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in: [Augment Mods](#), [Syndicate Offerings](#), [Mechanics](#), [Update 15](#)

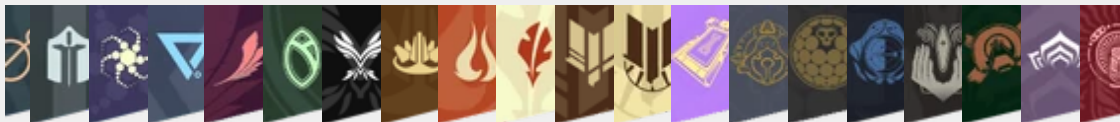
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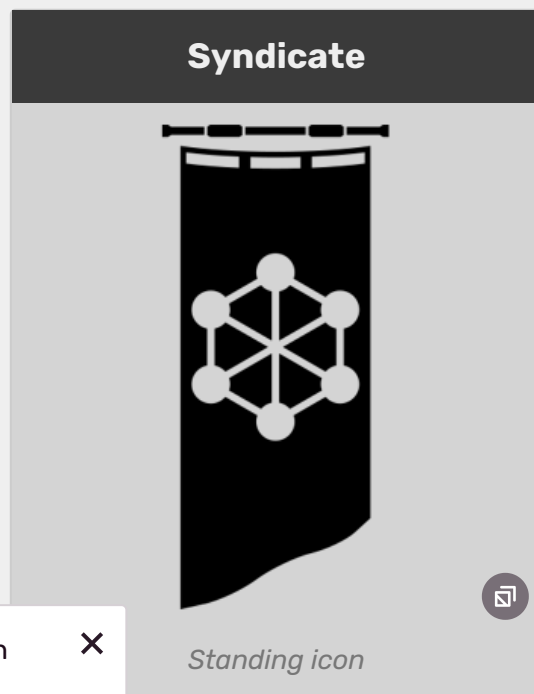
Syndicate



EDIT



Syndicates are groups of interest operating throughout the Origin System, separate from the [Corpus](#) or [Grineer](#), and ally with the [Tenno](#). These factions have their own ideologies and goals regarding the fate of the system, with some inevitably in disagreement with another syndicate. The Syndicate console on the [Orbiter](#) is unlocked once a player has reached [Mastery Rank](#) 3. Syndicates can be accessed earlier from a [Relay](#) through the Syndicate representatives there (only the [Corpus](#) and [Grineer](#) can be joined).



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that group and earning access to unique offerings. Raising familiarity with one group, however, can incur the anger of another group, and even lead them to launch hits against a player, so choosing which syndicate to gain standing with is important.

There are currently 18 known Syndicates, each with its own unique themes and goals. Every **Faction** syndicate has a particular relationship with the others: favorable, neutral, negative or hostile. Earning reputation with a particular group also earns reputation to a group they have favorable relationships with, but decreases reputation with another group that they oppose. A few Syndicates are also considered entirely **Neutral**, whom players are able to gain reputation with while not affecting reputation with other Syndicates.

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Syndicates



Faction Syndicates



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STEEL MERIDIAN

Led by a battle-hardened Grineer deserter, the Steel Meridian fight a guerrilla war against a vast enemy. They are sworn protectors of what little remains of the colonies.

 [Red Veil](#)
ALLIED +50% Rep

 [New Loka](#)
OPPOSED -50% Rep

 [The Perrin Sequence](#)
ENEMY -100% Rep



ARBITERS OF HEXIS

The Arbiters of Hexis exemplify a burning passion to search for the truth of Tenno ability, composed with the knowledge that Tenno are far greater than even their shattered history suggests.

 [Cephalon Suda](#)
ALLIED +50% Rep

 [The Perrin Sequence](#)
OPPOSED -50% Rep

 [Red Veil](#)
ENEMY -100% Rep



CEPHALON SUDA

A vast consciousness watching with a curious eye. Seemingly devoid of emotion Suda's thirst for knowledge and abhorrence of destruction can only be described as passionate.

[Arbiters of Hexis](#)
ALLIED +50% Rep

[Red Veil](#)
OPPOSED -50% Rep

[New Loka](#)
ENEMY -100% Rep

THE PERRIN SEQUENCE

A collective of brilliant and powerful merchants, splintered from the Corpus. Their goal is to restore order by bringing prosperity and direction to the violent world they study.

[New Loka](#)
ALLIED +50% Rep

[Arbiters of Hexis](#)
OPPOSED -50% Rep

[Steel Meridian](#)
ENEMY -100% Rep

RED VEIL

The Red Veil see corruption all around them. They are honor-bound to heal the system through a great and violent purge.



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precious.

[Cephalon Suda](#)
0% Rep

[Arbiters of Hexis](#)
ENEMY -100% Rep



NEW LOKA

Only through restoration of a pure humanity and the repopulation of Earth can the conflict end. The New Loka are worshippers of the human form and Earth, before its corruption.

[The Perrin Sequence](#)

ALLIED +50% Rep

[Steel Meridian](#)

OPPOSED -50% Rep

[Cephalon Suda](#)

ENEMY -100% Rep

Neutral Syndicates

CONCLAVE

We were led astray. We forgot the Conclave, so when that new evil came, we were not prepared. This is how we failed the Orokin. You went into stasis, but not me. I searched the long path for redemption, for the kind of balance only The Conclave can create.

CEPHALON SIMARIS

Cephalon Simaris is building a digital oasis called Sanctuary. Simaris requires Tenno to hunt down and 'convert' special targets in a process called 'Synthesis'. In exchange, Simaris promises enlightenment to his hunters.

OSTRON

A tight knit band of merchants, hucksters and survivors, the Ostrons call Cetus their home. The town was build around an Orokin Tower, that both protects and nourishes them.

THE QUILLS

A secretive order, loyal to the mysterious and reclusive 'Unum'. Some say their relationship to cause and effect is unnatural, their knowledge profane. When a Quill acts, things



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SOLARIS UNITED

Risen from the ashes, Solaris United returns to free the Solaris people from their mental shackles and physical servitude. No being should have to work to own their own mind, their own body, their own future.

VOX SOLARIS

Solaris United's core personnel operating under the name of that group's enigmatic and anonymous figurehead. SU is the public face of the struggle. Vox Solaris is something else entirely; something known only to Eudico... and the Quills.

VENTKIDS

Hangin' with their logical fam in the ducts of Fortuna, the Ventkids get by stealing parts from the Corpus and running K-Drive races out in the Vallis. At night the ventways bang to the sound of skeg - to the chagrin of the locals.

ENTRATI

Heirs to the legacy of Albrecht Entrati, his powerful Orokin family encountered disaster, isolation and bitter division on Deimos. The arrival of the Tenno beneficiaries of their Void research, may bring fresh hope - and a deeper understanding of the world that has trapped their family.

NECRALOID

While the Entrati famili's cohort of lethal Necramechs succumbed to the corrupting influence of Deimos, Loid's shielding kept him sane, as well as preserving what was left of his 'passenger', the Cephalon Otak. Together they maintain a proud tradition of loyal service.



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THE HOLDFASTS

Granted a second existence through the mysterious power of the Void, the four Holdfasts struggle to keep their sanity and their vessel intact. The return of the Tenno may turn the tide.

Event Syndicates

OPERATIONAL SUPPLY

Support and rewards for Tenno fighting in active operations.

NIGHTWAVE

Dreamers? You listening? The System needs you performing your good deeds for the day. Nora needs it. Needs you to act. To change things. Hear the news, Dreamers. Hear it, or be it. Your call. Because in Nora's System, no good act goes unrewarded. This is Nora Night. You're listening to Nightwave.

Gaining Reputation and Ranking

Starting at [Mastery Rank](#) 0, the Daily Standing Cap gain for all Faction Syndicates will start at 16,000 and increase by 500 per rank. This cap will reset at 0:00 UTC every day.

Faction

To advance through Faction Syndicate rankings, players require [Standing](#) earned by forming a **Pledge**, which is done by interfacing with the Syndicate terminal in the [Orbiter](#). **15%** of accumulated [Affinity](#) is converted into Standing. Faction Standing can also be gained by

Rank	Minimum Standing	Maximum Standing
5	0	132,000
4	0	99,000
3	0	70,000
2	0	44,000
1	0	22,000
0	-5,000	5,000
-1	-22,000	0
-2	-44,000	0



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[Lore Medallions](#) found in said



Once earned, Standing can be spent to purchase offerings including Sigils and to rank up, which requires the maximum possible standing at the current rank and a sacrifice requested by a syndicate such as credits and resources. All of the Standing earned will be spent in the rank up. For every promotion players can pick a gift from the Syndicate.

Demotion can occur when standing goes below the minimum value for the current rank. This can be caused by aiding an opposed or enemy syndicate. Since Update 16, Syndicates no longer require multiple sacrifices if players drop from a higher tier to a lower one. Players will only need to make one sacrifice when moving between tiers.

Standing with a syndicate can be negative, which occurs if a player has been performing favors for an opposing or enemy syndicate. There is a lower limit on how much negative standing a player can have with a syndicate, currently capped at **-44,000** standing. A player can achieve two negative rankings within a Syndicate, should players wish to regain favor with a particular Syndicate: they must earn Standing for them, then provide sacrifices in order to escape from any negative ranks they have attained. To advance from -44,000 standing to the highest 132,000 using only medallions you would need at most 886 medallions (using only the ones that are worth **500**).

Neutral

All Neutral Syndicates have their own varied methods of obtaining standing. Unlike Factions, Neutrals cannot receive demotions or negative standing and each Neutral Syndicate has their own Daily Standing Cap.

Death Squads

When a Tenno has negative favor with a Syndicate, they are considered hated by that group, and the Syndicate in question will begin to send **Death Squads** consisting of a group of elite [Eximus](#) troops to hunt down said Tenno. Similar to Assassins like the [Stalker](#), Death Squads can randomly appear in a mission, and will announce their presence via flickering lights, and a declaration from the Syndicate leader, though Death Squads will arrive immediately after a single transmission. Death Squad arrivals can be differentiated from normal Assassin arrivals by the entire squad being covered in a red light. Like Assassins, in the event the Death Squad succeeds in taking out their target Tenno, they will disappear. Unlike regular Assassins, Death Squads do not have



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s from the opposing Syndicate
whether they are currently eligible to
ite reputation.



Notably, killing off a Death Squad does nothing to discourage the syndicate that sent them, and has no impact upon standing either way. Other Tenno can freely assist their teammates assaulted by Death Squads without consequence to standing.

At Rank 1 of disfavor, Syndicates will send Eximus **Squads**, which consist of 3-5 Eximus units. If a player reaches Rank 2, Eximus **Platoons** will be sent in instead, consisting of 5-8 Eximus units. Like normal Eximus they possess [Overguard](#) to grant them immunity to crowd control effects like [Chaos](#), [Stasis](#), and [Gloom](#) until it is removed.

Upon elimination, each Eximus unit has a chance to drop a specter blueprint of their respective type.

Each syndicate's Death Squad always consist of one type of enemy with one specific Eximus type:

Ancient Healer	Charger	Corrupted Lancer	MOA	Roller	Shield
Volatile Eximus	Venomous	Arson Eximus	Arctic Eximus	Energy Leech	Shock
(New Loka)	Eximus	(Arbiters of Hexis)	(The Perrin Sequence)	Eximus	(Cephalon)
	(Red Veil)			(Steel Meridian)	

Syndicate Alerts

Syndicate Alerts are

special [Alert](#) missions

unlocked by attaining

Rank 1 in a particular

syndicate. Similar to

regular Alerts, they act

as an alternative

mission on a node. In contrast, however, missions offered by Syndicates have a fixed expiration time of 24 hours which resets each day at the same time as sorties. The

reward for completing this variation of the Alert is a large amount of standing in the syndicate providing the mission (as well as the normal Standing changes in related



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✕ mit, not contributing to nor [ity](#) during the mission is



Syndicate Alerts can be identified by their mission icons being represented by the Syndicate's emblem. Like with [Quests](#) and [Alerts](#), Syndicate Alerts have their own tab in the World State panel in the Navigation Console of the [Orbiter](#), which can be used to check for active alerts.

Three Alerts per Syndicate will be available each day. If the node an Alert is on has not been unlocked, it will be unavailable for the player until otherwise. Note that Tenno can receive Syndicate Alerts from multiple Syndicates simultaneously, with the normal requirement of Rank 1 in each said Syndicate.

Unlike regular Alerts, Syndicate Alerts can have [Operatives](#), which are combat-capable NPC's representing the Syndicates that accompany the Tenno during the mission. Scaled to the level of their enemies, they have substantial health and shields, and wield the signature weapon of their Syndicate in higher level Alerts.

As a final note, Syndicate missions can and will ignore regular enemy spawn listings for the tileset. This can lead to encountering [Hellions](#) in the [Grineer Asteroid](#) set, and [Anti MOAs](#) outside of the [Corpus Gas City](#). In addition [Assassins](#) will not spawn in Syndicate missions.

Syndicate Medallions

Main article: [Syndicate Medallions](#)

Syndicate Alerts will spawn Syndicate Medallions throughout the map, which can be gathered and redeemed in the Syndicate's [Relay](#) enclave for Standing. Like the alert rewards themselves, they do not count towards the daily Standing limit. Syndicate Alerts will always spawn 8 Syndicate Medallions on each mission, except for Defense and Interception missions, which will spawn 0 - 2 Syndicate Medallions depending on the tileset. Notable exceptions are the [Grineer Sealab](#) and [Grineer Galleon](#) tilesets, which will spawn 8 Syndicate medallions regardless of mission type.

To be able to find the medallions, players must have favorable standing with the syndicate that offered the Alert.

Offerings



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spending [Standing](#) points. Upon achieving the next rank, Syndicates will reward players an item of their choice of that new rank. However, Syndicate-exclusive weapons cannot be chosen as the free offering, and re-obtaining the rank after demotion will not allow you to choose another reward.

Rank 1

At Rank 1 in a Syndicate, Tenno can purchase [Eximus Specters](#).

Roller	Corrupted Lancer	Shield Osprey	MOA	Charger	Ancien
Leech Eximus Specter	Leech Eximus Specter	⁽¹⁾ Guardian Eximus Specter	Blitz Eximus Specter	⁽²⁾ Parasitic Eximus Specter	⁽³⁾ Sar Eximus
(Steel Meridian)	(Arbiters of Hexis)	(Cephalon Suda)	(The Perrin Sequence)	(Red Veil)	(New)

1) Will provide significant increases in shield recharge time and recharge rates, along with a bonus 200 shield when connected. Allies will also receive immediate shield bonuses during each pulse by the Eximus regardless of the state of their shields. It is also armed with a laser rifle similar to the one on a [Scavenger Drone](#). 2) Eximus of this type have no benefits other than generally being meat shields. 3) Despite being an Ancient Healer, it does not have the normal damage reduction aura of normal Eximus Healers of this type (requires more testing).

Rank 2

At Rank 2, Syndicates can offer a **Syndicate Relic Pack** consisting of 3 random [Void Relics](#) for **20000** Syndicate [Standing](#).

Two of the relics will be random Lith Era Relic or Meso Era Relic, with the 3rd relic guaranteed to be either a random Neo Era Relic or Axi Era Relic.



3x Void Relic Pack

Rank 3



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[umables](#), which are reusable 10-



Squad Ammo Restore (Large) (Red Veil)	Squad Energy Restore (Large) (Perrin Sequence & Arbiters of Hexis)	Squad Health Restore (Large) (New Loka & Steel Meridian)	Squad Shi (La (Cephal
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Rank 4

At Rank 4, Tenno can purchase [Weapon Augment Mods](#), which are mods that are exclusive to an individual weapon. These mods usually have greater effects than mods of similar function, and may sometimes add unique functionality to a weapon. Equipping a Weapon Augment mod will also make the weapon earn **Syndicate Points** converted from any affinity that weapon earns, which fills up a gauge that shows up beside the weapon's ammo counter. When enough Syndicate Points are collected, the gauge will reset and the weapon will immediately [release a special effect](#) in battle, combining a radial elemental damage attack, a temporary stat buff, and a stat restore effect.

Syndicate	Effect Name	Damage Type	Restore Type	Temporary Buff
Steel Meridian (Vaykor)	Justice	Blast	25% Health	+15% Base Armor
Arbiters of Hexis (Telos)	Truth	Gas	25% Health	+25% Parkour Maneuvers boost
Cephalon Suda (Synoid)	Entropy	Magnetic	25% Energy	+25% Base Energy
The Perrin Sequence (Secura)	Sequence	Radiation	25% Shield	+50% Base Shields
			25% Energy	+10% Base Movement Speed
				+25% Base

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Rank 5

Warframe Augment Mods

Main article: [Warframe Augment Mods](#)

At Rank 5, each Syndicate sells a selection of **Warframe Augment Mods**, which are mods exclusive to individual Warframes that modify a particular Warframe ability in unique ways. Each Warframe is favored by two different Syndicates.

This section is [transcluded](#) from [Warframe Augment Mods/PvE](#) . To change it, please [edit the transcluded page](#).

The following Syndicates favor particular [Warframes](#):

- [Arbiters of Hexis](#)
- [Cephalon Suda](#)
- [Steel Meridian](#)
- [Red Veil](#)
- [New Loka](#)
- [The Perrin Sequence](#)



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Warframes	Augment Mods	Favored Syndicates
Ash	Seeking Shuriken Smoke Shadow Fatal Teleport Rising Storm	Arbiters of Hexis Red Veil
Atlas	Rubble Heap Path of Statues Tectonic Fracture Ore Gaze Titanic Rumbler	Steel Meridian Red Veil
Banshee	Sonic Fracture Resonance Savage Silence Resonating Quake	Cephalon Suda The Perrin Sequence
Baruuk	Elusive Retribution Endless Lullaby Reactive Storm	Arbiters of Hexis New Loka
Chroma	Afterburn Everlasting Ward Guardian Armor Vexing Retaliation Guided Effigy	Cephalon Suda The Perrin Sequence
Citrine	Recrystalize	Steel Meridian Red Veil
Dagath	Spectral Spirit	Red Veil The Perrin Sequence
Ember	Fireball Frenzy Immolated Radiance Healing Flame Exothermic	Steel Meridian Red Veil
Equinox	Duality Calm & Frenzy Peaceful Provocation Energy Transfer	Arbiters of Hexis New Loka
Excalibur	Surging Dash Radiant Finish Furious Javelin Chromatic Blade	Arbiters of Hexis Steel Meridian
Excalibur Umbra	Warrior's Rest	Arbiters of Hexis Red Veil
Frost	Biting Frost Freeze Force Ice Wave Impedance Chilling Globe Icy Avalanche	Cephalon Suda Steel Meridian
Gara	Shattered Storm Mending Splinters	Arbiters of Hexis New Loka Steel Meridian Red Veil



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Gauss	Mach Crash Thermal Transfer	Arbiters of Hexis The Perrin Sequence
Grendel	Gourmand Hearty Nourishment Catapult	Steel Meridian Red Veil
Gyre	Cathode Current	Arbiters of Hexis The Perrin Sequence
Harrow	Tribunal Warding Thurible Lasting Covenant	Arbiters of Hexis Red Veil
Hildryn	Balefire Surge Blazing Pillage	Cephalon Suda The Perrin Sequence
Hydroid	Viral Tempest Tidal Impunity Rousing Plunder Pilfering Swarm	Cephalon Suda New Loka
Inaros	Elemental Sandstorm Negation Swarm	Arbiters of Hexis The Perrin Sequence
Ivara	Empowered Quiver Piercing Navigator Infiltrate Concentrated Arrow	Cephalon Suda The Perrin Sequence
Khora	Accumulating Whipclaw Venari Bodyguard Pilfering Strangledome	Steel Meridian Red Veil
Kullervo	Wrath of Ukko	Steel Meridian New Loka
Lavos	Valence Formation Swift Bite	New Loka Red Veil
Limbo	Rift Haven Rift Torrent Cataclysmic Continuum	Arbiters of Hexis Cephalon Suda
 Loki	Savior Decoy Hushed Invisibility Safeguard Switch Irradiating Disarm	Arbiters of Hexis Red Veil
		New Loka



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Mesa	Ballistic Bullseye Staggering Shield	Muzzle Flash Mesa's Waltz	Steel Meridian Red Veil
Mirage	Hall of Malevolence Explosive Legerdemain	Total Eclipse	Arbiters of Hexis Cephalon Suda
Nekros	Soul Survivor Despoil	Creeping Terrify Shield of Shadows	Red Veil The Perrin Sequence
Nezha	Pyroclastic Flow Safeguard Divine Retribution	Reaping Chakram Controlled Slide	Cephalon Suda Steel Meridian
Nidus	Abundant Mutation Teeming Virulence Parasitic Vitality	Larva Burst Insatiable	Steel Meridian The Perrin Sequence
Nova	Neutron Star Escape Velocity	Antimatter Absorb Molecular Fission	Cephalon Suda Steel Meridian
Nyx	Mind Freak Chaos Sphere	Pacifying Bolts Assimilate	Arbiters of Hexis New Loka
Oberon	Smite Infusion Phoenix Renewal Hallowed Reckoning	Hallowed Eruption	Steel Meridian New Loka
Octavia	Partitioned Mallet	Conductor	Cephalon Suda New Loka
Protea	Repair Dispensary Temporal Artillery	Temporal Erosion	Arbiters of Hexis The Perrin Sequence
Qorvex	Wrecking Wall		Cephalon Suda Steel Meridian
Revenant	Thrall Pact Blinding Reave	Mesmer Shield	Cephalon Suda The Perrin Sequence
Rhino	Ironclad Charge Dicing Bear	Iron Shrapnel Reinforcing Stamp	Steel Meridian The Perrin Sequence
			Steel Meridian



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Sevagoth	Shadow Haze Dark Propagation	Cephalon Suda The Perrin Sequence
Styanax	Axios Javelineers Intrepid Stand	Arbiters of Hexis New Loka
Titania	Spellbound Harvest Beguiling Lantern Razorwing Blitz Ironclad Flight	Red Veil New Loka
Trinity	Pool of Life Vampire Leech Abating Link Champion's Blessing	New Loka The Perrin Sequence
Valkyr	Swing Line Eternal War Prolonged Paralysis Enraged Hysterical Assault	New Loka The Perrin Sequence
Vauban	Tesla Bank Photon Repeater Repelling Bastille	Cephalon Suda The Perrin Sequence
Volt	Shock Trooper Shocking Speed Transistor Shield Capacitance	Arbiters of Hexis Red Veil
Voruna	Ulfrun's Endurance	Steel Meridian Red Veil
Wisp	Fused Reservoir Critical Surge	Cephalon Suda New Loka
Wukong	Celestial Stomp Enveloping Cloud Primal Rage	Arbiters of Hexis New Loka
Xaku	Vampiric Grasp The Relentless Lost	Cephalon Suda Steel Meridian
Yareli	Merulina Guardian Loyal Merulina Surging Blades	Cephalon Suda New Loka
Zephyr	Target Fixation Airburst Rounds Jet Stream Funnel Clouds Anchored Glide	Red Veil New Loka



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weapons, innate Syndicate effects identical to those provided by [Weapon Augment Mods](#). Syndicate weapons can be traded between players, but only when the weapons are previously unused, unranked and unmodified with [Forma](#) or [Orokin Catalysts](#). These weapons also have [Mastery Rank](#) restrictions.

[Vaykor Hek](#)
(Steel Meridian)

[Telos Boltor](#)
(Arbiters of Hexis)

[Synoid Simulor](#)
(Cephalon Suda)

[Secura Penta](#)
(The Perrin Sequence)

[Vaykor Marelok](#)
(Steel Meridian)

[Telos Akbolto](#)
(Arbiters of Hexis)

[Synoid Gammacor](#)
(Cephalon Suda)

[Secura Dual Cestra](#)
(The Perrin Sequence)

[Vaykor Sydon](#)
(Steel Meridian)

[Telos Boltace](#)
(Arbiters of Hexis)

[Synoid Heliocor](#)
(Cephalon Suda)

[Secura Lecta](#)
(The Perrin Sequence)

[R](#)

In addition, unique decorative **Syndicate** [Syandanas](#) can be purchased at this rank. Syndicate Syandanas have energy colors that glow brighter each time a particular Syandana achieves an in-mission condition specific to that Syandana.



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[\(Steel Meridian\)](#)[\(Arbiters of Hexis\)](#)[\(Cephalon Suda\)](#)[\(The Perrin Sequence\)](#)

Celestia Syandana decays per day rather than resetting for every mission, Telos Syandana has extra effects after certain numbers of kills

Finally, the Syndicate representative's entrance at any Relay will be redesigned with a bronze-like highlights.

Tips

- The more affinity you get (from kills, assists and abilities), the more standing you will receive for the Syndicate you have pledged allegiance to.
- There are 3 groups of syndicates that each consist of syndicates that are all non-hostile towards each other, which means you can be boosting relations with all syndicates within a group in parallel without losing standing with any other syndicate within the group:
 - New Loka, The Perrin Sequence, Red Veil are all non-hostile towards each other.
 - If you choose this group of syndicates you cannot get Rank 5 Warframe augment mods for [Excalibur](#), [Frost](#), [Limbo](#), [Mirage](#), [Nezha](#), [Nova](#), and [Qorvex](#).
 - If you chose this group of syndicates you can get the following archweapon(s), [Onorix](#) and [Rathbone](#).
 - Arbiters of Hexis, Cephalon Suda, Steel Meridian are all non-hostile towards each other.
 - If you choose this group of syndicates you cannot get Rank 5 Warframe augment mods for [Dagath](#), [Mag](#), [Nekros](#), [Lavos](#), [Trinity](#), [Valkyr](#), [Zephyr](#), and [Titania](#).
 - If you chose this group of syndicates you can get the following archweapon(s), [Corvas](#) and [Dual Decurion](#).
 - Red Veil, Steel Meridian is the smallest group, as each member is hostile to 2 different other syndicates.
 - If you choose this group of syndicates you cannot get Rank 5 Warframe augment mods for [Banshee](#), [Chroma](#), [Equinox](#), [Gara](#), [Hydroid](#), [Inaros](#), [Ivara](#), [Limbo](#), [Mag](#), [Mirage](#), [Nyx](#), [Octavia](#), [Revenant](#), [Trinity](#), [Valkyr](#), [Vauban](#), and



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you can get the following



- Further, each of the 2 bigger groups can be expanded by one additional syndicate that while cannot be farmed directly and will be hampered by 2 of the 3 core group members, nevertheless can be slowly farmed as an ally of 1 of the 3 core group members:
 - New Loka, The Perrin Sequence, Red Veil adds Steel Meridian as a catching-up syndicate (indirectly farmable via Red Veil).
 - If you choose this group of syndicates you cannot get Rank 5 Warframe augment mods for [Limbo](#) and [Mirage](#).
 - You can however get Rank 5 Warframe augments for [Excalibur](#), [Frost](#), [Nezha](#), [Nova](#), and [Qorvex](#) from Steel Meridian, the catching up syndicate.
 - If you chose this group of syndicates you can get the following archweapon(s), [Agkuza](#), [Kaszas](#), [Onorix](#), and [Rathbone](#).
 - Arbiters of Hexis, Cephalon Suda, Steel Meridian adds Red Veil as a catching-up syndicate (indirectly farmable via Steel Meridian).
 - If you choose this group of syndicates you cannot get Rank 5 Warframe augment mods for [Mag](#), [Trinity](#), and [Valkyr](#).
 - You can however get Rank 5 Warframe augments for [Dagath](#), [Nekros](#), [Zephyr](#), and [Titania](#) from Red Veil, the catching up syndicate.
 - If you chose this group of syndicates you can get the following archweapon(s), [Corvas](#), [Dual Decurion](#), [Fluctus](#), [Kaszas](#), and [Velocitus](#).
- There are three (3) other archweapons that come from syndicates, you cannot get them from any of the above combinations:
 - [Centaur](#) and [Phaedra](#) can be obtained from Arbiters of Hexis, New Loka, and The Perrin Sequence.
 - [Cyngas](#) can be obtained from Arbiters of Hexis, Cephalon Suda, and The Perrin Sequence.

- It is much harder to have Rank 5 with more than 4 syndicates as it would require tedious micromanagement (as shown in the table below).
- If you desire to farm the respective Death Squads, it is possible to have hated standing with 4 groups at once. Simply switch between Steel Meridian, and Red



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...ch reduce 2 of the remaining
...an raise your reputation with



Notes

- Allied reputation gain/loss does not affect the reputation of other factions. For example, increasing reputation with Steel Meridian will increase reputation with the Red Veil, however, this Red Veil increase will not positively or negatively affect any of the factions associated with the Red Veil.
- Death Squads will be momentarily stunned by [Nyx's](#) [Chaos](#), but will otherwise be unaffected.
- Having a negative rank with a syndicate will summon Eximus death squads and the only way to avoid further confrontation with a particular syndicate is to restore the reputation back to neutral. Unlike [Death Marks](#), death squads will not stop attacking the player until they get a neutral rank with that faction.
- Even when in a squad with a targeted player, Death Squads will not target players other than the targeted player, allowing the target to 'hide' whilst other players defeat the squad.
- At the end-of-mission screen, there are 4 syndicate standings visible in the Syndicate Standings tab, when an object is scanned for Cephalon Simaris in the mission (Helios scans do not give standing for Cephalon Simaris) its stats replace the stats of the syndicate opposed to the one you are doing a mission for/have a Pledge. However half the amount of standing you earn is still detracted from the opposed syndicate, even though it does not show.

Bugs

- There is a bug during Death Squad announcements where the Syndicate leader will appear on the player's screen, but without saying anything, and even if the player manages to defeat the Death Squad, the image of the Syndicate leader will still remain on the player screen.
 - Also happens at the start of syndicate missions.
- Sometimes the transmission portrait for the syndicate mission will show a background without the character there.
- Syndicate death squads may sometimes not spawn or have a long delay when inside the [spy](#) terminal room. They will appear normally as soon as you leave the room however.



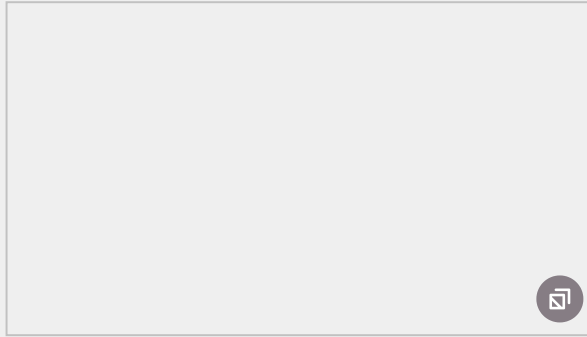
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er stuck, because you can't buy
t leave without getting the rank



Media



DE Teaser for Syndicates

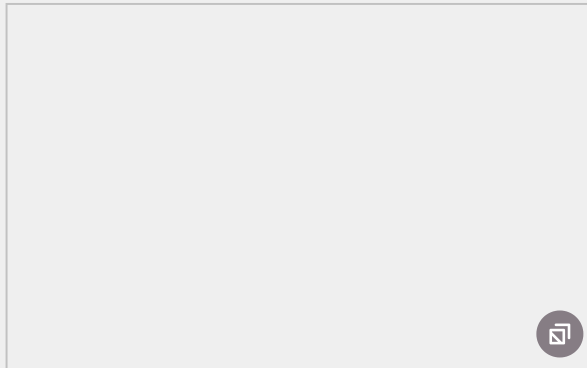
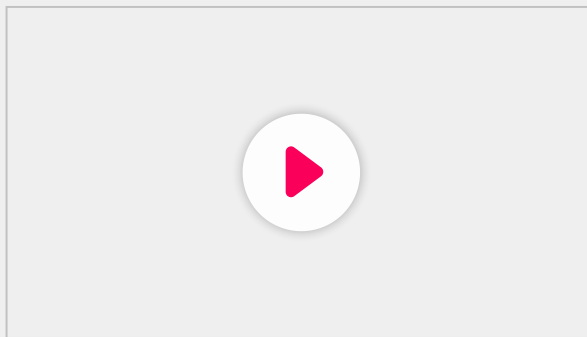


Chart showing the relationship between syndicates.



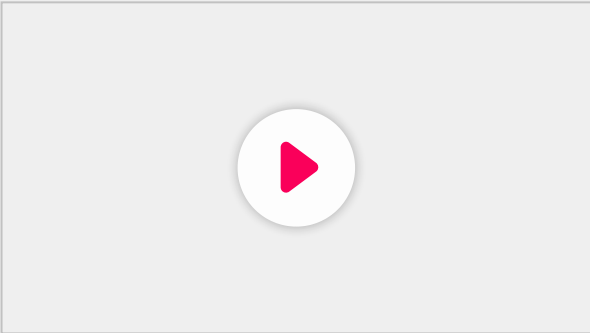
Expand Your Reputation

DE Teaser video showing the leaders of each Syndicate.

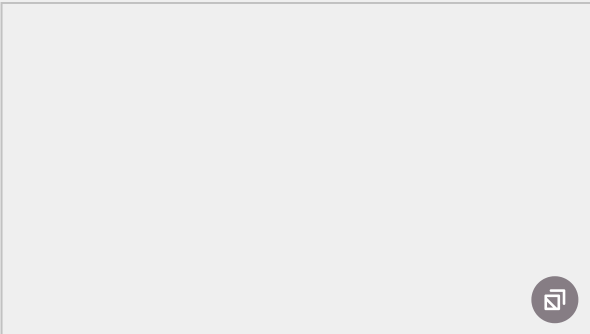


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Warframe Hints Tips - REPUTATION FARMING & SYNDICATES



Simple Pic for understanding

Patch History

Hotfix 36.0.1 (2024-06-19)

- Made further tweaks to the Syndicate Segment UI panel.
 - Fixed certain materials from the panel being visible through Warframes.

Update 36.0 (2024-06-18)

- The Syndicate Segment UI panel in your Orbiter has a new look!
 - In addition to its new sleek design, it now shows the Syndicate you are Pledged to more clearly.

Syndicates

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[The Perrin Sequence](#) • [The Perrin Sequence](#)

	Fortuna	Solaris United • Ventkids • Vox Solaris
	Necralisk	Entrati • Necraloid
Star Chart	Chrysalith	The Holdfasts
	Sanctum Anatomica	Cavia
	Drifter's Camp	Kahl's Garrison
	Event	Operational Supply • Nightwave
Standing • Syndicate Medallions • Syndicate Radial Effects		

Game System Mechanics			Edit	[Collapse]
Currencies		Credits • Orokin Ducats • Endo • Platinum • Aya • Regal Aya • Standing		
General	Basics	Arsenal • Codex • Daily Tribute • Empyrean • Foundry • Market • Mastery Rank • Nightwave • Orbiter • Player Profile • Reset • Star Chart		
	Lore	Alignment • Fragments • Leverian • Quest		
	Factions	Corpus • Grineer • Infested • Orokin • Sentient • Syndicates • Tenno		
	Social	Chat • Clan • Clan Dojo • Leaderboards • Trading		
	Squad	Host Migration • Inactivity Penalty • Matchmaking		
	Player Housing	Clan Dojo • Dormizone • Drifter's Camp • Orbiter		
Gameplay	Basics	Affinity • Buff & Debuff • Death • Hacking • Invisible • Maneuvers • One-Handed Action • Open World • Pickups • Radar • Stealth • Tile Sets • Void Relic • Waypoint		
	Damage Mechanics	Critical Hit • Damage • Damage Redirection • Damage Reduction • Damage Reflection • Damage Type Modifier • Damage Vulnerability • Health • Status Effect		
	Enemies	Bosses • Death Mark • Enemy Behavior • Eximus (Overguard) • Lich System		



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Equipment	Activities	Captura • Conservation • Fishing • K-Drive Race • Ludoplex • Mining
	PvP	Duel • Conclave (Lunaro) • Frame Fighter
	Other	Gravity • Threat Level
	Modding and Arcanes	Arcane Enhancements • Archon Shard • Fusion • Mods (Flawed, Riven) • Polarization • Transmutation • Valence Fusion
	Warframe	Attributes (Armor, Energy, Health, Shield, Sprint Speed) • Abilities (Augment, Casting Speed, Helminth System, Passives, Duration, Efficiency, Range, Strength)
	Weapons	Accuracy • Alternate Fire • Ammo • Area of Effect • Attack Speed • Bounce • Critical Hit • Damage Falloff • Exalted Weapon • Fire Rate • Hitscan • Holster • Incarnon • Melee • Multishot • Noise • Projectile • Projectile Speed • Punch Through • Recoil • Reload • Ricochet • Trigger Type • Zoom
	Operator	Amp • Focus (Madurai, Vazarin, Naramon, Unairu, Zenurik) • Lens
	Drifter and Duviri	Decrees • Drifter Combat • Drifter Intrinsic s • Kaithe
	Other	Archwing • Companion • K-Drive • Necramech • Parazon • Railjack
Technical	General	AI Director • Drop Tables • HUD • Key Bindings • Material Structures • PBR • Rarity • RNG • Settings • String Interpolation • Text Icons • Upgrade
	Software, Networking, and Services	Cross Platform Play • Cross Platform Save • Dedicated Servers • EE.cfg • EE.log • File Directory • Fonts • Network Architecture • Public Export • Public Test Cluster • Stress Test • Warframe Arsenal Twitch Extension • World State
	Audio	Mandachord • Music • Shawzin • Somachord • Sound



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