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Heist

82   ✎ EDIT

Heists are special Bounties provided by the Vox Solaris Syndicate on Fortuna, which are aimed at taking down the **Orb Mothers** defending the various Corpus installations out on the Orb Vallis.

Starting/Prerequisites: To perform heists, the player must have first reached the rank of **Old Mate** with Solaris United. They must then talk to Eudico by interacting with the briefing table in the backroom inside Fortuna, located directly behind Eudico's normal location. The backroom can be fast traveled to via Little Duck.

Profit-Taker Orb Heist

Profit-Taker consists of 4 different Bounties leading up to the final confrontation. Unlike with normal Bounties, each Heist has its own unique storyline relating to the process of taking down the Orb. The Heist must initially be accomplished in sequence [...] stage.

Contents

🔺 **WARFRAME Wiki**

Acknowledging the Orbs being a threat to Solaris United's operations, [Eudico](#), [The Business](#), and [Little Duck](#) coordinate a plan to destroy the Profit-Taker Orb. The Business explains that Profit-Taker is an autonomous battle platform with a hybrid AI whose commands and controls have been proven impenetrable, armed with [Sentient](#) adaptive shielding that is reinforced by a satellite in geosynchronous orbit, and a heavy armor plating that is used in Corpus warships which renders traditional weaponry ineffective. The group plans out steps to prepare to combat Profit-Taker:

1. Knock out the orbital overcharger.
2. Decode and bypass the Sentient shielding.
3. Obtaining weaponry to penetrate the heavy duty carapace.

Little Duck has an informant in [The Quills](#) waiting to meet within a Vallis cave. However, the Tenno arrives too late to find the informant dead from a Corpus ambush, his body carrying fishing bait. Realizing this as a sign, the Tenno must [fish](#) in the cave to find three digital manifests attached to servofish.

The manifests point to a random Corpus-controlled base in the Vallis, which must be taken over. One of the Corpus will possess a datamass that will allow overriding a terminal, which must then be defended as Eudico hacks its system to take control.

Once the base is controlled, Vox Solaris discovers that the base wiped their data clean, but sent a drone out in the middle of nowhere. The Tenno must locate the drone, shoot it down, and then kill Corpus reinforcements to secure the drone.

With the drone secured and its contents containing the satellite protocols, Little Duck heads topside for the next part of the operation.

Phase 2

Players can initiate Phase 2 by talking to Little Duck outside of Fortuna's elevator in the Orb Vallis after they've completed Phase 1 without having to return inside to Fortuna. Alternatively, players already inside Fortuna can initiate Phase 2 by talking to Eudico at the Backroom.

The harmonic schema of Profit-Taker's shields are located within the Enrichment Labs, Little Duck will keep the entrance occupied as the Tenno raids the area. The designs keys expire if not reauthorized all who have been ordered to elf-profit above all else, [Vox](#)

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Within four to five minutes, the Tenno must kill the [Armaments Director](), [Vivisect Director](), and the [Sentient Research Director]() inside the Enrichment Labs, then exit and kill the two [Terra Ambulas]() guarding the data vault. Once all the priority targets are dead, the datamass can be retrieved and taken back to Fortuna.

Phase 3

Little Duck has discovered that the weaponry needed to kill Profit-Taker is right beneath her, so a distraction is needed to lure her off her pedestal. The Business plans to upload the recoded protocols to disable the satellite and use the schema to gather data for the Orb's weakness, while Little Duck steals the weaponry.

The Enrichment Labs have gone into full lockdown, but [Boon]() had rigged open a backdoor vent, leading to a terminal to upload the protocols. However, the upload fails, as an antennae outside requires reboot. Both objects must be hacked within less than one minute of each other.

With the satellite disabled, The Business bombards Profit-Taker with mortars, forcing her off the roof. Enraged, Profit-Taker engages the Tenno. For The Business to analyze the Orb, its shields must be damaged.

Once the "Data Gathered" meter reaches 66.66%, The Business asks the Tenno to cycle their damage, now requiring to adapt to Profit-Taker's weaknesses. However, the shield's Sentient adaptation makes it immune to all but the damage type displayed on its forehead. Furthermore, the Orb's weakness can change through various means:

- When the adaptation remains unchanged for 20 seconds, the shield will naturally cycle to another element.
- If the Orb takes too much damage from its current element, the shield will quickly cycle to another element as a countermeasure.
- If the Orb is struck with the [Operator]()'s [Void Beam]() or [Paracesis]() at Rank 40, the shield will adopt another weakness. Note that when the shield changes weaknesses, it cannot change again for another five seconds.

Regardless of how much damage was dealt to the Orb, it is not possible to completely strip Profit-Taker's shield. Thankfully, the meter will be filled long before this becomes a problem. Once the meter is filled the Tenno are free to retreat to Fortuna. The first time [s stage is completed they will receive a [Gravimag]() and an inbox message from [Ordis]() n how to use it.

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Operator,

Eudico has just sent over this wonderful GRAVIMAG upgrade that lets you deploy an Archwing primary on land or in the air. The process to install the GRAVIMAG is straight-forward and simple. Ready? Let's go.

1. *In your Arsenal under SELECT MODE, open your Vehicles loadout*
2. *Equip any Archgun that has a CATALYST installed*
3. *Upgrade that gun by installing a GRAVIMAG*
4. *Equip that primary weapon in the HEAVY WEAPON slot*
5. *Finally, add the ARCHGUN DEPLOY gear item to your gear wheel*

See? Easy! Eudico says you will need this item equipped before you can face down that wretched Profit-Taker Orb.

When in battle simply select ARCHGUN DEPLOY from you[sic] gear wheel and give that thing "the business".

—Your loyal Cephalon,
Ordis

Phase 4

With the Gravimag and the shielding data, the Tenno are now ready to destroy Profit-Taker. However, The Business discovers that the Orb is heading to what appears to be the middle of nowhere, to which Little Duck confesses that the Orb Mother's satellite shielding didn't shut down, but simply changed alignment, and that the Orb is attempting to realign it at this location.

The Profit-Taker Orb will be found wandering in the Vallis until it is engaged, with massive Corpus reinforcements at the ready. A level 60 specter of Little Duck also appears in some locations, assisting the Tenno. The battle can be divided in a number of phases.

1. The Orb's shielding behaves the same way as in Stage 3 and must be taken down fully.
2. Once the Tenno successfully take down the Orb's shield layer, its main body will become invulnerable to damage, but its four legs become vulnerable. The legs _____ calling down the Archgun _____ main body becomes vulnerable to
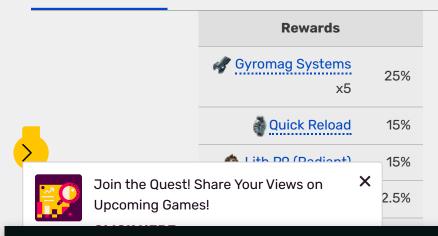
WARFRAME Wiki

- The Deployer has a cooldown of 5 minutes, but resets on looting Heavy Weapon Ammo pickups dropped from spawning Terra Manker enemies.
- Alternatively, a Necramech Summon can be deployed to bring down a Necramech, which can use Archguns with regenerative ammo while still allowing the player to use their Warframe's weapons.

3. At 75% health, the Orb will launch 4 pylons that will land around the area and become invulnerable in an attempt to restore its shielding. The Tenno must destroy those pylons to continue the fight. The pylons are protected by a spherical barrier that nullifies gunfire, but can be physically passed through.

4. At 50% health, the Orb's shields will fully regenerate, requiring it to be taken down again. The Orb's attacks will become stronger.

5. At 25% health, the Orb will launch 6 pylons instead of 4.

6. Once the 6 pylons are destroyed, the Orb's shields will regenerate again. However, Little Duck warns the Tenno that the Corpus have seen through her plan and are manually attempting to restore the Orb's satellite shielding. The squad is given 4 to 5 minutes to defeat the Orb once and for all. The Orb becomes desperate, which is reflected in its attacks, more powerful than ever.

7. The Orb, finally defeated, will release its drops for the Tenno to retrieve and clear the Heist. However, this victory is short-lived as the Orb, in a last ditch attempt to wipe out the Tenno, continues to receive overcharge from the satellite and prepares to self-destruct. The Business urges the squad to run for their lives as the Orb goes out in a monstrous explosion, instantly downing anything within its 300 meter radius, only then is the battle finally over. Its drops **must** be collected before the explosion.

Rewards

This section is transcluded from Orb Vallis/RewardsProfitTaker . To change it, please edit the transcluded page.

Phase 1: L40-60   Phase 2: L40-60   Phase 3: L40-60   Phase 4: L50-60

Rewards	
🚀 Gyromag Systems x5	25%
🛡 Quick Reload	15%
Lith P9 (Radiant)	15%
	2.5%

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[Atmo Systems](#) x5	10%
[Repeller Systems](#) x3	7.5%
[Deadly Efficiency](#)	1.25%
[Strain Eruption](#)	1.25%

Locations:

- [Fortuna](#), [Venus](#); must be Rank 5: Old Mate with [Solaris United](#) syndicate to access
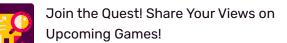
Drop tables outdated? Readers can update [Module:DropTables/data](#) and cross reference with official drop tables on [https://www.warframe.com/droptables](#).

[Exploiter Orb](#) Heist

Unlike with Profit-Taker, Exploiter's Heist only consists of one matchmaking Bounty, without specific reward other than **1,000** [Solaris United](#) standing, and leads players directly to the confrontation with the Orb Mother. However, in order to fight the Exploiter Orb, one [Diluted Thermia](#) is required, which is obtained from the bi-weekly [Thermia Fractures](#) event.

Notes

- Heist cutscenes can be skipped by pressing the Fire button (default `LMB`).
- During Phases 3 and 4 of the [Profit-Taker Orb](#) Heist:
  - The Profit-Taker Orb is immune to the effects of [Shattering Impact](#), [Shield Disruption](#), and [Corrosive Projection](#).
  - The [Hystrix](#)'s switching elemental-status [Secondary Fire](#) mechanic does **not** work on the Profit-Taker Orb. Even if the player matches an element to the Orb's elemental shield vulnerability, it deals no damage.
  - The [Paracesis](#) at Rank 40 can cycle the Profit-Taker's shield damage just as the Operator Amps do.
  - The Profit-Taker's shield can take a fifth of its total Shield Value before automatically switching to another elemental weakness. One fifth of the ...ts.

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- Despite being directly tied to Vox Solaris, dealing with Profit-Taker Orb or the Exploiter Orb in their respective Heists give reputation to Solaris United instead.

Patch History

Hotfix 35.5.8 (2024-04-24)

- Fixed more cases of errors caused by joining a Profit Taker Bounty while the Vox Solaris Quest (specifically a replay) is active.
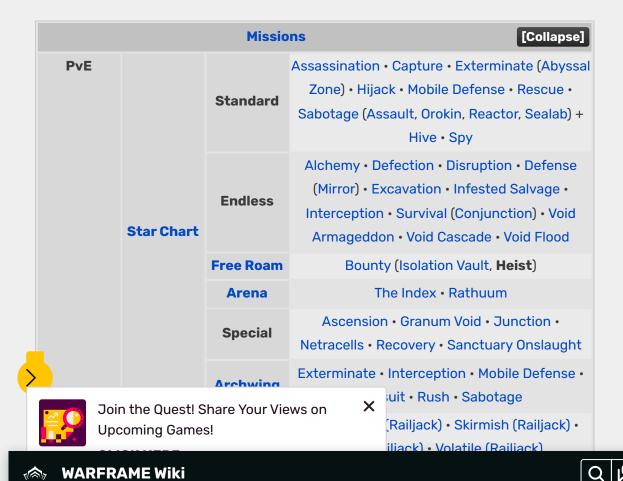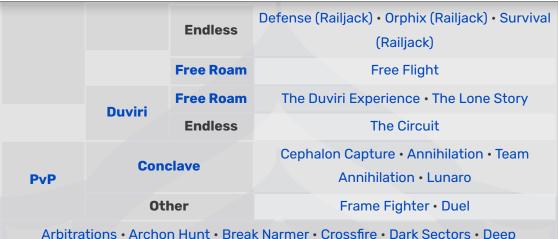
Hotfix 35.5.7 (2024-04-17)

- Fixes more cases of errors caused by joining a Profit Taker Bounty while the Vox Solaris Quest (specifically a replay) is active.
  - To prevent further issues, the context action to speak to begin Profit Taker Bounties is now disabled while the Vox Solaris Quest is active.

Last updated: Hotfix 24.2.4 (2018-12-19)

See Also

- Bounty

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 • ...uit • Rush • Sabotage ...(Railjack) • Skirmish (Railjack) • ...iljack) • Volatile (Railjack)

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

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