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in: [Landing Craft](#), [Tenno](#), [Update 14](#)

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Landing Craft



Warframe operative insertion craft come in many designs, but they are all commonly classified as short-range stealth aircraft. Fuselage insertion stingers will torpedo the Warframe into the hull of the target undetected, and the landing craft will re-position at the extraction point. Between engagements, the landing craft is latched to its sister component, an Orbiter.

Landing Craft



—Landing Craft Fragment

The [Orbiter](#) carries a smaller vessel called a **Landing Craft**, which are the actual ships that deliver the Tenno into the combat zone. Rugged and dependable, Landing Craft are capable of travel in a variety of environments, including deep space, planetary atmospheres, and even through the ocean depths.



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**WARFRAME Wiki**

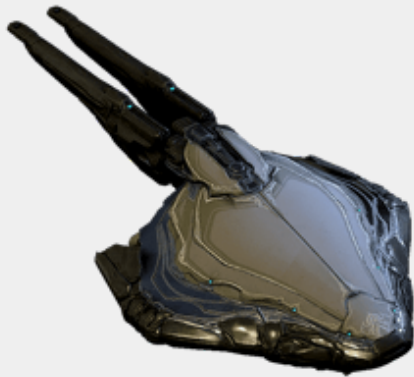
- # Overview

Types

*This section is **transcluded** from **Landing Craft/Types** . To change it, please **edit the transcluded page**.*

Main article: [Liset](#)





Modifications

Players can switch between acquired Landing Craft, customize their appearance and select any of the unlocked air support abilities while inside their [Orbiter](#) (default **Esc** > **EQUIPMENT > ORBITER > LANDING CRAFT**). Note that any air support ability once unlocked may be activated for any landing craft (and not just the one that unlocked it).

Appearance

Landing Craft's appearance may be customized with custom **colors**, a **skin** and also an optional **Sumdali**. The latter is a metallic emblem that can be attached to the nose of the craft that shares its color with the one selected for "engines".

Skins



Arclite Landing Craft Skin
([Zephyr Harrier Collection](#))



Terror Landing Craft Skin
([Market](#): 75)



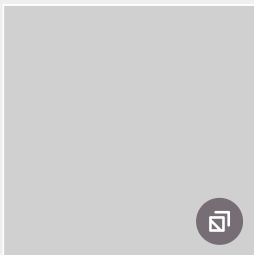
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× e their individual pages [above](#)



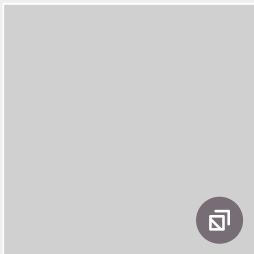
Sumdali are decorative emblems placed at the "nose" of the Landing Craft to represent the Tenno's mastery.

Awarded when [Mastery Rank](#) 30 is achieved:

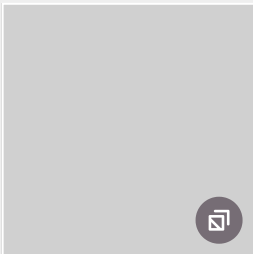


True Master Sumdali

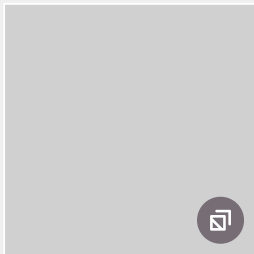
Purchasable with Focus Points after all nodes in a [Focus](#) school have been unlocked and fully ranked:



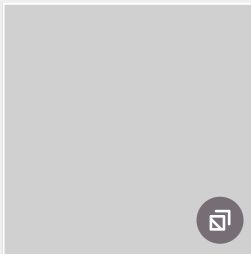
Madurai Sumdali



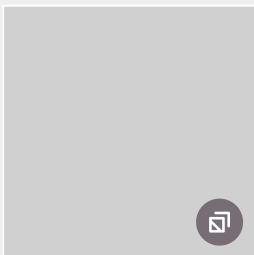
Naramon Sumdali



Unairu Sumdali

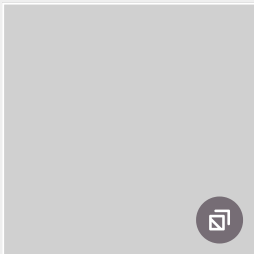


Vazarin Sumdali



Zenurik Sumdali

Awarded when defeating [The Fragmented One](#):



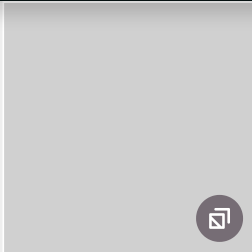
Manus Sumdali

Awarded for beating [Elite Archimedeia](#) with 37 (maximum) Research Points:



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Archimedean Eye
Sumdali

Air Support

Air Support abilities can be swapped between different Landing Crafts. These can be activated during missions using the [Air Support Charges Gear](#) item.

This section is [transcluded](#) from [Air Support Charges § Usage](#). To change it, please [edit the transcluded page](#).


When used, Air Support Charges will throw a floating ball onto the ground held up by an electric tether. The Air Support ability will then be deployed after a delay of a few seconds. Air Support Charges have a **10-minute** cooldown (**5 minutes** with [Engineering Intrinsic](#) Rank 2) in between uses, with a cooldown timer visible on the Gear wheel menu. Players may only bring 200 charges per mission.

Air Support abilities are locked behind certain Landing Crafts, noted in the chart below. Acquiring the Landing Craft will unlock their respective ability for all Landing Crafts, which can be changed in the Landing Craft Customize screen.



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Landing Craft	Ability Icon	Ability Name	Description
Liset		Override	<p>Ordis will Override security, sending a beacon that disables lockdowns, resets alarms, and disables security cameras while the beacon is active.</p> <p>In Rescue and Spy missions, any timers will also be paused while the beacon is up. Note that this will not deploy if you are not looking at a console when you activate the Air Support Charge.</p>
Mantis		Med-Tower	<p>Ordis will deploy a Med Tower (which resembles a Life Support Capsule). It will heal the player for 100 health on each activation and may be activated up to 25 times by any player in the squad.</p> <p>It can also be used as a small wall as it does block Tenno, enemies, and possibly gunfire from passing through it. You can stand on top of the towers to avoid melee type enemies.</p>
Nightwave		Dreamers	<p>Nora Night deploys a device that puts enemies within 10 meters of it to sleep. The device lasts for 20 seconds.</p>
		Orokin	<p>Rare resources and deposits, Ayatan Treasures, Syndicate Medallions, Somachords, Frame</p> <p>nters fragments, Cephalon gments, Kuria, and more are highlighted within a 150m radius.</p>



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Scimitar		Carpet Bomb	Ordis will launch an Air Strike, sending Carpet Bombs crashing on a path determined by where the player was to where the air support charge was deployed, each dealing 250 Impact damage.
Skaut		Kahl Beacon	Ordis will activate the Skaut's alert signal beacon, summoning Kahl-175 armed with a Grattler and two allies who may be either Tusk Hellions or Corpus Tech . After being summoned, further uses of Air Support will heal him. After 5 minutes, Kahl and his squad will depart. For every extra squad member using this Air Support charge, one additional unit will be added to Kahl's squad. Note that ally names will be randomized.
Xiphos		Sentry Gun	Ordis will spawn a sentry turret which fires on nearby hostiles.

Notes

- Pressing the movement buttons during mission loading screens will cause the Landing Craft to tilt and angle.

Patch History



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[Hotfix 36.0.1](#) (2024-06-19)

- Fixed the Terror Landing Craft Skin’s tooltip in the Update screen saying it is for the Scimitar, when it is a universal Landing Craft Skin.

[Update 36.0](#) (2024-06-18)



Landing Crafts	
Models (Air Support Ability)	Liset (Override) • Mantis (Med-Tower) • Nightwave (Dreamers) • Parallax (Orokin Eye) • Scimitar (Carpet Bomb) • Skaut (Kahl Beacon) • Xiphos (Sentry Gun)
Skins and Cosmetics	Arclite • Sumdali


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