



r/Warframe • 8 mo. ago

## GentleDementia



## How fast do you need to be killing enemies to stay afloat in Steel Path Survival?

## Question/Request

I always hated running solo endless missions because of how few enemies would spawn, but solo survival was especially painful because you needed life support drops.

However now that I've unlocked Steel Path, solo survival is my favorite! Since you get as many enemies spawning as you would in a full squad no matter how many you have, solo endless missions are a lot more fun on Steel Path. So many enemies spawn that it's always dynamic and exciting, I'm constantly running and shooting.

However, the drop rate of life support packs seems to be way, way lower. In solo regular survival, I can stay at 90%-100% oxygen at all times without much trouble, even with the low numbers of enemies spawning.

But in Steel Path Survival, even though I'm killing dozens of times more enemies, I find my life support dropping lower and lower no matter what.

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**netterD** • 8mo ago

100-120kpm should be good enough, might have to activate a tower here and there but generally chill. 150 and up youll be completely fine, loot frames like khora who honestly is my top pick for long runs can get by with less - khora tends to wreck house anyway tho.



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GentleDementia OP • 8mo ago

Khora seems fun, I'm only one part away from getting her Prime and base version both, so I'm looking forwards to trying her out soon.

She doesn't seem super durable however, how do you manage survivability on Steel Path? Do you just keep the enemies constantly CC'd, or run some kind of shield-gating build while spamming her first ability?

[Skip to main content](#)[Log In](#)**PwmEsq** • 8mo ago

I feel like infested require a much higher KPM when im doing solo on gabii for cells, practically have to use torid and hydroid to keep up, but on non infested it doesnt seem too hard.

Anyway this is why i play disruption.

⊖ ↑ 6 ↓ ...

**GentleDementia** OP • 8mo ago

That's a good idea, Disruption seems to have much nicer reward rotations anyways. It's just a pain for me since I play on mute 90% of the time, and so I can't hear which direction the demolishers are coming from

↑ 2 ↓ ...

⊕ 3 more replies

**[deleted]** • 8mo ago • Edited 8mo ago

An Octavia modded for duration and range (with close to 100% power) can solo SP survival indefinitely, without activating a single life support. And she probably won't have to move at all, besides casting and crouching.

Pro tip: overwrite her Resonator with Dispensary. The deathball actually makes it harder for the enemies to hit your Thumper, resulting in lower dps. I know Resonator says it buffs the Thumper, but it evades enemy attacks by accident... which completely ruins the point of Thumper.

Use her right, and you'll get trade banned by DE's dumbass banbot.

↑ 4 ↓ ...

⊕ 2 more replies

**Demitrico** • 8mo ago

For some frames speed does not matter as long as you can loot. For example I sometimes use Ivvara with Khora's helminth on her 2. I then make the Prisma Lez take care of everything with Hunter munitions and Primary Frostbite.

⊖ ↑ 3 ↓ ...

**AlcoholicCocoa** • 8mo ago

Zephyr all the way. Oh no, you come in the hundreds? Woosh in the tornado and feed my Torid/trumna

↑ 4 ↓ ...

**KaptenNicco123** • 8mo ago

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am using Khora so I get a lot more capsules.

↑ 4 ↓ ...

⊕ **SirLiesALittle** • 8mo ago



**Sliphatos** • 8mo ago

Anecdotally speaking, despite the higher spawns in SP Mot compared to non SP Mot, I always feel like I get less LSCs when solo than in groups despite being able to clear a lot of enemies regardless the frame I use.

They always restore less too, which might be a part of the issue, but it's random if it have to occasionally use a big LSC or not for solo runs.

Even if I am in a team with just one other person and I'm still the only one killing, I seem to get way more LSCs though.

↑ 1 ↓ ...

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possible to get there, even without caving in and becoming a tank or a rat. I'm just so pro...

2

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