shields and bring them back even if all shields are depleted just after casting the ability.
- Decent range also allows the radiation damage of Haven, [\[Blazing Pillage\]](#)'s fire damage to continually damage enemies over time in addition to the radiation blasts you'll be dealing from her Balefire.
- Decent range also helps with using the Greedy Pull ability to pull points towards you instead of trying to use your eyes to find the points on the ground.
- The fire proc from Blazing Pillage can stun enemies just before they deposit points, giving you enough time to finish them off.
- Balefire Surge and Blazing Pillage both help in restoring shields during ability-spamming.
- Arcanes are not too important here but Arcane Barrier helps restore shields and Arcane Agility helps with running away.

## How I use this build

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to strip shields and stun them with fire procs whilst taking their shields away.

3. Hit them with a Balefire blast.
4. Use a [\[Greedy Pull\]](#) (4) to take points away from those spectres and other players.
5. Use the invisibility window of [\[Rolling Guard\]](#) whenever lose all my shields and think it's about time to deposit points.
6. Deposit points after 20 has been collected. (Bonus Points = 10 and do not increase any further)
7. Show them the surface of Lua. Have fun! :)

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