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Team Bonus Consumables

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Squad Bonus Consumables, also known as Team Bonus Consumables, are consumable [Gear](#) items that restore Energy, Health, Shield, or Ammo to nearby teammates in varying amounts. Market versions supply small amounts of each with a pulse of energy, over the course of a short period. Blueprints for the market versions cost  **500**, and the blueprints can be reused. Clan versions supply around twice as much of each bonus with each pulse, but also cost more resources to build and must be researched before replicating.

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They replaced standard Ammo boxes, Team Heals, and personal health restoring items, giving them an overall lower bonus but also granting it to nearby teammates. Click on the name of the consumable to take you to its individual page for resource requirements and other notes.

Consider using Clan or Syndicate versions instead of regular Market versions if they are available to you.

**WARFRAME Wiki**

Market-Purchase Bonuses

[Squad Energy Restore \(Small\)](#)



- Restores 25 energy per pulse, for a total of 100 energy.
- Blueprint can be sold for **200**.

[Squad Ammo Restore \(Small\)](#)



- Restores 30, 15, 12, and 5 ammo per pulse, for a total of 120, 60, 48 and 20 ammo to rifle, pistol, shotgun and sniper respectively.
- Blueprint can be sold for **200**.

[Squad Health Restore \(Small\)](#)



- Restores 30 health per pulse, for a total of 120 health.
- Blueprint can be sold for **200**.

[Squad Shield Restore \(Small\)](#)



- Restores 35 shield per pulse, for a total of 140 shields. All excess shields generated become Overshields.
- Blueprint can be sold for **200**.

Bulk Production Consumables

These are special high-cost blueprints that will make ten of each consumable instead of just one at a time.

Based at a very steep **250,000** each, bulk production is more efficient, both in reducing the resource costs and in terms of interaction needed with the Foundry interface. This blueprint is reusable.



Users may choose these over regular consumables as they consume [Nano Spores](#) instead of [Ferrite](#), which are more commonly obtained.

Mass production through bulk prints saves 10% of the three required resources; 10 individual Ammo Restore runs would cost 250 [Polymer Bundles](#), whereas a single bulk Ammo Restore costs 225.

Though the bulk prints for Small Squad Bonus Consumables are more efficient than the single prints, it should also be noted that the Medium Squad Bonus Consumable bulk prints (available from Clan dojos, as seen in the section below) use **the same amount of resources** as the Small bulk prints. The Medium bulk prints make the same number of Squad Bonus Consumables, but bigger versions, for exactly the same cost. It may be advisable to not buy the Small Squad Bonus Consumable bulk prints from the Market if you intend to soon join a clan that already has the Medium bulk prints researched.

Medium Restores

These items are only available from Clan Dojos and must be [Researched](#) along with items before them before they are available for purchase.

Bulk production variants of each Medium Squad Restore blueprint are also available for research after the individual blueprints have been completed.

[10 x Squad Energy Restore \(Medium\)](#)

- Restores 50 energy per pulse, for a total of 200 energy.
- Available in the clan dojo **Energy Lab**.
- Blueprint can be sold for **250,000**.

[10 x Squad Ammo Restore \(Medium\)](#)

- Restores 80, 45, 35 and 20 ammo for a total of 320, 180, 140 and 80 ammo to rifle, pistol, shotgun and sniper respectively.
- Available in the clan dojo **Chem Lab**.
- Blueprint can be sold for **250,000**.

[10 x Squad Health Restore \(Medium\)](#)

- Restores 100 health per pulse, for a total of 400 health.



- Blueprint can be sold for **250,000**.

[10 x Squad Shield Restore \(Medium\)](#)

- Restores 100 shield per pulse, for a total of 400 shield. All excess shields generated becomes Overshield.
- Available in the clan dojo **Energy Lab**.
- Blueprint can be sold for **250,000**.



Large Restores



These are only available through [Syndicates](#) or the [Clan Dojo](#).

All Large Restore blueprints are for quantities of 10 or 100, and the blueprints are not tradeable with other players.

[10x or 100x Squad Energy Restore \(Large\)](#)

- Restores 100 energy per pulse, for a total of 400 energy.
- 10x blueprint available for purchase through the [Arbiters of Hexis](#) and [The Perrin Sequence](#) for **25,000** after reaching the title of 'Lawful' or 'Executive'.
- 100x blueprint available for purchase through [Clan Dojo's Energy Lab](#)
- Blueprints cannot be sold.



[10x or 100x Squad Ammo Restore \(Large\)](#)

- Restores 110, 60, 50 and 30 ammo per pulse, for a total of 440, 240, 200 and 120 ammo to rifle, pistol, shotgun and sniper respectively.
- Available for purchase through the [Red Veil](#) for **25,000** after reaching the title of 'Esteemed'.
- 100x blueprint available for purchase through [Clan Dojo's Chem Lab](#)
- Blueprints cannot be sold.



[10x or 100x Squad Health Restore \(Large\)](#)

- Restores 300 health per pulse, for a total of 1,200 health.



- 100x blueprint available for purchase through [Clan Dojo's Bio Lab](#)
- Blueprints cannot be sold.



[10x or 100x Squad Shield Restore \(Large\)](#)

- Restores 300 shields per pulse, for a total of 1,200 shields. All excess shields generated becomes Overshield.
- Available for purchase only through [Cephalon Suda](#) for **25,000** after reaching the title of 'Intelligent'.
- 100x blueprint available for purchase through [Clan Dojo's Energy Lab](#)
- Blueprints cannot be sold.



Notes

- Team Restores pulse every 7.5 seconds except for Medium Team Energy and Health Restores, which pulse every 5 seconds.
- Host lag can affect the time between bonuses.
- The pods were previously physical and could be stood upon. Humorously, you could create a temporary path of pods midair, eventually hovering in the air by standing on a single pod.
- The Shield Restores grant Overshield, bypassing some of their weaknesses and making them more viable.
- Players can only carry up to 200 of each restore in a mission.
- Shields cannot be restored with consumables in Nightmare mode if the No Shield condition is active.
- The Energy Drain condition in Nightmare mode can be temporarily countered by using consumables.
- For some reason, the Small Bulk and Medium Bulk prints cost the same amount of resources, including the blueprint purchase/replication cost (not including the clan research costs for the latter).

Bugs

- Sometimes pads will be placed in game, but do not actually grant any bonuses –



Patch History

Update 30.9 (2021-11-11)

- Fixed Squad Restores appearing gigantic when placed on a specific spot on the tram in Pallas, Ceres.

Update 27.4 (2020-05-01)

- You can now sell Syndicate 10x Restores for 2500 Credits.

Update 27.2 (2020-03-05)

See also

- [Market](#)
- [Equipment](#)
- [Research](#)

Gear		Edit	[Collapse]
Usable	Antiserum Injector • Antitoxins (Amethyst , Beryl , Citrine , Lapis , Topaz , Vermilion) • Apothics (Nightfall , Sunrise , Twilight) • Archgun Deployer • Archwing Launcher • Cipher • Dragon Keys (Bleeding , Decaying , Extinguished , Hobbled) • Grustrag Three Beacon • Health Restore (Large) • Kaithe Summon • K-Drive Launcher • Necramech Summon • Omni Ammo Box • On Call Crew • Pheromone Synthesizers • Requiem Ultimatum • Stalker Beacon • Stims (Adrenal , Calcifin , Clotra , Refract) • Wolf Beacon • Zanuka Hunter Beacon		
Equipable	Codex Scanner • Cutters • Echo-Lures • Fishing Spears • Pheromones • Synthesis Scanner • Tranq Rifle		
Deployable	Air Support Charges • Baits • Fosfors (Rahd , Blau) • Kinetic Siphon Trap • Loc-Pin • Luminous Dye • Pharoma • Pherliac Pods • Specter (Cosmic , Force , Phase , Vapor) • Team Bonus Consumables (Ammo , Energy , Health , Shields)		
Event-	Eidolon Phylaxis • Fomorian Disruptor • Infested Catalyst •		



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