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r/Warframe • 6 mo. ago

UNIGORE



Womp womp Dante nerf

DE Response

- Final Verse's "Tragedy" now only affects enemies within Line of Sight.
 - This felt like the most reasonable change to Tragedy since it could be cast back to back without much forethought on positioning. So to make it a more active ability, enemies must now be within range in your Line of Sight to be impacted by it.
- Reduced the amount of Overguard gained from Final Verse's "Triumph" from 5000 to 2000 at Max Rank.
 - For a bit of compensation, we increased Triumph's base Overguard Regeneration per second from 50 to 100 at Max Rank (can still be modified with Ability Strength).



3.4K



1.8K



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[Skip to main content](#)[Log In](#)**Hue!**[Single comment thread](#)[See full discussion](#)**VanFanelMX** • 6mo ago

So we are once again heading towards pure damage meta like the old days when Vauban and the other CC frames were considered trash tier?

18 Reply ...

**Lord_Umpanz** • 6mo ago

I mean, they still are, right?

Warframe is completely built upon a mass killing meta. Yeah, I could stop an enemy in its tracks, but I could also kill it. There is no benefit in stopping the enemy, except for making it easier to kill it. But then, I could also just use a way to kill that enemy and more much faster.

Killing an enemy gives loot, experience and with that focus. Cc'ing an enemy gives... Nothing. It's an error in the game's core design, just as healer frames are completely useless these days.

6 Reply ...

**MNSkye** • 6mo ago

The benefit used to be that they were dangerous enough to warrant cc/healing but power creep do be like that

7 Reply ...

**Lord_Umpanz** • 6mo ago

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- Enough damage to tear you apart in potential one shot

For most players and their warframes, there was only a very small interval of levels where certain types of enemies did the "right amount" of damage. If you went below that, it was like picking flowers in the garden, if you went above it, everything could potentially oneshot you.

However, if the enemy was killed before he could damage you, even these stronger enemies weren't dangerous. Kill meta is kill meta and Digital Extremes designed one, from the ground up.

But yes, the power creep made it only worse. And I won't even start how introducing things like Overguard made healer frames **completely** irrelevant, as it actively hurts them: Either by getting useless or by this feature circumventing their actual ability use.

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OkPeach4243 • 6mo ago

This is the opinion of a player who's been playing for years , my new player friends have been having a horrid time trying to catch up ,Everytime they switch how something they thought they understood functions it changes.

↑ 3 ↓ [Reply](#) ...



VanFanelMX • 6mo ago

Still, CC and softCC got a bit more reliable after a few reworks, but DE being unable to make actual dynamic difficulty they tend to only give enemies immunities, like how they kept nerfing Limbo and Venari during Scarlet Spear.

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To all players who want Dante nerfed, let me remind you about what else this game has.

2.6K upvotes · 643 comments



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Womp womp

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Make normal enemies vulnerable to tranq shots

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womp womp

60 upvotes



r/ShitLiberalsSay

They just can't help themselves

489 upvotes · 35 comments



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Hey De.... Can we make reactant shared on survival and defense now?

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r/Survivorio

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3 upvotes



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Convinced my Boss to play Warframe

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For new tenno... Just don't!

4.2K upvotes · 438 comments



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New player. Holy shit.

272 upvotes · 51 comments



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Hi, I'm Legendary Drops and want to know your one thing you'd like new players to know before they start Warframe.

605 upvotes · 578 comments