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in: [Mechanics](#), [Update 15](#), [Archwing](#), and [2 more](#)

# Archwing

642 EDIT



Amesha



Elytron



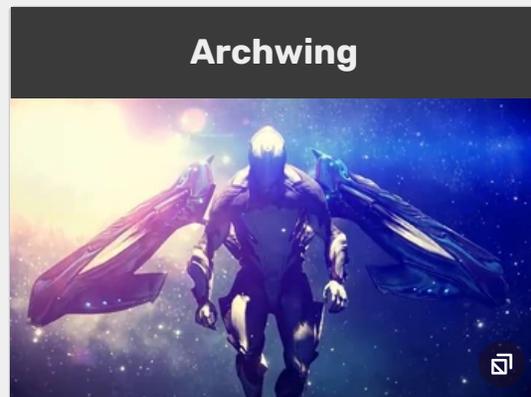
Itzal



Odonata

For the soundtrack, see [Archwing \(Soundtrack\)](#).

*I was in a dying dream. I saw a bright spot blurring and weaving toward me. I felt a tug toward it from the metal clasps on my suit. It reached me, rising up - a gleaming beast, a plume of golden wings rising and unfolding behind it. An angel. It snatched me from my death. I could feel my lungs fill as it*



Archwing



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*closed my eyes and held on it like a child*

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The **Archwing** is an all-environment flight system of [Orokin](#) design used by a Tenno to fly and engage in combat in space, offering a potent mix of firepower and mobility to engage spaceborne enemies. Unlike Warframe's traditional land-bound gameplay, Archwing missions take place on a three-dimensional plane, offering nearly complete freedom of movement in all directions. Though intended for space use, the Archwing also has the ability to engage in both atmospheric ([Plains of Eidolon](#), [Orb Vallis](#), and [Cambion Drift](#)) and underwater ([Grineer Sealab](#)) combat.

## Acquisition

An Archwing comprises three components, each of them are acquired through different means depending on the Archwing.

### Contents

- 1. Acquisition
- 2. Access
- 3. Mechanics
- 4. Mods
- 5. Archwing Missions
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The [Amesha](#), [Elytron](#), and [Itzal](#) can be [researched](#) from the [Tenno Lab](#) in the [dojo](#).

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## Access

The Archwing section of the Arsenal can be accessed via the **vehicle** button upon bringing up **Select Mode** at the bottom right of the main Arsenal overview and has the following three sections available:

### Tenno Loadout

- **Archwing** - The player's Archwings can be managed and customized in this section.
- **Archgun** - The section where Archwing [primary weapons](#) can be managed.
- **Archmelee** - The Archwing's [melee weapons](#) can be managed here.

## Mechanics

### Missions

Once a player has built and acquired an Archwing, they can participate in dedicated Archwing missions, with two possible tilesets: [Free Space](#), a [Grineer](#)-controlled territory which puts players in open space with lots of room to explore and maneuver and [Corpus Ship](#), where players speed down through tight corridors inside a severely damaged [Corpus](#) ship. An [Infested](#) variation of this tileset is used in the [Jordas Golem Assassination](#) mission. Archwings are also mandatory on [Uranus](#), and are used to move in the underwater sections of the [Grineer Sealab](#).

In [Free Roam](#) missions, Archwings can be deployed via [Archwing Launchers](#).

Archwings can also be used in [Empyrean](#) mission, representing a faster, albeit much more vulnerable, method of moving around the map, as well as being used to board [Crewships](#), points of interest, and the [Murex](#) ships.

### Archwing Maneuvers



Main article: [Archwing Maneuvers](#)



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Name

Description

Polarity

Rarity

<a href="#">Primed Morphic Transformer</a>	Increases Power Strength	Legendary
<a href="#">Superior Defenses</a>	Increases Shield Recharge Rate	Uncommon
<a href="#">System Reroute</a>	Increases Power Efficiency	Rare

## Archwing Missions

Planet	Sector	Type	Faction	Level	Tileset
<a href="#">Earth</a>	Erpo	Mobile Defense	<a href="#">Grineer</a>	1 - 6	Free Space
<a href="#">Venus</a>	Montes	Exterminate	<a href="#">Corpus</a>	3 - 8	Corpus Ship
<a href="#">Mars</a>	Syrtis	Exterminate	<a href="#">Grineer</a>	8 - 13	Free Space
<a href="#">Phobos</a>	Kepler	Rush	<a href="#">Corpus</a>	12 - 14	Corpus Ship
<a href="#">Jupiter</a>	Galilea	Sabotage	<a href="#">Corpus</a>	15 - 20	Corpus Ship
<a href="#">Saturn</a>	Pandora	Pursuit	<a href="#">Grineer</a>	21 - 26	Free Space
<a href="#">Uranus</a>	Caelus	Interception	<a href="#">Grineer</a>	24 - 29	Free Space
<a href="#">Neptune</a>	Salacia	Mobile Defense	<a href="#">Corpus</a>	27 - 32	Corpus Ship
<a href="#">Eris</a>	<a href="#">Jordas</a> <a href="#">Golem</a> Assassinate	Assassination	<a href="#">Infestation</a>	32 - 34	Corpus Ship (Infested)

## Rewards



Archwing mission types have unique reward tables not shared by non-Archwing



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[Exterminate](#)
[Interception](#)
[Mobile Defense](#)
[Pursuit](#)
[Rush](#)
[Sabotage](#)

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### Rewards

[Automatic Trigger](#)

38.72%

[Extend](#)

38.72%

[Shell Rush](#)

11.28%

[Phaedra Receiver](#)

5.64%

[Morphic Transformer](#)

5.64%

### Locations:

- [Montes, Venus](#)
- [Syrtris, Mars](#)

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

## Weapon Part Locations

The [Imperator](#) and [Veritux](#) are the starter weapons, first used during the final events of [The Archwing quest](#). Additional blueprints of these weapons can be bought from [Cephalon Simaris](#) for **100,000** each.

Most Archwing weapons consist of parts which are obtainable as offerings from the six core [Syndicates](#), each requiring [Rank](#) 2-3 and costing **20,000** Standing. Blueprints that use these parts are obtainable from the [Market](#). All weapon parts except for the blueprint are [tradeable](#).

### [Steel Meridian](#)

[Kaszas Handle](#)
[Velocitus Receiver](#)

### [Arbiters of Hexis](#)

[Dual Decurion Barrel](#)
[Phaedra Barrel](#)
[Corvas Barrel](#)
[Cyangas Barrel](#)
[Centaur Aegis](#)
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Dual Decurion Receiver

Velocitus Barrel

Corvas Receiver

Onorix Handle

Phaedra Receiver

Cyngas Receiver

Fluctus Barrel

Cyngas Stock

Centaur Blade

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**Red Veil****New Loka**

Kaszas Blade

Velocitus Stock

Onorix Blade

Phaedra Stock

Rathbone Handle

Agkuza Handle

Rathbone Head

Agkuza Blade

Fluctus Limbs

Centaur Handle

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The Archwing weapons that do not come from the six Syndicates include:

- [Knux](#), [Grattler](#), and [Larkspur](#), obtainable from [Clan Research](#).
- [Imperator Vandal](#), rewarded from [Fomorian Sabotage](#) during [Balor Fomorian Invasions](#). Comes in multiple parts, and unlike the Archwing Syndicate weapons, the blueprint is tradeable.
- [Prisma Veritux](#), potentially sold by [Baro Ki'Teer](#).
- [Prisma Dual Decurions](#), potentially sold by [Baro Ki'Teer](#).
- [Kuva Ayanga](#), obtained after killing a [Kuva Lich](#) using one.
- [Kuva Grattler](#), obtained after killing a [Kuva Lich](#) using one.
- [Mausolon](#), obtained after building any [Necramech](#), either [Voidrig](#) or [Bonewidow](#).
- [Cortege](#), blueprint and parts sold by [Necraloid](#) syndicate.
- [Morgha](#), blueprint and parts sold by [Necraloid](#) syndicate
- [Corvas Prime](#), blueprint and parts are rewards from opening corresponding [Void Relics](#).
- [Larkspur Prime](#), blueprint and parts are rewards from opening corresponding [Void Relics](#).
- [Mandonel](#), blueprint is rewarded from [Sanctum Anatomica](#) bounties, and parts are rewarded from [Albrecht's Laboratories](#) missions.

## Notes

- Archwings possesses life support, allowing its user to remain in vacuum space without repercussions, as seen in the trailer and [Mag Prime's Codex](#) entry, in which the author quoted: *"I could feel my lungs fill as it wrapped me in its wings...."*



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ding Craft as shown by the ship deploying





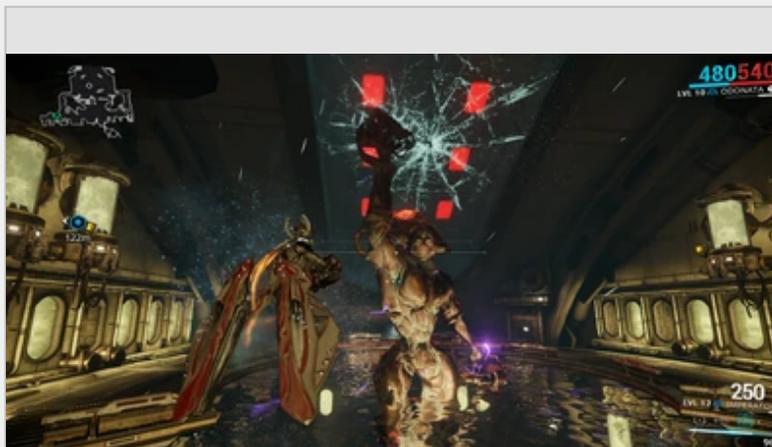
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- Bringing Equinox is ill-advised as there is a bug where the Archwing will only gain the **converted** Health and Energy from orbs.
- Using melee or speeding close to some large debris may result in one getting impaled and stuck in the mesh; take caution using melee attacks around objects to avoid this.
  - Similar to the bug above, it is possible to get stuck in debris where the player will either die or be stuck permanently.
- There have been various encounters with stretched and disjointed player models in Archwing missions.
- Instances of glitches including "flying" Archwings on Submerge Missions.
  - When dying in the water with the Archwing equipped, reviving will place the player on land that is closest to where the player died, and the player can use their Archwing while on land. You can fly around as if you are underwater or in space while using Archwing abilities and Archwing weapons.
- If mods which increase the magazine capacity are equipped on any of the player's (Warframe) weapons, then upon entering and exiting a submerged area, the magazine capacity will have reverted to the default for the weapon. This can be quickly fixed by reloading the weapon, but it can still present an annoyance.
- Occasionally, the mouse sensitivity changes when going into Archwing missions.
  - The sensitivity change stays after completing or leaving the mission; relogging may alleviate the issue.
  - Some players are unable to use the archwings and are forced to walk in mid-air as if it were a normal ground mission.



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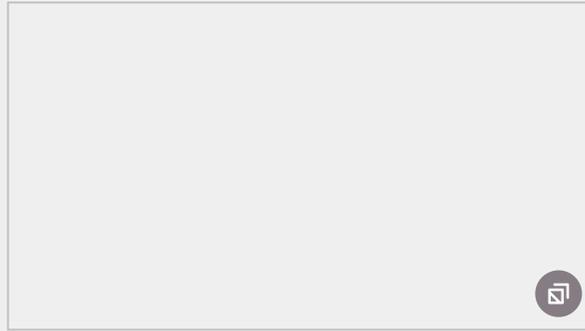


# Media

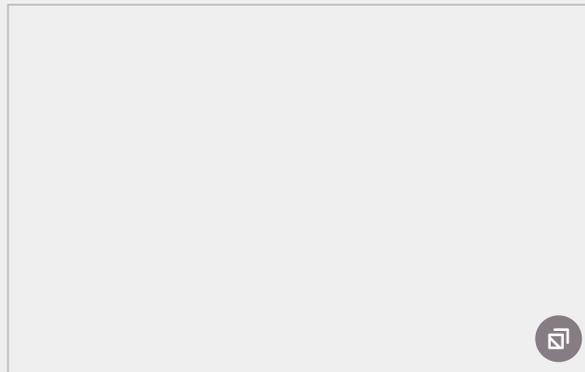
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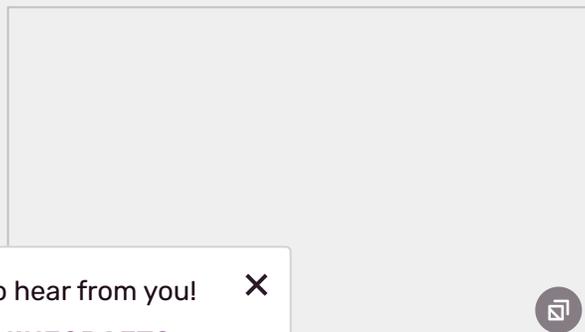
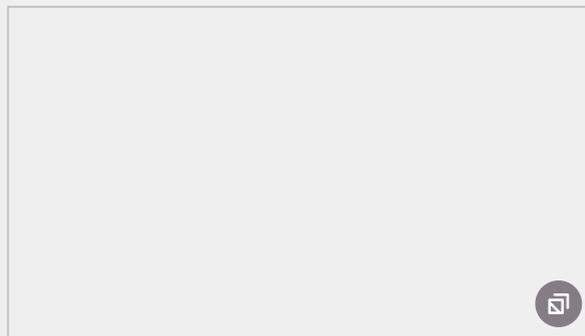
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The Archwing in use.



A frontal view of the Archwing, along with the Veritux.



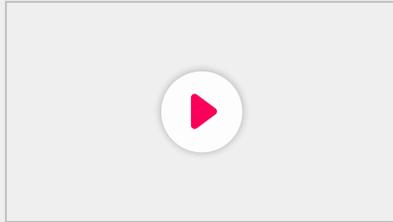
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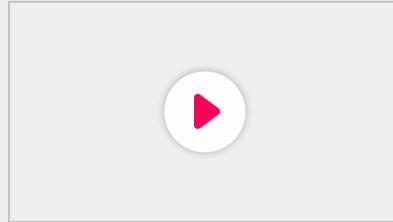
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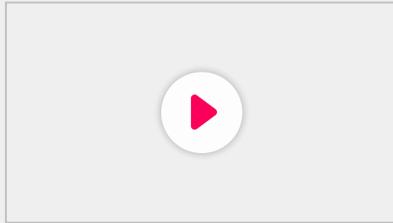
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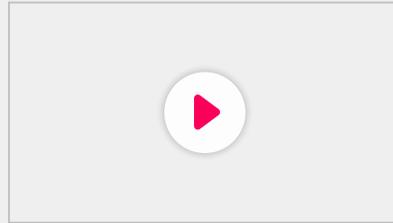
Engage Archwing



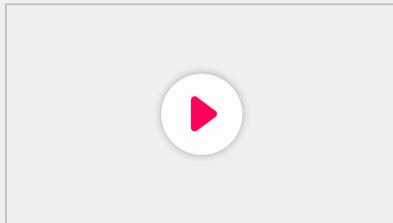
Warframe - Archwing Gameplay Demo



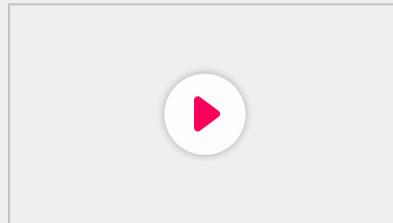
A look at Warframe How to get Archwing



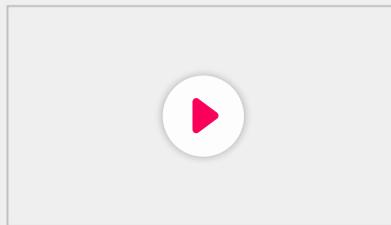
HOW TO GET THE ARCHWING ODONATA Update 15 - Warframe Hints Tips



HOW TO GET THE ARCHWING ODONATA Update 15 Part 2 - Warframe Hints Tips



Warframe Update 15 ARCHWING Quest Walkthrough



Warframe Update 15 - ARCHWING Quest!

### Patch History

Hotfix 37.0.9 (2024-11-13)



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ing missions, creating a copy of your as.



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- Fixes towards being unable to leave Submersible Archwing areas (throwing you back into the water instead of putting you on land) and often experiencing a loss of function after attempting

Archwing • <a href="#">Compare All</a>		<a href="#">Edit</a>	<a href="#">[Collapse]</a>
<b>Archwings</b>	<a href="#">Amesha</a> • <a href="#">Elytron</a> • <a href="#">Itzal</a> • <a href="#">Odonata</a> ( <a href="#">Prime</a> )		
<b>Archguns</b>	<a href="#">Cortege</a> • <a href="#">Corvas</a> ( <a href="#">Prime</a> ) • <a href="#">Cyngas</a> • <a href="#">Dual Decurion</a> ( <a href="#">Prisma</a> ) • <a href="#">Fluctus</a> • <a href="#">Grattler</a> ( <a href="#">Kuva</a> ) • <a href="#">Imperator</a> ( <a href="#">Vandal</a> ) • <a href="#">Kuva Ayanga</a> • <a href="#">Larkspur</a> ( <a href="#">Prime</a> ) • <a href="#">Mandonel</a> • <a href="#">Mausolon</a> • <a href="#">Morgha</a> • <a href="#">Phaedra</a> • <a href="#">Velocitus</a>		
<b>Archmelees</b>	<a href="#">Agkuza</a> • <a href="#">Centaur</a> • <a href="#">Kaszas</a> • <a href="#">Knux</a> • <a href="#">Onorix</a> • <a href="#">Rathbone</a> • <a href="#">Veritux</a> ( <a href="#">Prisma</a> )		

Game System <b>Mechanics</b>		<a href="#">Edit</a>	<a href="#">[Collapse]</a>
<b>Currencies</b>	<a href="#">Credits</a> • <a href="#">Orokin Ducats</a> • <a href="#">Endo</a> • <a href="#">Platinum</a> • <a href="#">Aya</a> • <a href="#">Regal Aya</a> • <a href="#">Standing</a>		
<b>General</b>	<b>Basics</b>	<a href="#">Arsenal</a> • <a href="#">Codex</a> • <a href="#">Daily Tribute</a> • <a href="#">Empyrean</a> • <a href="#">Foundry</a> • <a href="#">Market</a> • <a href="#">Mastery Rank</a> • <a href="#">Nightwave</a> • <a href="#">Orbiter</a> • <a href="#">Player Profile</a> • <a href="#">Reset</a> • <a href="#">Star Chart</a>	
	<b>Lore</b>	<a href="#">Alignment</a> • <a href="#">Fragments</a> • <a href="#">Leverian</a> • <a href="#">Quest</a>	
	<b>Factions</b>	<a href="#">Corpus</a> • <a href="#">Grineer</a> • <a href="#">Infested</a> • <a href="#">Orokin</a> • <a href="#">Sentient</a> • <a href="#">Syndicates</a> • <a href="#">Tenno</a>	
	<b>Social</b>	<a href="#">Chat</a> • <a href="#">Clan</a> • <a href="#">Clan Dojo</a> • <a href="#">Leaderboards</a> • <a href="#">Trading</a>	
	<b>Squad</b>	<a href="#">Host Migration</a> • <a href="#">Inactivity Penalty</a> • <a href="#">Matchmaking</a>	
	<b>Base of Operations</b>	<a href="#">Backroom</a> • <a href="#">Clan Dojo</a> • <a href="#">Dormizone</a> • <a href="#">Drifter's Camp</a> • <a href="#">Orbiter</a>	
	<b>Special</b>	<a href="#">1999 Calendar</a> • <a href="#">Kinemantik Instant Messaging</a>	
<b>Gameplay</b>	<b>Basics</b>	<a href="#">Affinity</a> • <a href="#">Buff &amp; Debuff</a> • <a href="#">Death</a> • <a href="#">Hacking</a> • <a href="#">Invisible</a> • <a href="#">Maneuvers</a> • <a href="#">One-Handed Action</a> • <a href="#">Open World</a> • <a href="#">Pickups</a> • <a href="#">Radar</a> • <a href="#">Stealth</a> • <a href="#">Tile Sets</a> • <a href="#">Void Relic</a> • <a href="#">Waypoint</a>	



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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

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)

Equipment

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 • 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 Icons • Upgrade



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Audio

Mandachord • Music • Shawzin • Somachord • Sound

Mathematical

Calculating Bonuses (Additive Stacking, Multiplicative Stacking) • Condition Overload (Mechanic) • Enemy Level Scaling • Maximization • User Research

Categories



Languages



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