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Blaze Artillery


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Blaze Artillery
Deploys an artillery unit to blast plasma charges at enemies it faces. Each enemy hit increases the power of subsequent plasma attacks.


 **2**
 **50**

Introduced in [Update 28.0](#)
(2020-06-11)


Strength:
100 / 150 / 200 / 500 ( Heat damage per shot)

Duration: 3 s

Range: 30 m (targeting range)

Misc:
3/s (shots per second)
130° (firing arc)
3 (limit of active turrets)
100% ( Heat status chance)
2 m (area of effect)
+100% (damage bonus per hit)

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- Protea expends  **50 energy** to launch the plasma turret attached to her utility belt, facing toward the aiming reticle. Once deployed, Blaze Artillery hovers in








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any targets within [Line of Sight](#), the plasma charges upon with a [Line of Sight](#) radius of up to **3** plasma turrets on the



- Deploying animation speed is affected by [Casting Speed](#), from mods such as  [Natural Talent](#) and  [Speed Drift](#).
- Recasting the ability at the maximum turret limit will remove the oldest turret.
- Turret duration is shown on the ability icon, as well as displayed on the rear of the turret as a holographic circle.
- When a target is acquired, the turret fires a stream of scorching plasma with infinite body [Punch Through](#) to inflict  **100 / 150 / 200 / 500**  [Heat](#) damage with a **100%** status chance within a **2** meter radius around its target. Blaze Artillery's overall damage increases by **100%** for *each* successful hit against all enemies caught in a plasma stream, stacking for subsequent attacks.
 - The current amount of the damage multiplier from enemies hit is shown on the rear of the turret.
 - Plasma turret will attempt to fire at different targets in range throughout the artillery's lifetime.
 - Enemies within coverage of a [Nullifier Crewman](#)'s bubble will **not** be targeted by the turret.
- **Ability Synergy:**
 - Blaze Artilleries contribute damage to  [Temporal Anchor](#)'s recorded damage pool for the implosion on rewind.
- Can be recast while active to deploy multiple turrets.
- Casting Blaze Artillery is an upper-body animation that allows movement.
- Blaze Artillery is an invulnerable object that hovers in front and above Protea as she deploys it.
 - Once deployed, the compact state of the plasma turret disappears from Protea's utility belt.
- Blaze Artillery turret uses a custom model that resembles a floating flak turret with dual cannons. Cannons visually recoil when firing plasma charges, as particle effects pour out from the firing cannon followed by the plasma stream surging through the air at high speed.
 - On expiration, the turret collapses in on itself in a warping effect; if the expiring turret is the last active instance, it will instantly reappear on Protea's utility belt in the compact state.



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15 comments



[SonFreak00](#) • 6/5/2024

The in-game attribute for blaze artillery shows 0 (zero) energy cost. Is it just my Protea Prime or can others confirm this bug too?

(Edited by SonFreak00)



[A Fandom user](#) • 6/30/2024

Yeah I get this too



[A Fandom user](#) • 7/26/2024

You both likely have Zenurik as your active school. The Inner Might passive messes with the arsenal energy cost display.



[SonFreak00](#) • 8/6/2024



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[SigmaGuardianSoul](#) • 4/30/2024

Getting an augment soon. Curious what it will be.



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[A Fandom user](#) • 4/14/2024

Do these count as an "Ally" for things like Theorem Infection?



Write a reply



[A Fandom user](#) • 4/10/2024

How heavily would Blaze Artillery benefit from Archon Vitality?



[A Fandom user](#) • 5/3/2024

YES. YES. YES. YES.



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[A Fandom user](#) • 12/7/2023

Does anyone know if the turret projectiles proc the microwave sparks from breach surge?



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It should, there's an on hit chance to proc and on kill guaranteed proc for surge sparks.



Write a reply



A Fandom user • 6/2/2023

Very strong ability with good scaling, with 200 duration it has 19 shots (1 shot at 0 seconds). Archon vitality for more dmg and maybe roar for heavy double dipping. just remove enemy armor or prime them with fire & viral and the dot gets crazy. i prefer latron incarnon for fire priming (with heat mods) and armor removal. best served hot

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A Fandom user • 2/1/2024

Just run Nautilus with Cordon if you want CC. Use Roar with the +100% Strength on 4th cast and Heat Inherit them when pulled



Skoomaseller • 3/23/2024

Don't think you even need to armor strip with that setup unless you're going for really long runs (like 3h+ runs).



A Fandom user • 5/7/2024

Cordon is really underwhelming since the enemy pull distance is directly tied to their movement speed. Most of the time it just drags them a few feet from where they were, it doesn't really make a cluster. On the other hand, Verglas (Nautilus' weapon) makes a great primer with inherent cold, multishot, and fire rate mods. With zero forma you can run cold/radiation/corrosive on the weapon and use Duplex Bond to create three additional copies of Nautilus (since you'll be casting turrets constantly), and the turrets do inherent heat. Add Nourish to Protea (to enhance Dispensary) and all of the Nautilus clones will also do viral.



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duration with archon vitality, triple it with panzer, and potentially more than quadruple again with heat inherit which can do damage that basically nothing in this game even requires, you can double dip your heat, or you can just take your 10x damage on one mod without having to mix stats

If anything, the only really useful helminth's are grouping abilities for infested/corpus, but they'll die extremely fast with or without it and you'd still be dropping duration to use it, which is your damage & QoL



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A Fandom user • 2/27/2023

It's a little surprising that this thing DOESN'T have a 1x headshot multiplier, but also since headshots got buffed to 3x wouldn't that make head from this thing deal 6x damage?



Cephalon Scientia • 2/27/2023

In theory yes, updated the article but in-game confirmation would be appreciated.



A Fandom user • 3/3/2023

Tried with Scourge and Operator void procs, couldnt get them to hit headshots on ground level, maybe I could've done it from higher up? Not sure what else to try.



Write a reply



A Fandom user • 7/17/2022

Is this affected by shooting gallery?



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A Fandom user • 2/8/2022

Blaze artillery duration is affected by ability duration. the base duration is 3s but at 130% ability duration, it theoretically should have 3.9s duration however in game its only 3.67s duration. My brain is confused. someone pls explain to me how does duration scale on blaze artillery??



A Fandom user • 6/16/2022

The ability shoots 3 times a second, and it appears to be rounding the duration to the nearest third of a second to match each "shot"



Write a reply



A Fandom user • 1/19/2021

Does smite infusion or similar works on this?



A Fandom user • 6/15/2021

Smite infusion, shock trooper, as well as Grendels Nourish, does -NOT- appear to boost this ability no.

Tested it with all three abilities and no visible increase in dmg numbers, The only proc that appeared was always fire.

Sorry Tenno...



User PI • 12/13/2021

Same to Xata's Wisp



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Does it gain increased fire rate from Arcane Acceleration?



Write a reply



A Fandom user • 7/24/2020

I'm not clear on the damage scaling. With each shot, Blaze Artillery gets +100% damage. Is that 100% of the base damage (i.e. 500 Heat), or the current damage (i.e. taking previous bonuses into account / doubling every time)? In other words, does it scale linearly or exponentially?

500 -> 1000 -> 1500 -> 2000?

Or 500 -> 1000 -> 2000 -> 4000?



Ladyvan • 7/24/2020

it is additive, multiplicative would be absolutely insane.

With the current build i'm using, it has about 1000 damage and gets about 20 hits before disappearing. So thats +2000% for a pretty reasonable 21,000 damage.

multiplicative, $1000 * 2^{20}$, would be 1,048,576,000.



A Fandom user • 7/24/2020

Thanks!



Write a reply



A Fandom user • 7/15/2020

Is it affected by Pistol or Rifle amp?



Ladyvan • 7/15/2020



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mods





Poestis • 5/10/2024

Tried this in Simulacrum just now to check, didn't seem to make any damage difference with or without that aura mod.



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A Fandom user • 6/16/2020

pretty lame that they expire without firing all the ammo



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A Fandom user • 6/13/2020

Duration doesnt extend the usable length of this power in any way....what a shame :(



WarpFactor • 6/14/2020

Technically it does, since increase in ammo causes increase in seconds to fire all of the ammo.



A Fandom user • 10/23/2021

Maybe it changed but duration mods affect this now.



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