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# Railjack/Components

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The [Railjack](#) has four main components that determine its stats: **Shield Arrays** for [shield](#) capacity and regeneration rate/delay; **Engines** for top speed, acceleration, and turning rate; **Plating** for hull ([health](#)) and [armor](#), and **Reactors** for [Ability Strength](#), [Ability Range](#), and [Ability Duration](#) for [Battle Mods](#).

**Sigma** versions of armaments can be [researched and purchased](#) in the [Clan Dojo Dry Dock](#) research console, then installed in the Railjack console. These have no build time once all the resources needed to build them are contributed.

**House** versions can be found as Wreckage in missions, with each House favoring certain attributes over others. Wreckage Components need to be repaired either with resources taking 12 hours to complete (this can be rushed for  20), or instantly without using any resources by expending a single-use [Rush Repair Drone](#). The Wreckage Components stats vary randomly.

With the exception of the [Sigma](#) variants and all the Platings, all MK III Components have an additional special unique trait in addition to the base stat increases, and each component from each house comes with 2 different variants of the trait (except Vidar



Players start with 8 Component and Armament slots for repaired wreckage, with two additional slots being purchasable for  12. Players can hold up to an indefinite amount of recovered wreckage which can be inspected to reveal their stats and traits. There are only 30 inspected wreckage slots, which cannot be increased in any way, and players with capped inspected wreckage cannot continue inspecting wreckage or embark on [Empyrean](#) missions until they have cleaned their inventory of inspected wreckage.

All wreckage cannot be [traded](#) between players.

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## Shield Array

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*Main article: [Shield Array](#)*

**Shield Arrays** are **Components** that modify a [Railjack](#)'s defensive [Shields](#). Stats are randomized within a range determined by the item's House and Tier.





Sigma



Lavan



Vidar



Zetki

Shield Array stats vary between Houses, but the differences follow the same pattern:

- **Lavan** Shield Arrays had the best in class capacity, at the cost of recharge performance.
- **Vidar** focused their Shield Array research on reliability rather than all out performance.
- **Zetki** Shield Arrays had unbeatable recharge delay at the expense of maximum shield capacity.

▼ View Shield Tier List ▼

▼ View MK III Shield Unique Traits List ▼

## Engines

*Main article: [Engines](#)*

**Engines** are **Components** that modify a [Railjack](#)'s cruising speed and boost capabilities. Stats are randomized within a range determined by the item's House and Tier.

A Railjack's base Engines stats are:

- Engine Speed: 150 meters per second



Avionics are applied to these base stats, and then the equipped Engine's values are added on.

Total speed can be calculated using the following formula:

**Total Base Speed =  $[150 \times (1 + \text{Bonus \% from } \text{Conic Nozzle})] + (\text{Additional Engine Speed})$**

Base Boost Multiplier is 1.25x, and the bonus from Engines is additive, but at least in the UI, the Boost Multiplier is rounded to the nearest .1. For example, an Engine with +0.17 Boost Speed Multiplier would show an Engine Boost value of 1.4x.

**Total Boost Multiplier =  $[1.25 \times (1 + \text{Bonus \% from } \text{Ion Burn})] + (\text{Additional Boost Multiplier})$**



Sigma/Zetki



Lavan



Vidar

Engines stats vary between Houses, but the differences follow the same pattern:

- **Lavan** Engines touted the best boost speeds, but struggled to compete at top speeds.
- **Vidar** Engines were the best in class for top speed, at the expense of Boost performance.
- **Zetki** Engines were solid performers in all categories but stood out in none.

▼ View Engine Tier List ▼

▼ View MK III Engines Unique Traits List ▼

## Plating

*Main article: [Plating](#)*

**Plating** are **Components** that modify a [Railjack](#)'s Hull ([Health](#)) and [Armor](#). Stats are



Unlike other Railjack Components, the Plating does not have any unique traits.



Plating stats vary between Houses, but the differences follow the same pattern:

- [Lavan](#) focused their efforts on superior Hull composition, at the cost of Armor integrity. They are also the only one with a distinct synergy with another component; one possible unique attribute of a Lavan Reactor is a +25% boost to Shield capacity if equipped alongside a Lavan Plating.
- [Vidar](#) designed their plating to have the highest possible Armor strength, Hull reinforcement was less of a priority.
- Plating from [House Zetki](#) struck a balance between Armor strength and Hull fitness.
- The above implies that best potential effective health (for Mk II-III) can only be obtained from Lavan plating, Vidar being mediocre, and Zetki being the worst choice.

▼ View Plating Tier List ▼

## Reactor

*Main article: [Reactor](#)*

**Reactors** are **Components** that modifies a [Railjack](#)'s Battle mods Strength, Range, and





Reactor stats vary between Houses, but the differences follow the same pattern:

- [Lavan](#) Reactors prized Railjack ability Duration above all else.
- [Vidar](#) Reactors were optimized to increase the Railjack's ability Range.
- The design priority for [Zetki](#)'s Reactors was greater Railjack ability Strength.
- Mk II Reactors have the highest main stat bonus.
- Mk III Reactors have a secondary stat with [Lavan](#) increasing Strength, [Vidar](#) increasing Duration, and [Zetki](#) increasing Range, but at some expense to the main stat. The secondary stat can only be maxed with [Valence Fusion](#) using other Mk III of the same type.

▼ View Reactor Tier List ▼

▼ View MK III Reactor Unique Traits List ▼

## Drop Sources

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All components of the same Tier and House share the same drop source and chance.



Region	Tier	House	Faction	Source	Drop Chance
Earth Proxima		Lavan	Grineer	Skirmish Reward	6.00%
		Vidar			
		Zetki		Elite Kosma Outrider	11.11%
Venus Proxima	Mk I	Lavan	Corpus	Exterminate/Volatile Reward	7.32%
				Defense Reward (Rotation A) <i>Engines &amp; Reactors</i>	20.00%
				Defense Reward (Rotation B) <i>Shields &amp; Plating</i>	17.65%
		Orphix Reward (Rotation A)		14.29%	
		Vidar		Exterminate/Volatile Reward	7.32%
				Defense Reward (Rotation B) <i>Engines</i>	17.65%
				Defense Reward (Rotation C) <i>Reactors, Shields &amp; Plating</i>	15.79%
				Orphix Reward (Rotation B)	13.64%
		Zetki		Taro Weaver	12.50%
Saturn Proxima	Mk II	Lavan	Grineer	Skirmish Reward	6.00%



<b>Neptune Proxima</b>		Zetki		<a href="#">Elite Gyre Outrider</a>	11.11%
		Lavan	Corpus	<a href="#">Exterminate/Volatile Reward</a>	7.23%
				<a href="#">Defense Reward (Rotation A)</a> <i>Engines &amp; Reactors</i>	20.00%
				<a href="#">Defense Reward (Rotation B)</a> <i>Shields &amp; Plating</i>	17.14%
				<a href="#">Orphix Reward (Rotation A)</a>	14.29%
		Vidar		<a href="#">Exterminate/Volatile Reward</a>	7.23%
				<a href="#">Defense Reward (Rotation B)</a> <i>Engines</i>	17.14%
				<a href="#">Defense Reward (Rotation C)</a> <i>Reactors, Shields &amp; Plating</i>	15.38%
				<a href="#">Orphix Reward (Rotation B)</a>	13.64%
				Zetki	
<b>Pluto Proxima</b>	Mk III	Lavan		Corpus	<a href="#">Exterminate/Volatile Reward</a>
			<a href="#">Defense Reward (Rotation A)</a> <i>Engines &amp; Reactors</i>		20.00%





				Defense Reward (Rotation B) <i>Shields &amp; Plating</i>	17.14%
				Orphix Reward (Rotation A)	14.29%
				Vorac Gox	12.50%
				Exterminate/Volatile Reward	7.23%
		Zetki		Defense Reward (Rotation B) <i>Engines</i>	17.14%
				Defense Reward (Rotation C) <i>Reactors, Shields &amp; Plating</i>	
				Orphix Reward (Rotation B)	13.64%

## Valence Fusion

Valence Fusion combines two of the same [Railjack Components](#) and [Armaments](#) (in respect to the House and Type) into one with superior bonus stats. This applies to Turrets, [Shield Arrays](#), [Engines](#), [Platings](#), and [Reactors](#), but does not apply to Ordnance or other Sigma Items. This can be managed in the Dry Dock. Stat increases are capped between **40%** and **60%** for weapons and miscellaneous values for components.

To perform Valence Fusion, players must click on the component or armament desired to be upgraded, and then the part to be used as the donor. Only the object to be upgraded must be constructed, while the donor item can either be repaired or unrepaired. If the component has a different MKIII unique trait, the player is prompted to select one.

If the player does not have enough resources, a failure message will notify the player which resources they are missing. If the item to be upgraded is already maximized, a



Once the components/armaments with stats below maximum have been selected and the player has enough resources, a confirmation screen displays the desired component's new bonus values and **warns that the transfer will consume the selected donor component along with the required resources**. Players are then prompted to type **FUSE** to confirm the fusion.

## Costs

Fusing with repaired parts will require some [Endo](#):

- MK I: 800 Endo
- MK II: 1600 Endo
- MK III: 2400 Endo

Fusing with unrepaired parts instead of Endo costs **40%** of the resources and **Credits** that would be used to repair it (Any decimals are rounded up to the nearest whole number. *Ex: 3.2 = 4*).

## Upgrading

Upgrades count towards the stat bonus on MKIII turrets and the random stats on other Railjack gear.

- Fusing gear that is the same tier level (e.g. MKIII with MKIII) will yield an increase of stats by **10%**.
  - Example: Fusing together Vidar Photor MKIII with +40% bonus damage with another Vidar Photor MK III with +35% bonus damage, results in one Vidar Photor MKIII with +44% bonus damage.
- Fusing gear that has a lower tier level (e.g. MKII with MKIII or MKII with MKI) will yield an increase of stats by **5%**.
- Fusing gear that has a lower tier level by two (i.e. MKI with MKIII) will yield an increase of stats by **2%**.
- Fusing gear that has a higher tier level (e.g. MKIII with MKII) is equivalent to the same fusion the other way around (Results in MKIII Gear).

For Weapons and same-tier Armaments, maximum % bonus (60%) can be achieved in the following number of fusions:

**Minimum Initial Value**

**Maximum Number of Fusions**



52.8%	1
48.0%	2
43.6%	3
39.7%	4
36.1%	5
32.8%	6
29.8%	7
27.1%	8
25.0%	9

For example, a [Tenet Envoy](#) with a 42% **Toxin** bonus will need at most 4 Fusions to reach the maximum element bonus of 60%.

## Manufacturing Requirements

Manufacturing and repair costs are the same for all Shield Arrays, Engines, and Reactors of the same **House** and tier.

[Sigma](#) [Lavan](#) [Vidar](#) [Zetki](#)

Mk I Shield Arrays, Engines and Reactors

Manufacturing Requirements					
					Time: 0 hrs
15,000	2	75	2,500	1,500	Rush: N/A
Market Price: N/A			Blueprints Price: N/A		
Railjack Lab Research					
					Time: 72 hrs
10,000	1	2,159	4,750	2,894	Prereq: N/A



x1	x3	x10	x30
x100			

Mk II Shield Arrays, Engines and Reactors

Manufacturing Requirements													
					Time: 0 hrs								
15,000	3	150	4,000	3,000	Rush: N/A								
Market Price: N/A			Blueprints Price: N/A										
Railjack Lab Research													
					Time: 72 hrs								
10,000	1	2,622	6,510	5,500	Prereq: Mk I								
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x1	x3	x10	x30										
x100													

Mk III Shield Arrays, Engines and Reactors

Manufacturing Requirements													
					Time: 0 hrs								
15,000	7	300	6,000	5,000	Rush: N/A								
Market Price: N/A			Blueprints Price: N/A										
Railjack Lab Research													
					Time: 72 hrs								
10,000	1	2,846	8,138	5,157	Prereq: Mk II								
<table border="1"> <tr> <td>x1</td> <td>x3</td> <td>x10</td> <td>x30</td> </tr> <tr> <td colspan="4" style="text-align: center;">x100</td> </tr> </table>						x1	x3	x10	x30	x100			
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