

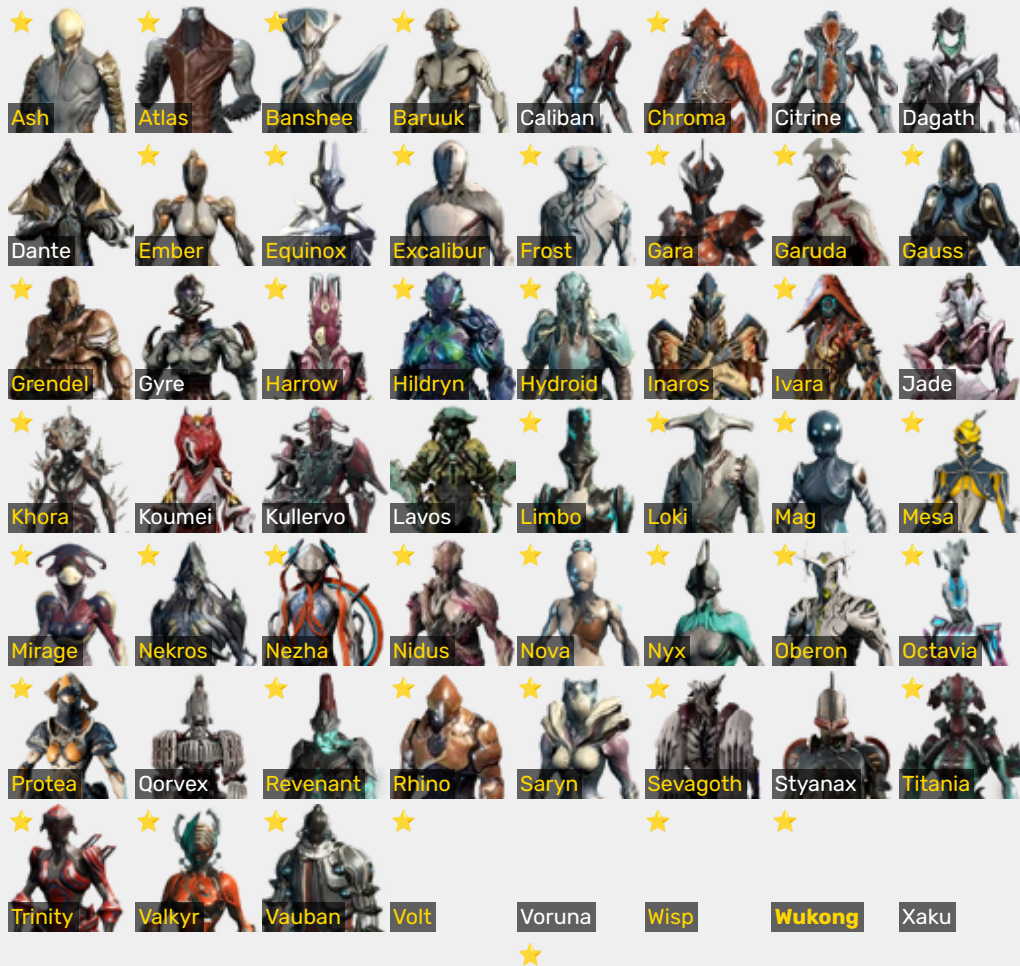
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# Wukong

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## Patch History

### [Hotfix 37.0.4](#) (2024-10-10)

- Fixed Client Wukongs being unable to use any abilities or context actions and losing their melee animations after their Celestial Twin hits a teleport volume.

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

#### **Wukong Changes**

Wukong has developed what we and fellow players have noted is a disruptive playstyle regarding his ability to animation cancel Heavy Attacks with Cloud Walker. This leads to fast spam of max Combo Counter damage, especially on weapons such as the Arca Titron.

When we nerf anything, we follow a set of three points:

- To reduce AFK strategies,
- If the playstyle negatively hinders or disrupts the gameplay of others,
- To minimize a dominant playstyle that players feel they need to play it.

This Wukong combination falls into the disruptive gameplay category of our above philosophy.

Following this, we aim to remove the problem surgically at its core - the animation cancels. As such, we're only removing the ability to activate Cloud Walker while a Heavy Slam animation is currently being used.

#### **'Cloud Walker Change:**

- When you Heavy Slam while using Cloud Walker to exit the Ability, you cannot activate Cloud Walker again until the Heavy Slam animation is complete.

#### **Celestial Stomp Augment Change:**

- Celestial Stomp no longer stuns crowd control-immune enemies, such as



We recognize that Wukong is a popular choice of Warframe, and our intention is to reduce the disruptiveness without an unfair knock-on effect.

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- 1. <https://www.warframe.com/2020stats>
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3/4

