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Juggernaut

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 INFESTED

CODEX

Protected by impenetrable armor.

The **Juggernaut** is a large, quadrupedal [Infested](#) creature armed with formidable ranged attacks and deadly close-quarters combat abilities. Combining these threats with its heavy armor shell, the Juggernaut becomes an intimidating opponent. The Juggernaut's abilities include a charging body attack, a ranged spine strike (a scaled version of the [Phorid](#)'s similar attack) and the ability to resurrect a number of nearby dead Infested.

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Juggernaut



 [Update Infobox Data](#)

Protected by impenetrable armor.

General Information

Faction

Infested

Type

Field Boss

Abilities

Charge

Infested Spawn Tar

Toxic Rain

Quill Shot

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Tactics

- The Juggernaut will make its presence known on any non-Endless [Infested](#) mission by roaring accompanied with flickering lights, in a fashion similar to assassins like the [Stalker](#). The roar will buff a number of Infested units within the vicinity of the player, indicated by an orange aura around them. The Juggernaut will only spawn if several of these buffed units are killed. The more players there are in a [Squad](#), the more Infested must be killed to lure the Juggernaut out. When enough kills have been reached, the player will hear another roar along with a Transmission from the Lotus. If the player does not wish for the Juggernaut to spawn, they may simply avoid combat until it moves on. Note that the killing challenge to spawn the Juggernaut will not trigger if the player is too close to enemies.

- The Juggernaut's Roar will also disable active powers like [Mind Control](#) to all Infested within range.
- Similar to [Lephantis](#), the Juggernaut has a mechanic which **limits the amount of damage players can do per shot**. Players can reliably deal more damage to the monster by attacking its two weak points:
 - The first weak point is the glowing stomach located on its underside, which the Juggernaut will expose before performing its ground stomp attack. Even when

Affinity

2,327

Health

3,500

Armor

200

Dmg. Reduction

24.49%

Base Level

15

Level Scaling

15

500

Selected Level

15

Reset

EHP

4,635.15

Steel Path EHP

--

Miscellaneous

Codex Scans

3

Introduced

Update 16.7 (2015-06-04)

Drops

Mod Drops

Convulsion

0.22%

Speed Trigger

0.22%

Regen

0.57%

Calculated Redirection

0.57%

Rupture

0.57%

Fracturing Wind

0.22%

15 Endo

0.57%

80 Endo

0.06%

Resource Drops

Pulsating Tubercles

25.00%

Infected Palpators

25.00%

Chitinous Husk

25.00%

Severed Bile Sac

25.00%

Blueprint/Item Drops

Pherliac Pods Blueprint

90%

Official Drop Tables

https://www.warframe.com/droptables

- The second weak point is the maw on its back from which the Juggernaut launches its ranged attacks. The maw stays protected for all but a split second when it is opened. Successfully attacking this spot causes massive damage, but beware its lethal spine strike which can decimate lightly armored Warframes with a single barrage.
- The Juggernaut is incapable of climbing high surfaces. If it cannot be defeated, simply luring the Juggernaut into a deep pit can render it mostly harmless.
- The Juggernaut can be damaged by  Trinity's  Energy Vampire. Percentage based damage such as  Slash completely bypasses the Juggernaut's armor.

Farming Locations

These are based on opinions and may not be 100% true. These should be viewed as advice for finding the enemies until better facts are proven.

Target 	Planet 	Name 	Type 	Level 	Tile Set 
	Eris	Saxis	Exterminate	34 - 38	Infested Ship
	Eris	Isos	Capture	32 - 36	Infested Ship
	Europa	Armaros	Exterminate	18 - 20	Infested Ship
	Deimos	Horend	Capture	12 - 14	Orokin Derelict
	Deimos	Cambion Drift	Open World	20 - 35	Cambion Drift
	Eris	Jordas Golem Assassinate	Assassination	32 - 34	Infested Ship
	Deimos	Magnacidium	Assassination	20 - 25	Orokin Derelict

- Juggernaut spawns reliably on Isos, Eris; Armaros, Europa and Magnacidium, Deimos. Ignore the Infested along the way, capture your target, and the Juggernaut will roar shortly after. For the [Sands of Inaros](#) quest step repeat this five times.



- Armaros, Europa is a low-level mission with common Juggernaut spawns. This missions always spawns a Juggernaut within the first minute of the mission.
- When running the weekly [Survival](#) mission with [Clem](#), a Juggernaut will spawn and attack the Tenno at the five-minute mark so long as the tileset is controlled by the Infested.
- The Juggernaut will spawn only when a large portion of the buffed infested are killed within about a minute of its original roar.
- Players need not kill any Infested to trigger the Juggernaut's roar. For parties who wish to provoke the Juggernaut, a common tactic is to run past all infested until the first roar and then turn and kill them all.
- Juggernauts in the Cambion Drift primarily spawn while undertaking bounties during the [Vome](#) cycle.

Damage Resistance

A DPS cap is applied when hitting a Juggernaut's armored plating. While hitting this, the Juggernaut cannot take more than **500** damage per second.

- [Slash](#) procs from [Hunter Munitions](#) will bypass this DPS cap, but will have the DR in the following section applied.

A Juggernaut's weak points (the belly and back when exposed) possess DR that scales depending on your weapon's DPS, including critical hits when triggered, where DPS is calculated by

$$(\text{total damage}) \cdot (\text{total fire rate}) \cdot (\text{critical multiplier if triggered}) \cdot (\text{total multishot})$$

Weak points also take **2x** more critical damage. Additionally, the average DPS is calculated using all health/shield/armor modifiers, including damage reduction from armor and is quantized. Damage from procs uses the same calculation where proc damage replaces total damage.

$$\text{Damage Modifier} = \begin{cases} 1, & \text{DPS}_{\text{Average}} \leq 1000 \\ 0.5 + \frac{500}{\text{DPS}_{\text{Average}}}, & 1000 < \text{DPS}_{\text{Average}} \leq 4000 \\ 0.2 + \frac{1700}{\text{DPS}_{\text{Average}}}, & 4000 < \text{DPS}_{\text{Average}} \leq 10000 \\ 0.1 + \frac{2700}{\text{DPS}_{\text{Average}}}, & 10000 < \text{DPS}_{\text{Average}} \end{cases}$$

Notes

- Can be chained with [Harrow's](#) [Condemn](#).



- Can be affected by [Banshee's Sonar](#) to deal additional damage, making it much easier to deal much more damage while its maw is closed.
- Can be put to sleep by [Ivara's sleep arrows](#), although for minimal duration.
- Can be resurrected and enthralled by [Nekros' Shadows of the Dead](#).
- Can become [mind controlled](#) by [Nyx](#), although for minimal duration.
- Ash's [Seeking Shuriken](#) augment and a Kavat's [Sharpened Claws](#) will both strip a Juggernaut's armor.
- [Nidus's Virulence](#) seems to bypass the Juggernaut's armor.
 - The [Phage](#) will also somewhat bypass it, dealing minor damage over time.
 - [Orvius's](#) channeling thrown attacks will also ignore Juggernaut's armor.
- [Mirage's Hall of Mirrors](#) copies can be used to lock Juggernaut into a ranged attack cycle with some positioning, which allows for free shots in vulnerable parts.
- [Octavia's Mallet](#) can be used to easily and passively kill the Juggernaut, as the damage done by the Mallet scales with the Juggernaut's own damage done to it. Simply throw the Mallet down, use [Metronome](#), and then crouch in rhythm to gain the Nocturne stealth buff, causing the Juggernaut to focus all attacks on the Mallet (this works best while solo).
- Can be procced with [Radiation](#) damage.
- Can be procced with [Slash](#) damage, which bypasses the Juggernaut's armor and deals full damage.
- Resource boosters do not affect the materials dropped by the Juggernaut, but [Desecrate](#) will cause it to drop an additional material piece while also providing a second chance at the [Pherliac Pods Blueprint](#).
- Donning the extra protection of [Valkyr's Hysteria](#) or [Rhino's Iron Skin](#) can help players fight the Juggernaut within its normally intimidating close range.
- Does count as a kill objective in [Exterminate](#) missions.
- Its roar breaks the effects of [Mind Control](#) on nearby Infested.
- If the player manages to stay hidden after killing all nearby Infested, the Juggernaut will enter an unalerted state. The Juggernaut **is** susceptible to [stealth finisher attacks](#) which can potentially kill the monster in a single strike with a strong enough weapon. If the Juggernaut survives a stealth finisher, the player can evade its detection and repeat the process. ^{[*[citation needed](#)*]}
- The demolisher version of the juggernaut has the weak point on its back always open.

Variants

[Jack O'Naut](#)

[Demolisher Juggernaut](#)

[Deimos Juggernaut](#)



	Introduced	Update: Recurring Nightmares (2016-10-27)	Mod Drops:
	Mission	Hallowed Nightmares	Calculated Redir Regen 0.5691%
	Ability	Charge Infested Spawning Tar Toxic Rain	Rupture 0.5691% Endo 0.5691% Convulsion 0.22% Fracturing Wind Speed Trigger 0.5691%
	Codex Scans	N/A	Endo 0.0603%
	Statistics		Other Drops:
	Infested	???	Pherliac Pods Bluep Chitinous Husk 25% Infected Palpators 25% Pulsating Tubercles Severed Bile Sac 25%
	Ferrite Armor	???	
	Base Level	1	

Trivia

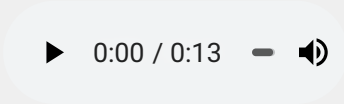
- The Juggernaut is based on the [Juggernaut Behemoth](#), which was the last of the winning entries of the **Enemies of the Tenno** contest to be implemented into the game, and was designed by player *SilverBones*, who also designed the [Silva & Aegis](#) melee weapon.

Bugs

- After the Juggernaut's first roar, sometimes all Infested units will have the orange aura for the rest of the mission.
- The Demolisher Juggernaut's Codex entry does not list an armor type for it, despite it having ferrite armor.
- The Deimos Juggernaut drop chance for Pherliac Pods is still [Hotfix 29.0.7](#) (2020-09-03) at 90%, even due to the Hotfix stating a nerf to 5%.
- Resource booster does not effect Pherliac Pods, Chitinous Husk, Infected Palpitores or Pulsating Turbercles drops.

Media

- First roar announcing the Juggernaut:



- *"A Juggernaut nearby? It will only attack when it senses high concentrations of Infested blood. Slow the fight if you want it to go away."*

▶ 0:00 / 0:09 — 🔊

- *"That is a Juggernaut. They are lured out by the death of Infested. Lay low and it should go away. Or amp up the fight to draw it out."*

▶ 0:00 / 0:10 — 🔊

- Second roar announcing the Juggernaut:

▶ 0:00 / 0:15 — 🔊

- Spawn:

- *"The Juggernaut. I think you made it angry. Good work."*

▶ 0:00 / 0:05 — 🔊

- *"That did it. Here comes the Juggernaut."*

▶ 0:00 / 0:04 — 🔊

- Juggernaut gone:

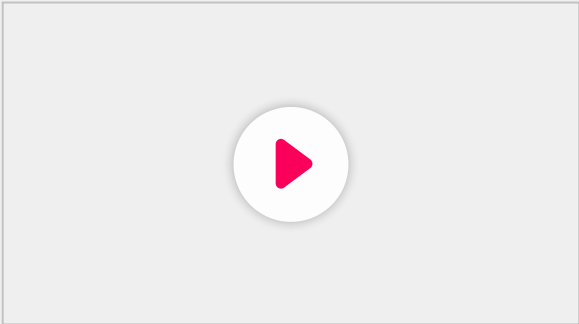
- *"I am no longer detecting signs of a Juggernaut. Move on, you are safe."*

▶ 0:00 / 0:05 — 🔊

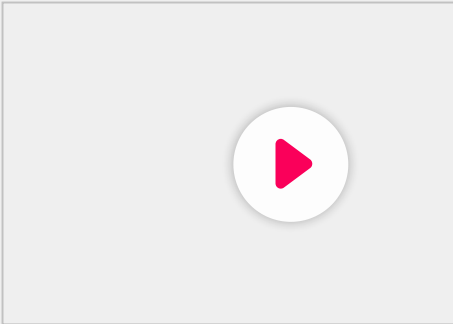
- *"The Juggernaut has moved on. It is safe to proceed."*

▶ 0:00 / 0:03 — 🔊

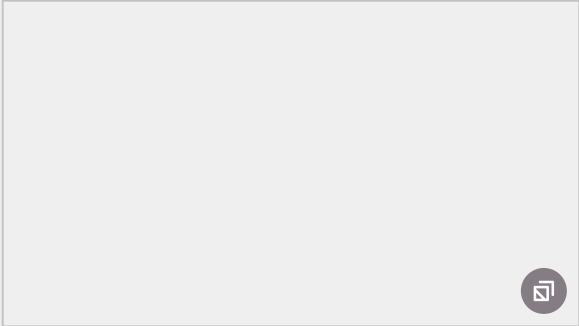




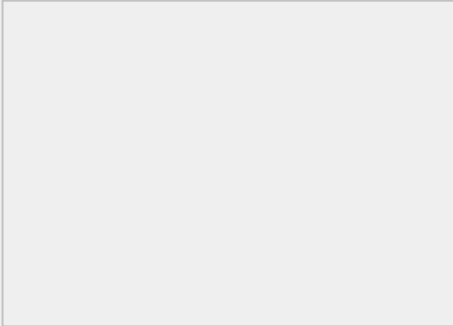
Warframe - Roar Juggernaut



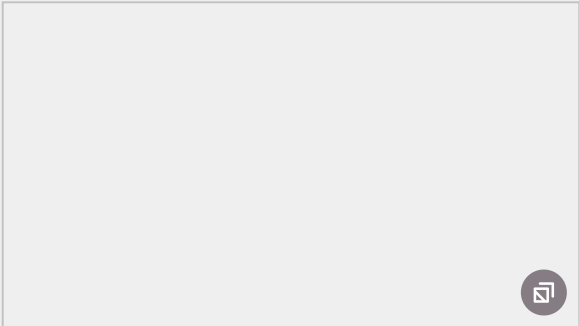
Juggernaut 'Level 100' (Warframe)



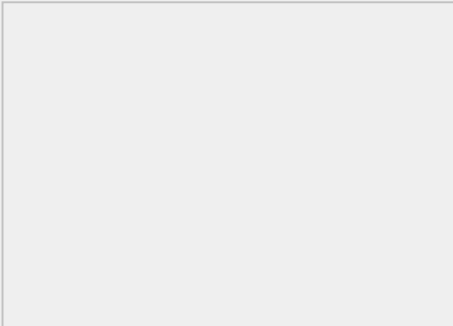
Juggernaut in Simulacrum



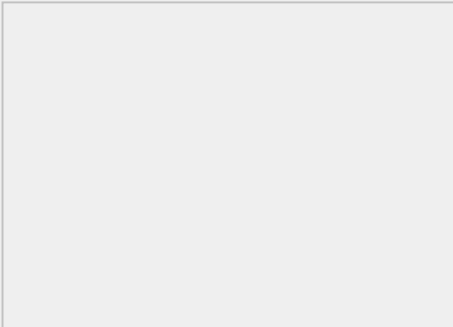
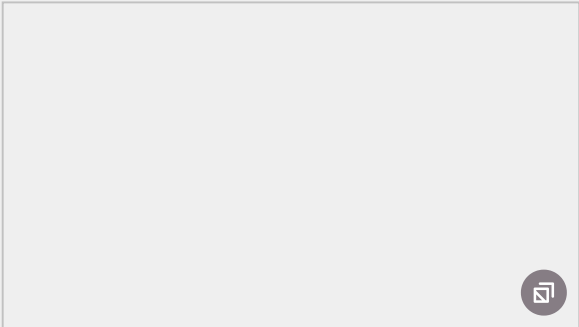
An example showing a spawn glitch from the Juggernaut, spawning very high level Infestors



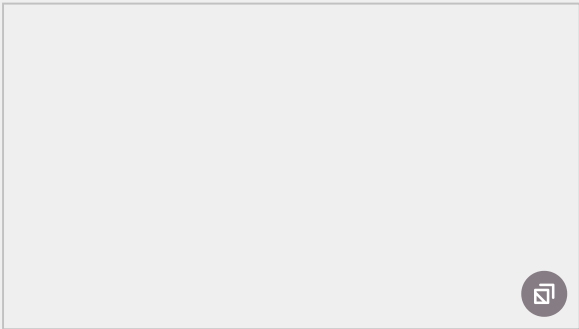
Demolisher Juggernaut, as seen in the Codex



The Juggernaut's roar



The Juggernaut's roar



Patch History

[Hotfix 36.0.1](#) (2024-06-19)

- The Juggernaut will now use its stomp ability if it detects perception actions from invisible players (ex: shooting while invisible in Ash's Smoke Screen).
 - This applies to all versions of the Juggernaut, including the Juggernaut Behemoth.

[Update 36.0](#) (2024-06-18)

- Reduced the damage of the Juggernaut's ranged spine strike.

See also

- [Juggernaut Behemoth](#), the larger boss variant.

Infested		Edit	[Collapse]
Starchart	Cambion Drift		
Walker	Charger • Leaper • Maggot • Runner • Undying Flyer • Volatile Runner		
Crawler	Crawler • Electric Crawler • Lobber Crawler • Nauseous Crawler • Toxic Crawler		
Mutalist Proxies	Mutalist Osprey • Swarm Mutalist MOA • Tar Mutalist MOA • Power Carrier • Venin Mutalist		
Ancient	Ancient Disruptor • Ancient Healer • Boiler • Brood Mother • Leaping Thrasher • Toxic Ancient		
Archwing	Attack Mutalist • Mutalist Lightning Carrier • Mutalist Toxic Carrier		
Event	Hemocyte • Zealot Baptizer • Zealot Herald • Zealot Proselytizer		
Others	Infested Tumor • Zealoid Bastion		

Jordas Golem • **Juggernaut** (Behemoth) • Lephantis • Mutalist Alad V • Phorid • Zealoid Prelate

Bosses and Mini-Bosses			[Collapse]
Grineer	Planet	Captain Vor (Mercury/Ceres) • Councilor Vay Hek (Earth) • General Sargas Ruk (Saturn) • Kela De Thaym (Sedna) • Lieutenant Lech Kril (Mars/Ceres) • Tyl Regor (Uranus)	
	Mission	Kuva Liches • The Grustrag Three (Assassin) • Ven'kra Tel and Sprag (Orokin Sabotage)	
	Quest	Elder Queen (The War Within)	
	Event	Balor Fomorian (Fomorian Fleet)	
Corpus	Planet	Alad V and Zanuka (Jupiter) • Ambulas (Pluto) • Jackal (Venus) • Hyena Pack (Neptune) • Raptors (Europa) • The Sergeant (Phobos)	
	Mission	Exploiter Orb (Orb Vallis) • Lynx (Orokin Sabotage) • Profit-Taker Orb (Orb Vallis) • Zanuka Hunter (Assassin)	
	Quest	Protea Specter (The Deadlock Protocol)	
	Event	Razorback (Razorback Armada)	
Infested	Planet	Jordas Golem (Eris) • Juggernaut Behemoth (Eris) • Mutalist Alad V (Eris) • Lephantis (Deimos) • Zealoid Prelate (Deimos)	
	Mission	Juggernaut (Infested Ship)	
	Quest	Infested Mesa (Patient Zero)	
	Event	Phorid (Phorid Manifestation) • Hemocyte (Plains of Eidolon - Operation: Plague Star)	
Orokin	Mission	Corrupted Jackal (The Circuit Assassination) • Corrupted Vor (Tier 4 Void / The Circuit Exterminate) • Nihil (Nightwave/Series 3)	
	Quest	Necramech (Heart of Deimos)	
Sentient	Planet	Ropalolyst (Jupiter)	
	Mission	Eidolon Teralyst • Gantulyst • Hydrolyst (Plains of Eidolon)	
	Quest	Suda-Hunhow (Octavia's Anthem) • Typholyst (The New War)	
	Event	Condrix (Earth - Operation: Scarlet Spear)	
Stalker	Mission	Acolytes (The Steel Path) • Stalker / Shadow Stalker / Protector Stalker (Assassin)	
Wild	Mission	Wolf of Saturn Six (Assassin) • Void Angel (Zariman Ten Zero)	
	Duviri	Dax Equitem • Kullervo • Orowyrm	



	Planet	The Fragmented (Suzerain • Anchorite • Zelator • One)
The Murmur	Mission	Scathing Whisper • Mocking Whisper

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