ADVERTISEMENT

in: Missions, Update 13

Hijack

47   EDIT

QUOTES

Hijack

*Hijack an enemy transport and escort it to extraction. Guard the vehicle from enemies as it moves along a path.*

In order to make the target move, Tenno must stand next to the cart and use energy from their shields to power it. As the shields drain, the cart will move along the path towards extraction. The more Tenno giving shield power, the faster the transport moves. The transport will lose health over time, so speed is critical to ensuring success.

—In-Game Description

Hijack is a Mission type where players must take control of a large, mobile objective and safely lead it to extraction.

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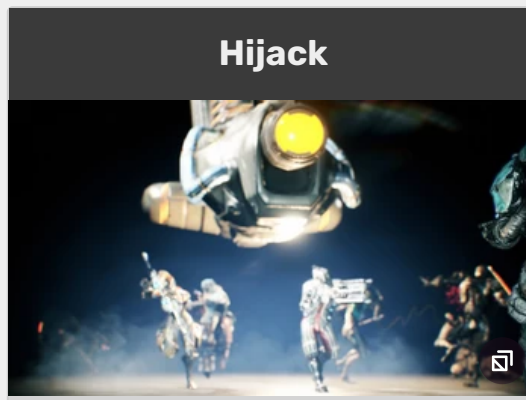
Mechanics

Players must find a room which will hold the objective, a **Fomorian** **Power Core** in Grineer missions and a **Cargo Rover** in Corpus missions. Once found, players must activate a console to release the objective, which will travel a preset path to extraction. The objective will siphon power from a player's Shields in order to move, stopping when no shields are available, either when the players' shields are fully drained or when no players are close enough to the objective to siphon power. If it doesn't move after a set duration, the objective will gradually move backwards.

As the objective moves along, enemies will try to destroy it before it reaches extraction. Though the objective is durable with 10,000 health, it gradually loses health at a rate of 10 points per second. Coupled with incoming enemy fire the objective can easily be destroyed without player intervention.

Upon successfully escorting the objective to the extraction point, the player's Landing Craft will collect the objective and carry it away, completing the mission.

Nightmare Mode

Nightmare Mode variants of Grineer Shipyard Hijack missions, in addition to imposing up to two modifiers, feature the following mechanics:

- Doors on the Fomorian Power Core's path no longer open automatically—each door must first be unlocked by hacking a nearby console.
- Prox Mines are now present on the rail—these must be removed by force in order to prevent them from dealing heavy damage to the core.

Locations

WARFRAME Wiki

There are a total of 3 Hijack Missions

Planet	Mission Name	Faction	Credit Reward	Addtional Credit Reward	Wiki's DropTableAlias	Leve
Ceres	Ludi	Grineer	2,400	0		15 -
Europa	Sorath	Corpus	2,800	0		19 -
Sedna	Marid	Grineer	4,300	0		34 -

Notes

- Shield siphoning bypasses the protection from Overguard or 🛡 Nezha's ⚕ Warding Halo, draining shields directly without affecting them in any way.
- Grineer Hijack missions have an additional obstacle in the form of Blast Doors, which will stop the objective momentarily as the doors open. Although the objective will not drain shields in this period, enemies can close in on the objective while it is vulnerable.
- Objectives in Hijack Sorties will generate a Nullifier field around them, preventing the use of abilities close to the objective.
- It is possible to get on the objective with careful maneuvering and "ride" it to extraction, eliminating the need to move along with the objective as well as constantly powering it until shields are drained. This is more easily done on Corpus Hijack missions due to the objective being a ground-based rover instead a core suspended from a rail. Be wary of any Jade Light Eximus that spawn in, as their beams can easily destroy the objective unless you move off or kill the Eximus in question.
- Each player will see their own Landing Craft during the extraction screen.
- The objective drains 4 points of shields/health (see below) every second in order to move.
- As 🛡 Inaros, 🛡 Kullervo, and 🛡 Nidus have no shields, the objective will instead drain their health in order to move.
  - In Nidus's case, his innate health regeneration is not interrupted by the objective's health drain, and will generally counteract any health loss from the Objective.

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- If   Yareli is riding   Merulina, the objective will take Merulina's health first, with no drain on Yareli's shields. Due to Merulina's high health, it's unlikely that she'll even need to be resummoned before the end of the mission.
- If the objective receives full power continuously, it will reach extraction in 180 seconds, not including unavoidable delays due to Blast Doors on the path.
  - Without any unavoidable delays (i.e. on Corpus Hijack missions), the objective will have at most 8200 health at extraction if it is not healed on the way.
- Standard Hijack missions do not grant any additional affinity, credits or Mission Rewards for completing the objective.

Tips

- It is recommended to equip   Fast Deflection and/or   Fortitude to shorten shield regeneration time.
- Possibly the worst frame to bring to a solo Hijack mission is   Grendel(Prime) as he possesses very little shields (25-75 for Grendel depending on Rank, and 95 for Grendel Prime) and so will push the Objective a very short distance before having to regenerate.
- 　Polarize and   Blessing can be used to replenish players' shields quickly, not only providing more shields to power the objective but also increasing the players' survivability. Squad Shield Restores can also be used for the same purpose.
  - The   Vampire Leech and   Capacitance augments for   Energy Vampire and   Discharge respectively can also be used to restore shields.
- A Raksa Kubrow's   Protect mod, along with the   Guardian mod for Robotic Companions will also help players regenerate shields on a personal level.
  - 　Shield Charger can be used to periodically restore the shields of the companion's owner along with any nearby allies.
- 　Harrow is recommended for this mission type, as his increased Overshield capacity, as well as   Condemn generating shields for every enemy hit, allows him to stay near the Objective for longer periods.
- 　Hildryn is also an ideal choice for this mission type due to her massive shield capacity as well as the ability to regenerate shields using   Pillage, allowing her to singlehandedly power the objective.
- 　Styanax can cast   Rally Point on his team so that kills constantly restore

- Frost's   Icy Avalanche augment or Styanax's   Intrepid Stand augment can be used to give teammates Overguard that can take damage in lieu of their shields or health.

  - Nezha's   Safeguard augment can be used for a similar purpose, though some damage will bypass the extra protection.

- Through the Helminth, players can swap out one of their Warframe's abilities for Condemn,   Pillage, or   Rebuild Shields, allowing some form of shield restoration if they're willing to sacrifice an ability slot.
- Nidus's innate passive health regeneration will surpass the objective's health drain rate, allowing him to still regenerate health while staying near the objective.
- Mods from the Augur Mod Set can help generate shields as well, while Brief Respite provides this effect for the entire squad.

Trivia

- Hijack was introduced in Update 12.4 (2014-03-05) during the Tethra's Doom event, and made a permanent mission type in Update 13.0 (2014-04-09).
- Up until Update 15.6 (2014-12-11), which introduced a Corpus variant of the Hijack mission type on Europa, Ceres was the only planet that hosted this mission type.
- This is the second mission type where the traditional extraction animation is not used, the first being Defense.
- A possible predecessor of this mission type was **Escort**, which was first mentioned in Livestream 11 alongside Survival. In the proposed mission type players would have to escort a robotic proxy of The Lotus throughout the map. There is a key difference between Escort and Hijack however; In Escort, staying close to the proxy would give players temporary buffs, Whereas in Hijack, the defense objective drains the players' shields instead in order to move.

  - Escort was also planned to replace Deception missions altogether in much the same way Survival replaced Raid. This never came to pass, and Deception missions would eventually be phased out with Update: Specters of the Rail 0.0 (2016-07-08).

- An altered version of Grineer Shipyard Hijack, with a guaranteed appearance of The Grustrag Three, was featured during the second stage of both versions of The Law of Retribution.

Gallery

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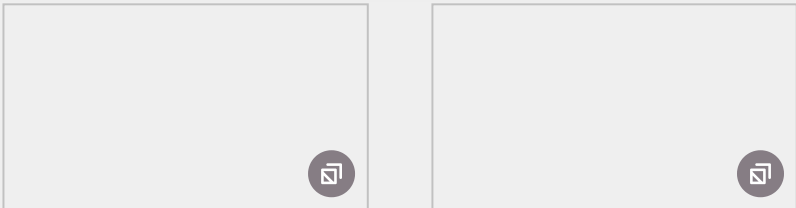
A Corpus Cargo Rover

Patch History

Update 31.1 (2022-02-09)

- Fixed Hijack Rover health drain being displayed as -10s instead of -10.

Update 31.0 (2021-12-15)

- Fixed Steel Path Hijack escort object having normal level Health.
- Fixed enemies struggling to target the Hijack escort target.

Hotfix 27.3.8 (2020-04-02)

See also

- **Tethra's Doom**, the event that introduced this game mode.
- **Grineer Shipyard**
- **Events**
- **Grineer**
- **Missions**
- **Tile Sets**

Missions			[Collapse]
PvE	**Star Chart**	**Standard**	Assassination • Capture • Exterminate (Abyssal Zone) • **Hijack** • Mobile Defense • Rescue • Sabotage (Assault, Orokin, Reactor, Sealab) + Hive • Spy
		Endless	Alchemy • Defection • Disruption • Defense (Mirror) • Excavation • Infested Salvage • Interception • Survival (Conjunction) • Void Armageddon • Void Cascade • Void Flood

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	Arena	The Index • Rathuum
	Special	Ascension • Granum Void • Junction • Netracells • Recovery • Sanctuary Onslaught
	Archwing	Exterminate • Interception • Mobile Defense • Pursuit • Rush • Sabotage
Empyrean	**Standard**	Exterminate (Railjack) • Skirmish (Railjack) • Spy (Railjack) • Volatile (Railjack)
	Endless	Defense (Railjack) • Orphix (Railjack) • Survival (Railjack)
	Free Roam	Free Flight
Duviri	**Free Roam**	The Duviri Experience • The Lone Story
	Endless	The Circuit
PvP	**Conclave**	Cephalon Capture • Annihilation • Team Annihilation • Lunaro
	Other	Frame Fighter • Duel

Arbitrations • Archon Hunt • Break Narmer • Crossfire • Dark Sectors • Deep Archimedea • Environmental Hazards • Invasions • Kuva Siphon • Lich (Kuva Lich • Sisters of Parvos) • Nightmare Mode • Nightwave • Sorties • The Steel Path • Void Fissures

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