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Mission

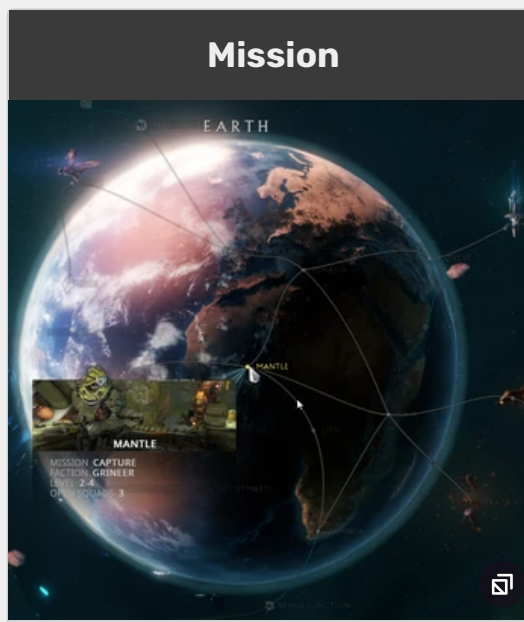


EDIT

Missions are the primary playable content in [WARFRAME](#). Up to four players can participate in the same mission as a [Squad](#), and upon completing the objective(s) extract themselves from the site with their [Landing Craft](#). Missions are primarily accessed through the [Star Chart](#), and are PvE (Player vs Environment) only. PvP (Player vs Player) content may be found in [Teshin's Conclave](#), accessible from the [Orbiter](#) or from [Tenno Relays](#).

There are over 21 types of missions in Warframe. Each mission has a specific pre-assigned [objective](#), although secondary objectives or a change of objective may occur during the mission (except in missions that assign [Assassination](#), [Defense](#), [Disruption](#) and [Interception](#)).

Each mission node is occupied by at least one opposing [Faction](#), but two or more may appear and engage in an invasion or a crossfire.



The [mission area](#) in which pseudo-randomly pre-designed rooms and halls commonly referred to as "tiles". Some tiles (most noticeably [Reactor Sabotage](#) and [Hive](#) missions) will include [environmental hazards](#).

When attempting to join an online mission, the matchmaking system will take into account a player's total equipment rank ([Weapons](#), [Warframes](#), [Companions](#) etc.). Players with similar equipment ranking (hidden) will be more likely matched into the same squad; this way it is ensured that within the same node, the system tries its best to reduce the chances of an experienced player joining a squad full of new players.^{[*[citation needed](#)*]} Note that for players with new or recently polarized equipment, they will be considered a slightly lower overall rank and may be placed similarly lower-ranked players, therefore possibly increasing difficulty.

Contents

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Starchart Navigation

Hovering the cursor over a node will give a mission description, including:

- Tileset - The theme of the environment to be expected, displayed as a picture. Different [tile sets](#) on different planets may have varying conditions.
- Mission type - The type of mission objective that will be given.
- Faction - The NPC faction currently occupying this node. Multiple NPC factions trying to occupy the same node will result in a crossfire.
- Level - Starting range of the level of enemies in this node. [Survival](#), [Defense](#), [Disruption](#), [Excavation](#), and [Defection](#) are endless missions where the enemies will scale with time and/or player equipment ranking.

Each [planet](#) will have 12 to 26 missions displayed as nodes. Completing a mission will mark the node completed as white and will unlock connected uncompleted missions as blue nodes, and unavailable missions as gray locks.

After completing [The Archwing](#) Quest, on the top right of the normal Starchart it is possible to switch to the [Empyrean](#) one (note that it is not necessary having a built



[Railjack](#) in order to play an Empyrean mission). Currently, the only Mission Types for this unique game mode are [Skirmish](#) and [Volatile](#).

Mission Types

There are 30 selectable mission types:

- [Alchemy](#)
 - [Arena](#) ([Rathuum](#) and [The Index](#))
 - [Ascension](#)
 - [Assassination](#)
 - [Assault](#)
 - [Capture](#)
 - [Defection](#)
 - [Defense](#)
 - [Mirror Defense](#)
 - [Disruption](#)
 - [Excavation](#)
 - [Exterminate](#)
 - [Free Roam/Bounty](#) ([Plains of Eidolon](#), [Orb Vallis](#), & [Cambion Drift](#))
 - [Heist](#)
 - [Isolation Vault](#)
 - [Hijack](#)
 - [Infested Salvage](#)
 - [Interception](#)
 - [Junction](#)
- [Mobile Defense](#)
 - [Netracells](#)
 - [Orphix](#) (Exclusive to [Railjack](#))
 - [Pursuit](#) (Exclusive to [Archwing](#))
 - [Rescue](#)
 - [Rush](#) (Exclusive to [Archwing](#))
 - [Sabotage](#)
 - [Hive Sabotage](#)
 - [Orokin Sabotage](#)
 - [Reactor Sabotage](#)
 - [Sealab Sabotage](#)
 - [Sanctuary Onslaught](#)
 - [Skirmish](#) (Exclusive to [Railjack](#))
 - [Spy](#)
 - [Survival](#)
 - [Void Armageddon](#) (Exclusive to [Zariman Ten Zero](#))
 - [Void Cascade](#) (Exclusive to [Zariman Ten Zero](#))
 - [Void Flood](#) (Exclusive to [Zariman Ten Zero](#))
 - [Volatile](#) (Exclusive to [Railjack](#))

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	

		Arena	The Index • Rathuum
		Special	Ascension • Granum Void • Junction • Netracells • Recovery • Sanctuary Onslaught • Shrine Defense
		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			

Locations

- Assassination
- Assault
- Capture
- Defection
- Defense
- Disruption
- >

This section is *transcluded* from *Assassination § Locations*. To change it, please *edit the transcluded page*.

Target ◆	Planet ◆	Name ◆	Level ◆	Rewards ◆	Credit Reward ◆	Additional Credit Reward ◆	Tile Set
	Invasion	Phorid Alert	0 - 0	Nyx	0	0	Grine Aster
	Venus	Fossa	6 - 8	Rhino	1,500	0	Corpus
	Mercury	Telstoia	8 - 10	Cronus &	1,700	0	Grine

Target	Planet	Name	Level	Rewards	Credit Reward	Additional Credit Reward	Tile Set
	Mars	War	11 - 13	Excalibur	2,000	0	Grine Settler
	Phobos	Iliad	13 - 15	Mag	2,200	0	Corpus
	Ceres	Exta	14 - 16	Frost, Miter, & Twin Gremlins	2,300	0	Grine Shipyard
	Jupiter	Themisto	18 - 20	Valkyr	2,700	0	Corpus City
	Deimos	Magnacidium	20 - 25	Nekros	2,900	0	Orokin Derelict
	Earth	Oro	20 - 25	Hydroid	2,900	0	Grine Forest
	Europa	Naamah	21 - 23	Nova	3,000	0	Corpus Planet
	Saturn	Tethys	24 - 26	Ember	3,300	0	Grine Galaxy
	Uranus	Titania	27 - 29	Equinox	3,600	0	Grine Seal
	Neptune	Psamathe	30 - 32	Loki	3,900	0	Corpus
	Deimos	Exequias	30 - 35	Pathocyst	3,900	0	Orokin Derelict
	Eris	Mutalist Alad V Assassinate	30 - 35	Mesa	3,900	0	Infest Ship



Target ◀	Planet ◀	Name ◀	Level ◀	Rewards ◀	Credit Reward ◀	Additional Credit Reward ◀	Tile Set
	Eris	Jordas Golem Assassinate	32 - 34	Atlas	4,100	0	Infest Ship
	Sedna	Merrow	35 - 40	Saryn & Twin Kohmak	4,400	0	Grine Asteroid
	Pluto	Hades	35 - 45	Trinity	4,400	0	Corpus Outpost
	Jupiter	The Ropalolyst	40 - 40	Wisp	4,900	0	Corpus City
	Deimos	Effervo	55 - 60		6,400	0	Albrecht Laboratory
	Saturn Proxima	Kuva Lich Confrontation	63 - 70		7,200	0	Free Sp
	Neptune Proxima	Sister of Parvos Confrontation	63 - 70		7,200	0	Free Sp

Raw Data

Main article: [Module:Missions/data](#)

Situational Occurances

Situational occurances happen within the mission. As such, they are not displayed until either the Tenno has entered the mission, or certain conditions are met throughout the mission.

- [Capture](#), [Mobile Defense](#), and [Sabotage](#) can randomly turn into an [Exterminate](#) mission, with the [Lotus](#) telling the Tenno to "ignore your original objective" and "leave nothing alive."
- If all the Data Vaults during a [Spy](#) mission have had their alarms triggered and data successfully retrieved, the objective will change into an Exterminate mission,

occur if only two or fewer vaults had their alarms triggered, or if two or fewer data consoles have been successfully hacked.

- Veiled [Riven](#) challenges will also appear if the player has one or more veiled Riven mods equipped. Completing the objectives will reveal the weapon assignment and attributes of the Riven mod.
- Players are assigned to hunt down Rare [Resource Caches](#). This objective is always available on regular [Reactor Sabotage](#) missions and the Exterminate mission in the [Kuva Fortress](#) and Lua,
- In the event the player is captured by the [Zanuka Hunter](#), the mission will transition into [Recovery](#).
- In the event the player is defeated by the [Grustrag Three](#), a [Grustrag Bolt](#) will be attached to that Warframe, lowering their damage against units of the Grineer Faction by 50%. A Bolt Release blueprint will be provided along with the mission failure screen; crafting it will disengage the Bolt from the Warframe.
- Depending on the current [Nightwave](#) Series, unique objectives/enemies might appear while playing a mission. They reward Nightwave [Standing](#) and possibly unique Nightwave resources, but it is usually not needed to defeat them in order to complete the main objective.

Special Missions

Special missions will only be playable if the player has the node available, but exceptional nodes can be seen in the notification pane even when the node is inaccessible such as [Invasions](#), [Nightmare Mode](#) or [Sortie](#) missions.

- [Nightmare Mode](#) missions will only be available if the player has successfully completed every mission node on the same planet. Nodes are bordered red with a nightmare (maelstrom) icon and award [Nightmare Mode Mods](#). Dark sectors need not be completed for Nightmare Mode nodes to appear. These missions do not disappear for the player once completed and their mission availability is timed.
- [Invasions](#) are missions in which multiple factions compete for nodes on an assigned planet. Faction indicators on the notification panel will show [Grineer](#) as red, [Corpus](#) as blue and [Infestation Outbreaks](#) as green. Infestation outbreaks cannot occur on [Mercury](#) and [Earth](#). Nodes are indicated with a fist and usually award [Wraith/Vandal](#) weapon parts, rare resources, or rare blueprints. Invasion missions will disappear once either faction has complete dominance.
- [Void Fissures](#) are missions where players are able to open any relics carried into the mission and upon extraction, select the Prime artifact contained within the relic as a reward. Nodes are indicated with a [Void Trace](#) and also drops them as a mission completion reward. These missions do not disappear for the player once



- [Syndicate](#) missions will be shown in the notification pane when the Tenno is in positive standing with at least one syndicate. Nodes are indicated by the insignia carried by each Syndicate and reward additional Syndicate standing apart from the daily standing cap. Syndicate missions require a minimum of MR3 and refreshes daily. These missions disappear for the player once completed and the additional standing can only be obtained once per Syndicate mission, even if the player has joined another squad. However, Syndicate Medallions may continue to appear for the player in another player's squad even if they have already completed their daily Syndicate missions.
- [Sorties](#) are series of three difficult endgame missions that must all be completed in order to receive a random reward from a specified reward pool, and the rewards are often much than regular missions. Sorties are indicated by a ribbon-badge and may feature unique environmental/enemy conditions not found elsewhere. Sorties require the completion of [The War Within](#) (MR5) and refreshes daily. These missions are replayable, although one-time completion credit rewards and the rewards from the specified pool may only be obtained once a day.
- [Kuva](#) missions award [Kuva](#), a resource used in the randomization of a [Riven mod](#)'s attributes, and might award a random Requiem Relic, used mainly for the acquisition of the [Requiem Mods](#). Kuva missions only appear on planets near the Kuva fortress, their nodes indicated by the resource icon of Kuva, and are listed on the notification panel. Kuva floods are much higher-leveled missions that award twice the regular amount of Kuva as normal Kuva missions, and have a 100% chance of awarding a random Requiem Relic. Kuva missions require the completion of [The War Within](#) (MR5). These missions disappear for the player once completed, however additional Kuva can be obtained on the same mission if the player has joined another squad.
- [Arbitrations](#) are a special version of endless nightmare mode missions unlocked after all nodes on the star chart have been completed (less the [Mutalist Alad V](#), [Jordas Golem](#) and [Zealoid Prelate](#) assassinations). All Arbitrations spawn with the following modifications:
 - Normal revives disabled, allies can only be revived by expending 5 Resurgence Tokens on the downed's Revive Tower.
 - The standard mission drop table is replaced by the Arbitration drop table.
 - Droptables lock on table C after the initial AB tables are cleared.
 - Droptable loot is guaranteed upon mission failure.
 - Players additionally receive 1 [Vitus Essence](#) for each rotation clear.
 - One Warframe and Weapon per player have their strength/damage buffed by 300% for each node that spawns.
 - [Arbitration Shield Drones](#) are added to the enemy spawn table, granting



destroyed.

- The primary objective is made harder per the mission type:
 - Excavation: Excavation time is increased from 100 seconds to 180 seconds, and takes two excavations to count for one round of rewards.
 - Survival: Life Support Capsules are worth 75% of usual.
 - Interception: Enemy towers fill twice as fast.
 - Defense (except Stöfler node at Lua): The defense objective is a Hexis Operative NPC armed with a [Telos Akbolto](#). Unlike Sortie Defense, the Operative follows a chosen player instead of roaming by themselves, and can't be given a weapon by a Tenno. Downtime between waves is reduced to 2 seconds. Like players, the Operative will not enter Bleedout, and their death will be an instant mission failure.
 - Defection: Rescue targets cannot be revived.
 - Infested Salvage: Consoles have half their normal health.
 - Disruption: Demolyst and Demolisher beeping range is halved and are marked when within 15 meters of a Tenno (from 30 meters).

Empyrean

Main article: [Empyrean](#)

Empyrean is a unique game mode introduced in [Update 27.0](#) (2019-12-13). These missions take place in the vast expanse of space, utilizing [Railjack](#) and Archwings to combat enemy spacecrafts.

To host a game in Empyrean, players must go to the navigation console on their Railjack, which can be accessed within their Clan Dojo's Dry Dock, in the middle of their Orbiter, or from the menu by pressing **Esc** → **Board Railjack**. Players must complete the Rising Tide quest in order to pilot their own Railjack. However, any player that has completed [The Archwing](#) can join in Empyrean missions by selecting an Empyrean node in their Star Chart. The host's Railjack is used during the mission.

End of Mission Summary

The Mission Summary appears after a successful mission and displays the following:

- [Affinity](#) earned for each [Warframe](#), [Weapon](#), and [Companion](#)
- [Focus](#) earned for each item installed with a [Focus Lens](#)
- Collected / rewarded amount of [Credits](#), [Resources](#), [Mods](#), and/or [Blueprints](#)



- Percentage of total damage dealt
- Percentage of total damage taken
- Total number of kills
- Total number of kills by headshots
- Total number of melee kills
- Total number of deaths
- Total number of upgrades received
- Total number of abilities used
- Percentage of bullets that hit (Fire Accuracy)
- Total number of pickups
- Total number of revives (assisting in reviving fallen allies & companions)
- A separate screen that shows increases in [Standing](#) for ally [Syndicates](#) and decreases in standing for opposing Syndicates. Enemy standing will not be shown if the player has hit -44,000 (maximum negative standing available) for an opposing Syndicate.

An alternate Mission Summary will be shown if the objective has been failed. It will only show:

- [Affinity](#) earned for each [Warframe](#), [Weapon](#), and [Companion](#)
- Team statistics for the mission

The amount of loot, affinity, and standing for other players are not shown. Each player can only see their own Mission Summary Screen, though every member in the squad is shown the same list for Team Statistics.

Trivia

- Almost all of the missions are named after real physical locations and objects that exist in the solar system as recognized by the International Astronomical Union.
- When multiple factions appear on the map, they are always hostile to one another.
- [Raids](#) were removed and replaced by [Survival](#) in [Update 10](#), due to player disinterest.
- [Deception](#) was removed in [Update 19](#).
- Although most missions allow for up to 4 players to play, [Conclave](#) modes such as [Annihilation](#) and [Cephalon Capture](#) allow for up to 8 players to join.
 - [Lunaro](#), however, can only allow up to 6 players to join.
- Some quest missions list the mission type as Salvage.
- Previously, hovering the mouse over Starchart nodes will also reveal the



bottom of the planet infobox.

Bugs

- If the [squad](#) starts another mission before the player finishes loading from the previous mission, the player's weapons and Warframe will be unmodded.

Patch History

[Hotfix 36.1.4](#) (2024-08-28)

- Fixed crash that could occur when loading into missions.

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

UI ADDITIONS, CHANGES & MORE

Loadout Customization From Navigation

You can now change your Loadout directly from Navigation! Instead of running back

Game System Mechanics			Edit	[Collapse]
Currencies		Credits • Orokin Ducats • Endo • Platinum • Aya • Regal Aya • Standing		
General	Basics	Arsenal • Codex • Daily Tribute • Empyrean • Foundry • Market • Mastery Rank • Nightwave • Orbiter • Player Profile • Reset • Star Chart		
	Lore	Alignment • Fragments • Leverian • Quest		
	Factions	Corpus • Grineer • Infested • Orokin • Sentient • Syndicates • Tenno		
	Social	Chat • Clan • Clan Dojo • Leaderboards • Trading		
	Squad	Host Migration • Inactivity Penalty • Matchmaking		
	Player Housing	Clan Dojo • Dormizone • Drifter's Camp • Orbiter		
Gameplay	Basics	Affinity • Buff & Debuff • Death • Hacking • Invisible • Maneuvers • One-Handed Action • Open World • Pickups • Radar • Stealth • Tile Sets • Void Relic • Waypoint		



		Damage Mechanics	Critical Hit • Damage • Damage Redirection • Damage Reduction • Damage Reflection • Damage Type Modifier • Damage Vulnerability • Health • Status Effect
		Enemies	Bosses • Death Mark • Enemy Behavior • Eximus (Overguard) • Lich System
		Mission	Arbitrations • Archon Hunt • Break Narmer • Empyrean • Invasion • Sortie • Tactical Alert • The Circuit • The Steel Path • Void Fissure
		Activities	Captura • Conservation • Fishing • K-Drive Race • Ludoplex • Mining
		PvP	Duel • Conclave (Lunaro) • Frame Fighter
		Other	Gravity • Threat Level
	Equipment	Modding and Arcanes	Arcane Enhancements • Archon Shard • Fusion • Mods (Flawed, Riven) • Polarization • Transmutation • Valence Fusion
		Warframe	Attributes (Armor, Energy, Health, Shield, Sprint Speed) • Abilities (Augment, Casting Speed, Helminth System, Passives, Duration, Efficiency, Range, Strength)
		Weapons	Accuracy • Alternate Fire • Ammo • Area of Effect • Attack Speed • Bounce • Critical Hit • Damage Falloff • Exalted Weapon • Fire Rate • Hitscan • Holster • Incarnon • Melee • Multishot • Noise • Projectile • Projectile Speed • Punch Through • Recoil • Reload • Ricochet • Trigger Type • Zoom
		Operator	Amp • Focus (Madurai, Vazarin, Naramon, Unairu, Zenurik) • Lens
		Drifter and Duviri	Decrees • Drifter Combat • Drifter Intrinsic s • Kaithe
		Other	Archwing • Companion • K-Drive • Necramech • Parazon • Railjack
	Technical	General	AI Director • Drop Tables • HUD • Key Bindings • Material Structures • PBR • Rarity • RNG • Settings • String Interpolation • Text Loops • Upgrade

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