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Regulators

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TENNO



WEAPONS



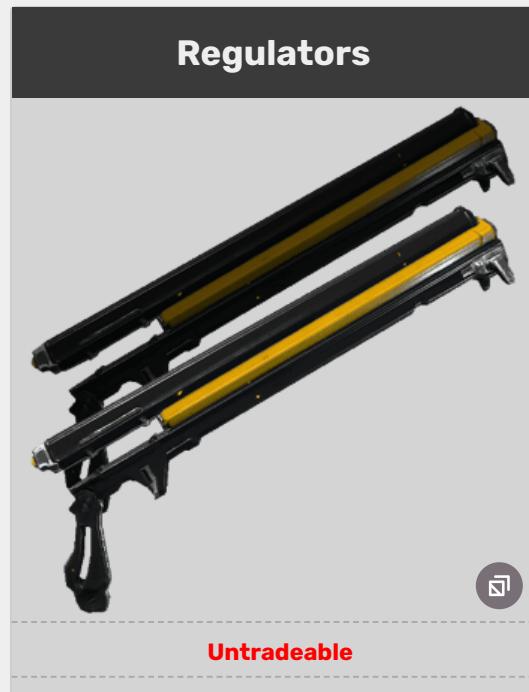
CONCLAVE (PvP)

For the Grineer units, see [Regulator](#).

The **Regulators** are [Mesa](#) and [Mesa Prime](#)'s signature [Exalted Weapon](#), summoned by activating the ability [Peacemaker](#). Unlike other ranged weapons, the rapid-firing Regulators will automatically target and shoot at enemies within a large aiming circle directed by the player, removing the need for precise aim.

[Vanilla](#) [Prime](#)

Refer to the weapon's [ability page](#) for a list of mods that affect the weapon.



Characteristics

- This weapon deals primarily [Impact damage](#).



WARFRAME Wiki

- Innate two and one polarities.

Advantages

- Very high **critical chance** and **critical multiplier**.
- Very high **fire rate**.
- Innate damage bonus that stacks with damage mods.
- Damage and **fire rate** ramp up per shots fired.
 - See [Peacemaker](#) for more details regarding damage bonus and bonuses per shots fired.
- Pinpoint **accuracy**.
- Has infinite ammunition and does not need to reload.

Disadvantages

- Low **status chance**.
- Limited range of **50** meters.
- Restricted method of aiming.
- User cannot move while active unless equipped with [Mesa's Waltz](#).
- No zoom, thus cannot benefit from [Embedded Catalyzer](#), [Hydraulic Crosshairs](#), [Pressurized Magazine](#), [Sharpened Bullets](#), [Spry Sights](#), or [Targeting Subsystem](#).
- Requires energy to activate and keep active.
- As **Exalted Weapon**, it cannot benefit from, nor contribute to the set bonus of any [Set Mods](#).

	Mastery Rank Requirement	0
	Max Rank	30
	Slot	Secondary
	Trigger Type	Auto
Utility		
	Accuracy	Very High
	Ammo Max	0
	Ammo Pickup	0
	Ammo Type	Secondary
	Disposition	xxxxx (0.00x)
	Fire Rate	14.80 attacks/sec
	Noise Level	Alarming
	Magazine Size	0
	Reload Time	0.00 s
	Projectile Type	Hit-Scan
	Spread	0.00° (0.00° min, 0.00° max)
Normal Attack		
	Total Damage	50 (50.00% Impact)
	Ammo Cost	0
	Crit Chance	25.00%
	Crit Multiplier	3.00x
	Fire Rate	14.80 attacks/sec
	Multishot	1 (50.00 damage per projectile)
	Noise Level	Alarming
	Punch Through	0.0 m
	Range	50.0 m
	Spread	0.00° (0.00° min, 0.00° max)
	Status Chance	10.00%
Projectile		



- Cannot equip pistol range mods
(e.g., [Ruinous Extension](#)), [Acolyte Mods](#) (e.g., [Sharpened Bullets](#)) or [Amalgam Mods](#) (e.g., [Amalgam Barrel Diffusion](#)).
- This includes mods based on Acolyte mods, such as [Galvanized Crosshairs](#).
- Does not have an Exilus slot.
- Cannot equip Secondary [Arcane Enhancements](#).

Notes

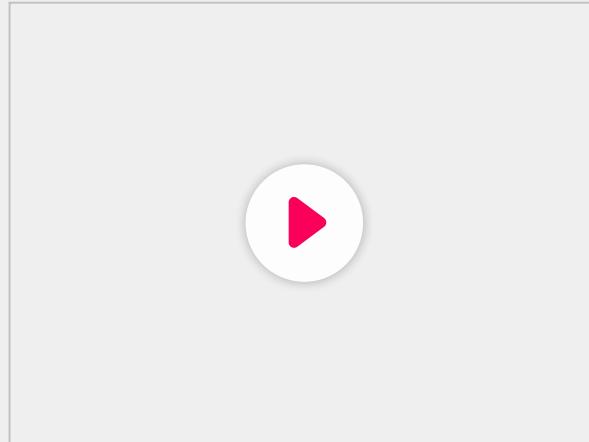
- The Regulators appear in the [Arsenal](#) after unlocking Mesa's [Peacemaker](#) ability.
- The displayed damage number of **125** in the Arsenal is the Regulators' base damage of **50** boosted by Peacemaker's innate **+150%** damage bonus.
 - This damage bonus is affected by [Ability Strength](#).
 - When in the [Simulacrum](#), the arsenal display may be glitched and instead show the Regulators' damage without the multiplier.
- The ammunition related statistics displayed (such as magazine size, ammunition pool and reload speed) are merely a technical formality of the stat preview screen as the weapon actually consumes 0 bullets per shot, thus allowing infinite ammo economy.
- As an Exalted Weapon, this weapon comes with an [Orokin Catalyst](#) pre-installed.
- Being dual pistols, the [Furax](#) exclusive [Amalgam Furax Body Count](#)'s fire rate boost works with the Regulators.
- While having a low status chance, Mesa's Regulators' high fire rate makes it very likely that the Slash status will proc from [Hemorrhage](#).

Trivia

Compatibility Tags	POWER_WEAPON
Introduced	Update 23.0 (2018-06-15)
Polarities	
Users	• Mesa
Vendor Sources	^
Article Categories	
<ul style="list-style-type: none"> • Weapons • Tenno Weapons • Impact Damage Weapons • Exalted Weapon • Secondary Weapons • Auto Weapons • Automatic • Mesa • Base • Pinpoint Weapons • Alarming Weapons • Hit-Scan Weapons • Untradeable Weapons • Available In Conclave 	

- The name of the Regulators might be a reference to the [Regulators](#), a posse from the American Old West said to have been co-founded by [Billy the Kid](#).
- Before the introduction of modifiable [Exalted Weapons](#), the stats of Regulators were affected by the mods equipped on the player's Secondary weapon.
- Regulators have an alternate skin available for them in the form of the **Regulators Presidio Skin** that players can equip if they own the [Mesa Presidio Skin](#).
 - The Regulators Presidio Skin can be equipped regardless of whether or not the Mesa Presidio Skin is equipped.
- On [Mesa Prime](#), the pistols are named [Regulators Prime](#). Their stats are, however, identical to Regulators.

Media



Regulators Prime Build - The Lawbreaker's Piece
2021 (Guide) - Warframe

Regulators Skins

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Patch History

Update 29.5 (2020-11-19)

- Fixed de-equipping a Scanner not returning you to your active Exalted weapon if one was equipped prior.

Hotfix 29.1.1 (2020-09-18)

- Fixes towards Exalted weapons not being equipped when viewed via Look Link or Mod Link.

Update 23.8 (2018-09-12)

Last updated: [Hotfix 23.10.8](#) (2018-10-25)

See Also

- [Peacemaker](#), the ability that summons the weapon.
- [Mesa](#), the weapon's user.

Weapons • Damage • Incarnon • Compare All • Cosmetics							[Collapse]
Primary	Secondary	Melee	Archwing	Robotic	Modular	Railjack	
Arm Cannon							
Auto	Bubonico • Shedu						
Bow							
Charge	Cernos • Evensong • Nataruk • Proboscis Cernos	Cernos Prime • Kuva Bramma • Paris • Rakta Cernos	Cinta • Lenz • Paris Prime • Prisma Lenz	Daikyu • MK1-Paris • Mutalist Cernos	Dread • MK1-Paris • Prisma Lenz		
Crossbow							
Auto	Attica • Nagantaka	Zhuge • Zhuge Prime	Zhuge Prime				
Semi / Mag Burst		Nagantaka • Nagantaka Prime					
Exalted Weapon							
Charge	Artemis Bow • Artemis Bow Prime						
Launcher							
Active	Carmine Penta • Penta • Secura Penta						



	Charge	Ogris				
Semi-Auto		Kuva Ogris •	Kuva Tonkor •	Kuva Zarr •	Tonkor •	Torid •
Rifle						
Active		Simulor •	Synoid Simulor			
		AX-52 •	Acceltra •	Acceltra Prime •	Basmu •	Baza •
Auto		Baza Prime •	Boltor •	Boltor Prime •	Braton •	Braton Prime •
		Braton Vandal •	Buzlok •	Dera •	Dera Vandal •	Gotva 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 •
Burst / Charge		Tiberon				
		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		Astilla •	Astilla Prime •	Boar •	Boar Prime •	Kuva Sobek •
		Sobek				
Auto / Semi		Cedo •	Felarx			
Auto-Spool		Kohm •	Kuva Kohm			

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
Semi-Auto	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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