

# Qorvex

- [Qorvex - "A Breach in the Wall" | Config C | Damage Multiplier/Damage Vulnerability Debuff Ability \(Patch 35.0\)](#)
- [Qorvex - "Concrete Mixer" | Config B | Armor/Shield Strip Ability \(Patch 35.0\)](#)
- [Qorvex - "Nuclear Concrete" | Config A | Grouping Ability \(Patch 35.0\)](#)

# Qorvex - "A Breach in the Wall" | Config C | Damage Multiplier/Damage Vulnerability Debuff Ability (Patch 35.0)

PATCH VERSION	<a href="#">35.0</a>
MASTERY REQUIRED	0
FORMA REQUIRED	4
ENDO REQUIRED	118,730

[image.png](#)

[image.png](#)

# Qorvex "A Breach in the Wall" | Config C | Damage Multiplier/Damage Vulnerability Debuff Ability

Hello there,

## Introduction:

Concrete guy, Warframe literally made out of concrete. This **golem** is protecting its **Crucible Reactor Core**. He use it as his tool to annihilate any incoming threat. He is a heavy unit, may be a bit slow, but definitely a hard hitting one.

## Playstyle:

- always keep your **Disometric Guard** active
- find a group of enemies and crush them with **Containment Wall** (damage vulnerability debuff)
- blind them with **Breach Surge** (optional - prime your enemies), and watch the fireworks show
- release your **Crucible Core**, and wipe out your enemies
- repeat until you done

## Attributes & Abilities:

This time I'll start with the least needed stat, **Duration**. The only thing it affect is the **Breach Surge's Blind Duration**, but you don't care about it much. If you really insist, you can add **Crimson Archon Shard** for **Ability Duration** or even put Arcane **Molt Efficiency**.

Next is **Efficiency**... this one is kind of important, because you are going to use your abilities a lot. You will also need a high amount of **Energy Pool** and some kind of **Energy Regeneration**.

**Range** is very needed, because of your **pillars working area** and **chain explosions** from enemies touched by **Crucible Blast**. It also affect a little bit on **Pillage**.

**Strength**? Obviously to hit hard, duh. The more Strength, the highest damage vulnerability debuff and damage multiplier.

## Suggested Aura Mod:

For best results use [Aura Forma](#), so that it can be changed, when needed.

- [Brief Respite](#) - Grants Shields equal to a % of Energy spent while Overshields are inactive.
- [Combat Discipline](#) - Allies gain Health on kill. Aura bearer loses Health on kill.  
**WARNING:** this Aura can kill bearer.
- [Corrosive Projection](#) - Reduces enemy armor.

- [\*\*Enemy Radar\*\*](#) - Pinpoints enemy locations on mini-map.
- [\*\*Energy Siphon\*\*](#) - Provides constant Energy regeneration.
- [\*\*Growing Power\*\*](#) - Increases Ability Strength after Status proc.
- [\*\*Mecha Empowered\*\*](#) - Increases damage against marked enemies.
- [\*\*Shield Disruption\*\*](#) - Reduces enemy shields.
- [\*\*Sprint Boost\*\*](#) - Increases sprinting speed.

## Suggested Exilus Mod:

Must be unlocked with an [\*\*Exilus Adapter\*\*](#).

- **NONE** - if there is no such need, then there is no point in unlocking the slot.
- [\*\*Cunning Drift\*\*](#) - Increases slide, reduces friction and increases Ability Range.
- [\*\*Enemy Sense\*\*](#) - Displays all enemies within its radius with red markers on the mini-map.
- [\*\*Power Drift\*\*](#) - Increases Ability Strength and grants a chance to resist knockdown.
- [\*\*Rush\*\*](#) - Increases the speed at which a Warframe moves while sprinting.
- [\*\*Speed Drift\*\*](#) - Increases sprint speed and casting speed.
- [\*\*Vigilante Pursuit\*\*](#) - Displays all enemies within its radius with red markers on the mini-map.

## Suggested Warframe Arcane Enhancements (Max Rank Description):

- [\*\*Arcane Aegis\*\*](#) - On Shield Damaged, 3% chance for +30% Shield Recharge for 12s.
- [\*\*Arcane Avenger\*\*](#) - On Damaged, 21% chance for +45% Critical Chance for 12s.
- [\*\*Arcane Barrier\*\*](#) - On Shield Damaged, 6% chance to instantly restore all Shields, 6s cooldown.
- [\*\*Arcane Blessing\*\*](#) - On Health Pickup, +24 Max Health. Stacks up to 50x.
- [\*\*Arcane Energize\*\*](#) - On Energy Pickup, 60% chance to replenish 150 Energy to self and allies within 15m. 15s cooldown.
- [\*\*Arcane Eruption\*\*](#) - On Energy Pickup, 100% chance to Knockdown nearby enemies.

- **Arcane Guardian** - On Damaged, 15% chance for +900 Armor for 20s.
- **Arcane Nullifier** - Passive, +102% chance to resist a Magnetic Damage effect.
- **Arcane Pulse** - On Health Pickup, 60% chance to restore 300 Health to allies within 25m. 15s cooldown.
- **Arcane Reaper** - On Melee Kill, +24 Heal Rate/s and +660 Armor for 10 seconds.
- **Arcane Steadfast** - On Ability Cast, 20% chance that the next 3 Abilities will not cost Energy.
- **Arcane Tanker** - On Archgun Equipped, +1200 Armor for 60s.
- **Arcane Ultimatum** - On Finisher Kill, +1200 Armor for 45s.
- **Molt Augmented** - On Kill, +0.24% Ability Strength. Stacks up to 250x.
- **Molt Efficiency** - While Shields are Active, Gain 6% Ability Duration per second, up to a maximum of 36%.
- **Molt Reconstruct** - Heal yourself and your allies within Affinity Range 6 Health for each Energy point spent on the initial casting cost of abilities.
- **Molt Vigor** - On Operator Ability, 45% Ability Strength on next Warframe Ability Cast.

## Suggested Archon Shards (Tauforged):

- **Crimson Archon Shards** (RED):  
+10% (+15%) Ability Strength  
+10% (+15%) Ability Duration
- **Amber Archon Shards** (YELLOW):  
+25% (+37.5%) Casting Speed  
+15% (+22.5%) Parkour Velocity
- **Azure Archon Shards** (BLUE):  
+50 (+75) Energy Max  
+150 (+225) Armor  
+5 (+7.5) Health/s Regenerated

## Suggested Focus School:

- **Madurai**:  
**Power Transfer** - 50% Casting Speed on switching to Warframe.  
**Sling Strength** - Switching to Warframe after a Chained Sling adds 40% Ability Strength

for 20s.

- **Vazarin**:

**Void Snare** - Ability launches a projectile that spins up a vortex trap on impact, or tap 2 again to detonate in-flight. Trap lasts 8s.

**Protective Sling** - Allies touched by Void Sling are granted immunity from damage for 5s and healed 60% over 5s for 10 energy cost.

- **Naramon**:

**Power Spike** - Melee Combo Counter now decays while out of combat by 5 every few seconds, instead of depleting completely.

- **Unairu**:

**Poise** - Gain immunity to slow, stagger, and knockdown effects for 40s after transferring between Operator or Warframe.

**Magnetic Flare** - Use your first Ability to create a 8m radius field that lasts for 30s and disables the shields of any enemy that enters it.

**Caustic Strike** - Second Ability launches an energy bomb that explodes with a 8m radius, stripping 100% of enemy armor. Tap 2 again to detonate in-flight.

- **Zenurik**:

**Energy Pulse** - Energy pickups grant 50 % additional energy over 5s.

**Wellspring** - First Ability creates a well of energy for 8s. Allies passing through the well gain 5 Energy/s for 30s. Use your first Ability inside a Wellspring to increase its size, boost its duration by 20s, and grant 20% Ability Strength to those inside.

**Temporal Drag** - Second Ability emits a radial burst, slowing any enemy it touches by 80% for 10s.

# Suggested Helminth Subsumable Abilities:

- **Empower** - Increase the strength of your next ability use.
- **Energized Munitions** - Imbue your weapons with ammo efficiency.
- **Expedite Suffering** - Hit enemies in a cone, affected enemies will have their Bleed and Toxin status removed, and their remaining damage dealt in a burst.
- **Sickening Pulse** - Emit a pulse that adds stacks to Status Effects already afflicting enemies, except Bleed, Heat, and Toxin effects which are duplicated with fresh timers.
- **Sentient Wrath** - Crowd Control, Damage Debuff.
- **Coil Horizon** - Damage, Crowd Control.
- **Pull** - Crowd Control, with augment **Greedy Pull**, Pull Pickups.
- **Larva** - Crowd Control, with augment **Larva Burst**, Damage.

- [Tharros Strike](#) - Crowd Control, Defense Strip, Healing.
- [Breach Surge](#) - Damage, Crowd Control.
- [Airburst](#) - Crowd Control, with augment [Airburst Rounds](#), Damage Buff.

## Suggested Loadout:

- [Weapons](#) - [Primary](#), [Secondary](#), [Melee](#), [Parazon?](#) [Archgun?](#)
- [Amp](#) - chosen [Amp Parts](#) and [Arcanes](#).
- [Operator](#) - chosen [Arcanes](#).
- [Companion](#) - [Sentinel](#), [MOA](#), [Hound](#), [Kubrow](#), [Kavat](#), [Predasite](#), [Vulpaphyla](#).

## Summary:

Quorvex is definitely a solid Warframe (pun intended), but personally, it didn't make much of an impression on me, probably due to its specific layer of concrete :D

## Shared with:

[Nuclear Concrete | Config A](#) - [MutschlerHome Link](#)

[Concrete Mixer | Config B](#) - [MutschlerHome Link](#)

[A Breach in the Wall | Config C](#) - [MutschlerHome Link](#)

Enjoy!

[TheMoon85](#)

# Qorvex - "Concrete Mixer" | Config B | Armor/Shield Strip Ability (Patch 35.0)

PATCH VERSION	<a href="#">35.0</a>
MASTERY REQUIRED	0
FORMA REQUIRED	4
ENDO REQUIRED	117,390

[image.png](#)

[image.png](#)

# Qorvex "Concrete Mixer" | Config B | Armor/Shield Strip Ability

Hello there,

## Introduction:

Concrete guy, Warframe literally made out of concrete. This **golem** is protecting its **Crucible Reactor Core**. He use it as his tool to annihilate any incoming threat. He is a heavy unit, may be a bit slow, but definitely a hard hitting one.

# Playstyle:

- always keep your **Disometric Guard** active
- **strip** enemies **armor** by using **Pillage**, it also **cleans any negative Status Effects**, combined with his **Disometric Guard** and **Shield Gating** makes him **very hard to kill**
- prime your enemies, and/or use your **Chyrinka Pillars** to spread **Radiation Status Effect**
- release your **Crucible Core**, and wipe out your enemies
- repeat until you done

# Attributes & Abilities:

This time I'll start with the least needed stat, **Duration**. The only ability that use it is his first ability, **Chyrinka Pillars**. **Base duration** of that skill is **35s**! You don't need that, this is Warframe, you are not staying in one place for that long. So let me cut that stat in half, no... even more. Now **14s is acceptable**.

Next is **Efficiency**... this one is kind of important, because you are going to use your abilities a lot. You will also need a high amount of **Energy Pool** and some kind of **Energy Regeneration**.

**Range** is very needed, because of your **pillars working area** and **chain explosions** from enemies touched by **Crucible Blast**. It also affect a little bit on **Pillage**.

**You need minimum of 328% Strength**. Obviously to hit hard, duh. In this configuration it's **important** to put at least one regular **Crimson Archon Shard** for **Ability Strength**, to get **328%**, with this you will **strip armor** with just **one Pillage cast**. Alternatively you can use other armor strip ability.

# Suggested Aura Mod:

For best results use [Aura Forma](#), so that it can be changed, when needed.

- [Corrosive Projection](#) - Reduces enemy armor.
- [Shield Disruption](#) - Reduces enemy shields.

# Suggested Exilus Mod:

Must be unlocked with an [Exilus Adapter](#).

- [Power Drift](#) - Increases Ability Strength and grants a chance to resist knockdown.

# Suggested Warframe Arcane Enhancements (Max Rank Description):

- [Arcane Aegis](#) - On Shield Damaged, 3% chance for +30% Shield Recharge for 12s.
- [Arcane Avenger](#) - On Damaged, 21% chance for +45% Critical Chance for 12s.
- [Arcane Barrier](#) - On Shield Damaged, 6% chance to instantly restore all Shields, 6s cooldown.
- [Arcane Blessing](#) - On Health Pickup, +24 Max Health. Stacks up to 50x.
- [Arcane Energize](#) - On Energy Pickup, 60% chance to replenish 150 Energy to self and allies within 15m. 15s cooldown.
- [Arcane Eruption](#) - On Energy Pickup, 100% chance to Knockdown nearby enemies.
- [Arcane Guardian](#) - On Damaged, 15% chance for +900 Armor for 20s.
- [Arcane Pulse](#) - On Health Pickup, 60% chance to restore 300 Health to allies within 25m. 15s cooldown.
- [Arcane Reaper](#) - On Melee Kill, +24 Heal Rate/s and +660 Armor for 10 seconds.
- [Arcane Steadfast](#) - On Ability Cast, 20% chance that the next 3 Abilities will not cost Energy.
- [Arcane Tanker](#) - On Archgun Equipped, +1200 Armor for 60s.
- [Arcane Ultimatum](#) - On Finisher Kill, +1200 Armor for 45s.
- [Molt Augmented](#) - On Kill, +0.24% Ability Strength. Stacks up to 250x. <- in this configuration this one is a must!

# Suggested Archon Shards (Tauforged):

- **Crimson Archon Shards** (RED):  
+10% (+15%) Ability Strength <- **in this configuration one regular is a must!**
- **Amber Archon Shards** (YELLOW):  
+25% (+37.5%) Casting Speed  
+15% (+22.5%) Parkour Velocity
- **Azure Archon Shards** (BLUE):  
+50 (+75) Energy Max  
+150 (+225) Armor  
+5 (+7.5) Health/s Regenerated

## Suggested Focus School:

- **Madurai:**  
**Power Transfer** - 50% Casting Speed on switching to Warframe.  
**Sling Strength** - Switching to Warframe after a Chained Sling adds 40% Ability Strength for 20s.
- **Vazarin:**  
**Void Snare** - Ability launches a projectile that spins up a vortex trap on impact, or tap 2 again to detonate in-flight. Trap lasts 8s.  
**Protective Sling** - Allies touched by Void Sling are granted immunity from damage for 5s and healed 60% over 5s for 10 energy cost.
- **Naramon:**  
**Power Spike** - Melee Combo Counter now decays while out of combat by 5 every few seconds, instead of depleting completely.
- **Unairu:**  
**Poise** - Gain immunity to slow, stagger, and knockdown effects for 40s after transferring between Operator or Warframe.  
**Magnetic Flare** - Use your first Ability to create a 8m radius field that lasts for 30s and disables the shields of any enemy that enters it.  
**Caustic Strike** - Second Ability launches an energy bomb that explodes with a 8m radius, stripping 100% of enemy armor. Tap 2 again to detonate in-flight.
- **Zenurik:**  
**Energy Pulse** - Energy pickups grant 50 % additional energy over 5s.  
**Wellspring** - First Ability creates a well of energy for 8s. Allies passing through the well gain 5 Energy/s for 30s. Use your first Ability inside a Wellspring to increase its size, boost its duration by 20s, and grant 20% Ability Strength to those inside.  
**Temporal Drag** - Second Ability emits a radial burst, slowing any enemy it touches by 80% for 10s.

# Suggested Helminth Subsumable Abilities:

- [Shuriken](#) - Damage, Slash Status on Hit, with augment [Seeking Shuriken](#), Armor Strip.
- [Fire Blast](#) - Crowd Control, Armor Strip, with augment [Healing Flame](#), Healing, with augment [Purifying Flames](#), Status Immunity.
- [Pillage](#) - Defense Strip, Shield Restore, Status Cleanse.
- [Terrify](#) - with augment [Creeping Terrify](#), Armor Strip, Crowd Control.
- [Tharros Strike](#) - Crowd Control, Defense Strip, Healing.

# Suggested Loadout:

- [Weapons](#) - [Primary](#), [Secondary](#), [Melee](#), [Parazon](#)? [Archgun](#)?
- [Amp](#) - chosen [Amp Parts](#) and [Arcanes](#).
- [Operator](#) - chosen [Arcanes](#).
- [Companion](#) - [Sentinel](#), [MOA](#), [Hound](#), [Kubrow](#), [Kavat](#), [Predasite](#), [Vulpaphyla](#).

# Summary:

Quorvex is definitely a solid Warframe (pun intended), but personally, it didn't make much of an impression on me, probably due to its specific layer of concrete :D

# Shared with:

[Nuclear Concrete | Config A](#) - [MutschlerHome Link](#)

[Concrete Mixer | Config B](#) - [MutschlerHome Link](#)

[A Breach in the Wall | Config C](#) - [MutschlerHome Link](#)

Enjoy!

[THeMoon85](#)

# Qorvex - "Nuclear Concrete" | Config A | Grouping Ability (Patch 35.0)

PATCH VERSION	<a href="#">35.0</a>
MASTERY REQUIRED	0
FORMA REQUIRED	4
ENDO REQUIRED	118,420

[image.png](#)

[image.png](#)

## Qorvex "Nuclear Concrete" | Config A | Grouping Ability

Hello there,

### Introduction:

Concrete guy, Warframe literally made out of concrete. This **golem** is protecting its **Crucible Reactor Core**. He use it as his tool to annihilate any incoming threat. He is a heavy unit, may be a bit slow, but definitely a hard hitting one.

### Playstyle:

- always keep your **Disometric Guard** active

- pull your enemies thanks to **any grouping ability** you want to use (I used **Coil Horizon** in my case)
- prime your enemies, and/or use your **Chyrinka Pillars** to spread **Radiation Status Effect**
- release your **Crucible Core**, and wipe out your enemies
- repeat until you done

## Attributes & Abilities:

This time I'll start with the least needed stat, **Duration**. The only ability that use it is his first ability, **Chyrinka Pillars**. **Base duration** of that skill is **35s**! You don't need that, this is Warframe, you are not staying in one place for that long. So let me cut that stat in half, no... even more. Now **14s is acceptable**.

Next is **Efficiency**... this one is kind of important, because you are going to use your abilities a lot. You will also need a high amount of **Energy Pool** and some kind of **Energy Regeneration**.

**Range** is very needed, because of your **pillars working area** and **chain explosions** from enemies touched by **Crucible Blast**. Also your chosen grouping ability depends on it.

Strength? Obviously to hit hard, duh.

## Suggested Aura Mod:

For best results use [Aura Forma](#), so that it can be changed, when needed.

- [Brief Respite](#) - Grants Shields equal to a % of Energy spent while Overshields are inactive.
- [Combat Discipline](#) - Allies gain Health on kill. Aura bearer loses Health on kill.  
**WARNING:** this Aura can kill bearer.
- [Corrosive Projection](#) - Reduces enemy armor.
- [Enemy Radar](#) - Pinpoints enemy locations on mini-map.
- [Energy Siphon](#) - Provides constant Energy regeneration.
- [Growing Power](#) - Increases Ability Strength after Status proc.
- [Mecha Empowered](#) - Increases damage against marked enemies.
- [Shield Disruption](#) - Reduces enemy shields.
- [Sprint Boost](#) - Increases sprinting speed.

- **Steel Charge** - Increases melee weapon damage.  
The aura can potentially provide a total of 18 points, compared to most auras that provide 14.
- **Swift Momentum** - Increases Melee Combo Duration.

## Suggested Exilus Mod:

Must be unlocked with an **Exilus Adapter**.

- ***NONE*** - if there is no such need, then there is no point in unlocking the slot.
- **Cunning Drift** - Increases slide, reduces friction and increases Ability Range.
- **Enemy Sense** - Displays all enemies within its radius with red markers on the mini-map.
- **Power Drift** - Increases Ability Strength and grants a chance to resist knockdown.
- **Rush** - Increases the speed at which a Warframe moves while sprinting.
- **Speed Drift** - Increases sprint speed and casting speed.
- **Vigilante Pursuit** - Displays all enemies within its radius with red markers on the mini-map.

## Suggested Warframe Arcane Enhancements (Max Rank Description):

- **Arcane Aegis** - On Shield Damaged, 3% chance for +30% Shield Recharge for 12s.
- **Arcane Avenger** - On Damaged, 21% chance for +45% Critical Chance for 12s.
- **Arcane Barrier** - On Shield Damaged, 6% chance to instantly restore all Shields, 6s cooldown.
- **Arcane Blessing** - On Health Pickup, +24 Max Health. Stacks up to 50x.
- **Arcane Energize** - On Energy Pickup, 60% chance to replenish 150 Energy to self and allies within 15m. 15s cooldown.
- **Arcane Eruption** - On Energy Pickup, 100% chance to Knockdown nearby enemies.
- **Arcane Guardian** - On Damaged, 15% chance for +900 Armor for 20s.

- **Arcane Pulse** - On Health Pickup, 60% chance to restore 300 Health to allies within 25m. 15s cooldown.
- **Arcane Steadfast** - On Ability Cast, 20% chance that the next 3 Abilities will not cost Energy.
- **Arcane Tanker** - On Archgun Equipped, +1200 Armor for 60s.
- **Arcane Ultimatum** - On Finisher Kill, +1200 Armor for 45s.
- **Molt Augmented** - On Kill, +0.24% Ability Strength. Stacks up to 250x.
- **Molt Reconstruct** - Heal yourself and your allies within Affinity Range 6 Health for each Energy point spent on the initial casting cost of abilities.
- **Molt Vigor** - On Operator Ability, 45% Ability Strength on next Warframe Ability Cast.

## Suggested Archon Shards (Tauforged):

- **Crimson Archon Shards** (RED):  
+10% (+15%) Ability Strength  
+10% (+15%) Ability Duration
- **Amber Archon Shards** (YELLOW):  
+25% (+37.5%) Casting Speed
- **Azure Archon Shards** (BLUE):  
+50 (+75) Energy Max  
+150 (+225) Armor  
+5 (+7.5) Health/s Regenerated

## Suggested Focus School:

- **Madurai**:  
**Power Transfer** - 50% Casting Speed on switching to Warframe.  
**Sling Strength** - Switching to Warframe after a Chained Sling adds 40% Ability Strength for 20s.
- **Vazarin**:  
**Void Snare** - Ability launches a projectile that spins up a vortex trap on impact, or tap 2 again to detonate in-flight. Trap lasts 8s.  
**Protective Sling** - Allies touched by Void Sling are granted immunity from damage for 5s and healed 60% over 5s for 10 energy cost.

- **[Naramon](#)**:  
**Power Spike** - Melee Combo Counter now decays while out of combat by 5 every few seconds, instead of depleting completely.
- **[Unairu](#)**:  
**Poise** - Gain immunity to slow, stagger, and knockdown effects for 40s after transferring between Operator or Warframe.  
**Magnetic Flare** - Use your first Ability to create a 8m radius field that lasts for 30s and disables the shields of any enemy that enters it.  
**Caustic Strike** - Second Ability launches an energy bomb that explodes with a 8m radius, stripping 100% of enemy armor. Tap 2 again to detonate in-flight.
- **[Zenurik](#)**:  
**Energy Pulse** - Energy pickups grant 50 % additional energy over 5s.  
**Wellspring** - First Ability creates a well of energy for 8s. Allies passing through the well gain 5 Energy/s for 30s. Use your first Ability inside a Wellspring to increase its size, boost its duration by 20s, and grant 20% Ability Strength to those inside.  
**Temporal Drag** - Second Ability emits a radial burst, slowing any enemy it touches by 80% for 10s.

# Suggested Helminth Subsumable Abilities:

- **[Coil Horizon](#)** - Damage, Crowd Control.
- **[Ensnare](#)** - Crowd Control.
- **[Pull](#)** - Crowd Control, with augment **[Greedy Pull](#)**, Pull Pickups.
- **[Larva](#)** - Crowd Control, with augment **[Larva Burst](#)**, Damage.
- **[Airburst](#)** - Crowd Control, with augment **[Airburst Rounds](#)**, Damage Buff.

# Suggested Loadout:

- **[Weapons](#)** - **[Primary](#)**, **[Secondary](#)**, **[Melee](#)**, **[Parazon](#)**? **[Archgun](#)**?
- **[Amp](#)** - chosen **[Amp Parts](#)** and **[Arcanes](#)**.
- **[Operator](#)** - chosen **[Arcanes](#)**.
- **[Companion](#)** - **[Sentinel](#)**, **[MOA](#)**, **[Hound](#)**, **[Kubrow](#)**, **[Kavat](#)**, **[Predasite](#)**, **[Vulpaphyla](#)**.

# Summary:

Quorvex is definitely a solid Warframe (pun intended), but personally, it didn't make much of an impression on me, probably due to its specific layer of concrete :D

# Shared with:

[Nuclear Concrete | Config A - MutschlerHome Link](#)

[Concrete Mixer | Config B - MutschlerHome Link](#)

[A Breach in the Wall | Config C - MutschlerHome Link](#)

Enjoy!

[TheMoon85](#)