

ADVERTISEMENT

in: [Pages with non-numeric formatnum arguments](#), [Update 11](#), [Equipment](#), and [2 more](#) **STER**

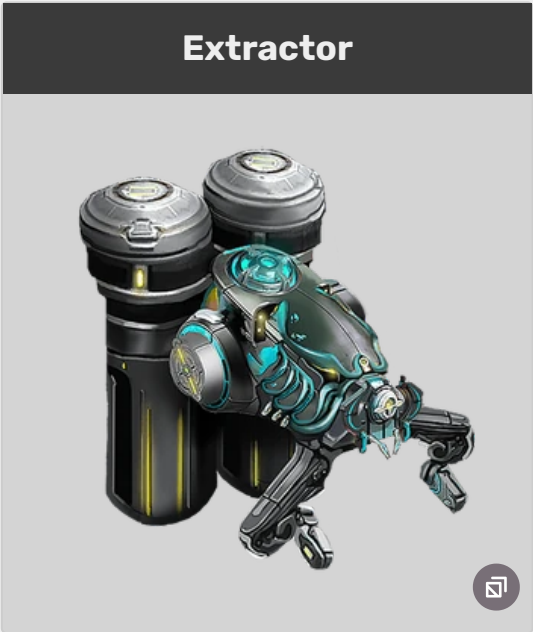
Extractor

 254  **EDIT**

Extractors are drones that collect [Resources](#) from a planet's surface, which allows for the automatic gathering of resources without the need for player control.

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 - 2.1. Distilling Extractor Prime
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Titan Extractor

The most basic type of all Extractors. It requires 4 hours to collect Resources.





Titan Extractor [blueprints](#) can be purchased in the [Market](#) for  50,000. Blueprints are reusable.

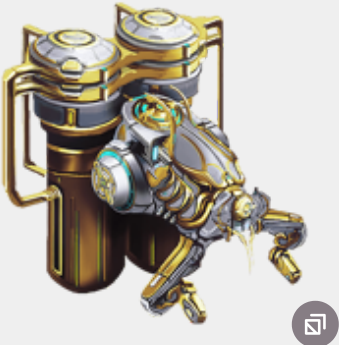
Manufacturing Requirements					
					Time: 6 hrs
10,000	500	300			Rush:  5
 Market Price: N/A			 Blueprints Price:  50,000		




Titan Extractor Prime

This extractor has **twice** the capacity of the common extractor.


It was first available to the Blaze and Inferno levels of [Ember Prime Access](#). This extractor returned temporarily at December 8, 2015 through January 5, 2016 as part of the purchase-able [Prime Vault](#), along with  [Frost Prime](#),  [Latron Prime](#), and  [Reaper Prime](#), as well as [Misa Prime Syandana](#), and  [Frost Prime](#) avatars. It can only be obtained by buying the Prime Vault pack, however.





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					Rush:  5
Market Price: N/A			Blueprints Price: N/A		

Distilling Extractor

The **Distilling Extractor** has a greater chance of collecting Uncommon and Rare resources.

This type of extractor follows exactly the same mechanics as the Titan version. However, it has double the health and takes 8 hours to collect resources instead of 4 hours. It requires a fair amount of [Oxium](#) and far more Credits to build.



Distilling Extractor [blueprints](#) can be purchased in the [Market](#) for  **50,000**. Blueprints are reusable.

Manufacturing Requirements					
					Time: 6 hrs
50,000	1,000	150			Rush:  5
Market Price: N/A			Blueprints Price:  50,000		

Distilling Extractor Prime

Compared to the Distilling Extractor, it has **twice** the capacity and an **increased chance** to collect Uncommon resources.

Originally, it was only available to the *Stomp* level of [Rhino Prime Access](#) and its associated Prime Accessories pack but has been included in the *Brains*



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Mag Prime Accessories pack.
ne for [Prime Resurgence](#) with



either 1 [Regal Aya](#) from [Varzia](#), the Mag Prime Pack, or the Mag and Nova Prime Dual Pack.

Manufacturing Requirements					
65,000	2,000	300			Time:
					6 hrs
					Rush:
					5
Market Price: N/A			Blueprints Price: N/A		

Deploying

How to use

1. Build your Extractor of choice in the [Foundry](#).
2. Click on the [Planet](#) with the desirable resources.
 - *Note that the game requires all missions on the target planet to be unlocked to deploy an Extractor.*
 - In practice, certain nodes need not be unlocked before an extractor is deployable:
 - [Earth](#): Coba, Oro and Tikal need not be unlocked.
 - *After claiming the extractor from the foundry, you may need to log out and back into the game for it to appear and function as listed.*
3. Click "Deploy Extractor" (PC) or press R3 (PlayStation 4) or in on the right stick (Xbox One & Nintendo Switch).
4. Select the desired Extractor.
5. Keep an eye on the timer and health of the Extractor.
6. You can click "Retrieve Extractor" to put a currently working Extractor back into your inventory.

- *Retrieving the Extractor before the timer is up will reset its progress. In other words, retrieving an Extractor with 5 minutes left on the timer and*



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held any resources and will reset
ractor and 8 hours for the

"Claim Now" to retrieve the



8. Alternatively, you can also collect all drones at once from the Navigation page.

Number of Deployable Drones

The amount of resource drones you are able to send out depends on your [Mastery Rank](#). Furthermore, it is possible to send out more drones, if either:

1. You are a [Founder](#)—having bought one of the former [Founder Packages](#).
2. You purchased—for the first time—one of the recurring [Prime Access](#) offers. Note that this does not apply to [Prime Vault](#) packages.

Because of that, the maximum amount of drones in use is 5:

- MR 0: 1 drone (1)
- MR 5: +1 drone (2)
- MR 10: +1 drone (3)
- Prime Access: +1 drone
 - It does not matter which of the possible selections of the offer you choose. Even if you only opt for the exclusive "Prime Accessories" additional package. All options of the offer allow the usage of an additional drone, but only once. This means buying more packages than one will not let you use even more drones.
- Founder: +1 drone
 - The founder packages are not available anymore and are also not acquirable otherwise.

Hence, the usage of the additional fifth drone is reserved for those buyers at that time.

Mechanic notes

- Extractors will begin to collect resources once deployed. Once the extraction has been completed, the resources must be retrieved manually.
- The amount of resources collected is equal to four resources pickups. For Rare resources (including [Orokin Cells](#)) this means a successful haul will



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[Sensors](#)) may be procured as
-3. This means that under rare
rare resource.

payment. Failing to recall the



- Higher level planets have a higher chance of damaging the Extractor.
- This damage will always be lower than the health of a fully restored drone, and thus a fully restored drone may be deployed without fear.
- When the Extractor's health reaches zero, the collect/deploy button is replaced with an option to scrap it for 100 credits.
- After deployment, players can view the Extractor's health bar and progress by selecting the planet it is deployed on. Players can check the Extractor's health percentage by hovering over the extractor icon.
- A damaged Extractor will slowly regenerate its health in a player's inventory, at a rate of approximately 1 health per 5 minutes, taking a Titan Extractor 5 hours and a Distilling Extractor 10 hours to fully recover.
 - Extrapolating from this, if an extractor loses 99% of its health (maximum possible damage) over the course of its deployment, a player will need 2.25 extractors for every extractor slot if they were to have an extractor deployed at all times (3 at one slot, 5 at two, 7 at three, 9 at four, and 12 at five).
- Though undocumented, the Primed Distilling Extractor has twice the capacity over the regular one

Resources Rarity Rates

Each Extractor type has a different resource rarity rate which depends on the type of the Extractor.

See [here](#) for a list of resources by rarity.

Rarity	Titan Extractors	Distilling Extractor	Distilling Extractor Prime
Common	75.5%	30%	20%
Uncommon	22.5%	65%	75%
Rare	2%	5%	5%



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to Rare [Resources](#).



- A player who plays often may find it wise to build additional extractors. Damaged ones can be left to self-repair while recovered ones may be used in their place.
- You can collect and deploy extractors via the Warframe App on your mobile device as well, making the extractors a reliable supply of free resources.
- A good method to have a constant supply of extractors is to have 5 Distilling Extractors for when you will be out for long periods of time. Have 10 Titan Extractors to alternate per extraction in case all of them get damaged. This will ensure that none of your extractors will be destroyed if you deploy them at a constant rate, collecting resources and instantly deploying an extractor at 100% health.

Notes

- Sometimes when claiming an Extractor, the "deploy extractor" button may not appear correctly. You may need to exit the Navigation and reopen it before the button appears.
- A drone that is at 100% progress will no longer take damage, so there's no need to worry about going to bed while your drones are collecting, granted they have sufficient health to last until they get to 100% progress.

Trivia

- Extractors were added into the game in [Update 11.0](#) (2013-11-20), with the introduction of the Titan Extractor.
- The provided media appearance of the Titan Extractor is similar to those of the [Sentinels](#), bearing connection cylinders, used to attach [Cosmetics](#), and an eye on top of it.
 - Further, the glowing circular pattern on the top of both types of Extractor is nearly identical to that on the [Carrier](#), and the "head" segment on the Titan Extractor is similar to the Mech Head [Sentinel cosmetic](#) item.

Bugs

- The game currently bugs out if you attempt to deploy extractors, while on a relay station.



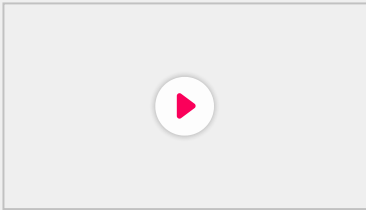
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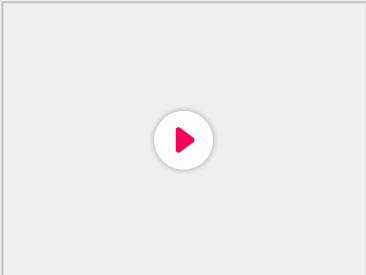
tractors, the timer will not
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an extractor to one without, the



Media



Warframe - Titan Extractors - Everything You Need To Know



Exactor Drones Let You Farm Resources While ASLEEP! - Warframe

Patch History

Hotfix 35.5.3 (2024-04-04)

- Fixed overlapping UI elements when attempting to Claim or Retrieve Resource Extractors in the Navigation menu.

Update 35.1 (2024-02-20)

- Fixed players being unable to deploy Extractors on Deimos if they haven't completed the Albrecht's Laboratories nodes.
 - Players only need to complete the base nodes (pre-Whispers in the Walls Quest) to be able to use Extractors on Deimos

See Also

- Resources

Equipment [Collapse]

Rechargers

Exilus Warframe Adapter • Exilus Weapon Adapter •
Primary Arcane Adapter • Secondary Arcane Adapter •
Melee Arcane Adapter • Amp Arcane Adapter
Focus Lens (• Focus Lens • Greater Focus Lens,
Lua Lens)
e Forma, Umbra Forma) •
st • Orokin Reactor
Beacon • Baro Void-Signal •

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	<ul style="list-style-type: none">Grendel Neuroptics Locator • Grendel Systems Locator • Judgement Points • Mutalist Alad V Assassinate • Simulacrum Access Key
Riven Tools	Riven Transmuter • Veiled Riven Cipher
Extractors	(Prime) Titan Extractor • (Prime) Distilling Extractor
Boosters	Affinity Booster • Credit Booster • Mod Drop Chance Booster • Resource Booster • Resource Drop Chance Booster
Others	Rush Repair Drone

Categories



Languages



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