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# Stand United

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**Stand United** is an [aura mod](#) that increases [Armor](#) by 25% at max rank.

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## Stats



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## Stand United

[Full](#)[Icon](#)[Tradeable](#)[e obtained from transmutation](#)[WARFRAME Wiki](#)

3	+17%	-5
4	+21%	-6
5	+25%	-7

\* Aura mods increase the amount of Mod

Capacity

## Acquisition

Stand United is dropped by the [Orphid Specter](#), available upon anointing a Silver Grove shrine with the [Twilight Apothic](#).

## Drop Locations

Squad receives +25% Armor	
<b>General Information</b> ^	
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: The Silver Grove (2016-08-19)
Vendor Sources ^	
Official Drop Tables ^	
<a href="https://www.warframe.com/droptables">https://www.warframe.com/droptables</a>	

## Mission Drop Tables

Mission Type	Source	Rotations or Drop Table	Chance <sup>[1]</sup>	Quantity <sup>[2]</sup>	Avg. per roll <sup>[3]</sup>	Star Chart Nodes

## Enemy Drop Tables

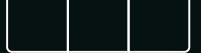
Enemy	Drop Table	Item Chance <sup>[5]</sup>	Chance <sup>[6]</sup>	Expected Kills <sup>[7]</sup>	Quantity <sup>[8]</sup>	Avg. per roll attempt <sup>[9]</sup>
 Orphid Specter	100%	29.82%	29.82%	3	1	0.2982



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



## Notes

- **Stand United** stacks additively with other mods like  [Steel Fiber](#) and  [Armored Agility](#).
- It applies to Warframes and Operators but not [Companions](#) or [Necromechs](#), however the bonus to the Warframe does get shared by mods like  [Link Fiber](#).
- If in a Cell of 4 people using this mod, armor will be increased by 100%.

## 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.

## See also

- [Aura](#)

Auras					<a href="#">Edit</a>	<a href="#">[Collapse]</a>
<b>Madurai (Offensive)</b>	<a href="#">Dead Eye</a> • <a href="#">Power Donation</a> •	<a href="#">Growing Power</a> • <a href="#">Rifle Amp</a> •	<a href="#">Melee Guidance</a> • <a href="#">Shotgun Amp</a> •	<a href="#">Pistol Amp</a> • <a href="#">Steel Charge</a>		
			• <a href="#">Swift Momentum</a>			
<b>Vazarin (Defensive)</b>	<a href="#">Aerodynamic</a> • <a href="#">Infested Impedance</a> •	<a href="#">Combat Discipline</a> • <a href="#">Physique</a> •	<a href="#">EMP Aura</a> • <a href="#">Ready Steel</a> •	<a href="#">Rejuvenation</a> • <a href="#">Toxin Resistance</a>		
		<a href="#">Shepherd</a> • <a href="#">Stand United</a> •				
<b>Naramon (Utility)</b>	<a href="#">Corrosive Projection</a> • <a href="#">Empowered Blades</a> •	<a href="#">Enemy Radar</a> • <a href="#">Holster Amp</a> •	<a href="#">Energy Siphon</a> • <a href="#">Loot Detector</a> •			
	<a href="#">Mecha Empowered</a> • <a href="#">Shield Disruption</a> •	<a href="#">Pistol Scavenger</a> • <a href="#">Shotgun Scavenger</a> •	<a href="#">Rifle Scavenger</a> • <a href="#">Sniper Scavenger</a> •			



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**Unreleased**[Affinity Amp](#) •[Electrical Resistance](#) •[Fire Resistance](#) •[Frost Insulation](#) •[Laser Deflection](#)

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)

## Categories



## Languages



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