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Boltor

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 WEAPONS  TENNO

 CONCLAVE (PvP)

CODEX

The Boltor is an automatic rifle that rapidly fires heavy bolts that can pin your foes to the walls.

The **Boltor** is a  [Tenno](#) assault rifle with the characteristic of firing bolt projectiles instead of conventional bullets. This weapon requires the user to take into account projectile travel time while aiming at targets, as well as the projectile drift, making the Boltor difficult to use effectively beyond medium ranges.

This weapon is a [requisite ingredient](#) for  [Boltace](#).

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Boltor

[Normal](#) [Incarnon](#)



Untradeable

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General Information

 **Type** Rifle

 **Mastery**



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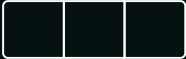
Characteristics

- This weapon deals primarily  Puncture damage.
- Bolts fired stick to their target, and will fling bodies on kill.
 - The body will damage targets in its path.
 - Corpses can be pinned to terrain.

Advantages over other Primary weapons (excluding modular weapons):

- Flung bodies help in dealing with crowds.
- Low recoil.
- Normal Attack (wiki attack index 1)
 - Above average magazine (60)
 - Above average ammo max (540)

Max Rank	30
 Slot	Primary
Trigger Type	Auto
Utility 	
Accuracy	High
Ammo Max	540
Ammo Pickup	80
Ammo Type	Primary
Disposition	●●●○ (1.30x)
Fire Rate	8.75 attacks/sec
Noise Level	Alarming
Magazine Size	60
Reload Time	2.60 s
Projectile Speed	85.0 m/s
Projectile Type	Projectile
Spread	4.00° (2.00° min, 6.00° max)
Normal Attack 	
 2.5 ( 10%)	 20 ( 80%)
 2.5 ( 10%)	
Total Damage	25 (80.00%  <u>Puncture</u>)
Ammo Cost	1
Crit Chance	10.00%
Crit Multiplier	1.80x
Fire Rate	8.75 attacks/sec
Multishot	1 (25.00 damage per projectile)
Noise Level	Alarming
Punch Through	0.0 m
Spread	4.00° (2.00° min, 6.00° max)
Status Chance	14.00%
Projectile Speed	85.0 m/s
Projectile	Projectile



- Above average fire rate (8.75 attacks/sec)
- Above average disposition (●●●●○ (1.30x))
- Incarnon Form (wiki attack index 2)
 - High average number of crits per shot (0.66)
 - Very high fire rate (10.00 attacks/sec)
 - Above average ammo max (540)
 - Above average disposition (●●●●○ (1.30x))
 - Above average crit multiplier (2.80x)

Disadvantages over other Primary weapons (excluding modular weapons):

- Projectiles have travel time with slight arcing.
- Normal Attack (wiki attack index 1)
 - Very low crit chance (10.00%)
 - Low reload speed (2.60 s)
 - Very low total damage (25)
 - Low status chance (14.00%)
 - Low crit multiplier (1.80x)
- Incarnon Form (wiki attack index 2)
 - Below average average number of procs per shot (0.27)
 - Low reload speed (2.60 s)
 - Very low total damage (12)
 - Below average crit chance (22.00%)

 0.4 ( 10%)	 1.2 ( 30%)	 2.4 ( 60%)
Total Damage	12 (60.00%  Slash)	
Accuracy	Low	
Crit Chance	22.00%	
Crit Multiplier	2.80x	
Fire Rate	10.00 attacks/sec	
Multishot	3 (4.00 damage per projectile)	
Noise Level	Alarming	
Punch Through	0.6 m	
Spread	10.00° (8.00° min, 12.00° max)	
Status Chance	9.33%	
Projectile Speed	0.0 m/s	
Projectile Type	Projectile	
Trigger Type	Auto	
Miscellaneous ^		
Compatibility Tags	PROJECTILE, ASSAULT_AMMO	
Riven Family	Boltor	
Exilus Polarity		
Introduced	Update 6.0 (2013-01-29)	
Polarities		
Sell Price	7,500	
Users	Equinox Specter	
Variants	Boltor Boltor Prime Telos Boltor	
Vendor Sources ^		
Article Categories ^		
Weapons Tenno Weapons Puncture Damage Weapons Rifle Boltor		



See [WARFRAME Wiki:Stat](#)

[Comparison/Percentiles](#) for more details.

- [Automatic](#)
- [Equinox Specter](#)
- [Base](#)
- [Alarming Weapons](#)
- [Projectile Weapons](#)
- [Untradeable Weapons](#)
- [Available In Conclave](#)

Comparisons:

- **Boltor** (Normal Attack), compared to **Telos Boltor** (Normal Attack):
 - Lower base damage per projectile (25.00 vs. 30.00)
 - Lower Impact damage (2.5 vs. 3)
 - Lower Puncture damage (20 vs. 27)
 - Higher Slash damage (2.5 vs. 0)
 - Lower total damage (25 vs. 30)
 - Lower base [critical chance](#) (10.00% vs. 30.00%)
 - Lower base [critical multiplier](#) (1.80x vs. 2.40x)
 - Lower base [status chance](#) (14.00% vs. 16.00%)
 - Lower [average damage per tap](#) (27 vs. 42.6)
 - Lower [burst DPS](#) (236.25 vs. 397.45)
 - Lower [sustained DPS](#) (171.29 vs. 318.27)
 - Lower [fire rate](#) (8.75 attacks/sec vs. 9.33 attacks/sec)
 - Smaller [magazine](#) (60 vs. 90)
 - Slower [reload time](#) (2.60 s vs. 2.40 s)
 - Lesser [projectile speed](#) (85.0 m/s vs. 90.0 m/s)
 - Less [polarities](#) (vs.)
 - Lower [Mastery Rank](#) required (2 vs. 12)
 - Higher [disposition](#) (●●●●○ (1.30x) vs. ●●●●○ (1.20x))
 - No innate [Truth](#) effect
- **Boltor** (Normal Attack), compared to **Boltor Prime** (Normal Attack):
 - Lower base damage per projectile (25.00 vs. 46.00)
 - Lower Impact damage (2.5 vs. 4.6)
 - Lower Puncture damage (20 vs. 41.4)
 - Higher Slash damage (2.5 vs. 0)
 - Lower total damage (25 vs. 46)
 - Lower base [critical chance](#) (10.00% vs. 12.00%)
 - Lower base [critical multiplier](#) (1.80x vs. 2.00x)
 - Lower base [status chance](#) (14.00% vs. 34.00%)



- Lower [sustained DPS](#) (171.29 vs. 368)
- Lower [fire rate](#) (8.75 attacks/sec vs. 10.00 attacks/sec)
- Slower [reload time](#) (2.60 s vs. 2.40 s)
- Less [accurate](#) (High vs. Very High)
- Wider first-shot [spread](#) (2.00° vs. 1.00°)
- Wider maximum [spread](#) (6.00° vs. 3.00°)
- Lesser [projectile speed](#) (85.0 m/s vs. 120.0 m/s)
- Less [polarities](#) (vs.)
- Lower [Mastery Rank](#) required (2 vs. 13)
- Higher [disposition](#) (●●●●○ (1.30x) vs. ●●●●○ (1.20x))

Acquisition

The Boltor's blueprint can be purchased from the [Market](#). Alternatively, it can be acquired from completing the [Venus](#) to [Mercury Junction](#).

Manufacturing Requirements					
 Edit blueprint requirements					
25,000					Time:
	Neurodes	Alloy Plate	Salvage	Polymer Bundle	1
	2	100	900	600	Day(s)
					Rush:
					35
Market Price:		150	Blueprints Price:		15,000

This weapon can be sold for **7,500**, it is also a [requisite ingredient](#) for [Boltace](#).

Notes

- An update on February 5, 2013 nerfed the Boltor to have 12.5 damage per shot. Soon after it was given a slight buff to 18.0 damage per shot, which is still less than the 25 on its initial release. On December 12, 2013, it was given a buff from 18 to 25 damage, same as when it was released.
- [Hotfix 7.7.3](#) (2013-04-12) addressed the issue of frame rate affecting the fire rate of weapons and several weapons have had their baseline values changed. This update reduced the firing rate value of the Boltor from 11.7 to 8.8.



- Upon completion of [The Duviri Paradox](#) and [Angels of the Zariman](#), and unlocking [The Steel Path](#), players can earn [Boltor Incarnon Genesis](#) from [The Circuit's](#) Steel Path to place on their Boltor with the help of [Cavalero](#) in the [Chrysalith](#). This [Incarnon Genesis](#) form grants it evolutions to a transformation and newfound strength.

Evolution

This section is [transcluded](#) from [Boltor Incarnon Genesis § Evolutions](#). To change it, please [edit the transcluded page](#).

- Installing the Boltor Incarnon Genesis requires 20 [Pathos Clamps](#), 60 [Rune Marrow](#), and 60 [Silphsela](#).
- When installed, the first Evolution tier is unlocked. The following Evolution tiers, their requirements for unlocking them, and their related perks, are shown below;
 - Each challenge additionally grants 5,000 [affinity](#) to the weapon, affected by [Affinity Boosters](#).

Evolution I

- Headshots charge Incarnon Transmutation; Alt Fire transmutes. Switching back will expend any remaining charge.
- Prioritize [Slash](#) Damage and gain Multishot.
 - Incarnon Form turns the weapon in a rapid-fire pseudo-shotgun with **3** base [multishot](#), increased overall damage stats, added [Slash](#) damage, and slightly faster [fire rate](#), but with lower [accuracy](#) resulting in a shotgun-like spread pattern.
- Mode switching is **not** instantaneous and has an animation equal to the weapon's [reload speed](#).
- Incarnon Form is activated by filling the Incarnon Transmutation gauge that appears under the reticule by achieving [headshots](#) and then pressing the [Alternate Fire](#) button. **20** headshots will completely fill the gauge. A full gauge is not required to activate Incarnon Form.
 - Charges generate **only** on headshots, and not other weakspots, such as the backpacks of most [MOA](#) variants. Similarly, shooting weakspots generated by either [Sonar](#) or [Detect Vulnerability](#) in places other than heads will have no effect either.
 - Headshots on corpses do **not** build charges.
 - Individual [Multishot](#) bullets can build charges.



160. Once all ammunition is expended, the Boltor reverts to its normal form.

- Incarnon Form's magazine is **not** affected by mods.
- Incarnon Form is **not** affected by [Ammo Efficiency](#) (such as [Energized Munitions](#)).
- Charges and Incarnon Form persists through all activities, such as holstering, [bleedout](#), or being [disarmed](#). However, charges and Incarnon Form are removed upon [death](#).
- Swapping to and from Incarnon Form will fully reload the normal form's magazine.

Evolution II

- *Unlock Challenge:* Complete a solo mission with this weapon equipped.
- Perk 1: **Hunter's Mantra:**
 - Increase Damage by **+18** (Boltor) / **+4** (Telos / Prime).
 - With [Channeled Ability](#) active: [Punch Through](#) **+4** and **+40% Accuracy**.
- Perk 2: **Crimson Overture:**
 - Increase Damage by **+12** (Boltor) / **+2** (Telos / Prime).
 - On Kill: Increase Damage by **+2** and **+20% Ammo Efficiency** for **5** seconds. Stacks up to **4x** (Boltor) / **3x** (Telos / Prime).

Evolution III

- *Unlock Challenge:* Kill **100** enemies with this weapon's Incarnon Form.
- Perk 1: **Swift Deliverance:**
 - **+60%** Projectile Speed.
- Perk 2: **Extended Volley:**
 - Increase Magazine Capacity by **+20**.
- Perk 3: **Rapid Reinforcement:**
 - **+60%** Reload Speed.

Evolution IV

- *Unlock Challenge:* Kill **40** enemies while sliding.
- Perk 1: **Elemental Balance:**
 - Increase Status Chance by **+20%** (Boltor) / **+20%** (Telos) / **+18%** (Prime).
- Perk 2: **Survivor's Edge:**



- Increase Status Chance by **+8%** (Boltor) / **+4%** (Telos) / **+10%** (Prime).
- Perk 3: **Commodore's Fortune**:
 - Increase Critical Chance by **+12%** (Boltor) / **+6%** (Telos) / **+14%** (Prime).

Tips

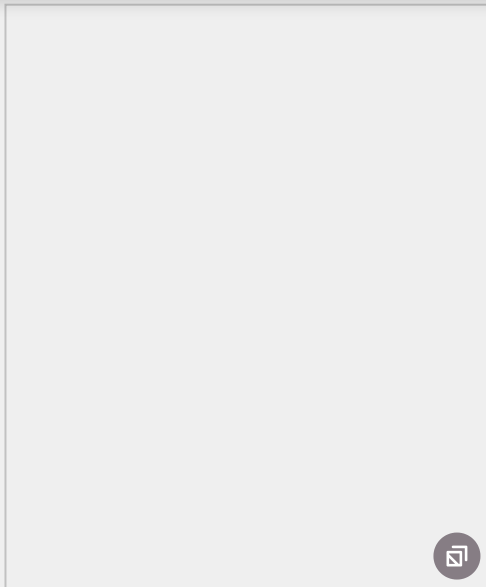
- Use the [Rifle Ammo Mutation](#) mod to gain extra ammo if needed, or alternatively bring along [Squad Ammo Restore](#). Carrier's [Ammo Case](#) is also a good option.
 - Alternatively, bring along a good sidearm/melee weapon if you find yourself in a situation with no ammo.
 - Mods like [Ammo Drum](#) can also help with ammo efficiency problems.
- The bolts, like the [Kunai](#), stagger enemies, making it useful for mild crowd control.
- With the slow travel time and high rate of fire, the Boltor can sometimes hit an enemy with four or five bolts at once, after a Tenno has disengaged from fighting that target to recover shields/health or to move to another objective.

Trivia

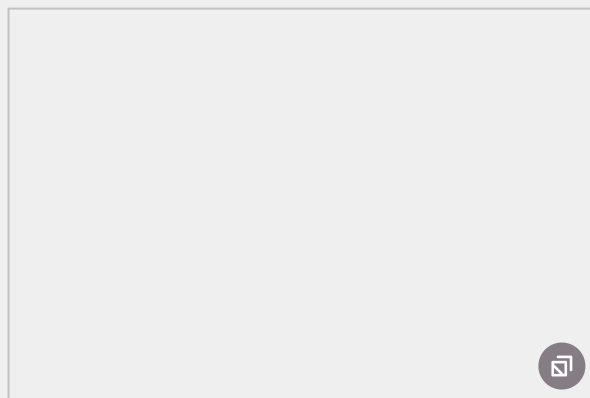
- Originally the weapon shared the same icon and description as [Braton](#), while the blueprint icon and in-game model shared that of [Burston](#). As of a visual update on February 8, 2013, it now has a unique appearance and description.

Media

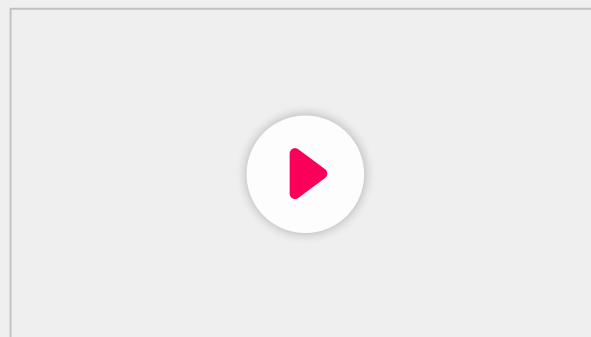
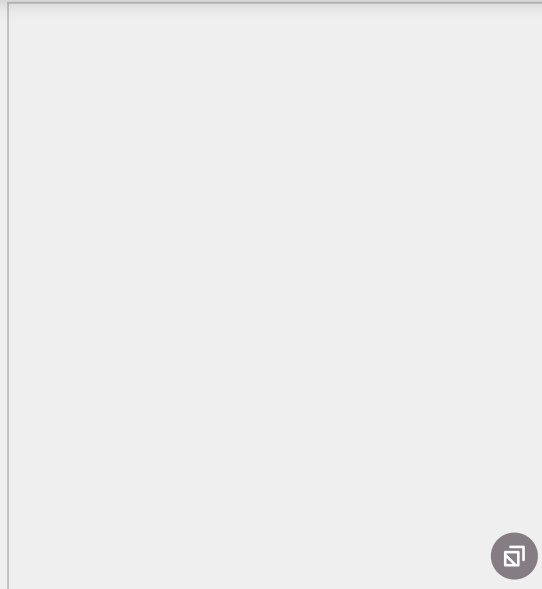




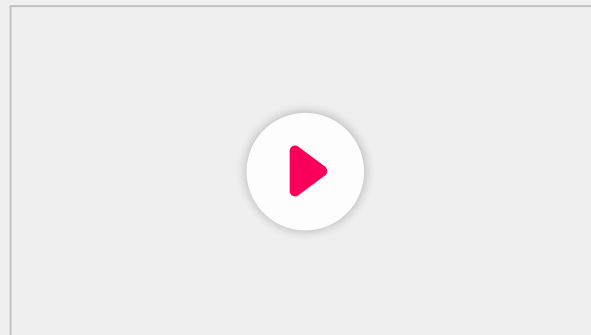
Prior to U9, only the yellow part of the weapon could be colored.



Boltor in Arsenal



Warframe - All Tenno Primaries - Weapon Animations & Sounds (2012 - 2019)



Warframe - All Tenno Weapon Reloads in 3 minutes (2012 - 2019)

Boltor Skins

[Edit](#)


Bravura
Day of the Dead
Seasonal
Forest-Camo
Obsidian
PlayStation™ Exclusive
Oscira
Soaktron

Patch History

[Hotfix 31.7.1](#) (2022-07-28)

- Fixed ragdolled enemies flying towards your next shot when killed with the Boltor DoT damage.

[Update 22.12](#) (2018-02-09)



- Critical chance increased from 5% to 10%.
- Critical damage increased from 1.5x to 1.8x.

See also

- [Boltor Prime](#), the [Prime](#) variant.
- [Telos Boltor](#), the [Arbiters of Hexis](#) variant.
- [Bolto](#), the sidearm counterpart.
- [Boltace](#), the melee counterpart.
- [Boltor Incarnon Genesis](#), the Incarnon power-up for the Boltor series.

Weapons • Damage • Incarnon • Compare All • Cosmetics							[Collapse]
Primary	Secondary	Melee	Archwing	Robotic	Modular	Railjack	
Arm Cannon							
Auto	Bubonico • Shedu						
Bow							
Charge	Cernos • Cernos Prime • Cinta • Daikyu • Dread •						
	Evensong • Kuva Bramma • Lenz • MK1-Paris • Mutalist Cernos •						
	Nataruk • Paris • Paris Prime • Prisma Lenz •						
	Proboscis Cernos • Rakta Cernos						
Crossbow							
Auto	Attica • Zhuge • Zhuge Prime						
Semi / Mag Burst	Nagantaka • Nagantaka Prime						
Exalted Weapon							
Charge	Artemis Bow • Artemis Bow Prime						
Launcher							
Active	Carmine Penta • Penta • Secura Penta						
Auto	Tenet Envoy						
Charge	Ogris						
Semi-Auto	Kuva Ogris • Kuva Tonkor • Kuva Zarr • Tonkor • Torid • Zarr						
Rifle							
Active	Simulor • Synoid Simulor						
Auto	AX-52 • Acceltra • Acceltra Prime • Basmu • Baza • Baza Prime • Boltor • Boltor Prime • Braton • Braton Prime						



	Grakata • Karak • Karak Wraith • Kuva Karak • MK1-Braton • Mutalist Quanta • Panthera • Panthera Prime • Prisma Grakata • Prisma Tetra • Telos Boltor • Tenet Flux Rifle • Tetra
Auto / Active	Alternox
Auto / Charge	Aeolak • Ambassador • Quellor • Stahlta
Auto / Semi	Argonak • Fulmin • Fulmin Prime • Phenmor • Stradavar • Stradavar Prime • Tenet Tetra • Trumna • Zenith
Auto Burst	Battacor
Auto-Spool	Gorgon • Gorgon Wraith • Prisma Gorgon • Soma • Soma Prime • Supra • Supra Vandal • Tenora • Tenora Prime
Burst	Burston • Burston Prime • Dex Sybaris • Harpak • Hema • Kuva Quartakk • Paracyst • Quartakk • Sybaris • Sybaris Prime • Tiberon
Burst / Semi	Hind
Burst / Semi / Auto	Kuva Hind • Tiberon Prime
Charge	Miter • Opticor • Opticor Vandal
Held	Amprex • Flux Rifle • Glaxion • Glaxion Vandal • Ignis • Ignis Wraith • Quanta • Quanta Vandal • Synapse • Tenet Glaxion
Semi-Auto	Grinlok • Kuva Chakkhurr • Latron • Latron Prime • Latron Wraith • Prisma Grinlok • Veldt
Shotgun	
Auto	Astillia • Astillia Prime • Boar • Boar Prime • Kuva Sobek • Sobek
Auto / Semi	Cedo • Felarx
Auto-Spool	Kohm • Kuva Kohm
Charge	Drakgoon • Kuva Drakgoon
Duplex	Sancti Tigris • Tigris • Tigris Prime
Held	Convectrix • Phage • Phantasma • Phantasma Prime
Semi-Auto	Arca Plasmor • Corinth • Corinth Prime • Exergis • Hek • Kuva Hek • MK1-Strun • Rauta • Steffos • Strun • Strun Prime • Strun Wraith • Tenet Arca Plasmor • Vaykor Hek
Sniper Rifle	
Burst	Perigale
Charge	Lanka
Semi-Auto	Komorex • Rubico • Rubico Prime • Snipetron



	Vulkar Wraith	
Speargun		
Auto	Scourge • Scourge Prime	
Auto Charge	Javlok	
Charge	Ferrox	
Charged Auto	Tenet Ferrox	
Semi	Afentis	

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