

ITEM

WARFRAME

VAUBAN PRIME

OTHER VAUBAN PRIME BUILDS



Galactic Immunisation Program | Scaling Viral Flechette DPS one shot level cap

COPY



by [ninjase](#) — last updated 3 months ago (Patch 36.0)



4



227,750

Transform the battlefield into a weapon with this gilded tactician. Features unique mod polarities for extended customization.



314 VOTES



6 COMMENTS



STOP! Hammer Time! (You can't touch this!)

Vauban Prime guide by [THeMooN85](#)

UPDATE 34.0

1 FORMA

LONG GUIDE

vc 4



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infinite giant vortex (no forma)

Vauban Prime guide by [dragonslayer](#)

UPDATE 30.6

0 FORMA

SHORT GUIDE

vc 1

OVERFRAME

Top Builds

Tier List

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New Build

APPLY CONDITIONALS

ENERGY

HEALTH

SHIELD

SPRINT SPEED

DURATION

EFFICIENCY

RANGE

STRENGTH

ARMOR

DAMAGE REDUCTION

EFFECTIVE HIT POINTS

641

370

370

1

155%

45%

235%

163%

210

41.2%

1,122

Primed Sure Footed

8

Primed Continuity

7

Blind Rage

8

Archon Stretch

8

Tesla Bank

9

Primed Flow

7

Augur Secrets

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Overextended

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vauban | Spectrosiphon

Vauban Prime guide by ninjase

UPDATE 35.0

2 FORMA

SHORT GUIDE

BUILDS BY NINJASE

The Devouring Void | Raw Non-crit Laetum (One-shot Steel Path)

Laetum guide by ninjase

UPDATE 36.1

5 FORMA

LONG GUIDE

The Lich King Revenant | General Use/Endurance Steel Path | Mesmer Tank and One-shot Reave

Revenant Prime guide by ninjase

UPDATE 36.0

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https://overframe.gg/build/273105/vauban-prime/galactic-immunisation-program-scaling-viral-flechette-dps-one-shot-level-cap/

2/7



Molt Augmented



Arcane Arachne

Path
Endurance
Survival and
Looting

Khora Prime
guide by ninjase

UPDATE 36.1

3 FORMA

LONG GUIDE

GUIDE

6 COMMENTS

VAUBAN PRIME BUILDS

BUILDS BY NINJASE

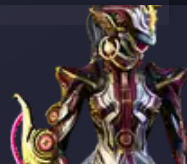
Galactic Immunisation Program | Scaling Viral Flechette DPS one shot level cap

INTRODUCTION

This build is a DPS focused [Vauban] build used mainly for endurance steel path missions e.g. Survival or Circuit. Bastille is used for crowd control and armor strip while Flechette Orbs from minelayer are used to do DPS that *scales* with enemy level (multiplied by $1 + \text{enemy level}/10$), at a faster rate than enemy HP scales. In addition, ability strength (2.83x), Vaubans passive (1.25x), overdriver (1.46x), [Vigorous Swap] (2.65x) and arcane arachne (2.5x) are all multiplicative damage buffs for [Flechette] orb. This means at level 101, each [Flechette] nail deals an average damage of around 200,000 damage while at level 9999, each nail does an average of 15 million damage, which increases to 90 million after 10 stacks of viral status (created by nourish). Keep in mind a fully armored corrupted heavy gunner at lvl 9999 has 18.7 million EHP (and 7.5 million HP), meaning flechette almost one-shots with zero viral status.

Alternative options are to use Arcane Avenger to increase [Flechette] orbs Crit chance to 95%, and [Tek Collateral] to boost the crit multiplier to 4x, but this will require you to run Combat Discipline, and possibly equilibrium with dispensary instead of spectrorage/spectrosiphon to both heal and get energy - see TwistedBolt's crit version:

<https://overframe.gg/build/270804/vauban/minmaxed-one-man-killing-zone/> . Also see booben's version which inspired



Octavia
General
Use |
AFK
Steel
Path

Octavia
Prime
guide by
ninjase

VOT
15

UPDATE
36.1

3
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UPDATE 2024

With armor cap changes, you no longer even need to Bastille to full strip enemies in order to one-shot levelcap enemies. This means you can clump enemies with vortex, allow your companion to passive prime with any combination of viral/corrosive/heat status and just let [\[Flechette\]](#) kill everything.

UPDATE 2023

Nourish applies Viral Damage to Flechettes AND gives an energy multiplier of 2.83x, meaning Energize gives 424 energy per trigger, energy orbs give 70 energy per orb and Archon Stretch generates 6 energy/s when Tesla Nervos is used.

Archon shards: Use two amber cast speed and three duration or strength shards

UPDATE Oct 2023

With shield gate changes, we now require Brief Respite and Augur Mods to regenerate sufficient shields for shield gating. With Brief Respite, Augur Reach and 1-2 augur mods on pistol, a cast of Bastille now generates 418 shields, which corresponds to approximately 1.5s shield gate.

PLAYSTYLE

1. Cast Bastille to suspend enemies and strip armor (Note: **never** hold 4 to cast vortex if you want to strip armor - if a vortex becomes active, Bastille will no longer strip armor). Armor strip also works against acolytes even though they don't become suspended. It will take around 5.5s for a full armor strip. Instead we can use **Magus anomaly** to draw enemies into the bastille range (Anomaly has a 30m pull range while Bastille has a 23.5m capture radius). An alternative to armor stripping is to use Vortex (Hold 4) and shoot [\[Latron\]](#) Incarnon or Unairu Caustic wave into the ball.
2. Toggle ability 2 and cast overdriver on the ground and walk over it to receive weapon damage buff, then toggle to [\[Flechette\]](#) orb to ready it
3. Wall latch to activate Arcane Arachne if equipped (optional) and activate [\[Vigorous Swap\]](#) (optional) by swapping primary and secondary (don't use quick melee due to a delay), then immediately lay down a [\[Flechette\]](#) orb. Repeat [\[Vigorous Swap\]](#) and [\[Flechette\]](#) orb up to 4 total orbs. If playing circuit, you can skip these two entirely by picking up

will slowly draw in additional enemies outside the range of
Magus anomaly/Bastille/[Flechette] orbs
5. Hold 1 to charge 4 tesla nervos

Flechette One-shot Levelcap Vauban | So...



BUILD SPECIFICS

Duration

Required for uptime on spectrorage, bastille and [Flechette]

Efficiency

Dumped due to [Blind Rage]. Make up for energy economy with [Primed Flow], Nourish, Achon [Stretch] and any other sources such as [Grimoire] [Xata Invocation], emergence dissipate, [Dethcube] [Energy Generator] etc

Range

Important for Bastille range, Tether coil grab range and nourish [Retribution] range and vortex range should you wish to collapse your bastilles

Strength

Important for Bastille enemy capacity, armor strip rate, [Flechette] damage and overdriver boost

Flexible Slots

[Augur Reach] and [Umbral Intensify] are flexible for [Vigorous


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Exilus

PSF is best in slot.

Flexible for handspring, cunning drift, power drift

Arcanes

Energize - sustaining energy with spectrorage and 45% efficiency

Arachne - +150% damage boost to flechette orbs after wall latch

Avenger - flat +45% crit chance to the base 50% crit chance of [Flechette] orbs

Archon Shards

2 cast speed shards

3 duration shards

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