

ITEM

WARFRAME

RHINO PRIME

OTHER RHINO PRIME BUILDS



The Slampede | Endurance Rhino Iron Skin Gating + Stomp Spam + Slam Spam

COPY



by [ninjase](#) — last updated 4 months ago (Patch 36.1)



6



236,840

Takes Rhino's ground-shaking abilities to the next level with altered mod polarities that offer greater customization.



33 VOTES

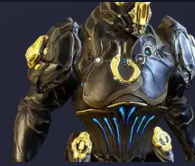


1 COMMENT



ITEM RANK

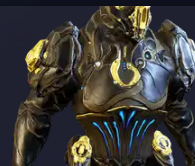
30



Shield of Iron | Parasitic Armor Rhino (1 Million+ Iron Skin)

VOTE
84

Rhino Prime guide by [ninjase](#)

UPDATE
37.05
FORMALONG
GUIDE

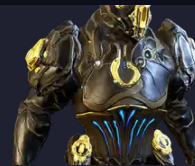
Hard, Stiff, Bloated - just as your... Rhino (50%)

VOTE
6

Rhino Prime guide by [TheMooN85](#)

UPDATE
35.0

5 FORMA

LONG
GUIDE

Ironclad Rhino General Use Iron Skin/Buf/Cro Control Non-helminth

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Equilibrium



VOTI
15

MEDIUM GUIDE



25

**LONG
GUIDE**



2/6



Arcane Fury



Molt Augmented

5 FORMA

LONG GUIDE

Thunderdom
Khora | Steel
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Endurance
Survival and
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UPDATE 37.0

3 FORMA

LONG GUIDE

GUIDE

1 COMMENT

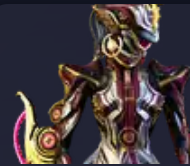
RHINO PRIME BUILDS

BUILDS BY NINJASE

The Slampede | Endurance Rhino Iron Skin Gating + Stomp Spam + Slam Spam

This is an Endurance focused [Rhino] Build that uses a combination of spamming Melee slam and spamming Stomp (a huge AOE time freeze that even affects eximus) as well as i-frames from Iron Skin for survival rather than actual large values of Iron Skin itself. On casting Iron Skin, you have 3 seconds of invulnerability where you absorb damage and convert that to Iron Skin. This should then last at least 3 seconds since it absorbed 3s worth of equivalent damage. Upon breaking you have a further 0.5s iframes from Overguard and another 1.7s of iframes from Shield Gate (since you generate 149 shield on cast, then passive shield generation brings you back to max).

Therefore, the total amount of i-frames from a single cast of Iron Skin is 5.2s + about 3s worth of Iron Skin itself for an average total of 8s. This means if you stand still and just take damage, you only need to cast Iron Skin once every 8s. If you then add in the insane crowd control of Stomp, you will only need to recast Iron Skin once every 30s to a minute or so when randomly get hit. This style of surviving should last all the way to levelcap (lvl 9999) and even has the potential to ignore toxin damage.



Octavia
General
Use |
AFK
Steel
Path

Octavia
Prime
guide by
ninjase

VOT
16UPDATE
37.03
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GUIDE



STAT BREAKDOWN

Duration

We want positive duration for uptime of Nourish and Roar.

Efficiency

Can dump due to Nourish + [\[Equilibrium\]](#) + [\[Archon Stretch\]](#)
(proc via [\[Diriga\]](#) or Hound)

Range

Stomp has a ridiculously high base range, so 145% range is sufficient for a 36m stomp. If you want you can go even higher up to 235 to cover 58m. Just note if you go too high, this can reduce KPM since you stop enemies from even reaching you in the first place.

Strength

Need high strength for Nourish and Roar.

Flexible Slots

[\[Rolling Guard\]](#) is a flexible slot but is very helpful in endurance if you suddenly lose iron skin and have no shield gate ready, or are just stuck in a tricky spot.

Flexible options include:

- More efficiency: Streamline
- More range: Augur Reach
- More strength: Augur Secrets/Umbral Intensify

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regenerate iron skin to max with each stomp

Aura:

- Brief respite is best default for backup shield gating
- Ready Steel if doing initial combo slam (no crescendo build up)
- [\[Corrosive Projection\]](#) helps reduce armored enemy ehp by almost half (multiplies dmg by 1.8x and makes levelcap thrax EHP approximately 66mil vs 110 mil). Use this if you just need to push your damage over the oneshot threshold.
- Growing Power for more strength

HELMINTH

Nourish - generally useful for energy economy and free viral for weapons

Pillage - armor strip and shield generation, swap aura to Corrosive Projection and add a bit more strength for full strip at 328 strength.

Tharros Strike - full armor and shield strip, swap Rolling Guard for Overextended and Natural Talent for Transient Fortitude.

Wrathful Advance - if you want a melee [\[Rhino\]](#) with nice mobility

ARCHON SHARDS

For general weapon platform [\[Rhino\]](#):

ONE to TWO Cast Speed mandatory

ONE Tauforged Emerald Corrosive shard can be useful for more armor strip

Strength Shards are the most all purpose shards that fit all [\[Rhino\]](#) builds since it boosts roar, iron skin and many helminth abilities

For pure melee slam Rhino:

ONE Tauforged Cast Speed shard

ONE Tauforged Azure Energy Max shard - mandatory to hit >500 energy

THREE Tauforged Violet Melee Crit Damage shards - boosts melee crit dmg by 225% when above 500 energy

ARSENAL

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x12 Crescendo Magistar: <https://overframe.gg/build/690586/>
[Arca Titron]:

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