

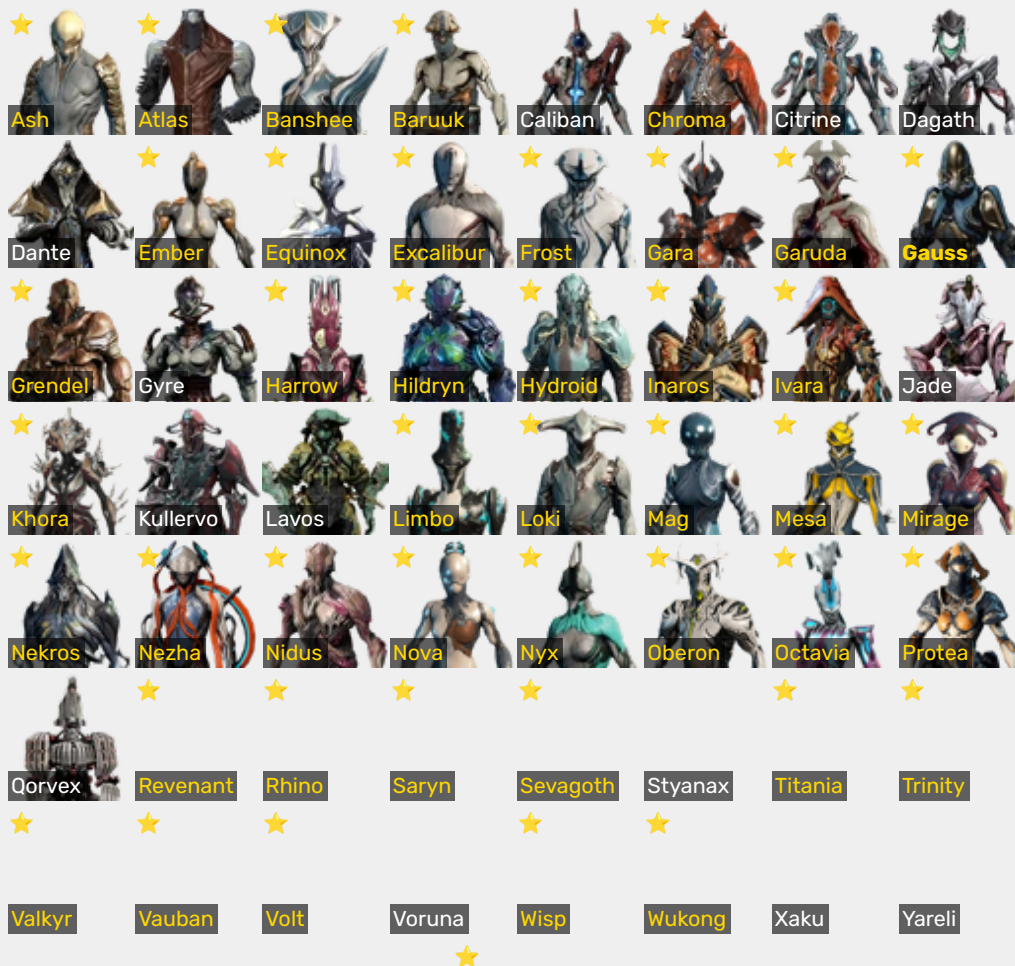
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Gauss

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Passive

To achieve supersonic speed, **Gauss** draws upon both his [Energy](#) reserves and his state-of-the-art electrokinetic battery to fuel his abilities. Gauss has access to **80%** of the battery in his default state; activating [Redline](#) grants access to **100%** of the battery. The battery, displayed as a gauge meter above his ability icons, acts as a secondary resource that charges or drains depending on the ability he uses:

Passive

- **+0.66%** battery per meter as Gauss moves.
- **+2%** battery per second while reviving an ally in [Bleedout](#).
- **-3%** battery if Gauss falls out of bounds.
- **-15%** battery per second if Gauss stands in a [Nullifier Crewman](#) bubble.

[Mach Rush](#)

- **+10%** battery on cast.
- **+1%** battery per enemy hit.

[Kinetic Plating](#)

- **-1%** battery per second while active.
- **-0.1%** battery per hit received.
- **+0.25%** battery per melee hit to enemies.

[Thermal Sunder](#)

- **+10%** battery on casting [Cold](#).
- **-10%** battery on casting [Heat](#).

[Redline](#)

- **-2%** battery per second while below 100% on the counter.
- After Redline expires, the battery drains to the **amount displayed on Redline counter** (e.g. if the counter is at **20%**, the battery will decrease to **20%**).

The amount of battery stored amplifies Gauss's abilities:



- Gauss passively gains bonus [Shield](#) recharge rate and shield recharge delay reduction for every point of battery stored in his gauge, up to a maximum of **120%** for recharge rate and **80%** for recharge delay when the battery is full.
- Affects the damage reduction of [Kinetic Plating](#).
- Affects the damage and status duration of [Thermal Sunder](#).
- Affects the fire rate, attack speed, reload speed, and casting speed bonuses, as well as the Redline counter and projectiles fired when above 80% battery, of [Redline](#).
 - Additionally procs special effects of Thermal Sunder when above 80% battery *and* while Redline is active.

Abilities

View Maximization

This section is [transcluded](#) from [Mach Rush](#) . To change it, please [edit the transcluded page](#).

1

25

+12.5/s

[Mach Rush](#)

Burst into a hyper-sprint bowling over enemies and charging the battery. Crashing into solid objects generates a powerful shockwave. Hold to rush continuously.

Introduced in [Update 25.7](#) (2019-08-29)

[Strength:](#)

200 / 400 / 600 / 800 (explosion [Impact](#) damage)

[Duration:](#)

N/A

[Range:](#)

2 / 3 / 3 / 4 m (knockdown radius)
4 / 6 / 8 / 10 m (shockwave radius)

[Misc:](#)

10% (battery charge on cast)
1% (battery charge per hit)
6 / 8 / 10 / 12 m (dash distance)
100% ([Slash](#) status chance from Kinetic Plating)
50% (energy discount from Redline)

This section is [transcluded](#) from [Kinetic Plating](#) . To change it, please [edit the transcluded page](#).

2 50	<u>Kinetic Plating</u> Generate armor plating that converts a portion of absorbed Kinetic Damage (Physical, Heat, Cold, and Blast) into Energy. Also protects Gauss from being staggered or knocked down. Damage Resistance is relative to the battery level.	<u>Strength:</u> 14 - 70% / 16 - 80% / 18 - 90% / 20 - 100% (damage reduction)
	Introduced in Update 25.7 (2019-08-29)	<u>Duration:</u> 15 / 20 / 25 / 30 s (duration)
		<u>Range:</u> N/A
		<u>Misc:</u> 0.1% (battery drain per hit) 1% (battery drain per second) 0.25% (battery charge per melee attack) 2 / 3 / 4 / 5 % (energy restore per hit) 50% (damage reduction cap at empty battery) 100% (damage reduction cap at full battery) 100% (Slash status chance for Mach Rush) 100% (base melee damage bonus and stagger chance from Redline)

This section is *transcluded* from *Thermal Sunder*. To change it, please *edit the transcluded page*.

3 50	<u>Thermal Sunder</u> Siphon kinetic energy from the area, charging the battery and inflicting Cold Status on nearby enemies. Hold reverses the process, draining the battery and inflicting Heat Status on nearby enemies.	<u>Cold</u> <u>Heat</u>
	Introduced in Update 25.7 (2019-08-29)	<u>Strength:</u> 75 - 375 / 100 - 500 / 125 - 625 / 150 - 750 (Cold damage)
		<u>Duration:</u> 6 / 9 / 12 / 15 s (area duration) 2.5 - 5 / 3 - 6 / 3.5 - 7 / 4 - 8 s (status duration)
		<u>Range:</u> 6 / 8 / 10 / 12 m (initial radius)



	10% (battery charge)
1 (	Cold status proc on cast)
9 (	Cold status procs on Cold afflicted enemy)
10 (	Cold status procs from Redline)
≤100% (	Blast enemy armor reduction from Redline)
4 (limit of areas per element)	
Subsumable to Helminth	

This section is *transcluded* from *Redline* . To change it, please *edit the transcluded page*.

	Redline Push Gauss' battery beyond the redline, supercharging his Abilities and setting Fire Rate, Attack Speed, Reload Speed, and Holster Rate into overdrive. When past the redline, bolts of arcing electricity dance periodically from Gauss, exploding en masse when the ability is deactivated.	Strength: 100 / 200 / 300 / 400 (Impact and Puncture area damage)
4 100		Duration: 15 / 20 / 25 / 30 s (duration) 6 - 30% / 9 - 45% / 12 - 60% / 15 - 75% (fire rate buff) 5 - 25% / 6 - 30% / 7 - 35% / 8 - 40% (attack speed buff) 4 - 20% / 6 - 30% / 8 - 40% / 10 - 50% (reload speed buff) 4 - 20% / 6 - 30% / 8 - 40% / 10 - 50% (casting speed buff)
		Range: N/A
	Introduced in Update 25.7 (2019-08-29)	Misc: ? m (activation knockback radius) +20% (battery limit release) 50% (projectile accuracy) 50% (energy discount for Mach Rush) 100% (melee damage bonus)

100% (Cold freeze
chance and Heat ignite
chance for Thermal Sunder)
≤100% (Blast enemy
armor reduction for Thermal
Sunder)

Strength Mods

Duration Mods

Range Mods

Warframes

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Yareli			Zephyr			

Upcoming

Koumei • Cyte-09

1. Does not apply when damaging [Overguard](#) or units that cannot be frozen solid by Thermal Sunder, such as Index Brokers

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Languages 

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