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Jackal

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 BOSSES

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In an attempt to exert power and authority, the Corpus have continued to refine their most lethal security proxy. The Jackal. Determine its location aboard this vessel and destroy it.

—[Lotus](#)

Jackal is the [Corpus boss](#) of the [Venus](#) system. Although a more bulky and old model compared to more recent Corpus robotics, the Jackal possesses invulnerable shields, a giant shockwave ability to knock players down, and one of the most powerful Corpus weapons, the [Plasma Grenade Cluster](#). Dissected models of the Jackal can be found in some [Grineer](#) tilesets, either showing that the Grineer have an interest in utilizing Corpus tech, or that they have

Jackal



 [Update Infobox Data](#)

General Information	
Faction	Corpus
Planet(s)	Venus
Mission Name(s)	Fossa
Mission Type(s)	Assassination Fossa



Venus. After defeating it and finishing the mission, the player will receive  [Rhino](#) component blueprints, as well as a chance to get a  [Stahlta](#) or  [Stropha](#) blueprint.

A Terra variant may spawn in [Orb Vallis](#) during high alert state, which is considered a common enemy and will neither drop blueprints nor anger the [Stalker](#). A [Corrupted](#) variant appears in [The Circuit Assassination](#) as a boss with some alteration to its mechanics.

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Appearance

The Jackal is a blue and white, quadruped mechanical proxy of the Corpus, modeled similarly to the real Jackal anatomy-wise. Its head is composed of an ocular piece attached to its chassis in a ball-socket joint manner,

Type	Boss
Weapon(s)	Gatling Gun
Abilities	Homing Missiles Plasma Grenade Cluster Rippling Shockwave Grid Wall Massive Shockwave
Statistics	
Affinity	2,104
Shield	3,204.98
Health	2,082
Armor	115
Dmg. Reduction	18.57%
	
Body Multipliers	Shield: 0.1x
Base Level	1
Spawn Level	8
Level Scaling	
1 500	
Selected Level	8 Reset
EHP	5,761.78
Steel Path EHP	--
Miscellaneous	
Codex Scans	3
Introduced	Vanilla (2012-10-25)
Drops	
Mod Drops	 Blunderbuss 75.88%  Shell Compression 7.37%  Tactical Pump 7.37%  Shock Absorbers 1.01%  Handspring 1.01%  Ruinous Extension 7.37%
Resource Drops	Region Resource 97.42%  Orokin Cell 2.58%
Blueprint/Item Drops	 Stahlta Blueprint 15.0%  Stropha Blueprint 15.0%
Additional Item Drops	 Riven Sliver 5.00%



forward abductively along with a long downward "jaw" attached, much like an osprey's ocular piece. It mounts a pair of heavy turrets hidden inside its ear shutters along with a pair of presumably ammunition boxes. It has four three-jointed mechanical legs connecting in a hinge-jointed manner with three-fingered mechanical fingers on its end, much of it composed of machinery ball-socket-jointed to the chassis.

Mission Drops	 Rhino Neuroptics Blueprint 38.72%
	 Rhino Chassis Blueprint 38.72%
	 Rhino Systems Blueprint 22.56%
Sigil Drops	 Jackal Sigil 100.00%
Other Drops	Riven Sliver (level 41 or higher)
Official Drop Tables 	
https://www.warframe.com/droptables	

Behavior

The Jackal can stomp around with its massive legs and uses various gunfire and grenade weaponry.

- **Turret:** Two cheek-mounted turrets fire volleys of machine gunfire.
- **Rippling Shockwave:** Stomps the ground with its massive legs, producing a shockwave that knocks Tenno off their feet and disables Warframe Abilities.
- **Plasma Grenade Cluster:** Deposits a volley of plasma grenades that shortly explode after sticking to the ground.
- **Grid Wall:** After one of its legs is shot, the Jackal floats into the air and deploys a large grid wall in an X shape, which sweeps around the room. They start off blue, but begin to do damage after turning red. In subsequent phases, the grid wall will pause to rotate in the opposite direction. The wall can be bullet jumped over, and the Tenno can wall jump and wall latch on the walls at the edge of the room to stay above it.
- **Massive Shockwave:** Following the Grid Wall, the Jackal drops down onto the ground, creating a large shockwave, but is left vulnerable to the [Parazon](#).
- **Electric Field:** An environmental hazard created by the four pillars in the room of Phase 2 when destroyed by the Jackal's attacks, dealing high [Electricity](#) damage.

Strategy

Phase 1

After activating the terminal to "Deploy Jackal", the platform in the middle will rise to reveal a rather [small MOA](#), much to the Lotus's surprise who expected it to be bigger. Shortly after, the real Jackal drops in from the ceiling, crushing the MOA under its massive frame.



The Jackal's main body is protected by invulnerable shielding, but its four legs are vulnerable. Destroying one of the legs will force it to engage its **Grid Wall** and **Massive Shockwave**. Afterward, it will attempt to auto-repair its damaged leg. Approaching the Jackal in this downed state will prompt a Mercy stab with the [Parazon](#), interrupting its auto-repair and preventing the damaged leg from being restored.

It is recommended to use the [MK1-Paris](#) or another type of bow, as using a rifle or other weapon that can destroy multiple legs at once will softlock the fight (see below) if you are not careful, and the MK1-Paris has a very controllable single - shot property.

Phase 2

After being stabbed once, a cinematic shows the Jackal retreating to an adjacent, identical room, followed by the Tenno's Parazon lasso. The process simply needs to be repeated three more times on the Jackal's remaining legs.

Summary

- **Phase 1:** Destroy one leg, survive **Grid Wall** and **Massive Shockwave**, then stab with [Parazon](#).
- **Phase 2:** Repeat above three more times until it is defeated.

Softlocking

- The fight only progresses by the amount of times a Parazon is used, not how many legs are destroyed. Because of this and the two facts that destroyed legs do not heal back and that multiple legs can be destroyed in a single Parazon use, the amount of legs left can be lower than the amount of Parazon uses needed to defeat the Jackal. In layman's terms, destroying multiple legs in between cutscenes makes the fight impossible to win.
 - Letting the Jackal auto - heal when more than 1 leg is destroyed, or simply only destroying 1 leg every cycle will prevent the fight from bugging out.

Variants

Terra Jackal

Terra Jackal	General	Drop

Introduced	Update 24.0 (2018-11-08)
Tileset	Orb Vallis
Ability	Electric Shield
Codex Scans	3
Statistics	
Robotic	3,000
	+ ++ + - -
Proto Shield	3,000
	+ + +++ -- -- --
Alloy Armor	100
	+ + +++ -- -- --
Affinity	1,000
Base Level	1
Spawn Level	19

Mod Drops:

Organ Shatter 7.

Reach 7.588%

Fever Strike 0.73Molten Impact 0North Wind 0.73Reflex Coil 0.738Shocking TouchStretch 0.738%Life Strike 0.202Split Chamber 0.

This variant is always vulnerable, but may activate a projected energy barrier when sufferir similar to [Volt's Electric Shield](#) or a [Shield Dargyn's](#) barrier. While the barrier is active regenerate at a rapid pace.

Trivia

- The Jackal boss fight was completely reworked in [Update 28.0](#) (2020-06-11). The Jackal's outer texture was changed from yellow to dark blue with white stripes. The model itself has not changed (though has been slightly upscaled) but received several new skeletal animations.
- The Jackal is the first [Corpus](#) boss (excluding Orb-Mothers in [Orb Vallis](#)), and the first non-quest boss that players will encounter.
- While players only fight it on Venus, the Jackal is perhaps the most ubiquitous boss in the game. Aside from the Jackal itself and its Vallis counterparts;
 - The Jackal's design serves as the template for the [Lynx](#) and the [Razorback](#), with the Lynx, in particular, appearing in one [Grineer Data Vault](#) layout;
 - The [Clan Dojo's Energy Lab](#) has a partially-disassembled Jackal suspended from the ceiling; and
 - The Jackal, either in one piece or in individual components, serves as an occasional decoration in various tilesets.
- The [Test MOA](#) that appears in the Jackal cinematic has been named "[Popcorn](#)" by the community and developers.
 - [Hotfix 28.0.1](#) (2020-06-11) added Popcorn to [Iron Wake](#).
- Using [Zenith's](#) alternate fire indicates that the Jackal has two heads unlike most

References To Dark Sector

- The original Dark Sector demo showed the Lasrian troopers releasing a [Jackal](#) on Hayden Tenno.
 - Unlike its Warframe counterpart, this model was shorter, chunkier, and is equipped with a more visual set of Gatling guns.
- It is also shown in the [trailer \(2004\) of Dark Sector](#) under a completely different design, yet still heavily resembling Jackal.

Bugs

- Briefly, after [Hotfix 20.0.4](#) (2017-03-27) and [Hotfix 20.0.5](#) (2017-03-28), the Jackal would drop [Gorgon Wraith](#) parts because of a bug that shared the drop table update to the [Razorback](#).

Patch History

[Update 34.0](#) (2023-10-18)

- Fixed getting hit by Jackal's gridwall attack even while taking cover in a spot below it and made other general improvements to lasers vs. obstacle interactions.
- Fixed being able to apply crowd control effects to the Jackal on Venus, preventing unintended behavior.

[Update 33.5](#) (2023-06-21)

- Fixed a camera “pop” occurring when it collides with Jackal’s grenades.

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)	



	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
Narmer	Mission	Archon Amar • Archon Boreal • Archon Nira (Archon Hunt)
	Quest	Ballas (The New War)
The Murmur	Planet	The Fragmented (Suzerain • Anchorite • Zelator • One)
	Mission	Scathing Whisper • Mocking Whisper

Corpus			
		Edit	[Collapse]
Starchart	Orb Vallis	The Index	Empyrean
Crewmen	Comba • Crewman • Derivator Crewman • Detron Crewman • Elite Crewman • Machinist • Nullifier Crewman • Prod Crewman • Scrambus • Sniper Crewman • Tech		
	Vapos Detron Ranger • Vapos Elite Ranger • Vapos Nullifier Ranger • Vapos Sniper Ranger • Vapos Tech Ranger		
Walkers	Anti MOA • Bursa (Denial • Drover • Isolator) • Juno Dera MOA • Disc MOA • Juno Geminex MOA • Juno Glaxion MOA • Fusion MOA • Minima MOA • MOA • Railgun MOA • Shockwave MOA • Test MOA		
	Attack Drone • Juno Jactus Osprey • Leech Osprey • Lynx Osprey • Mine		

	Drone • Shield Osprey
Amalgams	Amalgam Alkonost • Amalgam Heqet (Arca) • Amalgam Kucumatz (Arca) • Amalgam Machinist (Cinder) • Amalgam MOA (Phase) • Amalgam Osprey • Amalgam Satyr (Swarm)
Parvos' Loyalists	Candidate • Errant Specter • Sisters of Parvos • Treasurer
Archwing	Attack Drone • Carrier • Corpus Stasis Mine • Corvette • Frigate • Gox • Locust Drone • Penta Ranger • Quanta Ranger • Ranger
Miscellaneous	Corpus Target • Corpus Turret • Domestik Drone • Laser Barrier • Lynx Turret • Nemes • Power Carrier • Ratel • Scanner • Security Camera • Spectralyst • Vapos Bioengineer • Warden • Vapos Aquila
Bosses	
Alad V • Ambulas • Hyena Pack • Jackal • Lynx • Raptors • Razorback • The Sergeant • Zanuka Hunter	

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