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Disruption

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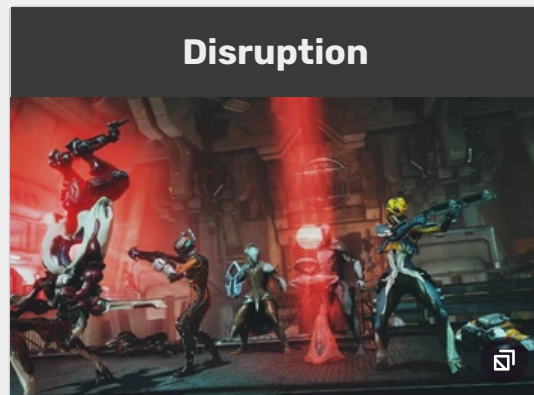
V QUOTES

For the [Status Effect](#), see [Disrupt](#).

Alad V's sellin' the latest in "asset security". Conduits. Put the key in, and ya can pull the shinies out. Trick is, you gotta wait to open. Somethin' happens to the Conduit before you can pull the goods? You don't get the goods. Ever. Also, the bleeders Alad sold the tech to will try to kill you.

—[Little Duck](#) introductory transmission

Disruption is an Endless [Mission](#) type introduced in [Update 25.0](#) (2019-05-22), tasking the Tenno with recovering items from conduits, asset security systems which [Alad V](#) has marketed and sold across the system. Similar to [Mobile Defense](#), the squad must fight high-ranking enemies to loot a conduit key and activate a terminal, then defend it from a Demo unit that tries to destroy that terminal.



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accessible after completing the



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quest. The node on [Armatus](#), [Deimos](#) requires [The Deadlock Protocol](#) and [Whispers in the Walls](#) quests.

Mechanics

At the start of the mission, there is a single terminal. [Hacking](#) this terminal will begin the objective as endless waves of enemies begin to spawn.

In each round, four Conduits colored yellow, white, blue, and cyan appear around the map, requiring keys to activate which are dropped by heavy (often [Eximus](#)) units, as well as special enemy units unique to some mission nodes: [Amalgams](#) at Ganymede on Jupiter and [Gruzzlings](#) at Armatus in Deimos.

Activating a Conduit with a corresponding key will:

- provide a random Conduit Effect, usually a debuff but rarely (one Conduit per round) a buff.
- spawn a Demo unit that runs from its spawn (several tiles away) towards the Conduit,
- start a 2:00 minute timer during which the Demo must not reach the Conduit

The Demo unit (called [Demolyst](#) at Ganymede, and [Demolisher](#) everywhere else) is a significantly more durable heavy unit that periodically beeps. It must be stopped from reaching the Conduit until the timer runs out, usually done by killing it. If the unit reaches the Conduit within the time limit, it will begin to channel and self-destruct, destroying itself and the Conduit.

When the Demo unit is spawned, a red enemy marker will periodically briefly appear signifying the direction the Demo is coming from. The closer you are to it, the less the marker will fade out. When the Demo is within line of sight, the marker will remain permanently and will gain a precise distance value.

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while the other three Conduits will
and is destroyed, the debuff will



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persist until the current round ends. Likewise, if the Conduit applies a **buff** and it's successfully defended, the buff will persist until the current round ends.

There is a mission objective timer that forces players to complete the objectives. If 15 minutes pass without a Conduit being activated, the players are given 3 minutes to do the next objective, or fail the mission. The 3-minute fail timer is then constantly active for the rest of the mission. This can pose a problem for certain types of farming, like collecting Syndicate medals on Disruption nodes.

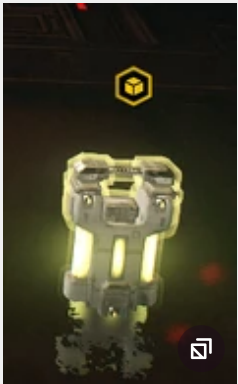
Once all four Conduits have been interacted with, and at least one has been successfully defended, players will receive rewards, and the mission will continue for another round after a 20-second delay. An extraction point will appear giving players the option to extract individually; any player entering the extraction zone will trigger a 1 minute 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.

Conduit Failsafe

Sometimes Conduit Failsafes may be found throughout the map, which can be used on an active Conduit to negate the effects of all Conduits for the remainder of the round.

Conduit Effects

- Note that Conduit effects in a Disruption node will change if another faction **occupies** it.
- Note that effects which benefit Tenno are marked with "BOOST" at the start of their description.
- Note that Conduit effects that drain shields, health, and energy scale with round.



Disruption Failsafe on Tamu, Kuva Fortress.



Disruption Failsafe in Armatus, Albrecht's Labs

Name	Target	Location	Description
Enemy Speed Enhancement	Enemy	All	Enemies gain increased movement speed.
Enemy Damage Boost	Enemy	All	Increases enemy damage by 50% .
			Increases armor of enemy units

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Name	Target	Location	Description
Enemy			
Heat/ Cold/ Electricity/ Toxin	Enemy	All	Converts enemy attacks to the specified element.
Weapons			
Enemy Ability Resistance	Enemy	All	Enemies gain resistance to Warframe abilities, similar to Bosses .
Enemy Damage Resistance	Enemy	All	Enemies gain -50% to all Damage Type Modifiers .
Stronger Amalgams/Key carriers	Enemy	All	Demolysts/Demolishers gain increased health.
Eximus Wave	Enemy	All	More Eximus units will spawn.
Pack Hunters	Enemy (Grineer)	Sedna/Kuva Fortress	Hyekka Masters , Drahk Masters , and Manics will spawn.
Brood Surge	Enemy (Infested)	Uranus	Causes Infested spawn pods to spawn throughout the area.
Electrified Conduits	Conduit	All	Conduit(s) will behave like Arc Traps .
Minefield	Environment (Grineer/Corpus)	All	Causes Arc Traps and Proximity Mines to spawn throughout the area. If encountered during Corpus Disruption, spawns only Arc Traps.
System Overload	Environment	All	Enables environment traps.
Affinity Boost +50%	Players	All	BOOST: Players gain bonus affinity from kills and affinity drops. Stacks with Affinity Boosters .
Resource Boost +50%	Players	All	BOOST: Players gain more resources from resource drops. Stacks with Resource Boosters .
Credits Boost +50%	Players	All	BOOST: Players gain more credits from credit pickups. Stacks with Credit Boosters .
No Weapons	Players	All	BOOST: Damaging enemies will grant players health.



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Name	Target	Location	Description
Shield Drain Mode	Players	All	Players will have 3 + 2 x Round shields drained every second.
Health Drain Mode	Players	All	Players will have 1 + 1 x Round health drained every second.
Conduit Resupply	Conduit	All	BOOST: All Conduits activated in the same rotation will drop multiple ammo, energy, and health Pickups .
Fire Rate Boost	Players	All	BOOST: Players will gain increased fire rate to their weapons.
Speed Boost	Players	All	BOOST: Players will gain increased movement speed.
Moonquakes	Environment	Lua	Activates Void Lasers and lowers gravity.
Ghoul Eruption	Enemy (Grineer)	Mars	Several ghouls will crawl out of the ground, similar to the ones during a Ghoul Purge .
Sentient Influx	Enemy	Lua	Summons Oculysts , which will potentially summon Sentient combatants into the field.
Magnetic Anomalies	Environment	Lua	Causes Magnetic clouds to spawn throughout the area.
Robotic Onslaught	Enemy (Corpus)	Neptune/Lua	Corpus proxies will additionally spawn.
Nullifying Conduits	Conduit (Corpus)	Neptune/Lua	Conduit(s) will project a nullification field around it.
Security Alert	Environment	Kuva Fortress	Activates defensive turrets in the area.
Conduit Sentries	Environment	Corpus	BOOST: Spawns Senta Turrets that defend Conduits against enemies.

Non-Endless Variants

Several non-standard Disruption missions adapt the normally endless mission type to a non-endless format, requiring players to defend a certain number of Conduits, then proceed to extraction.



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[himedea](#)

territory, [Steel Path](#) Incursions,



In non-endless Disruption variants, sets of Conduits spawn and rounds are advanced until a specific number of Conduits has been defended. Once the Conduit defense quota has been filled, Conduits and enemies stop spawning and all remaining Conduits and keys immediately disappear, leaving no means by which the mission objective timer can be extended. Non-endless extraction mechanics (timer starts with at least half the squad at extraction and all players extract simultaneously) overwrite Disruption's normal extraction mechanics for non-endless Disruption variants.

Locations

There are a total of 8 Disruption Missions

Planet ↕	Mission Name ↕	Faction ↕	Credit Reward ↕	Additional Credit Reward ↕	Wiki's DropTableAlias ↕
Mars	Olympus	Grineer	2,400	0	DisruptionMars
Neptune	Laomedeia	Corpus	3,400	0	DisruptionNeptune
Jupiter	Ganymede	Corpus	3,900	0	DisruptionJupiter
Uranus	Ur (Dark Sector)	Infested	3,900	16,000	DisruptionUranus
Sedna	Kappa	Grineer	4,300	0	DisruptionSedna
Kuva Fortress	Tamu	Grineer	4,400	0	DisruptionKuva
Lua	Apollo	Corpus	4,400	0	DisruptionLua
Deimos	Armatus	The Murmur	6,400	0	EntratiDisruption

Rewards

>

Disruption missions reward up to 1500 objective [affinity](#), based on mission level, for [every mission](#) (except for the first mission, which is rewarded by killing the associated Demo).



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Disruption does not follow the traditional 'AABC' rotation for endless missions. The reward tier is determined by both round progression and round performance, i.e. the number of conduits successfully defended.

Round	1 conduit defended	2 conduits defended	3 conduits defended	4 conduits defended
1	A	A	A	B
2	A	A	B	B
3	A	B	B	C
4+	B	B	C	C

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

Mars	Jupiter	Uranus	Neptune	Sedna	Lua	Kuva	Deimos
A	B		C				
Lith A6 14.29%	Lith A6 14.29%	Meso A7 14.29%					
Lith C12 14.29%	Lith C12 14.29%	Meso B9 14.29%					
Lith G10 14.29%	Lith G10 14.29%	Meso F5 14.29%					
Lith G12 14.29%	Lith G12 14.29%	Meso H7 14.29%					
Lith N15 14.29%	Lith N15 14.29%	Meso N17 14.29%					
Lith P9 14.29%	Lith P9 14.29%	Meso V9 14.29%					
Lith W4 14.29%	Lith W4 14.29%	Meso W4 14.29%					

Locations:

- [Olympus, Mars](#)

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



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Round	1 conduit defended	2 conduits defended	3 conduits defended	4 conduits defended
1	A	A	A	B
2	A	A	B	B
3	A	B	B	C
4+	B	B	C	C

Demolisher Drops

Depending on the location, Demo Units will have a unique drop:

Location	Drop	Drop Chance
Uranus	Acceltra Blueprint	1.25%
	Akarius Blueprint	1.25%
Lua	Somatic Fibers x 1	15%
Kuva Fortress	Kuva x 50	100%
Deimos	Vessel Capillaries x 2-4 Vessel Capillaries x 5-7 (The Steel Path)	100%

Notes

- With the exception of [Demolisher Bonewidow](#) and [Demolisher Voidrig](#) on Armatus, Deimos, [Demolysts](#) and [Demolishers](#) will pulse out a red aura every **5** seconds with a radius of **6.5** meters, immediately dispelling and disabling all [Warframe abilities](#) within range and on itself, similar to a [Nullifier Crewman](#)'s bubble. Operator Transference is also jammed inside the aura.
- Demolysts and Demolishers gain increased health based on squad size.
 - Squad Size 1: +0% health
 - Squad Size 2: +50% health
 - Squad Size 3: +100% health
 - Squad Size 4: +200% health



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o behave as a Nullifying Conduit



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dispels the abilities entirely when in its radius. May be a bug. ^{Confirmation needed}

- **All Infested** Demolisher units are immune to [Viral Status](#), while [Demolisher Juggernauts](#) are completely immune to [Viral](#) damage altogether.
- If the player lets all conduits get destroyed during a single round the mission will end as a failure.
- Upon reaching round 46, by completing 180 conduits, enemies will have reached the level cap of 9,999.^[1]

Tips

- The Demo units are vulnerable to various crowd-control effects (see [Demolisher](#) for more details):
 - [Cold](#) status effect will greatly slow down the Demo and cannot be cleansed by their nullifier pulse.
 - [Exodia Epidemic](#)'s suspension effect can be used to prevent the Demo units from reaching the console.
 - [Magus Lockdown](#)'s tether will lock Demo units in place for its duration.
 - [Harrow](#)'s [Condemn](#), [Khora](#)'s [Ensnare](#), and [Xaku](#)'s [The Lost](#) Deny can lock Demo units until cleansed.
 - [Zenurik](#)'s [Temporal Drag](#) can significantly slow a Demo unit down. However, it doesn't slow the charging process when the Demo already reached the console.
- A conduit on the HUD changes from grey text to white if a player in the team picks up a key.
- Consider bringing a debuff/armor strip frame, such as [Nova](#) ([Molecular Prime](#)), [Ash](#) ([Seeking Shuriken](#)), [Nyx](#) ([Psychic Bolts](#)), or [Banshee](#) ([Sonic Fracture](#)), as this will make killing Grineer and certain Infested Demolysts much easier.
- Reducing the volume of all controls except Sound Effects may assist in detecting the Demolyst sooner. The effect also emits a red pulse for the hearing impaired. Minimizing voice communication can also help in locating the Demolyst.
- Stacking [Enemy Radar](#), [Enemy Sense](#), [Stealth Drift](#), [Vigilante Pursuit](#), and/or [Animal Instinct](#) can assist in detecting Demolysts

The key for the white conduit is being held by a player, but not for the red conduit.



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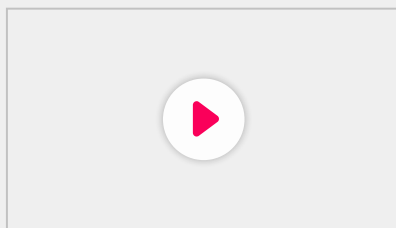
to spawn from per Conduit.

- When Conduits are first activated, always try to go about 150 meters down hallways to look/listen for Demolysts. Demolyst usually don't get to Conduit even with a minute remaining, so check time to go back when countdown is close.
- Enemies will only drop keys while at least one conduit on the map requires a key. Allowing elite and [Eximus/Amalgam](#) enemies to accumulate between rounds, rather than killing them immediately, will improve key generation at the start of rounds after the first.

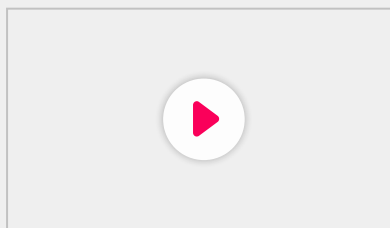
Trivia

- "Destroy them, my Amalgams!" and "Stay awhile, stay forever!" announced by Alad V during the mission on Jupiter are both references to *Impossible Mission*, a 1984 game for Commodore 64.
- [Fortuna's Little Duck](#) serves as mission control for all Disruption missions outside of [Jupiter](#) and [Deimos](#).
- Prior to [Hotfix 25.7.4](#) (2019-09-05), 'spare' keys could be picked up by the players and used in the next round for a faster progression. After the Hotfix, keys that have been left on the ground will despawn when the corresponding conduit is activated, however, keys already held can still be carried over into the next round. Keys can also despawn if another key of the same type drops provided that sufficient time has passed since the previous drop.
- In Disruption missions under the influence of a Lich, the Demo can spawn as a Requiem Thrall, requiring a Parazon finisher to defeat.

Media



Warframe How To Play Disruption Mode in 4 Easy Steps



The Prime Relic Loot Cave in Warframe 2020

Patch History



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Hotfix 35.5.4 (2024-04-05)

- Fixed glowing blue orbs appearing on the Conduits in the Armatus Disruption mission.

Hotfix 35.5.3 (2024-04-04)

External Links

1. https://docs.google.com/spreadsheets/d/1TIptHTeZh-rlGg07v-Er2Zq6q8vtGttuxDf_csGiRNO/edit#gid=0

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 • Shrine Defense
	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
	Endless		The Circuit



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