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# Break Narmer

 QUOTES

**Break Narmer** are weekly missions assigned by [Kahl's Garrison](#) that continues [Kahl-175](#)'s gameplay as he is aided by [Daughter](#) in a campaign to defeat [Narmer](#). Missions are given out by Kahl in the [Drifter's Camp](#). Access to these missions requires completion of the [Veilbreaker](#) quest.

**Break Narmer**

Missions rotate weekly at Sunday 00:00 UTC.

**New Weekly Mission**  
**will become available in:**

**02 days 08 hours 31 minutes 29 seconds**

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**WARFRAME Wiki**

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## Mechanics

One out of three possible missions are available each week. They rotate in the order of Sneaky Sabotage → Junk Run → Prison Break, and must be completed to progress to the next mission on weekly reset. All missions are solo-only missions in which the player controls [Kahl-175](#).

Kahl possesses innate enemy and loot [Radars](#).

Kahl gains a third ability, **Veilbreaker**, which uses a wrist-mounted device to hurl a shock grenade that stun enemies and veiled NPCs, with an 8 second cooldown. Stunned veiled can be interacted with to remove their veils in a quick-time event (melee button, default **E**). Enemies are frozen in place during the quick-time event, but the event cannot be initiated if Narmer Deacons are alerted to Kahl.

[Hacking](#) uses Narmer's split screen inputs that appeared in [The New War](#).

In Junk Run and Prison Break, fallen Grineer corpses can possess the following weapons for Kahl to use:  [Ogris](#) (has 7 ammo instead of the usual 5),  [Ignis](#),  [Tonkor](#),  [Grinlok](#),  [Jat Kittag](#), or "**Gorvakk**" **wasn't found in** [Module:Weapons/data](#) (a unique shotgun exclusive to Break Narmer).




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ns are replayable for a chance to guaranteed to be one of the



regardless of completing or aborting the mission.  [Stock](#) will be awarded directly upon challenge completion, even if the mission is then aborted. Collectibles have more than the number required, with their locations randomized with each attempt.

Stock can also be found as lootable collectibles. Appearing as blue crates, 8 to 12 can spawn in a mission, each awarding 2 Stock, but requires reaching extraction in order to claim them. The Stock respawns on replays, and up to **5 boxes** can be collected before any remaining stock boxes *vanish*, granting *10 bonus stock* total per mission.

Dying will not fail the mission and will simply respawn Kahl at the last checkpoint.

## Sneaky Sabotage

*Sabotage time, Kahl. I've located a Veil Factory on the Orb Vallis. It's crawling with Deacons, so you'll need to be sneaky. NO GUNS.*

—In-Game Description

Kahl infiltrates the [Orb Vallis](#) Spaceport where Narmer is producing more Veils; Daughter plans to sabotage the veils to overload and short circuit other veils around them.

Instructed to not go with a gun, he is only armed with [Slaytra](#) and has no primary weapon or Hellion jetpack. Using the facility's [Pazuul](#) propaganda cameras, Kahl can interface with them to disable security locks, activate mechanical objects, and swap to other cameras.

Four magna locks must be disabled in the main Spaceport room to proceed. Kahl must interface with various terminals to reveal the magna locks, then use the cameras to disable them. In the first time playing this mission, Kahl also frees [Chipper](#) along the way.

The areas are guarded by [MOAs](#) and [Narmer Deacons](#). The Deacons are invulnerable, but can be stunned with Veilbreaker and unlike in [The New War](#) they do not immediately aggro Kahl and instead have a gauge that fills when he spends a few seconds in their sight, they only perform projectile attacks, and do not cause an immediate fail state as they will only stun Kahl and veil him after depleting all of his health. On the cargo rail in the middle of the room, a moveable cargo box will cause enemies to investigate it, and an electric breaker can be used to kill Deacons that pass under it. Using the Incendiary Grenade will half fill the Deacon's suspicion gauge before quickly dropping, and



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use other nearby Deacons to



Approaching the veil production machine, in order to activate the reboot sequence, Kahl must use the cameras to cycle and match four symbols. Each symbol has a trail that leads to the correct symbol, some of which require interacting with miscellaneous mechanicals to remove obstructions.

Daughter instructs Kahl to make noise to trick Narmer into believing they were raided. A cabinet opens behind him, containing an [Exergis](#). The facility begins to flood with MOAs and [Ospreys](#); Daughter leads Kahl to a Plasma Torch's Target Marker that allows him to enter Command Mode (waypoint button, default **G**) to mark and summon orbital strikes (fire button, default **Left Click**) that deals damage in a large radius and can also kill the Deacons, with a 10 second cooldown.

Kahl's evac is impeded by a [Scyto Raknoid](#). The door closes behind Kahl, preventing him from completing any missed bonus objectives. The [LN2 Barrels](#) can be used to freeze the Raknoid in place. The Raknoid is best dispatched from a distance, using Kahl's Incendiary Grenades and the Plasma Torch, the latter also bypassing its invulnerability at half health.



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Challenge	Description	Notes
Deathless	Complete the mission without dying and without being veiled	Mission is considered completed once the <a href="#">Scyto Raknoid</a> is killed.
Break Narmer Veils	Remove 5 Veils using Veilbreaker	Veiled Solaris may run away if Kahl gets too close.
Find K-Drive Things	Find the 4 confiscated K-Drive parts	Parts emit a blue glow and produce a low sound effect when nearby. Appear as loot items on the minimap.
Genestamp Collection	Collect 5 Genestamps	There are numerous Grineer corpses throughout the map, some of which can interact with to salvage their Genestamps. Corpses carrying Genestamps appear as loot items on the minimap.
Get Chipper's Tools	Find and collect Chipper's Tools	Tools use the same model as the <a href="#">Solaris Toolbox Decoration</a> purchasable from <a href="#">Ticker</a> . They also emit a silver glow and produce a low sound effect when nearby. Appear as loot items on the minimap.
Kahl Go Fast	Complete the mission in under 15 minutes	Mission is considered completed once the <a href="#">Scyto Raknoid</a> is killed.
Kahl Kill Quick	Get 5 kills within 5 seconds	Kill grouped enemies with the Plasma Torch.
Unlock Cache with Passwords	Find 4 Passwords and unlock the cache	4 Glyphs are found on walls that can be picked up by the cameras. A Corpus <a href="#">Resource Cache</a> appears in the boss room which can be opened after collecting all 4 passwords.
Kahl Sneak Good	Complete the mission without being spotted by a Deacon.	Briefly entering a Deacon's sight and partially filling their suspicion gauge or using Veilbreaker on a Deacon which alerts other nearby Deacons will <b>not</b> fail the challenge. Challenge fails only if a Deacon's suspicion gauge fully fills from staying too long in their



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complete once the Plasma Marker is picked up.



Stun Deacons	Stun 5 Deacons using the Veilbreaker	The same Deacon can be stunned multiple times in a row for faster completion of this challenge.
Smash Narmer Robots	Kill 20 Narmer Moa	
Freezer Burn	Freeze the Narmer Scyto Raknoid 2 times	Destroy the Ln2 Barrels while the Raknoid is nearby to freeze it. The Raknoid occasionally may freeze itself as it navigates around the arena, counting towards the challenge.
Made for This	Kill 20 enemies	
Crate Smash	Kill Moas with a crate in the Veil Factory.	The fourth camera can be used to move a crate on the overhead cargo rail. Moving it will cause a pair of MOA to investigate and stand underneath the crate, which can then be released to kill them. Occasionally, one MOA may get stuck and come to a stop not under the crate. Crushing one MOA is sufficient to fulfill this challenge.
Find Sneaky Factory Stuff	Find and open 3 hidden caches	Caches appear as <a href="#">Uncommon Corpus Storage Containers</a> . They produce a visible light-blue shimmer.
Smash Pazuul Axums	Destroy 3 Pazuul Axums	Pazuul Axums are small golden altars sporting Pazuul's face. Appear as loot items on the minimap.

Junk Run

*Chipper needs more Thumper parts, and you need to keep Chipper happy. I've found an old Grineer base on Earth. Should have plenty.*

—In-Game Description

Kahl arrives in the [Grineer Forest](#) to obtain [Tusk Thumper](#) parts for Chipper. This time, he has his [Grakata](#) at the ready. Deacons again patrol the area; using the security cameras: Kahl can activate propaganda drones to lure them near shock mines or past



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After making more headway in, Kahl encounters a Salvaged [Kuva Ayanga](#), which only has 4 [Magazine Capacity](#) than the usual 33 but with significantly faster [Reload Speed](#) and does not [stagger](#) Kahl. Shortly after, he encounters an active Thumper and follows it to its arena. The door closes behind Kahl until the Thumper is defeated. The Thumper becomes invulnerable after destroying one of its legs; Daughter points out the [Ramparts](#) in the arena, which fires a single explosive shot to remove its invulnerability before needing to recharge.



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Challenge	Description	Notes
Deathless	Complete the mission without dying and without being veiled	Mission is considered completed once the <a href="#">Tusk Thumper</a> is killed.
Break Narmer Veils	Remove 5 Veils using Veilbreaker	Veiled Grineer appear as enemies. Allied units will not attack them.
Genestamp Collection	Collect 5 Genestamps	There are numerous Grineer corpses throughout the map, some of which can interacted with to salvage their Genestamps. Corpses carrying Genestamps appear as loot items on the minimap.
Kahl Kill Quick	Get 5 kills within 5 seconds	
Rescue Ostrons	Find 5 captured Ostrons	Ostrons are trapped within cages similar to the ones in <a href="#">The New War</a> . Appear as green dots on the minimap.
Scavenge Damaged Thumper	Find extra Thumper Parts for Chipper	<ul style="list-style-type: none"><li>The extra parts are on a side path marked by a light blue waypoint. There are three variations:<ul style="list-style-type: none"><li>In the fourth area where enemy Sentients and Grineer are first encountered, the parts are submerged underneath water; activating the drainage pump with the camera requires matching two nearby symbols.</li><li>In the fifth area, the parts are behind an energy barrier that is simply disabled using the nearby camera to the left.</li><li>In the sixth area, the parts are protected by shock mines underneath a box; use the nearby camera to lift the box and disarm the traps.</li></ul></li></ul>



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completed once the [Tusk](#)





Unlock Cache with Passwords	Find 4 Passwords and unlock the cache	4 Glyphs are found on walls that can be picked up by the cameras. A Grineer <a href="#">Resource Cache</a> appears on the left-side hilltop just before the extraction zone which can be opened after collecting all 4 passwords.
Hellion Kills	Get 10 kills while using the Hellion jet pack	
Kahl Let the Drahks Out	Release 3 caged Drahks on the guards	<a href="#">Drahks</a> appear as green dots on the minimap.
Zap Deacons Good	Defeat both of the Deacons using a shock trap	
Defeat Sprag	Find and defeat Sprag	<a href="#">Sprag</a> appears as an optional miniboss in the third area detour to the left, which is guarded by a gate with its controls needing to be overloaded by a shock mine, requiring the assistance of allied Grineer to activate. Sprag relies solely on melee attacks and throwing her hammer as a boomerang.  After depleting one of her three health bars, she becomes invulnerable and is protected by two cloaked Narmer Drones. Kahl must activate the shock mines in the field and lure Sprag's ground slam onto them to make her drones vulnerable. After depleting two health bars, she becomes vulnerable to Veilbreaker. Her veil removed, she flies off.
Stun Deacons	Stun 5 Deacons using the Veilbreaker	The same Deacon can be stunned multiple times in a row for faster completion of this challenge.
Blow Up Good	Get 10 kills with grenades	
Smash	Destroy 3 Pazuul	Pazuul Axums are small golden altars sporting



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on the minimap.



## Prison Break

*Kahl, you know how you asked me to let you know when that prison Murex came back? Well, it's back. If you really want to do this, call me.*

—In-Game Description

Boarding the same [Murex](#) emerging above [Deimos](#), Kahl seeks to rescue any captives onboard.

This mission is largely the same as in the [Veilbreaker](#) quest: Kahl fights off Sentient forces, stands in dissipation fields to free brothers, orders brothers to destroy debris and Immunodes as needed, frees a [Tusk Bolkor](#) and then crash-lands it while acquiring its [Grattler](#), and reach the [Railjack](#) at evacuation. Beware that any missed objectives may not be returned to after boarding the Bolkor.

As the group nears extraction, Daughter intercepts an abnormal Grineer signal, stating that "it's as if he was connected to a Sentient mind" before the Narmer Empire, to which Kahl adds that he heard of that one. After Kahl and the captives reach the hangar, Daughter expresses genuine shock on the Grineer being still alive, despite his mental trauma, [Amalgam](#) rejection, and chemical hypersaturation. Kahl states that he will do what must be done as the Grineer was suffering, but Daughter tells him that he cannot save everyone.

Kahl agrees and instead plans to kill the Grineer, which is then revealed to be none other than the [Wolf of Saturn Six](#), now under Narmer service. The Wolf focuses his attacks solely on Kahl, using melee, long-ranged charges, ground shockwaves, and throwing his hammer; stay moving at all times and hover as needed to avoid the danger. After ending the Wolf's suffering, Kahl and the captives board the Railjack and escape.



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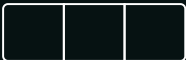
Challenge	Description	Notes
Deathless	Complete the mission without dying and without being veiled	
Blow Up Node Things	Remove 5 Sentient Immunodes with Command Mode	
Break Narmer Veils	Remove 5 Veils using Veilbreaker	Veiled Grineer appear as enemies. Allied units will not attack them.
Genestamp Collection	Collect 5 Genestamps	There are numerous Grineer corpses throughout the map, some of which can interact with to salvage their Genestamps. Corpses carrying Genestamps appear as loot items on the minimap.
Lost Floof	Find Kahl's Missing Floof	Appears as loot marker on minimap.
Man The Guns	Take out 10 enemies with the dropship	Destroying the large red crystals creates an explosion that destroys nearby <a href="#">lonyx</a> .
Unlock Cache with Passwords	Find 4 Passwords and unlock the cache	4 Glyphs are buried under debris. A <a href="#">Rare Grineer Storage Container</a> appears in the boss room which can be broken open after collecting all 4 passwords.
Blow Up Good	Get 10 kills with grenades	
Defeat Ven'kra Tel	Find and defeat Ven'kra Tel	<a href="#">Ven'kra Tel</a> appears as an optional miniboss in the Bolkor detour to the left. Picking up the <a href="#">Avex Sniper</a> near the entrance, which essentially functions like a <a href="#">Vulkar</a> with five rounds and a single 4.0x scoped zoom, triggers the fight. Ven'kra Tel attacks using long-ranged sniper shots of her own, and repositions herself while deploying explosive



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too close.  
of her three health bars, she  
le and is protected by two



		brothers to stand in separate dissipation fields to make her drones vulnerable. After depleting two health bars, she becomes vulnerable to Veilbreaker. Her veil removed, she flies off.
Find Sneaky Murex Stuff	Find and open 3 hidden caches	Caches appear as generic Murex <a href="#">Storage Containers</a> . Appear as loot items on the minimap.
Hellion Kills	Get 10 kills while using the Hellion jet pack	
Kahl Go Fast	Complete the mission in under 15 minutes	Mission is considered completed once the player extracts from the mission, <b>not</b> when the <a href="#">Wolf of Saturn Six</a> is defeated.
Kahl Kill Quick	Get 5 kills within 5 seconds	
Bomb Run	Get 5 kills with grenades while flying	
Close Up Kills	Kill 3 enemies with melee	
Made for This	Kill 20 enemies	Allied kills do <b>not</b> count.

## Rewards

Completion of the mission grants one rank-up with [Kahl's Garrison](#). Completion of bonus challenges award [Stock](#), which are used to buy wares from [Chipper](#) of Kahl's Garrison; *Deathless* rewards 30 Stock while the other challenges reward 15 Stock, with a total of 105 Stock from clearing all 6 challenges. All rewards are obtainable once per week.

## Notes



- The quick-time events to remove the Veils can be changed between tap or hold on Presses".



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he Line, Skybreak, and Steel cannot use [Codex Scanners](#) or



- **Final Stand:** Found in Sneaky Sabotage behind a pair of electric barriers in the middle of the main room. Requires climbing the cargo rail using the large empty boxes, either with the help of unmoved cargo or jumping onto the display featuring Corpus letters, optionally by deploying a **Blunt** nearby and then standing on top of it.
- **Hold the Line:** Found in Junk Run. In the large room with the shock traps for the two **Narmer Deacons**, take a left towards the **Sprag** boss fight room. The fragment is at the far end of the boss room from where you enter, located next to the left door.
- **Skybreak:** Found in Prison Break. In the room with the tethered **Tusk Bolkor**, on top of the large pillar on the right, next to the first Immunode.
- **Steel Horizon:** Found in Prison Break. In the room with the tethered Tusk Bolkor, detouring to the left exit. The Somachord's location is randomized, either on the left or right floating platforms in the big room.

## Tips

- The Hellion jetpack (if available), melee slam attacks, and shoulder charge "rolls" serves as Kahl's fastest movement options.
- Hellions who are stunned with Veilbreaker during flight will retain their missile-launching Grakata version, instead of reverting to normal Narmer Grakatas due to a bug. This lets them fire a considerable amount of dps and homes in on enemies, so it's advised to use Veilbreaker on hovering Hellions instead when possible.

## Sneaky Sabotage

- Since Deacons don't have instantaneous detection and do not trigger an immediate fail state, Kahl can blitz past them and then break their line of sight. This tactic greatly aids in the completing the speedrun.
- Dying leads to the elimination of all enemy units from the vicinity of Kahl's respawning point. This can be adopted as a "suicidal" tactic, that greatly aids in the completing the speedrun.
- Locations of bonus pickups:

- Veils:

- Bottom floor of the main room near the entrance, in the camera terminal room. This Veiled Solaris is Chipper and only appears on the first time playing this mission.



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With the second camera terminal in the middle of the room.



- Bottom floor of the main room toward the far end, downstairs on the opposite end of the cargo controls.
- On top of the cargo rail in the main room, on a platform toward the far end.
- Toward the far end of the main room, inside a small empty room.
- In the production room just before the machine, past the cargo ramp.
- Right underneath the production machine.
- Past the Target Marker, at the very end of the railing.
- K-Drive Parts:
  - Right of the second camera terminal, between a table and a crate.
  - Just after the room of the second camera terminal, on top of the yellow barrels to the right.
  - Bottom floor of the main room underneath the second camera terminal room, behind an unoperated cargo mover.
  - Bottom floor of the main room underneath the second camera terminal room, on top of a small extended platform on the corner near the room's midsection.
  - On top of the cargo rail in the main room, right outside the glass window.
  - Next to the camera terminal toward the far end of the room, on the right inside a crate.
  - Toward the far end of the main room, inside a small empty room.
  - Near the entrance of the production room, behind an upper railing to the left.
  - On the right side of the production machine's midsection.
  - On the right side of the production machine's midsection, on top of the yellow barrels.
  - On the left side of the production machine's midsection, behind some tall silver crates.
  - Far part of the production room, on a corner near the second set of the production control staircase.
  - Inside the production control room, on top of a table.
  - Past the Target Marker, at the very end of the railing next to the wall.
- Genestamps:
  - Upper floor of the main room, in an empty room behind the upper



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left scaffolding.  
right scaffolding.



- Bottom floor of the main room underneath the second camera terminal room, leading downstairs near a vent.
- Bottom floor of the main room underneath the second camera terminal room, downstairs past a door and inside a crate.
- Bottom floor of the main room, inside the vents in the midsection next to an electric barrier.
- Bottom floor of the main room, in the middle underneath stairs.
- Towards the far end of the main room, at the far end of an empty corridor.
- Far corner when entering the production room, behind a large crate.
- In the middle of the production room, behind a series of crates.
- On the right side of the production machine's midsection.
- On the left side of the production machine's midsection.
- Farthest part of the production room, left of the production machine.
- Chipper's Tools:
  - Bottom floor of the main room near the entrance, in the camera terminal room.
  - Upper floor of the main room, in an empty room behind the upper midsection.
  - Bottom floor of the main room underneath the second camera terminal room, downstairs underneath the staircase.
  - Bottom floor of the main room underneath the second camera terminal room, downstairs past two sets of doors.
  - Bottom floor of the main room toward the far end leading to the magnalock gate, on the left railing.
- Passwords:
  - First camera, above the glass window.
  - Second camera pair, next to the energy barrier.
  - Third camera, on a crate to the left.
  - Fourth camera, on a crate next to the elevated platform magna lock.
  - Fourth camera, above the magna lock behind the camera.

## Junk Run

- Kahl Kill Quick:



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will cause them to follow Kahl  
f Brachiolyts spawn right after



- Locations of bonus pickups:
  - Genestamps:
    - First area, right before the barrier atop a walkway on the left.
    - Passageway between the second and third areas.
    - Third area, inside a cave underneath the hill.
    - Third area, on top of the hill inside a large log.
    - Third area, on top of the hill inside a cave.
    - Third area detour, inside the left building when entering the big room.
    - Third area detour, in the big room next to the exit on the left.
    - Third area detour, in the big room inside the exit to the right.
    - Passageway between the third and fourth areas.
    - Fourth area detour, on top of a cliff right before the extra Thumper Parts.
    - Fifth area detour, below a walkway toward the end of the room.
    - Sixth area detour, at the far end of the room.
    - Seventh area, past the Kuva Ayanga and wooden bridge atop a structure to the left.
    - Seventh area, past the Tusk Thumper's awakening spot at the far end of the room next to a waterfall.
    - Tusk Thumper arena, on the middle left side of the room.
    - Tusk Thumper arena, on the middle right side of the room.
- Ostrons:
  - Third area, on top of the hill.
  - Third area detour, in the big room near its entrance.
  - Third area detour, in the big room next to the exit on the left.
  - Fourth area detour, right before the extra Thumper Parts.
  - Fifth area detour, atop a walkway toward the end of the room.
- Passwords:
  - Second camera, above the right door.
  - Third camera, on top of the hill.
  - Fourth camera, behind a pair of pipes above the door.
  - Final camera, on the ceiling to the right.

- Pazuul Axums:



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side.

ing when entering the big room.





- Fifth area detour, at the top of the walkway.

## Prison Break

- Kahl Kill Quick: Use the incendiary grenade or [Grattler](#) for grouped kills.
- The third prison after the Bolkor crash as well as every detour end room except the first hallway are randomly generated.
- Locations of bonus pickups:
  - Immunodes:
    - Three in the Tusk Bolkor room.
    - Up to four in the Tusk Bolkor detour to the left.
    - One may or may not appear right after crashing the Tusk Bolkor.
    - May appear in randomly generated detour end rooms.
  - Genestamps:
    - First hallway, right path at the end.
    - First hallway, left path at the end.
    - First prison, to the right of the trapped Grineer.
    - First prison, to the left of the trapped Grineer.
    - First prison, behind the trapped Grineer.
    - Second prison, on the upper left of the exit.
    - Second prison, on the left walkway.
    - Second prison, on the far right corner.
    - Tusk Bolkor room, to the right of the first Immunode.
    - Tusk Bolkor room, to the left of the left detour.
    - Tusk Bolkor detour to the left, at the far end of the room.
    - Wolf arena, at the far left of the room.
    - May appear in randomly generated third prison and detour end rooms.
  - Lost Floof:
    - First hallway, right path at the end.
    - First hallway, left path at the end.
    - May appear in randomly generated detour end rooms.
  - Passwords:
    - First hallway, right or left path at the end.
    - Second prison, on the top left side.



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e.  
ou fought Ven'kra Tel.



## Media

K-Drive parts, Chipper's tools, Genesta...



Genestamps, Prisoners & Veils - Kahl's ...



## Bugs

- Veiled Grineer affected by Veilbreaker while using their jetpack will retain their micro missile launcher Grakata upon being freed. This causes considerable damage to enemies, one shotting all units in a single burst.
- Some Grineer will bug and be unable to be commanded to hold position. This can make the Kahl Kill Quick Challenge almost impossible to complete as they will kill enemies at will and may ruin any grouping the player creates, especially if the above bug is utilized.
- Kahl will hold the Ayanga in the Junk Run mission in a bugged way, physically lowering his flight height as the weapon aims toward the ground as well. This makes flying awkward but does not prevent the weapon from firing normally in the air.

- Kahl will switch over to his melee weapon when attempting to break allies Veils, ... to hold enabled in settings for



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Hotfix 36.0.5 (2024-07-20)

- Fixes towards the Plasma Torch and regular shots dealing less damage than intended to the Narmer Scyto Raknoid in the Break Narmer “Sneaky Sabotage” mission.

Update 36.0 (2024-06-18)

- Fixed several texture gaps in the ceiling of the Prison Break Break Narmer mission.
- Fixed no enemies spawning if Kahl dies before using the Bolkor.

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	
			Frame Fighter • Duel	
				ssfire • Dark Sectors • Deep

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ame Fighter • Duel

ssfire • Dark Sectors • Deep



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Frame Fighter • Duel

ssfire • Dark Sectors • Deep



[Sisters of Parvos](#)) • [Nightmare Mode](#) • [Nightwave](#) • [Sorties](#) • [The Steel Path](#) • [Void Fissures](#)

## Categories



## Languages



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