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Saxum Carapace

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Saxum Carapace is a [set mod](#) that increases the [armor](#) and [health](#) of a [Warframe](#).

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Stats

Rank	Armor	Health	Cost
0	+9%	+3%	4

Saxum Carapace

Full Icon



Saxum Carapace
+55% Armor
+20% Health
Lifted enemies explode on death, dealing 10% Enemy Max Health as Impact Damage in a 4m radius.
Cooldown: 6s
SET: WARFRAME

Tradeable

not be obtained from transmutation



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WARFRAME Wiki



5	+55%	+20%	9
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Set Bonus

This mod is part of a set, whose set bonus increases with each additional mod equipped from that set.

Saxum Set:  Lifted enemies explode on death, dealing X% of their max health as Impact Damage in an X-meter radius.

Mods Equipped	Percentage of Enemy Health	Range
1	10%	4m
2	20%	8m
3	30%	12m

Drop Locations

Mission Drop Tables

Max Rank Description

+55% Armor
+20% Health

General Information

Type

Warframe

Polarity

 Vazarin

Rarity

Uncommon

Max Rank

5

Endo Required To Max

620

Credits Required To Max

29,946

Base Capacity Cost

4

Trading Tax

 4,000

Introduced

Update 29.0 (2020-08-25)

Vendor Sources

Official Drop Tables

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





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 WARFRAME Wiki

Mission Type ↕	Source ↕	Rotations or Drop Table ↕	Chance ^[1] ↕	Quantity ^[2] ↕	Avg. per roll ^[3] ↕	Star Chart Nodes
Necralisk Bounty	Necralisk Bounty Lvl 25-30 Final Stage	A	2.56%	1	0.0256	Cambion Drift/Nec Deimos; t Mother
Necralisk Bounty	Necralisk Bounty Lvl 25-30 Stage 2	A	2.67%	1	0.0267	Cambion Drift/Nec Deimos; t Mother
Necralisk Bounty	Necralisk Bounty Lvl 25-30 Stage 2	B	2.58%	1	0.0258	Cambion Drift/Nec Deimos; t Mother
Necralisk Bounty	Necralisk Bounty Lvl 25-30 Final Stage	C	2.5%	1	0.025	Cambion Drift/Nec Deimos; t Mother
Necralisk Bounty	Necralisk Bounty Lvl 25-30 Final Stage	B	2.5%	1	0.025	Cambion Drift/Nec Deimos; t Mother
Necralisk Bounty	Necralisk Bounty Lvl 25-30 Stage 2	C	2.63%	1	0.0263	Cambion Drift/Nec Deimos; t Mother

Enemy Drop Tables



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Enemy ▾	Drop Table Chance ^[4] ▾	Item Chance ^[5] ▾	Chance ^[6] ▾	Expected Kills ^[7] ▾	Quantity ^[8] ▾	Avg. per roll attempt ^[9]
Deimos Saxum Rex	10%	22.11%	2.211%	45	1	0.02211

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 34.0 (2023-10-18)

Base vs Final Stats in Modding - Health / Energy / Shield / Armor Stat Overhaul

If you've spent any time invested in the deeper nuances of Modding, you may be familiar with "Warframe Math" - math that upon first glance doesn't really make sense, but once you learn the inner workings of the game, it all comes together. While we can appreciate the value that complex systems offer to a certain subset of players, there are other aspects of the game that should have clear and understandable outcomes. Namely: Shield, Health, Energy, and Armor Modding.

Set Mods [Collapse]

Aero	Agility	Periphery	Vantage		
Amar's	Anguish	Contempt	Hatred		
Augur	Accord	Message	Pact	Reach	Secrets
			Seeker		
Boreal's	Anguish	Contempt	Hatred		
Carnis	Carapace	Mandible	Stinger		
	Aegis	Finesse	Might	Resolve	Rush
Gladiator			Vice		
				Munitions	Recovery
				Track	

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Mecha	Empowered • Overdrive • Pulse • Recharge
Motus	Impact • Setup • Signal
Nira's	Anguish • Contempt • Hatred
Proton	Jet • Pulse • Snap
Sacrificial	Pressure • Steel
Saxum	Carapace • Spittle • Thorax
Strain	Consume • Eruption • Fever • Infection
Synth	Charge • Deconstruct • Fiber • Reflex
Tek	Assault • Collateral • Enhance • Gravity
Umbral	Fiber • Intensify • Vitality
Vigilante	Armaments • Fervor • Offense • Pursuit • Supplies • Vigor

1. Chance to roll item within drop table
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)

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