

ADVERTISEMENT

in: [Missions](#), [Update 32](#)

SIGN IN



REGISTER

Mirror Defense



EDIT



QUOTES

Mirror Defense is a variant of [Defense](#) where the [Tenno](#) are tasked to protect two defense objectives connected through the [Void](#), while collecting pickups to gain resources and activate defensive systems.

Access to the node on [Tyana Pass](#), [Mars](#) requires completion of the [Heart of Deimos](#) quest and [Mastery Rank](#) 3, while [Munio](#), [Deimos](#) requires completion of [Whispers in the Walls](#) quest.

Contents

- 1. Mechanics
 - 1.1. Tyana Pass
 - 1.2. Munio
- 2. Location
- 3. Rewards

Mirror Defense

[Belric's Crystal](#)

[Rania's Crystal](#)



WARFRAME Wiki



- 3.2. Munio
- 4. Notes
- 5. Tips
- 6. Trivia
- 7. Patch History

Mechanics

Unlike traditional Defense where enemies are fought off in waves, Mirror Defense consists of a time limit of two and a half minutes for each objective, with a 30 second downtime in between to traverse the Void tunnel. A rotation is completed once both objectives have been defended, or every five and a half minutes. Rotation rewards follow an **AABC** drop table pattern.

Tyana Pass

Players must protect two crystals, **Rania's Crystal** from [Grineer](#) on [Mars](#) and then cross a [Void](#) tunnel to defend **Belric's Crystal** from [Corpus](#) on [Venus](#). These crystals cannot be healed by [Abilities](#) or weapon [passives](#) unlike typical [Defense Objects](#).^[1]

Citrine's Remnants, appearing as crystallized teardrops, can be found scattered across the tilesets as enemies are slain and are most abundant during the Void tunnel transition. Remnants appear in groups of 3-8 and spawn in with an audible cue, and these pickups are shared squad-wide. Collecting 50 will heal the active crystal by 3,500 plus 15% of its max Health, grant it [Overshields](#), and spawn a  [Prismatic Ward](#) above the crystal to provide firing support. Remnants will despawn on the active tileset once the time limit ends. Remnants are **not** affected by  [Vacuum](#) or  [Fetch](#), and are **not** able to be picked up with  [Mag](#)'s [Pull](#) ability or while within  [Limbo](#)'s [Rift Plane](#) or with  [Wukong](#)'s [Cloud Walker](#).

Remnant audio cues:

- Spawn  ([download](#), [history](#))  ([download](#), [history](#))  ([download](#), [history](#))
- Despawn  ([download](#), [history](#))
- After collecting 50 Remnants  ([download](#), [history](#))

Munio

Players must protect the **Auricle** and **Vitreum** of [Albrecht's Laboratories](#). Likewise,



Vosphene Glyphs function as pickups for this variant of Mirror Defense, appearing as glowing [Requiem](#) icons. Collecting 50 will heal the Auricle or Vitreum by 3,500 plus 15% of its max Health, grant it [Overshields](#), and surround the objectives with 8 

[Chyrinka Pillars](#).

Location

- [Tyana Pass, Mars](#)
- [Munio, Deimos](#)

Rewards

Tyana Pass

Tyana Pass is the primary source for the Warframe [Citrine](#), her weapons [Steflos](#) and [Corufell](#), the [Arcane Enhancements](#) [Arcane Steadfast](#), [Arcane Double Back](#), [Primary Plated Round](#), [Secondary Encumber](#), [Secondary Kinship](#), and [Belric Crystal Fragments](#) and [Rania Crystal Fragments](#) which are used to purchase all of the above plus Citrine's [Prex](#) Card and the Citrine's Last Wish Factory [Captura](#) Scene from [Otak](#) on the [Necralisk](#), [Deimos](#).

Crystal Fragments are obtained from:

- Collecting 50 Citrine's Remnants awards 5 fragments (7 on [The Steel Path](#)), cycling between the two types.
- Completing a rotation awards 10 fragments (15 on The Steel Path).

A		B		C	
Endo x400	36.25%	Corufell Barrel	8%	Citrine Blueprint	9.4%
Corufell Blueprint	10%	Corufell Handle	8%	Axi A17	7.4%
Steflos Blueprint	10%	Corufell Receiver	8%	Axi A18	7.4%
	6.25%	Steflos Barrel	8%	Axi G11	7.4%

Neo B9	6.25%	Steflos Receiver	8%	Axi L6	7.9%
Neo E4	6.25%	Steflos Stock	8%	Axi O6	7.9%
Neo G7	6.25%	Neo A13	5.8%	Axi S16	7.9%
Neo M5	6.25%	Neo B9	5.8%	Axi S17	7.9%
Neo P7	6.25%	Neo E4	5.8%	Citrine Chassis Blueprint	6.25%
Neo Z11	6.25%	Neo G7	5.8%	Citrine Neuroptics Blueprint	6.25%
		Neo M5	5.8%	Citrine Systems Blueprint	6.25%
		Neo P7	5.8%	Arcane Double Back	5.7%
		Neo Z11	5.8%	Arcane Steadfast	5.7%
		Primary Plated Round	5.7%	Secondary Encumber	5.7%
		Secondary Kinship	5.7%		

Locations:

- [Tyana Pass, Mars](#)

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

Munio

Munio is the source for [Tome Mods](#), as well as the components of the [Mandone!](#).

A		B		C	
x5000 Credit Cache	22.5%	x7500 Credit Cache	25%	Endo x1200	30%
Endo x600	17.5%	Mandonel Receiver	17.5%	Mandonel Barrel	15%
Entrati Obols x150	15%	Neo A13	7.5%	Mandonel Stock	15%
Necracoil x15	10%	Neo B9	7.5%	Fass Canticle	5%
Meso A7	5%	Neo E4	7.5%	Jahu Canticle	5%
Meso B9	5%	Neo G7	7.5%	Khra Canticle	5%
Meso F5	5%	Neo M5	7.5%	Lohk Canticle	5%
Meso H7	5%	Neo P7	7.5%	Netra Invocation	5%
Meso N17	5%	Neo Z11	7.5%	Ris Invocation	5%
Meso V9	5%	Entrati Lanthorn	5%	Vome Invocation	5%
Meso W4	5%			Xata Invocation	5%

Locations:

- [Munio, Deimos](#)

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



Notes

- Belric's and Rania's Crystals can be scanned into the [Codex](#) via [Codex Scanners](#) or [Synthesis Scanners](#). A minimum of 3 scans each reveals [lore](#) behind them and their ties to Citrine.
- [Belric Crystal Fragments](#) and [Rania Crystal Fragments](#) are **not** affected by [Resource Boosters](#) or [Smeeta Kavat's Charm](#).

Tips

- Citrine's Remnants/Vosphene Glyphs can appear on the minimap as a lootable item via [Loot Radar](#).
- Because the mission runs on a time limit rather than needing to kill all enemies to pass a wave, players only need to hold off enemies from destroying the defense targets. Thus, abilities that [Slow](#) down enemies are no longer detrimental to mission time, unlike with standard Defense. However, stacking such abilities excessively can negatively impact the squad's kill count and by extension the spawn rate of Citrine's Remnants/Vosphene Glyphs.
- Warframes with superb aerial mobility can make gathering Remnants and Glyphs much easier.
 - [Titania's Razorwing](#) and [Jade's Glory on High](#) are abilities that enable true flight, enabling better control for this.
 - [Chroma's](#) passive enables him to triple-jump and perform two consecutive bullet jumps.
- Remnants and Glyphs spawn in abundance in the Void tunnel during the 30 second downtime between waves.
 - Collecting enough Remnants during the downtime is recommended as both the Overshields and the Prismatic Ward/Chyrinka Pillar will be applied to the current defense target as soon as the wave begins.

Trivia

- The Corpus Defense tileset uses a retired [Corpus Ship](#) tileset, previously used on [Xini](#) when it was a Defense mission.
- [Orowyrms](#) can occasionally be seen passing through the Void tunnel.
- Tyl Regor mentions the tubemen, but the Grineer forces involved are Arid Grineer rather than the Drekar forces Regor associates with. [One of Regor's lines](#) when a new Grineer wave starts has him admonishing [Lech Kril](#) for ignoring the Tenno's



presence on Mars, threatening to withhold any useful genes he finds if Kril does not take responsibility.

Patch History

[Hotfix 35.5.7](#) (2024-04-17)

Changes to address feedback on Deep Archimedeia Mirror Defense missions:

The following changes were made based on feedback received from players about the difficulty of Mirror Defense missions in Deep Archimedeia, but they apply across Warframe.

- Made the following changes to The Hollow Vein:
 - Greatly reduced how often it hits Defense targets with its ranged laser attack.
 - Before: Due to Defense targets being much larger than players, they

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		

1. "Mirror Defence was designed to allow healing, grant overshields and provide active protection with the Prismatic Ward all through collecting Citrine's Remnants instead of relying on Warframe and Weapon abilities." - [Hotfix 32.3.2](#) (2023-02-16) patch notes

Categories ▼

Languages ▼

Community content is available under [CC-BY-SA](#) unless otherwise noted.

More Fandoms

[Sci-fi](#) | [Warframe](#)

