

in: [Update 23](#), [Missions](#)

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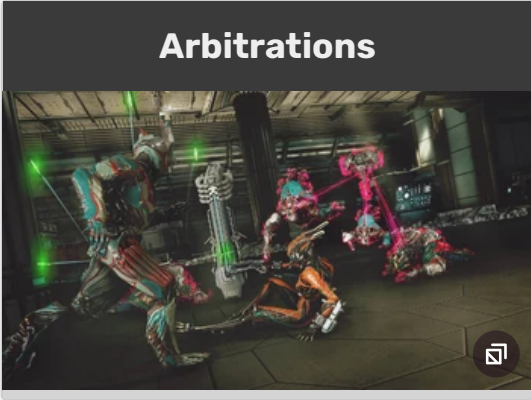
REGISTER

Arbitrations

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EDIT

Arbitrations are a special [Alert](#) variant hosted by the [Arbiters of Hexis](#), featuring "elite" versions of endless missions with additional modifiers for greater difficulty. They were introduced in [Update 23.10](#) (2018-10-12).



Mechanics

In order to access Arbitrations, players must have **completed all nodes** (excluding [Mutalist Alad V](#) and [Jordas Golem](#) Assassinations on [Eris](#), and [Duviri](#)) on the connected [Star Chart](#), including [Dark Sectors](#), [Lua](#), the [Kuva Fortress](#), the [Zariman Ten Zero](#), and [Albrecht's Laboratories](#). Players can check on what nodes they need to complete by talking to the Arbitration representative in the [Arbiters of](#)

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completed the [Chimera Prologue](#) and all the story quests leading up to it. Completing the nodes on the Zariman Ten Zero and Albrecht's Laboratories will require the player to complete the [Angels of the Zariman](#) and [Whispers in the Walls](#) respectively, which requires completion of [The New War](#), meaning players must have acquired both a [Railjack](#) and a [Necramech](#).

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Once players have Arbitrations unlocked, it will be displayed on the Operation window. From then on, Arbitrations will stay permanently unlocked even when new Star Chart nodes are added in future updates. There is only one Arbitration alert up at any given point on the Star Chart, changing nodes on an hourly basis. Arbitrations will only select nodes with endless missions ([Defection](#), [Defense](#), [Disruption](#), [Excavation](#), [Infested Salvage](#), [Interception](#), [Mirror Defense](#), or [Survival](#)) and the enemy level range will start at 60-80.

Rules

- A Rank 30 Warframe or a **Mastery Rank 30** player whose Warframe has been **polarized** once is required to play Arbitrations, similar to **Sortie** Missions.
- Once a player loses all their Health, they do not enter the **Bleedout** phase; *they die instantly*. Furthermore, they are not allowed to revive themselves.
 -  [Sacrifice](#),  [Inaros' Undying Passive](#),  [Sevagoth's Tombstone Passive](#), and  [Unairu's Last Gasp](#) do not function in Arbitrations.
 - However  [Nidus' Adaptive Mutation Passive](#),  [Wukong's Five Levels of Immortality Passive](#),  [Inaros' Negation Armor](#),  [Savior Decoy](#),  [Oberon's Phoenix Renewal](#),  [Khora's Venari Bodyguard](#),  [Protea's Temporal Anchor](#),  [Dagath's Grave Spirit](#), and  [Emergence Savior](#) still function normally.
 - In general, only effects that do not enter the bleedout phase at all will work.
- [Companion](#)'s incapacitation and self-revive will function normally in Arbitrations.
- When a player dies, a Revive Tower will appear at their place of death with a waypoint, and Arbitration Shield Drones (see below) will begin to drop



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to [Index Points](#): Picking them



- 5 Resurgence Tokens are needed to revive a dead player, but they do not need to be carried by the same Warframe. Warframes carrying a cumulative total of 5 points must bring them to the Revive Tower at the same time.
- If a Warframe carrying Resurgence Tokens dies, all the tokens they are carrying will be lost.
- Resurgence Tokens are unaffected by  [Vacuum](#) and  [Fetch](#).
- Once all players are revived or the dead players leave the mission, excess Resurgence Tokens will disappear, removing the debuff.
- The missions sport modifiers unique to each:
 - Excavation: Excavation time is increased from 100 seconds to 180 seconds, and takes two excavations to count for one round of rewards.
 - Survival: Life Support Capsules are worth 75% of usual.
 - Interception: Enemy towers fill twice as fast.
 - Defense: The defense objective is a Hexis Operative NPC armed with  [Telos Akbolto](#). **Unlike [Sortie Defense](#), the Operative follows a chosen player** instead of roaming by themselves, and can't be given a weapon by a Tenno. Downtime between waves is reduced to 2 seconds. Like players, the Operative will not enter bleedout, and their death will be an instant mission failure.
 - There is an exception for Excavation Site defense type in Grineer Sealab tileset, the Operative will be grounded within the area around one of the four cryopods, switching to another in each wave, and will only follow a chosen Tenno within that area.
 - Defection: Rescue targets cannot be revived.
 - Infested Salvage: Consoles have 15 times their normal health, but can not regenerate it by being exposed to a Vaporizer Bubble.
 - Disruption: [Demolyst](#) and [Demolisher](#) beeping range is halved and are marked when within 15 meters of a Tenno (from 30 meters).
- While quitting the mission will not yield any rewards, *failing* the mission keeps any rewards earned at the end of a rotation, but not any resources or credits enemies may drop.



Arbitration Shield Drones



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ranks. They function similarly to



- Their tether provides complete immunity to Warframe abilities to nearby enemies. The drones themselves are also immune.
 - The ability immunity extends to [Limbo's Rift Plane](#), in that they are unable to enter it and therefore cannot be killed by someone inside the Rift even while inside a [Cataclysm](#). Players outside of the rift plane or Operators still can. Enemies protected by the drones will not damage players inside the rift. Players can still fight with their [Operator](#), as it cannot enter the rift.
 - This immunity extends to [Exalted Weapons](#).
- They completely lack any [weakspots](#), thus their [shield gating](#) cannot be bypassed and therefore cannot be killed in a single hit.
- Upon death, the drones explode, dealing 3,000 [Blast](#) damage to all enemy units in a radial effect, including other Arbitration Drones.
- Up to a maximum of **5** Arbitration Shield Drones can appear in the field at any given time.
- Arbitration Shield Drones do **not** receive [Overguard](#) from [Ancient Healers](#).

Bonuses

- 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 alert. 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.).

Rewards

Mission

Arbitration Alerts reward one unit of [Vitus Essence](#) for every rotation completed.



Players can use their collected Vitus Essence to purchase unique items and mods from



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ve. Players will also get a



Arbitration Drones also have a 6% chance to drop Vitus Essence. Dropped essence will despawn after 5 minutes.

Rewards are on an AABBBBBB... rotation, as opposed to the AABC rotation used in normal missions. After the first four rotations (AABB), the Arbitration will continue on the C rotation endlessly.

For [Excavation](#) missions, rewards are given out every two completed digs instead of every one dig.

For [Disruption](#) missions, rewards tier is determined by the standard Disruption reward system with no alterations, dependent upon round and conduits defended.

This section is [transcluded](#) from [Arbitrations/Rewards](#) . To change it, please [edit the transcluded page](#).

A		B		C
Endo x900	44%	Endo x1200	44.5%	Endo
Ayatan Ayr Sculpture	9%	Ayatan Piv Sculpture	12%	Ayatan Orta Sc
Ayatan Sah Sculpture	9%	Ayatan Vaya Sculpture	12%	Vitus Esse
Ayatan Valana Sculpture	9%	Vitus Essence x3	7%	Arcane Blade C
Vitus Essence x3	7%	Arcane Blade Charger	5%	Arcane P
Arcane Bodyguard	5%	Arcane Bodyguard	5%	Arcane Primary C
Arcane Pistoleer	5%	Arcane Primary Charger	5%	Arcane
Arcane Tanker	5%	Adaptation	2.5%	Seedin Ephemera Bl
		ne	2.5%	Aura Bl



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Combat Discipline	2%	Aura Forma Blueprint	2%	Melee Gu
Aura Forma Blueprint	1%			Swift Mon

Locations: See in-game [World State Window](#), must complete all nodes on [Star Chart](#)

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

Arbitration Honors

This section is *transcluded* from [Vitus Essence § Usage](#). To change it, please *edit the transcluded page*.

- **Vitus Essence** is used to buy items from the Arbitrations Vendor NPC in the [Arbiters of Hexis](#) room of any relay. Availability of wares are **not** affected by the player's reputation with the syndicate.

Click to view the items purchased with Vitus Essence.

- Vitus Essence is also used to craft [Ephemeras](#) of the Body and Step series.

Click to view the Blueprints requiring Vitus Essence

Notes

- Once the mission is entered and the first rotation is reached, the mission will be counted as completed and will not be available anymore upon returning to the Orbiter, regardless of failing, aborting, or leaving on rotation.

Tips

Vitus drop.

- **The most common way to suddenly die is by an enemy grenade.** They make a beeping noise and are shown by a red marker. Be wary of



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Warframes.

aves your squad wants to

k when most of your squad has



- During Defense missions, it is **recommended** to have at least one healer ([Trinity](#), [Oberon](#), [Wisp](#), [Khora](#) or one player using [Protective Sling](#)) to keep the target's health up. As the NPC will follow players, they can be better protected by huddling up in a narrow dead-end room/corridor, preferably with a single entrance.
- [Adaptation](#), [Quick Thinking](#), and [Rolling Guard](#) are useful non-Warframe-specific mods for improving the chance of survival.
- Despite the presence of Warframe-specific bonuses, they will rarely make for more viable choices than survivability-focused Warframes. Survival is key to success, so it is helpful to use a Warframe with high survivability capabilities such as [Rhino](#), [Nezha](#), [Inaros](#), [Chroma](#) or [Revenant](#).
 - The bonus can open up alternative builds however, as it will provide high [Ability Strength](#) that would otherwise require several mod slots, capacity, and penalties from [Corrupted mods](#).
 - A Trinity for instance can focus entirely on Duration, Range, and her own survivability, while the bonus caps out her [Blessing](#)'s scaling.
- Arbitration Drones should ideally be taken out as quickly as possible. Weapons with [punch through](#), large projectile hitboxes such as [Arca Plasmor](#) or [Catchmoon](#), area of effect weapons and explosive Glaives, or high damage single-target weapons like sniper rifles are all effective at this task.
 - Glaives modded with [Volatile Quick Return](#) can hit twice with the initial hit and detonation, bypassing the Arbitration Drone's shield gate.
- Support [Specters](#) are highly useful for keeping the party and defense targets alive.
 - Trinity and Wisp Warframe specters can provide rapid healing. The former also offers great energy regeneration.
 - [Ancient Healer](#) specters and [Shield Osprey](#) specters provide damage reduction and shield regeneration respectively.
 - It isn't advised to use specters that do not prioritize following the player (Ancient Healer specter, Charger specter, etc.) in endless missions where mobility is key ([Survival](#), [Defection](#) and [Excavation](#)).
 - Other specters that have no special abilities or traits, such as the [Charger](#) or [Roller](#) specter are not recommended as their durability is very low and they tend to not follow the player. However they can serve as a distraction, drawing aggro away from Tenno.



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ould they have
precepts equipped as they can



save their masters from certain death several times, provided they are not killed while the Vulpaphyla is reviving itself.

- A [Wisp](#) with a [Glaive](#) can be useful as the team's designated reviver for fallen allies, as she can safely kill enemies with her Glaive while remaining invisible either through her [Passive](#) or [Wil-O-Wisp](#), collecting the tokens necessary to do so.
 - [Octavia](#) can fulfil the same role with the **Nocturne** buff from [Metronome](#), though it is vulnerable to being dispelled and Octavia will have to regularly refresh the buff while tracking down tokens.

Bugs

- The randomly selected Ability Strength and Weapon Damage bonuses may not consistently apply to *all* [Prime](#) Warframes and Prime Weapons.
- Resurgence tokens collected by players who did not revive the downed player will not always disappear.
 - For example, P1 dies, P2 collects 2 tokens, P3 collects none, P4 collects 5 and revives P1.
 - After P1 is revived, P2 will still have 2 tokens .

Trivia

- Arbitrations were originally known as "Elite Alerts" when they were pitched by the [Development Team](#).

Patch History

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

- Fixed inconsistent capitalization in Node names when checking with the Arbiters of Hexis which Nodes must still be unlocked to gain access to Arbitrations.

[Update 33.5](#) (2023-06-21)

- Fixed being able to join expired Arbitration missions.

[Hotfix 33.0.5](#) (2023-05-03)



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dated: [Hotfix 25.7.6](#) (2019-09-18)



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
	Empyrean	Standard	Exterminate (Railjack) • Skirmish (Railjack) • Spy (Railjack) • Volatile (Railjack)
		Endless	Defense (Railjack) • Orphix (Railjack) • Survival (Railjack)
		Free Roam	Free Flight
	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			

Categories



Languages



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