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# Orbiter Segments

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**Orbiter Segments** are various pieces of equipment that need to be physically installed into certain places on the player's [Orbiter](#) in order to unlock new functions. Basic ones such as the **Communications Segment** are required to bring the ship into full functionality and allow players to purchase blueprints or build equipment. Those basic segments are all acquired in the quest [Vor's Prize](#). Others are obtained by completing solar [Junctions](#) between planets, from the market or via [Clan Dojo research](#) and allow additional functions such as breeding [Companions](#).

## Orbiter Segments



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## Basic Segments

The following segments are obtained during the [Vor's Prize](#) quest and are thus required to progress through the game.

### Arsenal Segment

The **Arsenal Segment** is the first segment, obtained in order for the newly awakened [Tenno](#) to arm accordingly. This unlocks the [Arsenal](#), which allows players to equip mods and/or weapons as they see fit.

### Communications Segment

The **Communications Segment** is the second segment obtained, which unlocks the [Market](#). It is obtained during the introduction to [Spy](#) missions.

### Mods Segment



The **Mods Segment** is the third segment obtained, which unlocks the ability to use and fuse [Mods](#). It is obtained during the mission to [rescue Darvo](#).

Foundry Segment

The **Foundry Segment** is the last segment obtained, which is obtained in order to remove [Captain Vor's Ascaris](#) implant, and unlocks the ability to use the [Foundry](#) to build items.

Foundry Upgrade Segments

The following are segments that are needed to build some of the blueprints in Warframe.

Landing Craft Foundry Segment

The **Landing Craft Foundry Segment** upgrades the Foundry to allow construction of alternative [Landing Craft](#) and [Air Support Charges](#).

It is acquired from the [Clan Dojo's Tenno Lab](#) research or bought from the [Market](#) for  **175**.



| Manufacturing Requirements |   |       |                             |       |                    |
|----------------------------|---|-------|-----------------------------|-------|--------------------|
| 100,000                    | 1 | 3,000 | 800                         | 2     | Time:<br>12 hrs    |
|                            |   |       |                             |       | Rush:<br><b>25</b> |
| Market Price:<br>175       |   |       | Blueprints Price:<br>15,000 |       |                    |
| Tenno Lab Research •       |   |       |                             |       | 6,000              |
| 20,000                     | 2 | 5,000 | 1,600                       | 6,000 | Time:<br>72 hrs    |
|                            |   |       |                             |       | Prereq:<br>N/A     |
| x1                         |   | x3    |                             | x10   |                    |
|                            |   |       |                             | x30   |                    |
| x100                       |   |       |                             |       |                    |

Archwing Launcher Segment

The **Archwing Launcher Segment** upgrades the Foundry to allow construction of [Archwing Launcher](#) gear. It adds the Archwing Launcher Blueprint to the Foundry.

It is acquired from the [Clan Dojo](#)'s [Tenno Lab](#) research or bought from the [Market](#) for **175**.



| Manufacturing Requirements |    |       |                             |     |                    |
|----------------------------|----|-------|-----------------------------|-----|--------------------|
| 100,000                    | 50 | 50    | 1,200                       |     | Time:<br>12 hrs    |
|                            |    |       |                             |     | Rush:<br><b>25</b> |
| Market Price: 175          |    |       | Blueprints Price:<br>15,000 |     |                    |
| Tenno Lab Research •       |    |       |                             |     | 6,000              |
| 20,000                     | 2  | 5,000 | 800                         | 600 | Time:<br>72 hrs    |
|                            |    |       |                             |     | Prereq:<br>N/A     |
| x1                         |    | x3    | x10                         | x30 |                    |
| x100                       |    |       |                             |     |                    |

## Incubator Segments

The **Incubator Segment** is a required component for the creation of incubated companions, specifically [Kubrows](#) and [Kavats](#). To obtain the segment one must initiate and complete the [Howl of the Kubrow Quest](#). The player must create a Kubrow in order to satisfy the requirements of the quest, but Kavats can be created in the meantime without issue.

The Incubator segment manages the incubation, the maturation, the genetic stability and loyalty of the companion. Once the Kubrow or Kavat has been created, the player will be required to name them. Newborns start out in a child form and will remain that way until the player chooses to mature them at no cost, allowing them to be used for combat purposes. Only one Kubrow or Kavat can be out at a time, but can easily be switched out from the Companions tab in your Arsenal. If the player no longer wishes to have the Kubrow or Kavat with them, they can be consigned for **25,000**.



The **Kavat Incubator Upgrade Segment** allows the Incubator to breed Kavats.

The Kavat Incubator Upgrade Segment Blueprint can either be obtained through the [Clan Dojo's Tenno Lab](#) research or as a drop from [Hyekka Masters](#) and requires [Mastery Rank](#) 5 to craft. It can also be bought from the [Market](#) for **175**.



| Manufacturing Requirements |   |       |                   |     |           |
|----------------------------|---|-------|-------------------|-----|-----------|
| 100,000                    | 1 | 10    | 60,000            |     | Time:     |
|                            |   |       |                   |     | 12 hrs    |
|                            |   |       |                   |     | Rush:     |
|                            |   |       |                   |     | <b>25</b> |
| Market Price:              |   |       | Blueprints Price: |     |           |
| 175                        |   |       | 15,000            |     |           |
| Tenno Lab Research • 6,000 |   |       |                   |     |           |
| 20,000                     | 2 | 6,000 | 900               | 550 | Time:     |
|                            |   |       |                   |     | 72 hrs    |
|                            |   |       |                   |     | Prereq:   |
|                            |   |       |                   |     | N/A       |
| x1                         |   |       |                   |     |           |
| x3                         |   |       |                   |     |           |
| x10                        |   |       |                   |     |           |
| x30                        |   |       |                   |     |           |
| x100                       |   |       |                   |     |           |

### Nutrio Incubator Upgrade Segment

The **Nutrio Incubator Upgrade Segment** is a special upgrade module for the Incubator Segment that halves its incubation time (24h from 48h) and adds the ability to Regress Genetic Aging of an adult companion, reverting it to a cub while keeping its rank, mod configuration, and appearance once it is re-matured for combat.



The Nutrio Incubator Upgrade Segment can be obtained through the [Clan Dojo's Tenno Lab](#) research and requires [Mastery Rank](#) 5 to craft. It can also be bought from the Market for **175**.

| Manufacturing Requirements |
|----------------------------|
|----------------------------|

|                      |    |       |                             |      |                    |
|----------------------|----|-------|-----------------------------|------|--------------------|
| 100,000              | 1  | 1     | 1,200                       |      | Time:<br>12 hrs    |
|                      |    |       |                             |      | Rush:<br><b>25</b> |
| Market Price: 175    |    |       | Blueprints Price:<br>15,000 |      |                    |
| Tenno Lab Research • |    |       |                             |      | <b>6,000</b>       |
| 20,000               | 2  | 5,000 | 800                         | 600  | Time:<br>72 hrs    |
|                      |    |       |                             |      | Prereq:<br>N/A     |
| x1                   | x3 | x10   | x30                         | x100 |                    |

## Orbiter Upgrade Segments

The following are upgrades to the Tenno's ship that do not fit in with any other category.

### Void Relic Segment

The **Void Relic Segment** is required for the refinement of [Void Relics](#), which lowers the chance for common rewards and slightly boosts the chance for rarer items.

It can be obtained by completing the solar [Junction](#) on [Earth](#) that leads to [Mars](#) and beating the Specter within the Junction once its objectives have been met.

### Personal Quarters Segment

The **Personal Quarters Segment** unlocks the door on the port side of the Orbiter's bottom deck. It contains the Tenno's [Personal Quarters](#), within which players are given space to display the various possessions they have.

The blueprint for this Segment is awarded upon completion of [The War Within Quest](#).

| Manufacturing Requirements |   |       |     |   |                     |
|----------------------------|---|-------|-----|---|---------------------|
| 100,000                    | 1 | 3,000 | 800 | 2 | Time:<br>1 hrs      |
|                            |   |       |     |   | Rush:<br><b>N/A</b> |



# Helminth Segment

*Empower the Helminth in your Orbiter and unlock the transfer of new abilities to your Warframes.*

—In-game Description

The **Helminth Segment** expands the [Helminth Infirmary](#)'s functions, allowing the [Helminth](#) to subsume Warframes and absorb their abilities to give them to another Warframe.



The blueprint for this Segment is available from [Son](#) for **15,000**, requiring [Mastery Rank](#) 8 and **Rank 3 - Associate** with the [Entrati](#). Alternatively, a built Helminth Segment can be purchased from the [Market](#) as part of the [Helminth Segments Bundle](#) for **300**.

| Manufacturing Requirements |   |    |                             |    |                        |
|----------------------------|---|----|-----------------------------|----|------------------------|
| 50,000                     | 5 | 20 | 5                           | 15 | Time:<br>24<br>hrs     |
|                            |   |    |                             |    | Rush:<br><br><b>50</b> |
| Market Price: N/A          |   |    | Blueprints Price:<br>15,000 |    |                        |

## Helminth Invigoration Segment

*Allows The Helminth to inject a Warframe with an invigoration. Invigorations temporarily increase a Warframe's capabilities.*

—In-Game Description

The **Helminth Invigoration Segment** further expands the [Helminth Infirmary](#)'s functions, allowing the [Helminth](#) to provide Invigorations to Warframes and temporarily enhance their stats.



The blueprint for this Segment is sold by [Son](#) of [Entrati](#) for **30,000**, requiring



reward upon reaching **Rank 5 - Family**. Alternatively, a built Helminth Invigoration Segment can be purchased from the [Market](#) as part of the [Helminth Segments Bundle](#) for **300**.

Important to note is that if the player has not yet unlocked the Helminth Infirmary, they will be unable to craft this segment at the Foundry.

| Manufacturing Requirements |   |    |                             |    |                        |
|----------------------------|---|----|-----------------------------|----|------------------------|
| 50,000                     | 5 | 20 | 10                          | 15 | Time:<br>24<br>hrs     |
|                            |   |    |                             |    | Rush:<br><br><b>50</b> |
| Market Price: N/A          |   |    | Blueprints Price:<br>30,000 |    |                        |

Helminth Archon Shard Segment

*Allows the Helminth to socket Archon Shards in the current Warframe. Archon Shards permanently enhance various stats.*

—In-Game Description

The **Helminth Archon Shard Segment** further expands the [Helminth Infirmary](#)'s functions, allowing the [Helminth](#) to socket [Archon Shards](#) to Warframes and permanently enhance their stats.



The blueprint for this Segment is awarded upon completion of the [Veilbreaker Quest](#). Once again, if the player has not yet unlocked the Helminth Infirmary, they will be unable to craft the Archon Shard segment at the Foundry.

| Manufacturing Requirements |   |    |   |    |                        |
|----------------------------|---|----|---|----|------------------------|
| 50,000                     | 2 | 10 | 5 | 50 | Time:<br>24<br>hrs     |
|                            |   |    |   |    | Rush:<br><br><b>50</b> |



|                                   |                                          |
|-----------------------------------|------------------------------------------|
| <a href="#">Market</a> Price: N/A | <a href="#">Blueprints</a> Price:<br>N/A |
|-----------------------------------|------------------------------------------|

Helminth Coalescent Segment

*Allows the Helminth to fuse Archon Shards into more powerful variants.*

—In-Game Description

The **Helminth Coalescent Segment** even further expands the [Helminth Infirmary](#)'s functions to enable the [Helminth](#) to fuse [Archon Shards](#) and either create new variants with unique buffs or combine one type into a Tauforged.



The blueprint for this Segment is sold by [Bird 3](#) of [Cavia](#) for **30,000**, requiring **Rank 2 - Researcher**. Once again, if the player has not yet unlocked the Helminth Infirmary, they will be unable to craft the Coalescent segment at the Foundry.

| Manufacturing Requirements |    |   |                          |    |                        |
|----------------------------|----|---|--------------------------|----|------------------------|
| 50,000                     | 50 | 5 | 5                        | 25 | Time:<br>24<br>hrs     |
|                            |    |   |                          |    | Rush:<br><br><b>50</b> |
| Market Price: N/A          |    |   | Blueprints Price:<br>N/A |    |                        |

Melee Upgrade Segment

*Strengthen your Arsenal with Melee Arcanes.  
This segment unlocks Exilus Slots for your  
Melee Weapons.*

—In-Game Description

The **Melee Upgrade Segment** is an [Arsenal](#) upgrade that unlocks Exilus Slots and [Arcane Enhancements](#) for Melee Weapons. It also allows the Essential Tennokai Mod Bundle to be purchased from the [Market](#).



This Segment is awarded upon completion of the [Whispers in the Walls Quest](#).

## Notes

- The only Segments that are required are the ones obtained during the quest Vor's Prize as these unlock all the basic functions of the player's ship.
  - The living quarters segment is required for the [Apostasy Prologue](#), and the blueprint for it is obtained after [The War Within](#).
- All Segment blueprints that are obtainable through the Clan Dojo are reusable, so they can be used to craft their respective Segments and can then be sold without any problems for a small credit refund.
- Another function of the Incubator is to create [Helminth Chargers](#). This does not require an upgrade segment, and is only obtainable after interacting with [Helminth](#) or being infected with the Helminth virus from another infected Warframe.
- Previously, the Nutrio Incubator Upgrade Segment would remove DNA degradation and reduce the cost of [DNA Stabilizers](#), before removing DNA degradation was made a global change without needing the segment and DNA Stabilizers were removed from the market in [Update 30.5](#).

## Tips

- Spear, Mars is a good node to farm for the Kavat Incubator Upgrade Segment blueprint (usually within the first 10 to 20 waves). Bringing [Atlas](#) with [Ore Gaze](#), [Hydroid](#) with [Pilfering Swarm](#), [Ivara](#), [Khora](#) with [Pilfering Strangledome](#), or [Nekros](#) can greatly increase the chance due to their loot enhancing capabilities.

## Patch History

### [Hotfix 36.0.5](#) (2024-07-20)

- Helminth Coalescent and Helminth Invigoration Segments can no longer be built in the Foundry without the Helminth Segment installed in your Orbiter.
  - As these Segments cannot be used without the Helminth unlocked, it is only confusing to players if they build it beforehand.

### [Update 34.0](#) (2023-10-18)



## Research • Clan • Dojo

**[Collapse]**

## Energy

## Bio

Chem

## Tenno

## Weapons

 [Amprex](#) •  [Arca Plasmor](#) •  [Arca Scisco](#) • [Battacor](#) • [Convectrix](#) •  
[Cyanex](#) • [Cycron](#) • [Dera](#) • [Dual Cestra](#) • [Falcor](#) • [Ferrox](#) •  
[Flux Rifle](#) • [Glaxion](#) • [Komorex](#) • [Kreska](#) • [Lanka](#) • [Lenz](#) •  
[Ocucor](#) • [Opticor](#) • [Prova](#) • [Quanta](#) • [Serro](#) • [Spectra](#) •  
[Staticor](#) • [Supra](#)

## Sentinel

Helios

## Other

Antiserum Injector • Fieldron • Squad Energy Restore (Medium) • Squad Shield Restore (Medium)

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## Languages



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