


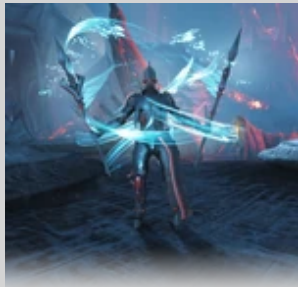
in: [Warframe Abilities](#), [Styanax](#), [Energy Restoration](#), [Shield Restoration](#)

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Rally Point

7

EDIT



3

75

**Rally Point**

Draw enemy attention to Styanax. His resolve uplifts nearby allies, regenerating the squad's energy over time. Styanax and his allies also regenerate shields for every kill assist they contribute.





Introduced in [Update 32.0](#) (2022-09-07)


**Misc:** Threat level priority

**Strength:** 20 / 30 / 40 / 50 SP (shields per kill)  
3 EP/s (energy regen)

**Duration:** 30 s

**Range:** 30 m

- Info Tips & Tricks
- Styanax expends  **75 energy** to stand his ground and sound a gallant call, increasing his [Threat Level](#) while raising his own and his allies' morale within  **30** meters. Rally Point grants affected [Warframes](#) and [Companions](#)  **3** Energy points regeneration per second, with each kill or assisted kill by rallied allies  **30 / 40 / 50** shield points, which nt persists on affected allies, lasting

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X

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- The amount of energy regenerated and shields restored are affected by [Ability Strength](#).
- Energy regeneration does not occur during channeled abilities.
- If Styanax himself is the caster, shields per kill and energy regen values are displayed as an ability [Buff](#) icon beside Styanax's hitpoint indicators.
  - Rally Point from another Styanax displays only the shields per kill and remaining duration timer on the ability buff icon.
- When Rally Point expires, a war-time drumbeat sound effect plays to alert all rallied players.
- Can be recast while active to refresh duration to full and buff new allies in range.
- If there are multiple Styanax players in a squad, the highest buff value will take effect and cannot be overridden by lower valued buffs, unless the timer has less than 10 seconds remaining.
- Casting Rally Point is a full-body animation that interrupts Styanax's grounded movement and other actions.
  - When cast while airborne, it is a one-handed animation that still allows shooting and movement.
- Styanax and rallied allies visually pulse with energy lines, while enveloped by a shield-like form-fitting barrier. When a direct kill or kill assist occurs on an enemy by a rallied ally, a wisp of Void energy bursts from the enemy and rapidly flies to that ally to replenish shields.
  - Void wisps are affected by the chosen energy colors on each individual rallied ally.
  - Multiple Void wisps can appear from an enemy when kill-assisted by multiple rallied allies.



## See Also

-  [Styanax](#)

## Categories



## Languages



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less otherwise noted.



**More Fandoms**[Sci-fi](#) | [Warframe](#)

Add a comment about Rally Point

**7 comments**[A Fandom user](#) • 9/30/2023

Why can't more abilities have good sound cues for important buff expiration... it would be really nice ;-;



Write a reply

[Skoomaseller](#) • 6/18/2023

The increased threat priority can cause problems in higher-level play unfortunately.

[A Fandom user](#) • 9/30/2023

Maybe the shield changes will somewhat help with that .-.

[Skoomaseller](#) • 9/30/2023

Oh it does. But the taunted enemies can still be a pain in the ass.



Write a reply

[Henry Stonefist](#) • 3/15/2023

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Grendel's Nourish on Styanax

**WARFRAME Wiki**

which will blend together with Rally Point's passive energy generation and make the regen scale drastically.

My high power strength Styanax (Around 200%) can generate 20 energy per second to the whole team providing the highest consistent energy regen of any warframe.

Nourish also provides a stunning radial blast of viral damage to anyone that hits Styanax and since Rally Point draws aggro onto himself, then all the enemies get stuck in a punishing loop while buffing everyone's damage against those inflicted with viral.

*(Edited by Henry Stonefist)*



Write a reply



IceBen • 12/13/2022

Looks like the energy and the shield regen effects are separate, you can refresh the energy part, but the shield expires when the original cast does, and won't reapply on recasts until you let the ability run out of time and apply a fresh buff. (There is even a sound cue)



Write a reply



Exxion • 10/14/2022

It's a full-body animation if cast on the ground, but for some reason is one-handed if cast in the air. It doesn't interrupt reloads or prevent shooting, and you can move normally if you land before the animation is over. Very odd. Somehow I doubt this is intentional.



Write a reply



Ronatakahashi • 9/12/2022



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Da Arkus • 9/30/2022

They updated it to make it only the better version stays now :D



Write a reply



A Fandom user • 9/8/2022

This conflicts with rally point cast by other syanaxes. If you are a styanax in a group with another styaanx, and your 3 is inferior, don't cast it unless you are out of range.



A Fandom user • 9/8/2022

Also, if someone else casts Rally Point, overwriting yours, and you go out of range, you lose your Rally point before the duration ends, so be careful



Write a reply

## Fan Feed

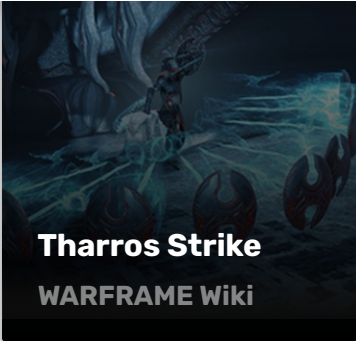
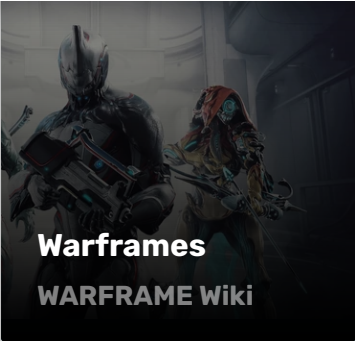
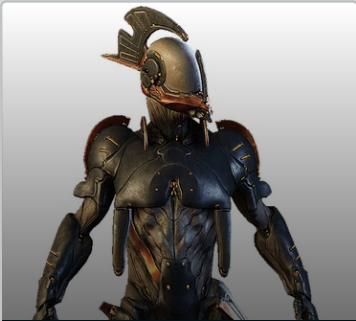
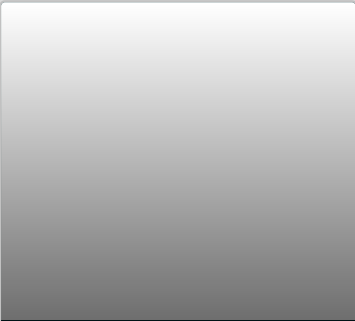



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<div>3</div> <div>Warframes</div>	<div><div>Axios Javelineers</div><div>Axios Javelin Augment: A pair of Styanax Specters spawn to throw javelins, creating vortexes on impact. Impale an enemy to increase vortex duration by 5s.</div><div>STYANAX</div></div> <div>Axios Javelin</div> <div>WARFRAME Wiki</div>	<div><div></div><div>Kubrow</div><div>WARFRAME Wiki</div></div>
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