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Dark Sectors



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Dark Sectors are unique parts of the [Star Chart](#), uninhabited by most civilizations and controlled by the [Infested](#), regardless of the faction controlling the planet.

Each Dark Sector node is an endless mission with a higher [credit](#) payout, increased resource drop rate, and increased [affinity](#) from kills and to a certain weapon. Uniquely, Dark Sectors are the only [Excavation](#) and [Disruption](#) missions against the Infested.

Locations



There are a total of 26 [Dark Sector](#) Missions.

Planet ↕	Mission Name ↕	Type ↕	Credit Reward ↕	Additional Credit Reward ↕	Level ↕	Resource Drop Chance Bonus ↕
Earth	Coba	Defense	1,500	12,000	6 - 16	15%
Earth	Tikal	Excavation	1,500	12,000	6 - 16	15%
Venus	Malva	Survival	1,700	10,000	8 - 18	10%
Venus	Romula	Defense	1,700	10,000	8 - 18	10%
Mars	Wahiba	Survival	1,900	14,000	10 - 20	20%
Mars	Kadesh	Defense	1,900	14,000	10 - 20	20%
Ceres	Gabii	Survival	2,400	20,000	15 - 25	35%
Phobos	Memphis	Defection	2,400	16,000	15 - 25	25%
Phobos	Zeugma	Survival	2,400	16,000	15 - 25	25%
Ceres	Seimeni	Defense	2,400	20,000	15 - 25	35%
Jupiter	Cameraia	Survival	2,900	14,000	20 - 30	20%
Jupiter	Sinai	Defense	2,900	14,000	20 - 30	20%
Europa	Cholistan	Excavation	3,200	16,000	23 - 33	25%
Europa	Larzac	Defense	3,200	16,000	23 - 33	25%



Planet ↕	Mission Name ↕	Type ↕	Credit Reward ↕	Additional Credit Reward ↕	Level ↕	Resource Drop Chance Bonus ↕
Uranus	Assur	Survival	3,400	16,000	25 - 35	25%
Saturn	Piscinas	Survival	3,500	14,000	26 - 36	20%
Saturn	Caracol	Defection	3,500	14,000	26 - 36	20%
Uranus	Ur	Disruption	3,900	16,000	30 - 35	25%
Neptune	Yursa	Defection	3,900	18,000	30 - 40	30%
Neptune	Kelashin	Survival	3,900	18,000	30 - 40	30%
Eris	Zabala	Survival	4,400	18,000	35 - 45	30%
Sedna	Sangeru	Defense	4,400	16,000	35 - 45	25%
Pluto	Hieracon	Excavation	4,400	20,000	35 - 45	35%
Eris	Akkad	Defense	4,400	18,000	35 - 45	30%
Pluto	Sechura	Defense	4,400	20,000	35 - 45	35%
Sedna	Amarna	Survival	4,400	16,000	35 - 45	25%

Rewards

In addition to providing a sizable credit reward upon completion, Dark Sector missions have rotation rewards. Each Dark Sector mission type handles rewards slightly differently: Dark Sector [Excavations](#) share the same rewards as regular Excavations of



level. There are four different tiers of Dark Sector [Survival](#) Missions. Each of the three [Defection](#) missions has its own drop table, as well as [Disruption](#).

Defection	Defense	Disruption	Excavation	Survival
Tier 1	Tier 2	Tier 3	Tier 4	
A		B		C
x2000 Credit Cache	14.29%	Hornet Strike	7.69%	Quickening 11.28%
x2000 Credit Cache	14.29%	Incendiary Coat	7.69%	True Punishment 11.28%
x2000 Credit Cache	14.29%	Intensify	7.69%	Lith A6 11.06%
x2000 Credit Cache	14.29%	Parry	7.69%	Lith C12 11.06%
Endo x100	14.29%	Serration	7.69%	Lith G10 11.06%
Endo x100	14.29%	Steel Fiber	7.69%	Lith G12 11.06%
Endo x100	14.29%	Lith A6	7.69%	Lith N15 11.06%
		Lith C12	7.69%	Lith P9 11.06%
		Lith G10	7.69%	Lith W4 11.06%
		Lith G12	7.69%	
		Lith N15	7.69%	
		Lith P9	7.69%	
		Lith W4	7.69%	



- [Malva, Venus](#)
- [Gabii, Ceres](#)

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

Notes

- The in-game description "+X% XP from (weapon class) kills" implies that kills with the specified weapon give global bonus Affinity, however it is actually a boost to Affinity earned by weapons of that class from any source, whether it be from personal kills with it, shared Affinity from allies, or Affinity Orbs.

Trivia

- Prior to [Update 13.4](#) (2014-05-21), Yursa spawned both Infestation and Corpus in the mission, a hazard not seen in ordinary defense missions.
- The mission nodes of Dark Sectors are named after wastelands and ancient cities. For example, *Sinai* being named after the [Sinai desert](#) and *Assur* after the capital of the [Assyrian Empire](#).
 - As a result, Dark Sectors do not follow the naming schemes of the planets they're found on.
 - The names for both of [Venus](#)'s Dark Sectors (Malva and Romula) refer to two names for the city of [Romula](#), rather than two different cities or locations.
 - [Earth](#)'s Dark Sectors are both names of [Mayan](#) archaeological sites and cities ([Tikal](#) and [Coba](#)).
- The working title for the Dark Sectors was "Badlands".
 - The name "Dark Sector" is itself a reference to [Digital Extremes'](#) previous successful video game [Dark Sector](#).
- Before being released these were the descriptions supplied to hype up dark sectors:

New locations are discovered in the Solar Map, with rarer resources, harder bosses, better loot... but they are unreachable.

- Prior to the removal of [Solar Rail Conflicts](#), [clans](#) (or [alliances](#)) could collaborate on building a Tower to connect it to the Solar Rail network. When it was built and deployed all Tenno could run missions there. In essence, they would have built a



- All missions run there had taxes applied to them – resources and credits – this rate was set by the Clan who built the Tower.
- Competing clans could build their own tower (maybe in secret) to challenge the area. When this happened, the area was locked into Tower Sabotage mode (against Orokin defenders, not PvP) – the Clans (and all players they convinced to help) chose a side and tried to destroy the opposing Tower (like a player-driven [invasion](#)).
- Prior to [Update 16.0](#) (2015-03-19), Dark Sectors hosted [Solar Rail Conflicts](#), in which different Clans and Alliances fought against each other in PvP matches over the control of these nodes, in order to tax every player who played them. Such conflicts have been put under a permanent Armistice, and no one can claim a Dark Sector anymore.

Patch History

[Update 15.9](#) (2015-01-08)

- Fixed XP Boosters and Dark Sector bonus modifiers affecting Syndicate Weapon bonuses (Entropy, Sequence, Blight, Purity, Truth, Justice).

[Update 13.0](#) (2014-04-09)

- Introduced.

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	



PvP	Empyrean	Archwing	Exterminate • Interception • Mobile Defense • Pursuit • Rush • Sabotage
		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
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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