

ADVERTISEMENT

in: [Missions](#), [Mechanics](#), [Update 9](#)

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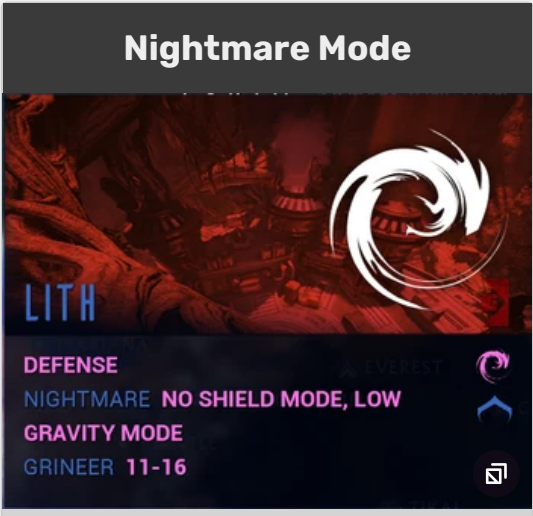
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Nightmare Mode

502 EDIT

Nightmare Mode is an optional difficulty modifier introduced in [Update 9.0](#) (2013-07-13). When Nightmare Mode is selected, up to two mission modifiers take effect that greatly increase the mission's difficulty, but completing the mission will reward players with [Nightmare Mods](#), which positively affect two stats of a [weapon](#), [Warframe](#), or [Companion](#).

To unlock Nightmare Mode on a given [planet](#), one must complete all mission nodes on that planet.



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Mechanics

Each planet except [Empyrean](#) Proximas and the [Zariman Ten Zero](#) has one randomly selected mission node for Nightmare Mode, appearing a scarlet background and a white swirl in lieu of a [Faction](#) icon. The Nightmare Mode mission is treated as a separate mission from the normal mission, and can only be completed once. Reruns of the mission will not yield additional Nightmare Mods. Nightmare Mode missions cycle once every 8 hours after mission completion.

All enemies encountered in Nightmare Mode have significantly increased levels, damage, and enemy spawns compared to their standard levels. [Ciphers](#) may not be used during [Hacking](#) and failure to hack any console will result in an  [Electricity](#) proc applied to the player. Any summoned allied [Specter](#) will immediately be hostile to all players (except [Shockwave MOAs](#) spawned from a [MOA Cabinet Spawner](#)), indicated by a reddish distorted glow. [Environmental Hazards](#) can also appear as usual.

Endless mission types are treated as non-endless, but have higher victory conditions:

- [Defense](#) Nightmare requires 10 waves (instead of normal 5 waves) to complete.
- [Interception](#) Nightmare require 2 waves (instead of normal 1 wave) to complete.
- [Excavation](#) Nightmare require a minimum of 500  [Cryotic](#) (instead of normal 100 Cryotic) before players are allowed to extract.
- [Survival](#) Nightmare require a minimum of 5 minutes to complete.
- [Disruption](#) Nightmare is endless, but you will only get one reward from the table regardless of how many rounds you complete.
- [Infested Salvage](#) Nightmare require 2 rounds (instead of normal 1 round) to complete.

Challenges

Up to **two** of the following challenge may occur per mission, and each modifier has an equal chance of being selected.

No Shields

Player and companion shields are reduced to zero.

- [Overshields](#) created by Warframe abilities do not occur while this challenge is active.
 - Any [MOA](#) equipped with  [Blast Shield](#) can still generate shields for themselves even with this challenge active.
- [Hijack](#) missions will never roll this modifier.
- By virtue of having no shields, this modifier has no effect on  [Inaros](#),  [Kullervo](#), and  [Nidus](#).
- As  [Hildryn](#)'s entire kit revolves around using Shields in lieu of Energy, she will not be able to use any of her abilities during this modifier.
- Affects *all* entities in the mission, including enemies and [Rescue](#) targets.

Timer

The mission has a 5-minute timer that will fail the mission if it runs down. Killing enemies will add 5 seconds to the timer.

- Enemies dying from sources *other than* players (such as environmental hazards) will not contribute to the timer. [Security Cameras](#) and [Corpus Turrets](#) will contribute to the timer, however.
- Killing [Desert Skates](#) will not contribute to the timer.
- [Defense](#), [Mobile Defense](#), [Assassination](#), and [Survival](#) missions will never roll this modifier.

Death Detonation	Enemies explode upon death, dealing damage in a small area of effect.	- Damage done by the explosion depends on target's max health. - Enemies cannot be damaged by other enemies detonating. - Players do not take damage from performing melee stealth finishers.
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Retired Challenges

The following modifiers were present in earlier builds of the game, but have since been removed.

▼	Retired Challenges	▼
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Mission Rewards

Main article: [Category:Nightmare Mode Mods](#)

Below are the possible Nightmare Mode Mods that can be rewarded upon completing a Nightmare Mode mission. There are three pools of rewards that the Nightmare mission will pull from. These pools are based on the Planet where the Nightmare mission takes place, regardless of node level. [Rescue](#) missions have the potential to draw from any of the three reward pools based on the [achievements](#) performed throughout the mission:

This section is [transcluded](#) from [Nightmare Mode/Rewards](#) . To change it, please [edit the transcluded page](#).

A		B		C
Chilling Reload	22.11%	Drifting Contact	22.56%	Streamlined Form
Accelerated Blast	18.97%	Armored Agility	15.49%	Animal Instinct
Ice Storm	18.97%	Fortitude	15.49%	Constitution

Wildfire	18.97%	Seeking Fury	15.49%	Lethal Torrent
Blaze	1.01%	Shred	15.49%	Vigor
Hammer Shot	1.01%			

Locations: See in-game [World State Window](#) for active Nightmare Mode nodes

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

For any non-Rescue missions:

Rotation A	Rotation B	Rotation C
Mercury Venus Earth Mars	Phobos Ceres Jupiter Europa Saturn Void Lua Kuva Fortress Deimos	Uranus Neptune Pluto Eris Sedna

For any Rescue missions, regardless of Planet:

- Rotation A: One rescue objective completed
- Rotation B: Two rescue objectives completed
- Rotation C: All rescue objectives completed
- Rescue objectives:
 - Rescued hostage
 - Stealth rescue (rescued target without raising alarms inside prison tile)
 - Killed all [Wardens](#)

Notes

the player does rerun the mission, the mod will be greyed out with a "reward already recieved" message on top of it.

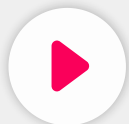
Media



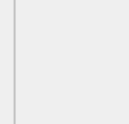
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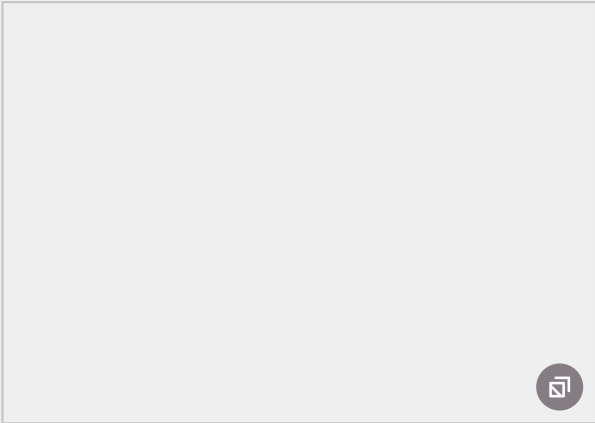
GamesWise Warframe What is NIGHTMARE Mode



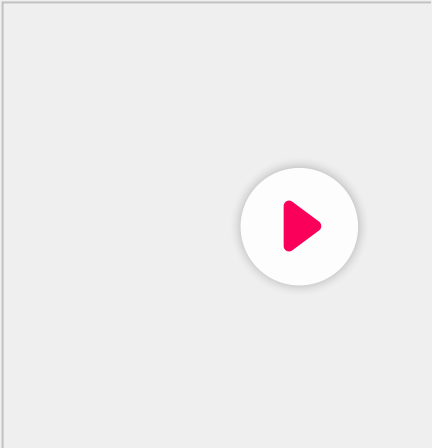
Warframe How To Get Nightmare Missions



Starchart 2.0 Nightmare Mode Appearance



U19 UI



How To Get Nightmare Mods In Warframe beginners guide
Nightmare Mission & Rotations Explained

Patch History

[Update 34.0](#) (2023-10-18)

- Fixed Nightmare mode UI displaying in the Host's language.

[Hotfix 25.7.4](#) (2019-09-05)

- Fixed enemies in Nightmare missions spawning at different levels than advertised in the Star Chart UI.

[Update 25.7](#) (2019-08-29)

- Fixed the Star Chart UI displaying the wrong level for the first mission in the list.

See also

- [Nightmare Mode Mods Table](#)

Missions				[Collapse]
PvE	Star Chart		Assassination • Capture • Exterminate (Abyssal Zone) • Hijack • Mobile Defense • Rescue • Sabotage (Assault, Orokin, Reactor, Sealab) + Hive • Spy	
		Standard		



			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
		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		

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