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Spy

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This is an espionage mission. Tenno must search through enemy ships and outposts to find Data Vaults containing crucial Intel.

The Data Vaults are guarded by a myriad of security measures, from laser traps to Sensor Drones. Tenno should attempt to extract the Intel without being detected. If the enemy detects any intrusion, Tenno will only have a short time to retrieve the Intel before it is destroyed.

Most missions will contain multiple Data Vaults, the number of successful extractions required changes by mission.

Preceded by[Spy 1.0](#) since [Update 15.13](#) (2015-02-05)

Spy



Spy (version 2.0) is a [mission](#) type where players are tasked with extracting confidential data from enemy data servers primarily through [hacking](#).

The [blueprints](#) for the  [Ivara](#) Warframe and her component parts are potential rewards for spy missions on all planets, with different blueprints being rewarded at different level ranges.

Mechanics



Corpus Data Vault on alarm.

Spy missions require players to locate consoles found in [Data Vaults](#), which are special rooms featuring heavy security and advanced defense mechanisms guarding the console access terminals.

Each mission will have three separate [Data Vaults](#), of which all three must be breached and attempted before extraction becomes available. Players must breach the [Data Vault](#) rooms and then [hack](#) the access console in order to extract the data.

If a Tenno trips over the [Data Vault](#)'s security features, or an enemy activates the [Data Vault](#)'s alarm, the [Data Vault](#)'s defense mechanisms and enemy reinforcements become active, and a countdown timer will initiate indicating the time until the data is wiped off the server, giving players 20 to 50 seconds (depending on difficulty) in which to attempt to reach the console and hack it.

Similar to [Rescue](#) Prison Complexes, [Data Vaults](#) often feature alternate paths and tunnels that can be used to stealthily bypass the [Data Vault](#)'s defenses, allowing for stealthy completion of a [Data Vault](#). Some vault variants, especially those on [Grineer Sealab](#) and [Grineer Forest](#) tilesets will also have alternate methods of reaching the vaults by activating special map features such as high-pressure vents, or flooding.

End-of-mission rewards for Spy missions depends on the number of [Data Vaults](#) successfully hacked, with at least one vault hack needing to be successful in order to accomplish the mission.

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- Spy [Alert](#) missions will require a minimum number of vaults successfully hacked in order to complete the mission: Normal Alert missions (including [Steel Path Incursions](#)) require a minimum of 2 vaults hacked, while Corpus Merchant Ship Alerts require all 3 vaults hacked.
- Spy [Sortie](#) missions require all 3 vaults to be hacked and do not allow the use of  [Ciphers](#). However, mods such as  [Auto Breach](#) for the [Parazon](#) or  [Security Override](#) for a [MOA companion](#) can still be used, along with [Helminth's](#)  [Perspicacity](#) ability.

Defenses

Apart from enemies patrolling the rooms, the [Corpus](#) and [Grineer](#) have different emplaced defenses set up around their Data Vaults, with the defenses present depending on the variant of Data Vault. The defenses present will initiate each vault's alarm if tripped. Some security measures can be disabled if nearby panels are hacked or deactivated.

Corpus

- [Security Camera](#) - Security Cameras in Data Vaults will trigger alarms if they spot the player. It is possible to instantly destroy them without triggering the alarm.
- [Laser Barriers](#) - Tripping over laser barriers in Data Vaults triggers the alarms. Unlike the normal Laser Barriers, those found in Data Vaults have a variety of mechanisms to confuse players, such as laser barriers that move, and barriers that periodically deactivate. Invisible players will still activate the alarms, but players in the [Rift Plane](#) or  [Wukong](#) using  [Cloud Walker](#) will not. Additionally,  [Ivara](#) can bypass through lasers if  [Infiltrate](#) is equipped.

Grineer

- [Sensor Bar](#) - Data Vault alarms can be triggered by passing through energy doors that deal  [Magnetic](#) proc. Some energy doors in a Data Vault may not have Sensor Bars attached to them, making them impossible to deactivate, while others may blink on and off periodically, which can catch players unaware. These ones can also deal [knockdown](#) on top of the  [Magnetic](#) proc, knocking players down. Invisible players will still activate the alarms if they pass through.
- **Motion Detector** - Some Grineer vaults have defenses involving scanners that sweep a yellow energy curtain across an area, triggering the alarm if the curtain is touched and with some of them dealing knockdown. In one vault, these scanners are pointed directly at the data storage console; these scanners have to be deactivated using other nearby consoles to ensure safe hacking, and they only deal [Electricity](#) proc. The damage these detectors deal, however, is



- **Motion Laser/Barrier** - Located in certain sections of the vault, mobile or not, these yellow beams serve a similar purpose to the two above. They can deal way less damage and occasionally a Slash or Puncture proc or, similar to the Sensor Bar, Magnetic and knockdown.
- **Sensor Regulator** - These mobile **Regulator** variants patrol Data Vaults, and will trigger alarms if they spot a player or take damage and survive.
- **Lynx** - One particular vault layout for Grineer Spy missions has an idle Lynx suspended from the ceiling of the terminal room. Should the players trip the alarm the Lynx will activate and begin attacking nearby players and Grineer alike.
 - If in a Crossfire Spy hybrid mission, this Lynx will also attack and be targeted by any nearby Corpus units.
 - If a player kills the Lynx, that player can receive a death mark after the mission is completed.

Orokin

- **Void Rifts** - Orokin Moon missions feature distortions in space-time which can send Tenno back and forth in time between the vault's present state, and a period where the Data Vault was clean and pristine. Void rifts offer one-way passage through them, and in order to return to the previous state players must find another open void rift, or open up a closed void rift by attacking it. Several routes and puzzles require traveling between each time state to avoid obstacles or activate mechanisms leading to the console. Traveling through a rift dispels active Warframe abilities.
- **Orokin Spectator** - Similar to Sensor Regulators, these drones are mobile sentries that patrol the vault, and will trigger alarms if they spot the player, or take non-lethal damage.
- **Laser Traps** - Orokin Data Vaults have active laser traps that inflict Radiation damage and proc to any players they hit, along with raising the vault's alarm. Many laser traps are mounted on indestructible emitters, preventing players from simply destroying them. Those that *can* be destroyed can be safely disposed of without setting off the alarm.

Some Data Vaults may also feature security doors and pit traps that will engage and close upon alarms being triggered, which can impede a player's movement through the vault.

Whether a player succeeds or fails in retrieving the data inside the Data Vault, the vault itself will become easier to exit from: Corpus Data Vaults will have their laser defenses and any pit traps deactivated, while Grineer and Orokin Data Vaults can open alternate



Locations

There are a total of 19 Spy Missions

Planet ↕	Mission Name ↕	Faction ↕	Credit Reward ↕	Additional Credit Reward ↕	Wiki's DropTableAlias
Earth	Cambria	Grineer	1,100	0	Spy1
Venus	Unda	Corpus	1,300	0	Spy1
Mercury	Suisei	Grineer	1,700	0	Spy1
Mars	Arval	Grineer	1,800	0	Spy1
Phobos	Shklovsky	Corpus	2,000	0	Spy1
Ceres	Bode	Grineer	2,100	0	Spy2
Jupiter	Amalthea	Corpus	2,600	0	Spy2
Europa	Valac	Grineer/Corpus	2,700	0	Spy2
Venus Proxima	Orvin-Haarc	Corpus	2,800	37,500	VenusProximaSpy
Saturn	Dione	Grineer	3,000	0	Spy2
Lua	Pavlov	Grineer/Corpus	3,400	0	LuaSpy
Uranus	Rosalind	Grineer	3,600	0	Spy3
Neptune	Nereid	Corpus	3,900	0	Spy3
Kuva Fortress	Pago	Grineer	4,000	0	KuvaSpy



Planet ↕	Mission Name ↕	Faction ↕	Credit Reward ↕	Additional Credit Reward ↕	Wiki's DropTableAlias
Neptune Proxima	Brom Cluster	Corpus	4,100	75,000	NeptuneProximaS
Pluto	Oceanum	Corpus	4,100	0	Spy3
Sedna	Kelpie	Grineer	4,400	0	Spy3
Pluto Proxima	Peregrine Axis	Corpus	5,200	120,000	PlutoProximaSpy
Veil Proxima	Sabmir Cloud	Corpus	6,600	150,000	VeilProximaSpy

Tier 1 missions are present on Earth, Venus, Mercury, Mars, and Phobos. **Tier 2** missions are present on Ceres, Jupiter, Europa, and Saturn. **Tier 3** missions are present on Uranus, Neptune, Pluto, and Sedna. Pogo and Pavlov have unique drop tables.

Rewards

Affinity

Each Data Vault will reward from 1,000 to 4,000 [Affinity](#) for a successful hack (approx. $1000 + 100 \times \text{the max enemy level, max 4000}$), which will be tripled if completed without triggering the alarms.

▼View Tested Vault Affinity List▼

Each Vault hacked will reward one item, regardless if done stealthily or not. Vaults may also be hacked in any order, regardless of their designations or difficulty; reward rotations will be determined only by the number of Vaults successfully hacked in the mission thus far. Spy missions can reward the following items upon successful completion.

Rewards

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

[Tier 1](#) [Tier 2](#) [Tier 3](#) [Kuva Fortress](#) [Lua](#) [Venus Proxima](#) [Neptune](#) >

A		B		C	
 x1500 Credit Cache	28.57%	 Lith C12	14.29%	 Ivara Systems Blueprint	10%
Endo x100	28.57%	Lith G10	14.29%	Heavy Impact	10%
Parry	14.29%	Lith G12	14.29%	Hornet Strike	10%
Reflection	14.29%	Lith N15	14.29%	Master Key	10%
Reflex Guard	14.29%	Lith P9	14.29%	Metal Auger	10%
		Lith W4	14.29%	Parry	10%
		Lith W4	14.29%	Reflection	10%
				Serration	10%
				Vicious Frost	10%
				Volcanic Edge	10%

Locations:

- [Cambria, Earth](#)
- [Unda, Venus](#)
- [Suisei, Mercury](#)
- [Arval, Mars](#)
- [Shklovsky, Phobos](#)

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

Notes

- Data Vaults can randomly have variations on their alternate passages (e.g. grates), where some passages may be impassable on a particular mission. Certain defenses may also be active in some missions while inactive in others.
- If the [Cryogenic Leakage](#) hazard is active on a Spy mission, certain ice formations may block some of the alternate passages leading to the data console.
 - Since the [Grineer Settlement](#) does not normally have Cryogenic Leakage, the

alternate passages. It seems Grineer Settlements have a higher likelihood of having this ice effect than other planets.

- In [Archon Hunt](#) variants of Spy missions, the consoles will feature [Narmer](#) split-screen hacking mode instead of Grineer or Corpus versions.
- With the exception of the server access panel, hackable consoles inside the vaults will be one difficulty easier than the rest of the level's consoles.
- Upon successfully hacking a Data Vault without triggering an alarm or alerting enemies the *affinity* bonus is tripled.
- Every Data Vault alarm tripped will cause subsequent vaults to implement enemy patrols with tougher enemies, or activate additional defensive systems.
 - If all three Data Vaults have had their alarms triggered and data successfully retrieved, the objective will change into an [Exterminate](#) mission, where all remaining enemies must be killed before extraction. This change will not occur if only two or less vaults had their alarms triggered, or if two or fewer data consoles have been successfully hacked.
- Failing or canceling hacks will set off the vault's alarm.
 - Attempting to hack a terminal while standing on it will instantly cancel the hack, thereby setting off the alarm.
- Data Vaults are unaffected by external alarms, i.e. alarms initiated outside of them. Enemies inside Data Vaults will not be alerted even if a map-wide alarm has been initiated before the player has initiated the entrance hack. However, if the player has initiated the entrance hack and an enemy on the map raises the alarm after that, guards inside the vault will be alerted and may subsequently trigger the vault's alarm if the player doesn't dispose of them.
- [Rare Storage Containers](#) have a chance to spawn inside Data Vaults, and even the console terminal rooms.
- [Syndicate Death Squads](#) have a significant delay between the red flicker and their actual attack when the target is in a Data Vault, much longer than normal. This does not affect Field Bosses such as [Stalker](#).

Tips

- **Inexperienced players should never enter a vault that is already occupied by another player**, as this increases the risk of triggering alarms after the player already inside avoided doing so. Instead, wait outside the vault in case that player triggers the alarms to rush in and help salvage.
- **When hosting public Spy missions wait until the squad has fully loaded into**



- [Ciphers](#) can be used to instantly hack consoles. Should an alarm be tripped, the [Liset's Security Override Air Support](#) ability can be used to pause the data destruction timer for a few precious seconds. However, be aware that Air Support has a 10-minute cool-down between uses.
- Initiating a hack on the console in an unusual position (such as standing on top of a console) or sliding near the console may cause the hack to automatically cancel, thereby setting off the alarm.
- If there is a general alarm while traversing the level, disable it just outside of a vault. Any previously alerted enemies won't reactivate the alarm unless they were already in the process of doing so.
- Enemies in a vault will spawn once their entrance door is interacted with. Taking too long on the hack may cause enemies to progress along their patrol routes.
- On Grineer or Orokin Spy missions, be careful when triggering [Syndicate](#) weapon effects, as they can unexpectedly trip [Sensor Regulators](#) or [Orokin Spectators](#) while not dealing enough damage to kill them. Consider temporarily switching to a weapon without one, especially if the squad is doing multiple vaults simultaneously.
- [Companions](#) do not trigger traps, allowing free usage inside Data Vaults. However, they can still trigger the alarms if they attack enemies.
- Various [Warframes](#) can use their [Abilities](#) to assist in completing vaults faster:
 - [Ash](#) can use his [Shuriken](#) Ability to destroy [Security Cameras](#) and kill guards silently, while using [Teleport](#) to bypass barriers and obstacles and [Smoke Screen](#) to become invisible, however alarms will still be set off if Ash touches a laser.
 - [Atlas's](#) [Petrify](#) can petrify guards, cameras, and Sensor Regulators, stopping them in their tracks, and also making them unable to see him even if he walks right in front of them.
 - [Equinox's](#) Night Aspect using [Rest](#) can put guards to sleep, allowing for easy evasion during the duration of the ability.
 - [Ivara's](#) [Quiver's](#) Sleep Arrow can put enemies to sleep, and Noise Arrows will attract guards to the Arrow's location without alerting them.
 - Ivara's cloaking Ability, [Prowl](#), allows her to traverse unseen, but lasers will still set off the alarms if she touches them. With the [Augment](#) Mod [Infiltrate](#), however, Ivara can touch lasers and not trigger alarms.
 - Ivara's Dashwire Arrow can help navigate through certain laser traps that would otherwise require accurate jumps and maneuvers.
 - [Limbo](#) can make various parts of both Corpus and Grineer Spy Vaults



sides of walls. [Banish](#) is silent, allowing silent kills on vault guards from within the [Rift Plane](#). Additionally, Banish prevents its targets from using consoles and thus they are unable to trigger an alarm.

- [Stasis](#) can be used to stop enemies in their tracks, which allows Limbo to easily circumvent them during their patrols and give him time to hack consoles. However, although targets frozen by Stasis will be unable to move or vocalize for the duration of the ability, they will still be able to see Limbo if he runs in front of them. Deactivating Stasis after Limbo has been seen in this manner will immediately alert them, which can be especially dangerous if a [Sensor Regulator](#) is alerted this way.
- Being in the Rift can also completely avoid detection from lasers, however enemies can still see a player in the Rift.
- Rift Plane prevents any form of hacking, but this can be circumvented by using the [Operator](#).
- [Loki](#) can use [Decoy](#) and then [Switch Teleport](#) to bypass barriers and obstacles.
 - However, Decoy appears to be able to trigger Grineer [Sensor Bars](#) if it touches them, i.e. when placed on a conveyor belt.
 - Loki can use [Invisibility](#) to evade the guards' sight, however alarms will still be set off if he touches a laser.
- [Mirage's](#) [Sleight of Hand](#) can be used to disable Cameras in Corpus vaults. This will also affect consoles however (on both Corpus and Grineer maps), prompting enemies to try and raise the alarm, which may be an intended effect, as the resulting explosion may kill the guard, or at least prevent them to use the console until Sleight of Hand expires. Note that Sleight of Hand does **not** affect laser barriers in Corpus vaults. It also seems that activating Sleight of Hand too close to a Sensor Regulator can cause it to trigger the alarm.
- [Nova's](#) [Wormhole](#) can also easily bypass parts of various vaults, especially Corpus ones, as going through Worm Holes does not trigger Laser Barriers or [Sensor Bars](#).
- [Octavia's](#) [Metronome](#) can turn herself invisible by crouching to the [Mandachord](#) melody, but she can still trigger alarms if she touches a laser.
- [Titania](#) can teleport past laser grids without setting them off in her [Razorwing](#).
- [Valkyr](#) can use [Rip Line](#) to quickly navigate obstacles, as well as silently destroy [Security Cameras](#). [Valkyr](#) can use [Paralysis](#) to destroy



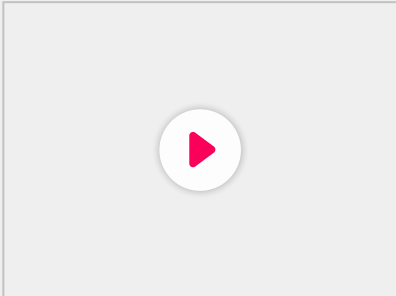
- [Wisp](#)'s Passive Ability allows her to maintain invisibility while airborne.
 - [Wil-O-Wisp](#)'s decoy will not trigger lasers, allowing Wisp to deploy a decoy through the barrier and then teleport past them. However, the decoy will still alert guards if they spot it.
 - Avoid using Shock [Reservoirs](#) as it can hit Grineer Sensor Regulators and alert them.
- [Wukong](#) can use [Cloud Walker](#) to easily traverse unseen, while also being able to slip through Laser Barriers without setting off alarms.
- If intending to brute force, stock up on [Ciphers](#), bring a [Warframe](#) with immunity to knockdown like [Atlas](#), [Rhino](#) or [Valkyr](#) or equip [Sure Footed \(Primed\)](#) or [Unairu's Poise](#).
 - Alternatively, [Warding Halo](#) cast with the [Safeguard](#) augment will grant knockdown immunity to any Warframe.
- [Master's Summons](#) can be used to teleport a [MOA Companion](#) equipped with [Security Override](#) through walls and doors.
- The [Operator](#)'s [Void Mode](#) will allow them to traverse unseen by enemies, but they will still trigger alarms on touching a laser. [Void Sling](#) also **will** still set off alarms if used to sling through barriers.
- If having trouble solving advanced Corpus consoles, see [User blog:Jrjjue/Advanced Corpus Console Hacking](#).
- While Spy [Sorties](#) prevent Ciphers from being used to accomplish hacking, Air Support is still allowed, which means the Liset's *Override* can still be used to pause the timer.
 - Additionally, [Perspicacity](#) will allow auto-Hacking consoles in Sortie missions.
- [Parazon](#) mods [Untraceable](#) and [Runtime](#) are particularly useful for non-stealth Warframes, as they are triggered and refreshed each time a successful hack is performed.

Trivia

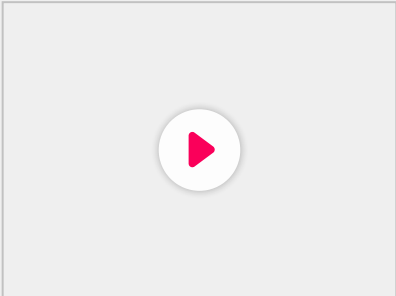
- Oddly, the Spy 2.0 [Codex](#) entry still shows the previous [Grineer](#) Spy 1.0 terminal, although it has been completely discarded from the game.
- The Grineer vault with Lynx is roughly identical to the room that was only available in Grineer Spy 1.0 missions.
 - Before Spy 2.0 was added, the room used to contain a [Jackal](#) instead of



Media



Warframe Spy 2.0 Submersible Rooms Walkthrough Guide



Warframe Kuva Fortress Spy Mission Rooms

Patch History

Update 36.1 (2024-08-21)

- Reduced the amount of enemy spawns around the Spy Vault during the Vox Solaris Quest to make that section a bit less difficult for new players.
 - This level reduction has also been applied to Venus Spy missions below level 20.

Update 35.5 (2024-03-27)

- Fixed Clients being unable to pass through a door in Kuva Spy missions.
- Fixed Clients being unable to pass through a door that appears unlocked in

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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