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The Index

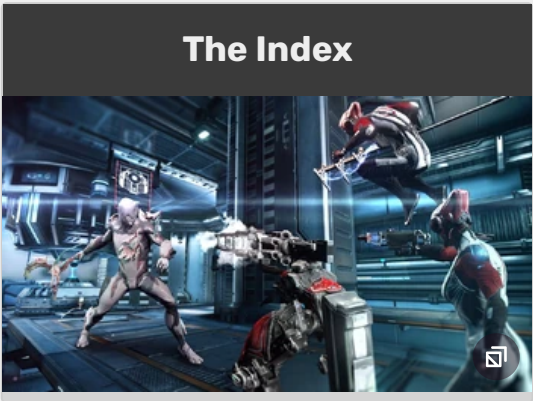
259 EDIT

V QUOTES

"Who rules The Index? Find out when the bell rings!"

—Cephalon Sark

The Index is a [Corpus Arena](#)-style endless [Mission](#) organized by [Nef Anyo](#) and hosted by [Cephalon Sark](#) on [Neptune](#), pitting [Tenno](#) and elite [Corpus](#) to fight for [credits](#) and other prizes.



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Mechanics

Investment

Before entering the Index, the player initiating the mission must select an **Investment** amount in [Credits](#) that each squad member must pay in order to enter. There are three different investments:

Risk	Wager	Return	Profit (at one round)	Point Target
Low	 30,000	 105,000	 75,000	50 Points
Medium	 40,000	 175,000	 135,000	75 Points
High	 50,000	 250,000	 200,000	100 Points

Each player in the squad will be asked to invest the same amount of credits, and in public matches, players will be matched with others participating in the same investment tier.

This Investment will determine the **Point Target** the Tenno team has, which is a designated amount of Index Points that the team must cumulatively deposit and score in the match. If the Tenno team achieves the Point Target during the match, their invested Credits will be returned and they will additionally receive the listed profit. The credit rewards are not split between each player; everyone receives the full amount. However, if the Tenno team wins the match by having more points than the opponent team of Anvo Corp but does not achieve the Point Target, their investment is



completed the Point Target will still reward the team with the listed profit. If the team loses the match each player will lose their investment completely.

The listed return reward for winning is affected by a [Credit Booster](#), although it does not appear on the mission complete reward screen (e.g. High Risk will reward  **500,000** every round). However, doubled credits from the *Daily First Win Bonus*, via the first mission completed after receiving a [Daily Tribute](#), does not apply to the winnings from the Index.

Index Points

The match consists of an endless number of rounds, with players voting to continue or extract after each successful round. The goal of each round is to earn Index score for the team through the collection of **Index Points**, which are dropped by participants killed in battle. Represented as green, glowing diamonds, Index Points can be collected by walking over them, and then deposited to a designated bank location in order to earn the actual Index score. Every point deposited will add 10 more seconds to the timer, prolonging the match duration. When an enemy scores, the timer will go down by 10 seconds per point.

A player can hold multiple Index Points at once and will gain bonus points for depositing large amounts at once, as seen in the table below. Bonus points will not affect the duration of the timer. However, holding points will apply the **Financial Stress** debuff which reduces the player's max health and shields, constantly drains energy, but provides a damage buff. All these effects are proportional to the number of Index Points held and are delivered through the Financial Stress debuff displayed by the player's [HUD](#) to the upper right. Health And Shield debuff is capped at **10%** of maximum modded values or **10**, whichever is greater. Damage buff is capped at **+148.5%** damage.

Points Held	Bonus	Total	Efficiency
1	+0	1	+0%
4	+0	4	+0%
5	+2	7	+40%
9	+2	11	+22.2222%
10	+4	14	+40%
14	+4	18	+28.5714%



19	+8	27	+42.1053%
20	+10	30	+50%
24	+10	34	+41.6667%
25	+10	35	+40%

Bonus points cap at +10 when reaching 20 points, therefore it is not recommended to carry more than 20 points, as there is no benefit in holding more. It is most efficient to cash in at 15 points, since only 2 additional bonus points are gained by holding 20 points.

The players' team will win if they score more Index Points than the opposing team before time runs out. If by the end of the match the players happen to tie, the tie goes to Nef Anyo.

If players meet the Point Target and are ahead of the opposing team, the game pauses and an extraction menu appears. Should players choose to continue onto the next round, the Point Target resets and can be reached again to yield a bigger credit payout, otherwise, they can leave with all their accumulated rewards. The wager is only subtracted once at the start of the match, and will not be subtracted again for choosing to continue onto the next round. However, enemy levels will slowly increase for the duration of the whole match, and if players continue and lose a round - they will forfeit all rewards, including those for the previous rounds.

- Mods like [Loot Detector](#), [Thief's Wit](#) and [Animal Instinct](#) ([Primed](#)) do not affect Index points.

Specter Fill-Ins

The Index must be played with four players; however, randomized Warframe [Specters](#) will assist the player and fill in unused spots on the team. These Specters can be [Mag](#), [Frost](#), [Wukong](#), [Ivara](#), [Ember](#) or [Volt](#), each equipped with a small assortment of weapons and various color customizations. Their AI is akin to the advanced AI of the Investors, incorporating strategic use of abilities and parkour maneuvers. Additionally, they will attempt to protect the Specter or player with the highest points, loosely following them to provide some cover.

Warframe Specters will scale, however they can be more easily defeated than the player can in most cases, potentially giving Investors an easy way to obtain points.



Health Orbs, Energy Orbs, and Ammo are only available at preset dispenser locations throughout the arena, spawning periodically. [Companions](#) and [Gear](#) cannot be brought into The Index though Warframe weapons, abilities, and mods will still function normally. Players have infinite lives, and will auto-respawn after 5 seconds of being killed or falling out of bounds.

Anyo Corp

Anyo Corp, also known as Brokers, are elite Corpus units that participate in the Index to oppose the Tenno. Unlike most bosses they are susceptible to most Tenno abilities, including [Nyx's](#) [Mind Control](#). However, all of them possess extremely durable [armor](#) and [shields](#), and some have certain tricks up their sleeve that make them considerably more formidable than regular Corpus units. These Brokers are divided into 4 different groups, with each group being selected at random as the opponents for each game.

[Investor Relations](#)

[Loan Reclamation](#)

[Robotics Technology](#)

[Zenith Galax](#)

[Armis Ulta](#)

[Dru Pesfor](#)

[Rana Del](#)

[002-ER](#)

John Prodman

[John Prodman](#) is a legendary Corpus [Prod Crewman](#) that can be encountered in The



Month", he drops an autographed poster when defeated, which can be placed in the [Orbiter](#) as a decoration once the mission is successfully completed.

Rewards

Aside from the bonus Credits earned from completing an Index match, all Brokers have a chance to drop [Index Mods](#). These mods enhance [Companions](#) and are special augments for certain Corpus-originating weapons:

[Flux Overdrive](#)

[Kinetic Ricochet](#)

[Medi-Pet Kit](#)

[Pain Threshold](#)



[Shield Charger](#)

[Static Discharge](#)

[Thermagnetic Shells](#)

[Tether Grenades](#)

Locations

There are a total of 1 The Index: Endurance Name Missions

Planet ↕	Mission Name ↕	Type ↕	Faction ↕	Level ↕	Mastery EXP ↕
Neptune	The Index: Endurance	Arena	Corpus	30 - 30	0

Operation: The Index Preview

These rewards were available from October 20, 2016 to October 27, 2016 to introduce the game mode for the first time.

5 completed matches	10 completed matches	100 total score in high risk
The Index Badge	Exilus Warframe Adapter	The Index Sigil

Inbox messages

▼View Inbox Messages List▼

Profit Considerations

Gameplay considerations aside, one way Index rounds can yield optimal credit profit is by scoring like so:

Risk	Points required	Optimal scores (With bonuses)	Actual points picked up	Profit per score
Low	50	23 + 23 + 4	15 + 15 + 4	2206
Medium	75	23 + 23 + 23 + 7	15 + 15 + 15 + 5	2700
High	100	23 + 23 + 23 + 23 + 8	15 + 15 + 15 + 15 + 6	3030

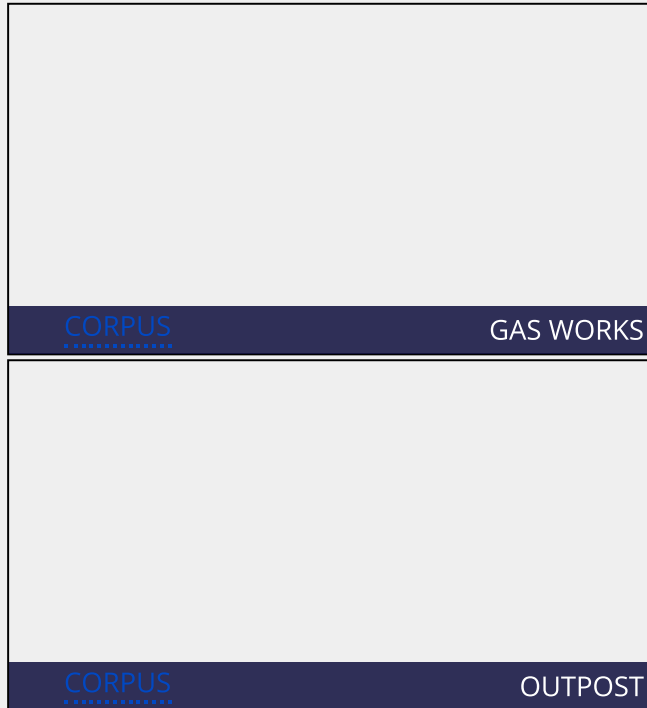
It is worth noting that in random teams (with few or no [Corrosive Projection](#)s or other armor-bypassing mechanics) killing speed is often much better in Low or Medium risk matches than in High risk ones.

Also, it is more profitable to stay in a match for a few rounds rather than leave and enter constantly, since wager is only paid once per match and profit is earned for each round. Staying longer reduces both the wager's effect on earnings and time wasted in transitions between matches. This has to be balanced against the enemy team's levels

to kill them with each subsequent round. E.g. by the end of 1st round enemies would be around (depending on how quickly the round ended) level 70-80, by the end of 2nd around 100-110, and so on.

All things considered, random and less-optimized teams can potentially gain significantly higher overall earnings-per-hour in Low or Medium risk matches rather than in High risk.

Maps



Tips

- Most players will farm [Credits](#) often throughout their game progression, for which the Index is currently the best game mode. It's worth dedicating (and perhaps favoriting) an Index-specific loadout slot to.
- Having a credit booster doubles the reward. For example, if a double credits event is active and you hold a credit booster, you get quadruple the reward.
- As stated earlier, it is advised to bank in at 15 index points and no more, leading to the most efficient gains per point. If no carrier or other well-equipped player is present it can be safer to score at 5 points instead.
- Hosting a High Risk Index mission from Clan Dojo navigation will almost always guarantee the [Corpus Outpost](#) (ice) tileset.
- Host positions determine enemy spawn locations. Thus, having the host play in a



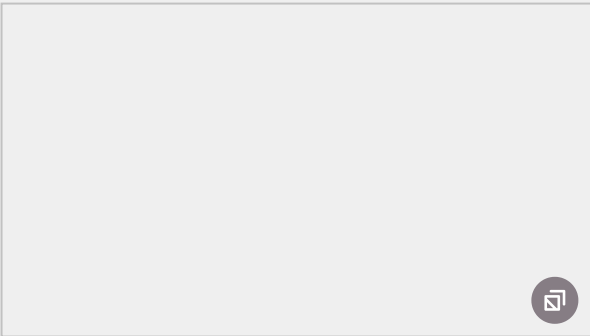
- It is advised to use [Enemy Radar](#), [Enemy Sense](#), [Stealth Drift](#), and/or [Vigilante Pursuit](#) to spot enemies from further than the base 30 meters.
 - Note that [Companions](#) are not allowed in the Index so you cannot equip [Animal Instinct](#).
- [Rhino](#)'s [Iron Skin](#) and [Revenant](#)'s [Mesmer Skin](#) allow them to ignore financial stress penalties as long as they can keep these abilities up, making them effective Index point carriers.
 - [Wisp](#) is also a decent point carrier due to her stealth passive while in the air, combined with the buffs provided by her [Reservoirs](#).
- [Mesa](#)'s [Peacemaker](#) and [Protea](#)'s [Blaze Artillery](#) are perfect offensive choices to quickly kill the enemies from afar without the need to aim precisely, and let a teammate collect Index Points.
 - Protea's [Dispensary](#) can also help provide crucial ammo and energy pickups for herself and others, given the severely limited supply in an Index combat zone.
- The following Warframes are effective at area denial to prevent Brokers from scoring:
 - [Gara](#)'s [Mass Vitrify](#)
 - [Limbo](#)'s [Stasis](#) and [Cataclysm](#)
 - [Khora](#)'s [Strangledome](#)
 - Strangledome will not capture [Auditor](#), who can be binded by [Ensnare](#) instead.
 - [Sevagoth](#)'s [Gloom](#)
- Khora is able to bring [Venari](#) into The Index as she is a Warframe Ability, who can be modded with [Animal Instinct](#) ([Primed](#)) and [Fetch](#).
- [Wukong](#) possesses high survivability in his [passive](#) and [Cloud Walker](#), along with his [Celestial Twin](#) dealing significant damage.

Bugs

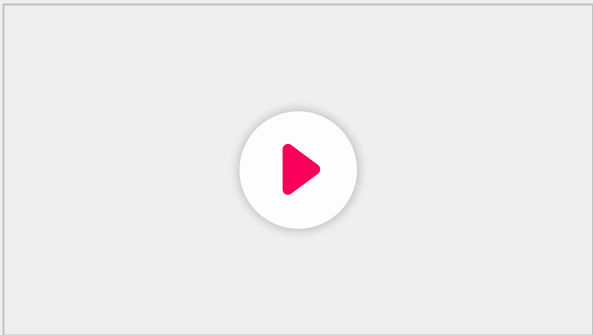
- Doubled credits from the *Daily First Win Bonus*, via the first mission completed after receiving a [Daily Tribute](#), does not apply to the winnings from the Index, although "Mission Results" will claim that the bonus has been applied.
- Host Migration between rounds (e.g. the Host leaving) will almost every time cause



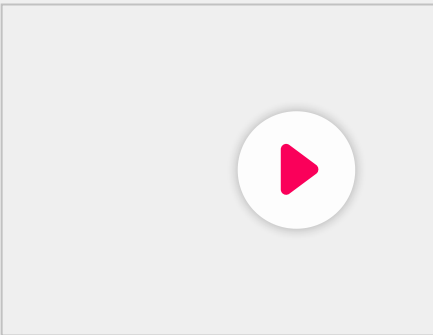
Media



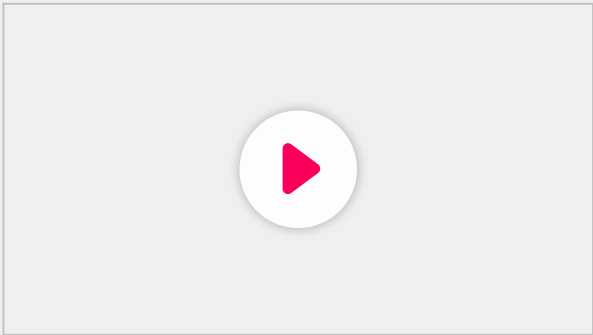
A player carrying a large number of index points at once



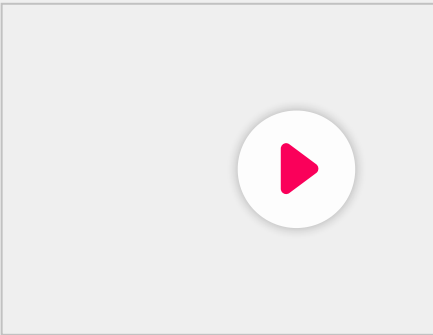
Warframe Guide - INDEX



Warframe The Index (Message And Na



THE INDEX PREVIEW - Hooray for Capitalism Warframe



The Index Preview & All You Need To K (Warframe)

Patch History

Update 36.0 (2024-06-18)

- Fixed Index Mission Progress screen having broken UI elements.
- Fixed function loss for remaining player(s) if both Host and another Client leave at the end of a round in The Index.



- Fixed being unable to view the Mission Success screen after finishing an Index mission.
- Fixed Shields in The Index not scaling like the rest of the game.

Last updated: [Update 23.10](#) (2018-10-12)

See Also

- [Rathuum](#), the Grineer equivalent arena with [Kela De Thaym](#) as host.

Events		[Collapse]
Exclusive	Reoccurring	
Update 36.0 (2024-06-18)	Belly of the Beast	
Update 35.0 (2023-12-13)	Gargoyle's Cry	
Update 34.0 (2023-10-18)	—	
Update 33.0 (2023-04-26)	—	
Update 32.0 (2022-09-07)	—	
Update 31.0 (2021-12-15)	Zariman ARG	
Update 30.0 (2021-04-13)	—	
Update 29.0 (2020-08-25)	Nights of Naberus • Orphix Venom • Star Days	
Update 28.0 (2020-06-11)	—	
Update 27.0 (2019-12-13)	Scarlet Spear	
Update 26.0 (2019-10-31)	—	
Update 25.0 (2019-05-22)	Hostile Mergers	



Update 24.0 (2018-11-08)	Solaris United ARG • Buried Debts
Update 23.0 (2018-06-15)	The Pyrus Project
Update 22.0 (2017-10-12)	Plague Star
Update 21.0 (2017-06-29)	—
Update 20.0 (2017-03-24)	Ambulas Reborn
Update 19.0 (2016-11-11)	Infested Summer • Corpus Bust • The Index Preview • The Pacifism Defect
Update 18.0 (2015-12-03)	Shadow Debt • Rathuum • Proxy Retribution
Update 17.0 (2015-07-31)	Infested Nightmares • Proxy Rebellion
Update 16.0 (2015-03-19)	False Profit • Tubemen of Regor
Update 15.0 (2014-10-24)	Halloween • Mutalist Incursions • Eyes of Blight
Update 14.0 (2014-07-18)	Avalanche Offensive • Cryotic Front • Back To School • Gate Crash
Update 13.0 (2014-04-09)	Specters of Liberty • Suspicious Shipments • Breeding Grounds
Update 12.0 (2014-02-05)	Ties That Bind • Tethra's Doom
Update 11.0 (2013-11-20)	The Hunt for Alad V • A Favor For Darvo • The Cicero Crisis • Oxium Espionage
Update 10.0 (2013-09-13)	The Gradivus Dilemma
Update 9.0 (2013-07-13)	Sling-Stone • Arid Fear • Survival Weekend
Update 8.0 (2013-05-23)	Artifact Defense • Informant
Update 7.0 (2013-03-18)	Fusion MOA



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)	
		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 Archimedeia • Environmental Hazards • Invasions • Kuva Siphon • Lich (Kuva Lich • Sisters of Parvos) • Nightmare Mode • Nightwave • Sorties • The Steel Path • Void Fissures			



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Languages

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Sci-fi	Warframe
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