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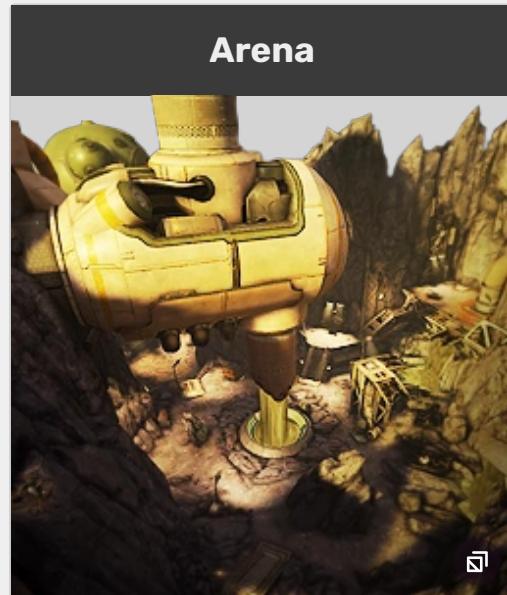
Arena

[27](#) EDIT

Arena is a game mode in which players must defeat special enemies in modified [Conclave](#) maps until a certain number of opponents has been defeated. Tenno do not need to extract and the mission will only end with their victory or defeat.

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WARFRAME Wiki



Upon spawning, [Companions](#) and gear are automatically unequipped, and the mission is played similarly to a [Team Annihilation](#), with respawn timers, and [Energy](#), [Health](#), and [Ammo](#) restores scattered around the map. Unlike the Conclave however, [Warframes](#) and [Weapons](#) keep their [Mods](#) and players square off against the AI instead of other players. There are currently two Arena variants listed below, each with their own set of rules and victory conditions.

Variants

Grineer Rathuum



[Rathuum](#) is a trial by combat, set on [Sedna](#), where a squad of Tenno takes on [Kela De Thaym's Executioners](#) in a broadcast slaughter watched across the entire Grineer Empire. The Executioners will always outnumber the squad of Tenno with additional enemies joining the fight with each Tenno joining the [Squad](#). Additionally, a random modifier, typically in favor of the Executioners, will be applied before the mission starts.

Corpus Index



[The Index](#) is an investment game hosted by [Nef Anyo](#) and [Cephalon Sark](#) on [Neptune](#). Tenno must bet [Credits](#) and collect more Indexes than the opposing team of Brokers to win. Unlike Rathuum, the match will always be 4 v 4, with Tenno Specters appearing if other players are absent.

Maps

There are 5 Conclave maps for Arena: 3 for Rathuum and 2 for The Index.



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GRINEER DOCKING BAY



CORPUS GAS WORKS



GRINEER NAVIGATION ARRAY



CORPUS OUTPOST



GRINEER SHIPYARDS



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X



WARFRAME Wiki



- For [Codex](#) completionists, opponents faced in the Arena will be automatically scanned when they spawn, alleviating the need to use workarounds such as the  [Heliocor](#).
- However, this does *not* apply to anything your opponents may summon (such as [Executioner Reth's Reth Rollers](#), or [Ved Xol's Nemes](#)), or The Index's [John Prodman](#) (who does not have a visible Codex entry as of this writing, so it is unknown if he is even scanned to begin with).

Trivia

- Arena is the first PvE mission type set in [Conclave](#) environments.
- Arena was introduced during the event [Operation: Rathuum](#).

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
Empyrean	Standard	Exterminate (Railjack) • Skirmish (Railjack) • Spy (Railjack) • Volatile (Railjack)	
		Defense (Railjack) • Orphix (Railjack) • Survival (Railjack)	
	Endless	Free Flight	
	Free Roam	The Duviri Experience • The Lone Story	
Duviri	Free Roam	The Circuit	
	Endless	Capture • Annihilation • Team Annihilation • Lunaro	



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Capture • Annihilation • Team Annihilation • Lunaro



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Categories



Languages



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