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Archon Hunt



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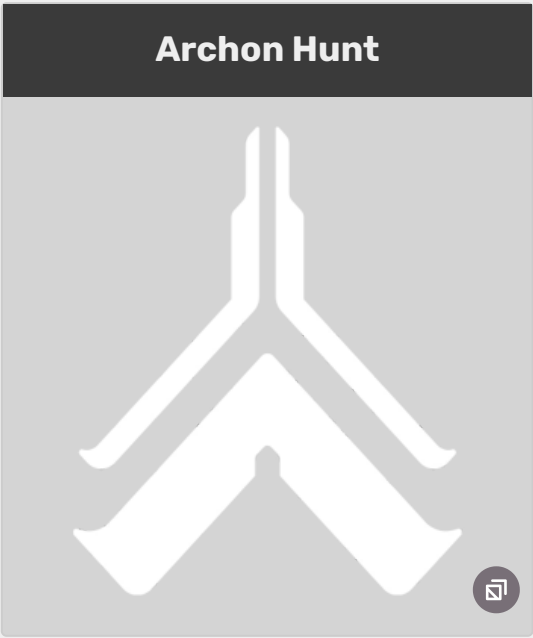
Archon Hunts are multi-stage missions in a battle against  [Narmer](#) forces to defeat [Pazuul](#)'s [Archons](#). They have mechanics similar to [Sorties](#), [Arbitrations](#), and [The Steel Path](#).

Archon Hunts reset weekly at Monday 00:00 UTC.

Archon Nira is present
for

05 days 13 hours 09

minutes 29 seconds



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WARFRAME Wiki



player whose Warframe has been [polarized](#) once can be brought into Archon Hunts.

Archon Hunt missions can only be repeated after completing all three missions, but will not yield any further Archon Hunt-specific rewards.

Rules

- Archon Hunts are three-stage missions in a similar vein as [Sorties](#). They also share the same [mission-specific conditions](#), including the inability to use [Ciphers](#).
 - The first mission is either [Capture](#), [Exterminate](#), [Mobile Defense](#), [Rescue](#) (immediate alarms on entry), [Sabotage](#), or [Spy](#) (must hack all three vaults).
 - The second mission is either [Defense](#) (10 waves with an Operative), [Disruption](#) (8 conduits), [Excavation](#) (500 Cryotic), [Interception](#) (2 waves), or [Survival](#) (10 minutes).
 - [Chipper](#) appears as the Defense Operative, armed with a [Rattleguts](#) Secondary [Kitgun](#).
 - The third and final mission culminates into an [Assassination](#) (termed in-game as a "Showdown") against [Archon Boreal](#), [Archon Amar](#), or [Archon Nira](#).
- The planet, tileset, and enemy faction is based on the currently available Archon:
 - Boreal: [Earth's Grineer Forest](#)
 - Amar: [Mars's Grineer Settlement](#)
 - Nira: [Jupiter's Corpus Gas City](#)
 - The available planet also determines what missions are available.^[1] This noticeably affects Earth, which does not have Disruption or Survival missions.
- Enemy level is based on the mission:
 - First Mission: Level 130-135
 - Second Mission: Level 135-140
 - Third Mission: Level 145-150

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appeared in [The New War](#).

() provide combat support to



- To encourage gameplay diversity, players are given a **+300% Ability Strength** bonus, **+500 Health** bonus, and a **+300% Damage** bonus to a random Warframe and three Weapons for each Hunt. The affected Warframe and weapon change from one player to another: for example, one player could be given bonuses for playing with  [Excalibur](#) and/or a  [Skana](#) while another player can be given bonuses for playing with  [Mag](#) and/or a  [Braton](#).
 - The bonus can also be applied for Warframes and Weapons the player does not own.
 - Bonuses will also apply to any variants the Warframe or weapon may have ([Prime](#), [Syndicate](#), etc.).

Restrictions

The following restrictions apply to all Archon Hunt missions:

Enemy Health and Shields increased by 100% and an additional 50% for each squad member, stacking to a maximum of 300%.

Increased chance of Eximus

NO SELF REVIVE

Can only be revived by other Tenno.

LAST GASP PENALTY

Activating the Last Gasp focus ability reduces the timer by 2 seconds.

BLEEDOUT SHORTENS

The bleedout timer shortens after each revive, to a minimum of 5 seconds.

NO SUMMONS

Summons are disabled for the entire duration of the mission.

COOLDOWN INCREASE

Each type of Restore has a 3 minute cooldown timer applied.

This cooldown affects all sizes of the Restore type.



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—In-Game Description

Limiting restrictions and level is mission in full squads.



- **Empowered Enemies:**

- Enemies have their [Health](#) and [Shields](#) increased by **100%**, and an additional **50%** for each squad member up to a maximum of **300%**.
- [Eximus](#) have a higher spawn rate.

- **Restricted Respawns:**

- [Self-revive](#) is not allowed. **A player that dies is permanently out of commission and cannot be brought back**, making death prevention and prioritizing reviving fallen Tenno from bleedout a necessity. A dead player may also lose their eligibility for rewards once the 2-minute [Inactivity Penalty](#) triggers.
- [Last Gasp](#)'s drain begins **2** seconds earlier with each use.
- Bleedout timer reduces with each revive, down to a minimum of **5** seconds.

- **Restricted Consumables:**

- Deployable allied units such as [Specters](#) and [On Call Crew](#) cannot be used.
 - However, [Air Support Charges](#) to summon [Sentry Gun](#) or [Kahl Beacon](#) can still be used.
- [Team Bonus Consumables](#) have a **3** minute cooldown.

Rewards

Rewards are similar to [Sortie](#) rewards (with [Endo](#) and [Kuva](#) being doubled than that of Sorties, and [Forma](#) being given in amounts of 3) which are given after the final mission.

In addition, the Archon is guaranteed to reward its [Archon Shard](#), with an **80%** chance of being normal and **20%** chance of being Tauforged, which are used for the [Helminth](#). If a normal variant is awarded, the chance of receiving a Tauforged increases by **20%** which resets upon earning one, tracked individually for each shard type. The color is based on the Archon killed:

- Archon Amar: [Crimson Archon Shard](#) ([Tauforged](#))
- Archon Nira: [Amber Archon Shard](#) ([Tauforged](#))
- Archon Boreal: [Azure Archon Shard](#) ([Tauforged](#))



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Ayatan Anasa Sculpture	28%
Endo x8000	12.1%
Kuva x12000	12%
Melee Riven Mod	8.14%
Pistol Riven Mod	7.61%
Rifle Riven Mod	6.79%
Affinity Booster	3.27%
Mod Drop Chance Booster	3.27%
Resource Drop Chance Booster	3.27%
Orokin Catalyst Blueprint	2.5%
Orokin Reactor Blueprint	2.5%
Exilus Warframe Adapter	2.5%
Forma x3	2.5%
Kitgun Riven Mod	2%
Zaw Riven Mod	2%
Shotgun Riven Mod	1.36%
Legendary Core	0.18%

Locations: See in-game [World State Window](#), must complete [Veilbreaker](#) quest

Drop tables outdated? Readers can update [Module:DropTables/data](#) and cross reference with official drop tables on <https://www.warframe.com/droptables>.



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able to [Slash](#) and [Toxin](#)
are vulnerable to [Cold](#) and



- Survivability is just as important as in [Arbitrations](#), as fallen players cannot be revived, will lose out on rewards and *will likely – and must – abort the ongoing mission to start another attempt.*
 - Consider bringing the following Warframes:
 - Healer ([Trinity](#), [Oberon](#), [Wisp](#), [Garuda](#), [Khora](#), [Protea](#), [Hildryn](#), [Styanax](#), [Dante](#), or [Vazarin](#))
 - High survivability ([Rhino](#), [Nezha](#), [Inaros](#), [Chroma](#), [Gara](#), [Gauss](#), [Revenant](#), or [Citrine](#))
 - Specialized crowd controllers ([Saryn's](#) [Spores](#), [Sevagoth's](#) [Gloom](#) (Helminth subsumable), [Titania's](#) [Lantern](#) or [Vauban's](#) [Bastille](#) in vortex mode)
 - Equip survival mods ([Adaptation](#), [Quick Thinking](#), and/or [Rolling Guard](#)).
 - Equipping the [Umbral and Sacrificial Mods](#) will help in dealing with Sentient support and improve survivability to [Tau](#)-based attacks.
 - Avoid straying too far from the squad to ensure they can reach a player in bleedout in time.
 - Vazarin's [Mending Soul](#) is especially helpful at ensuring an ally gets up as quickly as possible and not miss the rewards by dying.
- Watch out for [Battalysts](#) who tend to attack with their omnidirectional lasers at elevated areas, as they can take out players by complete surprise and even make short work of defense targets. As such, they are high priority targets that must be defeated once spotted.
- The Pazuul Propaganda Drones seen on Earth only appear in Boreal's Hunt. The drones provide a buff to Narmer Units and these units can be identified by the orange glow from their Veil.
- As [Archons](#) have high durability via [Damage Attenuation](#) and are immune to most Warframe abilities, bring ammo efficient weapons, concentrate on [headshots](#) while modding for [Primary Deadhead](#)/ [Secondary Deadhead](#), and bring buffing abilities ([Rhino's](#) [Roar](#) (Helminth subsumable), [Chroma's](#) [Vex Armor](#), [Oberon's](#) [Smite Infusion](#) (Helminth subsumable), [Garuda's](#) passive, [Saryn's](#) [Venom Dose](#) and [Toxic Lash](#), [Ivara's](#) [Prowl](#), or [Madurai's](#) [Void Strike](#)).



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events them from being one-hit [ek's Alternate Fire](#)).



Flavor Text

Mission 1

- **Exterminate:** *[BOSS_NAME] is deploying troops at [MISSION_NAME] in the belief they will all ascend to Tau in a holy massacre. Break their ranks.*
- **Mobile Defense:** *Pazuul has transferred [BOSS_NAME]'s data to a vulnerable network. His motives are mystifying as always, but we cannot pass up this opportunity.*
- **Sabotage:** *Narmer industrial production in [MISSION_NAME] is in overdrive, causing severe environmental damage. Whatever Pazuul's warped visions are inspiring him to do now, end it.*
- **Spy:** *We cannot tell if Pazuul is receiving visions from Tau as he claims, or if his mind is disturbed. Analysis of data from [MISSION_NAME] may give us an insight.*
- **Rescue:**
- **Capture:**

Mission 2

- **Defense:** *Narrowing down [BOSS_NAME]'s location from the data you garnered will require a specialist **Operative**. Keep them alive while they scan.*
- **Disruption:** *Raid the conduits on [MISSION_NAME] where Narmer keep their sacred regalia and artifacts. They may provide clues to Narmer's ultimate objectives.*
- **Interception:**
- **Survival:**
- **Excavation:** *Pazuul is demanding [BOSS_NAME] provide him with massive amounts of Cryotic in holy tribute. Exhaust the veins, starve the Archon out, and they will be forced to act.*

Showdown

- **Description 1:** *Assuming success in your previous missions, we will have tracked [BOSS_NAME] to their current lair. Destroy the Archon and their complement of Deacons.*
- **Description 2:** *Our prior activities will have pinpointed [BOSS_NAME]. It only remains for you to end the threat.*



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- Fixed Archons in Archon Hunts not using their proper Narmer Weaknesses/Resistances.
 - As a refresher, here are the Narmer vulnerabilities/resistances:
 - Vulnerable to Slash and Toxin
 - Resistant to Magnetic
 - The Archons in The New War Quest remain neutral since you don't know what the "Narmer" faction is until the near end of the Quest, and

References

1. Kretz, Marcus (2022, October 11). *The 2nd mission for Archon Hunts is a random endless mission that gets selected from whichever are available on a given planet (ie. Earth has the smallest pool of options).... this is some rough rng on getting Archon Defense three times in a row* (https://www.reddit.com/r/Warframe/comments/y15xu9/can_we_have_a_archon_hunt_mission_that_isnt/irwvxz4/). Reddit. Accessed 2022-10-11. Archived (<https://archive.ph/zeeYD>) from the original on 2022-10-11.

Missions				[Collapse]
PvE	Star Chart	Standard	Assassination • Capture • Exterminate (Abyssal Zone) • Hijack • Mobile Defense • Rescue • Sabotage (Assault, Orokin, Reactor, Sealab) + Hive • Spy	
		Endless	Alchemy • Defection • Disruption • Defense (Mirror) • Excavation • Infested Salvage • Interception • Survival (Conjunction) • Void Armageddon • Void Cascade • Void Flood	
		Free Roam	Bounty (Isolation Vault, Heist)	
		Arena	The Index • Rathuum	
		Special	Ascension • Granum Void • Junction • Netracells • Recovery • Sanctuary Onslaught	
		Archwing	Exterminate • Interception • Mobile Defense • Pursuit • Rush • Sabotage	
		Standard	Exterminate (Railjack) • Skirmish (Railjack) • Survival (Railjack) • Orphix (Railjack) • Survival (Railjack)	



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	Duviri	Free Roam	The Duviri Experience • The Lone Story
		Endless	The Circuit
PvP	Conclave		Cephalon Capture • Annihilation • Team Annihilation • Lunaro
	Other		Frame Fighter • Duel
Arbitrations • Archon Hunt • Break Narmer • Crossfire • Dark Sectors • Deep Archimedeas • Environmental Hazards • Invasions • Kuva Siphon • Lich (Kuva Lich • Sisters of Parvos) • Nightmare Mode • Nightwave • Sorties • The Steel Path • Void Fissures			

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