



ADVERTISEMENT

in: [Enemies](#), [Grineer](#), [Update 24](#), and [2 more](#)

SIGN IN

REGISTER

Tusk Thumper Doma

116 EDIT



CODEX

The largest version of the Grineer mobile defense platform. Pneumatic groundpounders, high-drop entrances and wide-bore cannons deliver the same simple message: boom.

For the Thumper Mod, see [Thumper](#).

For the Archwing Ability, see [Thumper \(Elytron\)](#).

The **Tusk Thumper Doma** is the final, and toughest variant of the [Tusk Thumper](#) encountered in the [Plains of Eidolon](#) during daytime.

The Tusk Thumper Doma has 2 weaker variants, one being the Tusk Thumper

Tusk Thumper Doma



Update Infobox Data

The largest version of the Grineer mobile defense platform. Pneumatic groundpounders, high-drop entrances and wide-bore cannons deliver the same simple message: boom.

General Information

Location	Grineer
Planet(s)	Earth

We want to hear from you!

DO YOU PLAY MMORPG GAMES?

Contents

1. Tactics

2. Notes

3. Tips

4. Trivia

5. Patch History

6. See also

Tactics

- The heavy armor on the Tusk Thumper makes its body impervious to all forms of attack. To deal damage to it, players must destroy the destructible armor plates on the Thumper's knees, which will reveal a glowing bluish-green weakspot on each leg that can be attacked. Each weakspot constitutes a quarter of the Thumper's health, with each leg weakspot closing up if its health pool is depleted, thus all 4 leg weakspots must be destroyed in order to kill the Thumper.
- The Thumper possesses unusual agility for a unit of its size, capable of jumping high into the air to either reposition itself, or attempt to slam down onto enemies beneath it. It is also capable of charging forward at great speeds, knocking over any enemies in its path.

Statistics

Affinity

890

Health

99,481.12

Armor

281

Dmg. Reduction

29.03%

Base Level

1

Spawn Level

30

Level Scaling

1

500

Selected Level

30

Reset

EHP

140,173.48

Steel Path EHP

--

Miscellaneous

Codex Scans

3

Introduced

Update 24.6 (2019-04-04)

Drops

Mod Drops

Vigilante Offense 1.88%

Vigilante Supplies 1.88%

Gladiator Vice 1.88%

Gladiator Finesse 1.88%

Augur Secrets 1.88%

Augur Seeker 1.88%

Kinetic Diversion 1.88%

Spring-Loaded Blade 1.88%

Resource Drops

Charc Electroplax 33.36%

Goopolla Spleen 33.36%

Murkray Liver 33.36%

Sharrac Teeth 33.36%

Karkina Antenna 33.36%

Azurite 33.36%

Devar 33.36%

Pyrol 33.36%

Coprite Alloy 33.36%

Mawfish Bones 33.36%

Khut-Khut Venom Sac 33.36%

Yogwun Stomach 33.36%

Tralok Eyes 33.36%

Mortus Horn 33.36%

Maprico 33.36%

Grokdrul 33.36%

Iradite 33.36%

Norg Brain 33.36%

Cuthol Tendrils 33.36%

We want to hear from you!

belly, which it slams into the ground repeatedly to create up to 5 radial shockwaves that deals damage and knockback in a large area. The Thumper in this state is immobile however, making it easier for players to aim for its weakspots.

- The Thumper has two ranged weapons consisting of a large telescopic cannon on its front, and two rapid-fire autocannons on its sides. These weapons have their own hitboxes and hitpoints, which can be destroyed to temporarily knock them out of commission.
- Dormant Thumpers are buried underground, and thus are not visible from long distances. They will only emerge from the ground once players are within striking distance.
- This enemy, along with the [Tusk Thumper Bull](#), has a higher chance of spawning when performing high level [Bounties](#).
- When a Thumper only has half its health left, it will eject a hatch on its top side, opening up a launcher that will allow it to release [Tusk Seeker Drones](#) to call in reinforcements.

	Auron 33.36% Veridos 33.36% Ferros 33.36%
Blueprint/Item Drops	Korrudo Blueprint 5.00%
Sigil Drops	Maprico 50.00% Sentirum 50.00% Nyth 50.00% Seram Beetle Shell 50.00%
Official Drop Tables	
https://www.warframe.com/droptables	

Notes

- Tusk Thumpers can drop most Plains of Eidolon-exclusive resources on death, including common and uncommon [fish](#) and animal parts, as well as common to uncommon [ores and gems](#), but only the **Bull** and **Doma** variant drops [Seram Beetle Shell](#), [Sentirum](#), [Nyth](#), and the blueprint for [Korrudo](#).
 - This is similar to [Exploiter Orb](#), which drops multiple [Orb Vallis](#) exclusive resources and parts.
 - [Nekros](#) can use [Desecrate](#) for a chance to double the drops from the Thumper's corpse.
- Tusk Thumpers have set spawn locations but are randomly encountered only in the daytime. After one Tusk Thumper is killed, another one can spawn in the same session, thus it's not necessary to extract to Cetus and re-enter, but recommended. The following map shows all the possible spawn locations:

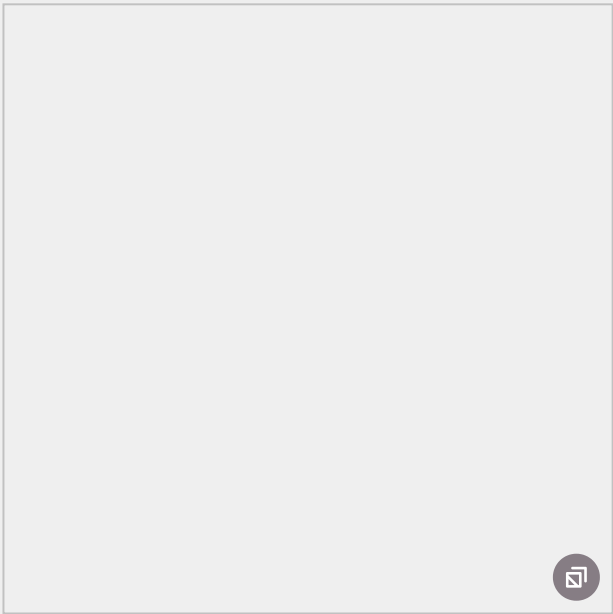


We want to hear from you!

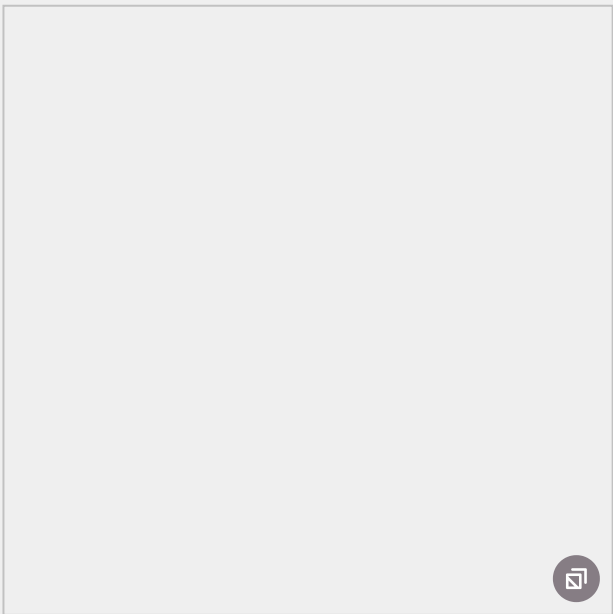


WARFRAME Wiki





Tusk Thumper Spawn Locations Map



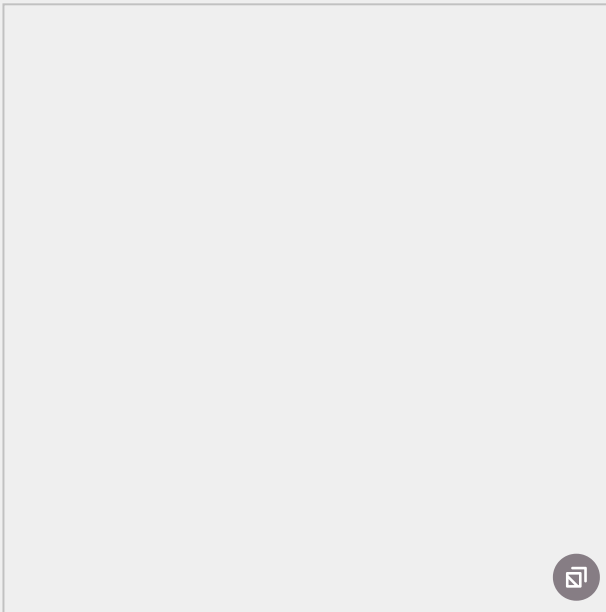
(Based on opinion and may not reflect actual spawn rates.)





We want to hear from you!





Route the player can take that has a decent chance of spawning a Tusk Thumper. (Based on testing, but may not accurately reflect actual spawn rates.)

Tips

- When doing high-level Bounties or [Sorties](#), these variants become more common, so a good way to find them is by activating a Tier 5 Bounty and search for the Thumpers instead of completing the objective.

This section is [transcluded](#) from [Tusk Thumper § Tips](#). To change it, please [edit the transcluded page](#).

- Decreasing the Tusk Thumper's movement speed can make it easier to shoot the weak spots:
 - [Nova's](#) [Molecular Prime](#) can slow the Tusk Thumper
 - [Khora's](#) [Ensnare](#) can stop the Tusk Thumper momentarily.
 - [Rhino's](#) [Rhino Stomp](#) can slow the Tusk Thumper.
 - [Sevagoth's](#) [Gloom](#) can slow the Tusk Thumper
- Stripping the Tusk Thumper's [armor](#) can make it more vulnerable to damage:
 - [Caliban's](#) [Fusion Strike](#)
 - [Mag's](#) [Polarize](#)
 - [Nyx's](#) [Psychic Bolts](#)



We want to hear from you!



- [Ember's](#) [Fire Blast](#)
 - [Hildryn's](#) [Pillage](#), which doesn't strip its armor nor restore Hildryn's shields
 - [Saryn's](#) [Spores](#)
 - [Trinity's](#) [Link](#) modded with [Abating Link](#)
 - [Xaku's](#) [The Lost](#) Gaze
- Abilities that make Tenno invisible, e.g. [Loki's](#) [Invisibility](#), can help making Tusk Thumper less active. It will not retaliate against invisible Tenno and less likely move around.
 - The Thumper is incapable of hitting [Titania](#) with its melee, charge, and shockwave attacks if she is above the ground in her [Razorwing](#) form. While it can still shoot her, it will prefer to attack her Razorflies, which can keep the Thumper busy while [Titania](#) shoots its weak spots.
 - A beacon from [Buzlok's](#) alternate fire can be used to tag a weak spot, allowing Tenno to deal damage with ease.
 - [Operator's](#) [Void Beam](#) can also deal significant damage against the Thumper, especially with Prism/Scaffold that has [Punch Through](#) and/or area of effect damage.
 - This method is quite ammo-efficient as Void Beam is simply rechargeable, while the Thumper requires a lot of ammo to bring down.
 - Stolen [Tusk Dargyn](#) can be used to slowly fight the Thumper as well. Though it is recommended to periodically destroy its gun to prevent retaliation as Dargyn is not so resilient.
 - [Voidrig's](#) [Guard Mode](#) deals massive damage to the Tusk Thumper.
 - The following is a strategy the player can take to find and take down a Thumper quickly (see the above image for a visual aid for routing). At any point, if you see and/or hear the Tusk Thumper emerge from the ground, immediately engage, and, once the Thumper is destroyed, return to [Cetus](#) to start over. When entering the Plains from Cetus, fly towards Gara Toht Lake and then once you pass it make a large u-turn and head back towards the south side of the map. Travel westward in a zigzag pattern until you reach the shore, then fly north past the Seaside Ruin and beyond The Ribs until you reach the northwest corner of the map. Then, from there, fly once again in a zigzag pattern eastward past Mount Nang and stopping near Renth Spring. Then, fly around the rest of Gara Toht lake until you land back at the entrance to Cetus. If you didn't see a Thumper, exit and try again. The red circle around the base at Mount Nang denotes an area that is slightly higher level



We want to hear from you!



anywhere else along this route a tier Thumper would spawn instead



(e.g.: a Thumper Bull may spawn on the route, but, at Mount Nang, a Thumper Doma would spawn instead).

- The Thumper's armor plating covering its weak spot count as headshots for [Incarnon weapons](#) like [Laetum](#) and [Phenmor](#) (but, oddly enough, the actual weak spots do not count as headshots). The weapons, when evolved, can do major amounts of damage to the Thumper as well as not having the need to reload.
- Subsumed abilities like [Rhino's](#) [Roar](#) or [Mirage's](#) [Eclipse](#) can increase the damage done as well.
- Use [Madurai's](#) [Void Strike](#) to deal immensely increased damage for a short amount of time to the Thumper.

Trivia

- Tusk Thumper is the first Grineer ground vehicle and second hostile ground vehicle introduced in the game, first being [Coildrive](#).
- There are two inactive Tusk Thumpers of unknown variant in orange in a small base area at the middle point between *Ostwan Range* and *Renthi Spring* on [Plains of Eidolon](#).
 - There is a unique-looking console positioned close to each of them, presumably for maintenance purposes.

Patch History

[Update 35.1](#) (2024-02-20)

- Fixed a bug with Trinity's Well of Life and self-stagger-inducing weapons that allowed Thumpers in the Plains of Eidolon to be one-shot.
 - *In order to address this bug, the Well of Life wisps will no longer spawn from self-staggering and as an additional precaution to prevent similar issues from occurring, they now negate 5% (previously 10%) of the maximum Health of non-ability immune bosses (non-boss targets still receive 10%). While we understand this may have been a popular way to use the ability, the interaction with certain boss units, such as Thumpers,*

See also



We want to hear from you!



Grineer

Edit[Collapse]

Starchart

Plains of Eidolon

Rathuum

Empyrean

Light	Butcher • Flameblade • Guardsman • Powerfist • Scorpion • (Elite) Shield Lancer
Medium	Ballista • Drahk • Eviscerator • Hellion • Hyekka • (Elite) Lancer • Scorch • Seeker • Trooper
Heavy	Bailiff • Bombard • Commander • Drahk Master • Heavy Gunner • Hyekka Master • Manic • Napalm • Nox
Kuva	Kuva Guardian • Kuva Jester • Kuva Larvling • Kuva Lich • Kuva Trokarian
Archwing	Dargyn • Dreg • Hellion Dargyn • Lancer Dreg • Missile Battery • Shield Dargyn • Shield-Hellion Dargyn • Temporal Dreg • Ogma • Zeplen
Submersible	Darek Draga • Draga • Shock Draga • Sikula
Miscellaneous	Arc Trap • Latcher • Manic Bombard • Orbital Strike Drone • Propaganda Drone • Power Carrier • Roller (Sentry) • Regulator • Sensor Bar • Sensor Regulator • Target • Warden

Bosses

Balor Fomorian • Captain Vor • Councilor Vay Hek • General Sargas Ruk • Kela De Thaym • Lieutenant Lech Kril • The Grustrag Three • Tyl Regor • Ven'kra Tel & Sprag • Wolf of Saturn Six

Categories

Languages

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

More Fandoms

Sci-fi

Warframe



We want to hear from you!
DO YOU PLAY MMORPG GAMES?

X