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Airburst

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air

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.

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



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[Zephyr](#) that provides a damage burst



Airburst Rounds



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A Fandom user • 3/19/2024

Been trying this out with a Rift Limbo build and learned a few things that werent 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 doesnt 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 its 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!



Write a reply



ToothlessHawkins • 9/7/2023

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



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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



A Fandom user • 12/7/2021

Does this still make tornados grow?



Arraka Arkana • 1/9/2022



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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.



A Fandom user • 10/12/2021

From what I've seen it doesnt work subsumed.



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ad of being pulled together,
its and pieces bug out.





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 original damage?



A Fandom user • 5/25/2021

Im also confused about this



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used ability





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 throught enemies so you can have x2 damage on 1 cast. And it seem to have infinite body punch throught 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?



A Fandom user • 7/12/2019

Nvm, it shows impact, slash and puncture damage in-game.



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



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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?



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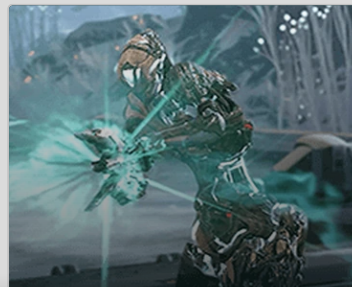
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Funnel Clouds
Tornado Augment:



WARFRAME Wiki



Zephyr

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

Tornado

WARFRAME Wiki

**Gloom**

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Xata's Whisper

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



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