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The Railjack is the key warship in [Empyrean](#) missions. The crew must adapt to many roles, such as piloting, turrets, repairs, and resource forging, as well as make use of the many exits to transition into Archwing combat, to master the Railjack, and succeed in the mission.

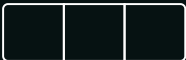
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Pilot

Located at the front of the Railjack, the pilot seat allows the Tenno to steer and maneuver the ship.

Higher ranks of [Intrinsics Piloting](#) allows for additional maneuvers:

- Rank 1: Allows Boosting (default hold **LShift**). Firing pilot guns will interrupt boosting.
- Rank 2: Allows Vector Maneuvers (default tap **LShift**) for burst movement in a direction.
- Rank 3: Nearby enemy projectiles lose lock-on during Vector Maneuver.
- Rank 4: Allows Drift Maneuvers (default press and hold **LShift** during Vector) to extend Vector Maneuvers.
- Rank 5: Loot pickup radius increased by 3x while Boosting, Vector Maneuver, or Drift Maneuver.
- Rank 6: 25% chance for [Ramsleds](#) to fail to board the Railjack and explode.
- Rank 9: Reduces damage received by 25% while boosting. Ramming into enemies while boosting deals 2000  [Impact](#) damage.
- Rank 10: Allows Blinking (default double tap **Space**), leaving a trail of turbulence that slows enemies.



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The pilot, as well as the swivel dorsal and ventral turrets located in the room behind the pilot seat, can command onboard weaponry to combat space fighters. All turrets can fire [Armaments](#) (default **LMB**), Ordnance (default **MMB**), and [Battle Mods](#) (default **1**, **2**, and **3**). Armaments are prone to overheating after extensive use, while Ordnance uses [Munitions](#) which can be replenished from the [Resource Forge](#), and Battle Mods cost Warframe [Energy](#).

Higher ranks of [Intrinsics Gunnery](#) allows for additional maneuvers:

- Rank 1: Target lead indicators are shown.
- Rank 2: Allows full 360-degree combat engagement. Only affects the swivel turrets.
- Rank 6: Reduces heat accretion by 20%.
- Rank 7: Reduces overheat recovery time by 50%.
- Rank 9: Manual reloading (default **R**) after overheating will cool after 0.5s.
- Rank 10: Aim snaps turrets to the nearest lead indicator for 3s but weapons overheat 20% faster.

Exits

The Railjack has multiple exits to transition into [Archwing](#) combat. When exiting, the player gains 3 seconds of [invulnerability](#).

The locations of the exits are as follows:

- One in the center of the turret room.
- Two on the sides of the lower central deck.

Tactical Menu

Requiring [Intrinsics Tactical](#) Rank 1, this menu (default **L**) tracks events occurring on the ship and the status of crew members. Higher ranks allow for additional systems:

- Rank 2: Allows remote deployment of certain Warframe abilities anywhere on the ship by clicking on the ability icon and placing them on the minimap. Allows crew chase camera (default **Tab**).
- Rank 3: Allows fast travel within the ship by clicking on white arrows. Can fast



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Archwing Slingshot, and the
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- Rank 10 [Engineering](#): Allows remote repair of onboard hazards. This spawns a drone on the hazard and takes five seconds to repair, but disables the use of fast travel while in effect.

Omni and Hazards

The Omni [Gear](#) item is a multipurpose tool mainly used to repair hazards that occur whenever the ship takes damage. It is automatically given after completing [The Archwing](#) and can be slotted into the gear wheel, although if the player neglects to equip the Omni it will appear on the first empty slot of the wheel when starting an Empyrean mission.

The types of hazards are as follows:

- Fire Hazard: Causes turrets to overheat faster and cool slower, ordinance to lock-on at half speed, and forward artillery's charge time to be doubled. Caused by [Heat](#) procs. Repairing restores **15%** of the ship's max health.
- Electricity Hazard: Scrambles minimap and disables tactical menu. Caused by [Electricity](#) procs. Repairing restores **15%** of the ship's max health.
- Ice Hazard: Disables interactive elements within the Railjack, such as the pilot seat, turrets, Archwing Slingshot, doors, and Resource Forge. Caused by [Cold](#) procs.
- Catastrophic Hull Breach: Deals damage over time to all players onboard and threatens **catastrophic failure**, occurring only when the ship loses all its health; the crew has **one minute to repair** or the mission will fail and automatically return the ship to the Dry Dock. Repairing heals the ship by **30%** of its max health and grants the ship **5-15 seconds of invulnerability** depending on the time taken to repair the breach.

While aiming the Omni at the hazard, a colored ring with white brackets on point hazards will appear. Hull breaches are repaired by aiming and firing the Omni (default [LMB](#)) while tracing the breach, with progress tracked via the outer colored circle. All other hazards are repaired by firing the Omni at the hazard until the circle fills, then releasing while within the white bracket. Each successful repair uses 25 [Revolite](#) (100 for Hull Breaches), which can be replenished from the [Resource Forge](#).



The Omni can be used against enemy intruders, dealing low [Cold](#) damage with a [1.5x multiplier](#), making it sometimes [g](#) damaged further.




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At [Intrinsics Tactical](#) Rank 4, using the Omni from anywhere outside the Railjack will teleport the player to one of its normal entry points after 5 seconds. The player gains 2 seconds of [invulnerability](#) after a successful recall. However, it cannot be used from inside a [Corpus Ship](#) until all players have reached extraction.

Archwing Slingshot

Requiring [Intrinsics Gunnery](#) Rank 3, this slingshot located at the top of the Railjack allow the Tenno to launch themselves at high speeds, and can target enemy ships by ramming into fighters or boarding [crewships](#) with 4 seconds of invulnerability after boarding. Only one person can use the slingshot at a time.


Inside the Railjack, the Archwing Slingshot exit pad is located at the top level, in the room behind the rotating reactor. *Outside* the Railjack, Tenno in [Archwing](#) mode can access the slingshot directly by pressing the interact hotkey (default ), while hovering in front of the tail section and inside the stream of Void energy; press the hotkey again to abort the launch and return to Archwing mode.

Intrinsics Gunnery Rank 7 increases the slingshot's range by 50%, bringing the total launch range to approximately 6250 as measured from the pilot seat.

Forward Artillery

The [Tunguska Cannon](#) located just behind the pilot seat charges a laser that uses [Dome Charges](#), which can be replenished at the Resource Forge.

The artillery cannon takes 4 seconds to fully charge, and cannot be fired from a partial charge. It will also auto-fire after 3 seconds of holding the full charge.

A player in the Forward Artillery can swap weapons (default ) to equip armaments. This turret has no lead indicators on enemy ships and uses the same turret equipped to the gunnery seats.

Resource Forge



certain Railjack components consume Railjack-specific resources. The Resource Forge



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during the mission, using the
e resource can be forged per
before the station enters a



members on crafting at the Forge, as well as adding additional capacity (Except for Warframe Energy). This additional capacity will last until ending the Railjack session by leaving the Dry Dock or returning to the Orbiter.



Resource Forge

Consumable Resources are tracked individually per player, meaning each player has their own Revolite, Munitions, and Dome Charges. The maximum capacity of these resources can be increased by crafting over multiple missions, however this is likely a bug, as crafting enough times will begin to decrease the total. Additionally, selecting a new mission with increased capacity does not guarantee entering the mission with the same increased capacity. The numbers quoted below are from the first mission only, and are consistent with crafting each resource 10 times with both Forge upgrades.

The Forge can hold up to 200 each of [Cubic Diodes](#) (in [Corpus](#) missions) or [Carbides](#) (in [Grineer](#) missions), [Ticor Plate](#), and [Titanium](#). Any unused resources will be sent into the player's inventory on mission completion.

Higher ranks of [Intrinsics Engineering](#) allows for additional bonuses:

- Rank 1: Increases the speed of Omni repair.
- Rank 3: Allows crafting Munitions.
- Rank 4: Allows crafting Dome Charges.
- Rank 5: Increases forged yields by 25%. Allows crafting Hull Restores.
- Rank 6: Reduces forge cooldown by 25% (to 2 minutes and 15 seconds).
- Rank 7: Further increases forged yields by 25%.

Revolite

The Omni gear item and [Anastasis](#) require Revolite to carry out repairs to the Railjack. All players start with 100 Revolite. It costs 5 [Cubic Diodes](#)/ [Carbides](#) and 5 [Ticor Plate](#) to refill and add +15/+18/+22 Revolite capacity. The maximum additional Revolite capacity is 220, for a total of 320.

Warframe Energy

[Battle Mods](#) and [Ability Kinesis](#) consume Warframe Energy. It costs 7 [Ticor Plate](#) and [Titanium](#) to craft 400/500/600 Warframe Energy.



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a Hull Restore during a [Hull Breach](#) will increase the maximum as normal, but will not increase current health or have an effect on the Breach. The maximum additional health is 1500.

Munitions

Munitions are required to launch Ordnance. Starting Munitions is tied to the Ordnance being used. It costs 15 [Cubic Diodes](#)/ [Carbides](#) and 20 [Ticor Plate](#) to refill and add +1/+2/+3 Munitions capacity. The maximum additional Munitions capacity is 30.

Dome Charge

Dome Charges are consumed by Forward Artillery and regenerate over time. All players start with 2 Dome Charges. It costs 30 [Ticor Plate](#) and 20 [Titanium](#) to refill and add +1/+1/+1 Dome Charge capacity. The maximum additional Dome Charge capacity is 10, for a total of 12.

Crew

[Intrinsics Command](#) Rank 1 allows players to hire their own personal NPC Crew. Railjack missions will use the host's crew, appearing when they do not have a full player squad, with queuing players replacing the NPC crew. With higher ranks of Intrinsics Command, players can have up to 3 NPC crew members.

NPC crew can be hired from [Ticker](#) in [Fortuna](#). Intrinsics Command Rank 8 allows converted [Kuva Liches](#) and [Sisters of Parvos](#) to be a crew member. Rank 10 allows hiring Elite Crew from Ticker, who possess additional stats and unique traits over normal crew (see [Railjack/Crew](#) for more details).

Crew members can be assigned roles which affects their priorities: Defender, who will actively patrol the ship to fight off [Ramsled](#) boarders; Pilot, who will pilot the Railjack; Gunner, who will operate Swivel Turrets against enemy fighters; and Engineer, who will prioritize fixing hazards. Gunners and Engineers will still assist to fight off boarders, but will otherwise prioritize their primary directives. Their roles can be changed mid-mission via the [Tactical Menu](#). Crew can also revive the player from [bleedout](#).

Each crew member has five stats that affect their performance: Piloting speed, Gunnery, Accuracy, Repair efficiency and self-healing, Combat damage, and



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be randomized before purchase. Intrinsics Command can increase these stats.



Converted Liches and Sisters, unlike NPC crew, cannot operate Railjack systems, do not have assignable stats, and cannot be given be any role other than the Defender. However, they have significantly higher health and shields than even max Endurance NPC crew, making them ideal for repelling boarders.

Unique Status Effects

Enemies in [Railjack](#) space flight have different status effects for physical and primary elemental damage types.

Secondary elemental damage types ([Blast](#), [Corrosive](#), [Gas](#), [Magnetic](#), [Radiation](#), and [Viral](#)) do not have a Railjack counterpart status effect and thus are not included in the calculation for status proc weightings.

Damage Type	Status Effects
Impact	Concuss Crew within a gunship have reduced aim and damage for 6 seconds. Additional procs refresh duration.
Puncture	Decompress Target ship has reduced shields and armor for 20 seconds. Additional procs stack additively.
Slash	Tear Target ship receives 7.5% increased damage for 20 seconds. Additional procs stack multiplicatively with itself.
Cold	Immobilize Target ship's weapons are disabled and it slows down to a complete stop. Lasts for 6 seconds. Additional procs refresh duration.
Electricity	Scramble Target ship spirals erratically for 6 seconds, being unable to attack while moving in a straight line. Additional procs refresh duration.
Heat	Sear Target ship receives damage over time for 6 seconds. Additional procs increase damage dealt over time.



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Notes

- Railjack has a base 1000 hull ([health](#)), 1000 [shields](#), and 1000 [armor](#).
 - The Railjack uses [Tenno Flesh](#), [Tenno Armor](#), and [Tenno Shield](#) as its health, armor, and shield types respectively.
 - Shield recharge rate is 5% per second with a delay of 5 seconds.
- Railjack has a base speed of 180 m/s.
- Boosting increases Railjack speed by a 1.5x multiplier.
- The Railjack's [Shield Gating](#) invulnerability period lasts **5** seconds.
- [Archwings](#) that fly within 100 meters of the Railjack will automatically travel with the Railjack as it moves.
- Archwings have a **250** meter innate loot pick-up radius while Railjacks have a **1000** meter radius.
- All weapons have travel time.
- [Operators](#) can use all Railjack equipment, including the Resource Forge despite their lack of a [Parazon](#). However, they cannot use the Omni tool.

Categories



Languages



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