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r/Warframe • 6 yr. ago
magnetometers



Why do people not turn in index points, letting the mission fail?

Other

Is it some stupid flex? Are they just retarded? Why does this happen so fucking often?



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205



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DarkRyok • 6y ago

They don't pay attention at all to the timer. Had a guy the other day get angry because I didn't turn my five in and the timer had 20 seconds left but he had 15 and was still collecting.

Totally happens more than it should though.



178



4 more replies



[deleted] • 6y ago



VGPowerlord • 6y ago

This is why, even when I'm not playing as main point collector, I will collect and turn in small number of points periodically just to make sure this doesn't happen.



67



4 more replies



Metal_Sign • 6y ago • Edited 6y ago

because holding many points is dangerous, and *thrilling*.



28



4 more replies

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is getting low and I have points or if I'm one hit away from death.

↑ 24 ↓ ...



[deleted] • 6y ago

It's always the Rhino who does this.

↑ 65 ↓ ...

⊕ 12 more replies



[deleted] • 6y ago

I sometimes forget to turn in at the beginning. A nice reminder is nice. The only time I didn't turn in on purpose was when this 1 guy said the time left every 5-10 seconds after he said 1min left. Which wouldnt be a problem if he also wasnt saying "hey idiots" hey bitches" "you shits turn in points". So instead i slowly creeped to the goal until time ran. Because Im not going to spend an entire round with that guy.

↑ 13 ↓ ...



Joemonkey • 6y ago

As someone who only brings Rhino into index, I look to see if there is another rhino, and what their MR is. While I do my best to turn in around 12-15 points, I'll turn in at 8 if everyone else is hoarding, and type in chat "turning in for time". I love it when other people intentionally avoid points and mark them for me to pick up, but if I see the other rhino(s) are being reasonable and turning in regularly instead of hoarding, I'll even back off and just kill and mark points for them too.

↑ 12 ↓ ...

⊕ 3 more replies



yevva • 6y ago • Edited 6y ago

Is it some stupid flex?

Yep, and it's most likely the people who do it that are downvoting this, because well, truth hurts I guess

↑ 56 ↓ ...



Rock3tPunch • 6y ago

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Had a guy yesterday in energy reduction sortie with a spam 4 Mesa, can't hold a tower for 10 seconds by him/herself, used all the revives at the end of 1st wave, rage complaint in chat about why everyone said Mesa is good before quitting.

↑ 26 ↓ ...

⊕ 5 more replies



Ikada • 6y ago

Because they are the idiots

↑ 12 ↓ ...



[deleted] • 6y ago

It's big dicc syndrome. People want to look cool and have a swarm of points so that they can bank once and finish the match.

↑ 9 ↓ ...



[deleted] • 6y ago

holy crap this .. i hate hate hate doing index with randoms cause 9 times out of 10 you fail cause some dumb ass likes shiny things flying around him.

↑ 8 ↓ ...



zombie_prim3 • 6y ago

While I know it's not optimal for the quickest scoring, I usually deposit when I have 5 or more points. I sadly spend more time looking at the clock than I should

⊖ ↑ 7 ↓ ...



FearTheSkorpion • 6y ago

Optimal turn in is at 15 points carried, but the timer is more important than anything.

↑ 8 ↓ ...

⊕ 3 more replies



ComedyKnife • 6y ago

Running a high duration Octavia build can help with this. Stay invis the whole time and bank 5ish points when you can. Normally that gives the oblivious e-peen rhinos time to realize they should stop holding them.

↑ 7 ↓ ...

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near my team's spawn, and the enemy turns in my points while I'm dead. Especially bad with Atlas, since his walls die when he dies.

In other words... *I get greedy.*

↑ 5 ↓ ...



Lycrus • 6y ago

The 2 times i failed index like that was simply because you are in the "zone", killing and collecting stuff and you simply friggin' forget about the timer. Thats all. There is no clear warnings or stuff like that, so its just easy to overlook.

↑ 5 ↓ ...



Jreynold • 6y ago

Ideally, one person will turn in small amounts regularly allowing the others to horde. I'm happy to be the person that turns in 5 every time, I don't like the drain on everything at 15.

The big problem is that these guys don't realize you lose time when the enemy cashes in points. So they're holding 20 points with 120 seconds on the clock and they think we're doing fine, but then they get killed right next to the enemy goal, the enemy calmly walks it over and the match ends.

↑ 5 ↓ ...



grondoal • 6y ago

You get bonus points the more points that are turned in at once (starts around 5 or 6 points I think).

I usually turn in between 10-15 points, but if the timer is in the double digits, I turn in what I have to keep the match going.

↑ 4 ↓ ...

⊕ 8 more replies

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

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