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r/Warframe • 8 mo. ago

Dogmaa8



Railjack NPC Crew behavior guide, for those who are looking to invest in solo Railjack.

[Tool/Guide](#)

Yes, I have made a similar post before, however that post was about offering my help to new players, not a straight guide. With that out of the way, lets begin!

The NPC crew in Railjack is definitely worth your investment. Especially if you dont want to play with other players, the NPCs can actually pull MORE weight than a player would at some points!

Engineer: Repairs any onboard hazards or faults with his Omni, which for some reason has no ammo system. This means as long as you have an NPC on engineer, the ship can not die unless you get boarded. Oh, he shoots boarders too when not repairing something.

Pilot: Will attempt to drive the ship to the nearest yellow marker, and if none exist, will approach crewships and fighters for combat. Will also line the camera up for artillery shots from players in the appropriate seat. You can take over from Pilot at any point and the NPC will patrol the ship for boarders while he waits for you to leave the

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65



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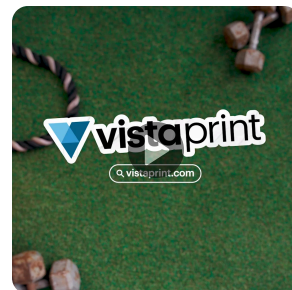
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sliferra • 8mo ago

Pilots will shoot the exposed radiators as well.

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A week ago that didn't worked well.

Sometimes, they shoot. Sometimes not. Usually not. The AI kinda stuck, lining up to radiator and shooting straight. Even when there is a giant space rock in a way.

Maybe I should respect the guy...

↑ 18 ↓ ...

(+) 3 more replies



dust- • 8mo ago

The behaviour for this has been buggy for a long time. Some missions they will do it, but most of the high level missions seem end up having the pilot stuck aiming at the target but from the other side of the structure so they sit there doing nothing. Using omni to return to ship usually fixes this but it tends to be until the next objective they get stuck on

Really wish they'd have another crack at fixing it, on smaller structures it's faster to just run out and do it yourself

↑ 11 ↓ ...

(+) 1 more reply



ripskeletonking • 8mo ago

few days ago, i was doing some railjack missions for nightwave, solo because i wanted them to be quick. accidentally clicked one with a side objective, but it would take longer to reload the mission so i decided to just do it.

so i went in, exposed the radiator and waited a while for the npc i set to pilot to destroy it. few minutes later still nothing so i recall back to the railjack then right away the radiator's destroyed before i can do anything so i fly back inside and expose the second radiator and decide to wait again since my crew is right outside. five minutes later still nothing until right when i recall again.

so i'm pretty sure the ai is broken when it comes to destroying the radiators while you're inside

↑ 4 ↓ ...

(+) 2 more replies

(+) 2 more replies



Gargamellons • 8mo ago

Thanks for the tips. I hadn't considered using hitscan secondary turrets for the benefit of my gunner.

I know they will never be optimal (thanks to elite crew perks) but Im still keen for lich/sister animations to be sorted so I can assign my power rangers to something other than defender.

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I have Zekti Talyns on my side guns, and half the time my gunners kill everything before my Seeker Volley can even reach them. Its crazy how strong they are.

Sadly, until Liches and Sisters can bring modded weapons, the syndicate crew will likely still be better, even if they are able to take any role.

↑ 7 ↓ ...

⊕ 6 more replies

10:00 **roboderp16** • 8mo ago

the pilot is the bane of my existance when i solo-railjack... it keeps moving from the crewship i lined up and froze in place for artillery. i keep taking it off for an engie or a gunner but add it back for when im running pubs

⊖ ↑ 7 ↓ ...



Dogmaa8 OP • 8mo ago

I would attest to this... if I ever ran public Railjack. Not my thing sadly.

↑ 4 ↓ ...



Cottontael • 8mo ago

I find 2 gunners overkill. I run both as hybrids so I can flex their positions. Gunner A(gunnery 5, endurance 5, piloting remainder) who I can switch to pilot if needed (really I don't know if the piloting skill does anything needed) and gunner b(gunnery remainder, combat 5, endurance 5) who I can flex as defender. I usually have them in gunner/defense/engi or pilot/defense/engi while doing my own thing, or gunner/gunner/engi when dogfighting.

The only hard part of railjack is Tickers offerings.

↑ 5 ↓ ...



Nikana-Tenno • 8mo ago

I always has 1 pilot, 1 gunner, 1 engineer. If thing get too much heat or engineer down. I'll switch the other 2 to defender.

The different with engineer and defender is that Engineer focus too much on repair and will ignore some enemies for repairing. Defender will focus on fighting and prioritize revive crewmate.

About pilot and radiators. My strat is left some enemies fighter or crewship and go for objective.

Pilot tends to stop if there's no enemy left. Make them not be able to shoot radiator. So while having enemies outside. It most likely force pilot to keep moving.

↑ 4 ↓ ...

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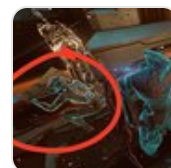
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Railjack crew

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The amount of MR 15-26 players I have encountered who don't know you can swap weapons in the forward artillery seat of the Railjack is way too high. DE please, please add a simple button prompt

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