

[Skip to main content](#)

r/Warframe



Search in r/Warframe

[Log In](#)

r/Warframe • 6 mo. ago

vietnamesealphabet



Is using Styanax and keeping everyone topped up on overguard during Tridolon hunts acceptable contribution?

Question/Request

I'm still relatively low lvl on operator stuff and I haven't quite gotten the hang of quickly charging the lures yet so is just doing this enough for now? Don't wanna be a leech.



Archived post. New comments cannot be posted and votes cannot be cast.



54



16



Share



thenewyorktimes • Official • Promoted



Japan Has Millions of Empty Houses. Want to Buy One for \$25,000?

[Learn More](#)

nytimes.com

Sort by: **Best** ▾

Search Comments



Wolfgang177 • 6mo ago •

Be a lure monkey, you need 8 total for full tricap, someones bound to start it with only two so while they're doing that run around and grab a bunch. After the eidolons go down theres a wave of vombs that are perfect for charging the next few.

If youre looking to be useful, Trinitys blessing is great for keeping lures topped up, Volts shield is a must, and Rhinos roar is also very nice. None of these require hard investment, and allow you to still participate in a meaningful way.

Also, during the pulses, just get ok your Kdrive.



82



Medical_Commission71 • 6mo ago •

[Skip to main content](#)[Log In](#)

Honestly, take a break from tryinf to capture eidolons and learn the lure layout and how charge em. You don't need to kill them twice, the lure can kill them once you ghost them.

If you have lures stay under the eidolon's feet so you don't block shots.

When garry comes up stay alive and shoot the purole things with your amp and the green orbs in the sky with your weapons. The second is thankless, but useful

↑ 24 ↓ ...



FastAsFxxk • 6mo ago •

Dont just grab 8 lures and plop them all at the fight, though. Nothing worse than trying to charge a lure and having 7 others around stealing the voms and ending up with 8 of them at 1 or 2/3 charged

↑ 8 ↓ ...

(+) 1 more reply



Shadowdrake082 • 6mo ago •

Honestly, a well made group does this extremely well that survivability isnt too much of an issue unless they use up their 4 (+2) revives.

I'd argue you bring a lure healing frame like Trinity or Oberon and instead focus on keeping those alive. Quick tridolon clears means you wont need to do this, but sometimes messups or a bad eidolon skill may kill the lures that it stalls the entire process as someone needs to find the missing lures and then charge them before the kill. Keeping the lures from dying means once 8 lures are found and charged, no more are needed.

↑ 41 ↓ ...

(+) 3 more replies



zawalimbooo • 6mo ago •

It probably doesnt actually help at all, but its honestly not a problem

↑ 10 ↓ ...



HeadGlitch227 • 6mo ago •

Honestly if you just put your damn shards in without waiting 30 minutes you're doing better than most.

↑ 5 ↓ ...



Zealousideal_Map_443 • 6mo ago •

[Skip to main content](#)[Log In](#)

That's just my opinion and thoughts, wait for others and see what they have to say

↑ 7 ↓ ...



Oh_Anodyne • 6mo ago • Edited 6mo ago •

I would go around collecting lures and run a Warframe that can offer decent support.

Trinity can keep up energy and health on lures, Oberon has renewal which is pretty useful and the smite infusion augment which gives your/allies attacks +100% radiation damage, Harrow can offer immunity to damage and status procs with his 4, wisp gives health Regen, health increase and fire rate increases with her motes.

I typically run wisp myself but the rest are still solid picks, especially Oberon.

↑ 2 ↓ ...



FangsEnd • 6mo ago •

Yeah I'd say you're fine as a lure tender, but you're definitely going to be pretty locked into that role.

In terms of higher level eidolon hunting, it's more about putting out so much damage so quickly that the eidolon doesn't get any opportunity windows large enough to perform an attack to damage the lures in the first place.

My initial thought would be that you'd be better off with a standard lure tender frame like Trinity, since Styanax will require you to more actively uptime your 4th ability when the eidolons start ramping up their own damage output in a way that'll preclude contributing operator/eidolon shield damage, or doing meaningful damage to the synovias when shields are down, but the regular energy output does still bring something else of merit to the table.

One thing I'd like to note for you though, if you've got a Chroma in your squad, you'll want to coordinate with them to avoid sabotaging their ability to build up damage; generally try to position yourself opposite of the eidolon from them and keep them out of range of your shield and overguard provision, at least until their damage is fully ramped up. After the Chroma player's up to full damage, they like free energy just as much as any other frame.

↑ 2 ↓ ...

theatlantic • Official • Promoted

...

Skip to main content



Log In

Learn More

accounts.theatlantic.com

LISTEN TO
The Atlantic



Just-Fix8237 • 6mo ago •

Bro whenever I join an eidolon hunt the dude that invites everyone is a coked up Volt with 59492165 hours that takes 30 seconds to solo a full tridolon while everyone else semi-afks.

↑ 2 ↓ ...

Related

Warframe

Third-person shooter

Shooter game

Gam >



r/Warframe

Monthly request for DE to make Universal Medallions usable for Conclave.

124 upvotes · 22 comments



r/Warframe

Monthly request for DE to make Universal Medallions usable for Conclave.

726 upvotes · 77 comments



r/wownoob

Good enough ilvl for tanking keys?

10 upvotes · 28 comments



r/Warframe

! SPOILER

Please do not let new players load into post new war fortuna

146 upvotes · 28 comments



r/Warframe

We should be able to apply incarnons to akimbo variants of weapons.

135 upvotes · 30 comments



r/Warframe

Dear DE. PLEASE make matchmaking AFTER warframe and weapon selection in circuit.

[Skip to main content](#)[Log In](#)

Is anyone experimenting with exp share gyarados?

19 comments



r/Warframe

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

880 upvotes · 594 comments



r/Warframe

The One That Got Away: Name one item in Warframe that you always wanted, but RNG has never granted, and you can't be bothered to go back for.

235 upvotes · 389 comments



r/Nendoroid

Is Keeping Nendoroids In Front Of The AC Bad?



29 upvotes · 9 comments



r/Warframe

DE pls do not put the conclave console in the corner opposite of relic console

2.1K upvotes · 338 comments



r/BobsTavern

Is t3 paint smudger/lubber comp to strong?

29 comments



r/Warframe

What are Some Legitimate Sentences that would be Terrible Outside the Context of Warframe?

739 upvotes · 213 comments



r/limbuscompany

F2P. Is it worth rolling more or just save lunacy for enkephalin modules.

70 upvotes · 38 comments



r/pokemonrng

HGSS trying to rng without roamers and calls



[Skip to main content](#)[Log In](#)

Is the Kreludor Defender Bot the best opponent for F2P Battledome players for making np?

5 upvotes · 6 comments



r/Warframe

Dear OPs who are about to make a post about "bugged" RNG not giving them the thing they need

115 upvotes · 44 comments



r/Warframe

With all this QOL, can universal medallions finally be used for conclave again?

374 upvotes · 61 comments



r/D4Barbarian

Is Paingorger worth using on Frenzy Barb with Charge?

6 upvotes · 12 comments



r/spikes

[Standard] Esper Midrange - what's good tech against Azorious Control?

9 upvotes · 21 comments

r/PokemonGOIVs

Is this worth powering up for LL or purifying for the hundo and LL?

3 upvotes · 6 comments



r/Warframe

The last Warframe you played as is now your personal bodyguard. How safe are you?

1K upvotes · 1.5K comments



r/Warframe

Why do we fear Baro? What's stopping us?

891 upvotes · 256 comments



r/Warframe

Am i doing this wrong?

130 upvotes · 142 comments





Log In

280 upvotes · 30 comments