

ADVERTISEMENT

in: [Warframe Abilities](#), [Zephyr](#), [Update 22](#), and [3 more](#)


SIGN IN

REGISTER

Airburst

17

EDIT



Airburst

Launch a burst of massively dense air. Hold to send enemies flying, tap to pull them toward the burst. Damage increases per enemy hit.

2

50

-25 in

air

Introduced in [Update 22.12](#) (2018-02-09)

Strength:

200 / 300 / 400 / 500

(contact and explosion damage)

Duration:

N/A

Range:

4 / 5 / 7 / 8 m (explosion radius)

Misc:

50 % (status chance)

100 m (travel distance)

35 % (damage growth per enemy hit)

2 s (pull force duration)

Subsumable to

Helminth

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



Do you love playing video games?
Fandom is trying to learn more about how you play and the tools that you use.
Please help us by answering our survey!








air towards her aiming reticle, energy while airborne. Upon distance of **100** meters, the slice ing. **200 / 300 / 400 / 500**



WARFRAME Wiki



as  Knockdown and  Ragdoll. Each enemy hit directly by the slice also increases Airburst's damage by **35%**.

- **Tap** the ability key (default **2**) to pull enemies towards the center of the blast. **Hold** down the ability key to push enemies away instead.
 - Airburst's pull force lingers for **2** seconds on the surface it collides with, during which the affected enemies remain ragdolled and gradually slide toward the center.
- Damage distribution is **18.75%**  Impact, **12.5%**  Puncture, and **68.75%**  Slash.
- Airburst projectiles have innate **punch through** and can bypass certain objects in the environment (e.g. closed doors).
- The explosion can damage objects and enemies through walls and other cover.
- Casting Airburst is a **One-Handed Action**, meaning it can be used while performing many actions without interrupting them, including **reloading**, charging, shooting, and moving (either **sprinting** or **sliding**).
- Subsuming Zephyr to the **Helminth** will offer Airburst and its augments to be used by other Warframes.
 - Subsumed Airburst includes the tap-cast for wind vacuum and hold-cast for wind explosion.



See Also

-  [Zephyr](#)

Categories



Languages



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

More Fandoms



Do you love playing video games?
Fandom is trying to learn more about
how you play and the tools that you use.
Please help us by answering our survey!



17 comments



A Fandom user • 6/21/2024

Does the augment work with Mesa's Regulator ?



Write a reply



A Fandom user • 3/19/2024

Been trying this out with a Rift Limbo build and learned a few things that weren't clear from this.

A projectile from the cast deals damage and applies status effects with the values listed in the sheet here. That projectile grows in damage for each enemy hit. The explosion/vacuum damage is also based on the sheet stats here, but doesn't scale at all off of any number of targets the projectile touches.

Casting vacuum, to group them up, then casting it through that ball of enemies will hurt a lot of them and can leave some serious slash procs.

The projectile: can crit, can get head shots, can benefit from Adarza crit kitty (probably Smeeta too), Arcane Aegis, Arcane Arachne (therefore can likely benefit from additive weapon damage buffs, trying to test with Octavia's 4 right now, then Eclipse later).

Also as a projectile, it can shoot through the Mutalist Quantas Orb and receives increased dmg, crit, and electric proc chance (so therefore it's likely Volts shield can affect it as well).

None of these effects affect the radial part of it (explosion or vacuum), just the projectile. But all of these can be used and effective while in Limbo's rift.



A Fandom user • 4/14/2024

Thank you for doing science!



Do you love playing video games?
Fandom is trying to learn more about
how you play and the tools that you use.
Please help us by answering our survey!





[ToothlessHawkins](#) • 9/7/2023

Just me or does the in air efficiency also apply when you are on the ground?



Write a reply



[MagenZion85](#) • 7/13/2023

Has anyone noticed that this instantly destroys eximus overguard? I haven't tried on Thrax guys yet but it's odd.



Write a reply



[A Fandom user](#) • 2/26/2023

It's aight as a CC ability, definitely does its job, but the slight damage that it does is just really great for sweeping rooms of breakable loot.



Write a reply



[A Fandom user](#) • 6/16/2022

This seems to have a slowing effect on Thrax enemies, around... 30%? per cast. I have no cold weaponry or slowing effects in my kit, yet Thrax near enough to the vacuum get slowed.



Write a reply



Do you love playing video games?
Fandom is trying to learn more about
how you play and the tools that you use.
Please help us by answering our survey!





[Arraka Arkana](#) • 1/9/2022

No.



[Twoheadedgiant](#) • 2/28/2024

I believe tornadoes spawn at their max size now



Write a reply



[A Fandom user](#) • 5/23/2021

Out of all ability that pulls enemy in this is the worst Ive used, its inconsistence and the enemy is more going to faceplant a short distance before stopping, very few even make it to impact center. I tried replicate the preview clip when you hover over the ability in mod menu but never had more than pile of 2. Thinking if it needs slightly longer time to pull or stronger pull so more gets sent closer to center.



[A Fandom user](#) • 11/30/2021

The pull is just a bonus, this is a cc ability...



Write a reply



[Arraka Arkana](#) • 5/22/2021

It doesn't feel like the 50% cost reduction in the air applies to anything else.



Do you love playing video games?
Fandom is trying to learn more about
how you play and the tools that you use.
Please help us by answering our survey!





Write a reply



MoLdYGarLicC • 4/4/2021

Bug: if you cast airburst on Revenant's Thralls, instead of being pulled together, they just ragdoll and their armor, helmet, and other bits and pieces bug out.



Write a reply



Marcfyre • 4/1/2021

Kinda like a poor man's Larva now, at least when considering it for use on other Warframes besides Zephyr herself. Good enough.



A Fandom user • 4/1/2021

I some what disagree, when I use Larva on Protea I get one of two results, 1. all enemies are pulled in and Blaze Artillery wipes them in moments negating most of the duration it has, or 2. one enemy gets stuck on the terrain and I have to wait to recast my CC w/o the augment. Airburst low CC duration isn't an issue do to the combo with Arty and the instant recastability of it makes it ideal for the spam style of Protea, plus the damage deals with most trash mobs leaving the tougher enemies the the Arty.



Write a reply



Metal Sign • 3/12/2021



Does each enemy hit increase the damage by 35% of current damage, or 35% of



Do you love playing video games?
Fandom is trying to learn more about
how you play and the tools that you use.
Please help us by answering our survey!





Write a reply



Netzwerkfehler • 1/9/2021

Energy discount while airborne is not working as infused ability



Write a reply



A Fandom user • 8/14/2020

Is this 3 projectiles dealing 500 damage "each" or 500 damage total?



A Fandom user • 8/20/2020

No, the 3 projectiles is only there to make it unnecessary wide and collide with unwanted stuff.

But it also does damage when passing through enemies so you can have x2 damage on 1 cast. And it seem to have infinite body punch through now.



Netzwerkfehler • 1/5/2021

I like when people answer this or that question with yes or no



Write a reply



A Fandom user • 7/12/2019



So does it deal blast or impact damage? Or something else?



Do you love playing video games?
Fandom is trying to learn more about
how you play and the tools that you use.
Please help us by answering our survey!



ge in-game.





Write a reply



A Fandom user • 3/18/2018

New getsuga tenshou move is lit :ok_hand:



A Fandom user • 9/10/2020

Shame that this "getsuga tenshou" deals zero damage, unlike Ichigo's that can actually slay divine beings.



Write a reply



Felicss • 2/14/2018

Page feels sparse but at the same time it feels not a lot of important things are missing. Should the "UpdateMe" banner be removed?



Write a reply



> an Feed



Do you love playing video games?
Fandom is trying to learn more about
how you play and the tools that you use.
Please help us by answering our survey!



WARFRAME Wiki



1 Tusk Thumper
Doma

2 Incarnon

3 The Circuit



Zephyr

WARFRAME Wiki

Helminth

WARFRAME Wiki

Hearty Nourishment
Nourish Augment: Clear Status Effects and gain 5s of Status Immunity for each victim in Grendel's mach.

WARFRAME Wiki

Funnel Clouds
Tornado Augment: Creates 8 additional tornadoes. All tornadoes are 50% their original size and won't pick up enemies.

ZEPHYR

Tornado

WARFRAME Wiki



Xata's Whisper

WARFRAME Wiki

Jet Stream
Turbulence Augment: Turbulence increases Movement Speed by 40% and Projectile Speed by 100% for Zephyr and her allies.

ZEPHYR

Turbulence

WARFRAME Wiki



Gloom

WARFRAME Wiki

Healing Flame
Fire Blast Augment: Each enemy hit heals by 25 to 50 depending on current Immolation level. With Ember, over healing grants you Overguard.

EMBER

Fire Blast

WARFRAME Wiki



Do you love playing video games?
Fandom is trying to learn more about how you play and the tools that you use. Please help us by answering our survey!



CLICK HERE TO TAKE THE SURVEY