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Mission Rewards

37

EDIT

Apart from purchasing from the [Market](#), many items can be acquired in the form of end **mission rewards** for free. Most rewards are randomly generated from a predetermined [drop table](#) depending on the [mission](#) and [tile set](#). Most mission rewards exist in the form of [Blueprints](#) or components that require players to combine with various [resources](#) in order to construct a usable item in the [Foundry](#).



Example end of mission screen

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Standard Missions

There are several different missions that are available on the [Star Chart](#). They can be split into two categories: endless and non-endless.

Reward Rotations

Sometimes players will refer to an A, B, and C rotation for rewards. Internally, a reward rotation refers to the specific [Drop Table](#) that the game chooses to reward the player from.

In the context of endless missions, there are always three different drop tables that the player can get rewards from that 'rotates' through at a constant interval or when specific criteria are met. These series of drop tables can differ by mission type and by tier levels of missions. For example, in a Survival mission, at the 5 and 10-minute mark, the player can get a reward from drop table 'A', but at the 15-minute mark, the game rewards the player from drop table 'B'.

In the context of [Resource Caches](#), Rotations refer to the number of caches collected: The first cache found draws from the 'Rotation A' rewards, the second cache from the 'Rotation B' rewards, and the third cache from the 'Rotation C' rewards.



In the context of [Spy](#) missions, Rotations refer to the number of vaults opened: The first vault successfully opened will draw from the 'Rotation A' rewards, the second from the 'Rotation B' rewards, and the third from the 'Rotation C' rewards. Rewards are based only on the number of vaults opened, not the in-game label given to the vaults; If only one vault is successfully opened, only a Rotation A reward will be given, even if the vault opened was labeled as Vault C.

Resource and drop chance bonuses such as  [Smeeta Kavat's Charm](#), [Resource Boosters](#), [Resource Drop Chance Boosters](#), [Mod Drop Chance Boosters](#), [The Steel Path](#), and [True Master's Font](#) have **no** effect on rotation rewards.

Bounties

Main article: [Bounty](#)

For each 150-minute cycle, all multi-stage bounties share the same drop table label (A, B, or C) which determines what drop table to choose the reward from. In other words, when we talk about reward rotations for bounties, we refer to each 150-minute cycle as a single rotation, not each stage completion. Rewards from single stage bounties will stay the same regardless of what cycle it is.

Using language from the official [Drop Tables](#), say a player plays a bounty with four stages, each stage gives a reward based on the current drop table rotation and from different drop tables. For example, for rotation **B** 4-stage bounty:

- Stage 1 picks a single reward from the "Stage 1" drop table labeled **B**,
- Stage 2 picks a single reward from the "Stage 2 & 3" drop table labeled **B**,
- Stage 3 picks a single reward from the "Stage 2 & 3" drop table labeled **B**,
- Stage 4 picks a single reward from the "Final Stage" drop table labeled **B** (or if all 4 optional objectives are completed, two rewards will be chosen from the "Final Stage" drop table labeled **B** with replacement).

In this example, if a player wants bounty rewards from rotation C, then they will have to wait 150 minutes from their current time for rotation C bounties to be available.

The game does **not** do the following:

- Stage 1 picks a single reward from the "Stage 1" drop table labeled **A**,
- Stage 2 picks a single reward from the "Stage 2 & 3" drop table labeled **A**,
- Stage 3 picks a single reward from the "Stage 2 & 3" drop table labeled **B**,
- Stage 4 picks a single reward from the "Final Stage" drop table labeled **C** (or if all 4



Stage" drop table labeled **C** with replacement).

[Isolation Vaults](#) bounties (not to be confused with [Arcana](#) ones) are an exception in which they only pick a single reward from a single drop table only if players complete the whole bounty (all three stages, ignoring the optional last objective). For example, for rotation **C** [Isolation Vault](#) bounty:

- Stage 1 gives no rewards
- Stage 2 gives no rewards
- Stage 3 picks a single reward from the "Final Stage" drop table labeled **C** (or if the optional last objective is completed, two rewards will be chosen from the "Final Stage" drop table labeled **C** with replacement).

Example Bounty Reward Rotation for a full

Location/Time	0:00:00 UTC - 2:29:59 UTC	2:30:00 UTC - 4:59:59 UTC	5:00:00 UTC - 7:29:59 UTC	7:30:00 UTC - 9:59:59 UTC	10:00:00 UTC - 12:29:59 UTC	12:30:00 UTC - 14:59:59 UTC	15:00:00 UTC - 17:29:59 UTC
Plains of Eidolon	B	C	A	B	C	A	B
Orb Vallis	B	C	A	B	C	A	B
Cambion Drift	B	C	A	B	C	A	B

- Note that bounties on the [Zariman Ten Zero](#) do not rotate since there is only one drop table per bounty tier.

Non-Endless Missions

Non-endless missions have one or more objectives which must be completed in order to finish the mission. Once the objectives are completed, the mission is over and the players proceed to extraction. Not all non-endless missions offer special rewards upon completion.

There are nine kinds of non-endless missions currently in the game:



- Both kinds of [Arena](#) missions ([The Index](#) and [Rathuum](#)) offer rewards for completion. The Index awards credits, while Rathuum awards Judgement Points used to challenge [Kela De Thaym](#).
- [Capture](#) missions award players with any of a number of items, including [Mods](#) and [Void Relics](#).
- [Rescue](#) missions award players with a [Specter](#) blueprint upon completion.
- Some [Sabotage](#) and [Exterminate](#) missions contain optional [Resource Caches](#) which may contain [Mods](#), credit caches, or [Resources](#).
- [Spy](#) missions award players with [Mods](#), [Void Relics](#), or [Ivara](#) blueprints upon completion.
- [Assault](#), [Crossfire](#), and [Mobile Defense](#) missions do not have special rewards.

Reward rotations for non-endless missions follow the below pattern:

Reward Rotations for Non-Endless Missions				
Mission Type	Reward Criteria	A	B	C
Capture	Objective	Target captured	N/A	N/A
Conclave matches	??	??	??	N/A
Exterminate	Objective	All enemies killed	N/A	N/A
Nightmare Mode missions	Depends on the planet and whether or not mission is a Rescue mission. See Nightmare Mode#Mission Rewards for more details	• Mercury • Venus • Earth • Mars	• Phobos • Ceres • Jupiter • Europa • Saturn • Void • Lua • Kuva Fortress • Deimos	• Uranus • Neptune • Pluto • Eris • Sedna
Rathuum	Objective	25 kills	N/A	N/A
Rescue	Certain	Rescued	Stealth	Stealth



		w/ alarms triggered	or rescued hostage and killed all Wardens	killed all Wardens
Rush (Archwing)	Transport ships destroyed	1	2	3
Sabotage and Exterminate caches	Number of Resource Caches opened	1st cache	2nd cache	3rd cache
Skirmish	Objective	All objectives completed	N/A	N/A
Spy	Number of Data Vaults hacked	1st vault	2nd vault	3rd vault
Void Storm	Objective	10 Void Traces collected	N/A	N/A
Volatile	Objective	All objectives completed	N/A	N/A
Invasion	Completing three consecutive missions for a faction on a specific node	Siding with Grineer	Siding with Corpus	Infested Outbreak
Granum Void	Errant Specters killed	25-49 (+25 per squad member)	50-74 (+25 per squad member)	75+ (+25 per squad member)
Bounties	Rotates every 150 minutes (e.g. a single day/night cycle in the Plains of Eidolon); ABCABCABC... pattern			



- Not all Exterminate missions spawn Resource Caches, refer to this [page](#) for specifics.
- Spy vault names do not correspond to their rotation (i.e. completing only Vault C will not give you a C rotation reward – you need to complete all three vaults for a C rotation reward).
- Spy, Exterminate caches, Sabotage caches, Granum Void will give up to three rewards based on how much of the criteria have been met. For example, opening two caches will give a reward from Rotation A and another for Rotation B.

Endless Missions

Endless missions last for as long as the players can hold out, with enemy levels slowly rising from one rotation to the next. Each mission has a task that must be completed to add the next reward into the accumulated pool of rewards, and rewards are pulled from three rotations (with the contents of the rotation depending on the level and type of mission).

Showcasing an AABC rotation pattern



The three rotations are known as A, B, and C and the pattern is A-A-B-C and then repeat. However, there are some exceptions to the AABC pattern:

- [The Index](#) has the pattern A-B-B-..., with the rotation C occurring only once per match – after 1 hour has passed with the appearance of [John Prozman](#) (with further hours not triggering his additional appearances in the same match).
- [Arbitrations](#) variants follow the pattern A-A-B-B-C-C-C-C-... repeating.
- [Disruption](#) rotation reward is based on number of rounds and number of successfully defended conduits.

Rewards and Extraction

There are two pools of rewards: rotation pool and accumulated pool. For example, Defense missions add a reward to the accumulated pool after each 5th wave. After wave 5, the accumulated pool will receive a reward from the Rotation A reward pool. After wave 10, the accumulated pool will receive another reward from Rotation A. Then at wave 15, it will get a Rotation B award. If players make it to the end of wave 20, the accumulated pool will receive a Rotation C reward. After that, the pattern repeats:



reward, and Wave 40 gives out a Rotation C reward into the accumulated pool. The accumulated pool itself is awarded to players at the end of the whole mission if it is considered to be a success, and forfeited otherwise.

[Defense](#), [Infested Salvage](#), [Interception](#) missions, as well as [The Index](#), allow each player the individual choice that they have **15 seconds** to select of whether to stay, or leave at the end of each rotation. Any players that chose to stay continue on, while players that chose to leave receive their accumulated pool rewards and return to their Orbiters, with the rest of the squad continuing the mission for another round. In [The Index](#), only the departed player is replaced by a random AI-controlled Warframe [specter](#), fighting for the Tenno team.

[Defection](#), [Excavation](#), and [Survival](#) allow any squad member to leave at any time after the first rotation by going to the extraction point and waiting **one minute**, after which every player currently present on the extraction point extracts. If every squad member is currently on the extraction point - extraction happens instantly.

[Sanctuary Onslaught](#) offers neither a menu choice, nor an extraction point to end the mission. Instead, the mission will end either for each player individually once they fail to enter the next portal before the timer runs out, or for the whole squad once the killing efficiency drops to zero, with any accumulated pool being paid out at that time. As such, it is impossible to fail this mission once the portal to zone 3 appears (other than by manually aborting the mission), therefore willing players past zone 2 are always guaranteed the payout of any accumulated pool.

Summary

To sum up, there are 12 types of endless missions currently in the game, with rotation rewards being added to the accumulated pool as follows:

- [Defection](#) rotation rewards are added to the pool for every pair of squads safely escorted to the exit.
- [Defense](#) rotation rewards are added to the pool after every five waves.
- [Disruption](#) rotation rewards are added to the pool depending on both round progression and round performance (i.e. the number of conduits successfully defended).
- [Excavation](#) rotation rewards are added to the pool after every successful excavation drill. Drills destroyed before completion will not count towards earning the next reward.
- [Infested Salvage](#) rotation rewards are added to the pool after every wave.



- [Orphix \(Mission\)](#) rotation rewards are added to the pool for every three [Orphix](#) destroyed.
- [Sanctuary Onslaught](#) awards are added to the pool at the end of every two zones, just before the portal to the next zone appears. From zone 3 this mission can only be failed by manually aborting it, otherwise the pool is guaranteed to be paid out at the end of the mission.
- [Survival](#) rotation rewards are added to the pool every five minutes.
- [The Index](#) rotation rewards are added to the pool after every round.
- [Void Armageddon](#) rotation rewards are added to the pool after every round (every three enemy waves and a [Ravenous Void Angel](#) kill).
- [Void Cascade](#) rotation rewards are added to the pool every 4 retired purged Exolizers.
- [Void Flood](#) rotation rewards are added to the pool every 3 sealed Void Ruptures and a Thrax kill.

The accumulated pool is awarded to players at the end of the whole mission if the mission is considered to be a success, and forfeited otherwise.

The following table depicts the pattern followed by rotations for endless missions:



Endless Reward Rotations (non-[Arbitrations](#))

Mission Type	Reward Criteria	A	B	C
Defense	Waves cleared	5, 10, 25, 30, ...	15, 35, ...	20, 40, ...
Defection	Squads saved	2, 4, 10, 12, ...	6, 14, ...	8, 16, ...
Disruption	Depends on squad performance	See separate table below		
Excavation	Artifacts recovered	1, 2, 5, 6, ...	3, 7, ...	4, 8, ...
Infested Salvage	Manifests decoded	1, 2, 5, 6, ...	3, 7, ...	4, 8, ...
Interception	Messages decoded	1, 2, 5, 6, ...	3, 7, ...	4, 8, ...
Orphix (Mission)	Every three Orphix destroyed	3, 6, 15, 18, ...	9, 21, ...	12, 24, ...
Sanctuary Onslaught	Zones cleared	2, 4, 10, 12, ...	6, 14, ...	8, 16, ...
Survival	Minutes	5, 10, 25, 30, ...	15, 35, ...	20, 40, ...
The Index	Risk Level	Low	Medium	High
Void Armageddon	Every three waves and a Ravenous Void Angel kill	3, 6, 15, 18, ...	9, 21, ...	12, 24, ...
Void Cascade	Every 4 retired purged Exolizers	4, 8, 20, 24, ...	12, 28, ...	16, 32, ...
Void Flood	Every three sealed Void Ruptures	3, 6, 15, 18, ...	9, 21, ...	12, 24, ...



Endless Reward Rotations ([Arbitrations](#))

Mission Type	Reward Criteria	A	B	C
Defense	Waves cleared	5, 10	15, 20	25, 30, 35, 40, ...
Survival	Minutes	5, 10	15, 20	25, 30, 35, 40, ...
Excavation	Artifacts recovered	2, 4	6, 8	10, 12, 14, 16, ...
Interception	Messages decoded	1, 2	3, 4	5, 6, 7, 8, ...
Infested Salvage	Manifests decoded	1, 2	3, 4	5, 6, 7, 8, ...
Defection	Squads saved	2, 4	6, 8	10, 12, 14, 16, ...

[Disruption](#) Missions Only (including [Arbitrations](#) variant)

Round	1 conduit defended	2 conduits defended	3 conduits defended	4 conduits defended
1	A	A	A	B
2	A	A	B	B
3	A	B	B	C
4+ (5, 6, 7, 8, ...)	B	B	C	C

Mission Tier

Some types of missions are separated into different reward tiers which are typically split between planets and regions on the [Star Chart](#). Missions in the same tier share the same rewards. For example, Lith, [Earth](#) and Lares, [Mercury](#) are both Tier 1 [Defense](#) missions, so you have the same chances to get the same items as a reward from each.

Most mission types are separated into three main tiers referred to as either Tier 1, Tier 2, and Tier 3 (sometimes abbreviated to T1, T2, and T3) or Easy, Medium and Hard. Although Tiers are separated based on level, the exact cutoff can vary depending on mission type – Draco and Casta on [Ceres](#) both have an enemy level of 12-17, but Draco is a Tier 2 [Survival](#) while Casta is a Tier 1 [Defense](#).

There are also some missions that have their own special rewards that are separate



Pressure Point	0.34%
Shocking Touch	0.34%
Stretch	0.34%

Locations:

- [Mantle, Earth](#)
- [Venera, Venus](#)
- [Elion, Mercury](#)
- [Ara, Mars](#)
- [Skyresh, Phobos](#)
- [Horend, Deimos](#)
- [Lex, Ceres](#)
- [Ananke, Jupiter](#)
- [Cassini, Saturn](#)
- [Abaddon, Europa](#)
- [Ariel, Uranus](#)
- [Copernicus, Lua](#)
- [Galatea, Neptune](#)
- [Hydra, Pluto](#)
- [Isos, Eris](#)

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

Tierless mission types

Infested Salvage		Pursuit	Rathuum	Rush	Sanctuary Onslaught	
The Index	Void Armageddon		Void Cascade		Void Flood	
A		B		C		
 <u>Magazine Warp</u>	10%	 <u>Deep Freeze</u>	6.67%	 Nidus Chassis Blueprint	14.29%	
<u>Trick Mag</u>	10%	<u>Hell's Chamber</u>	6.67%	Nidus Neuroptics	14.29%	



Vitality	10%	Hornet Strike	6.67%	Nidus Systems Blueprint	14.29%
Neo A13	10%	North Wind	6.67%	Metal Auger	14.29%
Neo B9	10%	Reflex Coil	6.67%	Stretch	14.29%
Neo E4	10%	Shocking Touch	6.67%	Vital Sense	14.29%
Neo G7	10%	Streamline	6.67%	Endo x300	14.29%
Neo M5	10%	Axi A17	6.67%		
Neo P7	10%	Axi A18	6.67%		
Neo Z11	10%	Axi G11	6.67%		
		Axi L6	6.67%		
		Axi O6	6.67%		
		Axi S16	6.67%		
		Axi S17	6.67%		
		Endo x150	6.67%		

Locations:

- [Oestrus](#), [Eris](#)

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

Mission Modifiers

Arbitrations

This section is *transcluded* from *Arbitrations § Mission*. To change it, please *edit the transcluded page*.

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

the Arbitration representative in the Relays' Hexis Enclave. Players will also get a **50,000 Credit Reward** on mission completion.

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

Rewards are on an AABBBCCC... 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 (
Vitus Essence x3	7%	Arcane Blade Charger	5%	Arcane P
Arcane Bodyguard	5%	Arcane Bodyguard	5%	Arcane Primary (
Arcane Pistoleer	5%	Arcane Primary Charger	5%	Arcane
Arcane Tanker	5%	Adaptation	2.5%	Seedii Ephemera Bl

Adaptation	2%	Combat Discipline	2.5%	Aura Forma Blueprint
Aerodynamic	2%	Shepherd	2.5%	Combat Discipline
Combat Discipline	2%	Aura Forma Blueprint	2%	Melee Guard
Aura Forma Blueprint	1%			Swift Motion

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>.

Void Fissure

Main article: [Void Fissure](#)

Void Fissure, when completed with a [Void Relic](#) equipped, will reward players with [Prime](#) components or [Forma](#) blueprints.

Invasions

Main article: [Invasion](#)

Invasion missions allow players to choose one enemy faction to side with, either [Grineer](#) or [Corpus](#). Upon completing three successful missions on one side, players will be awarded with [Research](#) components such as [Detonite Injector](#), [Fieldron](#) and [Mutagen Mass](#), and occasionally rare items such as [Orokin Reactor](#) or Vandal and Wraith Weapon parts.

Infested Outbreaks require players to assist an enemy faction to cleanse the area from [Infested](#). To acquire a reward, players must complete three missions against the Infested.

Nightmare Mode

Main article: [Nightmare Mode](#)

Nightmare missions appear randomly in the star chart as one of the mission options that players can choose from. Nightmare missions only appear if the player has successfully completed every mission on that planet. These missions have random debuffs such as energy drain, health drain and low gravity etc. One dual-stats [Nightmare Mod](#) is guaranteed as reward.

Alerts

Main article: [Gift from the Lotus](#)

Gift from the Lotus Alerts are special missions assigned by the [Lotus](#) which will guarantee a predefined reward. Possible rewards are [Orokin Catalyst](#), [Orokin Reactor](#), and Veiled [Riven Mod](#).

Resource Caches

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

Many kinds of Sabotage missions contain [Resource Caches](#). For each cache collected, the squad will earn up to 2000 [affinity](#) (based on mission level) as well as additional rewards depending on the kind of Sabotage mission. Like [Spy](#) Mission Vaults, these additional rewards will not be revealed until the mission is completed. On the mission completion screen, cache rewards will be marked with "Identified".

Sabotage missions in the [Void](#) give an additional [Void Relic](#) as an end of mission reward regardless of the number of discovered [Resource Caches](#). These rewards are under the tiered drop tables under the Void tab. [Archwing](#) Sabotage missions do not feature [Resource Caches](#) but give an end of mission reward upon completion.

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

Earth			Hive			Reactor			Sealab			Void			Deimos			Archwing		
A						B						C								
									x3000											
x2500			100%			x3000			Credit			24.35%			Health Restore (Large)			30.2%		
Credit						Cache														
Cache																				

Detonite Ampule	12.18%	Neurodes	15.1%
Ferrite x300	12.18%	Bite	3.67%
Neurodes	12.18%	Hastened Deflection	3.67%
Rubedo x150	12.18%	Link Fiber	3.67%
Kubrow Egg	2.58%	Link Redirection	3.67%
		Link Vitality	3.67%
		Maul	3.67%
		Forma Blueprint	2%
		Forma	0.5%

Locations:

- [Cervantes, Earth](#)

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

This section is *transcluded* from *Exterminate/Rewards § Resource Caches*. To change it, please *[edit the transcluded page](#)*.

Exterminate missions on [Jupiter](#), [Lua](#), and [Kuva Fortress](#) have Resource Caches. Each reward rotation corresponds to the resource cache that is opened: Rotation A = 1st Cache, Rotation B = 2nd Cache, Rotation C = 3rd Cache. Cache rewards are cumulative.

Jupiter	Lua	Kuva Fortress
A x4000 Credit 33.33% Cache	B Endo x400 12.65%	C Endo x600 15.1%
x4000 Credit 33.33% Cache	Endo x400 12.65%	Endo x600 15.1%

x4000					
Credit	33.33%	Endo x400	12.65%	Gallium	15.1%
Cache					
		Plastids x300	12.65%	Neurodes	15.1%
		Polymer Bundle x300	12.65%	Orokin Cell	15.1%
		Rubedo x350	12.65%	Endo x600	4.4%
		Endo x400	11.06%	Gallium x2	4.4%
		Endo x400	11.06%	Neurodes x2	4.4%
		Endo x400	1.01%	Orokin Cell x2	4.4%
		Endo x400	1.01%	Tellurium	4.4%
				Argon Crystal	1%
				Nitain Extract	1%
				Xiphos Engines Blueprint	0.5%

Locations:

- Carpo, Jupiter

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

Archwing

Main article: [Archwing#Rewards](#)

Each [Archwing](#) mission has its own set of rewards for completion, even if the non-

missions are the only Mobile Defense missions to offer a reward for successful completion).

Other Sources of Drop Table Rewards

Daily Tribute

Main article: [Daily Tribute](#)

Daily Tribute are given to players through a lottery that runs once everyday upon logging into the game. Possible rewards are discount to [Platinum](#) purchase, various [boosters](#) and [Resources](#) etc.

Nightwave

Main article: [Nightwave](#)

Nightwave is a pirate radio station that offers various rewards through the completion of various mission challenges.

Orokin Derelict

Main article: [Orokin Derelict](#)

Orokin Derelict houses the **Orokin Vault** which awards players with a [Corrupted Mod](#) after a successful raid.

Patch History

[Update 27.2](#) (2020-03-05)

Reward Cleanup: Base Missions:

Base Missions are getting a small cleanup for this Mainline. For reference, all tables are currently available at www.warframe.com/droptables .

This change will be told from the perspective of a single node for example purposes, but the logic applies gamewide to Base Missions - which is to say, the Node on the Star chart (excluding special missions like the Index, Open Worlds, Rathuum,



- [Baro Ki'Teer](#) - Void trader from whom players can buy special items with [Ducats](#).
- [Syndicates](#) - Factions that players can buy exclusive items from with [Standing](#). They also assign special daily alerts.

Game System Mechanics			Edit	[Collapse]
Currencies		Credits • Orokin Ducats • Endo • Platinum • Aya • Regal Aya • Standing		
General	Basics	Arsenal • Codex • Daily Tribute • Empyrean • Foundry • Market • Mastery Rank • Nightwave • Orbiter • Player Profile • Reset • Star Chart		
	Lore	Alignment • Fragments • Leverian • Quest		
	Factions	Corpus • Grineer • Infested • Orokin • Sentient • Syndicates • Tenno		
	Social	Chat • Clan • Clan Dojo • Leaderboards • Trading		
	Squad	Host Migration • Inactivity Penalty • Matchmaking		
	Player Housing	Clan Dojo • Dormizone • Drifter's Camp • Orbiter		
Gameplay	Basics	Affinity • Buff & Debuff • Death • Hacking • Invisible • Maneuvers • One-Handed Action • Open World • Pickups • Radar • Stealth • Tile Sets • Void Relic • Waypoint		
	Damage Mechanics	Critical Hit • Damage • Damage Redirection • Damage Reduction • Damage Reflection • Damage Type Modifier • Damage Vulnerability • Health • Status Effect		
	Enemies	Bosses • Death Mark • Enemy Behavior • Eximus (Overguard) • Lich System		
	Mission	Arbitrations • Archon Hunt • Break Narmer • Empyrean • Invasion • Sortie • Tactical Alert • The Circuit • The Steel Path • Void Fissure		
	Activities	Captura • Conservation • Fishing • K-Drive Race • Ludoplex • Mining		
	PvP	Duel • Conclave (Lunaro) • Frame Fighter		



Equipment	Modding and Arcanes	Arcane Enhancements • Archon Shard • Fusion • Mods (Flawed, Riven) • Polarization • Transmutation • Valence Fusion
	Warframe	Attributes (Armor, Energy, Health, Shield, Sprint Speed) • Abilities (Augment, Casting Speed, Helminth System, Passives, Duration, Efficiency, Range, Strength)
	Weapons	Accuracy • Alternate Fire • Ammo • Area of Effect • Attack Speed • Bounce • Critical Hit • Damage Falloff • Exalted Weapon • Fire Rate • Hitscan • Holster • Incarnon • Melee • Multishot • Noise • Projectile • Projectile Speed • Punch Through • Recoil • Reload • Ricochet • Trigger Type • Zoom
	Operator	Amp • Focus (Madurai, Vazarin, Naramon, Unairu, Zenurik) • Lens
	Drifter and Duviri	Decrees • Drifter Combat • Drifter Intrinsic s • Kaithe
	Other	Archwing • Companion • K-Drive • Necramech • Parazon • Railjack
Technical	General	AI Director • Drop Tables • HUD • Key Bindings • Material Structures • PBR • Rarity • RNG • Settings • String Interpolation • Text Icons • Upgrade
	Software, Networking, and Services	Cross Platform Play • Cross Platform Save • Dedicated Servers • EE.cfg • EE.log • File Directory • Fonts • Network Architecture • Public Export • Public Test Cluster • Stress Test • Warframe Arsenal Twitch Extension • World State
	Audio	Mandachord • Music • Shawzin • Somachord • Sound
	Mathematical	Calculating Bonuses (Additive Stacking, Multiplicative Stacking) • Condition Overload (Mechanic) • Enemy Level Scaling • Maximization • User Research

Categories



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