

OVERFRAME

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ITEM



WARFRAME

GAUSS PRIME





Big Buffs Gauss, the Thermal Sunder Counterpart

by CollateralKaos. — last updated 8 months ago

 3  0

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

 1 VOTE

 0 COMMENTS

ITEM RANK

30

60 / 60

OROKIN REACTOR

APPLY CONDITIONALS

ENERGY

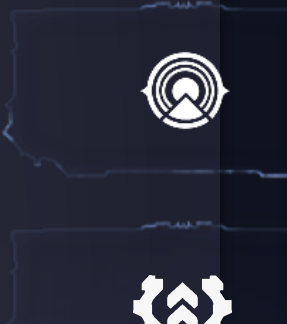
HEALTH

SHIELD


225

370

650



OTHER GAUSS PRIME BUILDS




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1 FORMA

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RANGE

STRENGTH

ARMOR

DAMAGE REDUCTION

EFFECTIVE HIT POINTS

100%

100%

185

38.1%

1,465

1 FORMA

LONG GUIDE

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Gauss thermal sunder nuking companion

Kuva Ogris guide by CollateralKaos.

5 FORMA

SHORT GUIDE

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

2/5



Thermal  
Sunder  
Counterpart

Gauss guide  
by  
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4 FORMA

LONG GUIDE

GUIDE

0 COMMENTS

GAUSS PRIME BUILDS

BUILDS BY COLLATERALKAOS

## Big Buffs Gauss, the Thermal Sunder Counterpart

Simple and effective, here is the huge buff [Gauss] that everyone knows him for. Of course those of you who have seen my other build for him will know that this is far weaker than what thermal sunder is capable of, it is still very strong nonetheless. [Gauss] as a whole is very flexible like that, being good at numerous things and being capable of builds that make him nearly as effective as the best frames of every category.

Here is the thermal sunder build, its worth a try:

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

Max speed build as well:

<https://overframe.gg/build/591302/>

That aside, this build focuses on keeping you alive mainly since the only thing you need to build is duration for his 4. It increases the buffs as well as the timer so no need to worry about strength like every other buff frame. Avenger can be exchanged for any generic weapon buff arcane, it is just here as the most effective on numerous choices. The subsume on the other hand isn't much of a choice. due too the immense buffs you will run out of ammo way too fast for most weapons. If you choose an incarnon or something to go with him then maybe you could change it, but not much else is viable with the base strength and only duration.

Archon Shards should be just 1 for casting speed and 2 for energy max, last 2 preferably energy orb effectiveness or duration. This set of shards works best across all of his builds, so it is just the standard way to build them. If you do get the casting speed drop [Speed Drift] for [Vigilante Pursuit] to help you [Hunt] enemies even better.

Tips and tricks for [Gauss] as a whole:

If having trouble charging battery, just keep using your 1. At the start of activating redline you can also walk up to a wall, point the camera at it, then hold the back key while tapping his 1

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is no way to make the counter tick faster so only do that to refill the bar, not the entire time you are charging.

Always use his 1 in bursts. I usually just tap it mid-air and then jump every time I hit the ground to bounce along, it helps to not waste energy and will prevent you from running into nullifier shields. Using it long distances certainly is nice, but its not really needed to keep battery up or move around.

Lastly, use his 2 and sit in front of a crowd to start, or if you are having trouble with energy, especially with a melee in hand. Blocking shots or simply taking them will give free energy to help sustain you, the former of which will prevent you from losing most of your shields or hp while still giving you energy all the same.

Side note, highly recommend not building pure duration, it cucks his kit and is very diminishing returns heavy, but it is your frame so do what you will, and part of his fun is most certainly the flexibility, so up to you... just make sure you try before you decide.

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