

ITEM > WARFRAME > GAUSS PRIME

OTHER GAUSS PRIME BUILDS



Full Speed Gauss, When Parkour Simply isn't Enough

COPY



by CollateralKaos. — last updated 8 months ago (Patch 35.0)

2 107,570

Quicksilver takes form. Gauss Prime brooks no talk of defeat.



5 VOTES



0 COMMENTS



ITEM RANK

30

0 / 74

OROKIN REACTOR



APPLY CONDITIONALS



ENERGY

225



Gauss "Fast & Fun" Prime

Gauss Prime guide by THeMooN85

3

UPDATE 35.0

1 FORMA

LONG GUIDE



Electromagnetic Accelerator | General Use | Gauss Hybrid Weapon Platform + Sunder Nuke

Gauss Prime guide by ninjase

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LONG GUIDE



Thermal Sunder Nuking Guide + Other Builds!

Gauss Prime guide by CollateralKaos.

UPDATE 36.0

3 FORMA

LONG GUIDE



170-200 KPM Gauss Nuke For All Steel Path Content

[Top Builds](#)[Tier List](#)[Player Sync](#)[New Build](#)

DURATION 194%
EFFICIENCY 105%
RANGE 34%
STRENGTH 223%

ARMOR 259
DAMAGE REDUCTION 46.3%
EFFECTIVE HIT POINTS 1,556

Blind Rage

Gauss Prime
guide by
SentientSpaghe

UPDATE 36.0

1 FORMA

LONG GUIDE

Rush

BUILDS BY COLLATERALKAOS.

Fleeting Expertise

Thermal
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Narrow Minded

Primed Continuity

Armored Agility

Augur Secrets

Thermal
Sunder Is
More
Broken Than
You Know

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UPDATE 35.0

4 FORMA

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Gauss
thermal
sunder
nuking
companion

Kuva Ogris
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Molt Augmented



Arcane Phantasm

Big Butts
Gauss, the
Thermal
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GUIDE

0 COMMENTS

GAUSS PRIME BUILDS

BUILDS BY COLLATERALKAOS

Full Speed Gauss, When Parkour Simply isn't Enough

This is the speed build [Gauss](#) built as a counter part to my other builds. This is supposed to be used for fast missions with preferably a Kuva Ogris and/or [Aegrit](#) for room clearing. Both are the largest AoE you can get and will clear as fast as you can run. An [Innodem](#) should also be paired to get the most speed out of him as well as helping by being a larger room clearing weapon for really high levels and ofc you need [Amalgam Barrel Diffusion](#) on your pistol.

The [Ogris](#) build is simply [Firestorm](#), [Nightwatch Napalm](#), basic damage, MS, viral, and heat, as well as something to help with ammo. Any large AoE will work, but this one is preferable as it is one of the larger areas and it also pairs well with the rest of the builds for Gauss, although that won't matter for this one it will save investment if you need.

Innodem build is here: <https://overframe.gg/build/497899/>
You should be constantly heavy attack slamming to pick up your [Dispatch Overdrive](#) buff and take the perks that add sprint speed and lower the required combo for incarnon form.
[Praedos](#) have the edge of giving more parkour velocity which should be better, but as it isn't all sprint speed the benefit is weaker for [Gauss](#)' 1 and you get plenty out of infested mobility.

Lastly, don't be afraid to run into walls! Doing so will slow you down a tish, but your acceleration is instantaneous so you will not have to worry about that so much unless you are specifically racing someone. Knowing when to bullet jump, melee slam, and most of all, stop so you can turn, are all important parts of his movement, so get some practice and you will have much more fun!

The other builds are listed here:

Level Cap Nuke

<https://overframe.gg/build/591291/>

Full Buff Build

<https://overframe.gg/build/591298/>

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