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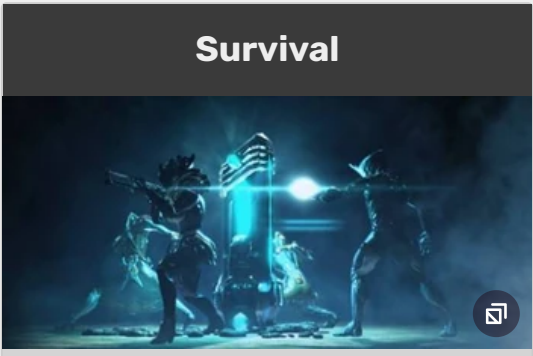
Survival

439 EDIT

V QUOTES

"Keep the enemy busy while a fellow Tenno operative raids this ship for supplies. Ready? Trigger the alarms.

Life support has been cut off. They're trying to choke you out. Hold on, I'm sending auxiliary life support."



—Lotus

Survival is a mission type where players will have to fight an endless, steady stream of enemies to survive for as long as possible while slowly losing life support, distracting enemies as a Tenno operative secretly gathers supplies behind the scenes.

Mechanics

At the start of the mission, there is a single terminal.
[Hacking](#) this terminal will begin the objective,
alerting an endless wave of enemies as life support

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- 1. Mechanics
 - 1.1. Kuva Survival



minimum value of 0% at a rate of 1% per 1.5 seconds.

Each kill will have a chance to drop personal [life support modules](#) that restore 5% of the life support system, up to the maximum value of 100%. These modules may also be obtained from [Storage Containers](#) and lockers after the alarm has been triggered.

Immediately upon triggering the alarm and every 90 seconds afterward (with notice given 30 seconds prior), the [Lotus](#) will drop off life support capsules that restore 30% life support on activation (up to the maximum value of 100%), spawn a [health orb](#) and grant 20 objective [affinity](#) to the Tenno that activated the capsule. The amount of life support capsules that can be on the map is capped at 8; another capsule will not be given until one has been opened and the drop delay passed.

After 5 minutes, a [mission reward](#) is given to the squad and the extraction point will be enabled and marked on the minimap. The squad can then choose between heading to extraction to complete the mission, or staying on for a longer period of time to receive additional mission rewards every 5 minutes.

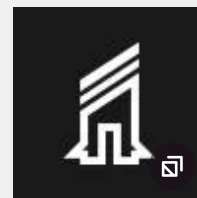
Players may choose to extract individually at any time beyond the initial 5 minutes. Any player entering the extraction zone will trigger a countdown timer, at the end of which all players in the extraction zone will be extracted while remaining players continue playing and can extract later any time they choose.

When the life support system reaches 0%, if extraction is not available yet, the mission ends in failure. Otherwise, all squad members' health will start draining for 5 minutes, in a manner similar to a hull breach but at a much faster rate. The health drain will stop at 5 HP – making any damage lethal – and teammates who are killed can be revived normally. No more life support capsules will be dropped,

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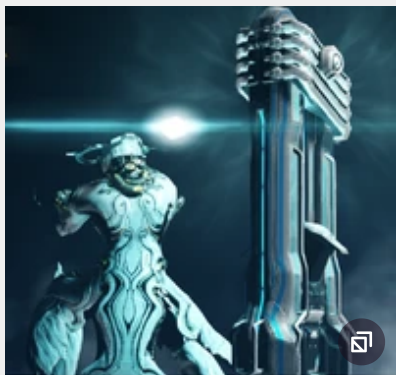
Life Support Tower



Life Support Tower UI Icon



point, the mission **can still be completed** if at least **one** player reaches Extraction before the 5 minutes are up. The mission will fail once the timer ends or all players are killed.^[1]



Survival diorama from Update 9

During [Nightmare Mode](#) or [Void Fissure](#) Survival missions, players will receive Nightmare Mode or Void Fissure rewards and the normal Survival mode reward when completing the mission. Note that even though Nightmare Mode and Void Fissure enemies are usually higher level, the Survival mode rewards will be based on the mission's original enemy levels.

During [Arbitration](#) survival, normal Survival mode rewards are replaced by Arbitration rewards. In addition, life support capsules grant 25% less life support (multiplicative) in Arbitration Survival missions.

Treasure rooms on [Deimos](#) and in the [Void](#) are inaccessible. However, on the former unique [Derelict Vaults](#) exist, and accessing them will spawn [Corrupted](#) enemies.

Kuva Survival

The Survival mission **Taveuni** in the [Kuva Fortress](#) has the unique distinction "**Kuva Survival**". Access to this node requires completion of [The War Within](#).

During the mission, the Lotus notifies players that the Grineer are harvesting  [Kuva](#) which can be intercepted if players so choose. When a life support capsule is deployed, an [Eximus](#) unit will spawn, which will drop a *Kuva Catalyst* when killed, which resembles a red-colored power cell from [Excavation](#) missions. Bringing this Catalyst near any life support capsule will automatically turn it into a *Kuva Harvester*, and a 1 minute timer will count down. This tower, which has 4,000 health, can be targeted and must be defended while also keeping life support above 1% until the timer is over, after which all players will receive 200 [Kuva](#).

- Kuva Towers will only reward **10%** to the Life Support when complete, instead of the usual **30%**. This means players must be either tactical and only turn some capsules into harvesters, or have Warframes that can quickly kill or farm enemies for life support drops.
- The Eximus unit carrying the Kuva Catalyst can have its corpse looted again with

[Hydroid's](#) [Pilfering Swarm](#), [Khora's](#) [Pilfering Strangledome](#) (if



caught in the first place before dying), or [Nekros'](#) [Desecrate](#), allowing another Catalyst to drop for converting another tower when it spawns.

- The 200 Kuva per tower is affected by the [Resource Booster](#), which doubles this amount to 400.
- If the Life Support on the level depletes to 0% before the Kuva harvesting is complete, the tower will vanish along with the Kuva players would have received.

Conjunction Survival

The Survival missions [Yuvarium](#) and [Circulus](#) on [Lua](#) have the unique distinction "**Conjunction Survival**". Access to these nodes requires completion of [The War Within](#).

In this Survival type, a **Lone Guardian**, a colorless [Void Dax](#) will appear, wandering between Life Support Capsules while projecting a 20m radius field that increases [Ability Strength](#) by **100%** and [Casting Speed](#) by **50%**. The buff lasts for **5** seconds and begins to count down upon leaving the field. The Lone Guardian will not engage in combat and cannot be attacked.

Once every 5 minutes when a reward rotation completes, [Thrax Centurion](#) and [Thrax Legatus](#) (Hollow variants on Yuvarium, Eclipse Centurion and Lua Legatus on Circulus and [The Steel Path](#) nodes) will spawn, whose presence will cause Life Support to drain **50%** faster. The Eclipse and Lua variants will enter a spectral form when they die, and can only be finished off using the [Operator's](#) [Void Beam](#). 2 Thrax spawn, increasing by 1 per additional squad member.

If the player owns a [Necramech](#), the [Necramech Summon](#) can be used in these missions. However, it possesses a duration of **2 minutes** and has a **10 minute** cooldown (**7 minutes and 30 seconds** with [Tactical Intrinsic](#) Rank 8) from when the gear item was first used.

Locations



There are a total of 33 Survival Missions

Planet ↕	Mission Name ↕	Faction ↕	Credit Reward ↕	Additional Credit Reward ↕	Wiki's DropTableAlias
Venus	V Prime	Corpus	1,200	0	Survival1
Mercury	Apollodorus	Infested	1,500	0	Survival1
Venus	Malva (Dark Sector)	Infested	1,700	10,000	DSSurvival1
Phobos	Stickney	Corpus	1,900	0	Survival1
Mars	Wahiba (Dark Sector)	Infested	1,900	14,000	DSSurvival2
Ceres	Draco	Grineer	2,100	0	Survival2
Jupiter	Elara	Corpus	2,400	0	Survival2
Ceres	Gabii (Dark Sector)	Infested	2,400	20,000	DSSurvival1
Phobos	Zeugma (Dark Sector)	Infested	2,400	16,000	DSSurvival2
Void	Ani	Corrupted	2,900	0	VoidSurvival2
Jupiter	Cameria (Dark Sector)	Infested	2,900	14,000	DSSurvival2
Saturn	Titan	Grineer	3,000	0	Survival2
Venus Proxima	Luckless Expanse	Corpus	3,100	41,250	VenusProximaSurviv
Uranus	Ophelia	Grineer	3,300	0	Survival3



Planet ↕	Mission Name ↕	Faction ↕	Credit Reward ↕	Additional Credit Reward ↕	Wiki's DropTableAlias
Lua	Tycho	Corpus	3,400	0	Survival3
Europa	Archaeo-freighter	Corpus	3,400	0	
Uranus	Assur (Dark Sector)	Infested	3,400	16,000	DSSurvival3
Deimos	Terrorem	Infested	3,400	0	DerelictSurvival
Saturn	Piscinas (Dark Sector)	Infested	3,500	14,000	DSSurvival2
Neptune Proxima	Enkidu Ice Drifts	Corpus	3,800	62,500	NeptuneProximaSurv
Pluto	Palus	Corpus	3,900	0	Survival3
Sedna	Selkie	Grineer	3,900	0	Survival3
Neptune	Kelashin (Dark Sector)	Infested	3,900	18,000	DSSurvival3
Eris	Nimus	Infested	3,900	0	Survival3
Kuva Fortress	Taveuni	Grineer	4,100	0	KuvaSurvival3
Eris	Zabala (Dark Sector)	Infested	4,400	18,000	DSSurvival4
Sedna	Amarna (Dark Sector)	Infested	4,400	16,000	DSSurvival3
Pluto Proxima	Fenton's Field	Corpus	4,900	100,000	PlutoProximaSurviv

Planet ↕	Mission Name ↕	Faction ↕	Credit Reward ↕	Additional Credit Reward ↕	Wiki's DropTableAlias
Void	Mot	Corrupted	4,900	0	VoidSurvival4
Veil Proxima	Lu-yan	Corpus	6,400	150,000	VeilProximaSurvival
Deimos	Persto	The Murmur	6,400	0	EntratiSurvival
Lua	Circulus	Corrupted	8,900	0	ConjunctionSurvival

Enemies

This is a list of possible enemies and their respective "wave" they will start to appear.

Note that this is based on the lowest level of each faction, at higher level survival missions enemies may come out sooner but usually in the same order.

Grineer Survival

- [Lancer](#), [Elite Lancer](#), [Butcher](#) - 0+ minutes
- [Shield Lancer](#) - 3.5+ minutes
- [Trooper](#) - 6.5+ minutes
- [Bombard](#) - 8.5+ minutes
- [Heavy Gunner](#) - 15+ minutes

Corpus Survival

- [Crewman](#), [Detron Crewman](#), [Prod Crewman](#), [MOA](#), [Shield Osprey](#) - 0+ minutes
- [Shockwave MOA](#) - 5+ minutes
- [Oxium Osprey](#) - 9+ minutes
- [Railgun MOA](#) - 10+ minutes
- [Anti MOA](#) - 15+ minutes
- [Fusion MOA](#) - 19+ minutes

Infested Survival

- [Charger](#), [Leaper](#) - 0+ minutes
- ?? - 5+ minutes



- ?? - 10+ minutes
- ?? - 15+ minutes
- ?? - 19+ minutes

Orokin Survival

- [Corrupted Butcher](#), [Corrupted Crewman](#) - 0+ minutes
- [Corrupted Lancer](#), [Corrupted Heavy Gunner](#), [Corrupted Ancient](#) - 4+ minutes
- [Corrupted Nullifier](#) - 9+ minutes
- [Corrupted MOA](#) - 9+ minutes
- [Corrupted Bombard](#) - 14+ minutes

Eximus Spawn

As players advance through the survival, the amount of Eximus spawns will steadily increase from 0% at 5 minutes, to 20% at 60 minutes.

Rewards

Besides the bonus amounts of [resources](#), [affinity](#), and [mods](#) from the increase in enemies compared to normal missions, certain [rewards](#) can be awarded at the end of the mission if the mission is a success. Mission rewards **will vary depending** on the level of the mission's enemies (the starting level; this tier does not scale during a mission as higher level enemies spawn) and also depends on the amount of time spent.

- Enemy level tier (on average):
 - **Tier 1:** Level 1 - 10
 - **Tier 2:** Level 10 - 20
 - **Tier 3:** Level $\geq$ 20
 - Note: While most missions obey these enemy level tiers, there are a few exceptions, such as Hymeno and Cambria. Refer to the table above for a more accurate list of mission enemy level tiers.
- Time spent Drop Rotation (rewards cycles every 20 minutes: **A**->**A**->**B**->**C**):
 - **Rotation A:** 5, 10 minutes; 25, 30 minutes; etc.
 - **Rotation B:** 15 minutes; 35 minutes; etc.
 - **Rotation C:** 20 minutes; 40 minutes; etc.
- Conjunction Survival guarantees [Lua Thrax Plasm](#) per rotation, in addition to the normal rewards:



- [The Steel Path](#) Yuvarium: 5 [Lua Thrax Plasm](#)
- [The Steel Path](#) Circulus: 6 [Lua Thrax Plasm](#)
- Thrax enemies also have a 30% chance to drop Lua Thrax Plasm.

This section is *transcluded* from *Survival/Rewards* . To change it, please *edit the transcluded page*.

Normal Mission		Kuva Fortress		Void	Deimos	Dark Sector	Proxima
Tier 1	Tier 2	Tier 3					
A		B		C			
 x2000 Credit Cache	50%	 Hornet Strike	7.69%			 Lith A6	11.06%
Endo x100	50%	Incendiary Coat	7.69%			Lith C12	11.06%
		Intensify	7.69%			Lith G10	11.06%
		Parry	7.69%			Lith G12	11.06%
		Serration	7.69%			Lith N15	11.06%
		Steel Fiber	7.69%			Lith P9	11.06%
		Lith A6	7.69%			Lith W4	11.06%
		Lith C12	7.69%			Arrow Mutation	3.76%
		Lith G10	7.69%			Cleanse Grineer	3.76%
		Lith G12	7.69%			Pistol Ammo Mutation	3.76%
		Lith N15	7.69%			Rifle Ammo Mutation	3.76%
		Lith P9	7.69%			Shotgun Ammo Mutation	3.76%
		Lith W4	7.69%			Sniper Ammo Mutation	3.76%



- [V Prime, Venus](#)
- [Apollodorus, Mercury](#)
- [Stickney, Phobos](#)

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

Dark Sector Survival

Survival missions that take place in [Dark Sectors](#) always involve the [Infested](#). These Survival missions have a higher level range (and thus, higher difficulty) than the planet they're found on, but give out larger quantities of experience, including the experience bonuses inherent in Dark Sectors. There are currently 10 Dark Sector Survival Missions, one each for every planet except [Mercury](#), [Earth](#), [Europa](#) and [Pluto](#).



Planet ↕	Mission Name ↕	Type ↕	Faction ↕	Level ↕	Mastery EXP ↕
Venus	V Prime	Survival	Corpus	3 - 8	18
Mercury	Apollodorus	Survival	Infested	6 - 11	0
Venus	Malva	Survival (Dark Sector)	Infested	8 - 18	0
Phobos	Stickney	Survival	Corpus	10 - 15	157
Mars	Wahiba	Survival (Dark Sector)	Infested	10 - 20	0
Ceres	Draco	Survival	Grineer	12 - 17	163
Jupiter	Elara	Survival	Corpus	15 - 20	51
Ceres	Gabii	Survival (Dark Sector)	Infested	15 - 25	0
Phobos	Zeugma	Survival (Dark Sector)	Infested	15 - 25	0
Void	Ani	Survival	Corrupted	20 - 25	0
Jupiter	Cameraia	Survival (Dark Sector)	Infested	20 - 30	0
Saturn	Titan	Survival	Grineer	21 - 26	55
Venus Proxima	Luckless Expanse	Survival	Corpus	22 - 25	0
Uranus	Ophelia	Survival	Grineer	24 - 29	69
Lua	Yuvarium	Survival	Corrupted	25 - 30	0
Lua	Tycho	Survival	Corpus	25 - 30	0
Europa	Archaeo-freighter	Survival	Corpus	25 - 30	0
Uranus	Assur	Survival (Dark Sector)	Infested	25 - 35	0
Deimos	Terrorem	Survival	Infested	25 - 35	0
Saturn	Piscinas	Survival (Dark Sector)	Infested	26 - 36	0



Planet ↕	Mission Name ↕	Type ↕	Faction ↕	Level ↕	Mastery EXP ↕
Neptune Proxima	Enkidu Ice Drifts	Survival	Corpus	29 - 32	0
Pluto	Palus	Survival	Corpus	30 - 40	51
Sedna	Selkie	Survival	Grineer	30 - 40	177
Neptune	Kelashin	Survival (Dark Sector)	Infested	30 - 40	0
Eris	Nimus	Survival	Infested	30 - 40	279
Kuva Fortress	Taveuni	Survival	Grineer	32 - 37	0
Eris	Zabala	Survival (Dark Sector)	Infested	35 - 45	0
Sedna	Amarna	Survival (Dark Sector)	Infested	35 - 45	0
Pluto Proxima	Fenton's Field	Survival	Corpus	40 - 43	0
Void	Mot	Survival	Corrupted	40 - 45	0
Veil Proxima	Lu-yan	Survival	Corpus	55 - 59	0
Deimos	Persto	Survival	The Murmur	55 - 60	0
Lua	Circulus	Survival	Corrupted	80 - 100	0

Notes

- Each Life Support Capsule tends to be placed in each section of a map roughly around every 2 minutes and 30 seconds (150 seconds) before another capsule is dropped off by the Lotus. This is after the 5-minute start of the Survival.
 - This delay will slowly increase over time, and there is a cap on extra support capsules 'in queue'.
 - If there are three separate rooms that can accommodate Life Support Capsules, the first room will no longer be dropped off, instead, the latter two



- If a [Rhino](#) has [Iron Skin](#) active, it will not protect the player from losing shields or health while oxygen is at 0%. It will continue to protect against enemy combat damage as normal. As soon as health reaches 5, Iron Skin will vanish and leave the player vulnerable. Reapplying it will make it vanish instantly.
- The time it takes to activate life support is around 3 seconds, which is long enough for pursuing enemies to kill you if you are not careful.
- The maximum amount of capsules that can be on the map is capped at 8. The Lotus will not deliver another one until one has been opened, at which the drop timer starts.
- Life Support decreases at **1% every 1.5 seconds**. That means 100% is enough for 2 minutes and 30 seconds of Life Support.
 - Prior to [Update 10.3](#) (2013-10-09), Lotus would warn you at 20% that you have 60 seconds of life support remaining when you actually had 30 seconds. She also warned that you had 30 seconds remaining at 10%, which was actually 15 seconds.
 - At [Update 10.6](#) (2013-10-30), Lotus will only warn players at 20% of life support, referring to 30 seconds. The warning at 40% was removed. If extraction is ready, Lotus will also suggest extraction.
 - Despite claims that sprinting hastens the rate that Life Support decreases, DE has confirmed that there is **no** correlation.
- The [Excavation](#) mission type is slated to replace Survival missions taking place on planetside tiles, which include the [Grineer Forest](#), [Grineer Settlement](#), [Grineer Shipyard](#), [Corpus Outpost](#), and [Corpus Ice Planet](#) tiles.
- The "objective has been reached" flag is set at the 3:30 mark preventing new players from joining the session too close to the 5-minute reward mark.
- If the player sits idle and does not start the mission timer, it will eventually start itself after 5 minutes
- Many non-standard variants of Survival remove standard reward rotations and task the squad with surviving for a set time rather than for as long as they can. Non-endless extraction rules (timer starts with at least half the squad at extraction and all players extract simultaneously) apply to these variants.
 - **20 Minutes:** Archaeo-Freighter ([Grendel](#) Neuroptics Locator)
 - **10 Minutes:** [Syndicate](#), [Alert](#), [Sortie](#), [Clem](#) Survival
 - **5 Minutes:** [Kuva Lich](#) Controlled Territory, [Invasion](#), [Kuva Siphon](#)/Flood
- In the Kuva Fortress one Life Support Capsule spawn is located right next to a Shrapnel Mine. If the mine is activated and not destroyed in time while the capsule is converted into a Siphon, it will be destroyed through the damage over time



Tips

- In a squad, stick with the group at all times and avoid spreading out too much, preferably hanging around the Life Support Capsules, to ensure enemies are heavily clustered and minimize stragglers.
 - Enemies spawn at points where players can't see, and in rooms next to where players are. Larger tiles will have more spawning points than smaller tiles. Splitting up will disable the nearest spawning points and cause the enemies to spawn in spread out locations.
 - A player that trips the [Inactivity Penalty](#) will cause all enemies to swarm that player.
- It is helpful to bring a Companion with [Vacuum](#)/[Fetch](#) to quickly gather [Life Support Modules](#). However, the Companion may also pick up Life Support Modules too early, especially early on in the mission or if players get a lot of kills at close range.
- If a Life Support Capsule is activated when Life Support is at 0% but *before* oxygen drains, the squad will receive 2% life support to consume the capsule.
- Life Support Capsules that are about to spawn in have a light-blue waypoint and appearance.
- Once a Life Support Capsule has been activated, the second capsule in the same location will have shorter activation time. Further capsules do not continue to shorten the activation time.
- To maximize the use of Life Support Capsules, only activate them when Life Support is at least 40% or below. This will leave room for Life Support Pickups and also for player mistakes such as activating 2 Life Supports at the same time (40+30+30=100%).

Trivia

- This game mode was introduced early via the [Survival Weekend Event](#).
- Survival replaced [Raid](#) missions in [Update 10.0](#) (2013-09-13).
- [Update 10.3](#) (2013-10-09) changed several mechanics regarding level generation and reward tables;
 - The level was completely unlocked before activating the alarm, allowing players to sprint through the entire map to collect materials without running into enemies. This has since been fixed and the starting area's doors will all be locked until activated by the alarm.
 - Survival rewards were dependent on faction type and the time spent. The



the time spent. It also changed rewards so they stacked; players now take all rewards earned up to the point they leave, instead of the last reward.

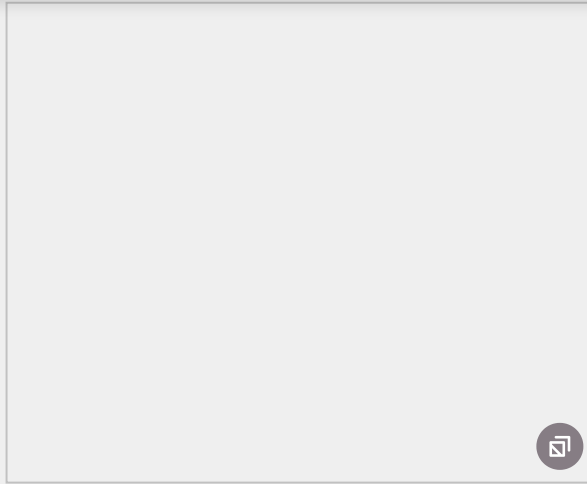
- Before [Update 10.3](#) (2013-10-09), you could fail the alarm cipher and it would still go off. Doing so will count towards failed ciphers in player stats.
- Before [Update 10.3](#) (2013-10-09), repeated life capsules would tend to take longer to activate, and kept increasing if the players wished to stay in that location for longer periods of time.
- On [Update 10.6](#) (2013-10-30) (Halloween), Life Support Capsules and Drops were changed into Jack-o'-Lanterns.
- Survival officially replaced [Raid](#) in [Update 10.0](#) (2013-09-13). All [Raid Void Keys](#) were converted to Survival Void Keys, and T3 Survival keys were introduced.
- This mission type is essentially [Raid](#) viewed from a different perspective. Players must distract enemies while an unseen and unnamed Tenno secures [Raid](#)-like objectives elsewhere on the map. The mission rewards similar to the old [Raid](#) mission rewards, and will also appear at the beginning of the squad's reward display.
- Players that die can also drop Life Support.
- During [TennoCon 2019](#), [DE]Scott suggested the "lone Tenno operative" was another Tenno player in other missions.
 - In [Archon Hunt](#) Survival, the Lotus mentions [Kahl-175](#) covertly operating behind the scenes.

Bugs

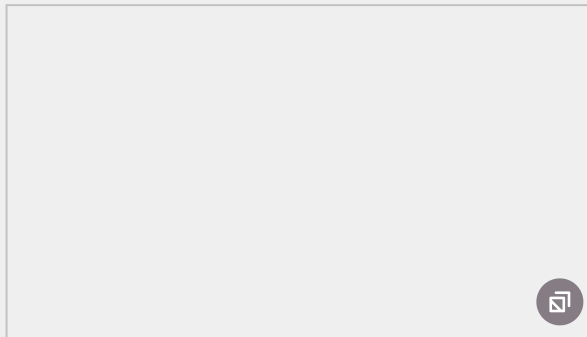
- If a player has reactivated the alarm after running out of oxygen, the player will still have 5 Health and 0 Shields, but new oxygen pickups can appear and the Lotus will continue to spawn Life Support capsules, even though they cannot be picked up or used.
- If a host migration is made and a player died and self-revived, there is a chance that the player will lose everything from before the migration took place.
- When there is more than 1 capsule in queue, with another ready to be placed in the queue, activating the capsule in a room which can occupy 2 capsules, a capsule will be delivered nearby in the same room 'instantly' without Lotus notifying you.

Media

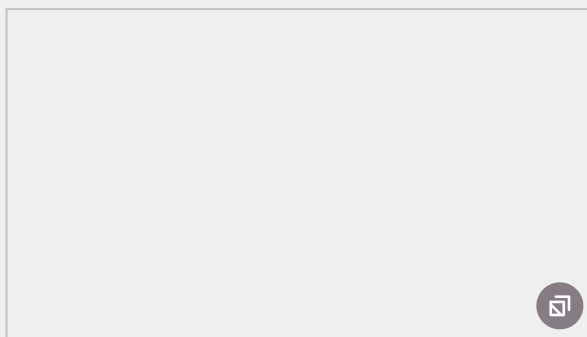




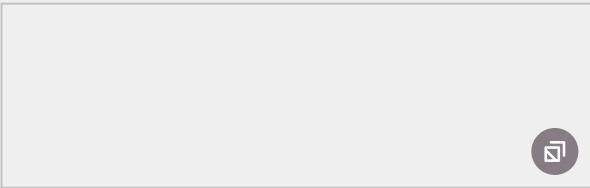
Survival as seen in the lobby (U9)



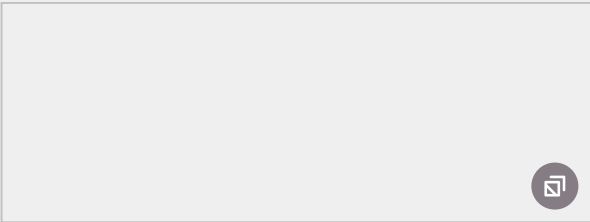
Life support capsule on Halloween



Life support module on Halloween



Halloween candies



2013 Halloween life support

References

1. [Reddit post \(https://www.reddit.com/r/Warframe/comments/g6gavx/til_the_te_nno_operative_we_are_supossed_to_be\)](https://www.reddit.com/r/Warframe/comments/g6gavx/til_the_te_nno_operative_we_are_supossed_to_be)

Patch History

[Update 35.5](#) (2024-03-27)

- Fixed case where Survival mission would not start properly if the starting transmission was interrupted by opening the pause menu.
- Fixed the Lone Guardian being affected by Volt's Speed in Conjunction Survival missions.

[Hotfix 35.0.7](#) (2024-01-09)



- Fixed individual Focus School Eidolon Lens Blueprints being rewarded in

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
	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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