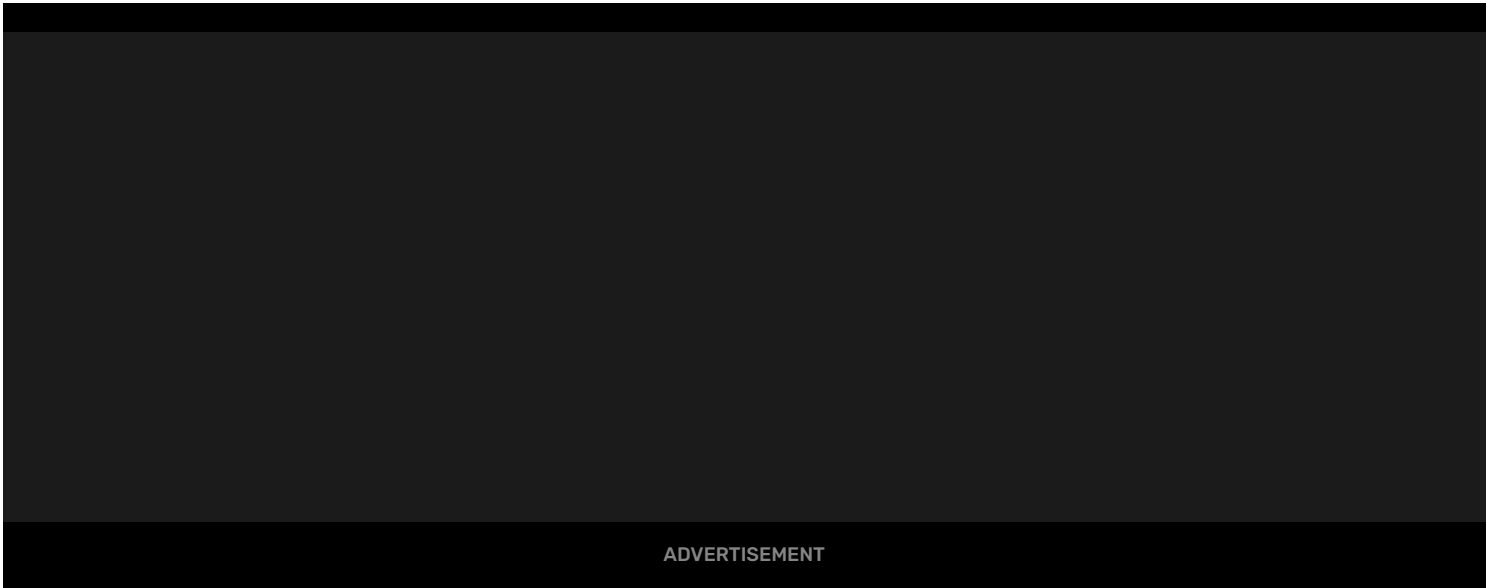




ADVERTISEMENT

in: [Updateme](#), [Mechanics](#)

SIGN IN

REGISTER

Defense Objects

  [EDIT](#)

In many missions, particularly [Defense](#), [Mobile Defense](#), and [Excavation](#), players will have to defend a static or mobile object as an objective.

Types



Arcane Machine (in [The New Strange](#) quest)



Armored Vault



Coildrive



Corpus Systems



Eidolon Lures



Excavators



Grineer Systems



Kuva Harvester (in Kuva [Survival](#))





OpLink



Orokin Power Core



Orokin Systems



Warframe Cryopod

Interactions With Sources of Healing and Damage Reduction

Only static defense objects can be healed or receive [damage reduction](#) from other sources in accordance with the tables below. [Mirror Defense](#) defense objects are exempted from effects that heal, give shields, or give health. They can receive damage reduction effects as outlined in the table below.

Note that [Eidolon Lures](#) are not static and are exempt from the rules in the table below.

Healing over time only takes effect when the defense object's natural health regeneration is active; taking damage from enemies briefly disables both the natural regeneration and external regeneration effects for a few seconds.



Healing and Shield Restoration Sources

Healing source ↕	Normal effect ↕	Effect on all types of static defendable objects (Cryopods, Excavators, etc) ↕
 Gara's Mending Splinters	15 HP/sec for each active splinter	Same as normal
 Hildryn's Haven	500 Max Shields 80% faster Shield recharge	Same as normal
 Protea's Grenade Fan	500 Shield restore on attach 50 Shield restore per second	Same as normal
Trinity's Blessing	Up to 100% HP and Shield restore	Heal for 500 over 5 seconds, can't stack
Trinity's Well of Life	100 HP/sec + 1% life steal	100 HP/sec, no life steal
Equinox's Mend & Maim (Mend)	25 Shields for each enemy killed Burst heal based on how much damage was dealt	Shields per enemy killed and heal for 500 over 5 seconds, can't stack
Vazarin's Protective Sling	5 seconds invulnerability 60% Heal over 5 seconds	No invulnerability Heal for 500 over 5 seconds, can't stack
Khora's Venari	Heal for 50 HP/sec	Same as normal
Hydroid's Rousing Plunder	Heals allies for 50 HP	Heal for up to 500 over 5 seconds
Harrow's Penance	Heals allies for a % of damage dealt	Heals are capped up to 50 per second.
Oberon's Renewal	125 burst heal 50 HP/sec	Same as normal
Garuda's Blood Altar	Heals by % of missing health/second	No effect
Nidus' Ravenous	Heal allies standing on it for 20 HP/sec	Same as normal



Healing source ⇅	Normal effect ⇅	Effect on all types of static defendable objects (Cryopods, Excavators, etc) ⇅
Wisp's Reservoirs (Vitality mote)	Increase max hp by 300 and heal for 30 HP/sec	Same as normal
Volt's Capacitance	Grants shields based on 3% of damage dealt	Capped at 250 shields, no overshields
Titania's passive	4 HP/sec for 20 Seconds	Same as normal
Sancti Magistar	Heals for damage dealt in an AoE	Heal for up to 500 over 5 seconds, can't stack with other players. Going from a burst to Heal over Time.
Ancient Healer Specter	Heal for 100 HP every 20 seconds	Same as normal
Rejuvenation	Heal 3 HP/sec	Same as normal
Arcane Pulse	60% chance to heal for 150 HP when picking up a health orb with a 15 sec cooldown	Same as normal
Citrine's passive	5 - 25 HP/sec while in Affinity range	Same as normal (based on player testing)



Damage Reduction Sources

Damage Reduction Sources	Normal effect	Effect on all types of static Defendable objects (Cryopods, Excavators, etc)
Trinity's Blessing	50% Damage Reduction	Capped at 50% Damage Reduction
Mirage's Total Eclipse	Grants 75% Damage Reduction to allies	Capped at 50% Damage Reduction
Titania's Tribute (Thorns buff)	50% damage redirected to enemies	No effect
Gara's Splinter Storm	70% Damage Reduction	Capped at 50% Damage Reduction
Ember's Immolated Radiance	50% of Immolate's Damage Reduction applies to allies	Capped at 45% Damage Reduction
Baruuk's Desolate Hands	90% Damage Reduction	Capped at 50% Damage Reduction
Harrow's Warding Thurible	40% Damage Reduction	Capped at 50% Damage Reduction
Nezha's Warding Halo	Absorbs 90% of damage	Capped at 50% Damage Reduction
Citrine's Preserving Shell	25 - 90% Damage Reduction	No effect (based on player testing)

Source: <https://forums.warframe.com/topic/1189247-warframe-revised-railjack-revisited-part-1-update-274/>

Patch History

[Hotfix 27.5.4](#) (2020-05-20)

- Fixed inability to target Baruuk's Desolate Hands and Nezha's Warding Halo on Defendable objects.

[Update 27.4](#) (2020-05-01)



Our Healing AoE / Damage Reduction changes posted back on April 3rd have arrived!
If you're unfamiliar, ultimately what we want is more 'Healing' Abilities to work to

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		
	Mission	Arbitrations • Archon Hunt • Break Narmer • Empyrean • Invasion • Sortie • Tactical Alert • The Circuit • The Steel Path • Void Fissure		
	Activities	Captura • Conservation • Fishing • K-Drive Race • Ludoplex • Mining		
	PvP	Duel • Conclave (Lunaro) • Frame Fighter		
	Other	Gravity • Threat Level		





Equipment	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
	Mathematical	Calculating Bonuses (Additive Stacking, Multiplicative Stacking) • Condition Overload (Mechanic) • Enemy Level Scaling • Maximization • User Research

Categories



More Fandoms

[Sci-fi](#) | [Warframe](#)