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REGISTER

Railjack

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Railjack. Sigma Series. Top-of-the-line. Crew. Four-thousand-eight-hundred-and-ninety confirmed kills.

—Cephalon Cy during Rising Tide

Railjacks are large ⊕ Orokin-era interceptor spacecraft used by the 🜂 Tenno. These formidable spacecraft feature a plethora of weaponry and defensive systems that allow them to face even large capital ships head-on in direct combat, as well as a "Void engine" propulsion system that allows them to travel independently of the Solar Rail network. **Cephalon Cy** serves as the Railjack's navigator and executive officer.

Railjack

Mastery Rank	3
Tenno Flesh	1050
Tenno Shield	1000

Shield Recharge	5.0%/s
Shield Recharge Delay	5.0s
Tenno Armor	650
Engines	150 m/s
Engine Boost	x1.3
Forge Capacity	200
Introduced	Update 27.0 (2019-12-13)

While a Railjack can be controlled by a single person, optimal performance requires the ship to be crewed by a full [Squad](#) of four, each responsible for managing different areas of the ship including the helm, battle stations, security against intruders, repairs, and putting out on-ship fires. Crew members can fluidly take on any role as needed to keep the Railjack in fighting shape.

Although Railjacks cannot dock directly with enemy vessels, they are equipped with an **Archwing Slingshot** that allows Tenno to be shot directly at enemy ships to breach the hull and board them. Alternatively, Tenno can also exit into space using their [Archwings](#) to fight individually as well as explore areas of interest in space.

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Acquisition

⌂ **WARFRAME Wiki**

A Railjack is constructed during the Rising Tide quest, which requires completion of The Second Dream. The building can alternatively be bypassed by purchasing the Starter Railjack Bundle in the Market for 🔷 **175**, containing a fully built Railjack, 4 Crew Member Slots, and 4 Component & Armament slots; obtaining the Railjack this way will count the Rising Tide quest as completed.

Dry Dock

Main article: Interactive Rooms#Dry Dock

Dry Docks can be found on Tier 2 or 3 Relays (Saturn, Europa, Eris, or Pluto). They can also be built in Clan Dojos. Each player will only be able to see their own Railjack.

The Dry Dock can be used to initiate the Rising Tide quest and to build and customize a **Railjack**. Players without a clan can utilize Dry Docks in Relays, although they will not have access to any Railjack research. Note that the Dry Dock requires considerably more Dojo space compared to other rooms and its construction can be blocked by existing rooms above and below the desired level. Prepare enough space for the massive hangar by either building a few floors and/or rooms away from other rooms. For reference, you need 3 elevators to match floors, 4 elevators if you want something over/under your dry dock. Note that elevators are not needed to build your Railjack.

Resource	Ghost	Shadow	Storm	Mountain	Moon
🪙 **Credits**	100000	300000	1000000	3000000	1000000
🔹 **Salvage**	25000	75000	250000	750000	2500000
🔧 **Circuits**	850	2550	8500	25500	85000
Tellurium	15	45	150	450	1500
Forma	1	1	1	4	15

Capacity	Energy	Doors	Decoration Capacity	Build Time
-20	-6	3	400	24 Hours

Railjack Build Requirements

To initiate the quest, players must receive a **Railjack Cephalon** blueprint from the
[Market](#) for   **35,000** and build it in their [Foundry](#).

Manufacturing Requirements					
5,000	15	15	15	1	Time: 1 min Rush: **50**
Market Price: N/A			Blueprints Price: 35,000		

During the quest, Cephalon Cy instructs the Tenno to search for a Railjack component
then build it in the Dry Dock. This process repeats until all six components have been
found and built, one by one.

Construction of Railjack components are personal builds; Clan participation is only for
the Dry Dock itself. Hence, **Clan multipliers do not apply**. Unlike crafting items in the
[Foundry](#), the resources needed for repairing Railjack components can be contributed in
stages. Each section repair requires 1 minute to complete in the Dry Dock and **cannot
be rushed** with platinum, thus the complete Railjack requires an absolute minimum of 6
minutes to build.

When completed, the Railjack can be seen floating above the [Orbiter](#), connected by a
large transport tube. Players can board their personal Railjack from the Orbiter's bottom
deck, in the middle between the three rooms.

Fuselage

The Fuselage repair after retrieval and installation requires:

Manufacturing Requirements					
25,000	5	250	1,250	3	Time: 1 min Rush: N/A
Market Price: N/A			Blueprints Price: N/A		

Propulsion Systems

Manufacturing Requirements					
25,000	5	250	1	1,250	Time: 1 min Rush: N/A
Market Price: N/A			Blueprints Price: N/A		

Port Nacelle

The Port Nacelle repair after retrieval and installation requires:

Manufacturing Requirements					
25,000	5	400	2,000	10	Time: 1 min Rush: N/A
Market Price: N/A			Blueprints Price: N/A		

Starboard Nacelle

The Starboard Nacelle repair after retrieval and installation requires:

Manufacturing Requirements					
25,000	5	400	2,000	10	Time: 1 min Rush: N/A
Market Price: N/A			Blueprints Price: N/A		

Tail Section

The Tail Section repair after retrieval and installation requires:

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Manufacturing Requirements					
25,000	5	750	300	1	Time: 1 min Rush: N/A
Market Price: N/A			Blueprints Price: N/A		

Engine Cowling

The Engine Cowling repair after retrieval and installation requires:

Manufacturing Requirements					
25,000	5	10	750	1,000	Time: 1 min Rush: N/A
Market Price: N/A			Blueprints Price: N/A		

Total Cost

▼ View Total Cost List ▼

Reliquary Key

Upon boarding the completed Railjack, Cephalon Cy informs the Tenno that the ship is lacking a power source. Interacting with the Reliquary Drive in the second level midsection of the ship prompts **"Investigate Coordinates On Lua?"** This triggers a simple snatch-and-grab mission to collect a [Void Key](#) on [Lua](#) and extract, avoiding the [Corrupted](#) and [Sentient](#) enemies along the way.

With the Void Key recovered, the Tenno inserts it into the Reliquary Drive, making the Railjack fully operational. The player is now finally ready to embark on [Empyrean](#) missions through the Railjack's navigation console.

Houses

⌂ **WARFRAME Wiki**

While the Rising Tide Quest reward the player with a standard **Sigma Series** Railjack, different Series were created during the Old War by three **Houses**.

House Lavan specialized in engines and shields and focused on delivering rock-solid technology at a lower resource cost. Their components were the backbone of the Orokin fleet but lacked the customization required by elite units.

House Vidar were material specialists that made a name for themselves with the shrewd balancing of performance and cost. The ability of their hull and armor components to withstand extreme elements earned them the loyalty of specialized units.

House Zetki components were considered the best of the best. However, their exorbitant resource and energy requirements meant that only the fleet's most important vessels could be outfitted with Zetki technology.

Each House produced its own series of **components** and **armaments**. Hence, several items exist in different versions with their own stats, costs, and benefits. Stronger Sigma Series equipment can only be obtained from Clan Dojo Research, while other Series can be found as **Wreckage** in battles.

Salvaged wreckage needs to be **inspected** to reveal its stats and then **repaired** in the Dry Dock before use. Unwanted items can be **scrapped** manually to be converted into Endo. Scrapped Wreckage that were already repaired will return 80% of the resources used in the repair.

While there is no limit to how many recovered wreckage a player can hold, there is an inventory limit of **30** for inspected wreckage. If there are items inspected beyond this limit, the player will be prevented from joining or hosting Empyrean missions until they are manually scrapped for Endo. Inspected wreckage inventory limit **cannot** be increased by any means.

Built components and armaments have their own separate inventory with a base capacity of 8. Two Component and Armament slots can be purchased when this inventory is full for **12**.

Notes

- Empyrean missions can be joined & completed without a Railjack via a button in the upper right-hand side of the Navigation screen.

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button).

- Intrinsics can be allocated and the Plexus can be configured at the front of the Orbiter via a terminal located between Navigation and Syndicates.
- On the upper deck of the Railjack by the rear section, players can find a device called a **Reliquary Drive**, resembling a cryopod, labeled as "vacant" until the player completes the quest to find its key. The drive contains something that resembles a large finger, obscured by void energies until the key is inserted. If the player stands next to it, they can hear the sounds of knocking, unintelligible whispers, and the voices from The Man in The Wall speaking lines originally from The War Within:

    - *Hey kiddo.*
    - *Don't forget, kiddo... you're nothing without me.*
    - *Hey kiddo, what took you so long?*
    - *Something's out there, kiddo... watching us.*
    - *You mad at me, kiddo? Did you forget? You owe me.*

- Railjacks regenerate Hull (health) at a rate of 2% maximum health per second, thus maximizing health as much as possible will also increase health regeneration since it is percentage-based. For example with 7,349 health the Railjack will regenerate about 147 health per second. With 11,399 Health the Railjack will regenerate about 228 health per second.

Trivia

- The player can climb up and walk on top of the Railjack in the Dry Dock, with each piece increasing the walkable area.

    - The player can stand on the barges that the Dry Dock workers use.

- It appears that Railjacks have the capability to perform long-distance interplanetary travel without having to use the *Solar Rail*. This is probably a basis for the name 'Railjack'.
- Like many science-fiction spacecraft, the Railjack uses two separate means of propulsion: a pair of more-or-less conventional thrust engines are housed inside the lateral nacelles, while the faster-than-light Void Engine is mounted axially on top of the fuselage. Concept art shows the thrust engine was originally housed in the Void Engine.

    - Cephalon Cy on two occasions refers to a component of the Propulsion systems known as an "Orgone Accumulator": once during recovery mission and, sometimes, when returning to Dry Dock from missions. *Orgone* is a

primal desires, particularly libido, and so-called Orgone Accumulators would supposedly collect this energy for other uses.

- The Propulsion Systems' axial tunnel also serves as a barrel for Archwing Slingshot.

- A *Reliquary* is the proper term for a container that holds a relic related to a saint, indicating that the Reliquary Drive contains or is meant to contain an object the Orokin, Tenno or Dax consider important to someone.

    - Evidently, as Reliquary Drive seems to contain a large severed finger, the Drive probably utilizes one of the fingers cut from Albrecht Entrati's otherself, or a replication of those fingers, to perform Void jump.

- When boarding the Railjack, Cephalon Cy will occasionally refer to "cogitators," presumably part of the Railjack's hardware.

    - "Cogitation" is defined as thinking deeply, pondering, or mediating. Since Cy states they have been 'defragged,' the term might refer to storage drives.

    - This might also be a homage to Warhammer 40k as WH40K's Imperium of Man advanced computers are called "cogitators".

See Also

- Rising Tide, the quest that guides the player on building their first Railjack.

Game System **Mechanics**		Edit [Collapse]		
Currencies	Credits • Orokin Ducats • Endo • Platinum • Aya • Regal Aya • Standing			
General	**Basics**	Arsenal • Codex • Daily Tribute • Empyrean • Foundry • Market • Mastery Rank • Nightwave • Orbiter • Player Profile • Reset • Star Chart		
	Lore	Alignment • Fragments • Leverian • Quest		
	Factions	Corpus • Grineer • Infested • Orokin • Sentient • Syndicates • Tenno		
	Social	Chat • Clan • Clan Dojo • Leaderboards • Trading		
	Squad	Host Migration • Inactivity Penalty • Matchmaking		
	Player Housing	Clan Dojo • Dormizone • Drifter's Camp • Orbiter		

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Gameplay	**Basics**	Affinity • Buff & Debuff • Death • Hacking • Invisible • Maneuvers • One-Handed Action • Open World • Pickups • Radar • Stealth • Tile Sets • Void Relic • Waypoint
	Damage Mechanics	Critical Hit • Damage • Damage Redirection • Damage Reduction • Damage Reflection • Damage Type Modifier • Damage Vulnerability • Health • Status Effect
	Enemies	Bosses • Death Mark • Enemy Behavior • Eximus (Overguard) • Lich System
	Mission	Arbitrations • Archon Hunt • Break Narmer • Empyrean • Invasion • Sortie • Tactical Alert • The Circuit • The Steel Path • Void Fissure
	Activities	Captura • Conservation • Fishing • K-Drive Race • Ludoplex • Mining
	PvP	Duel • Conclave (Lunaro) • Frame Fighter
	Other	Gravity • Threat Level
Equipment	**Modding and Arcanes**	Arcane Enhancements • Archon Shard • Fusion • Mods (Flawed, Riven) • Polarization • Transmutation • Valence Fusion
	Warframe	Attributes (Armor, Energy, Health, Shield, Sprint Speed) • Abilities (Augment, Casting Speed, Helminth System, Passives, Duration, Efficiency, Range, Strength)
	Weapons	Accuracy • Alternate Fire • Ammo • Area of Effect • Attack Speed • Bounce • Critical Hit • Damage Falloff • Exalted Weapon • Fire Rate • Hitscan • Holster • Incarnon • Melee • Multishot • Noise • Projectile • Projectile Speed • Punch Through • Recoil • Reload • Ricochet • Trigger Type • Zoom
	Operator	Amp • Focus (Madurai, Vazarin, Naramon, Unairu, Zenurik) • Lens
	Drifter and Duviri	Decrees • Drifter Combat • Drifter Intrinsics • Kaithe
		Archwing • Companion • K-Drive • Necramech •

Technical	General	AI Director • Drop Tables • HUD • Key Bindings • Material Structures • PBR • Rarity • RNG • Settings • String Interpolation • Text Icons • Upgrade
	Software, Networking, and Services	Cross Platform Play • Cross Platform Save • Dedicated Servers • EE.cfg • EE.log • File Directory • Fonts • Network Architecture • Public Export • Public Test Cluster • Stress Test • Warframe Arsenal Twitch Extension • World State
	Audio	Mandachord • Music • Shawzin • Somachord • Sound
	Mathematical	Calculating Bonuses (Additive Stacking, Multiplicative Stacking) • Condition Overload (Mechanic) • Enemy Level Scaling • Maximization • User Research

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