

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

PATCH VERSION	35.0
MASTERY REQUIRED	0
FORMA REQUIRED	4
ENDO REQUIRED	118,420

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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](#)

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