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# Iron Skin

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	<p><b>Iron Skin</b></p> <p>Rhino hardens his skin, insulating himself from all damage.</p>	<p><b>Strength:</b></p> <p>400 / 600 / 800 / 1200 (base health)</p> <p>? / 1.25 / 1.75 / 2.50x (armor multiplier)</p>
	<p><b>2</b></p> <p><b>50</b> Introduced in <a href="#">Vanilla</a> (2012-10-25)</p>	<p><b>Duration:</b> N/A</p> <p><b>Range:</b> N/A</p> <p><b>Misc:</b></p> <p>1.5 / 2 / 3 / 3 s (invulnerability duration)</p>

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- Rhino expends **50 energy** to harden his skin, receiving [Overguard](#) with **400 / 600 / 800 / 1200** base health. Rhino's total [armor](#) multiplied by **? / 125% / 175% / 250%** is also added to Overguard. Upon activation, Iron Skin is invulnerable for **1.5 / 2 / 3 / 3** seconds, during which all incoming damage is absorbed and added to the Overguard.

  - During the 3 seconds period Rhino is still vulnerable to crowd control effects.
  - Iron Skin's health uses the following expression:  

$$\text{Modified Health} = (\text{Base Health} + (\text{Armor Multiplier} \times \text{Base Armor} \times (1 + \text{Armor Mods}))) \times (1 + \text{Ability Strength}) + \text{Absorbed Damage}.$$



- Note that the base armor value is different between Rhino and Rhino Prime; while *Rhino* has **240** Base Armor, *Rhino Prime* has **290** Base Armor.
- As an example for **Rhino**:
  - With a maxed  [Steel Fiber](#) and  [Intensify](#), a Rank 3 Iron Skin cast by *Rhino* will have an initial health of  $(1200 + (2.5 \times 240 \times 2)) \times 1.3 = 3,120$  before absorbing damage.
- Modifying that equation for **Rhino Prime**:
  - With a maxed  [Steel Fiber](#) and  [Intensify](#), a Rank 3 Iron Skin cast by *Rhino Prime* will have an initial health of  $(1200 + (2.5 \times 290 \times 2)) \times 1.3 = 3,445$  before absorbing damage.
- **Ability Synergy:** While Iron Skin is active, damage from  [Rhino Charge](#) will have a **100%** status chance for  [Blast](#) effects.
- For  [Rhino Prime](#), Iron Skin's visual effects will take into account the chosen accent color.



## See Also

-  [Rhino](#)

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## Languages



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A Funny Bug With Iron skin. All you need is Rhino (Prime) and a Jade Light Eximus.

Step 1: Find a Jade Light Eximus.

Step 2: wait for it to use the ability.

Step 3: use Iron Skin during its ability

Step 4: Gain 200K+ Absorbtion

Step 5: **BECOME INVINCIBLE\***

\*Warning: Jade Light Eximus Units can break the invincibility.



Write a reply



[A Fandom user](#) • 9/18/2023

Adaptation works with ironskin.



[A Fandom user](#) • 9/18/2023

\*The DR will stack, but won't affect iron skin itself



Write a reply



[A Fandom user](#) • 9/14/2023

Should I be using ability strength (Red) archon shards or armor (Blue) archon shards? Which will have a stronger improvement on Iron Skin? and will that improvement be significant when these two shards are compared.

I know ability strength affects roar, so if the difference is minimal between the two then ability strength wins.



[A Fandom user](#) • 4/6/2024

Imo just go for strength to boost roar. you want to soak damage when you pop iron skin, right? that would seem to be where the majority of your overguard comes from. checking just mods on a level 30 rhino (not prime), the 100% armor from steel guard gives a bit more benefit to iron skin than



overguard, so, once again, another reason to opt for ability strength over armor when picking shards



Write a reply



A Fandom user • 6/24/2023

Ancient healer gives damage reduction to iron skin now btw thanks to it being overguard.



A Fandom user • 8/14/2023

Real? Is it actually confirmed?



A Fandom user • 8/29/2023

Yes you can test it out yourself and see it does apply the 90% damage reduction to overguard



Tiltskillet • 11/6/2023

I hadn't tested this with Iron Skin, but on June 24...same day the OP said it worked on Iron Skin...I tested Kullervo's Recompense and found that the Ancient Healer aura wasn't applying to its Overguard. I just saw the comment today, and figured I'd test both, and it's definitely working on both now.

Very odd. I think in both cases it's probably a bug, since DE Momaw said that no form of DR should be affecting either. (Although that's never been quite true, since dodge DR has always worked.) Or maybe they changed their minds about "all".

Now I'm curious about Aerodynamic and a few other things.



Write a reply



Prior to the seven crimes of Kullervo, Iron Skin is now an overguard instead of ferrite armor.

The hidden buffs not mentioned (or mentioned) by DE:

1. Iron skin charge phase will no longer get you cc'd like knockdowns or staggers, even status effects, DOTs like heat, slash, making you no longer get staggered by AoE weapons when Iron Skin is in absorb phase. (not mentioned, it is a very huge buff, it makes you absorb more dmg on absorb phase because you could get knockdown'd sometimes, and no longer needing psf or unairu to prevent knockdown when charge phase)
2. Now, Rhino is one of the 4 or 5 frames that can proc Arcane Avenger like actually nothing, even without combat discipline (Frost Icy Avalanche, Atlas Rumbled, Rhino, Inaros and Nidus) like almost all frames rely on, making Arcane Avenger a must on him, unlike the previous Iron Skin which made him the worst frame to ever use Arcane Avenger or any "on damaged" condition Arcane.
3. Cool and clear UI indicator, who doesn't want. It shows full number too, making you having a very good time checking whether your Iron Skin is almost down or not, which benefits reinforcing Stomp and Iron Skin with Iron Shrapnel recast tech, by a lot.

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[A Fandom user](#) • 6/22/2023

\*Also, I was about to say that Rolling Guard is nuts on Iron Skin now, but yeah.



[A Fandom user](#) • 6/25/2023

By the patch notes, Adaptation IS supposed to work with Overguard, as for right now, Adaptation only builds up on Overguard, not affecting it, which should be a bug (especially given how other dmg resistances did not apply fully to Overguard and were corrected in a recent hotfix). and if it's not a bug, then Kullervo desperately needs some survivability buffs (which a simple "Overguard Gate" could solve I guess, which would be also cool for Rhino and (mainly) others)



[A Fandom user](#) • 6/26/2023

They say things that work on damage taken now work with Overguard but all factors of dmg reduction don't work on Iron Skin except Rolling Guard which is complete dmg negation



> Cool and clear UI indicator, who doesn't want.

I felt like it was clearer before, personally. The invincibility state having a completely different colour on the HUD made it super easy to see whether or not I had Iron Skin active, just out of the corner of my eye in my peripheral vision. With the new Overguard, I have to pay more attention and actively watch it.



Write a reply



Skoomaseller • 6/11/2023

- 1) Obtain Magus Anomaly
- 2) Stack armor + strength.
- 3) Equip Arcane Tanker and Arcane Guardian OR Arcane Reaper.
- 4) Slap on Ironclad Charge and Reinforcing Stomp.
- 5) Stab Rhino with x5 Azure Archon Shards, all +armor.
- 6) In-mission, call down Archgun for Arcane Tanker.
- 7) Cast Iron Skin. (#5 and #6 can be swapped around. If in low level mission, best to swap.)
- 8) Find Grineer/Corpus/etc mooks.
- 9) Spam Transference for Magus Anomaly vacuum. Ensure you are completely enveloped in mobs.
- 10) Allow mobs to destroy Iron Skin.
- 11) Once Iron Skin is down, cast Rhino Charge.
- 12) Immediately after, cast Iron Skin.
- 13) Allow mobs to shoot you during invulnerability phase (i.e. don't do anything).
- 14) Enjoy millions of Iron Skin HP.
- 15) Cast Stomp when needed to replenish Iron Skin health.

Boom, easy 1 million+ HP Iron Skin. Sad that we have to go through hoops for this but it's just hilarious seeing "2.1M" in the top right when Iron Skin is active. The pay off is worth it.

Shield gating should prevent you from dying when re-casting Iron Skin, but watch out for pesky Toxin Ancients/Venomous Eximus.

Rhino Charge can be a bit finicky with detection, expect anywhere between 700k to 1.2m and above.

*(Edited by Skoomaseller)*





A Fandom user • 6/21/2023

Meanwhile: iron skin recast and 3s absorb phase does the same and actually scale to levelcap ezpz, 0 effort needed, you don't even need to mod for it, this amount of hp could even make out outtank the revenant even at 1000ish, yes, fun, but he lost a lot what he is originally good at.

You generally don't need to mod armor on rhino. it is a waste of space, wasting 2 arcane slots just for better skin hp, meanwhile augmented and any weapon dmg arcane exists...

Wasting 5 armor shards meanwhile there are so many better stat increase for him...

But i guess this is the best current outcome for his "iron skin hp" setup, unlike the previous one.

People should actually use him not just for tank, his other far more superior part like his batshet broken CC and his godtier roar buff just get outshined by his tank build for 0 reason at all, and haha funny 36 subsume choices, some are straight up OP, some is finnickly,

He is a cc frame, support and gun and nuke + speedrun frame (with subsumes) that just somehow got a very very good tanking ability at his disposal.

-Amolistic.



A Fandom user • 6/21/2023

Yes, dont mod for armor, just spam Iron Skin ith augment and use rolling guard for some extra seconds if needed. godlike 4 ability for cc, affects eximus. roar for dmg, and his 1 is free for helminth like... nourish



Write a reply



A Fandom user • 5/12/2023

Fun and unknown fact: Rhino's iron skin gives Rhino a higher threat level, making him always draw away enemy aggro.

Now you can explain why in archon hunts, that goddamn archon always target





User PI • 5/24/2023

the DE needs to consider other factors for the threat level math. higher number of kills and damage in squad percentages is the best metric for threat level as all warframes deal total kill and damage.



A Fandom user • 6/21/2023

And i haven't tell you: Once you recast iron skin, his threat level just spike over anything else, that enemy targeting defense objective? Boom, all on you now.



Write a reply



A Fandom user • 3/14/2023

I just dont care about "buffing" Iron Skin with armor. I use the 3 sec immortality + 3 sec damage absorbtion. More slots for strength, can helminth off 1, get Stomp with **huge** CC.

Shield gate is enough to recast Iron Skin with some Cast Speed shards, maybe add Rolling Guard.

Now you can show off your B I G Roar numbers like your swag.



A Fandom user • 5/3/2023

Finally, someone noticed the uber broken 3s with further invul period strat, Just let the game scale the numbers for you kekww



Write a reply



A Fandom user • 11/14/2022



Still testing that out but i am pretty sure that archon shards modify iron skins base health because they also modify base armor, will update in a couple hour, if i remember



A Fandom user • 11/14/2022

To give an example with the archon shards that i use, i get up to 725 base armor and (also using two power strength shards) with 125% power strength my iron skin base hp is 3.6k



A Fandom user • 11/14/2022

\*3.765.63 to be exact



A Fandom user • 11/14/2022

Also if you're using arcane guardian, it affects your base armor and the math is just calculated from there, just fyi



Write a reply



A Fandom user • 11/8/2022

•  
**Blocking** with a melee weapon does **not** reduce damage taken while Iron Skin is active.

To be more correct: you can visually block with melee weapons, but it's just visually. You wont even build up combo counter by blocking with iron skin active.



Write a reply



A Fandom user • 9/19/2022



They need to fix that damn Blast proc bug.

It needs a UI indicator akin to what Nezha's Warding Halo has - as-is the info is lost among the bajillion other bits of info shoved in the corner of the screen, which isn't acceptable for something so key to survival.

Last but not least, it needs an audio indicator to help notify you when Iron Skin breaks. Y'know, that audio feedback thing that *every other protective ability* (Warding Halo/Kinetic Plating/Snowglobe/Covenant/Shatter Shield/Elemental Ward/Vex Armor/Electric Shield/Mass Vitrify/The Vast Untime/Turbulence/ect. ect.) already possesses so you don't get unexpectedly one-shot by level 150 enemies? The fact so many other abilities have come and gone without Iron Skin receiving a similar update is *utterly unacceptable and abhorrently lazy*.

I'm aware how hyperbolic that last bit sounds, but it has been *years* that they neglected this shit and I am just so fed up with it.



A Fandom user • 5/12/2023

Just listen to the sound of shield gate procs, ezipz, its not a big deal. Imagine such overreaction.

If you get one shot by lvl 150 enemies, even bijillion types of unique sound que and UI indicator wont save you, bro.

You don't even have shields to take the hit after iron skin is down, that is just some serious skill issue and dying on Rhino on this low level is just 100% your own misplay, and you procced to blame on DE not giving you every single sound que and UI indicator on iron skin breaking and come here and rant because of some 150 enemies oneshot you while you have 0 shields left before iron skin is down.

And the blast proc bug? nah, it doesn't exist anymore.



Write a reply



A Fandom user • 6/16/2022

Given the above calculation for Rhino Prime, if we add Augur Secrets it should be  $(1200 + (2.5 \times 275 \times 2.1)) \times 1.54 = 4071.375$ , yet, in the Simulacrum I'm getting a value of 4069. Surely it should round to 4071 or 4072?





A Fandom user • 6/16/2022

Soz, I meant 4070 or 4071. I would expect 4070.



Write a reply



A Fandom user • 4/6/2022

Anyone else cant get higher than 140k ?  
Its full moded + arcane guardian ( even only with arcane active and no Ironclad charge i get to 130k )



A Fandom user • 7/9/2022

Yeah, it hard caps around there as it only adds the damage taken by enemies to your total after everything else, if they made it calculate first to allow actually scaling EHP for iron skin, thatd be great, but DE doesnt care. :(



A Fandom user • 10/20/2022

If you are using [\[Ironclad Charge\]](#) and [\[Parasitic Armor\]](#) you can push the numbers beyond 1 mio. HP



Write a reply



A Fandom user • 9/16/2021

Made a google doc that can calculate Iron Skin and included the most commons ways that factor into it. Feel free to use and improve or even add it to the page.

[https://docs.google.com/spreadsheets/d/1rH5nI4oDCLhU\\_JuItTsTJRD-YW8BWLQuSH8ZpkKHlko/edit?usp=sharing](https://docs.google.com/spreadsheets/d/1rH5nI4oDCLhU_JuItTsTJRD-YW8BWLQuSH8ZpkKHlko/edit?usp=sharing)





Write a reply



A Fandom user • 9/15/2021

How does Cold Elemental Ward get calculated here? With 313% str and 275 armor I get 16k Iron skin instead of the 13K I thought I'd get. No outside buffs to armor or str.



A Fandom user • 9/15/2021

Nvm forgot to add "1+" before armor mods. It gets treated as a 470% armor mod in my case.



Write a reply



IceBen • 7/25/2021

If someone feels it in them to format it properly: Flat Armor is additive to the modified base armor  $((\text{base} * \text{mods}) + \text{flat}) * 2.5$ . Ironclad Charge is a multiplier just like strength is  $(\text{stuff}) * (1 + \text{str}) * (1 + \text{ironclad bonus})$ . Other +% buffs (like Mecha Pulse) are added to the mods  $(\text{base} * (1 + \text{mods} + \text{buffs}))$ .

(I also went on a loop because it looks like Growing Power adds 25.5% strength instead of just 25% xD)



A Fandom user • 7/26/2021

$(\text{Base Health} + (\text{Armor Multiplier} * (\text{Base Armor} * (1 + \text{Armor Mods} + \text{Mecha}) + \text{Flat bonus}))) * (1 + \text{Ability Strength}) * (1 + \text{Ironclad Charge})$

For better readability if someone cares. Flat bonus being things like Arcanes or the new Parasitic armor



A Fandom user • 9/1/2021

Ironclad Charge also scales with strength just like iron skin, while in your



With Ironclad Charge

$$\begin{aligned} & (\text{Base Health} + \text{Armor Multiplier} * (\text{Base Armor} * (1 + \text{Armor Mods}) + \text{Flat bonus})) * (1 + \text{Ability Strength}) \\ & + \text{Armor Multiplier} * (\text{Base Armor} * (1 + \text{Armor Mods}) + \text{Flat bonus}) * (1 + \text{Ability Strength}) * (1 + \text{Ironclad Charge}) * X \text{ of} \\ & \text{enemies hit} * (1 + \text{Ability Strength}) + \text{absorbed damage} \end{aligned}$$

Thus double dipping into strength with Ironclad Charge

With at least 1 enemy hit (X=1):

$$\begin{aligned} & \text{Base Health} * \text{Ability Strength} + \text{Armor Multiplier} * (\text{Base Armor} * (1 + \\ & \text{Armor Mods}) + \text{Flat bonus}) * (1 + \text{Ironclad Charge}) * X \text{ of enemies hit} * (1 + \\ & \text{Ability Strength})^2 + \text{absorbed damage} \end{aligned}$$

Gosh, I hope i didn't misplace any brackets or other stuff



[A Fandom user](#) • 9/1/2021

Edit: "With at least 1 enemy hit (X>=1):"



Write a reply



[NICKM709](#) • 5/11/2021

What if my rhino has higher health than the one that provides iron skin?



[A Fandom user](#) • 7/22/2021

That's kind of impossible, as most of the time, your Iron Skin's lowest low is already on par with Inaros' Health Pool at the max. And either way, if it drops that low, it's not gonna change anything, as it'll keep acting as a shield before getting dispeled.



Write a reply



[A Fandom user](#) • 11/5/2020



I just did some testing in the Simulacrum to find out how Health Conversion gets calculated into the total Iron Skin hp (since I couldn't find any information about this anywhere else).

The bonus hp from Health Conversion get calculated seperately and added onto the rest.

The formula looks like this:

(see formula for Iron Skin calculation on this page) + (HC bonus armor x armor multiplier x power strength)

Example: at 3 HC stacks, with 254% total power strength:

$(1,350 \times 2.5 \times 2.54) = 8,572.5$  bonus hp from Health Conversion.

Adding armor mods (i.e Armored Agility, Steel Fiber) into the mix DOES NOT affect this calculation. So you might want to consider replacing a +45% armor mod with Health Conversion for more Iron Skin hp (unless of course you're going for a Ironclad Charge build and desperately NEED several 100k points)!

My build leaves me with 18k Iron Skin hp that can easily be recasted if necessary, more than enough for the majority of the game.

Another plus for Health Conversion: HC stacks do not get dispelled from Nullifiers or when falling out of bounds. In combination with Iron Shrapnell this works really well in my opinion.



A Fandom user • 11/10/2020

TL:DR

Health conversion 1350 armor on top of modified base armor then all multiplied by power strength etc.

Same with other + armor mods (not %)/ arcanes



Write a reply



A Fandom user • 7/30/2020

I've been playing Rhino for years, and as of today. 2020.07.29 I noticed Rhino losing his hide-armor to a nullifier field. I don't recall it ever happening before today.



ShotgunLover • 7/30/2020

What is hide-armor?



It always insantly went away. (As a client with very high latency you could bug it out and enter with Iron Skin staying intact, but it wasn't consistent either)



[Ladyvan](#) • 7/30/2020

i remember Rhinos complaining about losing Iron Skin all the time when Nullifiers were implemented



Write a reply



[A Fandom user](#) • 8/14/2019

we need to be able to toggle is iron skin on or off. some design are ruined with it. a very limited work arounds.



[ShotgunLover](#) • 8/14/2019

No. The augment is more than enough.



[A Fandom user](#) • 3/7/2020

My go-to is usually to jump out of a map once the mission is done, lol. Being able to tweak the color would be nice least.



[A Fandom user](#) • 3/11/2020

You mean toggle visually or gameplay wise?



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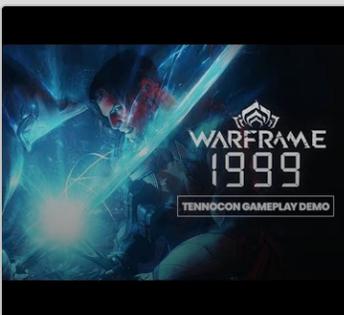
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