

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

PATCH VERSION	35.0
MASTERY REQUIRED	0
FORMA REQUIRED	4
ENDO REQUIRED	117,390

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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

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

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

Enjoy!

[THeMoon85](#)

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