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# Crush



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**Crush**  
Magnetize the bones of nearby enemies, causing them to collapse upon themselves.

**100**

Introduced in [Vanilla](#) (2012-10-25)

**Strength:**  
800 / 1000 / 1250 / 1500

[Magnetic](#) (base damage)  
800 / 1000 / 1250 / 1500

[Magnetic](#) (extra damage to targeted [Magnetize](#))  
10 / 15 / 20 / 25 (shields per hit)

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**Duration:** N/A

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**Range:** 18 m

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**Misc:**  
30 / 45 / 60 / 75 (shields per hit cap)

[Info](#) [Augment](#) [Tips & Tricks](#) [Maximization](#) [Bugs](#)

- Mag expends **100 energy** to magnetize the bones of all enemies within a **18** meter radius, suspending her victims in the air and forcefully compresses their bodies inflicting **800 / 1000 / 1250 / 1500** [Magnetic](#) damage over three segments and [Knockdown](#) on the final segment. Additionally, Mag and her allies recover **10 / 15 / 20 / 25 shields** per enemy hit per tick, to a maximum of



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animation, whereas extra damage is fully dealt on each tick.

- With a maxed [Blind Rage](#) and [Intensify](#), a rank-3 Crush will deal  $((\text{Base Damage} \div 3) + \text{Extra Damage}) \times (1 + \text{Strength Mods})^{\text{Magnetize}}$   
 $\text{Magnetize bonus damage} = ((1500 \div 3) + 1500) \times (1 + 0.30)^2 = 3,380$

damage for each tick. Totaling to **10,140** damage.

- Cast time of **1.5** seconds, affected by [Casting Speed](#) and [Fracturing Crush](#).
- Shield restore can flow into [Overshields](#).
- Allies affected by the shield restore include all Warframes, [Companions](#), [Eidolon Lures](#), summoned allied units such as [Specters](#), allied [Invasion](#) units, [Hostages](#), [Kavor Defectors](#), [Sortie](#) and [Arbitrations](#) Defense Operatives, and [Defense Objects](#).
- Enemies that walk into the area of effect after the ability has been cast will be caught and damaged by the remaining damage ticks, and will contribute to restore shields.
- **Ability Synergy:** The main target of [Magnetize](#) receives an additional **800 / 1000 / 1250 / 1500** [Magnetic](#) damage from Crush.
- Some of Crush's visual effects will appear gold when cast by Mag Prime.
- Casting Crush is a full-body animation that will prevent movement for the entire animation.



## See Also

- [Mag](#)

## Categories



## Languages



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## 13 comments



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My favourite way of armor stripping.



A Fandom user • 2/15/2018

I dont know if its intended but now crush gives overshields to your operator too



LunarEdge7 • 7/2/2016

This ability as it stands right now is really lackluster compared to other abilities, and you need its augment so that it'll work like Frost's Avalanche. If only it could also synergise with Polarise's wave or something..



Moltenfire9113 • 3/28/2016

Press 4 to gimp



A Fandom user • 9/6/2014

can someone tell mw if there are requirements to use crush or how to use it on xbox1



A Fandom user • 3/28/2015

You need mag at least rank 10



A Fandom user • 6/8/2014

Warframe were always crush crush t3 md

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Central

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If this skill had knockdown, like Oberon's Reckoning, it would actually be useful. As it stands, the extreme cast time and lack of continuous adding to targets when the enemies just instantly continue shooting if they don't die just ruins it. You're better off just spamming Pull unless you don't have line of sight to most of the enemies.



[A Fandom user](#) • 5/17/2014

Natural talent



[A Fandom user](#) • 3/27/2014

Crush crushes their skeletons..... They get back up again. They must have some crazy instant heal fast recovery time to be able to get up and walk again.



[A Fandom user](#) • 5/27/2014

You got a point there :/ lol.



[LunarEdge7](#) • 7/3/2016

Yeah, it needs to do something else interesting as well, rather than what Avalanche does, so it won't be a complete copy-cat when you use its augment. And the augment itself will give something else along with that 50% armor reduct.



[Figment222](#) • 2/10/2014

After using mag for a while, i have come to conclude that this crush ability is ruined by the excruciatingly long animation time. 2.7 seconds is a long time. The enemies aren't the only ones stunned during this process. You can't do anything until the animation is done and during this time, you are NOT invincible. Any enemies who enter the "bubble" after you begin this move will not take any damage. There are times where you will use this ability and by the time the animation is done, you are already swarmed again.

The other issue comes from the delay in which the enemies actually receive

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Central

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I have Oberon in the oven right now and can't wait to switch. Reckoning's page doesn't provide animation time, but I've seen it in action and it is at least twice as fast.



[A Fandom user](#) • 4/20/2015

do you ever heard a mod called natural talent?



[A Fandom user](#) • 12/22/2016

casting time is only part of the problem, mag isn't invulnerable when she uses her "ultimate ability" and for the damage it does it really isn't worth modding for. you'd think that mag crushing their bones would leave them crippled



[A Fandom user](#) • 2/4/2014

Hi guys I'm new to the community I understand that this is a warframe ability but it says "rare" on the card. Does this mean that even if I have a warframe I will have to find a "rare" card in a level. It makes sense that it would be easy to find if I already have a warframe that needs it equipped. Plz answer thanks! ;\_;



[Doc Klu](#) • 2/4/2014

It's rare to find it but you should already have one. When you acquire a warframe you automatically receive a card for each of its abilities, in the case of Mag it's Pull, Shield Polarize, Bullet Attractor and Crush.

I've been told you can never sell your last copy of a warframe ability card if you have that warframe. To equip your abilities you will need to go to Arsenal then select Upgrade on the Mag tab of your Arsenal. Keep in mind your abilities like all mod cards have a cost of energy but by equipping them to the slots with slash polarity (the same as on the card) you can reduce their cost by 50% rounded up. You may want to avoid equipping all your abilities until you have leveled your warframe up some to give you room for other mods.

I suggest ranking up Pull first because at rank 3 it has 300 damage over a large area which on the first few planets is more than enough to kill standard infantry. In order to make your abilities stronger you can use the Fusion option by going to Arsenal then Mods then selecting Fusion. When you select Crush you will be able to add other mods you own to it to level it up. By

(Edited by Doc Klu)

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A Fandom user • 1/5/2014

I would think that if the bones of nearby enemies were magnetized they would be knocked down.



A Fandom user • 2/14/2014

No



A Fandom user • 12/25/2013

ok with lvl 5 blind range and max streamline, pull does 462(25 energy) armor ignoring dmg, while crush (100 energy)will do 1540 dmg that doesnt ignore armor, 4 pulls at 25 energy each equal 1848 armor ignoring dmg, so pull is much stronger.  
Pull then polarize(385% shields turned to dmg)=pwnage



A Fandom user • 9/19/2023

How does pull then polarize turns shields to dmg?



A Fandom user • 9/12/2013

I love how this is weaker than pull.



A Fandom user • 9/21/2013

it's got more utility than pull, it will literally hold enemies mid air while casting, deal damage then knoc them down. This lets your team easilly shoot their weakpnts





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Pull lets you stunlock targets indefinitely if timed properly and with proper regen mods, while Crush is more limited by its range, with a longer cast and shorter CC.

Granting, the ragdolling means that allies can deal very little damage to enemies during that time, but it also means that a strong enough blow to that enemy while ragdolled can also knock them a great distance (I can't *pull* Ancients very far, but I can fling them across the room back the way they came!), and that ragdoll actually lasts a lot longer than a knockdown. Long story short, the CC is stronger.

As for the damage itself, AoE can penetrate ragdolling so you can spam Pull or Shield Polarize or whathaveyou while they're down (Meaning you can actually contribute during your CC! Much like literally every other class with a mass CC!), as can anyone with an Ogris or an ult skill. And as anyone can tell you, 300 damage for cost 25 is more lucrative than 1000 damage for cost 100 (and this is before you get into armor scaling making Crush even less potent while Pull ignores it!).

To your point that Crush lets you "shoot their weakpoints"... they're rolled up in a ball for half the animation.

Still, it's nice to see they buffed Crush's range.



A Fandom user • 10/31/2013

What you could do when enemies are not killed by pull (higher defence) is the next: have pull, stretch and crush, all maxed.

In defence mode, first do pull, then crush. All dead.