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in: [Update 24](#), [Corpus](#), [Companion](#), [Modular](#)

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MOA (Companion)

 150 EDIT

For the Corpus enemy, see [MOA](#).

Hey yeah! Need to equip your trip with companionship? Talk to Legs baby, the knowa and showa of primo MOA.

—Legs

MOAs are terrain-restricted [companions](#) that can use ranged weapons or perform melee attacks. There are currently **4** MOA Models.

MOA (Companion)



The [Corpus](#)-built MOA is the face of their robotic combat forces seen all throughout the [Origin System](#). Their ubiquity means that several models of MOA are available for use by anyone, including [Solaris United](#) and by extension the [Tenno](#). The merchant [Legs](#) found [Fortuna](#) sells MOAs that Tenno can use as pets to assist them in missions.



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as a modular system, with different components to create



WARFRAME Wiki



Robotic inventory. They can equip [Robotic](#) weapons, but do not come with their own weapon unlike [Sentinels](#).

Similar to [Kubrows](#) and [Kavats](#), MOAs can be given custom names for further personalization, once they are gilded, as well as being able to be revived once downed.

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Components

A MOA companion needs four different components to be built, the [Model](#), the [Core](#), the [Gyro](#), and the [Bracket](#). Each component type has several options to choose from, allowing to customize stats and the MOA's type and appearance.

Model

The MOA's **Model** forms the machine's head, which acts as its gun turret when equipped with a [Robotic](#) weapon, and is the component that earns [Mastery Rank](#) points for the MOA after gilding. Each Model grants two unique Precept mods which can only be provided by that particular Model, though the Precepts can be used on any MOA once they are equipped at the same time.



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Para

This model is built for offense, utilizing the [Whiplash Mine](#) and [Anti-Grav Grenade](#) precepts.

500

Rank 0: Neutral



Lambeo

This model is built for defense, deploying the [Stasis Field](#) and [Shockwave Actuators](#) precepts.

1,000

Rank 1: Outworlder



Oloro

This model is built for utility, using the [Tractor Beam](#) and [Security Override](#) precepts.

2,000

Rank 2: Rapsallion



Nychus

This model is built for close-quarters combat, using the [Blast Shield](#) and [Hard Engage](#) precepts.

3,000

Rank 3: Doer

Core

The **Core** determines the appearance of the MOA's rear, and modifies the base stats of the MOA.



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Drex
+5.0% Health
+7.5% Shields
+2.5% Armor
500
Rank 0: Neutral



Krisys
+5.0% Health
+2.5% Shields
+7.5% Armor
1,000
Rank 1: Outworlder



Alcrom
+5.0% Health
+5.0% Shields
+5.0% Armor
2,000
Rank 2: Rapsallion



Lehan
+7.5% Health
+0.0% Shields
+7.5% Armor
4,000
Rank 4: Cove

Moa Core Components

Core ▾	Health Bonus ▾	Shield Bonus ▾	Armor Bonus ▾	Standing Cost ▾	Donation Standing Bonus ▾
Drex Core	+10%	+15%	+5%	500	+300
Krisys Core	+10%	+5%	+15%	1000	+300
Alcrom Core	+10%	+10%	+10%	2000	+300
				3000	+300



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The **Gyro** determines the appearance of the MOA's front, and modifies the base stats of the MOA.



Trux

+2.5% Health
-2.5% Shields
+5.0% Armor
500
Rank 0: Neutral



Harpen

+2.5% Health
+5.0% Shields
-2.5% Armor
1,000
Rank 1: Outworlder



Aegron

-2.5% Health
+2.5% Shields
+5.0% Armor
2,000
Rank 2: Rapsallion



Hextra

+5.0% Health
+2.5% Shields
-2.5% Armor
3,000
Rank 3: Doer



Munit

+5.0% Health
-2.5% Shields
+2.5% Armor
3,000
Rank 3: Doer



Atheca

+10.0% Health
-2.5% Shields
-2.5% Armor
4,000
Rank 4: Cove



Phazor

-2.5% Health
+5.0% Shields
+2.5% Armor



Tyli

+5.0% Health
-5.0% Shields
+5.0% Armor



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4,000
4: Cove



Moa Gyro Components

Gyro ↕	Health Bonus ↕	Shield Bonus ↕	Armor Bonus ↕	Standing Cost ↕	Donation Standing Bonus ↕
Trux Gyro	+5%	-5%	+10%	500	+300
Harpen Gyro	+5%	+10%	-5%	1000	+300
Aegron Gyro	-5%	+5%	+10%	2000	+300
Hextra Gyro	+10%	+5%	-5%	3000	+300
Munit Gyro	+10%	-5%	+5%	3000	+300
Atheca Gyro	+20%	-5%	-5%	4000	+300
Phazor Gyro	-5%	+10%	+5%	4000	+300
Tyli Gyro	+10%	-10%	+10%	4000	+300

Bracket

Brackets refer to the MOA's legs, and determines the [Mod Polarities](#) that the MOA will have. All Brackets have four polarities, with no other polarities on Drimper Bracket, and one additional polarity on Gauth (), Hona (), Jonsin (), and Tian () Brackets.



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**Drimper Bracket**

A basic bracket with no polarized Mod slots.

500

Rank 0: Neutral

**Tian Bracket**

An armoured bracket featuring a Mod slot with a Vazarin polarity.

500

Rank 0: Neutral

**Jonsin Bracket**

A flexible bracket featuring a Mod slot with a Madurai polarity.

1,000

Rank 1: Outworlder

**Gauth Bracket**

An armoured bracket featuring a Mod slot with a Naramon polarity.

2,000

Rank 2: Rapsallion

**Hona Bracket**

An armoured bracket featuring a Mod slot with a Naramon polarity.

3,000

Rank 3: Doer

Crafting

Configuring

Before players can craft a MOA, they must first purchase the blueprints for the parts they desire from Legs, which are available for [Standing](#), after which these parts must then be constructed at the [Foundry](#). It should be noted that unlike other Modular items such as *Kitguns* and *Zaws*, MOA parts take **24 Hours** to craft as opposed to the one hour for all Kitgun/Zaw parts, and the One Minute for Predasite/Vulaphyla companion "components".



Once the component parts have been crafted, players must return to Legs and select



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must choose from the crafted a Model, Core, Gyro, and



MOA action, which will instantly craft the MOA for **4,000**. Players can also use the Configure screen to preview builds of MOA components they do not yet own.

A newly built MOA cannot be renamed, customized, [Polarized](#), equipped with a [Focus Lens](#), or earn Mastery Rank experience. However, they can be equipped with an [Orokin Reactor](#).

Once built, a MOA cannot be disassembled to return its components parts.

Gilding

In order to fully unlock all of a MOA's features, players must **gild** their MOA. To gild a MOA, players must have a reputation rank of at least **Doer** with [Solaris United](#), and the desired MOA must first be leveled up to Rank 30. Afterwards, players must return to Legs and select the *Gild* option under *Other Services*, which will cost 10 [Training Debt-Bonds](#) and **5,000**. Upon gilding the MOA, players will be asked to first add a [Polarity](#) to the MOA, and then finally give it a custom name. This process will reset the MOA's level back to Rank 0.

A Gilded MOA will have all of the functionality available to other companions. A MOA will only give [Mastery Rank](#) points once gilded.

Visually, the Gilded MOA will have a modified appearance over a newly-built one.

Final Stats

- The base values of a MOA companion are **350** Robotic Health, **350** Ferrite Armor, and **350** [Shields](#), with components adding/subtracting from these values.
- Possible stat ranges are **367-473** for Health, **315-438** for Shields and **350-438** for Armor.
- The sum of all stats of a MOA will always add up to **1190**, regardless of chosen components.
- Although numbers like **2.5%** are rounded down in the UI, they are still taken into account in full.
- The cheapest MOA (in terms of reputation cost) can be built at Rank 0: Neutral and will cost **2,000** ([Para Model](#), [Drex Core](#), [Trux Gyro](#), [Drimper](#)/[Tian Bracket](#)) while the most expensive can be built at Rank 4: Cove and will cost 7 times as much, [Trux Gyro](#), [Hona Bracket](#)).



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Notes

- Legs also sells fully assembled Gilded MOAs on his **Today's Special** option for . The Model, Core, Gyro, and Bracket combinations on these MOAs are randomized daily.
- MOAs have to be gilded to earn [Mastery Rank](#) points, with their progression tied to the MOA's Model alone. For example, if a player levels up a Gilded MOA crafted with the Lambeo Model to 30, any future MOAs forged using the Lambeo Model will no longer provide Mastery regardless of what combination of Cores, Gyros, and Brackets they have.
 - As there are four Models currently available, the maximum amount of Mastery Rank points that can be earned from MOA crafting is **24,000**.
- With **4** Models, **4** Cores, **8** Gyros, and **5** Brackets, there are currently a total of **640** possible MOA combinations available.
- Custom names for MOAs have a 24 character limit including spaces, and will not accept special characters like commas (,) or apostrophes ('). though hyphens (-) are accepted.
 - Names can also not include any profanities such as swear words.
- Rank 30 MOAs or Gilded MOAs can be donated to Legs in exchange for **1,800** and **3,600** Solaris United Standing respectively.
- Typing [MOA] in the in-game chat and selecting the MOA will let other players in the same chat channel see its bonuses.
- MOAs are considered "pets" for unlocking certain [Riven Mods](#).
- On [Incapacitation](#), like [Beast](#) Companions, MOAs will collapse on the ground and will automatically get back up once their recovery time elapses, and can be manually revived.
- MOAs can be equipped with **Companion** and/or **Robotic** mods, some of which were formerly exclusive to other types of [Companions](#):
 - MOAs share Robotic mods, namely [Coolant Leak](#), [Guardian](#), [Medi-Ray](#), [Sanctuary](#), [Shield Charger](#), and [Vacuum](#), with [Sentinels](#).
 - MOAs can use [Link Vitality](#), [Link Redirection](#), [Link Fiber](#), and [Medi-Pet Kit](#), like [Kubrows](#) and [Kavats](#), as well as the Sentinel mods [Enhanced Vitality](#), [Calculated Redirection](#) and [Metal Fiber](#). However, two mods that affect the same stat (e.g. Link Vitality and Enhanced Vitality



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together.
Companions, not requiring the



- A MOA with a Drex Core and an Atheca Gyro has the highest effective health (**283** Gilded) of any unmodded MOA, and a MOA with a Krisys Core and an Aegron Gyro has the lowest effective health (**259** Gilded) of any unmodded MOA, a difference of only **24** points.
- Eight MOA Precept mods were released with the 4 MOA companions (each MOA Model, once used to build a MOA companion, comes with 2 specific Precept mods):
 - The [Lamdeo](#) Model comes with the [Shockwave Actuators](#) and [Stasis Field](#) Precepts.
 - The [Oloro](#) Model comes with the [Security Override](#) and [Tractor Beam](#) Precepts.
 - The [Para](#) Model comes with [Anti-Grav Grenade](#) and [Whiplash Mine](#) Precepts.
 - The [Nychus](#) Model comes with the [Blast Shield](#) and [Hard Engage](#) Precepts.
 - Unlike the Precept mods obtained from other [Companions](#), the Precepts obtained by building a MOA companion can be equipped on *any* MOA companion.
 - There is a separate limit to the installation of MOA-specific Precepts; instead of being limited to the MOA Model which each Precept came with, any given MOA companion may only equip up to **2** MOA-specific Precept mods at a time, although they may be changed at any time. (There is no limit on Precept mods which are not MOA-specific.)
- There are 4 Emotion Modules (Aggressive, Inquisitive, Sensitive and Tenacious) that can be bought for **50** each in the [Market](#) and equipped on a MOA in the appearance tab. These are like Warframe animation sets, purely cosmetic and do the following:
 - Give the MOA an occasional animation based on the chosen personality.
 - Change the sound the MOA makes.
 - Makes the MOA mirror the following player emotes: Agree, Disagree, Bow, Deep Bow, and Wave. They also have unique animations when the player performs certain [Nartas](#).
- After acquiring the first MOA, the player must have at least one MOA at any time. It's impossible to sell the last MOA in the inventory.
- While they can use all other [Robotic](#) Weaponry, there is no Model compatible with [Prime](#) counterpart.



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- MOA Companions and [K-Drives](#) are the first modular equipment that:
 - Do not have [Arcane Enhancements](#), while other modulars like [Zaws](#), [Amps](#), and [Kitguns](#) have their own respective Arcanes.
 - Are a non-weapon.
- All of the original MOA models are named after certain genera of [Hadrosaurid](#) dinosaurs: Oloro is named after the [Olorotitan](#), Lambeo is named after [Lambeosaurus](#), and Para is named after [Parasaurolophus](#).
 - The Nychus model introduced in the Deadlock Protocol update is named after a theropod, [Deinonychus](#).
- The MOAs are the first companion to mirror player behavior. It will crouch and walk crouched along with the player, as well as mirroring some emotes if an Emotion Module is installed.
- The idea of MOA Companions is not [Digital Extremes](#)' original idea, and has its roots with player demand throughout the Warframe community such as the [official forums \(https://forums.warframe.com/\)](#). This was acknowledged in [TennoCon 2018](#).
 - Furthering this is the Lambeo model resembling a top hat and the Aegron Gyro resembling a bow tie, two very common accessories in fan depictions of MOA companions.
- If the player accesses [Legs](#)'s "Today's Special" while [Helios](#) with [Investigator](#) is equipped, Helios will scan the prebuilt MOA. This can be repeated several times, until eventually finishing the scans.
 - It is unknown to this wiki editor if these scans accomplish anything. Further testing is needed.

Patch History

Update 36.0 (2024-06-18)

- Fixed modular weapons in their respective screens (Moas) being highlighted with the Ally Highlights setting enabled.

Update 35.0 (2023-12-13)



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Legs to indicate that Moas use does not own a Sentinel



Last updated: [Hotfix 24.2.12](#) (2019-01-30)

See Also

- [Zaw](#), melee modular weapons.
- [Kitgun](#), primary and secondary modular weapons.
- [Amp](#), Operator modular weapons.
- [K-Drive](#), modular vehicles.
- [Predasite](#), modular [Kubrow](#)-like companions.
- [Vulpaphyla](#), modular [Kavat](#)-like companions.
- [Hound \(Companion\)](#), modular [Sisters of Parvos](#) companions.

Companion	
Robotic	
Sentinel	Carrier (Prime) • Dethcube (Prime) • Diriga • Djinn • Helios (Prime)
	Nautilus (Prime) • Oxylus • Shade (Prime , Prisma) • Taxon • Wurm (Prime)
MOA	Lamdeo Moa • Oloro Moa • Para Moa • Nychus Moa
Hound	Bhaira Hound • Dorma Hound • Hec Hound
Beast	
Kubrow	Chesa Kubrow • Helminth Charger • Huras Kubrow
	Raksa Kubrow • Sahasa Kubrow • Sunika Kubrow
Predasite	Vizier Predasite • Pharaoh Predasite • Medjay Predasite
Kavat	Adarza Kavat • Smeeta Kavat • Vasca Kavat • Venari (Prime)
Vulpaphyla	Sly Vulpaphyla • Crescent Vulpaphyla • Panzer Vulpaphyla

MOA Companion		Edit	[Collapse]
Components			
		Bracket • Core • Gyro • Model	
Mods			

		Join the Quest! Share Your Views on Upcoming Games!	✕	• Stasis Field
				• Tractor Beam
				• Whiplash Mine



Other	Aerial Bond •	Animal Instinct (	Prime) •	Astral Bond •
	Contagious Bond •	Covert Bond •	Duplex Bond •	Guardian •
	Link Fiber •	Link Redirection •	Link Vitality •	
	Loyal Companion •	Manifold Bond •	Medi-Pet Kit •	Medi-Ray •
	Momentous Bond •	Mystic Bond •	Pack Leader (	Prime) •
	Reinforced Bond •	Restorative Bond •	Sanctuary •	
	Seismic Bond •	Shield Charger •	Tenacious Bond •	Vacuum •
		Vicious Bond		



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