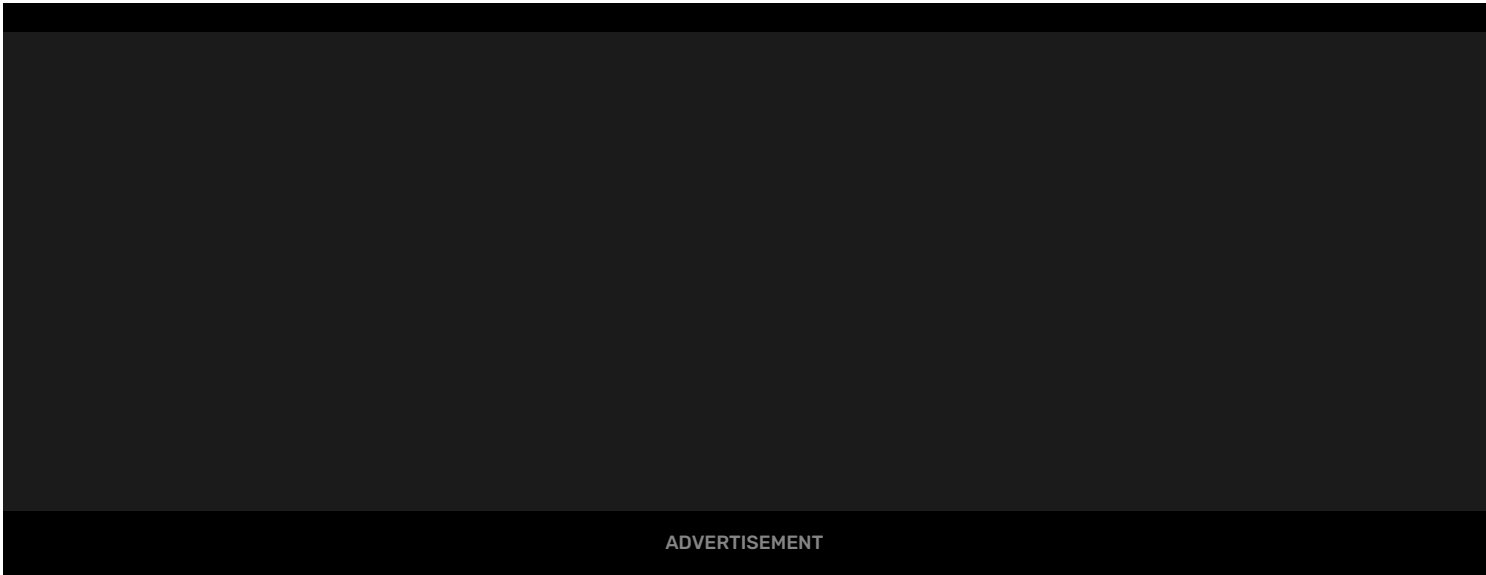




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Oxium Osprey

103 [EDIT](#)



The **Oxium Osprey** is a Corpus Osprey introduced in the [Operation: Oxium Espionage](#) event. Although armed with a laser repeater similar to those equipped on [Scavenger Drones](#), its primary means of attack involves [charging at players once it takes damage](#), detonating itself if it gets close enough to them. As their name suggests, they are the only enemies in the game that drop [Oxium](#) (7-12 units per Osprey) but *only* if they were destroyed by the player; they do not drop Oxium if they self-destruct.

Tactics

- Oxium Ospreys appear similar to a [Mine Osprey](#), but larger and coated

Oxium Osprey



[Update Infobox Data](#)

Charges its target and detonates when threatened

General Information	
Faction	Corpus
Planet(s)	Venus Mars Jupiter Neptune Pluto



- It is best to eliminate this target immediately after it takes any damage to its [Shield](#), in order to prevent it from self-destructing.
 - The Oxium Osprey won't self-destruct if it has full [Shield](#) and low [Health](#), so using [Toxin Damage](#), which bypasses [Shields](#), is a very effective way of dealing with them.
 - These Ospreys have the highest health values of all Ospreys, if not the highest of all Corpus units. Use powerful weapons such as shotguns.
 - Allies in invasion missions, and allies summoned by Nekros, can also activate the self-destruct.
- Using Vauban's Bastille will not stop Ospreys mid-charge but will prevent them from activating the charge if they are firmly held by the ability.
- It is not advisable to approach this unit for melee, as the osprey will almost certainly self-destruct unless killed in a single strike. Use ranged attacks and kill them in one hit.
 - It is, however, possible to keep the Osprey unable to self-destruct if it's kept within melee range as long as it wasn't damaged prior to approaching it, allowing for easy kills with shotguns or melee weapons as the Osprey will only try to back off to initiate self-destruct.

	Europa Lua
Type	Ranged
Weapon(s)	Laser Repeater
Abilities	Kamikaze
Statistics ^	
Affinity	197
Shield	150
Health	750
Armor	40
Dmg. Reduction	10.95%
 ++  ++	
Body Multipliers	Head: 3.0x
Base Level	5
Level Scaling ^	
5 500	
Selected Level	5 Reset
EHP	992.22
Steel Path EHP	--
Miscellaneous ^	
Codex Scans	20
Drops ^	
Mod Drops	 Vitality 0.76%  Hell's Chamber 0.03%  Melee Prowess 0.76%  Fury 0.22%  Convulsion 0.22% 15  Endo 0.76% 50  Endo 0.22% 80  Endo 0.03%
Resource Drops	 Oxium 100.00%
Other Drops	Oxium 100%
Official Drop Tables ^	
https://www.warframe.com/droptables	



- Oxium Ospreys normally only hover above ground at about chest height. They descend or ascend upon traversing staircases and slopes.
 - They only lunge themselves at targets that are approximately at the same height or below. They do not seem to charge you when you are on higher ground. Climbing crates is usually sufficient.
 - They cannot descend or ascend during a charge (unless they would collide with an upward slope, in which case, they are pushed up the slope). If they find themselves at a greater than hovering height after charging, they stay at that altitude, even when attempting to dive-bomb again.
- At times, after an Osprey performs its first charge, it will repeat the charge periodically if the player remains close enough, even if undamaged in between charges. Backing off usually causes it to return to firing its ranged weapon.
- Using  [Nyx's](#) Chaos/Mind Control abilities on this unit will cause other enemy units to activate its self-destruct.
-  [Nova's](#) Molecular Prime ability both slows Oxium Ospreys down (making their dive-bomb easier to avoid) and makes them more vulnerable to damage (making them easier to kill before they self-destruct).
- Cloak abilities such as  [Smoke Screen](#) for  [Ash](#) and  [Invisibility](#) for  [Loki](#) allow you to damage the Oxium Osprey without triggering its kamikaze ability.
-  [Banshee's](#)  [Sonar](#) will *drastically* increase the damage taken by an Oxium Osprey. Due to the radial nature of Sonar it is ideal for dealing with groups of Ospreys, especially on Mobile Defense missions.
 - Banshee's  [Savage Silence](#) augment will cause charging Oxium Ospreys in range of  [Silence](#) to freeze in mid-air, preventing them from self-destructing.
-  [Rhino's](#)  [Rhino Stomp](#) will provide ample time to destroy an Osprey that is caught in its stasis.
-  [Frost's](#)  [Snow Globe](#) will halt an Osprey as soon as they enter the slowing field, even during a kamikaze attack. Use the time to scan and destroy them.
-  [Frost's](#)  [Freeze](#) will also help preventing/slowing the Oxium Osprey from self-destructing, giving you more time to deal damage and destroy it to get the resources.
- [Mag's](#) [Shield Polarize](#) and [Crush](#) will do sufficient damage to the Osprey. When casting Crush, stay out of the Osprey's visual range, because they aren't immobilized by Crush like regular infantry. They will still dive-bomb towards you.
- If [Blinded](#), an Osprey will not attack or use Kamikaze unless it hears gunfire. Blinding them then attacking with a silent weapon is extremely effective. [Excalibur's](#) [Radial Blind](#) is optimal when utilizing this strategy as it also causes enemies to take



- [Nidus](#)'s [Larva](#) can reel in Oxium Ospreys, allowing for a window of opportunity to take potshots at it while also potentially granting Mutation Stacks, especially if multiple targets are hit and then following through with [Virulence](#); avoid melee strikes as much as possible, as Oxium Ospreys can still self-detonate.
- [Harrow](#)'s [Condemn](#) can be used to hold Oxium Ospreys in place, allowing an opportunity to take potshots at them.
- [Khora](#) can use [Strangledome](#) to hold the Oxium Ospreys in place and finish them off, although if the Ospreys start their kamikaze charge before the Strangledome casting animation is complete, they will still explode. As a bonus, with the [Pilfering Strangledome](#) augment there is a good chance that the Ospreys will drop double the amount of Oxium.

Farming Locations

This section is [transcluded](#) from [Oxium § Farming Locations](#). To change it, please [edit the transcluded page](#).

These are based on opinions and may not be 100% true. These should be viewed as advice for finding the resource until better facts are proven.

Target ↕	Planet ↕	Name ↕	Type ↕	Level ↕	Tile Set ↕
	Phobos	Gulliver	Defense	10 - 15	Corpus Ship
	Jupiter	Io	Defense	15 - 20	Corpus Gas City
	Pluto	Outer Terminus	Defense	30 - 40	Corpus Outpost
	Lua	Apollo	Disruption	35 - 40	Orokin Moon
	Europa	Paimon	Defense	18 - 23	Corpus Ice Planet

These locations are always available and are additionally useful for gathering resources that drop from enemies. However, in the event that one only needs large amounts of Oxium, and one does not have an active resource booster, it is highly advisable to run the open world bounty missions if Oxium is being offered. Since it only drops in stage 1 and 2.



the Oxium farm can be optimized by intentionally failing Stage 3 and restarting the bounty without entering the hub section.

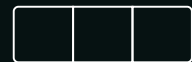
Tips

- Oxium Ospreys will emit a high-pitched chirp before it charges forward, use this as an indicator to immediately move a far enough distance away from your current position.
- A mind-controlled Oxium Osprey does not drop Oxium when performing a self-destruct upon an enemy, as expected.
- As of [Update 18.0](#) (2015-12-03), [Nekros](#) can [Desecrate](#) Oxium Ospreys.
- Weapons that deal pure elemental damage, like the Atomos and the Ignis, seem to keep Oxium Ospreys intact when killing them. This allows the bodies to be desecrated more reliably.^{*(needs further testing)*}^{*[citation needed]*}

Trivia

- Oxium Ospreys are so-named because they are constructed using [Oxium](#), a mysterious lighter-than-air metallic alloy created by the [Orokin](#).
 - According to the [Operation: Oxium Espionage](#) event, the formulation for Oxium was developed in a research facility near [Eris](#). This suggests that the Oxium Ospreys are mass-produced there and deployed throughout [Corpus](#) territory.
 - While [Loki's](#) [Radial Disarm](#) will cause other Osprey units to fall to the ground, Oxium Ospreys stay airborne, perhaps suggesting that they hover with Oxiums properties rather than using propulsion.
- Oxium Ospreys are the second Corpus robotic unit to utilize Orokin technology, the first being the [Fusion MOA](#).
 - The Fusion MOA was also introduced during a weekend event; the [Fusion Moa Event](#).
- Outside of alerts, containers, and hidden caches on [Grineer Sealab Sabotages](#), Oxium Ospreys are the only known source of Oxium in-game. Players can also purchase a bundle of 300 Oxium from the [Market](#) for **30**.
 - It is also possible to obtain Oxium from the [Daily Tribute](#) pool, with the amount of Oxium offered following the equation $100 + (Day/2)$; however, this method is unreliable as players have no control over the items chosen by the Daily Tribute system.

Variants



Juno Oxium Osprey Vapos Oxium Osprey

Juno Oxium Osprey	General					Drop	
	Introduced	Update 28.0 (2020-06-11)					
	Tileset	Corpus Ship					
	Weapon	Lightning Arc					
	Codex Scans	5					
	Statistics						
	Robotic	750					
		+	++	+	-	-	
	Shield	150					
		++	++	+++	-	-	
	Ferrite Armor	40					
		++	+++	-	-		
	Affinity	150					
	Base Level	5					

Mod Drops:

Melee Prowess

0.7587%

Vitality

0.7587%

Endo

0.7587%

Convulsion

0.2211%

Fury

0.2211%

Endo

0.2211%

Hell's Chamber

0.0303%

Endo

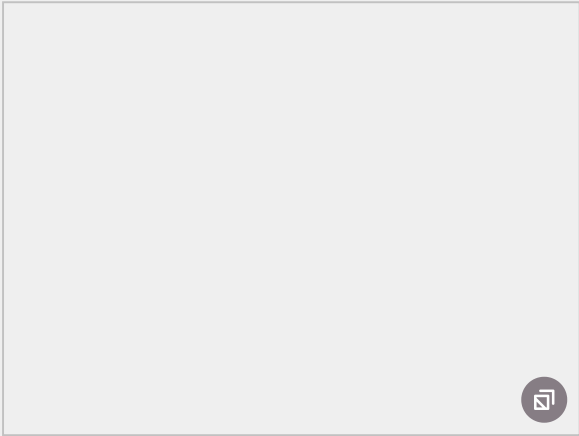
0.0303%

Other Drops:

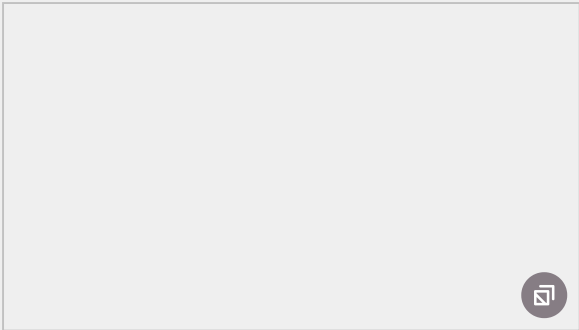
Oxium

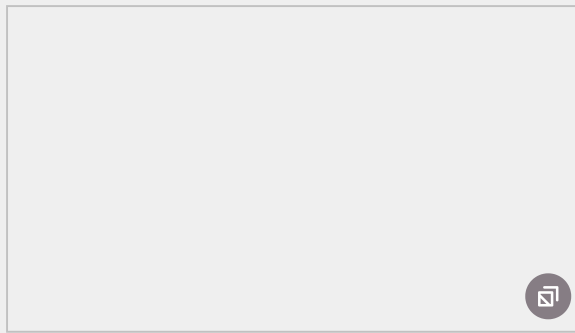
100%

Media

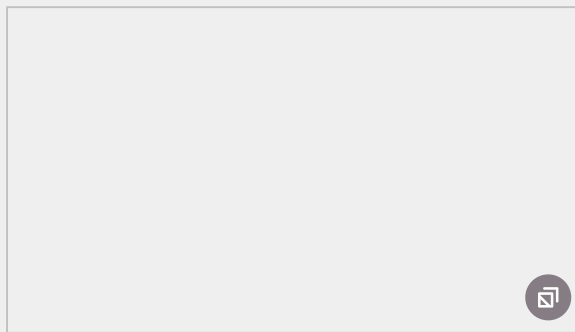


An Oxium Osprey in-game

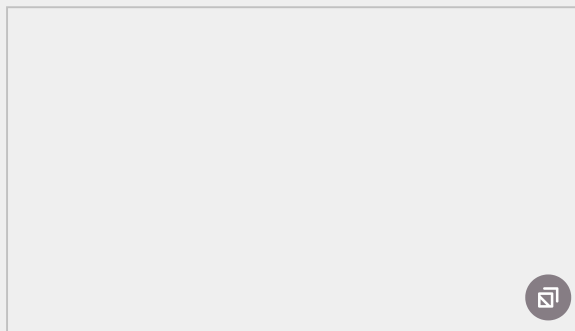




An Oxium Osprey in the Codex.



A folded Oxium Osprey in the Codex.



Juno variant as seen on the Codex

Patch History

[Update 31.6](#) (2022-06-09)

- Fixed crash related to the Oxium Ospreys self-destruct.



- Introduced along with [Operation: Oxium Espionage](#).

See Also

- [Oxium](#), the material this enemy drops.
- [Operation: Oxium Espionage](#), the event which introduced the Oxium Osprey.

Corpus		Edit	[Collapse]
Starchart	Orb Vallis	The Index	Empyrean
Crewmen	Comba • Crewman • Derivator Crewman • Detron Crewman • Elite Crewman • Machinist • Nullifier Crewman • Prod Crewman • Scrambus • Sniper Crewman • Tech		
Rangers	Vapos Detron Ranger • Vapos Elite Ranger • Vapos Nullifier Ranger • Vapos Sniper Ranger • Vapos Tech Ranger		
Walkers	Anti MOA • Bursa (Denial • Drover • Isolator) • Juno Dera MOA • Disc MOA • Juno Geminex MOA • Juno Glaxion MOA • Fusion MOA • Minima MOA • MOA • Railgun MOA • Shockwave MOA • Test MOA		
Ospreys	Attack Drone • Juno Jactus Osprey • Leech Osprey • Lynx Osprey • Mine Osprey • Oxium Osprey • Remech Osprey • Sapping Osprey • Scavenger Drone • Shield Osprey		
Amalgams	Amalgam Alkonost • Amalgam Heqet (Arca) • Amalgam Kucumatz (Arca) • Amalgam Machinist (Cinder) • Amalgam MOA (Phase) • Amalgam Osprey • Amalgam Satyr (Swarm)		
Parvos' Loyalists	Candidate • Errant Specter • Sisters of Parvos • Treasurer		
Archwing	Attack Drone • Carrier • Corpus Stasis Mine • Corvette • Frigate • Gox • Locust Drone • Penta Ranger • Quanta Ranger • Ranger		
Miscellaneous	Corpus Target • Corpus Turret • Domestik Drone • Laser Barrier • Lynx Turret • Nemes • Power Carrier • Ratel • Scanner • Security Camera • Spectralyst • Vapos Bioengineer • Warden • Vapos Aquila		
Bosses			
Alad V • Ambulas • Hyena Pack • Jackal • Lynx • Raptors • Razorback • The Sergeant • Zanuka Hunter			

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