

r/Warframe 😮









Netracells are everything I never wanted to see in this game

Suggestion

(Quick edit for visibility reasons: I feel like too many of you are stopping at the first point. I used the sortie just *as a reasonable example* since I do not think DE is ever going to give us unlimited Netracells runs. I wish they would, but realistically it won't happen. Thank you for you attention.)

Look, no matter what we can say to justify DE's choices for this mode (they are not justifiable anyway this time), this has to be the most anti-player system I've seen in 10 years of playing this game. And no amount of "this is the standard route, give it time and things will be revisited" is going to change my mind on that.

Time restricted? Check, you can do only 5 of them *each week*. Were it one every day, sortie style, this wouldn't even be an issue, really. Time gating can be used in a smart way to fuel engagement. 5 a week with these drop tables is everything but smart.

Redundant tables? Check, half the rewards can be acquired from Bird 3. Redundancy is the bread and butter of

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Were it one every day, sortie style, this wouldn't even be an issue, really.

I disagree with this part. I think it's better that you can do them whenever you want all at once. Otherwise it would feel really bad whenever you'd miss one just because you don't have any free time for a day.

The rest of your complaints I agree with. Having what are basically credit caches in a limited mission type is a dumb design choice.

alyrch99 • 7mo ago

I'd much rather have 5 per week than 1 per day, yeah.





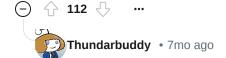
Whirledfox • 7mo ago

I mean... If you make it once-a-day like the sorties, you're gaining 2 netracells a week. Which is a boost, sure, but not huge.

BUT, if you have it once-a-day, and you can't make some of those days, then you lose out on those netracells. Whereas the 5-a-week model lets you do them whenever (within the week) and if you can't make it for the last three days or whatever, you're not missing out.

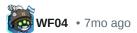
For example: Let's say you have a job you work five days a week, but on mondays, wednesdays, and fridays you have a class after work, so you don't have time to play warframe those days. If you have the one-a-day Sortie style model, you're losing out on 3 nectracells. But having the weekends free, with the 5-a-week model, you could get all five in over the weekend. See what I mean?

So. I dunno. Sometimes I appreciate being able to just jam them out when I have the free time, you know?



Weekly is much better for the reasons you listed, i would even like the sorties to be the same.





Why the hell did they even include rewards that can be traded from Bird 3, and that bears absolutely no value whatsoever compared to what *you can't get from Bird 3*?

Totally agree on this!

They said the drop rates are equal for all arcanes.

Me looking at ~10 Melee retaliations and 2 melee duplicates: Yeah, equal my ass.



Then again I have gotten about 5 melee duplicates and couple other rare one.

Almost no shards.

Rng is rng.

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Ghooostie 0 • 7mo ago

Even though each run only takes 7-8 minutes, getting one of the regular arcanes just feels like a wasted run.







MrQ_P OP • 7mo ago

Cause it is. As I said, it's nothing difficult, but it's definitely wasted time since we're talking about something that can be bought from B3 for literal pennies







I personally don't have issues with it being 5 times a week, IF I was getting good rewards. Melee adapters or regular arcanes suck because I get so many of them that I'm selling them for vosfor. I saw the kengineer video and I agree, although I heard one of the Devs saying that they'll add another mission where you can get those legendary arcanes. The game design is very rushed because of how the circle spawns and how the enemy spawns. The consoles are also so far away. There wasn't much thought put into this mission, other than that I have no problems with it. The idea itself is good, it's like an exterminate mission but you have to periodically go away to do something and come back until the vault is cracked open.





(+) 1 more reply



John_East • 7mo ago

I want more shards and I'm not doing kahls boring ass mission every week









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Netracells... Some of you need to go back to kindergarden

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

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Make normal enemies vulnerable to tranq shots

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I made a list of the worst items to farm.

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This is actually the game i've wanted for years <3

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Do not use node-ipc lib

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[Security advisory] New attack from malicious remote nodes

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Are Netracells restricted to certain high-damage weapons?

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We can only play Netracell missions 5 times a week, which makes the Droptables unacceptable

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nuts and makes everything taste bitter or metallic. The first reported case happened in 20...



133 upvotes · 34 comments



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Netracells feel unrewarding for one reason, and one reason only

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oh how for long ive been lied to

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r/SANABI

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Does people not get how netracells work?

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The Netracell Experience

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Does anyone else kind of dislike doing Netracells?

72 upvotes · 79 comments



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How hard are netracells?

4 upvotes · 19 comments



r/Smite

The one hope i have for Smite 2 is that they don't completely break god silhouettes with new skins. Every time I would come back to Smite after extended breaks, it would be so jaring trying to figure out...

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SPOILER

Is it just me or are Netracells not really that difficult?

7 upvotes · 38 comments



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My two friends have stigmas surrounding buying prime sets does the community also feel this way

875 upvotes · 592 comments

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