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# Railjack/Crew

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V QUOTES


*You have a Railjack. But you need a crew.*

*Come to Fortuna and let Ticker introduce you to the gang.*

—Upon first interacting with the Crew menu NPC **Crew** members can be hired to serve the player's [Railjack](#) if they do not have a full player squad. They are unlocked at [Command Intrinsic](#) Rank 1.

The host's crew is used in missions. If

### NPC Crew



Information	
Introduced	<a href="#">Update 29.10</a> (2021-03-19)
Faction	<a href="#">Tenno</a>
First Appearance	<a href="#">Update 29.10</a> (2021-03-19)

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X

Gemma Laurelle (Steel Meridian female)

Brendan Parry Kaufmann (Arbiters of)




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	<div><div><div>Quotes</div><div><a href="#">Railjack/Crew/Quotes</a></div></div></div>

## How To Hire

There are two ways of obtaining crew members:

- Hiring [Syndicate Operatives](#) from [Ticker](#) in [Fortuna](#) on [Venus](#) using credits or Railjack resources. Prices vary by up to a factor of two in either direction based on the player's standing (allied or opposed for a discount or price gouge respectively) with the NPC's Syndicate.
- Converted [Kuva Liches](#) and [Sisters of Parvos](#) can be used as crew members at Command Rank 8.

Players start with 3 crew member slots and additional slots can be purchased with  **20** up to a maximum of 33 crew member slots. Alternatively, players can end their contracts with their crew to free up slots, which will prompt the player to type **RELEASE** to confirm



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Players can access their Railjack crew via the Dry Dock in Tier 2 or 3 [Relays](#) or the [Clan Dojo](#), or while browsing



[Ticker](#)'s wares and selecting "Contracts". Here they can switch out and dismiss crew members, assign competency points, change appearances, swap weapons, and view contract duration (counts up from hire date).

## Mechanics

### Roles

Up to three crew members can join a Railjack squad and can be assigned roles which affects their behavior priorities:

- Defender: Defends the Railjack against enemy raiders
- Pilot: Takes control of the Railjack
- Gunner: Operates a Swivel Turret against enemy attackers
- Engineer: Repairs the Railjack

Roles can be changed mid-mission via the [Tactical Menu](#), but will revert to their original role once the mission is completed.

Converted Kuva Liches and Sisters of Parvos are restricted to the Defender role.

### Competency Points



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× nce of each crew member, each 10 or 12 points randomly



- **Piloting:** Determines maximum Railjack speed when crewmate is piloting. **+0 / 5 / 10 / 15 / 20 / 25%** Speed.
- **Gunnery:** Determines accuracy and heat accretion when crewmate mans the Railjack swivel turrets. **-0 / 10 / 20 / 30 / 40 / 50%** Heat Accretion and **+15 / 30 / 45 / 60 / 75%** Accuracy. Does not apply to on-board combat.
- **Repair:** Determines crewmate's Railjack repair and self-healing times. **+0 / 10 / 20 / 30 / 40 / 50%** Repair Efficiency and **+0 / 2 / 4 / 6 / 8 / 10%** Heal Rate.
- **Combat:** Determines crewmate's combat damage against enemy raiders (no effect on enemy ships). **+0 / 40 / 80 / 120 / 160 / 200%** Damage. Damage is additive with other damage mods.
- **Endurance:** Determines crewmate's Health and Shield ratings. **+0 / 300 / 600 / 900 / 1200 / 1500** Health and **+0 / 100 / 200 / 300 / 400 / 500** Shields.

As players increase their Command Intrinsic rank, they can earn up to three additional competency points per crew member which can be applied by clicking the **TRAIN** button.

## Intrinsics Command

Higher ranks of the Intrinsics Command allow for additional bonuses:

- Rank 2/4/6: Gain 1 Competency Point to assign to crew's stats.
- Rank 3/5: Unlocks 2nd and 3rd Crew slots.
- Rank 7: Allows reassigning distributed Competency Points.
- Rank 8: Allows converted [Kuva Liches](#) and [Sisters of Parvos](#) to be crew members. They cannot be given another weapon, cannot operate Railjack systems, do not have Competency Points, and can only be given the Defender role, but have significantly higher health and shields than maxed Endurance crew members.
- Rank 9: Allows assigning On Call status for one crew member and grants the player the [On Call Crew Gear](#) item to summon the assigned crew member temporarily in non-Railjack missions for 3 minutes. The gear item has infinite uses with a 10 minute cooldown.
- Rank 10: Elite crew members become available for recruitment from Ticker. They have the highest amount of initial Competency Points, at 12, and a random trait.

## Plexus



Each crew member will use a copy of the player's [Plexus](#) Integrated loadout, including [Plexus](#) or Tactical abilities.



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Health and shield stats of crew members are randomized within a set range. Higher ranks of Kuva Liches and Sisters of Parvos will have higher health and shield stats.

Currently, all Syndicates seem to have a set health range of **2000-3000**, and a set shield range of **200-700**. These values are not taking the Endurance stat into account.

## Elite Crew Trait

Elite Crewmates have a random trait based on which of their Competencies have the most points.

Competency ↕	Bonus ↕
Piloting	+25% speed for Vidar/Lavan/Zetki engines
Gunnery	+50% damage for Vidar/Lavan/Zetki turrets
Repair	Gain 50% Movement Speed for 10 seconds after repairing
Repair	Heal all teammates for 1000 Health when this crew member drops below 30% Health (Cooldown: 5 min)
Combat	Increase Critical Damage by 300% while Health is below 50%
Combat	+150% Critical Chance bonus with Rifles/Pistols (stacks additively with mods like <a href="#">Point Strike</a> )
Endurance	Activates a protective shield when taking near lethal damage (60 second cooldown)
Endurance	Killing an enemy heals all nearby allies by 500 over 10 seconds

## Customization

Syndicate crew members can be given one copy of the player's owned rifle, shotgun, or secondary weapon (but not [spearguns](#), [bows](#), [thrown](#), or [arm-cannons](#)) which uses the weapon's current mod configuration. You cannot give the same weapon to two crew members. Mods with conditional player-exclusive actions (e.g. aiming with [Argon Scope](#) or casting abilities) will have no effect. [Riven Mods](#) will take effect during [Empyrean](#) missions, but are **not** applied when summoned using the On Call Crew gear



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[mor cosmetics](#) and [Syandanas](#).



## Types



[Steel Meridian](#) (female)



[Red Veil](#) (male)



[The Perrin Sequence](#) (male)



[New Loka](#) (female)



[Cephalon Suda](#) (female)



[Arbiters of Hexis](#) (male)

## Flavor Text

The flavor text for crew members is created using a combination of three different sentences to form the full flavor text. Below are multiple examples of some possible outcomes



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- ▼ View Second Sentence List ▼
- ▼ View Third Sentence List ▼
- ▼ View Examples List ▼

### Arbiters of Hexis

- ▼ View First Sentence List ▼
- ▼ View Second Sentence List ▼
- ▼ View Third Sentence List ▼
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### Cephalon Suda

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### The Perrin Sequence

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### Red Veil

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### New Loka

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n pre-defined prefixes and



Syndicate	Possible Prefixes
Steel Meridian	
Arbiters of Hexis	Strategist, Probate, Scholar, Vigilant, Centurion, Venator, Adept, Arbiter, Armsman, Seneschal
Cephalon Suda	Arch-Mem, Disp-Arch, Surv-Tel, Expi-Dyna, Log-Rec, Seek-Loc, Res-Arc, Cura-Phano, Pion-Rec, Inves-Resp, Ult-Pho
Red Veil	
The Perrin Sequence	
New Loka	

Syndicate	Sample Names
Steel Meridian	Burr Gahgijo, Pen'ki Hahkk, Xixogg Krzz, Lolix Roo, Zaa Hikk
Arbiters of Hexis	Vigilant Akec, Centurion Facie
Cephalon Suda	Disp-Arch Fau, Arch-Mem Raelekh, Arch-Mem Kuvak, Surv-Tel Lorithekh
Red Veil	Sevaraveri, Set, Kai
The Perrin Sequence	Erro Frenka, Magg Udo, Galla Feto
New Loka	Duirynells, Bhepp, Ellavanar, Brightsong



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- Crews from Steel Meridian, the Perrin Sequence and New Loka may or may not have masks covering their mouths, altering their voices in the process. Cephalon Suda crews never wear masks, and Arbiters of Hexis and Red Veil crews will always wear masks.
- Syndicate Crews can experience [bleedout](#). However, Converted Liches and Sisters do not, making them unrevivable in missions.
- Syndicate Crews can revive players or other crew from bleedout.
- Syndicate Crews have innate health regeneration. Converted Liches and Sisters however, do not.
- Syndicate Crews and Converted Liches/Sisters cannot be healed with [Squad Renew](#) and [Form Up](#).
- When crew members are replaced by joining players, if a player leaves mid-mission or the host experiences internet connection loss, the replaced crew will reappear in the mission.
- Engineers, while effective in automatically repairing hazards, notably take longer to do so than players.
- Pilots will hold position if a player charges the Forward Artillery or enters the Archwing Slingshot.
- Pilots will maneuver and destroy objectives that require outside assistance, such as Grineer point of interest external radiators.
- While non-Defenders may combat boarding parties, they will always prioritize their primary directives before defending themselves: Pilots will never leave the pilot seat (unless a Player takes over), Gunners will only exit the turrets when not attacking enemy fighters, and Engineers will only engage in combat after fixing all hazards.

## Tips

- Crew members are replaced in the following order when other players join your mission: Slot 3, Slot 2, Slot 1. As such, when playing with others having crew with a relatively even spread between Gunnery, Repair, and/or Endurance can allow mid-mission reassigning easier. You may wish to use the first crew slot for a high priority role, such as your Engineer.
- Gunners and Engineers with a high Combat and/or Endurance stat can replace a dedicated Defender.
- Converted Sisters will revive downed crew members and players, while Converted Liches can only revive players. While not their first priority they will detect downed



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instantly revive them when they currently however, as the ability



## Trivia

- Crewmember's idle animation changes depending on their highest stat.
- New Loka crew members make idle chatter that is frequently religious in nature, such as prayers for good food free of rot and good health, and a notable disdain for Cephalon Cy.
- Perrin Sequence crew members make idle chatter related to money, exploration, and they usually seem to be a bit more cheerful yet nervous.
- Steel Meridian crew members make idle chatter about admitting to eating other clones as a necessity, making threats by the [Worm](#) about turning members into "Slurry" likely fact rather than a scare tactic, making cannibalism possibly common among Grineer.
  - Similarly, Red Veil crewmembers will mention cannibalism as a form of punishment for others, and brag about being carnivorous.
- Syndicate crew members share the same gender with their Syndicate leaders.

## Categories



## Languages



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