Cascade Made Easy

Hey guys, I thought I'd write a guide on void cascade. I'll cover what you need, how it works, what the roles are and how to fix some common bugs.

WHAT YOU NEED

So, to cascade, there are a few things you'll need to last till level cap and contribute to your team outside of your frame and weapon choice.

Assuming you're still in the mid game (that is, **don't have access to tauron strikes**), the first thing you need to do is pick the correct operator school. You need to run Madurai with, at minimum, the following nodes maxed out:

Power Transfer
Phoenix Talons
Contamination Wave
Void Strike

In an ideal world, you would have every node in Madurai maxed out. After that, your priorities are Unairu's way bounds, Last Gasp and Vengeance. Vazarin and Zenurik are your next most important way bounds, with Zenurik being particularly useful for attackers. Naramon's way bounds are the least important, but are really good QOL.

Next, you need an Amp. The meta amp is the 547, but several other combinations can work too.
Prism: Raplak (1), Rahn (4), Cantic (5), Klammora (7)
Scaffold: Shraksun (2), Phahd (4), Propa (7)
Brace: Lohrin (3), Certus (7)

The reason why these specific pieces are the ones that work are because they can all reach 100% crit chance (something that is extremely important in cascade) with eternal onslaught.

Eternal Onslaught r5 is MANDATORY for cascade if you don't have access to tauron strikes. Thankfully, these are really cheap on the market and plenty of people in this server will have spare R5s they'll be willing to share with you. The second arcane you would use with an amp arcane adapter is generally eternal eradicate r5, though if you're using klammora, eternal logistics r5 ends up being much better because of how ammo hungry it is. This also helps when using Phahd.

For operator arcanes, attackers require Magus Cloud at as high of a rank as you can manage at minimum (acquired from Onnko at Rank 4 quills standing). Defenders are a bit more flexible. Cloud is still best in slot but if you never lose an exoliser it won't matter.

You generally pair cloud with:
For survivability: Emergence Saviour and Magus Glitch
For CC: Magus Lockdown and Magus Anomaly
For Damage In operator mode for last gasp (DOES NOT AFFECT THRAX GHOSTS): Magus Melt
For speedruns: Magus Accelerant

However, **with Tauron Strikes**, things have changed substantially. If you have a tauron strike unlocked for a focus school, every school becomes viable in cascade. However, you do want to make sure you're using a 147, and using as many of the following things as possible:

1) Hayan-Dabor: This gives our amps the best stat in the game: 60% multishot.
2) Hok-Kaal: After using void mode, this mod gives us a 3x multiplier on our next amp attack. It's important to note while this is obviously strong with something like the raplak prism which excels in dealing high single shot damage, it's also amazing on the phahd scaffold because it applies to every hit.
3) Omn-Evi: This gives us 60% amp crit chance as well as additional crit damage for each zenurik school mod. This can get prisms like the raplak to hit nearly 100% crit assuming you use the certus brace.

4) Ubri-Kaneph: This gives our amps 60% base damage and an additional 10% for each mod from a unique school.
5) Vikla-Safor: This gives our amps fire rate and efficiency, which increases our DPS just because we can shoot more often and use less ammo.
6) The arcane Zid-An Obsok: This gives you +3.0x amp critical damage for 15 seconds after stripping an enemy of their overguard.

Unairu, Zenurik Naramon have ways to bump up amp damage, so you don't need to use all 5 of the mods, but I would still heavily recommend the arcane as it doesn't require the void sling to get rid of the overguard.

Your amp arcanes also become more flexible, as raplak can hit nearly 100% crit with just omn-evi. This means you can run things like virtuos strike and virtuous shadow just fine if you want to run arcanes which are easier to activate. Also, Hok-Kaal will affect the phahd for every single bounce when it's fired. Madurai doesn't change much, but you can run 447, 347, etc. for more comfort.

HOW DOES CASCADE WORK

Now that we've got the bare minimum of what you need out the way, let's discuss how the mission type works:

Cascade is a game mode where you have to clear exolisers and keep the contamination level of the mission from reaching the top of the red bar. Whether the red bar goes up or down is based on the following:
1) More purged (white) exolisers than unpurged (red) exolisers causes the contamination level to go down.
2) An equal number of purged (white) exolisers and unpurged (red) exolisers causes the contamination level to remain steady
3) More unpurged (red) exolisers than purged (white) exolisers will cause the contamination to go up.

If the contamination level reaches 100%, the mission ends. You then have 5 minutes to get your loot and get out to not get a mission failed screen. Cascade scales incredibly quickly compared to most other mission types. Level 1000 enemies will appear at 65 exolisers, and level cap enemies will appear at 107 exolisers.

So, next we come to how to purge exolisers. Unpurged exolisers are basically big green bubbles that prevent you from using your frame and force you into your operator should your warframe enter them. Each exoliser will have pips that you need to clear before the spectral red thrax at the middle spawns in.

There are several ways to clear pips:
1) Shoot them with your amp
2) Void dash through them with magus cloud equipped
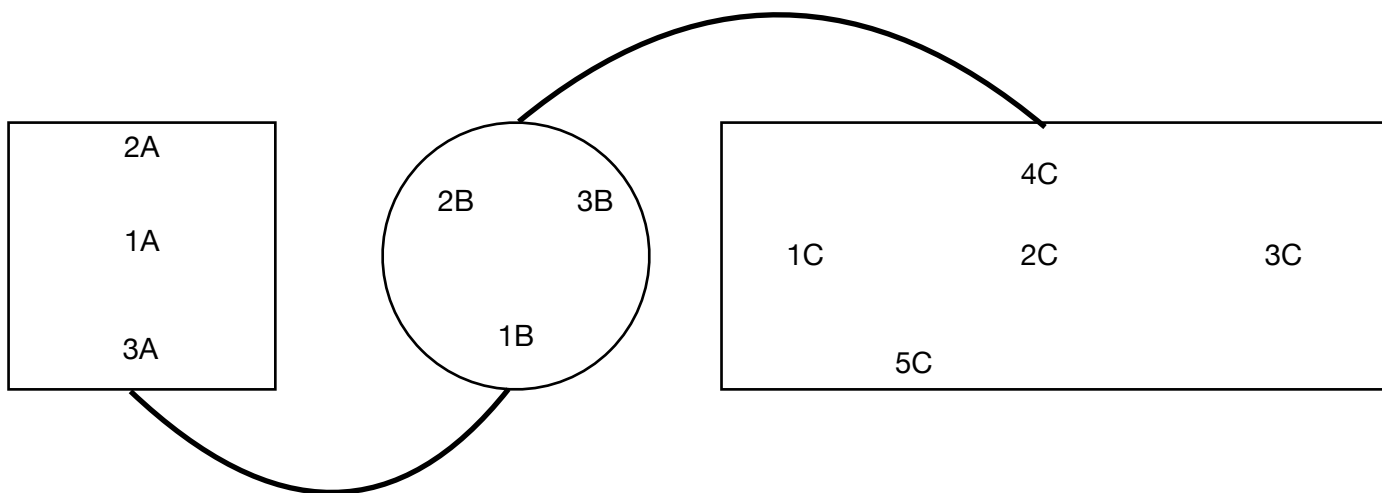3) Aim an ability like contamination wave at them

Once you've cleared all the pips, a spectral thrax will spawn into the centre of the exoliser. Use contamination wave once, then shoot it to get it to pop out.

Once purged, exolisers take 1 minute and 30 seconds to complete.

Every 4 exolisers you purge completes one "round" of cascade and allows you to open one relic if you're in an omnia fissure.

A new exoliser can spawn 30 seconds after the previous one spawned. However, they are never this frequent as cascade tiles can never have 15 exolisers (the theoretical max). This means that exolisers will occasionally be skipped in 30 second increments and that their spawn frequency is based on the number of exolisers on your tile.
This is a diagram showing a sample of what a cascade tile will look like. The exolisers will spawn in that same order for the entire cascade, assuming they're fully purged in that order. So:

1A - 2A - 3A - 1B - 2B - 3B - 1C - 2C - 3C - 4C - 5C - 1A - 2A…

If you purge exolisers out of order, your rotation can become messy, where you can have exolisers spawn in a way you do not want them to. You want to do everything in your power to ensure this doesn't happen.

In other words, you don't want to be in a situation where you have an order like 1A, 1B, 2A, 2B, 3A, 1C, 3B etc. This makes completing the cascade substantially more difficult.

If you do ever need to fix a rotation, it is best to leave exolisers untouched until you can force them to purge in the order you would like them to. However, since these are unpurged exolisers, they will cause your contamination level to rise.

If you ever need to force the contamination level down but aren't in a position where your team can immediately clear exolisers, get kills while standing inside a purged exoliser zone. This works like netracell rules, and any kills while you're in the circle of the exoliser will force the contamination level down.

Every cascade mission is composed of 3 main tiles. The majority of these come with 3 exolisers, 4 of them come with 4 exolisers, and 1 one of them comes with 5. The most efficient cascade tile is a 544. This is an absolute unicorn of a tile, and I've only ever seen it once in 100s of cascades. You will generally settle for less.

ROLLING TILE

When doing a cascade fissure, the number of exolisers on your tile will dramatically affect how quickly you can reach 108 exolisers. Each extra exoliser reduces your general cap time by about 10 minutes. So, for possible cascade tiles, this is roughly how long you can expect to take it to reach level cap:

9 (333): 1 hour, 45 minutes
10 (433): 1 hour, 35 minutes
11 (443, 533): 1 hour, 25 minutes
12 (543): 1 hour, 15 minutes
13 (544): 1 hour, 5 minutes

This is generally why before entering a cascade fissure, you should leave sufficient time to "roll tile". Generally speaking, anything that's 11+ is good enough, as the time you save by rolling exceeds the time you spend in mission.

You roll tile by assembling your squad, setting your party to friends or invite only, then launching the mission. One or two of the fastest members of your squad will then go on the hunt to find all 3 rooms in the mission and relay that information to the party. Should the tile be unacceptable, the

host will abort mission and relaunch the node. This will bring the entire party with them back to orbit. Should the tile be acceptable, continue on as normal.

Note: There are two rooms that have very low spawn rates. This can impact your run by making you crack relics less reliably. The first room is Lunaro. This one is only worth rerolling if there's very little time on the fissure left and your squad has settled on 10+ as their acceptable exoliser count for a tile. The second, and much worse one is amphitheater. I would highly recommend rerolling the second you encounter this room unless you know that the tile is a 534 or 435. Even on those tiles, your entire squad is still unlikely to crack a relic on rounds that feature one exoliser in the previous room and 3 exolisers in amphitheater.

The reason you want to roll tile is efficiency. As Bardi says, the farm starts at 107. The longer you're able to stay in the cascade, the more rewarding it gets. If you only have 1 hour and 45 minutes to play, it's worth spending 5 minutes rolling if it means you get a 543 and can spend 25 extra minutes at cap. Cracking relics more frequently means you get the endless reward boosts much faster, and the higher the round number, the more thrax spawn in, meaning the more arcanes you get.

To see what all the rooms look like and the number of exos they have, check the tile rolling guide that's also in this discord.

ROLES IN CASCADE

Now, let's discuss roles in cascade:

Generally speaking, your squad of 4 will split into 2 teams. One team will be attackers, the other defenders.
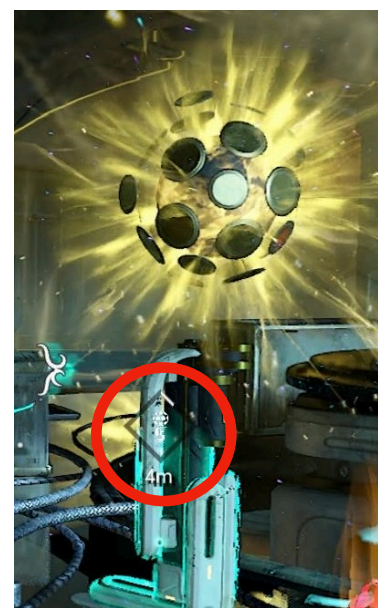
Attackers basically determine the speed at which the cascade completes, Defenders are the ones who determine whether the cascade fails or not.

When on attack, you need to be able to identify where exolisers spawn and clear them as quickly as possible. The best way to do this is to first enter void mode, then use void sling to clear pips. Once all the pips are cleared, use contamination wave on the spectral thrax and shoot it. With the cantic, this should immediately force the thrax out of the exolisers.

This also means that as an attacker, you sometimes won't be in the same room as your defenders, as, for example, when room 3 is cleared, you need to be able to get to room 1 fast enough to clear the exolisers that spawn there. However, you also need to be mindful of what's happening in the room you just cleared. If your defenders aren't there yet, it's on you to make sure the exolisers stay safe until they arrive before you move forward.

When on defence, you need to be constantly scouting exolisers to make sure they can't be taken over by thrax. Only Thrax Centurions can capture exolisers, and they will take 10 seconds to capture it once tethered to it by the green line. They can capture it even while attacking you, so just because you've got their attention, don't assume that the exoliser is safe. Thrax Legatus generally exist to be menaces and can't capture exolisers. Defenders should never leave the defence room until the last exoliser has about 1/10th of its white bar remaining, as that means that thrax will no longer have the time to capture it. Once the last exoliser is nearly complete, move onto the room your attackers are in.

The image on the right is, roughly speaking, when you can feel completely confident in leaving a room for the next one. While you have more leeway, I recommend erring on the side of

caution in your first few cascades, as the time you lose by leaving too early and having a thrax cap an exo is far greater than waiting a few seconds more for it to tick down to this point.

So, your priorities in void cascade are as follows:
1) Make sure you've purged exolisers in the room you're in, and make sure they stay purged.
2) Kill stray or roaming thrax
3) Kill/control ads

FRAMES IN CASCADE

Unlike eidolons or profit taker, there's neither a hard nor soft meta for frames in cascade. Play what you're most comfortable with and have the most fun with. If you want to be extremely safe and are just trying out cap, frames like Revenant and Loki are fantastic. If you want to be a hyperactive shield gating maniac, you have Saryn and Volt. There's no right or wrong answer, unless your frame is an active detriment to your team by virtue of it doing something like preventing the team from getting reactant because of lacking control over which enemies they kill (like certain cheesy Xaku set ups) or preventing team members from effectively using their kits (like Limbos who don't know what they're doing).

The number of kills you get and the amount of damage you do don't matter a huge amount in cascade. What matters is playing the objective and having a good time. A team would much prefer a Revenant constantly refreshing their Mesmer skin stacks and giving them a strong roar who gets 500 kills than a min range Sobek Saryn who gets 3000 but doesn't provide the team with any meaningful buffs and goes down every 2 minutes in inconvenient locations. To be clear, this is not to dissuade you from playing frame set-ups you enjoy (a good Sobek Saryn is a godsend in a cascade), but rather to say that cascade is a team effort, and it's very difficult to be "carried" or to "carry" a successful one. I'm joking, there is a hard meta, it's having a Nokko on your squad (or any combination of Titanias and Hildryns).

OPERATOR GATING

There is one important thing to consider when picking a frame to cascade, and that's what we call grey bar or yellow bar frames. Grey bar frames are frames who are completely invulnerable while you're in operator, yellow bar frames have 90% damage reduction while you're in operator (basically meaningless at level cap). This page has a full list of all the abilities that will make you yellow bar: https://wiki.warframe.com/w/Operator/Gameplay#Transference_(The_War_Within) (press expand on vulnerable warframe abilities). If your frame does not have abilities you cast frequently that leave them vulnerable by default on their kit I would highly recommend using a subsume that also does not leave your frame vulnerable (usually nourish or omamori). This allows you to operator gate (switching to operator when in sketchy situations) without getting Insta booted back to your frame and getting a stack of transference static. If you have a non-grey bar frame, this is also why your operator appears to "die" for what seems to be like no reason, your frame was damaged to a point where it should've died. This does not trigger your shield gate (your shields were already broken) so have an ability or rolling guard ready the second you suspect this is incoming. Each stack of transference static reduces your frame's max health (unimportant), but 4 stacks will kill you. Static decays at a rate of 1 stack every 45 seconds, so it's quite a nasty debuff.

WEAPONS IN CASCADE

Generally speaking, secondaries are king in cascade for two reasons:
1) You can more easily self-rez when downed as you can pop a thrax' shell then last gasp, void strike and Insta-kill it for an instantaneous rez.
2) Secondary fortifier is by far the best arcane for cascade because level cap thrax have 16 million overguard.

Generally speaking, you either build your secondaries for magnetic heat or pure heat and try to outsource viral to either nourish or a companion. Secondaries that are really strong in cascade are the Furis, Dual Toxocyst, Laetum, Prisma Angstrum, etc. You can also use the Epitaph if you're on a melee build, but honestly unless you're playing Valkyr I would recommend saving melee builds

for when you're more experienced with cascade. Stick on a praedos for movement and a scourge for easy headshots and call it a day.

CASCADE ETIQUETTE

Before you begin a cascade, make sure you're on the same page as your teammates. Discuss how many exolisers you're going to go to as a team. If you just want to hit level cap, that's totally fine. If you want to go beyond, that's totally fine too. Just make sure your team is aware of your preference and you're on the same page. Naturally, extenuating circumstances can happen which prevent this from happening, but a baseline is good to have.

Avoid popping orokin eye since it makes waypoints very annoying. On the subject of waypoints, if you go down, ALWAYS mark your body, the waypoint system in cascade is awful so don't blame your teammates if they can't get to you if you haven't way pointed.

If you have no experience in cascade, make that clear to your team. People will always be willing to help recommend things to make it easier, but will justifiably be angry if you make the cap substantially more difficult for everyone by not being appropriately prepped for cascade. I did say kills don't matter, but this is only true if and only if you're contributing to the cascade. If all you're doing is going down, getting no kills, and killing no thrax, and all of this could've been avoided by simply letting them know before so they could make sure you're geared up, or can help you get geared up for a subsequent cascade, that's not fair to them.

If someone downs in cascade, it's always quicker for them to revive themselves with last gasp than it is for you to revive them manually. If you see a thrax near them, pop it out of its shell, then do not kill it, just mark it for them. This will save both you and them time. If they're unable to kill it, or don't have last gasp, obviously ignore this rule.

COMMON CASCADE BUGS AND HOW TO FIX THEM

There are a lot of bugs you can run into when running fissure void cascade, so here's a list of the most common ones and how to fix them:

1) Frame moonwalking: If you're unable to use abilities or shoot while you're in your frame, find an unpurged exoliser or a trokarian bubble to force yourself back into operator. Once you've done this, you should regain control of your frame.
2) Operator moonwalking: If your operator is unable to use abilities or shoot, void dash. This should let you regain control of your operator. If this fails, just have enemies kill you so you're booted back to frame.
3) Auto-walking/shooting: If your frame decides to become sentient and shoot/walk without any inputs, just press escape and go back. This should fix it.
4) Bugged exos: This is a super difficult one to explain but a very important one. A bugged exo is one where all the pips are cleared but the spectral thrax isn't available to kill. The reason these happen is if you try to *re*-capture an exoliser in the 10 second window before a relic cracks. This means that the exoliser has to be taken back by a thrax. The easiest way to avoid bugged exos is not letting them get captured by thrax. If a thrax does capture an exo, check the exo count in the top left. If it's one below a multiple of 4, leave it alone till after the relic is cracked (there are specific situations where you can get away with recapping, but that will come with experience).
5) Permanent please wait: Once you've selected a relic in cascade, do not try to upgrade it after it's already been put in, that can cause you to get stuck in the please wait screen with your only option left being to quit the game.
6) Host migration: If you get host migrated, immediately alt+f4. Once you relaunch the game, you should be able to rejoin your squad.
7) Void Angel: Do not activate the void angel until you're finished with the cascade. It does not scale with the cascade's level, and if an acolyte happens to spawn into the void angel's spectral domain, you will get no acolytes for the rest of the run.
8) Panzer becomes player: A weird bug that can happen as a client in cascade is that your panzer can be replaced by a player. To avoid this, run a sentinel/non vulpaphyla if you're heavily reliant on your pet. Still, at seemingly random points it will reappear.

9) Do not use sacrifice or a vasca kavat if you're a client. If the sentinel/kavat revives you while you're in last gasp, it can cause you to moonwalk. Sometimes, you can fix this by jumping in a bubble, sometimes you need to full die and revive.
10) Do not use the fire weapon button to melee setting. Even as host, this can cause moonwalking that can't be fixed by exo clearing, only a full revive.