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r/Warframe



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r/Warframe • 5 yr. ago

Crab_7



Is there any reason not to hijack a crewship?

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I've noticed people tend to get upset when I choose to stay in crewships and take on fighters, and for the life of me I can't understand why.

We've got an engineer, we've got a pilot, the crewship is, to quote Sundowner, "FUCKIN' INVINCIBLE", and does better damage than most interceptor turrets I've come across.

And before you say it, no, this isn't when there's only one crewship left and I'm flying around in it. I tend to hijack the first crewship that pops up. Is there some negative I'm not seeing to having this giant, invincible tank ship helping out the railjack?

EDIT: This is excluding all the bugs, I mean the merits or disadvantages to piloting a crewship itself.



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10



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CTFT • 5y ago

It's much faster just to kill those things and get it over with. Their damage doesn't seem to scale well in later missions and in the veil they'll keep healing the fighters even if you capture them.

Just blow it up and move on.



18



7 more replies



jigeno • 5y ago

1. Destroying them is sometimes part of the progression.
2. Did you kill the crew or are they still shooting?
3. Sometimes they have a healing aura.



4



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3 ...

**Muxailo** • 5y ago

Even if you control it, kill BOTH gunners on top of Captain, please.

2 ...

1 more reply

**DovahSpy** • 5y ago

It's great in early game and even in late game to just park it near the railjack and afk tank with, but the damage goes off the deep end around the halfway point of Saturn Proxima. A good Amesha with Imperator Vandal outdamages it's main gun and unless you dedicate 2 people to hijacking, then using the side gun is a crapshoot because you can't turn the ship.

1 ...

**b14700** • 5y ago

Only if you have a squishy rail , then they are good decoys , once you get the good hull weave and bulk head , rail becomes very tanky , destroying them then is faster

1 ...

**JulianSkies** • 5y ago

Because your riding the first crewship, meanwhile there's three others shooting at us.

If you're going to grab one, at least hop to the next when another spawns.

1 ...

**VintageGriffin** • 5y ago

Probably because you can kill a heck of a lot more stuff faster outside in an arcwing. Hijack and abandon is fine, it serves as a good distraction for fighters. But with three people outside in arcwings you wouldn't have a fighter problem in the first place.

1 ...

5 more replies

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Hijacking others railjack is annoying.

185 upvotes · 80 comments



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Tip: Crewship weakspot for Forward Artillery is left, right wing and 3 engine flare

3K upvotes · 222 comments



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174 upvotes · 69 comments



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I've seen people suggest universal forma for regular slots. Why not allow forma to be used on the same slot twice and keep both polarities?

371 upvotes · 89 comments



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I don't need a big gun, I need a big shield to use with my small gun.

219 upvotes · 32 comments



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Please give everyone at least 30 seconds to pick their things in the Circuit for the love of the void

209 upvotes · 87 comments



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As a new player trying Garuda in the circuit, let me just say

601 upvotes · 148 comments



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Hildryn 4 should be much less restrictive

477 upvotes · 111 comments



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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

289 upvotes · 118 comments



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So it was 3 this whole time?

745 upvotes · 147 comments



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137 upvotes · 89 comments



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What is a Warframe that you were really excited to unlock and in the end it disappointed you?

118 upvotes · 351 comments



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Will this be a full year of exalted weapons?

311 upvotes · 132 comments



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What is one thing you wish the Operator/Drifter had that the one does not?

162 upvotes · 213 comments



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Ballas 100% would've tried to fuck a void angel

472 upvotes · 84 comments



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People rarely using Qorvex.

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I find it terrifying how Tenno can just quarantine a planet

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