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Corpus Gas City

 QUOTES

The **Corpus Gas City** is a tile set which was introduced in [Update 25.0](#) (2019-05-22), serving as the home of [Alad V](#) and his Vapos [Corpus](#). The Gas City has many facilities built to harvest the power of the planet's gas, called **Helium-3**. The indoor areas vary greatly from neat lobbies and labs to dusty maintenance areas for the harvesters and laboratories, while the outdoors allow players to traverse the decks of the cargo ships under an eternal sunset, also featuring large open spaces for advanced [maneuvers](#) between different structures. In addition, sometimes the [palolyst](#) will appear, damaging the

Preceded by

[Corpus Gas City \(Old\)](#) since [Update 25.0](#) (2019-05-22)

Corpus Gas City



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s created hybridizing Corpus



WARFRAME Wiki



This tile set has its own unique [Spy](#) data vaults and [Sabotage variant](#).

☰ Contents

1. Features
 - 1.1. Secret Laboratories
 - 1.2. Partnership Fragments
2. Hazards
 - 2.1. Distressed Pipes
 - 2.2. Helium-3 processors
 - 2.3. Scanner
 - 2.4. Explosive Barrels
3. Missions
4. Notes
5. Trivia
6. Conclave Maps
7. Media
8. Patch History

Features

Secret Laboratories

Several large tiles in the Gas City have locked orange doors with active holograms on them. To gain access to them, players have to perform a series of tasks within the tile itself. Note that several secret laboratories may spawn per mission.

1. First, players must find and destroy a destructible orange block called an **Access Controller**, typically found within ceilings or high on the walls within the tile. Many of these are hidden in out-of-the-way places, which may require parkour to reach. They have a humming noise that is audible to anyone within 10m of them.



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Of consoles behind shutters will be when approached. Each console is a specific color, which corresponds to the tile's door. A timer (ranging from 10



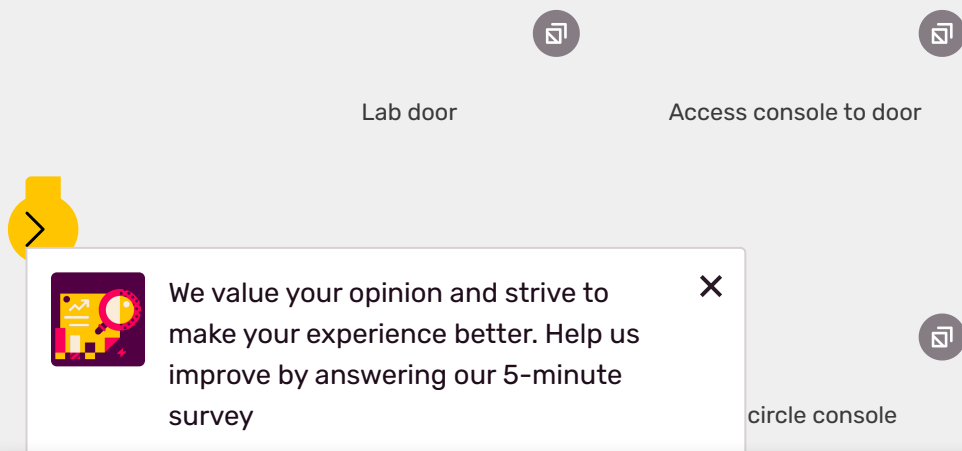
activate each console in sequence according to the descending order of symbols on the locked door within the time limit. Players can retry this if they failed to activate the consoles in time.

3. If successfully opened, the orange door will lead into a small chamber with lockers in it, among them a special violet locker that will yield a Gas City [Captura](#) scene when opened. This chamber has a large windowed door with [Sentient](#) parts on it, which players can open by damaging it with their [Operator's Void Beam](#). The laboratory inside will have [Vapos Bioengineers](#), 3 or 4 hostile (sleeping) [Amalgam](#) units that will attack the player, as well as a hostile [Sentient Conculyst](#) or [Battalyst](#) in a glass enclosure that can be released by shooting out the glass. Another violet locker will also be present inside the laboratory that will yield another Captura scene.

It should be noted that the lab will consistently spawn within the Jupiter's [Sabotage](#) node Thebe, within the room left of the main Sabotage reactor objective, containing the three Helium-3 processors. The lab also spawns within the first few tiles of the [Assassination](#) node Themisto.

On Thebe:

1. The lab's entrance is located in a room below in between 2 of the Helium-3 processors, across from where the player typically enters the room.
2. The Access Controller is located in the room above the lab entrance.
3. The 3 consoles, marked with a square, semi-circle, and triangle appear in that order in a clockwise fashion around the room and are visible on the player's map. They must be pressed in that order to open the Lab Door.





Triangle console



2nd violet locker is nessled in the corner of the lab

If the player is doing the respective [Nightwave](#) challenge "Plunder one of Alad V's secret laboratories on Jupiter," the player must completely loot *both* violet lockers to count. Note that sometimes the challenge only pops once the mission is completed.

Partnership Fragments

Main article: [Fragments#Partnership Fragments \(Corpus Gas City\)](#)

Partnership [Fragments](#) are unique to the Gas City and are hidden about the tileset. They can be scanned to unveil lore about [Alad V](#) and his [Amalgams](#).

Hazards

Distressed Pipes

Several exposed pipes can be found on walls and ceilings in the Corpus Gas City, some of which may have a rectangular orange light on them. This denotes that they are destructible, and when destroyed by weapons or abilities can unleash a **10**-meter jet of flame that deals [Heat](#) damage to any units caught within it.

Helium-3 processors

Similar to the ones in the Sabotage mission, one of these processors can be destroyed temporarily allowing the [Toxin](#) gas to be released in the room, also lowering the visibility. Notably, nearby processors will be covered to prevent further damage.

Scanner



Several doors on the tileset have **Scanners** on them, large devices that project an orange beam horizontally or vertically. While passing



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will trigger defensive systems depending on the room. Players can turn off scanners themselves to prevent



- Certain rooms will deploy a **Shock Turret**, which can be seen as a small orange disc on the ceiling. These project a shock area visible as an orange circumference on the ground, which will deal [Electricity](#) damage and proc per second against any units within its radius. The orange disc can be destroyed by weapons fire, which will make it deploy a larger blue cylinder that deals increased area damage. This cylinder will self-destruct after 5 seconds, or alternatively, players can simply destroy it through weapons fire instead.
- Some tiles will have vents on the floor which will release a putrid green gas cloud for 10 seconds, dealing [Toxin](#) damage and proc to any unit caught in it.

Explosive Barrels

This tile set also introduced two new [Explosive Barrel](#) variants:

- Biogas Barrel - emits fumes of gas that deal [Gas](#) damage
- Spent Radium Barrel - emits clouds that deal [Radiation](#) damage

Missions



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There are a total of 14 Missions on the Corpus Gas City Tile Set

Planet ↕	Mission Name ↕	Type ↕	Faction ↕	Level ↕	Mastery EXP ↕
Jupiter	Metis	Rescue	Corpus	15 - 17	51
Jupiter	Io	Defense	Corpus	15 - 20	51
Jupiter	Callisto	Interception	Corpus	15 - 20	51
Jupiter	Elara	Survival	Corpus	15 - 20	51
Jupiter	Ananke	Capture	Corpus	16 - 18	51
Jupiter	Carme	Mobile Defense	Corpus	16 - 18	51
Jupiter	Carpo	Exterminate	Corpus	17 - 19	51
Jupiter	Amalthea	Spy	Corpus	17 - 19	51
Jupiter	Thebe	Sabotage	Corpus	18 - 20	51
Jupiter	Themisto	Assassination	Corpus	18 - 20	51
Jupiter	Cameraia	Survival (Dark Sector)	Infested	20 - 30	0
Jupiter	Sinai	Defense (Dark Sector)	Infested	20 - 30	0
Jupiter	Ganymede	Disruption	Corpus	30 - 35	51
Jupiter	The Ropalolyst	Assassination	Corpus	40 - 40	55

Notes

- There are special amalgam units that only appear within secret labs. These are [Amalgam Arca Heqet](#), [Amalgam Arca Kucumatz](#), [Amalgam Phase MOA](#), and [Amalgam Swarm Satyr](#).
- Some labs have 3 access consoles (filled circle, triangle, and square), while some have 4 (adding a hollow square). Generally, 3-console labs are on fairly flat ground, while 4-console labs require significant vertical movement.



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s are all contained within a
which the consoles are accessed
vertical puzzles.



inside labs, or high up in places that are otherwise only used for access controllers and consoles, and may be too distant for simple [loot radar](#) scanning.

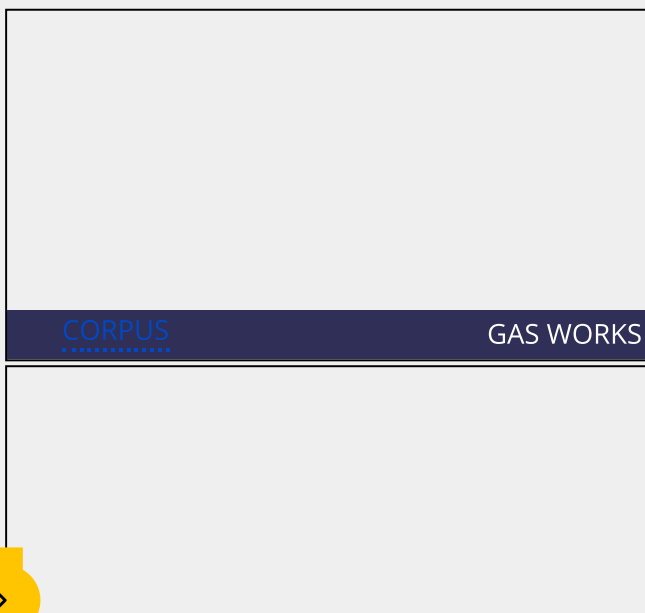
- Multiple lab tiles may spawn in a single mission, or none. The labs are independent.
 - They can all be completed in the same run.
 - Accessing a console in one tile will not affect a lab in another tile. Sometimes lab tiles are adjacent, so this might be confusing.

Trivia

- Corpus Gas City tileset introduced in [Update 25.0](#) (2019-05-22) is actually a rework of an [older one](#), introduced in [Update 11.0](#) (2013-11-20).
- Oddly enough, the [Ropalolyst](#) will make its appearance in this tileset even if the player hasn't finished [The Sacrifice](#) (and any other main quests that would result in the monster's arrival).
- [Amalgams](#) won't spawn during the [Alad V](#) Assassination mission, due to them being created after that event. Any Secret Labs will still contain dormant Amalgams however.

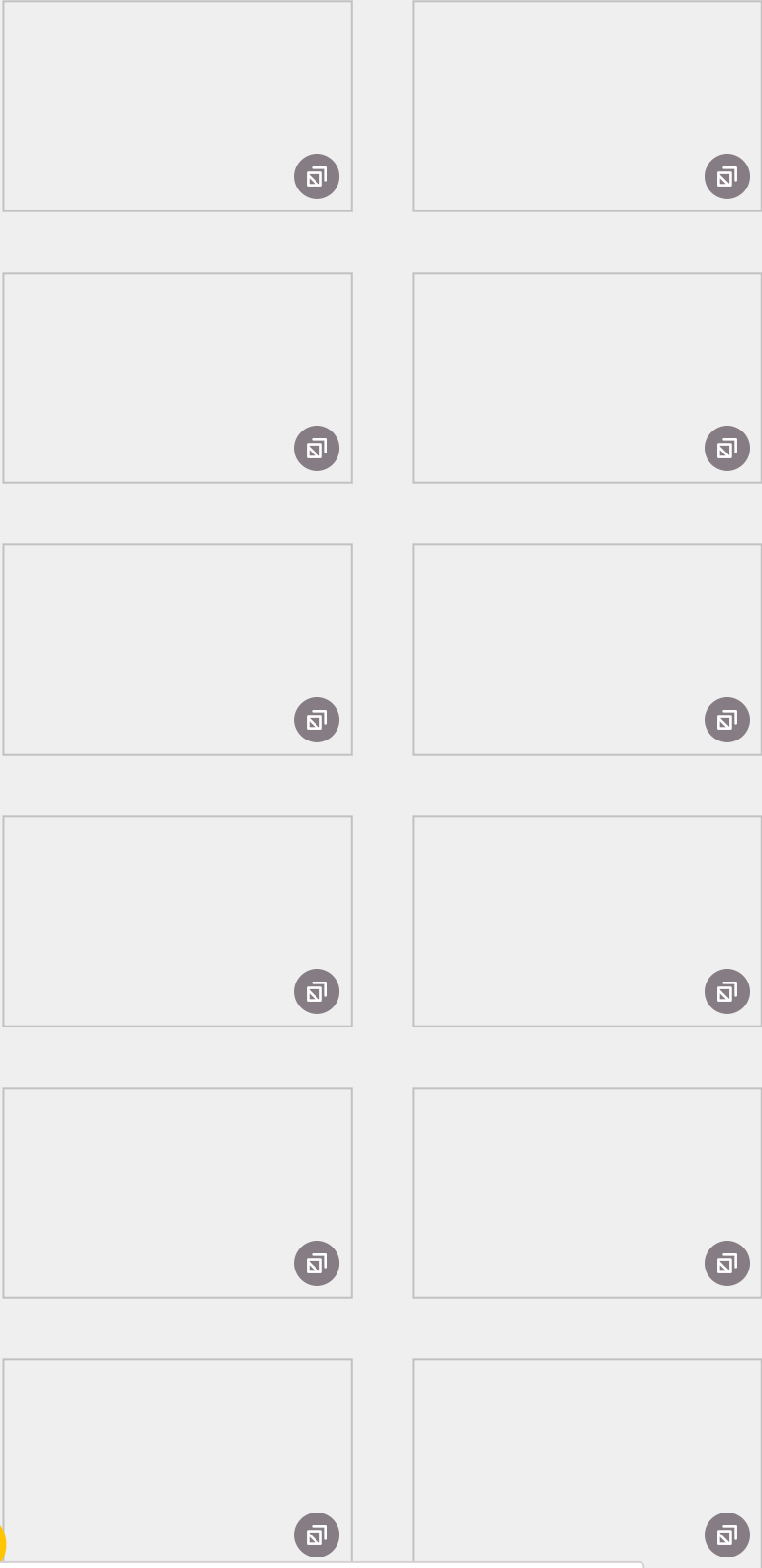
Conclave Maps

There are currently [2 maps](#) for [Conclave](#) from this tileset.



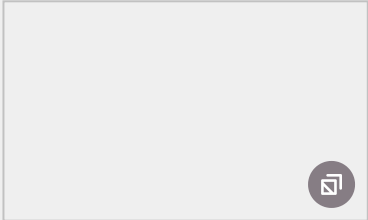
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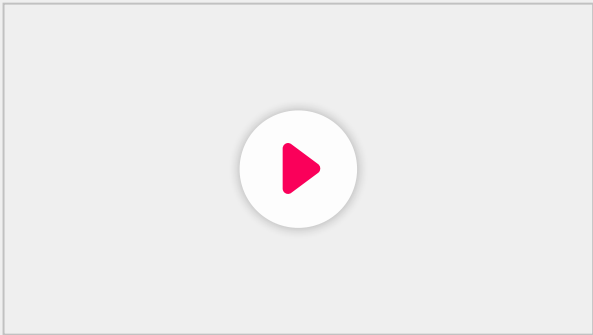
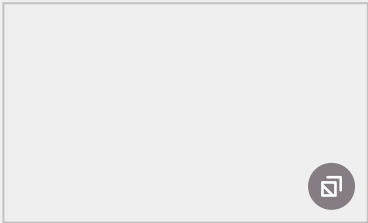
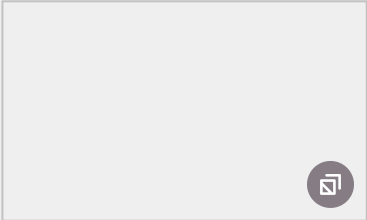


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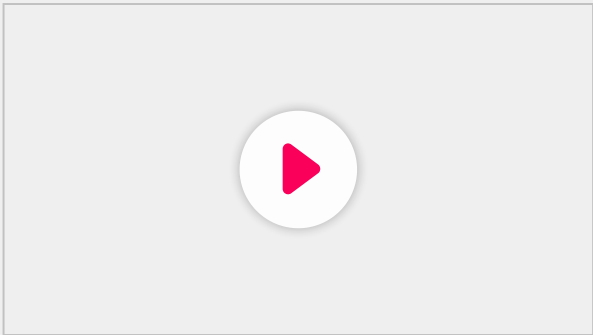




One of Alad V's secret Amalgam labs




Gas City Secret Doors & Mods - Jovian Concord (Warframe)



Warframe Vapos Corpus (Know Your Enemy)

Patch History



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of the Gas City tileset.

- Fixed a crate spawning under the floor in the Corpus Gas City tileset.

Update 35.5 (2024-03-27)

- Fixed a map hole in the Corpus Gas City tileset.

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