

ADVERTISEMENT

in: [Missions](#), [Update 31](#)

SIGN IN

REGISTER

Void Armageddon



EDIT

V QUOTES

Void Armageddon is an Endless [Mission](#) type introduced in [Update 31.5](#) (2022-04-27). The [Grineer](#) and [Corpus](#) seek to target the [Zariman Ten Zero](#)'s Reliquary Drive, stirring up the [Void Angels](#).

Void Armageddon

Access to this mission requires completion of the [Angels of the Zariman](#) quest.

☰ Contents

1. Mechanics

1.1. Exodamper Effects

2. Locations

3. Rewards

4. Notes

5. Tips

6. Patch History



We want to hear from you!



WARFRAME Wiki



Mechanics

Tenno must fight off waves of enemies as they target one of two **Exodampers** placed in separate locations in the map, cycling between them. Upon their destruction, the enemy will receive a buff for the remainder of the round and then make their way toward the **Eternal Relic** which is the main defending objective. Exodampers start with 20,000 health and will scale with round count. Exodampers will only respawn once a round is completed. The Eternal Relic has 25,000 health. After not being attacked for X seconds, both Exodampers and the Eternal Relic will regenerate health at a rate of 150(?) health per second.

There are constructible **Armaments** to assist in the protection of the Exodampers and Relic. The Armaments cost Argozene, a resource exclusive to this gamemode which can be collected from Argozene Drop zones that appear before each wave or looted from enemies. Standing within the radius of the Argozene Drop for ~10 seconds grants 50 Argozene. Players can carry up to 500 Argozene which is shared between the entire squad.

- Mazuka:  **Corrosive**. Minigun turret that focuses on one target at a time. Costs 40 Argozene. More practical against **Grineer** infiltrators.
- Faradon:  **Magnetic**. Arc lightning turret that can strike multiple targets at once, but has a limited range of ~15 meters. Deals  **Electricity** procs. Costs 50 Argozene. More practical against **Corpus** infiltrators.
- Corralizer:  **Cold**. Trap turret that ensnares enemies within ~10 meters and pulls them in, slowing them down, and ignores obstacles. Costs 60 Argozene.
- Giottica:  **Puncture**. A laser-targeted missile launcher. Costs 60 Argozene. More practical against Corpus infiltrators.

Armaments can be built more quickly using the ability keys. Instead of a health bar, Armaments have a duration of 2 minutes.

A round consists of three waves of defending an Exodamper, followed by a Void Angel Manifestation. The round is complete when the Void Angel dies. Enemies will only spawn near one Exodamper site at a time, attacking the Exodamper if it is still standing, and otherwise moving past it to attack the Eternal Relic. If the targetted Exodamper is down and there are no Tenno within ~100m of the Eternal Relic, it will take damage over time.

The targetted Exodamper will change at least once during the three defense waves, and will always change before the Void Angel Manifestation.



We want to hear from you!



WARFRAME Wiki



a few seconds it will teleport, either to the Tenno or directly to the Eternal Relic. Once in position at the Relic, a "Relic Dessication" display will warn that the Angel is feeding from it which takes 30 seconds. The timer will not continue while the Angel is in its recovery state. If the Angel is successful in feeding and extraction is not yet available, the mission ends in failure. Otherwise, the Tenno are immediately directed to extract.

The Void Angel possesses two health bars and depleting the first one will put it in a recovery state, indicated by a green gauge under its health bar. While recovering, a Void bubble appears above it which the Tenno can enter via [Operator](#), fighting its Ethereal form with its health bar indicated blue. After taking some damage, the Ethereal releases multiple spheres that protect it from further damage, which can be removed with [Void Sling](#). Once the Ethereal is defeated, the Void Angel's physical form can be defeated for good. The death of the Ravenous Void Angel completes the round.

Every round after the first, additional enemy forces will spawn alongside the Angel, though they prefer not to attack the Relic directly while the Void Angel is alive. Instead, they will harass the Tenno while they fight the Angel. It is possible for them to damage the Relic, especially if they have to move past it to get to the Tenno.

Exodamper Effects

Destroyed Exodampers will grant buffs to all enemy [Grineer](#) and [Corpus](#) for the remainder of the round. They do not affect [Void Angels](#), with the exception of Overshields and Overguard.

Name	Description
Shield Exodamper	Grants Overshields
Overguard Exodamper	Grants Overguard
Incendiary Exodamper	Grants Heat damage
Cryogenic Exodamper	Grants Cold damage
Galvanic Exodamper	Grants Electricity damage
Movement Speed Exodamper	Grants increased Movement Speed

Locations

 We want to hear from you! ×

There are a total of 1 Void Armageddon Missions

Planet ↕	Mission Name ↕	Faction ↕	Credit Reward ↕	Additional Credit Reward ↕	Wiki's DropTableAlias ↕	Level
Zariman Ten Zero	Oro Works	Grineer or Corpus	5,900	0	VoidArmageddon	50 -

Rewards

Rewards from Void Armageddon missions are offered every three successful waves and [Ravenous Void Angel](#) defeated. The order of the rotations is AABC.

This section is [transcluded](#) from [Void Armageddon/Rewards](#) . To change it, please [edit the transcluded page](#).

A		B		C	
x5000 Credit Cache	50%	x7500 Credit Cache	50%	Madurai Lens	16%
Endo x450	18.75%	Endo x600	20%	Naramon Lens	16%
Voidgel Orb	9.38%	Entrati Lanthorn	6.67%	Unairu Lens	16%
Meso A7	3.13%	Neo A13	3.33%	Vazarin Lens	16%
Meso B9	3.13%	Neo B9	3.33%	Zenurik Lens	16%
Meso F5	3.13%	Neo E4	3.33%	Hespar Blade Blueprint	10%
Meso H7	3.13%	Neo G7	3.33%	Galeforce Dawn	10%
Meso N17	3.13%	Neo M5	3.33%		
Meso V9	3.13%	Neo P7	3.33%		
Meso W4	3.13%	Neo Z11	3.33%		





We want to hear from you!



CALLING ALL FORMULA 1 FANS!

- [Oro Works](#), [Zariman Ten Zero](#)

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

Notes

- Downtime between waves can be skipped by interacting with the targeted Exodamper which will prompt "Provoke Assault".

Tips

- [Frost](#), [Limbo](#) and [Gara](#) are especially suited for this mission due to possessing abilities that can provide shielding for the Exodampers and the Eternal Relic ([Snow Globe](#), [Cataclysm](#) and [Mass Vitrify](#), respectively). [Sevagoth](#) and [Nyx](#) also excel in this mission, as [Gloom](#) and [Chaos](#) will slow down invading enemies coming close to the objectives
 - [Mag](#) and Nyx can also provide decent cover for the defense objectives with the long-press [Magnetize](#) and [Absorb](#), respectively.
 - Deploying [Specters](#) of said Warframes near the relic can help defend it as they will be able to use their defensive abilities to help stop enemy fire from reaching it, drawing enemy aggro, and potentially killing any stragglers who rush to the relic.
 - [Caliban's](#) [Conculysts](#) from [Lethal Progeny](#) generate enmity that can attract even the Void Angel, diverting attention away from the defense targets.
 - [Octavia's](#) [Mallet](#) will divert attention away from the defence target as it aggravates the enemies.
- Given that enemies will come from all directions and converge to attack the Exodampers (in contrast to the Eternal Relic which only has three entry points), it is generally more prudent to deploy the Argozene turrets near and around the defense objectives well within the party's firepower instead of chokepoints, particularly if the Argozene supply is rather tight.
- When there are enemies left standing after an alarm to switch to the other defense objective, they will beeline towards the Eternal Relic and attack it, potentially destroying it without the defenders realizing and causing the mission to ultimately fail. Therefore, ensure that all enemies are cleared from the previous objective before switching to the next one. Stay behind for a bit to dispatch



We want to hear from you!



WARFRAME Wiki



- Alternatively, players can spend some Argozene to deploy a couple of turrets near the Relic while moving to the other defense objective. There are a couple of sockets near the Relic itself that can be used for this purpose.
- In successive rounds after defeating the first Ravenous Void Angel, at least one player should stay close to the Eternal Relic as enemies passing by will suddenly shift to attacking the Relic upon defeating successive Angels. Alternatively, it may be more prudent to simply let the Angel come close to the Relic and defeat it instead of intercepting it from a distance, to account for Grineer or Corpus "reinforcements" getting too close to the Relic.

Patch History

Hotfix 36.0.3 (2024-06-20)

- Fixed PH tag in the "Start Wave" context action on Exodampers in Void Armageddon missions.

Update 36.0 (2024-06-18)

- You can now trigger an early start to Void Armageddon waves by interacting with Exodampers.
 - The long period between waves was originally added to give players time to set up beforehand, but for some this wait period was not necessary, so

See Also

- [Void Flood](#) and [Void Cascade](#), two more unique missions in the Zariman tileset.

Missions				[Collapse]
PvE	Star Chart		Assassination • Capture • Exterminate (Abyssal Zone) • Hijack • Mobile Defense • Rescue • Sabotage (Assault, Orokin, Reactor, Sealab) + Hive • Spy	
		Standard		
		Endless	Alchemy • Defection • Disruption • Defense (Mirror) • Excavation • Infested Salvage • Interception • Survival (Conjunction) • Void Armageddon • Void Cascade • Void Flood	
		Free Roam	Bounty (Isolation Vault, Heist)	
			The Index • Rathuum	



We want to hear from you!



The Index • Rathuum



	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
PvP	Conclave		Cephalon Capture • Annihilation • Team Annihilation • Lunaro
	Other		Frame Fighter • Duel
Arbitrations • Archon Hunt • Break Narmer • Crossfire • Dark Sectors • Deep Archimedeas • Environmental Hazards • Invasions • Kuva Siphon • Lich (Kuva Lich • Sisters of Parvos) • Nightmare Mode • Nightwave • Sorties • The Steel Path • Void Fissures			

Categories

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

More Fandoms

Sci-fi

Warframe





We want to hear from you!

CALLING ALL FORMULA 1 FANS!

