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Overguard

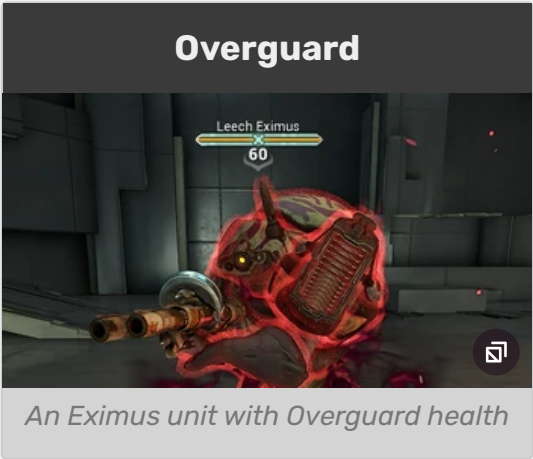
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EDIT

Overguard grants additional Health protection and Knockdown immunity as long as an amount remains.

—In-Game Description

Overguard is a special health buffer that grants immunity to most crowd control effects.



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Mechanics

Overguard is an additional layer of defense that protects [Health](#) and/or [Shields](#) from being damaged. It is neutral to all damage types except for a **50%** vulnerability from [Void](#) damage, though there are a few sources that increase damage dealt to Overguard:

- [Magnetic Status Effect](#) amplifies all damage dealt to Overguard in the same way it does to Shields: **100%** damage on the first stack, **25%** on subsequent stacks up to a maximum of **325%** after 10 stacks. In addition, when Overguard breaks, the target receives [Electricity](#) damage equal to **3%** of their total Overguard per [Magnetic](#) stack up to a maximum of **30%** at 10 stacks.
- [Damage Vulnerability](#) applies normally to Overguard.
- Beast [Companion](#) ([Kubrows](#), [Kavats](#), [Predasites](#), and [Vulpaphylas](#))'s [Assassin Posture](#) increases the their damage to Overguard by **300%**.
- [Sunika Kubrow](#)'s [Unleashed](#) increases the their damage to Overguard by **300%**.
- [Hound](#)'s [Null Audit](#) remove **50%** of an [Eximus](#)'s Overguard.
- [Secondary Fortifier](#) deals **8x** increased damage to Overguard for secondary weapons.

Overguard is **not** affected by [Damage Reduction](#) from armor or abilities such as [Splinter Storm](#) or [Damage type resistance](#) effects such as [Adaptation](#) and [Caliban](#)'s [passive](#). However, abilities or effects with [Damage Redirection](#), such as [Link](#), [Warding Halo](#), or [Tau](#)

Impact	—
Puncture	—
Slash	—
Cold	—
Electricity	—
Heat	—
Toxin	—
Blast	—
Corrosive	—
Gas	—
Magnetic	—
Radiation	—
Viral	—
True	—
Void	+50%
Tau	—



reduction to Overguard. Enemies can still have their shields and [armor](#) stripped while their Overguard is active.

Player

On players, Overguard will negate all [Status Effects](#), including  [Stagger](#) and  [Knockdown](#). It additionally has a **0.5** second invulnerability gate when fully depleted, preventing any excess damage from leaking into their shield or health pool. Even enemy crowd control effects that still affect players with  [Primed Sure Footed](#) (such as fire waves by Arson Eximus) will be ignored with Overguard. However, grapple hooks from enemies such as a [Scorpion](#) will still interrupt the player for a moment and pull them in.

Only Warframes and [Companions](#) are able to receive Overguard. Abilities that grant Overguard do **not** apply to [Specters](#), [Defense Objects](#), or other allied NPCs.

If the user has no [Shields](#) active ( [Inaros](#) and  [Nidus](#) by default), [Energy](#) conversion from damage to [Health](#) effects ( [Rage](#),  [Hunter Adrenaline](#),  [Necramech Rage](#), and  [Kinetic Diversion](#)) will allow damage to Overguard granted from an ally to be converted to energy.

Enemy

On enemies, crowd control effects that units protected by Overguard will ignore include  [Stagger](#),  [Knockdown](#),  [Stun](#),  [Mind Control](#),  [Confusion](#) (including  [Radiation](#) procs),  [Slow](#),  [Ragdoll](#),  [Blind](#), and  [Lifted](#), and can only receive a maximum of 4  [Cold](#) procs. Once Overguard is removed, the unit will receive crowd control and status effects as per normal.

Overguard is independent of [enemy health and shield scaling](#). Overguard will scale by level but will be the same amount across all Eximus enemy types.

Because of their immunity to crowd control, Overguarded enemies are a threat that should be prioritized; crowd control will still affect their allies and they will still target confused and mind controlled units which helps level the playing field. In the case of [Ancient Healers](#) and [The Severed Warden](#), which provide Overguard to their own allies but not themselves while alive, the Ancient will still receive crowd control as normal and should be targeted instead. Shooting off a [Nox](#)'s helmet will immediately remove their Overguard.

Scaling



This section is *transcluded* from *Enemy Level Scaling § Overguard*. To change it, please *[edit the transcluded page](#)*.

Overguard is a unique health buffer to Eximus, though normal units can get overguard in unique situations (like after a Overguard Exodamper is destroyed during [Void Armageddon](#)).^[1]

$$f_1(x) = 1 + 0.0015(x - \text{Base Level})^4$$

When Current Level - Base Level < 45

$$f_2(x) = 1 + 260(x - \text{Base Level})^{0.9}$$

When Current Level - Base Level > 50

Stat scaling between 45-50 inclusive is interpolated from the two functions using [smoothstep](#).

$$T(x) = \frac{x - \text{Base Level} - 45}{5}$$

Finding out transition percentage from 45 to 50

$$S_2(x) = \begin{cases} 0, & x - \text{Base Level} < 45 \\ 3(T(x))^2 - 2(T(x))^3, & 45 \leq x - \text{Base Level} \leq 50 \\ 1, & x - \text{Base Level} > 50 \end{cases}$$

Smoothstep transitioning between functions

$$\text{Overguard Multiplier} = [f_1(\text{Current Level}) \times (1 - S_2(\text{Current Level})) + [f_2(\text{Current Level}) \times S_2(\text{Current Level})]$$

Where the Overguard Multiplier is the value that multiplies an enemy's base overguard to its current overguard.



Current overguard scaling at Base Level = 1.

Enemies with Overguard

- All [Eximus](#) except [Archwing](#), [Warden](#), and [Prosecutor](#) Eximus units. Their base Overguard is 12.
- [Ancient Healer](#) - Grants nearby enemies Overguard equal to 9x of the Ancient Healer's health. Cannot provide Overguard to themselves.
- [Archon Amar](#) - In [Archon Hunts](#), gains an extremely small amount of Overguard when protected by his clones and heat wall. Depleting the Overguard will cancel the ability.
- [Archon Boreal](#) - In Archon Hunts, gains an extremely small amount of Overguard when protected by his screech. Depleting the Overguard will cancel the ability.
- [Archon Nira](#) - In Archon Hunts, gains an extremely small amount of Overguard when protected by her frontal barrier and toxic field. Depleting the Overguard will cancel the ability.
- [Corpus Cestra Target](#)
- [Corpus Sniper Target](#)
- [Corpus Supra Target](#)
- [Corpus Trencher Target](#)
- [Dax Malleus](#) - Only in [The Undercroft](#)/[The Circuit](#).
- [Kuva Trokarian](#)
- [Nox](#) (except [Demolisher Nox](#)) - Breaking the Nox's glass helmet will immediately remove all of their Overguard.
- [The Severed Warden](#) - Grants and continually replenishes nearby enemies with



- [Thrax Legatus](#)
- [Deep Archimedeia](#) ("Bolstered Belligerents" Risk Variable) - All enemies have Overguard equal to 50% of their max health.
- [Void Armageddon](#) - All Grineer and Corpus units receive Overguard upon destroying an Overguard Exodamper for the remainder of the round.

Crowd Control That Bypasses Overguard

- [Cold](#) procs (up to 4 stacks)
- [Void](#) procs bullet effect
- [Loki's](#) [Switch Teleport](#) - will not make enemy disoriented upon teleport
- Effects that [Taunt](#) or have increased [Threat Level](#) (i.e. presence of Overguard will not affect [Enemy Behavior](#)):
 - [Loki's](#) [Decoy](#)
 - [Nyx's](#) [Chaos](#)
 - [Octavia's](#) [Mallet](#)
 - [Titania's](#) [Razorflies](#)
- [Volt's](#) [Discharge](#) will stop enemy movement, but will not affect their actions.
- [Dax](#) enemies ([Dax Arcus](#), [Dax Equitem](#), [Dax Gladius](#), [Dax Herald](#), and [Dax Malleus](#)) suffer a forced knockdown if their special attacks are interrupted by gunfire. Overguard does not stop this knockdown.

Abilities That Have Unique Interactions With Overguard

This is a short list of Warframe abilities that will slow enemies with Overguard until it is removed, after which the ability will affect them like normal:

- [Vauban's](#) [Bastille's](#) Vortex
- [Zephyr's](#) [Tornados](#)
- [Gyre's](#) [Coil Horizon](#) Vortex

Sources of Player Overguard

Abilities

[Dante](#) [Kullervo](#) [Rhino](#)



Light Verse

Final Verse

Light Verse

Dante's vitalizing composition grants him and his allies Overguard and increases their Max

2

Health.

25

Introduced in [Update 35.5](#)
(2024-03-27)

Strength:

+ 200 / 250 / 300 / 350
Overguard gain
7,500 / 10,000 / 12,500 /
15,000 Overguard cap
+ 14 / 16 / 18 / 20 % HP
healed based on max health

Duration: N/A

Range:

20 m ally buff radius

Misc:

1 s (Invulnerability duration
on cast)
+1 Final Verse Light page

Mods

[Icy Avalanche](#)

[Intrepid Stand](#)

[Rumbled](#)

[Healing Flame](#) (
only)

[Ember](#)



[Pack Leader](#) (Companion only)

[Primed Pack Leader](#) (Companion only)

Miscellaneous

- [Secondary Fortifier](#)
- [Archgun Deployer](#)
- [Decree](#) - Killer's Confidence
- [Riding Intrinsic](#) Rank 6 - Steadfast Dismount

Notes

- Players with Overguard will be immune to [energy](#) draining effects such as the [Ancient Disruptor](#)'s aura, [Disruption](#)'s energy drain debuff, [Netracells](#)' Exhaustion Keyglyph, and [Deep Archimedeia](#) Concussive Drain and Energy Exhaustion Deviations.

Sources of Crowd Control

Note that non-CC effects (e.g. damage, [armor/shield](#) removal) of these abilities will still apply to enemies with active Overguard.

This section is [transcluded](#) from [Buff & Debuff/Debuffs/CC](#) . To change it, please [edit the transcluded page](#).

Crowd Control Debuffs

Name	Target	Description
Blinded	Enemy	The target is temporarily stuck in a blinded state, staggering backwards and with smoke emitting from their eyes. Finishers can be performed on blinded enemies.

Name	Target	Description
		Inaros's Desiccation Mesa's Muzzle Flash Mirage's Sleight of Hand and Prism Oberon's Reckoning Revenant's Blinding Reave Wisp's Breach Surge Out Of Sight Exalted Blade's slide attack Vaykor Sydon's passive - While holding Narmer Deacon's Narmer Veil during Archon Hunt
Blinded	Player	The player is temporarily stuck in a blinded state, their HUD is flashed white. Denial Bursa's flash beams
Confusion	Enemy	The target will become confused and indiscriminately attack its enemies and allies. Nyx's Chaos Radiation proc
Converted	Enemy	The target will change side, being friendly to the Tenno and start attacking their own faction. Note that this does not guarantee them being invulnerable to friendly fire by allied Tenno. Nyx's Mind Control Revenant's Enthrall Xaku's The Lost (Accuse sub-ability)
Jammed	Enemy	The target's guns are jammed, forcing them into an animation where they try to unjam their guns. Mag's Counter Pulse Mesa's Shooting Gallery
Knockdown	Enemy	The target is knocked off their feet and falls on their back. Ground Finishers can be performed on these enemies.



Name	Target	Description
		Atlas' Titanic Rumbler Banshee's Sonic Boom Excalibur's Slash Dash Gauss' Mach Rush Garuda's Dread Mirror Gyre's rolling Coil Horizon Hydroid's Tempest Barrage Khora's Venari (Protect posture) Limbo's Banish Mag's Magnetize Nezha's Divine Spears Nova's passive, Neutron Star, and Molecular Prime Oberon's Smite and Reckoning Revenant's passive Rhino's passive Zephyr's Tail Wind (Dive bomb) Heavy Impact Lamdeo Moa's Shockwave Actuators Arcane Eruption - Jumping + sliding into an enemy Hard Landings Cobra & Crane air attacks Archgun Deployer
Knockdown	Player	The player is knocked off their feet and falls on their back.
Grineer		
		Commander (Elite Shield Lancer) Shield Lancer Scorpion Hellion Bailiff Bombard Heavy Gunner Napalm Nox Ghoul Devourer Mordda Turret
Corpus		

Name	Target	Description
		- Mine Osprey - Amalgam Satyr - Laser Barrier
Infested		
		- Leaper - Swarm Mutalist MOA - Tar Mutalist MOA - Ancient Disruptor - Ancient Healer - Toxic Ancient - Juggernaut (Behemoth)
Other		
		Conculyst
Paralyzed, Disabled, Stuck	Enemy	The target is stuck in a particular position. Atlas' Path of Statues, Petrify and Rumblers' initial cast Frost's passive, Freeze's direct hit, Snow Globe if the target is inside the bubble when the ability is activated, Chilling Globe and Avalanche. Gara's Mass Vitrify's expansion phase. Garuda's Blood Altar Harrow's Condemn Hildryn's Aegis Storm Inaros' Scarab Swarm Khora's Ensnare Limbo's Stasis Mag's Fracturing Crush Nidus' Parasitic Link Rhino's Rhino Stomp Vauban's Bastille Volt's Discharge Wukong's Celestial Stomp Xaku's The Lost (Gaze sub-ability) Sahasa Kubrow's Ferocity Sunika Kubrow's Savagery and Unleashed



Name	Target	Description
		Vitrica's glassing ability The player is stuck in a particular position.
Paralyzed, Disabled	Player	Manic Nauseous Crawler Void Angel's impaling ground slam, also forcing the Operator/Drifter out of his or her Warframe The target is immediately sent to a ragdoll state.
Ragdolled	Enemy	Atlas' Landslide (every third successive strike) and Tectonics Banshee's Sonic Boom Gauss' Mach Rush and Redline Gyre's detonated Coil Horizon Hydroid's Tidal Surge Khora's Whipclaw Mag's Pull Nekros' Soul Punch Rhino's Rhino Charge Valkyr's Rip Line Vauban's Minelayer (Tether coil) Yareli's Riptide Zephyr's Airburst Wurm's Crowd Dispersion Harpak's alt fire Paracyst's alt fire Sonicor Kestrel's charged attack - Any melee ground slam attack Void Sling Vazarin's Void Snare
Sleep	Enemy	The target is in a standing sleeping state and will not perform any action. Baruuk's Lull Equinox's Rest & Rage (Rest)



Name	Target	Description
		- Normal hits from Cobra & Crane if wielded by Baruuk Magus Lockdown
		The target's movement and actions are slowed. Chroma's Spectral Scream, Elemental Ward, and Effigy (Cold) Equinox's Peaceful Provocation Frost's Freeze, Ice Wave, Ice Wave Impedance, and Snow Globe Nekros's Creeping Terrify Nova's Molecular Prime Sevagoth's Gloom Titania's Tribute (Entangle buff) Valkyr's Warcry Xaku's The Vast Untime Cold proc Coolant Leak Endoparasitic Vector Artax In addition, the following slows count as <i>time disruption</i>, which is not prevented by Overguard: Rhino's Rhino Stomp - Zenurik's Temporal Drag
Slowed	Enemy	
		The player's movement and actions are slowed. - All Ghoul enemies upon death (Toxic clouds that proc Cold) - Any enemy wielding a Glaxion like some Corpus Targets Denial Bursa's energy orbs Scyto Raknoid Tar Mutalist MOA's thick tar Maggot Cold proc
Slowed	Player	



Name	Target	Description
Stagger	Enemy	The target is momentarily staggered, interrupting their current action.
		Ash's Smoke Screen
		Banshee's Sound Quake
		Chroma's Elemental Ward (Electric) and Effigy
		Equinox's Mend & Maim (Maim)
		Excalibur's Radial Javelin
		Garuda's Dread Mirror, Blood Altar, and Seeking Talons
		Gauss' Kinetic Plating while Redline is active
		Hildryn's Haven
		Loki's Decoy (when decoy shoots at enemies), Switch Teleport, and Radial Disarm
		Mesa's Staggering Shield
		Nezha's Warding Halo
		Nidus' Virulence
		Nyx's Pacifying Bolts and Chaos
		Octavia's Resonator
		Revenant's Mesmer Skin
		Rhino's Piercing Roar
		Saryn's Miasma
		Trinity's Energy Vampire
		Vauban's Tesla Nervos
		Volt's Shock and Shocking Speed
		Wisp's Reservoirs (Shock mote)
		Xaku's The Lost (Accuse sub-ability)
		Yareli's Aquablades
		Acidic Spittle
		Live Wire
		Pounce
		Opticor (Opticor Vandal)
		Electricity proc
		Impact proc
Stagger	Player	The player is momentarily staggered, interrupting their



Name	Target	Description
		- Commander - Roller - Melee parries by Bailiff and Guardsmen - Volatile Runner - Kyta Raknoid - Upon breaking Reinforced Glass on Corpus Ship tilesets
		The target is momentarily stunned, interrupting their current action. Players can perform front/back Finishers on stunned enemies.
Stun	Enemy	Ash's Teleport Banshee's Silence Valkyr's Paralysis Wukong's Cloud Walker Paralytic Spores Retribution Caustacyst's charged attack Sigma & Octantis's air attack Tatsu's seeking projectiles (passive) Zakti's dart's explosion - Charged attacks with any Sparring melee - Naramon's Sling Stun Justice effect from Steel Meridian weapons/mods



Name	Target	Description
Suspended, Incapacitated	Enemy	The target stays in an extended ragdoll state midair (or underwater) and it is unable to move.
		Hydroid's Undertow and Tentacle Swarm
		Inaros' Sandstorm
		Khora's Strangledome
		Mag's Crush
		Nidus' Larva
		Titania's Spellbind and Lantern
		Trinity's Well of Life
		Vauban's Bastille
		Zephyr's Tornado
Taunt/Attracted	Enemy	Desert Wind's slide attack
		Orvius's charged attack
		The enemy will have its attention diverted towards the target with the higher Threat Level.
		Atlas' Titanic Rumbler
		Gara's Spectrorage
		Khora's Strangledome
		Loki's Decoy
		Mirage's Hall of Mirrors
		Nekros' Shadows of the Dead
		Nidus' Ravenous
		Nyx's Chaos and Absorb
		Octavia's Mallet
		Saryn's Molt
		Titania's Razorwing
		Wukong's Defy
		Guardian Derision
		The target will halt its current action and mindlessly move towards a point.
		Ivara's Quiver (Noise arrow when enemies are unalerted)
		Titania's Lantern
		Djinn's Fatal Attraction

Name	Target	Description
		The target is terrified and tries to run away from the caster.
Terrified	Enemy	Nekros' Terrify Raksa Kubrow's Howl

Bugs

- Blocking with melee weapons will not build the combo counter or prevent damage while Overguard is active.
- Auto block and manual block with melee equipped disabled during Overguard.

Patch History

[Update 37.0](#) (2024-10-02)

- Celestial Stomp no longer stuns crowd control-immune enemies, such as Eximus units, to bring Celestial Stomp in line with similar crowd-controlling abilities.
- Molecular Prime Changes:
 - Added a Tap / Hold functionality: Tap to cast a Slowing effect on enemies. Hold to cast a Speed-Up effect instead.
 - Bonus damage multiplier now applies to Overguard, Health, and Shields.
 - Previously it only applied to enemy Health!

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	Drifter and	

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1. chrookee (2022, May 2). *[Confirmation needed]* I did a little math on the Overguard, here is the result (https://www.reddit.com/r/Warframe/comments/ugja1p/confirmation_needed_i_did_a_little_math_on_the/). Reddit. Accessed 2022-05-03. Archived (https://web.archive.org/web/20220503171029/https://www.reddit.com/r/Warframe/comments/ugja1p/confirmation_needed_i_did_a_little_math_on_the/) from the original on 2022-05-03.

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