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# Vicious Bond



EDIT

**Vicious Bond** is a [Companion mod](#) that allows the companion's melee attacks to reduce enemy [armor](#). Damaging enemies with [abilities](#) will also reduce the armor of nearby targets.

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## Stats

Rank	Armor	Radius	Cost

### Vicious Bond



Full

Tradeable

Cannot be obtained from transmutation



0	-2.5%	1.5m	2
1	-5%	3m	3
2	-7.5%	4.5m	4
3	-10%	6m	5
4	-12.5%	7.5m	6
5	-15%	9m	7

## Acquisition

The mod can be bought from [Son](#) for  **20,000** after reaching **Rank 3 - Associate** with the [Entrati](#).

## Notes

- The only [Sentinel](#) weapon that counts as a melee attack is [Deconstructor](#) and [Deconstructor Prime](#), but it can only be used by [Helios](#) and [Helios Prime](#).
- Shockwaves from [Seismic Bond](#) will not trigger the armor strip.
- "Abilities" refers to those used by either your warframe or operator/drifter. Companion precept abilities do not count.
- "Recently damaged" is a time of around 10-15 seconds.

## Tips

- Synergizes well with [Swipe](#), as the armor stripping effects will trigger for each target.

## Bugs

## Patch History

[Update 35.0](#) (2023-12-13)

**Companion melee attacks strip 15% of enemy armor. Enemies recently damaged by Abilities spread the effect to other enemies in a 9m radius.**

### General Information

<b>Type</b>	Companion
<b>Polarity</b>	 Madurai
<b>Rarity</b>	Rare
<b>Max Rank</b>	5
<b>Endo Required To Max</b>	930
<b>Credits Required To Max</b>	44,919
<b>Base Capacity Cost</b>	4
<b>Trading Tax</b>	 8,000
<b>Introduced</b>	<a href="#">Update 34.0</a> (2023-10-18)
<b>Vendor Sources</b>	
<b>Vendors</b>	
<a href="#">Son</a> (Rank 3: Associate)  20000 for x1	
<b>Official Drop Tables</b>	
<a href="https://www.warframe.com/droptables">https://www.warframe.com/droptables</a>	



- Fixed performance issues caused by interactions between Wisp's Shock Mote and Saryn's Spores with a companion with Vicious Bond equipped.

**Hotfix 34.0.2** (2023-10-19)

- Fixed case where Hounds would not attack or move if they had any of the new Bond Mods equipped.
- Fixed getting some small one-time Affinity popups when first loading into a

<b>Sentinel Mods</b>		[Collapse]
<b>Penjaga</b>	<b>Carrier</b>	<a href="#">Ammo Case</a> • <a href="#">Looter</a>
	<b>Dethcube</b>	<a href="#">Energy Generator</a> • <a href="#">Vaporize</a>
	<b>Diriga</b>	<a href="#">Arc Coil</a> • <a href="#">Calculated Shot</a> • <a href="#">Electro Pulse</a>
	<b>Djinn</b>	<a href="#">Fatal Attraction</a> • <a href="#">Reawaken</a> • <a href="#">Thumper</a>
	<b>Helios</b>	<a href="#">Detect Vulnerability</a> • <a href="#">Investigator</a> • <a href="#">Targeting Receptor</a>
	<b>Nautilus</b>	<a href="#">Auto Omni</a> • <a href="#">Cordon</a>
	<b>Oxylus</b>	<a href="#">Botanist</a> • <a href="#">Scan Aquatic Lifeforms</a> • <a href="#">Scan Matter</a>
	<b>Shade</b>	<a href="#">Ambush</a> • <a href="#">Ghost</a> • <a href="#">Revenge</a>
	<b>Taxon</b>	<a href="#">Molecular Conversion</a>
	<b>Wyrm</b>	<a href="#">Crowd Dispersion</a> • <a href="#">Negate</a>
	<b>Other</b>	<a href="#">Anti-Grav Array</a> • <a href="#">Assault Mode</a> • <a href="#">Coolant Leak</a> • <a href="#">Guardian</a> • <a href="#">Medi-Ray</a> • <a href="#">Odomedical</a> • <a href="#">Regen (Prime)</a> • <a href="#">Sacrifice</a> • <a href="#">Shield Charger</a> • <a href="#">Vacuum</a>
<b>Madurai</b>	<a href="#">Fired Up</a> • <a href="#">Self Destruct</a> • <a href="#">Synth Deconstruct</a> • <a href="#">Synth Fiber</a>	
<b>Vazarin</b>	<a href="#">Accelerated Deflection</a> • <a href="#">Calculated Redirection</a> • <a href="#">Enhanced Vitality</a> • <a href="#">Metal Fiber</a> • <a href="#">Repair Kit</a> • <a href="#">Sanctuary</a>	
<b>Naramon</b>	<a href="#">Animal Instinct (Prime)</a> • <a href="#">Spare Parts</a>	

<b>Kubrow</b>		[Collapse]
<b>Species</b>	<b>Incubated</b>	<a href="#">Chesa</a> • <a href="#">Huras</a> • <a href="#">Raksa</a> • <a href="#">Sahasa</a> • <a href="#">Sunika</a>
	<b>Unique</b>	<a href="#">Helminth Charger</a>
	<b>Predasite</b>	<a href="#">Vizier</a> • <a href="#">Pharaoh</a> • <a href="#">Medjay</a>
<b>Enemy</b>	<a href="#">Drahk</a> • <a href="#">Feral</a>	
<b>Breeding</b>	<a href="#">Kubrow Den</a> • <a href="#">Kubrow Egg</a> • <a href="#">Incubator Power Core</a>	

<b>Genetics</b>		DNA Stabilizer • Genetic Code Template	
<b>Mods</b>			
<b>Penjaga</b> (Abilities)	<b>Chesa</b>	<a href="#">Neutralize</a> • <a href="#">Retrieve</a>	
	<b>Huras</b>	<a href="#">Hunt</a> • <a href="#">Stalk</a>	
	<b>Raksa</b>	<a href="#">Howl</a> • <a href="#">Protect</a>	
	<b>Sahasa</b>	<a href="#">Dig</a> • <a href="#">Ferocity</a>	
	<b>Sunika</b>	<a href="#">Savagery</a> • <a href="#">Unleashed</a>	
	<b>Helminth</b>	<a href="#">Proboscis</a> • <a href="#">Strain Eruption</a> • <a href="#">Trample</a>	
	<b>Vizier</b>	<a href="#">Acidic Spittle</a> • <a href="#">Iatric Mycelium</a>	
	<b>Pharaoh</b>	<a href="#">Endoparasitic Vector</a> • <a href="#">Anabolic Pollination</a>	
	<b>Medjay</b>	<a href="#">Infectious Bite</a> • <a href="#">Paralytic Spores</a>	
	<b>Others</b>	<a href="#">Fetch</a> • <a href="#">Scavenge</a>	
	<b>Posture</b>	<a href="#">Assassin Posture</a> • <a href="#">Balanced Posture</a> • <a href="#">Elusive Posture</a> • <a href="#">Frenzied Posture</a> • <a href="#">Persistent Posture</a> • <a href="#">Protector Posture</a>	
<b>Madurai</b> (Offense)	<b>Companion</b>	<a href="#">Astral Bond</a> • <a href="#">Duplex Bond</a> • <a href="#">Flame Gland</a> • <a href="#">Frost Jaw</a> • <a href="#">Hunter Command</a> • <a href="#">Hunter Recovery</a> • <a href="#">Mecha Recharge</a> • <a href="#">Momentous Bond</a> • <a href="#">Pack Leader</a> ( <a href="#">Prime</a> ) • <a href="#">Seismic Bond</a> • <a href="#">Tandem Bond</a> • <b>Vicious Bond</b>	
	<b>Claws</b>	<a href="#">Bite</a> • <a href="#">Bloodthirst</a> • <a href="#">Brute Conditioning</a> • <a href="#">Burning Claws</a> • <a href="#">Chilling Claws</a> • <a href="#">Contagious Bond</a> • <a href="#">Cull the Weak</a> • <a href="#">Disabling Conditioning</a> • <a href="#">Hunter Synergy</a> • <a href="#">Immunity Resistance</a> • <a href="#">Magnetic Strike</a> • <a href="#">Maul</a> • <a href="#">Mecha Overdrive</a> • <a href="#">Precision Conditioning</a> • <a href="#">Sepsis Claws</a> • <a href="#">Shock Collar</a> • <a href="#">Strain Fever</a> • <a href="#">Venom Teeth</a>	
<b>Vazarin</b> (Defense)		<a href="#">Aerial Bond</a> • <a href="#">Hastened Deflection</a> • <a href="#">Link Fiber</a> • <a href="#">Link Redirection</a> • <a href="#">Link Vitality</a> • <a href="#">Loyal Companion</a> • <a href="#">Medi-Pet Kit</a> • <a href="#">Restorative Bond</a> • <a href="#">Shelter</a> • <a href="#">Tenacious Bond</a>	
<b>Naramon</b> (Utility)	<b>Companion</b>	<a href="#">Animal Instinct</a> ( <a href="#">Prime</a> ) • <a href="#">Covert Bond</a> • <a href="#">Mystic Bond</a> • <a href="#">Reinforced Bond</a>	
	<b>Claws</b>	<a href="#">Bell Ringer</a>	
<b>Kavat</b>			

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	<b>Smeeta</b>	<a href="#">Charm</a> • <a href="#">Mischief</a>
	<b>Vasca</b>	<a href="#">Draining Bite</a> • <a href="#">Transfusion</a>
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	<b>Crescent</b>	<a href="#">Crescent Charge</a> • <a href="#">Crescent Devolution</a>
	<b>Panzer</b>	<a href="#">Viral Quills</a> • <a href="#">Panzer Devolution</a>
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	<b>Claws</b>	<a href="#">Bell Ringer</a>

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<b>Other</b>	<a href="#">Aerial Bond</a> · <a href="#">Animal Instinct</a> ( <a href="#">Prime</a> ) · <a href="#">Astral Bond</a> · <a href="#">Contagious Bond</a> · <a href="#">Covert Bond</a> · <a href="#">Duplex Bond</a> · <a href="#">Guardian</a> · <a href="#">Link Fiber</a> · <a href="#">Link Redirection</a> · <a href="#">Link Vitality</a> · <a href="#">Loyal Companion</a> · <a href="#">Manifold Bond</a> · <a href="#">Medi-Pet Kit</a> · <a href="#">Medi-Ray</a> · <a href="#">Momentous Bond</a> · <a href="#">Mystic Bond</a> · <a href="#">Pack Leader</a> ( <a href="#">Prime</a> ) · <a href="#">Reinforced Bond</a> · <a href="#">Restorative Bond</a> · <a href="#">Sanctuary</a> · <a href="#">Seismic Bond</a> · <a href="#">Shield Charger</a> · <a href="#">Tenacious Bond</a> · <a href="#">Vacuum</a>		
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