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FROST PRIME

### Surging Avalanche | 100% Armor Strip + Red Crit Breach Surge Frost (General Use/Circuit Endurance)

by ninjase — last updated a month ago

3 0

Frost Prime has the same chilling abilities as Frost but provides unique mod polarities, allowing for greater customization.

582 VOTES

18 COMMENTS

COPY

ITEM RANK

30

60 / 60

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#### Frost Prime - Steel Path | Umbral 51K HP Snowglobes | 15K EHP | Parasitic Armor

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ENERGY

HEALTH

SHIELD

SPRINT SPEED

DURATION

EFFICIENCY

RANGE

STRENGTH

ARMOR

DAMAGE REDUCTION

EFFECTIVE HIT POINTS

100

370

650

0.95

100%

100%

100%

100%

315

51.2%

1,625

Frost Prime

|

Nourish +

Icy

Overguards

+ Biting

Critical +

100%

Armor Strip

|

Endurance

Steel Path

Frost Prime

guide by

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The

Devouring

Void |

Raw Non-

crit

Laetum

(One-

shot Steel

2

Path)

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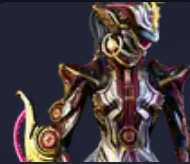
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14!

GUIDE

18 COMMENTS

FROST PRIME BUILDS

BUILDS BY NINJASE

# Surging Avalanche | 100% Armor Strip + Red Crit Breach Surge Frost (General Use/Circuit Endurance)

## INTRODUCTION

This build focuses on Avalanche to achieve 100% armor strip and [\[Biting Frost\]](#) augment to boost weapon damage further, as well as allowing Breach Surge sparks to red crit. Survivability mostly relies on shield gating and amazing crowd control from avalanche, which also gives Overguard via Icy Avalanche. Globe offers an additional layer of defense/survivability, or even a way to one-shot enemies with viral status.

### UPDATE JUNE 2024

Arcane [\[Ice Storm\]](#) gives +40% strength and +40% duration for 15s when enemies are frozen, which occurs constantly on [\[Frost\]](#). This means you can rely on just [\[Precision Intensify\]](#) and Arcane [\[Ice Storm\]](#) to hit full strip from 40% strength ( $40+90+40 = 170\%$  strength). This frees up more slots, allowing you to even run [\[Freeze Force\]](#), which gives cold damage. This allows you to save mod slots on weapons to run things like raw Cold or make Viral, Blast or Magnetic with only one other mod, all of which are even more viable than before due to status changes. Just note this can mess up teammates elemental combinations so don't use this without asking people you play with.

Another interesting interaction is armor. If you want to, you can put [\[Health Conversion\]](#) over [\[Primed Flow\]](#) to boost armor to 1665. This increases Snow Globes base health but now with

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by cold status in 15m). Furthermore, [\[Icy Avalanche\]](#) was recently changed to give more overguard scaling with Armor (20% of 1665 = 333 overguard, on top of the 60 per enemy).

### UPDATE APRIL 2024

Breach Surge and Ice Wave Impedance now both no longer work on Eximus/Thrax through Overguard, but [\[Biting Frost\]](#) still allows Breach Surge to achieve red crits. Note Avalanche can apply 4 cold procs onto eximus which still slow them by 65%.

[\[Precision Intensify\]](#) with [\[Augur Secrets\]](#) and [\[Power Drift\]](#) now gives Avalanche exactly 169% strength after [\[Overextended\]](#), without needing to get kills to build up Molt Augmented, allowing you to full strip from the beginning of a mission.

## PLAYSTYLE

1. Cast Breach Surge to stun enemies in line of sight and prime them for spark production.
2. Cast Avalanche (4) to freeze and strip enemies, which also triggers Breach Surge sparks. Breach Surge sparks red crit when they hit frozen enemies due to [\[Biting Frost\]](#). Additionally, [\[Icy Avalanche\]](#) gives overguard which blocks status effects and has 0.5s iframes on breaking.
3. Use Snow Globe to push all enemies away and block all enemy fire (remember it is invulnerable for 4 seconds). Use 1 to break globes that are in the way.
4. Optionally, if you prime enemies with viral and use snow globe to push them into walls, this can deal true damage and oneshot.
5. Optionally, you can cast Freeze at the floor to create small patches of ice that slow enemies (not eximus).

Video demonstrating the general playstyle of [\[Frost\]](#) at circuit levelcap and red crit breach surge. Note that Circuit Decrees make these breach surge sparks deal billions of damage which will NOT occur in regular Steel Path. :

## BUILD SPECIFICS:

### Duration

Duration affects the freeze duration of avalanche. Keep the duration as close to neutral or higher if possible.


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source, since it converts health orbs to energy. Every Eximus kill drops a guaranteed 2 health orbs which equated to 110 energy. Adding a companion with [\[Synth Deconstruct\]](#) means you will generate even more health orbs reasonably consistently. You can also add any of the following things: [\[Xata Invocation\]](#) on [\[Grimoire\]](#), Emergence Dissipate arcane on operator,

### Range

Higher range is ideal so avalanche cover a wider area. You can either hit 175 range with [\[Stretch\]](#) + [\[Augur Reach\]](#) or 235+ range using [\[Overextended\]](#) + [\[Stretch\]](#)

### Strength

Avalanche only needs 167% ability strength for permanent full strip and [\[Precision Intensify\]](#) applies to the fourth ability. The remainder of Frosts abilities general don't need strength in an endurance setting. This means you only need about 77% strength at base which can be hit with just [\[Augur Secrets\]](#) + [\[Power Drift\]](#). Running Molt Augmented just gives bonus strength to boost Breach Surge spark multiplier.

### Aura

Brief respite is used for restoring shields for shield gate i-frames.

[\[Growing Power\]](#) helps with strength thresholds for strip. Corrosive Projection lowers the strength threshold for strip to 137%.

### Flexible slots

Exilus - [\[Power Drift\]](#) to hit any strength thresholds, otherwise run [\[Cunning Drift\]](#) for more range. [\[Primed Sure Footed\]](#) is no longer needed since Avalanche gives frequent Overguard which blocks knockdown and statuses.

[\[Archon Flow\]](#) is flexible for [\[Primed Flow\]](#). Both give the same amount of energy but [\[Archon Flow\]](#) has the slight bonus that random kills via cold abilities like avalanche or freeze generates a special large energy orb.

Augments - each of the augments are flexible depending on personal preference.

- Biting Frost is good for buffing crit based weapons, but if you're using phenmor/laetum/felarx, you should drop this
- [\[Icy Avalanche\]](#) is great for giving you and your team overguard, which blocks statuses including knockdown and




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Note, this does NOT apply cold damage to Breach Surge.

Natural Talent - important to slot if you don't have 2+ Cast speed shards or Madurai Power Transfer active.

### Archon Shards

At least TWO normal or ideally Tauforged Amber Cast Speed Shards

TWO to THREE strength shards lets you replace [\[Augur Secrets\]](#) or [\[Power Drift\]](#) for a flexible option.

Rest of shards could be Azure Energy Max shards

### Arcanes

Energize for energy [\[Regen\]](#)

Molt Augmented for strength

Avenger for more flat crit chance

Arachne boosts Breach Surge sparks by 2.5x

## HELMINTH

Grouping is an optional subsume:

- Ensnare - allows you to pull frozen enemies together
- Coil Horizon is an option for subsume that allows Archon Stretch to give bonus energy.

If you have energy issues, a helminth that can supply energy is very useful:

- Spellbind with spellbound harvest which provides status immunity and a source of energy:  
<https://overframe.gg/build/240565/frost-prime/spellbound-avalanche-frost/>
- Spectroage with spectroiphon augment to generate more energy orbs to power avalanche:  
<https://overframe.gg/build/273692/>
- Nourish with Arcane Energize gives you approximately 1200 energy per minute and gives raw viral damage which hurts armor stripped grineer more:  
<https://overframe.gg/build/456819/>
- Dispensary with Equilibrium
- Fractured Blast with [\[Equilibrium\]](#)

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radius) effects that magnify exponentially when enemies are grouped.

Good options for this include:

Primaries:

- Bubonico alt-fire (electric) : <https://overframe.gg/build/210444/>
- Phantasma (electric): <https://overframe.gg/build/269027/>
- Kuva Ogris (electric): <https://overframe.gg/build/285976/>
- Phage (electric): <https://overframe.gg/build/252696/>
- Sobek (acid shells): <https://overframe.gg/build/234900/>
- Tenet Glaxion - helps make energy orbs: <https://overframe.gg/build/668833/>

Secondaries:

- Detron variants (thermagnetic shell)

Melee:

- Sibear Slam: <https://overframe.gg/build/298056/>
- Rumblejack (electric/gas): <https://overframe.gg/build/280930/rumblejack/rumblings-thunder-rumblejack-armor-stip-nuke-for-use-with-aama-and-grouping/>
- Tenet Agendus (electric): <https://overframe.gg/build/251031/tenet-agendus/tenet-agendus-pure-electric-hybrid-combo-x12-heavy-grouped-nuking/>
- Verdilac (gas): <https://overframe.gg/build/279264/verdilac/verdilac-niras-nukes-steel-path-aoe-nuke-gas-projectiles-variant-options/>

### Crit Bug

[Biting Frost] gives a crit chance buff that is MULTIPLICATIVE to crit chance mods, on certain fire mods on certain guns (normally additive to cc mods), allowing many to red crit easily:

- Tenet Envoy: <https://overframe.gg/build/214840/>
- Tenet Tetra
- Kuva Chakurr: <https://overframe.gg/build/252600/>
- Stahlta: <https://overframe.gg/build/307353/>
- Laetum Incarnon:
- Tenet Plinx Alt-fire: <https://overframe.gg/build/395842/>
- Strun Incarnon (blast): <https://overframe.gg/build/684183/>


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- Gammacor Incarnon
- Basmu
- Tenet Diplos: <https://overframe.gg/build/615408/>
- Acceltra/Acceltra Prime: <https://overframe.gg/build/591687/>
- Xoris: <https://overframe.gg/build/325681/>

### Companions

If you need more energy, run [Dethcube] with [Energy Generator] or [Equilibrium] + [Diriga] with [Synth Deconstruct].  
If you want passive grouping, use [Nautilus] with [Cordon].

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