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Bailiff Defector



Lua error in Module:Enemies/infobox at line 185: No enemy data for name "Bailiff Defector" found in [Module:Enemies/data/*](#).

Tactical Alert: Emergency Exit

Tenno,

Every so often, mutations in the Grineer genetic code produce individuals who refuse to fall in line with their superiors. Most are destroyed, but some escape. One such individual has just contacted us from a training facility for a new type of fighter. Unfortunately, his message was intercepted and this defector is now fighting for his life. Defend this fighter until we can muster a proper extraction.

Go now, Tenno. Anyone strong enough to turn their back on the Grineer is worth saving.

—Inbox message from the Lotus during Emergency Exit Tactical Alert


The **Bailiff Defector** is a heavily-armored [Grineer](#) melee unit introduced in the [Emergency Exit Tactical Alert](#). They are one of the rare individuals created through unexpected mutations of Grineer genetic code which causes disobedience towards Grineer authorities, making the Defector contact Lotus and side with the [Tenno](#) cause.

They appear as the [Defense](#) objective during the Tactical alert, fighting alongside the



WARFRAME Wiki











The Bailiff Defector wields a custom-colored  [Jat Kittag](#), which they use during battle, and wears heavier frontal armor that bears resemblance to a hockey goalie.

Tactics

- They can occasionally be seen performing [Charge](#), dashing among enemies to knock them down or even crush them.
- The Bailiff Defector will frequently use [Seismic Shockwave](#) to knock enemies back.
- They can also [block](#) enemy attacks from the front to defend themselves.

Trivia

- The Bailiff Defector is the second combat-capable and mobile unit used as a Defense mission objective, the first being player's [Kubrow](#) in the last stage of [Howl of the Kubrow](#) quest.
- The Bailiff Defector is the first AI-controlled unit to use the  [Jat Kittag](#).
 - Uniquely and unlike other melee-based allies, [Augments](#) that give additional damage (Such as  [Ember's](#)  [Fireball Frenzy](#)) will give the  [Jat Kittag](#) an elemental visual effect, similar to when cast at a player.
- Despite being an allied unit, the Defector has a drop table due to its likelihood of being implemented as an enemy unit in the future.
- He cannot be affected by certain abilities, such as  [Loki's](#)  [Switch Teleport](#) or  [Limbo's](#)  [Banish](#), being considered an ally.

See Also

- [Tactical Alert](#)

Categories



Languages



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55 comments



[Juno Sap Comba](#) • 3/26/2023

This one who is now available on the Lotus Gifts alert is not counting in the codex?



Write a reply



[Xedlord](#) • 4/19/2021

Doesn't this guy value his life in the slightest?



Write a reply



[Superferdi](#) • 4/19/2021

This enemy is currently AVAILABLE TO SCAN via the 8th year anniversary Defense mission as the defense target! 4/19/21



Write a reply



[A Fandom user](#) • 3/28/2019

Loki's Switch Teleport works just fine, at least in the current "Gift of the Lotus - Stolen!" missions. However, Trinity's Bless does not seem to heal him



Write a reply



He isn't affected by Nezha's Warding Halo or Ivvara's Invi Quiver either



Write a reply



[A Fandom user](#) • 2/7/2018

Where i can find him?



[Cebian i](#) • 2/7/2018

You can't. best you can do is hope the tactical Alert that featured him makes a return



[A Fandom user](#) • 2/7/2018

Yeah and be nice to scan him :)



[Cebian i](#) • 2/7/2018

Same.



Write a reply



[A Fandom user](#) • 11/28/2015

Should be a Specter.



Write a reply



[A Fandom user](#) • 10/10/2015

This guy can join Clem making a perfect team.





A Fandom user • 10/5/2015

Armor made of office chair.... 2 joysticks on his knees... Old TV helmet....
Epic enemy design.



Write a reply



A Fandom user • 10/3/2015

Jesus Christ, the Armor on this dude is insane! You need Toxin or Corrosive just to make a dent in his HP while not getting shredded to pieces by Lancers or Bombards!



Write a reply



A Fandom user • 10/3/2015

im taking scans of this dude....wow.....how can i take this game serious anymore, he looks like a drugged out hockey kid trying to high-stick you



Write a reply



Vauban Prime • 10/2/2015

So now they can be listed as an enemy unit as Baliff and the Nightmare variant spawn as enemies in the latest tactical alert.



Write a reply



Where can i find this dude?



Write a reply



[A Fandom user](#) • 8/8/2015

This guy may look cool and all, but I am not going to bother "defending" a character that has the battle sense of a rock. He has no consideration for backing off for even a few seconds for the sake of not dying. If he at least acted just a little bit like he knew he was being defended, it might help, but this is NOT a defense mission.....It is a BABYSITTING mission for a character with ADD.



Write a reply



[Dizzyheads](#) • 7/15/2015

that thing is about to be an enemy?
incoming first enemy unit that has custom weapons and stuff



[A Fandom user](#) • 10/4/2015

Jat Kittag Wraith, and Tonkor Wraith as seen from the Reaver...dear God, we may be screwed.



Write a reply



[A Fandom user](#) • 6/30/2015

lol, Bailiff Behinderter. Probably a German or at least German-speaking ass screwing around.



Write a reply





l1west • 6/30/2015

Good sort of Clem!



Write a reply



A Fandom user • 6/29/2015

This reminds me when my ODD broke last year when the Stalker showed up making him the defense object over the pod.
Unintentional precursor to NPC defense objects I suppose.



Write a reply



Morec0-fduser • 6/29/2015

I am convinced that he's going to be used as a unique Steel Meridian death squad goon.

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Vauban Prime • 7/1/2015

Well if they start to work for the Steel Meridian , and let's says you represent the Perrin Sequence, you become a threat for them and they'll attack you even if you saved their skin back then.
Even Red Veil attack me for representing Arbiter of Hexis but I saved lots of them during the specters of liberty event so I wouldn't bet on some retaliation.



A Fandom user • 7/1/2015

Yeah but Red Veil is, you know, Red Veil.

CURUPTIOOOOOOOOOOON





[Morec0-fduser](#) • 7/2/2015

"Red Veil is Red Veil" is HARDLY a point against them. They're more aggressive in dealing with the problem, but when you have groups like the Corpus and Grineer extreme solutions are often needed.

And Steel Meridian will attack you if you start going for Perrin Sequence. Are you hurting civilians? In their eyes you are. It's all a matter of perspective. If these guys are taken in by the Steel Meridian they WILL start fighting for the Steel Meridian's cause. Even if you helped them here, if they start to see your actions as going against their beliefs they'll see you as an enemy - whether you helped them out or not.

But, from a purely logical standpoint, these are some pretty detailed models and I HIGHLY doubt DE made them JUST for this tactical alert.



[A Fandom user](#) • 3/11/2017

I would LOVE to see that. As is Steel Meridian's "Death Squads" of rollers is basically just easy exp with how easy they are to kill, particularly in contrast to New Loka's Ancients that are actually a force to be reckoned with, with multiple healers and heavy toxic auras, those things are such a pain, particularly in contrast with how easy Steel Meridian's are, I'd love to see those weak as crap rollers replaced with a death squad comprised of these tanks.



Write a reply



[Kentusa](#) • 6/28/2015

Space hockey with jet hammers? Sounds like fun.



[A Fandom user](#) • 6/28/2015

With the Roller as a puck



[A Fandom user](#) • 6/29/2015

That'd be polo or floor hockey, wouldn't it?



[A Fandom user](#) • 8/29/2015



how about a mither blade for the puck :)



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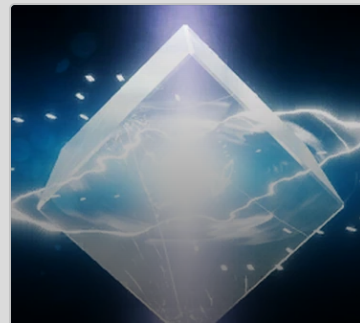
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