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# Tharros Strike

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**Tharros Strike**

Summon Tharros, the shield of Styanax. Swing Tharros to repel enemies and reduce their shields and armor. Styanax regenerates health for every enemy struck.

Introduced in [Update 32.0](#) (2022-09-07)

**Strength:**

250 / 500 / 750 / 1,000 (Impact damage on swing)

50 / 65 / 80 / 100 HP (health restore per enemy hit)

50 % (defense reduction)

**Duration:** N/A

**Range:** 9 m

**Misc:**

9 (number of shields)

135° (horizontal spread angle)

160° (vertical spread angle)

2.5 m (pushback radius)

5 m (pushback distance)

2 s (stun on hit)

Melee finisher prompt

**Subsumable to Helminth**

Info Tips & Tricks



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X






ield Tharros before him to release a



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toward the reticle, bashing away enemies within a 135 degrees horizontal spread and 160 degrees vertical spread. With a heavy shove, Styanax also knocks back enemies within a 2.5 meter radius around him.

- According to the actual test, 9 shield projectiles are only **visual effects**. The real hit range is a cone shape with a horizontal direction of about 135° and a vertical direction of about 160°. The radius is the skill range.
  - Each shield projectile is 15° apart horizontally. The strike edge overlaps with the shield projectile on the right side and extends an additional 15° on the left side.
- Shield projections possess infinite **Punch Through**, hitting enemies along their flight path until they fade away at maximum distance.
- Styanax's shove and the shield projections inflict pushback for 5 meters, stun for 2 seconds prompting melee **Finisher** (default ) ,  **50% Armor** and **Shields** permanent defense reduction, and  **250 / 500 / 750 / 1,000**  **Impact** damage on enemies. For each enemy struck, Styanax restores  **50 / 65 / 80 / 100 Health** points.
  - Defenses are fully removed at **200% Ability Strength**.
    - Shield strip removes a percentage of the *current* maximum value, as such it has diminishing returns on subsequent casts against the same enemies. Armor strip, however, is a percentage of an enemy's total, requiring only two casts at base strength to fully strip.
      - Enemy shields can still regenerate with natural shield regeneration (such as **Armis Uta**, **Kuva Lich**, or **Sisters of Parvos**) or while affected by regeneration buffs (such as **Shield Ospreys**).
  - Defense reduction, **Health** restore, and damage affect enemies protected by **Overguard**, but pushback does not, nor are they opened to **Finishers**.
  - Casting Tharros Strike is a full-body animation that interrupts Styanax's grounded movement and other actions.
  - Subsuming Styanax to the **Helminth** will offer Tharros Strike and its augments to be used by other Warframes.



## See Also



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### 19 comments



[Nahd Siuol](#) • 9/6/2024

METAL PIPE METAL PIPE  
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Write a reply



[A Fandom user](#) • 5/18/2024

Probably one of the most satisfying abilities in the game. it's just how visceral and blunt the shield is thrown, how it staggers the enemies. it's so badass.



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[A Fandom user](#) • 4/4/2024



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[A Fandom user](#) • 4/21/2024

Sister also immune to armor strip but not for shield strip



[XXtriXusbgXxBG](#) • 9/10/2024

No? I've armor stripped both liches and sisters alike with Tharros, either yall can't aim for shii or that got changed recently



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[A Fandom user](#) • 11/13/2023

This is probably the most stacked ability yet. Like did it really have to strip all armor and shields, heal, push AND open enemies to finishers?



[A Fandom user](#) • 2/2/2024

Yes



[FONDOS](#) • 2/26/2024

full-body animation that surpsresses movement and other actions.



[XXtriXusbgXxBG](#) • 9/10/2024

It stun-locks you into an animation you can't avoid and realistically in modern Warframe standards this power is pretty tame compared to the power creep that keeps getting added



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Even at 200 strength it does not seem to affect eximus enemies' shield and health. Less useful because of it. It does work on acolytes, so that is something but you will have to be standing right in front of the acolyte for the effect. Also the range of the ability is more like a narrow cone and even with more range, it only hits enemies in front of you for a surprisingly short distance. For me, too many limitations to be useful.



[XXtriXusbgXxBG](#) • 9/10/2024

Full armor and shield strip at 200% is pretty damn good, L



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[A Fandom user](#) • 5/6/2023

Very easily the best subsumed ability in the game that crushes through steel path...slap this on an Atlas Prime replacing the rock wall ability...watch him smash everything.

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[HAL0420](#) • 8/6/2023

Pillage is pretty much just overall a better TS sans higher energy cost. But it creates Overshield (and with it, shield gate), TS just replenishes some health which doesn't really do anything in high missions unless the warframe has defensive ability built-in.

*(Edited by HAL0420)*



[A Fandom user](#) • 3/7/2024

Atlas is the worst frame in the game.



[Skoomaseller](#) • 3/8/2024

Caliber is right there bro



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Nice bait



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A Fandom user • 4/8/2023

I wonder if this ability got a riot shield skin



A Fandom user • 2/21/2024

League of Legends?



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A Fandom user • 12/26/2022

I put this on my voruna and now im eating so much glue



Write a reply



A Fandom user • 11/20/2022

It seems bugged right now, since it doesn't strip lich's armor however it fully removes its shields.



A Fandom user • 11/30/2022

Since around the Sisters of Parvos update kuva liches seem to be immune to all armor stripping for some reason.



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A Fandom user • 4/8/2023

You can't stripped every single bosses, it would kill the challenge



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A Fandom user • 11/7/2022

It seems to now have a cooldown after every 2 casts that I dont see any mention of on the current status of this page



A Fandom user • 4/6/2023

There isn't a cooldown in normal game modes. however, ESO has its own special rules.



A Fandom user • 4/8/2023

Bruh just put it at slot 1, Simaris won't ban it if you spam it in slot 1 unless if you spam it 3 times in 3 seconds and he would let it cooldown for 2 seconds



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A Fandom user • 10/27/2022

Does Tharros Strike affect Bosses? i.e Acolytes, Liches/Sisters etc.



A Fandom user • 10/30/2022

Acolytes and shield all gone with 200 Stre 1 tap



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strip can be applied at the same time by that ability"



[26holmja](#) • 11/21/2022

It does not appear to affect a Lich's armor, but it does take a huge chunk of their shields out



[A Fandom user](#) • 4/8/2023

Lich and Archon are immune to this as "Balancing"



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[A Fandom user](#) • 10/17/2022

Whats the max range it can go to?



[A Fandom user](#) • 4/8/2023

Use maximization at the Styanax's ability page



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[A Fandom user](#) • 10/13/2022

Absolute insanity that this costs only 25 base energy



[A Fandom user](#) • 4/8/2023

Make sure don't use it to ensure DE to never ever nerf this godsent ability



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A Fandom user • 10/4/2022

This pushes angels, lol



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A Fandom user • 9/19/2022

This ability ist a great replacement for garudas blood altar. It's a quick cast, restores a lot of health and strips defense (Not just Armor).

I do not regret to feed him instantly to the helminth.



Ralesid • 9/27/2022

It is a great subsume indeed, but do keep in mind that Garuda no longer requires a healing ability due to the recent Molt Reconstruct arcane. The thing was practically created for her. Unless your build requires a different arcane of course.



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A Fandom user • 9/17/2022

Rathuum baby here I come !



A Fandom user • 4/8/2023

Meanwhile....

Aunt Kela: I smell Tenno wanted to cheat again



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A Fandom user • 9/16/2022

I definitely find this ability useful as a subsume. Getting a free Styanax helped in my decision to feed him to the creature in the basement... 200% Strength is needed for a full armor strip which is extremely useful against any Steel Path enemy. This makes it easier to use other frames that may not be extremely viable in SP yet are fun to play as.



A Fandom user • 9/17/2022

You can also run any strength above 100% and cast twice for only 50 energy, which is way more cost effective than terrify and works on shields too



A Fandom user • 9/18/2022

Oh for sure! This ability is great to the point that I am concerned that the Nerf-Bat may be getting polished...



A Fandom user • 9/20/2022

It certainly feels like it might get nerfed

If it was JUST on Styanax I would say it's fine

But then again, we have Gloom, which Pablo said was the most popular Helminth and it still didn't get nerfed

Still, nuking Armor/Shields, opening enemies to finishers, and healing you? I could see one or two of these effects toned down a bit, like removing the finisher thing or reduce/remove the healing

Personally hope not, but just gotta wait and see I suppose how DE feels (Or how/if it becomes overused)



A Fandom user • 9/24/2022

Creature in the basement made me laugh so hard



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[Waterboytkd](#) • 9/15/2022

This says 100% strip at 168 Strength. I'm looking at 89% strip at 179 Strength as I type this. Was the note of 100% strip at 168 Strength perhaps in conjunction with Corrosive Projection? Since 168 Strength *\*should\** give 84% strip (which the tooltip does confirm, as I just swapped to 168 Strength as I was typing this), which would now do a full strip with Corrosive Projection since all armor strips are now additive.



[A Fandom user](#) • 9/20/2022

It might have been Corrosive Projection note

I did hear it USED to have a higher % for its strip before release however, so maybe the notes were written based on the old value



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[Omegaduc](#) • 9/9/2022

This also open enemy to finisher attack for a short duration



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Blazing Pillage

Pillage Augment: Enemies affected by Haven will be set ablaze for 200 🔥 Heat damage and restore 50 additional Shields to Hildryn.

HILDRYN

Pillage

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AXIOS JAVELINERS

Axios Javelin Augment: A pair of Styanax Specters spawn to throw javelins, creating vortexes on impact. Impale an enemy to increase vortex duration by 5s.

STYANAX


Axios Javelin

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Kullervo

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CALLING ALL FORMULA 1 FANS!

