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Telos Boltace

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 WEAPONS  TENNO

 CONCLAVE (PvP)

CODEX

Spinning attacks unleash the Stormpath, a tempest of mayhem that hurls any foes in its way

The **Telos Boltace** is the [Arbiters of Hexis' Syndicate](#) variant of the [Boltace](#). When equipped, the velocity or duration of certain [maneuvers](#) is increased, and [Slide Attacks](#) vacuum in nearby enemies.

Characteristics

- This weapon deals primarily  Puncture damage.
- Stance slot has  polarity, matching  [Gemini Cross](#) and  [Star Divide](#) (Conclave only) stance.
- Provides a **20%** passive boost to

Telos Boltace



 **Tradable**
(unranked w/ no Forma or Catalyst)

 [Update Infobox Data](#)

General Information

 **Type** Tonfa

 **Mastery Rank** 11



WARFRAME Wiki



- distance, [Aim Glide](#) duration, and [Wall Latch](#) duration.
- [Slide Attacks](#) trigger **Stormpath**, creating a **14** meter vortex that pulls in and staggers enemies. A second slide attack shortly after the vortex will launch and suspend nearby enemies in a  **Lifted** status.
 - Innate  polarity.

Advantages over other Melee weapons (excluding modular weapons):

- Normal Attack (wiki attack index 1)
 - Above average attack speed (1.08x animation speed)
 - High status chance (35.00%)
- Stormpath Slide Attack (wiki attack index 2)
 - Above average total damage (420)
 - Above average attack range (2.50 m)
 - High status chance (35.00%)

Disadvantages over other Melee weapons (excluding modular weapons):

- Normal Attack (wiki attack index 1)
 - Below average disposition (●●●○○ (1.10x))
- Stormpath Slide Attack (wiki attack

Max Rank	30
 Slot	Melee
Trigger Type	N/A
Utility ^	
Attack Speed	1.08x animation speed
Block Angle	60°
Combo Duration	5.0 s
Disposition	●●●○○ (1.10x)
Follow Through	0.6x
Range	2.50 m
Noise Level	Silent
Sweep Radius	0.25 m
Normal Attack ^	
 21 ( 10%)	 178.5 ( 85%)
 10.5 ( 5%)	
Total Damage	210 (85.00%  Puncture)
Attack Speed	1.08x animation speed
Crit Chance	20.00%
Crit Multiplier	2.00x
Fire Rate	1.08 attacks/sec
Noise Level	Silent
Status Chance	35.00%
Stormpath Slide Attack ^	
 42 ( 10%)	 357 ( 85%)
 21 ( 5%)	
Total Damage	420 (85.00%  Puncture)
Crit Chance	20.00%
Crit Multiplier	2.00x
Fire Rate	1.08 attacks/sec
Forced Procs	 Lifted
Noise Level	Silent



- Below average crit multiplier (2.00x)

See [WARFRAME Wiki:Stat Comparison/Percentiles](#) for more details.

Comparisons:

-  **Telos Boltace** (Normal Attack), compared to  **Boltace** (Normal Attack):
 - Higher base damage (210.00 vs. 176.00)
 - Higher  **Impact** damage ( 21 vs.  17.6)
 - Higher  **Puncture** damage ( 178.5 vs.  140.8)
 - Lower  **Slash** damage ( 10.5 vs.  17.6)
 - Higher total damage (210 vs. 176)
 - Higher base **critical chance** (20.00% vs. 6.00%)
 - Higher base **critical multiplier** (2.00x vs. 1.50x)
 - Higher base **status chance** (35.00% vs. 28.00%)
 - Higher **attack speed** (1.08x animation speed vs. 0.92x animation speed)
 - Higher **Mastery Rank** required (11 vs. 4)
 - Lower **disposition** (●●●○○ (110x) vs. ●●●●○ (125x))

Status Chance	35.00%
Heavy Attack ^	
Heavy Damage	840
Crit Chance	20.00%
Crit Multiplier	2.00x
Status Chance	35.00%
Wind-up	0.7 s
Heavy Slam Attack ^	
Slam Damage	630
Crit Chance	20.00%
Crit Multiplier	2.00x
Slam Element	Blast
Forced Procs	Lifted
Slam Radius	9.0 m
Status Chance	35.00%
Slam Attack ^	
Slam Damage	420
Crit Chance	20.00%
Crit Multiplier	2.00x
Slam Radius	8.0 m
Slam Element	Impact
Forced Procs	Impact
Status Chance	35.00%
Slide Attack ^	
Slide Damage	420
Crit Chance	20.00%
Crit Multiplier	2.00x



Combos

Slide Element

Same damage type distribution as Normal Attack

Status Chance

35.00%

Miscellaneous ^

Compatibility Tags

TONFA_STANCE

Default Upgrades

AHBoltaceMobilizeMod

Riven Family

Boltace

Introduced

Update: The Silver Grove 2.0 (2016-09-15)

Polarities

Sell Price

5,000

Stance Polarity

Variants

Boltace

Telos Boltace

Vendor Sources ^

Vendors

Arbiters of Hexis (Rank 5: Maxim)125000 for x1

Article Categories ^

Weapons

Syndicate Weapons

Arbiters of Hexis Weapons

Puncture Damage Weapons

Tonfa

Boltace

Melee Weapons

N/A Weapons

Weapons With No Trigger Type

Telos

Silent Weapons

Tradeable Weapons

Default Combos of Stance or Weapon ( [Edit Stance Data](#))

Combo/Attack	Name	Attack Multipliers and Forced Procs		Avg Dmg Multi/s	Length @ 1.0 Attack Speed	Animation
Slide (While Sliding)	Stormpath	100%	100%	135.1%/s	1.5s	

Default "Sweep" Attack • 360°/Spin Attack • Direct and Radial Slam Attack •
Ranged Attack • "Thrust" Attack

[View Full Legend](#)

- Average Damage Multiplier per second only applies to single-target DPS calculations.
- Note that hits marked as "Radial Slam Attack" will not apply at the epicenter of a single target hit so these will not be accounted for in Avg Dmg Multi/s calculations.
- Combo animation lengths are approximate and are only accurate within a few tenths of a second.
- Each tile marking in stance preview gifs are 2m apart.
- Combos labeled with an asterisk (*) are shared between weapons within the same weapon type.

Acquisition

- The Telos Boltace can be acquired by reaching the Rank of **Maxim** with the [Arbiters of Hexis](#), and spending **125,000** to purchase. As with all Syndicate Weapons, the Telos Boltace cannot be chosen as the free offering upon ranking up to Maxim rank.
- Syndicate weapons can also be acquired via [Trading](#), but only for unranked copies without [Forma](#) or [Orokin Catalyst](#) installed.
- Players must have a [Mastery Rank](#) of at least 11 to acquire the Telos Boltace, either through trading or through the Syndicates themselves.

Notes

- [Slide attacks](#) trigger **Stormpath**, creating a **14** meter vortex that pulls in and staggers enemies.
 - Performing another slide attack within **8** seconds of triggering Stormpath will launch and suspend nearby enemies in a Lifted status. This triggers a cooldown of **6** seconds, during which slide attacks will behave as normal.
 - Vortex or launch ranges are **not** affected by ([Primed](#)) [Reach](#).
- Having the **Telos Boltace** in your loadout boosts [Bullet Jump](#) velocity, [Roll](#) distance, [Aim Glide](#) duration, and [Wall Latch](#) duration by **20%**.
 - In [Conclave](#), only the Aim Glide and Wall Latch bonuses are granted.

Tips

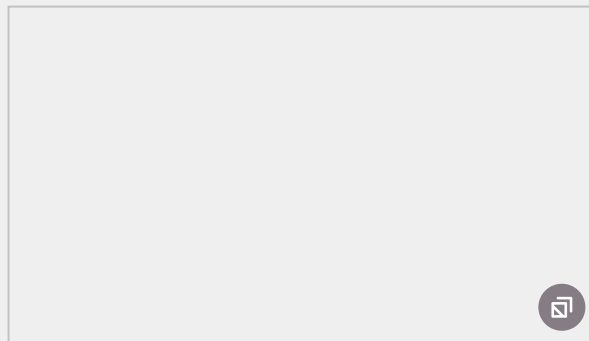


- [Nezha](#) can use Stormpath to drag enemies into the path of [Fire Walker](#) to charge [Pyroclastic Flow](#) efficiently.

Trivia

- Originally, the Telos Boltace released energy waves similar to [Exalted Blade](#) on slide attacks.
 - The concept for the original effect was designed by player TunaMayo.

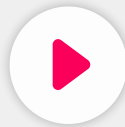
Gallery



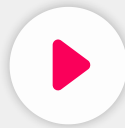
Telos Boltace in Codex.

Media

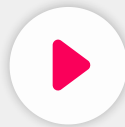




Warframe Telos Boltace, Crafted to Slide Right In - 3 Forma thequickdraw



Warframe Leveling - Telos Boltace Episode 1



TELOS BOLTACE Builds - What is Stormpath? 2 forma - Warframe

Telos Boltace Skins

[Edit](#)



Ceramica



Maruta

SWTonfaBa'GethSkin.png

SWTonfaHadesSkin.png

Ba'Geth
Tennogen

Hades
Tennogen

SWTonfaYamexSkin.png

Yamex
Tennogen

See Also

- [Boltace](#), the original melee version.
- [Telos Boltor](#), the primary version.
- [Telos Akbolto](#), the secondary version

Patch History

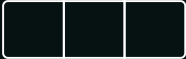
- Fixed tilted position of the Telos Boltace when holstered on Mesa’s back.

Update 26.0 (2019-10-31)

- Mastery Rank increased from 8 to 11.
- Damage increased from 85 to 210.
- Range increased from 1 to 2.5.
- Status Chance increased from 25% to 35%.
- Critical Chance increased from 10% to 20%.

Last updated: [Update 26.0](#) (2019-10-31)

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 •					



	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 / Charge	Higasa
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 • Steflos • Strun • Strun Prime • Strun Wraith • Tenet Arca Plasmor • Vaykor Hek
Sniper Rifle	
Burst	Perigale
Charge	Lanka



	Komorex • Rubico • Rubico Prime • Snipetron • Snipetron Vandal • Sporothrix • Vectis • Vectis Prime • Vulkar • Vulkar Wraith
	Speargun
Auto	Scourge • Scourge Prime
Auto Charge	Javlok
Charge	Ferrox
Charged Auto	Tenet Ferrox
Semi	Afentis

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