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Ready Steel

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Ready Steel is an [aura mod](#) that increases squad's [Initial Combo](#).

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Stats

Rank	Effect	Cost *
0	4	-2

Ready Steel



Full



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Tradeable

e obtained from transmutation



WARFRAME Wiki



5	24	-7
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* Aura mods increase the amount of Mod Capacity

Squad begins the mission with +24 Initial Combo

General Information

Type

Aura

Polarity

 Vazarin

Rarity

Uncommon

Max Rank

5

Endo Required To Max

620

Credits Required To Max

29,946

Base Capacity Cost

-2

Trading Tax

 4,000

Introduced

Update 35.0 (2023-12-13)

Vendor Sources

Official Drop Tables

<https://www.warframe.com/droptables>

Acquisition

Mission Drop Tables

Mission Type	Source	Rotations or Drop Table	Chance ^[1]	Quantity ^[2]	Avg. per roll ^[3]	Star Chart Nodes
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Enemy Drop Tables



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Enemy ▾	Drop Table Chance ^[4] ▾	Item Chance ^[5] ▾	Chance ^[6] ▾	Expected Kills ^[7] ▾	Quantity ^[8] ▾	Avg. # roll attempt
The Fragmented	3%	30.3%	0.909%	110	1	0.0090
The Hollow Vein	3%	20.27%	0.6081%	164	1	0.0060

Sourced from the [official drop table repository \(https://www.warframe.com/droptables\)](https://www.warframe.com/droptables). See [Module:DropTables/data](#) to edit on the wiki.

Patch History

Update 35.0 (2023-12-13)

- Introduced

See also

- [Aura](#)

Auras

Edit

[Collapse]

Madurai (Offensive)	Dead Eye • Growing Power • Melee Guidance • Pistol Amp • Power Donation • Rifle Amp • Shotgun Amp • Steel Charge • Swift Momentum
	Aerodynamic • Combat Discipline • EMP Aura • Infested Impedance • Physique • Ready Steel • Rejuvenation • Shepherd • Stand United • Toxin Resistance
Naramon (Utility)	Corrosive Projection • Enemy Radar • Energy Siphon • Empowered Blades • Holster Amp • Loot Detector • Mecha Empowered • Pistol Scavenger • Rifle Scavenger • Shield Disruption • Shotgun Scavenger • Sniper Scavenger • Sprint Boost
	Zenurik • Brief Respite

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X

[Fire Resistance](#) • [Blaze Deflection](#)

2. Amount rewarded on successful roll
3. (Quantity × Chance)
4. Chance to roll drop table
5. Chance to roll item within drop table
6. (Drop Table Chance × Item Chance)
7. (1 / Chance), see [WARFRAME Wiki:Expected & Nearly Guaranteed Numbers](#) for more details
8. Amount rewarded on successful roll
9. (Quantity × Chance), average item quantity on a roll attempt (successful or not)

Categories



Languages



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