INDUSTRIAL-SIZED

ISK DUST GUIDE

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KNOWLEDGEBASE VOLUME ③

EVE

DUST 514 BLACK BOOK

ISK VOL3

EVE-Online - massive multiplayer online game
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Whether you're a beginner in EVE getting acquainted with the game for the first time, a sniper who is testing the effective distance, maybe a fierce assaulter, a determined supporter, or even a seasoned pilot with years of experience in dropship flight under your belt, there is something to learn here.

However much you play, there are no mercenary who have successfully completed everything or who have trained every skill this universe has to offer. This book, the **I**ndustrial-**S**ized **K**nowledgebase, is beneficial to all soldiers.

It covers nearly everything a soldier may experience within New Eden. If you wish to know something, just look it up here. You do not have to be familiar with everything contained within these pages, just open the book and you will find your answer.

As a recruit you will have many questions to which you do not yet have the answers. Even basic functions and expressions will be unfamiliar to you. Even knowing what questions to ask may not be clear at first. Do not worry. All you need to know is this: read first, then ask. The answers are only a page away.

Laci™

Table of Contents

Five-one-four

The darkness outside the bunker was pervasive, and a blanket of dull fog softened the small pockets of light near the two heavily armed men standing by the west door. The sound of the distant surf was muted by the damp thickness of the air. In front of the two, massive turrets scanned the seas beyond the island. Occasionally one of the men would shuffle his feet slightly or look around, as if searching for something in the heavy and expressionless night.

Presently one of the two looked at his companion and said, "One thing I don't understand."

"What's that," the other man replied, his inflection flat as the dark horizon.

"Well," said the first man, cocking his head slightly, "why are they coming all the way out here when they could just do the same thing over FTL? I can't figure it."

"Just the way it's always been done," said the other man.

"Seems like such a risk to take," said the first.

"It's a controlled risk," said the other. He spat at the soft ground, then rotated his creaking neck with a grimace. "Everyone knows everyone else is taking a giant risk too, so nobody pulls any tricks. Initial expression of fundamental trust, they say in the manual."

"Yeah, I get that, but I mean, the trouble of moving everyone out without people knowing about it, getting them here safely... It's just, I don't know, you know? Doesn't seem to add up."

The other man took a deep breath, let it out slowly. "Dogma says the face-to-face thing is the most important factor here. Worth taking the risk for 'cause it can benefit all those hundreds of millions down the line if it makes peace any more possible." He spat again. "That being said, I'm none too sure on this either. All I know is we've been making these happen for decades, and the secret's never been spilled and nobody's ever died. Obviously someone's doing something right."

"Right," said the first. He looked down at the assault rifle cradled in his hands, then at his arm, emblazoned with the logo of the five stars.

"Tonight, the part where no-one dies is up to you and me," the other one said, looking at his companion for the first time. "You understand that much, I'm sure."

Just then a crackling came across the sky. A series of blue lights appeared in the tenebrous heavens, streaking down toward the invisible line of the horizon and gradually growing brighter.

"Well," he continued, flipping down his visor, "If you don't now, you will in a minute. Prepare to meet Empress Sarum, sergeant. And remember, bow deep."

***

The chamber was a stark and simple affair on the surface, but the tastefully muted lights and the plushness of the furniture somewhat betrayed the elevated status of the four people the environs had been designed for. At the center of the room was a circular table with a single column of gentle bluish-green light descending upon it, expanding at its lower half to a benign arc of luminescence that enveloped the entire center of the room. As the four in attendance settled into their respective positions, their mannerisms gave no indication that just outside these walls, the finest killers from the four corners of creation were assembled and ready to strike.

"Well, then," said Jacus Roden, President of the Gallente Federation. "A pleasure to see us all in the same room." He leaned forward and smiled benignly, an act which made apparent a silvery streak of metal running down the line of his jaw on both sides.

"I am honored to be in the peaceful presence of peers," said a dark-skinned, white-eyed man whose hulking frame belied his gentle demeanor. "In the name of the Minmatar Republic, Sanmatar Shakor greets you."

Piercing as a dagger, a powerful feminine voice cut across the table. "The Imperial Throne of Amarr welcomes you to the table, as always." The owner of the voice was a statuesque woman whose unwavering gaze was fixed on the table in front of her.

A long silence followed in which her final words seemed to hang in the air, suspended in the ambient lighting.

From the fourth quadrant of the table came a deep voice, laced with menace.

"So let's get this thing started, then."

***

"Respected compeers. Please. We're squabbling."

At these words, Empress Sarum and Sanmatar Shakor broke each other's gaze for the first time in several minutes. Shakor was hunched forward on the table, hands locked together; Sarum was sitting straight as an arrow, shoulders squared and nostrils flaring. Simultaneously they turned their heads to look at the unassuming bald man.

"We're not here to pick at our differences," continued Roden. "We're here to find common ground." His velvetine voice rose and fell in precise diplomatic melody. "I can understand that you have differing views on what the last few months of conflict have done to harm your respective peoples, but I assure you we would all be better served by some more constructive discourse."

"What does 'constructive' mean to you, Roden?" said Tibus Heth, Executor of the Caldari State, his thick arms crossed and his great chin down, steel-grey eyes drilling into the man across from him.

Roden smiled sweetly, and for the briefest of instants a glow came into his gaze, a flicker of green fire almost too quick to catch. He leaned back in his seat.

"Tibus, my dear friend. We have a great number of differences, you and I and everyone else at this table, but we also have several common problems. Problems which are not going to go away of their own accord. Problems which, in fact, grow in scope and gravity with each passing month. I'm sure I don't need to list the phenomena to which I refer."

"Those phenomena," said Heth acridly, "aren't problems to all of us. In fact, some of us are reaping benefit from them already." He fixed his gaze levelly at Roden. "So why don't you tell us what *your* particular problem is, Mister President?"

"My problem, most esteemed Executor, is that we have a growing power bloc in this universe of ours that does not and will not ever share a seat at this table, or any like it."

"Capsuleers," said Heth. "Our common problem. Need to find a way to stop them. I think I've heard this somewhere before."

"Is it any less true than the last time you heard it?" asked Roden, raising a carefully plaintive eyebrow.

"Capsuleers are fighting our wars for us," said Heth. "Their efforts are the backbone of our struggle. Our squabble, if you'd rather call it that."

"And while they're doing that," replied Roden, "do you honestly believe that they don't have schemes of their own? Do you think that much power can be handed to anyone without some enterprising individuals eyeing the potential for abuse?"

"These people have families, friends, cities and nations they're beholden to," said Heth. "They have loyalties. Loyalties do not vanish simply because you acquire power."

"Noblest Executor," said Jamyl Sarum, quiet as a whisper.

There was a small pause. "Your Eminence," replied Heth, somewhat taken aback.

"Have you ever felt your life ripped away from you? Your very consciousness sucked into a bottomless pit? Everything you ever thought you were or would be, snuffed out in the smallest fraction of a second?"

Heth's brow lowered. "I believe I have felt something like that, your Eminence," he replied.

"And have you felt your consciousness light up into existence again, as if the laws of life and death did not apply to you? As if you were being born again, unbeholden to the principles that bind the mere mortals of this universe?"

Heth looked down at the table, clenched his jaw. "No, your Eminence," he said in a low voice. "I have not had that privilege."

"It is not a privilege, Executor," replied Sarum. "It is the curse that has doomed the Empyreans from the beginning. It is true that there are some of them who are devoted still to causes greater than themselves, but the vast majority are so disconnected from reality that they exist in a realm all of their own, where none of the people they perceive to be lesser are worth any consideration at all."

"Sounds somewhat familiar," said Shakor.

The Empress turned her head to look at the Sanmatar, whose sightless eyes were fixed squarely on her from across the table.

"Sanmatar, I am stung by your insinuations," she said.

"Then it's a good thing faith heals, your Eminence," replied Shakor.

"Again, people..." began Roden, but this time he was interrupted by the Minmatar.

"Due respect, Mister President, but this nonsense is intensely tiresome," said Shakor. "I am not a young man and I am not particularly given to frivolous wastes of my time. We've all gone to great lengths to be here, so let's not waste the precious hours we have, or offend the fine institution that made this possible for the greater benefit of all our peoples. Let's all just address the real reasons why we came here, and then I'm sure we can be about our business of killing each other again momentarily."

The room's three other occupants looked at each other, then down at the table. A silent moment passed, then quietly President Roden began to speak.

"We need to discuss the matter of certain new technologies."

"Indeed we do," said Shakor. Heth nodded. The Empress was grave and impassive.

***

After the escort was successfully over with and the west entrance had slid closed, the door's guards were approached by a man with craggy features and close-cropped white hair, dressed in cumbersome dark armor that bore the insignia of House Sarum. His gait was heavy and assured. As he neared, he thrust out a hand.

"Amon Ahashion, Lord Commodore of the House Sarum Imperial Guard, here under provision of Joint Command Directive CC-9."

The men shook hands. "Corporal Lutiere, DED classified. That's my second, Sergeant Ulfbrard."

The Amarrian glanced briefly at Sergeant Ulfbrard, then held out his hand.

"Sergeant Ulfbrard."

"Lord Commodore." They shook hands.

"We are all in agreement," said Ahashion, "that for the duration of this operation the western perimeter of this bunker remains under the control of the House Sarum Imperial Guard. Are we not?"

"Affirmative, Lord Commodore," said Corporal Lutiere.

Ahashion nodded curtly. "If you need anything, the man in charge on the ground is Marshal Commander Kahd. I will be reachable in my quarters, down on the beachfront."

Corporal Lutiere nodded. Sergeant Ulfbrard studied the ground in front of him, his expression fixed and unmoving.

When the Commodore had made his leave, the younger man turned to the older man and said: "Don't think I like him much."

"Don't have to like him," replied Corporal Lutiere, slinging his rifle across his shoulder. "But for the time being, you do have to obey him."

***

"The proliferation is complete," said Shakor. "I'm sure our intelligence agencies have all agreed on that by this point."

"And what of it?" asked Heth. "We have new tools and new methods. Why call a meeting about it?"

"An influx of possibilities this size," said Jacus Roden, "destabilizes the ground underneath all of us, Executor." Any semblance of affected mirth had vanished from his tone entirely.

"I suspect that's not all we're here to discuss, though," said Shakor. "Is it, Your Eminence?"

All eyes fell to Empress Sarum, who was sitting with her jaw clenched, eyes cast down.

"It is not," she said presently. "Though this was a convenient pretext, I arranged this meeting for another reason."

For the first time on this cold evening on this dark world, Jacus Roden's steel-streaked jaw dropped, just a fraction of a fraction of an inch.

"You?" he said.

"CONCORD does not always call these summits, Roden," said Shakor. "You of all people should be aware of the twisted roads our dance takes us down."

Roden sucked in his cheeks, placed his hands on the table in front of him, clenched his fingers together. In the depths of his irises, a green fire was burning.

"Perhaps we'd better hear what Her Eminence has to say, then," he said, his knuckles whitening.

***

The western beachfront was a hive of activity, with Sarum troops constantly moving between hastily erected emplacements and surveillance equipment. Looking over the scene, Ulfbrard was reminded of slave children playing in the wind-swept courtyards of his neighborhood, back before the star, back before everything.

"See that machine over there?" said Lutiere, pointing down to a small alcove on the beach, where four men busied themselves with a large contraption bearing three giant discs that extended threateningly toward the sky.

Ulfbrard grunted in acknowledgment. "Atmospheric surveillance, right?"

Lutiere nodded. "That thing picks up every last little heat signature given off by anything that crosses the ionosphere in about a fifty-mile radius," he said. "They say the tech came from the Cartel originally, though the Amarr call it their own, of course."

"They call a lot of things their own," said Ulfbrard.

Lutiere gave a knowing glance at his second-in-command. "I don't disagree," he said, not unkindly.

For a few moments the two men stared out at the distant horizon.

"All I know," said Lutiere, "is if someone's gonna come at us tonight, they better have something very special up their sleeve."

At this Ulfbrard's posture loosened. He slunk a deliberately lazy look at his superior. "Again with the *all I know*," he said. "If *everything* you knew was half as much as *all* you knew, old man, then I'm sure--"

He was cut short by a distant boom, a quiet thrum more felt than seen, reverberating through the rock and seeming to shake the very air. The two men looked at each other, then down to the beachfront. Several of the Sarum soldiers were stock still in defensive poses, their weapons up and pointed toward the darkness of the tide. Others were barking commands into microphones.

Amon Ahashion emerged from his quarters, shouting orders. He was met by Marshal Commander Kahd, with whom he exchanged a communication by all appearances quite urgent.

"Polaris One, this is Polaris Five," said Corporal Lutiere into his radio. "We have Code D on the western front. Repeat, Code D on the western front, copy."

There was no sound from the radio. Corporal Lutiere felt his heart begin to race. He held his rifle up in front of him and peered at it closely.

Plasma temp gauge offline. Hybrid mixing chamber on force manual. No lights, no music.

"Shit," he breathed. He straightened up and hoisted his weapon. "Sergeant Ulfbrard, it looks like we've been EMPed," he said.

Ulfbrard stared at him. "How?" He mouthed the word, but no sound came out.

"Your guess is as good as mine, Sergeant," said Lutiere. "We need to get down there."

Ulfbrard flipped down his visor and swallowed hard. "Lead the way, sir."

***

"I am reliably informed that the infantry implant technology has spread throughout the cluster," said Sarum. "We are all in possession of it, and no doubt well on our way to building our own armies."

The other three at the table remained resolutely silent.

"The reason I have called this meeting," continued the Empress, then took a deep breath, "is that this technology in its current form poses a significant mutual threat to us, and I firmly believe all of us should cease and desist in our efforts to pursue it."

For a brief moment the veneer of political prudence dissipated, and Roden and Heth exchanged frankly incredulous glances.

"What..." began Heth.

"How is..." said Roden.

"Gentlemen, please," interrupted Sanmatar Shakor. "Let Her Eminence finish."

"I'm sure I need not remind you that the Empire's own Templar program was the first ever successful implementation of this technology," continued Sarum. "All the mistakes you're making, we've already made. All the lessons you're learning, we've already learned. Perhaps the most significant of these lessons is that the Sleepers do in fact pose a threat, and that threat is far greater than we had presumed."

The three men exchanged guarded glances.

"Tell me," said Sarum, looking at each of them in turn as she spoke. "Your recruits for this new breed of soldier. How have they been behaving, post-implant? Any instances of mental instability? Sudden forceful dissociative symptoms? Healthy young men speaking in tongues, thrashing their heads about hard enough to break their own necks?"

Roden and Heth were stone-faced; Shakor crossed his arms, his expression grim.

"Those implants carry the fragmented consciousness of the Sleepers within them," said Sarum. "In some of them, the Sleeper presence is so strong that it can overwhelm the implant's host."

Heth's brow furrowed and his eyes hardened.

"What's more," continued Sarum, "all Sleeper technology has these fragments within it. The Empyreans who today wage war on the Sleepers' outposts to harvest their technology are not, in fact, mere resource gatherers, nor are they simple thieves. They are committing something far worse than theft."

"Genocide," said Heth.

A leaden silence descended on the table. Roden was the first to break it.

"Assuming any of this were to be believed, Your Eminence," he said, a sharp edge sliding into his voice, "how big is the risk to us?"

"The risks are significant and cannot be ignored," replied Sarum. "The Sleepers are a civilization older than any other - older than New Eden, some believe. They may not exist in our physical realm at present, but it looks like that may stand to change. If they continue to be attacked in this way, there is no telling what they might do out of self-defense. And it is certainly not prudent for us to leave them any openings."

"And what would you have us do?" asked Heth.

"Accept my gift of alternative implant technology," said the Empress. "Created through other means, with no Sleeper taint, and thus no way for them to gain a foothold or exact their revenge."

"Your Eminence," said Shakor. "With the greatest of respect, you must think us absolute blithering fools."

"Sanmatar," said the Empress, raising her powerful voice so that it resounded off the small chamber's walls. "Having so recently gained your freedom, I would think you of all people would not wish to see others enslaved. I started the Templar project because this war has seen too many lives lost. I wanted a swift end to it, and gaining this technology was a means to that end."

"You wanted to win the war, not end it," corrected Roden.

"In the eyes of God and the Throne, those terms are one and the same, Mister President. You understand enough about us to know that much." Her syllables were coming faster now, rapid-fire, words tumbling over each other as her voice gathered momentum. "The things I speak of here today are important. Do not attempt to smother them with petty semantics."

Roden gave a small flourish. "Continue then," he said.

Sarum was pensive for a brief moment, seated at the table in regal diplomatic posture, her hands forming a small triangle on the edge of the table. She cleared her throat. Her cheeks looked sunken and sallow. Droplets of sweat pearled on her forehead.

"If you don't believe me," she said presently, "then answer me this: has the number 514 played into any of your lost cases?"

The atmosphere in the room sharpened perceptibly.

Heth leaned back in his chair and crossed his arms. At length he began to speak.

"It's been happening since the beginning," he said. "At first we thought it was localized to a particular place. Our first two cases came from the same barracks. We thought it was something a few of them had seen on joint operations. Some kind of graffiti they'd seen during a traumatic moment on Caldari Prime."

Sarum was staring at him intently.

"Then it started popping up everywhere," Heth continued. "Always the same."

"Blood-red skies, strange beings, and the number 514, often written in blood," said Shakor.

Heth looked at him, eyebrows raised. Roden showed no expression, but his eyes darted back and forth between the two men.

"Exactly that," said Heth.

Empress Sarum nodded.

Before the moment and all its implications were allowed to go any further, Roden spoke.

"What does that prove, though?"

"I beg your pardon, Mister President?" asked Sarum.

"The implants give them strange visions," said Roden. "How do you know for sure that Sleeper consciousness is the culprit, and not some," he made a flippant gesture, "random subroutine implanted as a failsafe by their engineers? For that matter, how do you know this isn't merely a quirk of the technology, soon to be ironed out by engineers? Surely those of us who are old enough —" and here he nodded his head pointedly at Shakor, "— remember the spectacular capsule failures of the Caldari-Gallente War. To my recollection those stories weren't much better."

"You're not listening," said Sarum, growing agitated. "You're willfully misinterpreting my words."

"My point, dear Empress," said Roden, "is that there are a million possible explanations. Why should we so readily fall on this one?"

Sarum inhaled sharply, straightened up, then exhaled slowly through her nose. "A... most trusted advisor relayed his first-hand experience of Sleeper consciousness to me. It is," and at this her gaze grew distant, "the most rapturous thing I have ever experienced, and at the same time the most horrible. We are literally rending the fabric of their self-constructed universe into pieces."

"If the rapture you felt in a digitized simulation of reality outstripped the rapture you feel in your faith, then perhaps it's time to reconsider a few things, Your Eminence," said Shakor.

"Stay with the quips, Sanmatar," replied Sarum quietly," and watch them destroy us because we can't trust one another."

"And what, exactly, have you done to earn that trust, Your Eminence?" said Roden, raising his voice for the first time. The effect was pronounced and unsettling, a crescendo of pinpoint syllables.

"I have gone to great lengths to procure a solution to a problem I myself created," said the Empress. "I can only beg that you heed my words. I have no gambit."

"The Amarr Empire is not particularly known for having no gambit," said Shakor. "So you will pardon us if we don't heed your words quite yet."

As he said this, a wave of force passed through the room. Every one of the four felt their ears briefly buzz with high frequency, and summarily the hairs rose on every neck.

"You may be running out of time for that," said Sarum, and stood up.

<p style="text-align:center">***</p>

By the time they reached Lord Commodore Ahashion the western beachfront was awash with running and shouting Sarum troops, hastily readjusting defensive plans, corraling men into formation.

"What's going on, Commodore?" said Lutiere, wholly out of breath.

"Some sort of electromagnetic pulse," said Ahashion, his eyes keeping close watch over his men as they spread out across the beach. "We don't know what could have generated one large enough to disrupt our equipment. Whatever it is, it disabled communications with our orbital forward point as well, several minutes before the blast. We don't know what's going on up there."

Sergeant Ulfbrard felt a cold chill run down his back.

"What are your immediates for our contingent over here?" asked Lutiere.

"Spread out," answered the Commodore. "Stay hidden. Watch the skies." As he said this he was looking at something in the far stratosphere above them, and now suddenly he began to move. "In fact, this would be a good time to start."

A tremendous clap reverberated through the night and a pillar of light appeared down on the beach behind a large outcrop of rock. Another clap brought another pillar, then another, all of them extinguished almost as soon as they had appeared.

The men on the beach held fast, waiting intently. Fear was pasted on every face.

"Find your men," said Ahashion to Lutiere, "and do it now."

<p style="text-align:center">***</p>

"This is trickery," said Roden, backing away from the table. "I will not have trickery."

"There is no trickery," said Sarum. "This is exactly what I warned of."

"You did this, Minmatar," said Heth. "This kind of underhanded treachery is your hallmark."

"And how do I know it was not you?" answered Shakor. "Hallmarks or no hallmarks."

Heth's brow darkened. Several sharp noises carried in from the outside, shaking the earth as they went.

"We are about to be pulled out of here in the next thirty seconds," said Jamyl Sarum, looking at the only three colleagues she had in the world. "Three of us will be instantly safe. I do not know about you, Dear Executor."

Heth nodded. "My people will take care of me," he said.

"All I ask is that you remember my words," said Sarum over the growing staccato of noises from outside. "Research the matter. Find out for yourselves." She looked at each of the men in turn. "I have arranged for you to receive coordinates to cargo containers my people have deployed. There you will find the clean technology I have promised. Though you may not believe my words, I pray you will believe the evidence."

"What smoke and mirrors, Your Eminence," said Roden. "Absolutely ingenious piece of theatre, from beginning to end."

Sarum shook her head.

"Ye of little faith," she said.

One minute later the room stood empty, and one minute after that it was blown to shards, each of which flew out soundlessly past the fighting men and into the dark sea, silent sinking monuments to a chamber whose last occupants would never see each other in the same room again.

***

With his Corporal's head cradled in his lap and his blood mixing with the Corporal's blood on the glinting pavement Ulfbrard gathered his senses just enough to scream, and scream *loud*.

Though it had been intended as a roar, the sound that came out was more akin to a gurgle. He supposed it was probably due to the missing lung.

Blackness began to paint his periphery. This was it, then. Good a way to go as any. Something historic. Nobody there to witness it.

A dark silhouette came into his field of view. He narrowed his eyes at it, and as it gradually came into focus a sick realization rattled its way down his spine and took hold in his gut.

An armored figure with a matte visor, spread out over the face as if to deny even the existence of a face, stared down at him.

"Evening," he managed to say, through blood and sand and bile. Ocean air had never smelled so fresh.

The figure stood there for a brief while. Small clicking noises could be heard inside its helmet. Then it leveled its weapon at him.

Involuntarily his breath quickened, choked gasps coming in ragged rhythm. He had often wondered what his last words would be; in fact, he had constructed them carefully. He opened his lips to speak.

"Adakul, light of the world..." he began, but got no further.

The figure resumed its search of the surroundings.

The horizon was silent and dark.

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- The Races of the EVE universe
- Game types
- War and Profit
- The GUI in the station
- The GUI in the battlefield
- How and what? – The Control

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EVE

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The Races of the EVE universe and You

The world of EVE is inhabited by five major races: Amarr, Caldari, Minmatar, Gallente and Jove. All of these races are of human origin; their ancestors entered this little part of the universe thousands of years ago through the natural wormhole. Though most of the first settlements collapsed when the wormhole suddenly closed, a few survived. Today's races are the descendants of those scattered colonies.
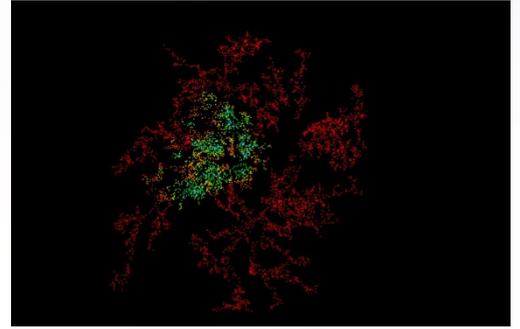
DUST 514® takes place in the EVE Universe, centered on a dense cluster of star systems connected to one another by a vast network of stargates. These gates allow for near instantaneous travel between over 5,000 star systems.

The core of this cluster, called New Eden, is controlled by four major empires:

Amarr Empire	Caldari State	Gallente Federation	Minmatar Republic

Beyond the interior of the cluster lie the outer regions, lawless zones where the independent space captains of EVE, the capsuleers, struggle for supremacy.

Amarr Empire

The largest of the five main empires, the Amarr Empire is a sprawling patchwork of feudal-like provinces held together by the might of the Emperor, spanning 40% of the inhabited solar systems. Religion has always played a big part in Amarrian politics and the Amarrians believe they are the rightful masters of the universe, souring their relations with their neighbours. Another source of ill-feeling on the part of the other empires is the fact that the Amarrians embrace slavery. The Amarr Emperor is the head of a ritualistic, authoritarian imperial state, and below him are the Five Heirs, the heads of the five royal families from which a new emperor is chosen. The Emperor's authority is unquestioned and absolute, but the archaic and bureaucratic system of government makes it difficult for him to exert his rule unless directly in person.

Otherwise, the Five Heirs rule in his name, dividing the huge empire between them. The Emperor and the Five Heirs can expect to live for at least 500 years. Extensive cyber-implants keep their frail bodies alive, even when their organs begin to fail. These cyber enhancements date back many millennia, and have become a symbol of royal divinity in the eyes of the Amarrians.

Always a deeply religious people, religion remains of great importance to every Amarrian, a fervour which, at various times, has been responsible both for great good and great evil. Shortly after recovering from the closure of EVE, they began to expand their realm at the expense of neighbouring states.

The nations they conquered were enslaved, a practice justified by their religion. Ever since, the Amarrians have enslaved every nation and race they have encountered and today slavery is an essential part of Amarr society.

This has, of course, tainted their relations with other races, especially the individualistic Gallenteans. The Amarrians were the first of the races in EVE to re-discover warp technology, notably jump gate technology. After accomplishing this more than 2,000 years ago, they immediately began expanding to nearby solar systems, slowly building up their empire in the process.

On the way, they encountered two human races, both of whom suffered the fate of being enslaved by the far more powerful Amarrians. In recent years however, the Amarrians have begun to run into serious opposition. First they met the Gallente Federation. Although smaller, the Amarrians soon found the economic and military might of the Gallenteans to be a match for their own.

Soon after, the Jovians arrived on the scene and the Amarrians made a futile attempt to subjugate them, resulting in a humiliating defeat. To make matters worse, the Minmatars, enslaved for centuries by the Amarrians, used the opportunity to rebel against their masters.

Since these fateful events two centuries ago, the Amarrians have learned restraint. They have slowed down their expansion and are less forceful in their dealings with other races, but still view themselves as the most powerful race in EVE, if only because of their sheer numbers.

Caldari State

The Caldari State is ruled by several mega-corporations. There is no central government to speak of – all territories within the State are owned and ruled by corporations. Duty and discipline are required traits in Caldari citizens, plus unquestioning loyalty to the corporation they live to serve. The corporations compete aggressively amongst themselves and with companies outside the State, resulting in a highly capitalistic society.

Each corporation is made up of thousands of smaller companies, ranging from industrial companies to law firms. All land and real estate is owned by a company which leases it to the citizens, and government and policing are also handled by independent companies. Although this gives the corporations dictatorial powers, they are just as bound by Caldari customs and laws as the individual, and the fierce, continual competition between the corporations ensures a healthy, consumer-based social environment, which benefits everyone. While the Caldari State may not be nearly as big as that of the Gallenteans, let alone the Amarrians, they are still universally feared and admired.

The Caldari economy is strong, and their military might is parallel to that of the larger empires. Coupled to the fact that they are more unscrupulous than the Gallenteans and more combative than the Amarrians, this makes them in many ways the most meddlesome of all the empires. As most Caldari trade is conducted by individual companies rather than the State itself, this makes it difficult for the other empires to deal with them at a political level. If a company is found guilty of unethical business dealings, it simply disappears into its parent corporation, and before long another one appears to take its place. But if a Caldari company is threatened, the whole corporation and often the whole State backs it up with full force.

Caldari society is steeped in military tradition. As a people, its members had to fight a long and bloody war to gain their independence, and even had to surrender their home planet to their hated enemies, the Gallenteans. It was at this time that the corporations established themselves as the driving force behind creating and maintaining the new Caldari State. Even if the Caldari have not engaged in war for many decades, they still strive to be at the cutting edge of military technology and their vessels, weapons and fighting methods are inferior to none but the enigmatic Jovians.

To curb their aggressive tendencies, the Caldari actively pursue and sponsor a range of sporting activities. Many of these are bloody, gladiatorial-like competitions, while others are more like races. But whatever the sport, the Caldari love betting on the outcome, making gambling a massive industry in the state. The State offers its citizens the best and the worst in living conditions. As long as you keep in line, do your job, uphold the laws and so forth, life can be fairly pleasant and productive. But for those who are not cut out for this strict, disciplined regime, life quickly becomes intolerable. They lose their respect, family, status, everything, and the only options left to them are suicide or exile.

Although not exactly xenophobic as such, the Caldari are very protective of their way of life and tolerate only those foreigners that stick to the rules.

Gallente Federation

The Gallente Federation encompasses several races, the Gallenteans being the largest by far. The Federation is democratic and very liberal in a world full of dictators and oligarchies. The Caldari State was once part of the Federation, but a severe dispute resulted in their departure and a long war between the Gallente Federation and the Caldari State.

The Gallenteans are the masters of pleasure and entertainment and their rich trade empire has given the world many of its most glorious and extravagant sights. Self-righteous, meddling, pompous and tiresome, or virile liberalists and defenders of the free world.

Love them or hate them, you simply can't ignore them. Everybody has an opinion on the Gallente Federation, it all depends from which side of the table you view them. For many, it is the 'Promised Land', where any dream can become a reality. Descendants of Tau Ceti Frenchmen, the Gallenteans remain strong believers in free will and human rights, despite numerous setbacks in their long history. It has been said that, once you have seen the Crystal Boulevard in Caille, you've seen it all. True, the view is spectacular, but if there's one thing you can never see in its entirety, it is the Gallente Federation. You may travel its length and breadth, marvel at the Sunspiral on Troux, climb the Akat Mountains on tropical Intaki, or thrill to the Mendre dancers on Sovicou. Wherever you go, you will always see something new and exciting, even when you visit the same place again. Gallente society is in a constant state of flux – vigorous, vibrant and progressive.

Few societies display such stark contrasts. Many of the wealthiest people in the world are Gallenteans, creating a constant demand for luxury goods. At the same time, the ranks of the poor number millions, because while the liberal market-driven economy and individual freedoms may allow everybody the chance to advance to the top, they make it just as easy to plummet to the very bottom of the social ladder.

In the world of EVE, the Gallentean are the kings of entertainment, mass-producing everything from cheap porn-flicks to elaborate stage-shows for an ever-hungry public. They boast the most elaborate luxury space yachts, and the most glittering hotel reservoirs. Anything your mind or body could ever crave, the Gallenteans have plenty of it. The Gallenteans are not alone in their Federation, whose boundaries are home to pockets of residents, varying in size and representing all the other races of EVE, most of whom left their own empires due to political or ideological differences, or simply in search of peace and prosperity. In addition to these, there are two human races, the Intakis and the Mannars, both of whom the Gallenteans found while exploring and expanding their empire.

Both were at a very primitive level when the Gallenteans found them, but since coming under the protection and guidance of the Gallenteans, both races have flourished and today are fully-fledged members of the Federation. The Caldari were initially part of the Federation, but deep-seated differences and mutual animosity between them and the Gallenteans drove them out to form their own empire. For a time, the two warred against each other, but as neither could gain sufficient advantage to claim victory, peace was settled in the end.

Minmatar Republic

A tough, no-nonsense race, the Minmatars are a determined and independent people. Their home planet of Matar is a natural paradise, although centuries of abuse have taken much from its beauty.

The Minmatar Republic was formed over a century ago when the Matari threw out their Amarrians overlords in what is known as the Minmatar Rebellion. The Matari had the support of the Gallente Federation and to this day, the two nations remain close allies.

Yet, only a quarter of the Matari people reside within the Republic. The rest are scattered around the galaxy, including a large portion still enslaved within the Amarr Empire.

Minmatar individuals are independent and proud, possessing a strong will and a multitude of tribal traditions. For the Minmatars, the most important thing in life is to be able to take care of yourself on your own, and although kin and family play an important role in their society, they prefer identifying themselves by the clan or tribe to which they belong.

A clan can have any number of people in it, and its size is largely dictated by the main activity of its members. Most specialize in one area of activity. While those who live on a planet can focus on agricultural or industrial activity, others who travel around the universe of EVE concentrate on trading, pirating, and suchlike. In the distant past, the clans constantly warred against each other.

Since then, however, Minmatars have learned that cooperation is more important, and although the clans still try to maintain their regional and ideological identities, they act as a single unit towards other races.

The fortunes of the Minmatars have ebbed and flowed continuously. At one time they had a flourishing empire with a level of mechanical excellence never before or since seen anywhere. Later, however, they had to endure centuries of enslavement, toiling and dying for the benefit of foreign masters. Today, most of them have regained their freedom, but the legacy of their enslavement has been the diaspora of the race.

The Minmatars are the most numerous of all the races in the universe of EVE, but their vast numbers are divided into many factions. While the Minmatar Republic is the official state, only a quarter of all Minmatars are part of it.

The largest proportion, almost a third, are enslaved within the huge Amarr Empire, while a fifth resides within the Gallente Federation, creating a powerful political bloc which keeps relations between the Gallenteans and the Amarrians in a constant state of tension. The remainder, who are not part of any formal organization, live as freemen.

Many are itinerant labourers, roaming from one system to another in search for work. A fair number make their living on the darker side of the law, acting as pirates, smugglers and peddlers in all kinds of illegal goods and many of the larger criminal groups in the world of EVE are run by Minmatars.

Character Creation

Welcome soldier! When you create your character, also known as a soldier / mercenary, you are free to choose his or her race, gender, bloodline, and name. All of these decisions are permanent and cannot be altered later so it is good to pay careful attention to the look of your character, making sure you are happy with your choices. Also of note is when choosing a name, please pay attention to your intended capitalization.

Dust names are all case-sensitive. There is a 'First Name' field and a 'Family Name' field – the full name can have a single space in it.

The various character races and bloodlines differ in their background (history) and looks. Since everyone can learn every skill, it is only matter of time to reach all skills at level V (no one has done it yet as it would currently take about 10+ years worth of skill training).

It is practical to choose a character that you will be happy with, for that character will grow and change as you explore EVE Universe for years to come. If role-playing is important for you, choose a character whose background story appeals to you.

PLEASE NOTE THAT: The choice you make about your character's name, race, bloodline and gender are permanent and you cannot change them later!

The Dust 514 Is Not (Just) A Single-Player Game!

The whole EVE universe is not about a single-player experience, so we suggest seeking out some friends as soon as possible. The Help channel and various language-specific channels are all great places to meet new people. We advise you to join these as soon as possible.

To join a chat channel, Open the chanels sidebar (by pressing the „Select" on your controller). In the 'Channels' list move to the bottom of the list, and a type the name of any help/community channel you want to join (or create a new).

Some help/community channels:

- **Dust514**

- **Hungarian**: Dust-HUN

Since most of these channels are busy and it is hard to keep track of all the conversations, you may also be interested in joining various community channels. Corporations and alliances often run such channels.

While in the first few days, it may be unwise to join a corporation because you do not know yet what kind of playing style (and corporation) you will prefer, it is wise to join their public channels if they offer help. That way you can get to know more people and more corporations, which is important in developing your playing style.

Logged In – The Recent Updates Screen
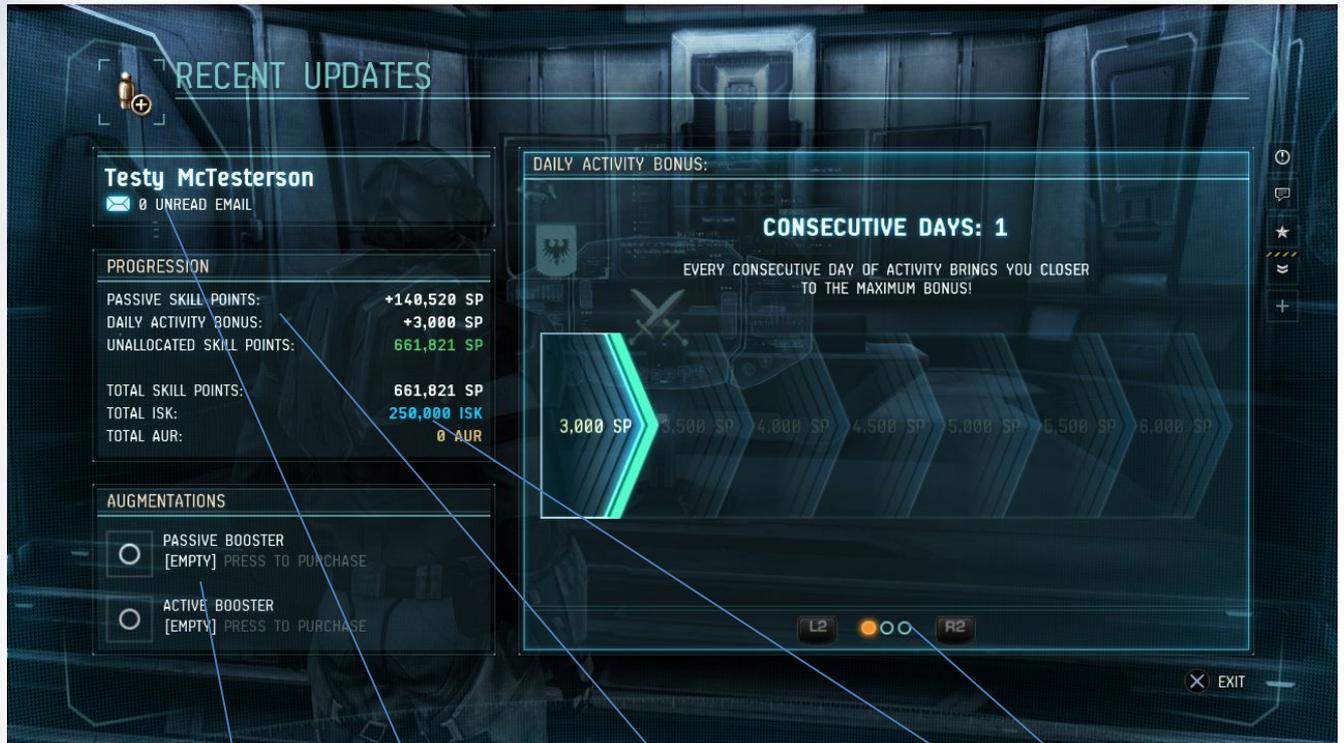
The first thing you will - no doubt - notice is the new Recent Updates screen - which will load up when you enter your Mercenary Quarters after logging in.

Here you can find out if you've got new messages, how many SP you've accumulated, your ISK/AUR totals, what boosters you have active, what's happening in the wider universe, new market promotions, and where your Daily Activity Bonus is at.

This window isn't just a passive display: you can navigate to each area and interact with it to perform common tasks. Selecting the mail notification will take you directly to your mail, while the progression box will load the skills window so you can spend your accumulated SP.

The boosters area will allow you to purchase and activate boosters if you don't have any active, while the market view of the main scrolling pane (which is scrollable with L2 and R2) will allow you to purchase items you like the look of.

See all the details about the Daily Activity Bonus: here.
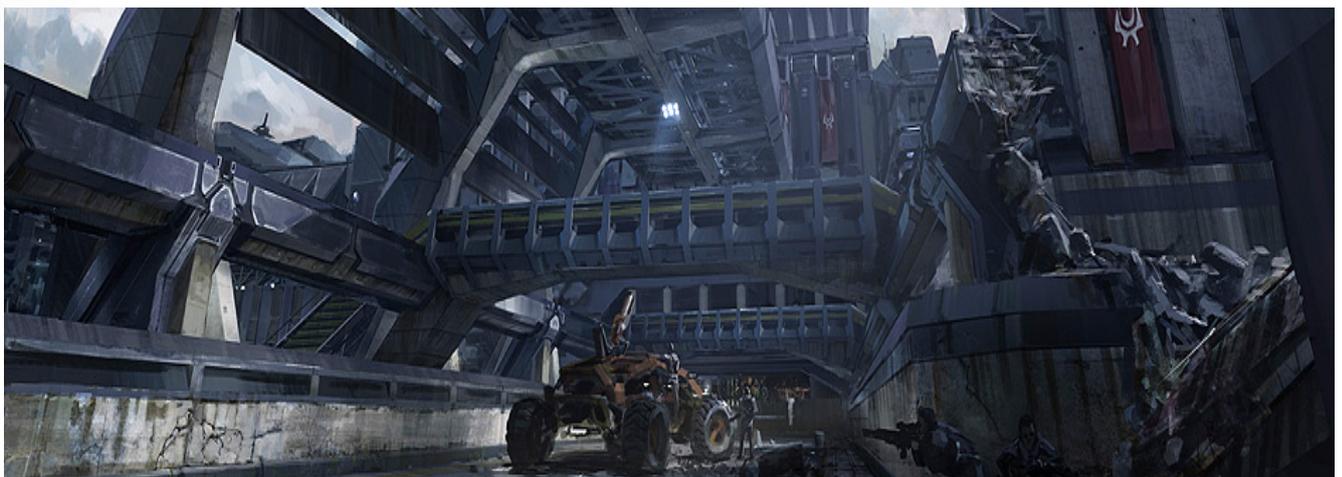
Game types – The Battle Finder

How to start? Get a dropsuit, fit with modules and weapons, get in the game, then "Grab aim hold steady, ready, just pull the trigger!" Battles can take three main forms but they're has several sub-types.

You can edit / select which game modes you would like to queue in the Public contracts, allowing to queue for multiple game modes, Ambush, Domination, Skirmish. So, you can select any or all of them.

You can choose which faction(s) will be queuened at the Faction Contracts, for an example: you may fight for the glorious Amarr Empire only if you would like to do.

Academy Battles (Ambush)

Entry to these battles will be limited by total war points earned per character and will prevent older players from joining. New players will not be presented with the existing instant battle queues however they can join a squad with veteran players and be pulled into other battles. Faction warfare and planetary conquest battles will also still be available to new players. Academy matches take place in an 8v8 Ambush setting, doing this makes the early matches more focused allowing players to gradually learn how to play.

Public Contracts

Ambush

Two teams of mercenaries will fight to the death, each team attempting to deplete the available clone reserves of the other team within the allotted mission time. If the mission timer expires before a team is eliminated, the team with the most available clones will be deemed victorious.

Ambush (OMS)

Same as above, but as the battle progresses, _O_ff-_M_ap _S_upport in the form of turrets and other assets will be dropped from orbit onto the battlefield to assist whichever side is able to claim them. If the mission timer expires before a team is eliminated, the team with the most available clones will be deemed victorious.

Skirmish

Two teams vie for control of a designated planetary location by destroying the enemy Mobile Command Center (MCC) in the area while protecting their own. By capturing and maintaining control of NULL cannon installation components, a team is able to increase the amount of damage done to the enemy MCC. The more NULL cannons held, the faster the enemy MCC takes damage. The battle is over when one of the MCCs is destroyed.

Domination

Same as the Skirmish, but in this case: Two teams of mercenaries fighting over a single objective. To destroying the enemy Mobile Command Center (MCC) in the area while protecting their own. (_One console to rule them all, one scout to find them, one null cannon to bring them all .... down._) The battle is over when one of the MCCs is destroyed.

Faction Contracts (Factional Warfare Battles)

The battles can be found under the Mercenary tab of the Battle Finder and are now auto generated based on Factional Warfare activity within EVE. These battles allows you to select which side you want to fight on.

You can now see your connection quality to battles. The bar shows your connection quality (more bars means higher quality).

Friendly fire has been enabled in all factional contract matches. Please watch your fire while participating in these battles.

See all the details there.

Corporation Contracts (Planetary Conquest – Corporation Battles)

See all the details there.

The MCC

Mobile Command Centers (MCC's): At 200 meters length, these vehicles represent the largest, most powerful weapon a team can acquire, and are flown by a team's commander. Often destruction of the MCC means victory on the battlefield.

Colossal. Imposing. Devastating. Any of these words could describe the MCC, but only one truly sums it up: Control. The MCC is the nerve center of any army, the backbone upon which wars are waged and battles won.

It is from here, locked within the confines of a modified hydrostatic pod, that the commander orchestrates the fate of those on the ground below. He does so having never set foot on the battlefield, but with the collective knowledge and situational awareness of every unit that has. If knowledge is power, it is the commander who wields it.

Heavily fortified and shielded, the destruction of an MCC is by no means an easy task, but not an impossible one. Only a sustained heavy weapons barrage is sufficient to disable the MCC's shields and take down its armor.

The Squad Finder

The Squad Finder allows you to find and join publicly listed squads and squads lead by members of your corporation and/or alliance. When you create a squad with the Squad Finder you can enter a short description and choose whether the squad should be private, public or only available to corporation and/or alliance members. You can change the squad's settings afterwards as well.

Each squad listing includes a latency indicator which shows you your own latency to the squad leader's region.

War and Profit

There are three things you can come away with from a battle: money, skill points, and salvage, and here's how you get them:

Money

ISK is the primary currency in the EVE Universe and a necessity for fighting wars. You will earn ISK from each battle you fight. The size of the reward depends on your contribution and the cost of the battle. Those who contribute more are rewarded handsomely, but all mercs are guaranteed a solid income.

A portion of the reward pool for each battle depends on the value of items destroyed in the battle. If the battle saw countless vehicles and expensive prototype gear destroyed, everyone is in for bigger rewards. ISK rewards are calculated as follows for each participant:

Base rewards – Every mercenary receives basic compensation for each battle they fight. The size of the reward depends on the time you spent fighting, so joining a battle late will net you lower earnings. Value of objects destroyed in battle has no bearing on this part of the reward.

Team rewards – The total rewards calculated from the value destroyed are split between the participating teams, with the winning team earning a larger share. Then, each participant earns a cut of the total rewards that their team received based on the time they spent in the battle. If you're late to the party, you'll earn a smaller cut.

Individual rewards – Finally, every participant receives a reward based on their individual contribution on the battlefield. Mercs earn war points based on their actions in the course of each battle, and the more war points you score, the higher your cut of the total pay-out.

Having a solid income is necessary, as you will be using the ISK you earn to buy upgrades, and to resupply any gear you lose during combat. Everything you take into battle in DUST 514 can get destroyed. Luckily, most items are in ready supply should you have the cash.

Joining a player-run corporation might make your life more comfortable and earn you reliable funding, but you will have to rely on your personal earnings until you find a corporation to take you in.

Skill points

Aside from fattening up your wallet, every battle helps improve your clone through Skill Points. At the end of each battle, the war points you earned will be totalled and converted to SP. The better you perform, the higher the number of skill points you will receive.

Currently, skill points gained in battle have diminishing returns, meaning that if you play a lot in the course of a week, you will earn fewer points towards the end. These diminishing returns currently reset every at downtime on Tuesdays.

(**Note from the devs:** This is temporary, and we are working on a more flexible iteration of the skill system that will not hinder dedicated players or be exploitable by players looking for easy SP.)

Salvage

Salvage is your final reward for battles fought. How you currently receive salvage is straightforward: Everyone who participates in a battle receives an equal opportunity to receive items from a single master loot table, regardless of their performance. This system is temporary, and serves as a stepping stone towards final implementation, which should prove far more robust and enjoyable.

War Points (WP)

War Points (WP) are collected during a match for completing various tasks. These points are how players a ranked on a scoreboard for a given game. The leaderboards also have a WP ranking, for both individual mercenaries and whole corporations. The final SP reward is related to this as well.

All the rewards are halved when there are 2 players who receiving it: You will get 75 WP for a HAV destruction when you are hit it, but the final shot isn't yours.

Amount	Reason
150 WP	HAV Destruction RDV Destruction
100 WP	Hack (NULL Cannon)
75 WP	Large Installation Destruction Dropship Destruction HAV Destruction Kill assist Counter hacking - rewards a counter hack.
60 WP	Headshot Kill
50 WP	Kill Hack (Installations) 2nd Hack Assist (NULL Cannon) Supply Depot Destruction
40 WP	LAV Destruction Dropship Destruction assist
35 WP	Guardian (repairing someone while that person kill somebody) Vehicle Kill Assist (when the vehicle kill someone while on board)
25 WP	Kill Assist 2nd Hack Assist (Installations) Triage Team Spawn Intel Assist - rewards the scanner if their squad members kill scanned vehicles or installations. Scanning War Points will still be received up to 10 seconds after a scan has ended if the target was damaged whilst scanned.
20 WP	LAV Destruction Kill assist
15 WP	Intel Assist - rewards the scanner if their squad members kill scanned enemies. Scanning War Points will still be received up to 10 seconds after a scan has ended if the target was damaged whilst scanned.
12 WP	3rd Hack Assist (Installations)
10 WP	Team Resupply
5 WP	Equipment destruction – rewards the destruction of enemy equipment.
? WP	Transport assist - After troops have been transported over 100M from the point where they boarded, the pilot will receive a reward equivalent to 15% of the War Points disembarked passengers earn for one minute.

Loyalty Points

Loyalty points are essentially a currency that corporations within New Eden give to those who do things for them. For example the Federal Marines would give out Federal Marine loyalty points. These loyalty points can then be taken and used to buy unique items that the corporation has to offer. So you could take your Federal Marine loyalty points and spend them in the Federal Marine loyalty store which will have Federation equipment. This equipment (be it actual equipment, dropsuits, weapons, or modules) is custom and often times can only be gotten from that store.

You can get loyalty points for playing factional contracts and the higher your standing to the side you are fighting for the higher your loyalty point reward will be. One of the other unique concepts with the loyalty point store in EVE is that items in the LP store cost both ISK and LP. This is a concept we will be bringing to the DUST LP store as well. Things in the LP store will cost both ISK and LP.

Specialist Weapons

When we talked about the loyalty store, we have to mention the new version of prototype weapons, almost everything the same as proto weapons. The only difference is that they have less fitting requirements. (big grin) Here is a list of the new weapons:

- Federation Duvolle Specialist Assault Rifle
- Federation CreoDron Specialist Shotgun
- Federation Allotek Specialist Plasma Cannon
- Republic Boundless Specialist Combat Rifle
- Republic Freedom Specialist Mass Driver
- Imperial Viziam Specialist Laser Rifle
- Imperial Specialist Scrambler Rifle
- State Kaalakiota Specialist Rail Rifle
- State Wiyrkomi Specialist Swarm Launcher

All available in the loyalty store for both ISK and LP, all offering the same stats as their normal prototype variant with just a bit less fitting requirements.

Aurum Items

So, you know how you can go to the market and buy Aurum variations of weapons and equipment? For the most part the only difference between these items and their ISK counterparts is that they have lower skill requirements. Pay Aurum, get into stuff with less skill points. There is a brief breakdown of how those items is distributed:

- Every race gets a copy of the CPU and PG upgrades
- The damage modifiers get split amongst the stores
- Gallente and Amarr get armor
- Caldari and Minmatar get shield
- Gallente and Caldari get vehicles
- Equipment is split evenly
- Weapons go to the race that they should based on design
- Dropsuits are included and go to their race

New Equipment

Aurum items and specialist weapons are the two primary types of things in the Loyalty Point Store, but what about equipment though and all those logibros. Well we have a selection of equipment that is just... well all around better. More repair, longer lasting scan results, combining short spawn times with more spawns, things like that.

Attribute	Viziam Drop Uplink	Imperial Viziam Drop Uplink
Max. Active	2	
Max. Carried	3	
Spawn Time Modifier	+5 %	-47,5 %
Max. Spawns Per Unit	20	15
Health	100 HP	
PG	71	
CPU	14	
Skill(s)	Dropsuit Upgrades Level I	
	Dropsuit Core Upgrades Level II	
	Drop Uplink Deployement Level V	

Attribute	Ishukone Nanohive	State Ishukone Quantum Nanohive
Max. Active	2	
Max. Carried	3	
Max. Nanite Clusters	48	72
Effective Range	7 m	
Ammo Res. Rate	30 %	35 %
Armor Rep. Rate	0 HP/s	
Health	100 HP	
PG	59	
CPU	11	
Skill(s)	Dropsuit Upgrades Level I	
	Dropsuit Core Upgrades Level II	
	Nanocircuitry Level V	

Attribute	Ishukone Nanohive	State Kaalakiota Nanite Injector
Armor Repaired On Revival	80 %	100 %
Skill(s)	Dropsuit Upgrades Level I	
	Dropsuit Core Upgrades Level II	
	Nanocircuitry Level V	

Attribute	CreoDron Active Scanner	Federation Duvolle Active Scanner
Scan Distance	100 m	125 m
Scan Angle	60 °	
Cooldown	15 s	20 s
Target Visibility Duration	5 s	10 s
Scan Precision	28 dB	
PG	46	
CPU	9	
Skill(s)	Dropsuit Upgrades Level I	
	Dropsuit Core Upgrades Level II	
	Active Scanner Operation Level V	

GALLENTE

Attribute	Core Repair Tool	Republic Boundless Repair Tool
Repair Rate (on dropsuit)	70 HP/s	90 HP/s
Repair Rate (on vehicle)	105 HP/s	
Max. Repair Distance	15 m	20 m
Max. Targets	2	
PG	48	
CPU	8	
Skill(s)	Dropsuit Upgrades Level I	
	Dropsuit Core Upgrades Level II	
	Repair Tool Operation Level V	

MINMATARR

The GUI in the station

Before rushing into battle, take some time to familiarize yourself with your surroundings. You are currently in your Mercenary Quarters (MQ). This is where you spend downtime between battles. Everything you need can be accessed from this room or via your personal NeoCom.

The NeoCom

Battle	**Battle Finder**	You can access the Battle Finder to find contracted battles you can participate in. Battles are categorized as: **Public Contracts**: Issued by (NPC) corporations in high-security space, these are available for lone mercenaries or small squads. **Factional Contracts**: Issued by the four major empires of New Eden to influence their sovereignty in space and on the ground. (You can get Loyalty Points here!) **Corporate Contracts**: Corporate contracts are for conflicts that have been assigned to your corporation either because a district you own has been attacked or your corporation has decided to attack other district. **Other Contracts**: Under exceptional circumstances some special contracts will appear here.
	Squad Finder	The squad finder will list all available squads that are not yet deployed into battle and are waiting on new players to join them. You can see the squad name, how many people are in it already, who the squad leader is and what corporation they are from. Simply tapping X on the squad will join you in.
	Starmap	Here you can see a detailed description.
	Last Battle	You can see the last battle's progress (ending) screen if available.

Character	**Character Sheet**	You can keep track of your character's progress and manage your skills. Skills are what define your roles and abilities on the battlefield.
	Skills	To be an effective combatant you will need to train skills using skill points you've accrued. Skill points are accrued passively over time whether you are logged in or not, as well as actively by participating in battles. Skill points are then used to train levels (up to a maximum of five) of skills for which you have already acquired the necessary skill books.
	Wallet	Your personal wallet, contains a section showing your incoming and spent money in ISK.
	Augmentations	Augmentations are plugins that you must buy with Aurum. Currently there are two known types of augmentation: Active and Passive boosters. The Skill Booster increases the rate at which you gain points, allowing you to train skills and increase your options at an accelerated rate for a limited period of time.
	Updates	Here you can find out if you've got new messages, how many SP you've accumulated, your ISK/AUR totals, what boosters you have active, what's happening in the wider universe, new market promotions, and where your Daily Activity Bonus is at.

Fitting	**Dropsuit Fitting** **Vehicle Fitting**	You can use the items in your inventory to create dropsuit and vehicle loadouts for use in battle. You must have at least one valid fitting in order to enter battle. Starter fittings are issued to all new recruits so you'll always be able to get back into the fight!
Market	**Marketplace**	In Market you will find the marketplace, which is where you buy the gear you'll need to be a successful mercenary. Items listed on the market can be purchased with either ISK or Aurum (AUR). ISK is earned by participating in battles while AUR can be purchased from the PlayStation®Store. The items you purchase on the market come in two forms: regular items and blueprints. Regular items are exhaustible. Once they have been depleted, more will have to be purchased from the market. Blueprints are inexhaustible. They will never deplete. **Note that even though you can buy any item on the market, you will need skills in order to use most of the items on offer.**
	Assets	Here you will find your Assets.
Social	**Chat** **Contacts** **Mail** **Leaderboards**	You will find the communication tools you need to manage contacts and corporations and stay in touch with the many, many people you will come to fight alongside or against in your mercenary career.
Corporation	**My Corporation** **Wallet (Corporate)** **Search** **Create Corporation**	Where you manage your corporation
System Operation	**Options**	You can alter various options to suit your preferences.
	Log Out	Returning to the log-in screen.
Help	**Instructions** **Tutorials** **Movie** **Legal**	If you find yourself in need of help, tutorials can be accessed from the Help section of your NeoCom.

The GUI in the battlefield

Shield And Armor of the allied MCC

Shield And Armor of the enemy MCC

Null Canons

Red: Enemy
Blue: Allied
White: Neutral

Status Messages
Kill, death informations
Battle related messages

Allied Clone Reserve

Enemy Clone Reserve

Personal Shield And Armor information

Personal Stamina information

Target information.
Efficiency Rating means: The current weapon effectiveness agaitns the target

Target information.
Name
Shield
Armor
Dropsuit Grade

Grenades

Total Ammo

Ammo in the clip

I'm legend – Icons on the field

Icon	Name	Icon	Name		
	Infantry Tag		Light Ground Vehicle		Drop Uplink
	Player		Medium Ground Vehicle		Nanohive (Ammo)
	Infantry		Heavy Ground Vehicle		Nanohive (Ammo & Repair)
	Squad Member		Remote Explosive		Supply Depot
	Enemy Infantry		Light Aircraft		Command Node
	Large Installation Turret		Medium Aircraft		Defense Relay
	Small Installation Turret		Heavy Aircraft		Clone Reanimation Unit
	Large Missile Installation Turret		Mobile Command Center		

The Starmap

At the top of the map there are tabs that can be changed using the L1 and R1 buttons. These tabs switch between different views of the map.

You can think of a view as a way of looking at the universe with different glasses, such that each view emphasizes different data sets associated with the nodes.

Currently define 3 different views: The default Atlas View, the Factional Warfare View and the Corporation View. Here follows a detailed description of each of those.

The Atlas View

There to give you a general view of the political landscape of the universe and allow you to clearly browse all the universe. In the Atlas View, the color segments on nodes represents up to the top 6 aggregated sovereignty owners.

This ownership will typically not change for empire space (highsec and lowsec), but will be changing daily in nullsec depending on ebb and tides of nullsec warfare in EVE.

The name of the owners corresponding to the colored segments are shown on the left for the currently selected node.
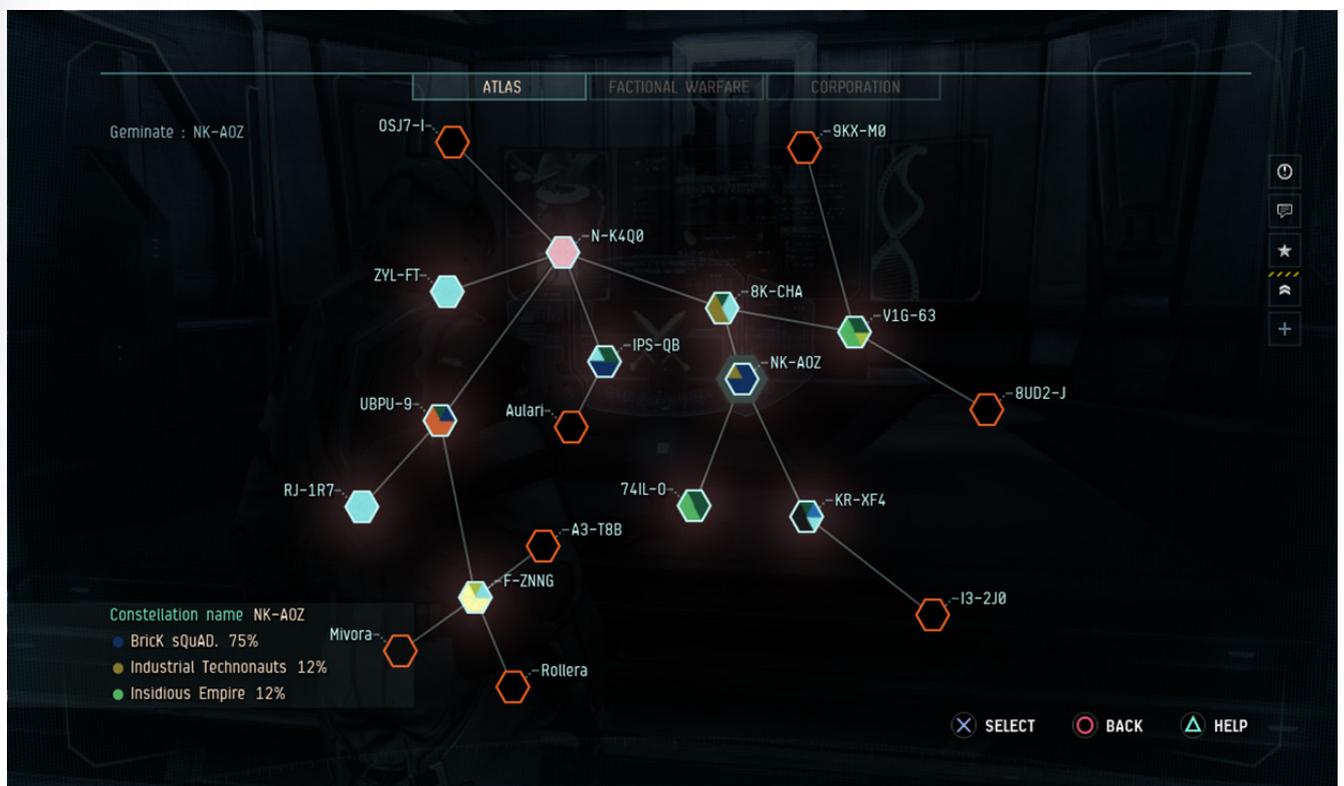
Additionally, the average aggregated security status is shown as a glow behind the node, more as a subtle visual aide than a direct quantitative info.

Factional Warfare (FW) view

Only regions where FW is ongoing are emphasized, all others are dimmed. Furthermore, the node segments now represent the aggregated ownership of districts between the warring factions. This can guide FW players on where their effort would matter the most. We here also see the introduction of the star icon to show where there are current battles that you can join immediately. In general and in all views, a star icon above a node tells you that there is at least one battle you can join somewhere. By drilling down and ‚following the star' you will eventually end up on a specific district where a battle is raging.
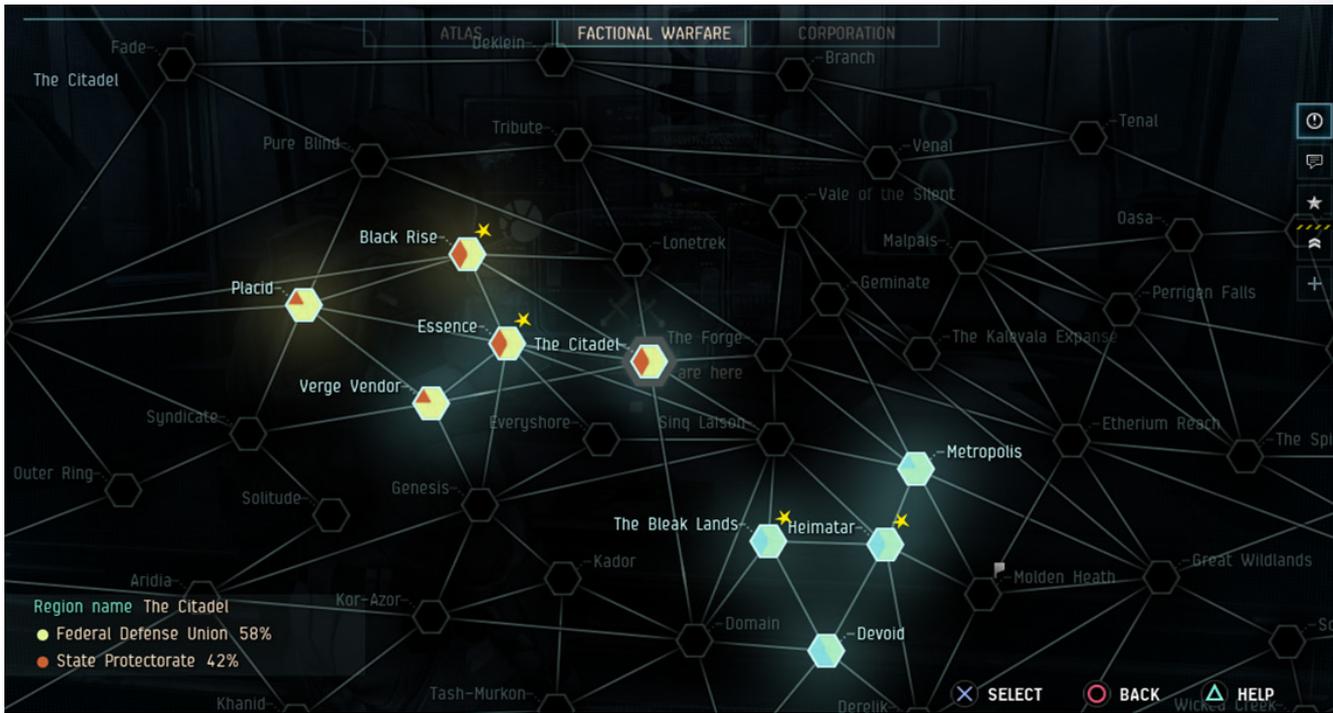
When viewing solar systems in a constellation, you have the additional information about whether systems are contested and their vulnerability percentage. Contested systems are shown with a crossed sword icon.
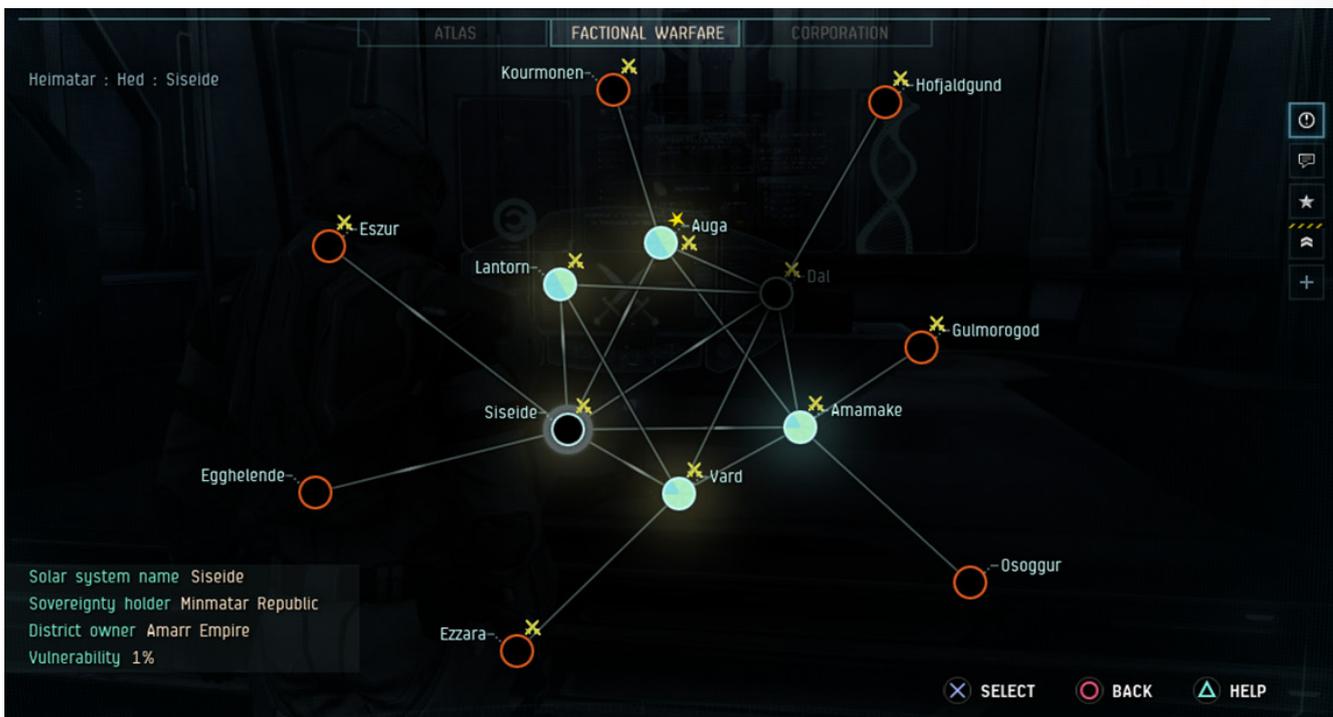
The Corporation View

Focuses on information relevant to your corporation as compared to other player corporations. In a similar manner as in Factional Warfare view, nodes show the aggregated up to top 6 corporation owners of districts. A new flag icon is used to flag places where your corporation owns districts. As before, star icons are used to denote battles you can join immediately, but a little clock icon is used to denote upcoming scheduled conflicts.

By following these icons you will eventually drill down to a solar system level, where each planet is represented as a circle. You can select different planets by moving the selection using the control stick left or right. Only temperate planets can currently be selected and depending on the view they will either be shown as solid blue or as owner segments, representing the fractional ownership of districts on that planet.
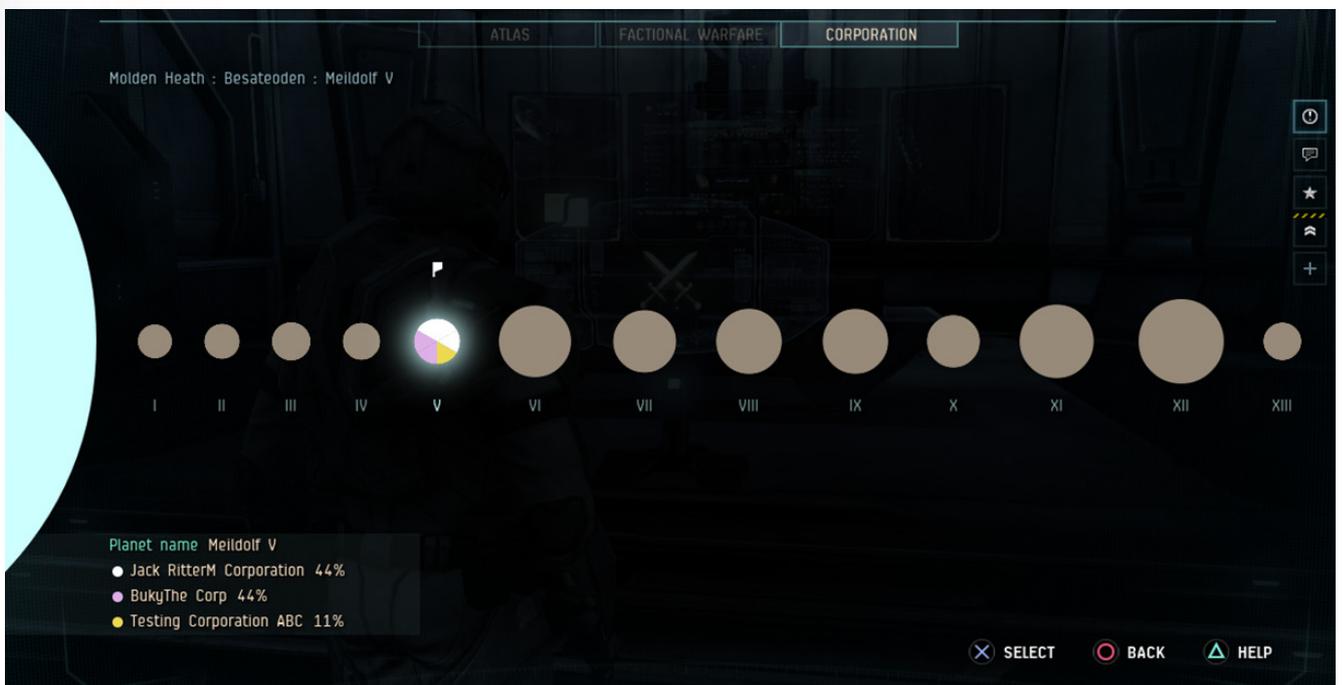
For players with corporation director roles, they can further select the district to enter district management mode, but that part of the functionality is described in details in the Planetary Conquest section.

ATLAS   FACTIONAL WARFARE   CORPORATION

Molden Heath : Besateoden : Meildolf V – District 3

District name Meildolf V – District 3
District owner BukyThe Corp
Infrastructure Cargo Hub
Reinforcement 05:00
Clones 450+40 / 450
Status Online

⊗ SELECT   ◯ BACK   △ HELP

How and what? – The Control

Controller

There are several different control profile, you can change/customize them at the NeoCom – System Operation – Options – Controls Tab. (You can change the vertical look and flight settings to reverted.)

Infantry Controls

L2 THROW GRENADE
L1 ZOOM
PLAYER LIST
PUSH TO TALK
OVERVIEW MAP
VEHICLE DEPLOYMENT

COMMUNICATION
NEOCOM

)N SWITCH / SQUAD ORDERS
R1 FIRE / USE EQUIPMENT
CHANGE STANCE / CHANGE SE
INTERACT
JUMP / INERTIA DAMPENER
RELOAD

MOVE
L3 SPRINT

AIM
R3 MELEE / TOGGLE
WEAPON SWITCH &
SQUAD ORDERS

Tracked Vehicles

L2 UNUSED
L1 ZOOM
PLAYER LIST
PUSH TO TALK
OVERVIEW MAP
UNUSED

COMMUNICATION
NEOCOM

R2 MODULE SWITCH
R1 FIRE / ACTIVATE REMOTE MODULE
CHANGE SEAT
EXIT VEHICLE
UNUSED
UNUSED

STEER / ACCELERATE

AIM
R3 TOGGLE CAMERA

Wheeled Vehicles

L2 LOOK BACK
L1 HAND BRAKE
PLAYER LIST
PUSH TO TALK
OVERVIEW MAP
UNUSED
COMMUNICATION
NEOCOM
STEER / ACCELERATE
LOOK
R3 TOGGLE CAMERA
R2 MODULE SWITCH
R1 ACTIVATE REMOTE MODULE
CHANGE SEAT
EXIT VEHICLE
UNUSED
UNUSED

Aerial Vehicles

L2 DOWNWARD THRUST
L1 UPWARD THRUST
PLAYER LIST
PUSH TO TALK
OVERVIEW MAP
UNUSED
COMMUNICATION
NEOCOM
PITCH / ROLL
LOOK UP & DOWN / YAW
R3 TOGGLE CAMERA
R2 MODULE SWITCH
R1 FIRE / ACTIVATE REMOTE MODULE
CHANGE SEAT
EXIT VEHICLE
UNUSED
BAY DOORS

Keyboard + Mouse

You can change/customize the control at the NeoCom – System Operation – Options – Mouse & Keyboard tab, you can change the tooltips to show keyboard & mouse tooltips at the bottom of the menu, just switch the "Tooltip" to "on" state.

Menu Controls

Action	Key	Action	Key
Confirm	Enter Key or Left Mouse Button	Show Info	F1 or Middle Mouse Button
Cancel	Backspace or Right Mouse Button	Tab Right / Zoom In	= / +
Up	Up Arrow Key	Tab Left / Zoom Out	- / _
Down	Down Arrow Key	Communication	T
Left	Left Arrow Key	NeoCom	Space Key
Right	Right Arrow Key		

Infantry Controls

Action	Key	Action	Key
Move Forward	W	Zoom	Right Mouse Button
Move Backward	A	Fire / Use Equipment	Left Mouse Button
Strafe Left	S	Melee / Toggle Weapon Switch & Squad Orders	Q
Strafe Right	D	Weapon Switch / Squad Orders	Caps Lock Key
Sprint	Left Shift Key	Communication	T
Jump / Inertia Dampener	Space Key	Overview Map	O
Interact	E	Push To Talk	Z
Reload	R	Vehicle Deployment	V
Change Stance / Change Seat	Left Ctrl Key	Player List	Tab Key
Throw Grenade	X	NeoCom	ESC Key

Tracked Vehicles

Action	Key
Move Forward	W
Move Backward	A
Turn Left	S
Turn Right	D
Exit Vehicle	E
Zoom	Right Mouse Button
Fire / Activate Remote Module	Left Mouse Button
Change Seat	Left Ctrl Key

Action	Key
Toggle Camera	Q
Module Switch	Caps Lock Key
Communication	T
Overview Map	O
Push To Talk	Z
Player List	Tab Key
NeoCom	ESC Key

Wheeled Vehicles

Action	Key
Move Forward	W
Move Backward	A
Turn Left	S
Turn Right	D
Exit Vehicle	E
Activate Remote Module	Left Mouse Button
Change Seat	Left Ctrl Key

Action	Key
Toggle Camera	Q
Module Switch	Caps Lock Key
Communication	T
Overview Map	O
Push To Talk	Z
Player List	Tab Key
NeoCom	ESC Key

Aerial Vehicles

Action	Key
Move Forward	W
Move Backward	A
Bank Left	S
Bank Right	D
Exit Vehicle	E
Fire / Activate Remote Module	Left Mouse Button
Change Seat	Left Ctrl Key
Toggle Camera	Q
Upward Thrust	Space Key

Action	Key
Downward Thrust	Left Ctrl Shift Key
Module Switch	Caps Lock Key
Communication	T
Overview Map	O
Push To Talk	Z
Player List	Tab Key
NeoCom	ESC Key
Bay Doors	F

The Firm – Corporations in Dust 514

„Recruit friends and comrades-in-arms into your galactic corporation to win glory and territory across the stars."

A Corporation (Corp for short) is a virtual Company in New Eden (similar to a guild or clan in other online games), it may be a NPC, public Corporation or private Corporation consisting of a group of pod pilots in EVE that work together for a common purpose like the Planetary Conquest or anything else that requires an organized group of players to accomplish.

In order to create a Player Corporation within New Eden you must train the player skill book Corporation Management to Level 1. The skill Corporation Management is also required under certain circumstances if a player is to be chosen to replace a resigning CEO (Chief Executive Officer, the person in charge of a Player Corporation).

- **CEO**: The CEO can do anything any other role can. The CEO can also assign or remove the Director role from others. There can only ever be one CEO in a corporation at a time.
- **Director**: Able to do everything a CEO can, except the ability to assign or remove the Director role from others.

Corporation CEOs and directors can now hand out roles to other members in their corporation. The following roles can be granted (in addition to the director role):

- **Accountant:** Responsible for a corporation's wallet. Accountants have the ability to transfer ISK from the corporation's mercenary wallet as well as monitor the corporation's wallet transactions.

- **Personnel Director:** Charged with growing a corporation's membership. A personnel director has the ability to accept applications to the corporation from other mercenaries.

- **Terrestrial Combat Officer (TCO):** Charged with organizing a corporation's ground fighting forces. Terrestrial combat officers can join all planetary conquest conflicts bringing members of their squad into the battle with them. The mercenaries in the squad being brought into the battle do not need to be members of the terrestrial combat officer's corporation.

- **Terrestrial Logistics Officer (TLO):** Responsible for managing a corporation's terrestrial operations and logistics. This includes managing district reinforcement windows, district surface infrastructures, moving and selling clones.

Use this channel for alliance and corporation recruiting announcements or to ask recruiters what their requirements are. https://forums.dust514.com/default.aspx?g=topics&f=855

Tax me baby one more time!

Corporation tax is a feature that allows corporations to tax their members whatever rate they wish. What corporations do with that ISK earned by taxing their members is up to the corporations.

This tax will be deducted from the end of battle ISK rewards and deposited directly into your corporation's wallet. Corporation tax rates will be identical for both EVE Online and DUST 514, so if you have members from both games in your corporation they will all be taxed the same. All corporations will have their tax rate shown publicly, so you will know what tax rate a corporation has before joining them.

Tips for new players willing to spend money for AUR

What is Aurum (AUR)?

Aurum is an in-game currency. Players earn ISK, a different kind of currency, by winning battles, doing missions and more, but AUR can be bought in the PSN Store. Players looking to customize their experience can spend either ISK or AUR on a variety of items in the DUST 514 marketplace, with some items only available for purchase with AUR.

Please note! There are no "gold ammo" in Dust 514. Some AUR items give you advantage since you can try the higher tier items before you will have the skills for them, but don't forget: most of the items have bonus by skill level! You will "lose" them because the lack of the skills.

These are just some tips for new players who are willing to spend some money on DUST and how to quickly get up to moderately competitive gear for normal play.

First of all, what should I spend my money on?

The best reasonable value is by far the Mercenary Pack or the Veteran Pack. You get a decent set of items in either along with a good amount of AUR and some SP boosters.

Basically you pay the same price for the AUR you're getting along with bonus BPO items (permanent non-consumable) that you can use without having to skill into or worrying about costing you ISK or SP as you learn the game.

In both packs you get a Caldari suit (Stats are identical – color schemes are different between the two). With the Merc pack you get a BPO assault rifle you can pretty much use in all situations (even once you're fully skilled up.) With the Veteran pack you get a BPO sniper rifle which is nice but quickly becomes useless.

Cost may be an issue but with the veteran pack you get a BPO LAV which I think is entirely worth the investment. Having a free vehicle at your disposal at all times is a great benefit.

Knowing that CCP is going to fix the collision damage and you won't be able to freely run people over for easy kills shouldn't be a deterrent as the free LAV is amazing for covering ground and zipping to and from objectives. You can basically call one in, drive to an objective and ditch it if required.

No need to worry that a teammate took your 40k ride and drove off only to get blown up… very handy. On top of that it's a much better LAV than the militia ones you can buy for ISK. With 0 SP spent in vehicles and a moderate amount of ISK you can have it up to 1500 shields / 800 hp with 17% shield resistance.

This is great for keeping you on the road instead of being 1 shotted. In most cases you can take 1-2 major hits from forge guns, swarms or AV grenades.

Keep in mind that Proto AV will still likely pop your LAV before you can react but most people don't use Proto AV in normal matches.

What do I do now that I have AUR?

It might be a good idea to buy a few of the "featured fits" (No more than 5 at a time) of each of the classes, Light, Heavy, Medium. You can try out some play styles without having to spend any SP or ISK (You will need ISK mainly for skill books when you start out).

Once you have an idea of which style of play you like you can then begin using some SP to up your skills and begin using the ISK items. Note that featured fits (and starter fits); you can swap out any item. If you want to swap a shield regulator that comes with the fit for a militia shield extender, you can.

Again, this doesn't require any SP and the militia modules are really cheap. You can also stick with Starter fits but the featured ones have some items that you can't access with militia gear.

Where to spend my SP?

Once you know which play style to work towards you can start using your SP. The best method for suit / weapon progression is to improve your base skills to make your current level of gear the best it can be before you use SP to skill up to the next tier. Improving your shields, armor, PG, CPU, will help with ALL suits so these are always the best priority to improve before jumping up a tier. A proto suit with basic modules won't help you as much as an advanced suit with proto modules.

Here's where the quick progression comes in... Since you've spent money for AUR you can jump tiers with a very minimal SP investment. I recommend to start with Level 1 which will give you access to Standard gear for ISK or ADV gear for AUR. Before putting any further points into a skill it's always better to start at 1 and give the ADV gear a try by spending AUR to see if it's worth the investment for you. For example, if you want to use Mass Drivers you can start by putting 1 point into the weapon. You can then access the ADV tier with some AUR. You can try out the standard and advanced items and judge for yourself if it's worth further SP investment to get to the ISK versions of the next tier.

As far as modules go, same deal. You can put 1 point into Shield extenders and get access to Advanced level with AUR and then once you have 3 points in you can start buying complex extenders. The skill bonuses from having 3 points vs. 5 are minimal and eventually they will add up but if you look at the SP cost to go from 1-3 vs. 4-5 it's a huge investment of SP and time. You will get there eventually but at least you don't have to fight with militia extenders from the start. You may also find that with 1 skill point in and buying ADV for AUR that the higher levels just will not fit well in your current suits or might not be worth the cost. Armor plates come to mind.

There is a nice jump from militia plates to basic plates for the 1 skill point, and although you can buy Advanced plates for AUR, most of the time using a basic is always the best option as ADV ferroscale or reactive just use too much of your suit PG/CPU to be worth using over a basic. Trying out these items for AUR can save you the frustration of dumping in skill points only to find that you never use the ADV ISK items in your builds.

If I'm paying AUR for items how much is it going to cost me?

Right now I have most suit and weapon skills at 3 with my basic and module skills up at 5. I can run ADV suits with a Proto weapon and a few complex shield or damage mods. I can also run the AUR Proto suits with proto weapons, complex shields and some basic or advanced utility mods.

The total cost of the Proto builds suits is around 140 AUR and 20k ISK which is reasonably priced. It allows a significant amount of deaths before I will run out of AUR and makes building up ISK really easy. Since launch in May I have bought the Veteran pack and the Merc. Pack and I only spent a total of 40k AUR. I haven't purchased any boosters over the ones provided in the packs. That is a lot of longevity for the amount I have actually consumed (20 USD or EUR) of AUR used up for 3 months of play).

Also worth noting is that new players to the game are going to die a lot. Remember that you have those BPO suits and weapons you can always switch to if you're having a particularly bad match. If you are seriously outmatched, it's never a good idea to stick with your top end AUR gear as you will end up throwing away a number of suits for a lost cause.

If you want to be thrifty, start your matches with a cheap or BPO suit to get a feel for the competition before you bring out your costlier options.

Summary

- If you're starting out and want to spend a bit of money get Merc. Or Veteran pack

- Don't spend any SP until to get a feel for your play style

- Start with only 1 skill point. Try the ISK basic versions and then the AUR ADV versions to see if it's worth further SP investment

- Try to max out your fittings with higher level weapons and modules before you jump to the next level of suit.

- You can get your skills from 1-3 fairly easily and start dabbling in some Proto gear with AUR.

- Skills and Skillgroups
- Active / passive SP generation
- Dropsuits
- The Squad
- Item classes, equipment
- Vehicles
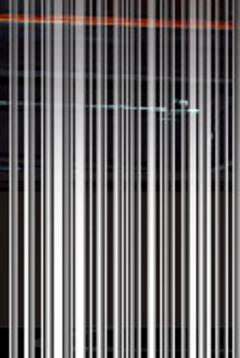
Skills and Skillgroups

Except for militia gear, all items have skill pre-requisites that must be satisfied before they can be used. To train a skill, you must first purchase a skill book from the market (or directly from the skills sheet) in order to unlock that skill. Skill points can be applied to increase the level of that skill. Each skill has 5 levels, level 1 representing basic understanding to mastery at level 5.

As your skill levels increase, your effectiveness with gear improves. Additionally, certain skills will unlock more advanced skills, which in turn grant access to even more powerful gear. The skill pre-requisite of any item can be seen in the Prerequisites tab of the Show Info window.

An important note is that each skill has a difficulty multiplier ('Rank'), which indicates the length of training time that is needed to acquire that skill. A skill with a multiplier of one ('Rank 1') can be learned in a relatively short time all the way up to Level V (you can get the necessary SP fast), whereas a skill with a multiplier of 12 ('Rank 12') would need a lot of time for Level V, even if both passive and active skill boosters are active.

Dropsuit Command

Dropsuit Command	
Pre-req: - Rank: 1 **SP need to Level V:** 310 920 SP	Base skill for operating dropsuits. **Unlocks:** Medium **suits at lvl. 1,** Light **suits at lvl. 2,** Heavy **suits at lvl. 3**

Amarr Dropsuits

Amarr Heavy Dropsuits	
Pre-req: Dropsuit Command Level III Rank: 4 **SP need to Level V:** 1 243 680 SP	**Skill at operating Amarr Heavy dropsuits.** Unlocks access to: **Standard** dropsuits at lvl.1; **Advanced** at lvl.3; **Prototype** at lvl.5.
Amarr Commando Dropsuits	
Pre-req: Dropsuit Command Level III Amarr Heavy Dropsuits Level III Rank: 8 **SP need to Level V:** 2 487 360 SP	Skill at operating Amarr Commando dropsuits. Unlocks access to: **Standard** dropsuits at lvl.1; **Advanced** at lvl.3; **Prototype** at lvl.5. **Commando Suit Bonus:** 5% reduction to reload speed of light weapons per level. **Amarr Commando Bonus:** +2% damage to laser light weapons per level.
Amarr Sentinel Dropsuits	
Pre-req: Dropsuit Command Level III Amarr Heavy Dropsuits Level III Rank: 8 **SP need to Level V:** 2 487 360 SP	Skill at operating Amarr Sentinel dropsuits. Unlocks access to: **Standard** dropsuits at lvl.1; **Advanced** at lvl.3; **Prototype** at lvl.5. **Sentinel Suit Bonus:** 5% reduction to splash damage per level. **Amarr Sentinel Bonus:** +3% armor resistance to projectile weapons +2% shield resistance to hybrid – railgun weapons.
Amarr Light Dropsuits	
Pre-req: Dropsuit Command Level II Rank: 4 **SP need to Level V:** 1 243 680 SP	Skill at operating Amarr Light dropsuits. Unlocks access to: **Standard** dropsuits at lvl.1; **Advanced** at lvl.3; **Prototype** at lvl.5.
Amarr Scout Dropsuits	
Pre-req: Dropsuit Command Level II Amarr Light Dropsuits Level III Rank: 8 **SP need to Level V:** 2 487 360 SP	Skill at operating Gallente Scout dropsuits. Unlocks access to: **Standard** dropsuits at lvl.1; **Advanced** at lvl.3; **Prototype** at lvl.5. **Scout Suit Bonus:** +15% reduction to PG/CPU cost of cloak field per level. **Amarr Scout Bonus:** +5% bonus to stamina regen and max.stamina per level.

Amarr Medium Dropsuits	
Pre-req: Dropsuit Command Level I **Rank: 4 SP need to Level V:** 1 243 680 SP	Skill at operating Amarr Medium dropsuits. Unlocks access to: **Standard** dropsuits at lvl.1; **Advanced** at lvl.3; **Prototype** at lvl.5.
Amarr Assault Dropsuits	
Pre-req: Dropsuit Command Level I Amarr Medium Dropsuits Level III **Rank: 8 SP need to Level V:** 2 487 360 SP	Skill at operating Amarr Assault dropsuits. Unlocks access to: **Standard** dropsuits at lvl.1; **Advanced** at lvl.3; **Prototype** at lvl.5. **Assault Suit Bonus:** 5% reduction to PG/CPU cost of light/sidearm weapons per level. **Amarr Assault Bonus:** 5% reduction to laser weaponry heat build-up per level.
Amarr Logistics Dropsuits	
Pre-req: Dropsuit Command Level I Amarr Medium Dropsuits Level III **Rank: 8 SP need to Level V:** 2 487 360 SP	Skill at operating Amarr Logistics dropsuits. Unlocks access to: **Standard** dropsuits at lvl.1; **Advanced** at lvl.3; **Prototype** at lvl.5. **Logistics Suit Bonus:** 5% reduction to PG/CPU cost of equipment per level. **Amarr Logistics Bonus:** 10% reduction to drop uplink spawn time and +2 to max.spawn count per level.

Caldari Dropsuits

Caldari Heavy Dropsuits	
Pre-req: Dropsuit Command Level III **Rank: 4 SP need to Level V:** 1 243 680 SP	**Skill at operating Caldari Heavy dropsuits.** **Unlocks access to:** Standard **dropsuits at lvl.1;** Advanced **at lvl.3;** Prototype **at lvl.5.**
Caldari Commando Dropsuits	
Pre-req: Dropsuit Command Level III Caldari Heavy Dropsuits Level III **Rank: 8 SP need to Level V:** 2 487 360 SP	Skill at operating Caldari Commando dropsuits. Unlocks access to: **Standard** dropsuits at lvl.1; **Advanced** at lvl.3; **Prototype** at lvl.5. **Commando Suit Bonus:** 5% reduction to reload speed of light weapons per level. **Caldari Commando Bonus:** +2% damage to hybrid - railgun light weapons per level.
Caldari Sentinel Dropsuits	
Pre-req: Dropsuit Command Level III Caldari Heavy Dropsuits Level III **Rank: 8 SP need to Level V:** 2 487 360 SP	Skill at operating Caldari Sentinel dropsuits. Unlocks access to: **Standard** dropsuits at lvl.1; **Advanced** at lvl.3; **Prototype** at lvl.5. **Sentinel Suit Bonus:** 5% reduction to splash damage per level. **Caldari Sentinel Bonus:** +3% shield resistance to hybrid – blaster weapons +2% shield resistance to laser weapons.
Caldari Light Dropsuits	
Pre-req: Dropsuit Command Level II **Rank: 4 SP need to Level V:** 1 243 680 SP	Skill at operating Caldari Light dropsuits. Unlocks access to: **Standard** dropsuits at lvl.1; **Advanced** at lvl.3; **Prototype** at lvl.5.
Caldari Scout Dropsuits	
Pre-req: Dropsuit Command Level II Caldari Light Dropsuits Level III **Rank: 8 SP need to Level V:** 2 487 360 SP	Skill at operating Gallente Scout dropsuits. Unlocks access to: **Standard** dropsuits at lvl.1; **Advanced** at lvl.3; **Prototype** at lvl.5. **Scout Suit Bonus:** +15% reduction to PG/CPU cost of cloak field per level. **Caldari Scout Bonus:** +5% bonus to dropsuit scan radius and scan precision per level.
Caldari Medium Dropsuits	
Pre-req: Dropsuit Command Level I **Rank: 4 SP need to Level V:** 1 243 680 SP	Skill at operating Caldari Medium dropsuits. Unlocks access to: **Standard** dropsuits at lvl.1; **Advanced** at lvl.3; **Prototype** at lvl.5.

	Caldari Assault Dropsuits	
	Pre-req: Dropsuit Command Level I Caldari Medium Dropsuits Level III **Rank: 8 SP need to Level V:** 2 487 360 SP	Skill at operating Caldari Assault dropsuits. Unlocks access to: **Standard** dropsuits at lvl.1; **Advanced** at lvl.3; **Prototype** at lvl.5. **Assault Suit Bonus:** 5% reduction to PG/CPU cost of light/sidearm weapons per level. **Caldari Assault Bonus:** +5% to reload speed of hybrid – railgun light/sidearm weapons per level.
	Caldari Logistics Dropsuits	
	Pre-req: Dropsuit Command Level I Caldari Medium Dropsuits Level III **Rank: 8 SP need to Level V:** 2 487 360 SP	Skill at operating Caldari Logistics dropsuits. Unlocks access to: **Standard** dropsuits at lvl.1; **Advanced** at lvl.3; **Prototype** at lvl.5. **Logistics Suit Bonus:** 5% reduction to PG/CPU cost of equipment per level. **Caldari Logistics Bonus:** +10% to nanohive max. nanites and +5% to supply rate and repair amount per level.

Gallente Dropsuits

	Gallente Heavy Dropsuits	
	Pre-req: Dropsuit Command Level III **Rank: 4 SP need to Level V:** 1 243 680 SP	Skill at operating Gallente Heavy dropsuits. **Unlocks access to:** Standard **dropsuits at lvl.1;** Advanced **at lvl.3;** Prototype **at lvl.5.**
	Gallente Commando Dropsuits	
	Pre-req: Dropsuit Command Level III Gallente Heavy Dropsuits Level III **Rank: 8 SP need to Level V:** 2 487 360 SP	Skill at operating Gallente Commando dropsuits. Unlocks access to: **Standard** dropsuits at lvl.1; **Advanced** at lvl.3; **Prototype** at lvl.5. **Commando Suit Bonus:** 5% reduction to reload speed of light weapons per level. **Gallente Commando Bonus:** +2% damage to hybrid - blaster light weapons per level.
	Gallente Sentinel Dropsuits	
	Pre-req: Dropsuit Command Level III Gallente Heavy Dropsuits Level III **Rank: 8 SP need to Level V:** 2 487 360 SP	Skill at operating Gallente Sentinel dropsuits. Unlocks access to: **Standard** dropsuits at lvl.1; **Advanced** at lvl.3; **Prototype** at lvl.5. **Sentinel Suit Bonus:** 5% reduction to splash damage per level. **Gallente Sentinel Bonus:** +3% armor resistance to hybrid – railgun weapons +2% armor resistance to projectile weapons.
	Gallente Light Dropsuits	
	Pre-req: Dropsuit Command Level II **Rank: 4 SP need to Level V:** 1 243 680 SP	Skill at operating Gallente Light dropsuits. Unlocks access to: **Standard** dropsuits at lvl.1; **Advanced** at lvl.3; **Prototype** at lvl.5.
	Gallente Scout Dropsuits	
	Pre-req: Dropsuit Command Level II Gallente Light Dropsuits Level III **Rank: 8 SP need to Level V:** 2 487 360 SP	Skill at operating Gallente Scout dropsuits. Unlocks access to: **Standard** dropsuits at lvl.1; **Advanced** at lvl.3; **Prototype** at lvl.5. **Scout Suit Bonus:** +15% reduction to PG/CPU cost of cloak field per level. **Gallente Scout Bonus:** +5% bonus to dropsuit scan radius and scan profile per level.
	Gallente Medium Dropsuits	
	Pre-req: Dropsuit Command Level I **Rank: 4 SP need to Level V:** 1 243 680 SP	Skill at operating Gallente Medium dropsuits. Unlocks access to: **Standard** dropsuits at lvl.1; **Advanced** at lvl.3; **Prototype** at lvl.5.
	Gallente Assault Dropsuits	
	Pre-req: Dropsuit Command Level I Gallente Medium Dropsuits Level III **Rank: 8 SP need to Level V:** 2 487 360 SP	Skill at operating Gallente Assault dropsuits. Unlocks access to: **Standard** dropsuits at lvl.1; **Advanced** at lvl.3; **Prototype** at lvl.5. **Assault Suit Bonus:** 5% reduction to PG/CPU cost of light/sidearm weapons per level. **Gallente Assault Bonus:** +5% reduction to hybrid – blaster light/sidearm hip-fire dispersion and kick per level.

Gallente Logistics Dropsuits	
Pre-req: Dropsuit Command Level I Gallente Medium Dropsuits Level III **Rank: 8 SP need to Level V: 2 487 360 SP**	Skill at operating Gallente Logistics dropsuits. Unlocks access to: **Standard** dropsuits at lvl.1; **Advanced** at lvl.3; **Prototype** at lvl.5. **Logistics Suit Bonus:** 5% reduction to PG/CPU cost of equipment per level. **Gallente Logistics Bonus:** +10% to active scanner visibility duration and +5% to active scanner precision per level.

Minmatar Dropsuits

Minmatar Heavy Dropsuits	
Pre-req: Dropsuit Command Level III **Rank: 4 SP need to Level V: 1 243 680 SP**	**Skill at operating Minmatar Heavy dropsuits.** **Unlocks access to:** Standard **dropsuits at lvl.1;** Advanced **at lvl.3;** Prototype **at lvl.5.**
Minmatar Commando Dropsuits	
Pre-req: Dropsuit Command Level III Minmatar Heavy Dropsuits Level III **Rank: 8 SP need to Level V: 2 487 360 SP**	Skill at operating Minmatar Commando dropsuits. Unlocks access to: **Standard** dropsuits at lvl.1; **Advanced** at lvl.3; **Prototype** at lvl.5. **Commando Suit Bonus:** 5% reduction to reload speed of light weapons per level. **Minmatar Commando Bonus:** +2% damage to projectile and explosive light weapons per level.
Minmatar Sentinel Dropsuits	
Pre-req: Dropsuit Command Level III Minmatar Heavy Dropsuits Level III **Rank: 8 SP need to Level V: 2 487 360 SP**	Skill at operating Minmatar Sentinel dropsuits. Unlocks access to: **Standard** dropsuits at lvl.1; **Advanced** at lvl.3; **Prototype** at lvl.5. **Sentinel Suit Bonus:** 5% reduction to splash damage per level. **Minmatar Sentinel Bonus:** +3% shield resistance to laser weapons +2% armor resistance to hybrid - blaster weapons.
Minmatar Light Dropsuits	
Pre-req: Dropsuit Command Level II **Rank: 4 SP need to Level V: 1 243 680 SP**	Skill at operating Minmatar Light dropsuits. Unlocks access to: **Standard** dropsuits at lvl.1; **Advanced** at lvl.3; **Prototype** at lvl.5.
Minmatar Scout Dropsuits	
Pre-req: Dropsuit Command Level II Minmatar Light Dropsuits Level III **Rank: 8 SP need to Level V: 2 487 360 SP**	Skill at operating Gallente Scout dropsuits. Unlocks access to: **Standard** dropsuits at lvl.1; **Advanced** at lvl.3; **Prototype** at lvl.5. **Scout Suit Bonus:** +15% reduction to PG/CPU cost of cloak field per level. **Minmatar Scout Bonus:** +5% bonus to hacking speed and nova knife damage per level.
Minmatar Medium Dropsuits	
Pre-req: Dropsuit Command Level I **Rank: 4 SP need to Level V: 1 243 680 SP**	Skill at operating Minmatar Medium dropsuits. Unlocks access to: **Standard** dropsuits at lvl.1; **Advanced** at lvl.3; **Prototype** at lvl.5.
Minmatar Assault Dropsuits	
Pre-req: Dropsuit Command Level I Minmatar Medium Dropsuits Level III **Rank: 8 SP need to Level V: 2 487 360 SP**	Skill at operating Minmatar Assault dropsuits. Unlocks access to: **Standard** dropsuits at lvl.1; **Advanced** at lvl.3; **Prototype** at lvl.5. **Assault Suit Bonus:** 5% reduction to PG/CPU cost of light/sidearm weapons per level. **Minmatar Assault Bonus:** +5% to clip size of projectile light/sidearm weapons per level.
Minmatar Logistics Dropsuits	
Pre-req: Dropsuit Command Level I Minmatar Medium Dropsuits Level III **Rank: 8 SP need to Level V: 2 487 360 SP**	Skill at operating Minmatar Logistics dropsuits. Unlocks access to: **Standard** dropsuits at lvl.1; **Advanced** at lvl.3; **Prototype** at lvl.5. **Logistics Suit Bonus:** 5% reduction to PG/CPU cost of equipment per level. **Minmatar Logistics Bonus:** +10% to repair tool range and +5% to repair amount per level.

Dropsuit Upgrades

	Dropsuit Upgrades	
	Dropsuit Upgrades	
	Pre-req: - Rank: 1 **SP need to Level V:** 310 920 SP	**Skill at altering dropsuit systems.** **Unlocks access to equipment and dropsuit modules.**
	Dropsuit Armor Upgrades	
	Pre-req: Dropsuit Upgrades level II Rank: 2 **SP need to Level V:** 621 840 SP	Basic understanding of dropsuit armor augmentation. Unlocks the ability to use armor upgrades. +5% to dropsuit maximum armor per level.
	Armor Plating	
	Pre-req: Dropsuit Upgrades level II Dropsuit Armor Upgrades Level I Rank: 3 **SP need to Level V:** 932 760 SP	Advanced understanding of dropsuit armor augmentation. Unlocks access to armor plate dropsuit modules. +2% to armor plate module efficacy per level.
	Armor Repair Systems	
	Pre-req: Dropsuit Upgrades level II Dropsuit Armor Upgrades Level I Rank: 3 **SP need to Level V:** 932 760 SP	Advanced understanding of dropsuit armor repair. Unlocks access to armor repairer dropsuit modules. +5% to armor repair module efficacy per level.
	Dropsuit Biotic Upgrades	
	Pre-req: Dropsuit Upgrades level IV Rank: 2 **SP need to Level V:** 621 840 SP	Basic understanding of dropsuit biotic augmentations. Unlocks the ability to use biotic modules. +1% to sprint speed, maximum stamina and stamina recovery per level.
	Cardiac Regulation	
	Pre-req: Dropsuit Upgrades level IV Dropsuit Biotic Upgrades level I Rank: 3 **SP need to Level V:** 932 760 SP	Advanced understanding of dropsuit biotic augmentations. Unlocks access to cardiac regulator modules to increase stamina and stamina recovery rate. +2% to cardiac regulator module efficacy per level.
	Hand-to-Hand Combat	
	Pre-req: Dropsuit Upgrades level IV Dropsuit Biotic Upgrades level III Rank: 3 **SP need to Level V:** 932 760 SP	Advanced understanding of dropsuit biotic augmentations. Unlocks the ability to use myofibril stimulant modules to increase melee damage. +10% to myofibril stimulant module efficacy per level.
	Kinetic Catalyzation	
	Pre-req: Dropsuit Upgrades level IV Dropsuit Biotic Upgrades level V Rank: 3 **SP need to Level V:** 932 760 SP	Advanced understanding of dropsuit biotic augmentations. Unlocks the ability to use kinetic catalyser modules to increase sprinting speed. +1% to kinetic catalyser module efficacy per level.
	Dropsuit Core Upgrades	
	Pre-req: Dropsuit Upgrades level I Rank: 2 **SP need to Level V:** 621 840 SP	Basic understanding of dropsuit core systems. +1% to dropsuit maximum PG and CPU per level
	Active Scanner Operation	
	Pre-req: Dropsuit Upgrades level I Dropsuit Core Upgrades level II Rank: 3 **SP need to Level V:** 932 760 SP	Skill at using active scanners. Unlocks access to: **Standard** active scanner at lvl.1; **Advanced** at lvl.3; **Prototype** at lvl.5.

Cloak Field Operation

Pre-req: Dropsuit Upgrades level I Dropsuit Core Upgrades level II **Rank:** 3 **SP need to Level V:** 932 760 SP	Skill at using cloak fields. Unlocks access to: **Standard** drop uplinks at lvl.1; **Advanced** at lvl.3; **Prototype** at lvl.5.

Drop Uplink Deployment

Pre-req: Dropsuit Upgrades level I Dropsuit Core Upgrades level II **Rank:** 3 **SP need to Level V:** 932 760 SP	Skill at drop uplink deployment. Unlocks access to: **Standard** drop uplinks at lvl.1; **Advanced** at lvl.3; **Prototype** at lvl.5.

Dropsuit Electronics

Pre-req: Dropsuit Upgrades level I Dropsuit Core Upgrades level I **Rank:** 5 **SP need to Level V:** 1 554 600 SP	Basic understanding of dropsuit electronics. Unlocks the ability to use electronics modules. +5% bonus to dropsuit CPU output per level.

Precision Enhancement

Pre-req: Dropsuit Upgrades level I Dropsuit Core Upgrades level I Dropsuit Electronics Level I **Rank:** 3 **SP need to Level V:** 932 760 SP	Skill at altering dropsuit electronic scanning systems. Unlocks the ability to use precision enhancer modules to improve dropsuit scan precision. 2% bonus to dropsuit scan precision per level.

Profile Dampening

Pre-req: Dropsuit Upgrades level I Dropsuit Core Upgrades level I Dropsuit Electronics Level I **Rank:** 3 **SP need to Level V:** 932 760 SP	Basic understanding of scan profiles. Unlocks the ability to use profile dampener modules. 2% reduction to dropsuit scan profile per level.

Range Amplification

Pre-req: Dropsuit Upgrades level I Dropsuit Core Upgrades level I Dropsuit Electronics Level I **Rank:** 3 **SP need to Level V:** 932 760 SP	Skill at altering dropsuit electronic scanning systems. Unlocks the ability to use range amplifier modules to improve dropsuit scan range. +10% to dropsuit scan range per level.

Dropsuit Engineering

Pre-req: Dropsuit Upgrades level I Dropsuit Core Upgrades level I **Rank:** 5 **SP need to Level V:** 1 554 600 SP	Basic understanding of dropsuit engineering. +5% to dropsuit maximum powergrid (PG) output per level.

Nanocircuitry

Pre-req: Dropsuit Upgrades level I Dropsuit Core Upgrades level II **Rank:** 3 **SP need to Level V:** 932 760 SP	Skill and knowledge of nanocircuitry and its use in the operation of advanced technology. Unlocks access to: **Standard** nanohives and nanite injectors at lvl.1; **Advanced** at lvl.3; **Prototype** at lvl.5.

Repair Tool Operation

Pre-req: Dropsuit Upgrades level I Dropsuit Core Upgrades level II **Rank:** 3 **SP need to Level V:** 932 760 SP	Skill at using repair tools. Unlocks access to: **Standard** repair tools at lvl.1; **Advanced** at lvl.3; **Prototype** at lvl.5.

Systems Hacking

Pre-req: Dropsuit Upgrades level I Dropsuit Core Upgrades level IV **Rank: 5 SP need to Level V:** 1 554 600 SP	Basic understanding of Hacking. Unlocks ability to use codebreaker modules. +5% bonus to hacking speed per level.

Dropsuit Shield Upgrades

Pre-req: Dropsuit Upgrades level II **Rank: 2 SP need to Level V:** 621 840 SP	Basic understanding of dropsuit shield enhancement. Unlocks the ability to use shield modules. +5% to dropsuit maximum shield per level.

Shield Extension

Pre-req: Dropsuit Upgrades level II Dropsuit Shield Upgrades level I **Rank: 3 SP need to Level V:** 932 760 SP	Advanced understanding of dropsuit shield enhancement. Unlocks access to shield extender dropsuit modules. +2% to shield extender module efficacy per level.

Shield Recharging

Pre-req: Dropsuit Upgrades level II Dropsuit Shield Upgrades level I **Rank: 3 SP need to Level V:** 932 760 SP	Advanced understanding of dropsuit shield recharging. Unlocks access to shield recharger dropsuit modules. +3% to shield recharger module efficacy per level.

Shield Regulation

Pre-req: Dropsuit Upgrades level II Dropsuit Shield Upgrades level I **Rank: 3 SP need to Level V:** 932 760 SP	Advanced understanding of dropsuit shield regulation. Unlocks access to shield regulator dropsuit modules. +2% to shield regulator module efficacy per level.

Weaponry

Weaponry

Pre-req: - **Rank: 1 SP need to Level V:** 310 920 SP	Skill at using handheld weapons. Unlocks **sidearm weapons** at lvl.1, **light weapons** at lvl.3, and **heavy weapons** at lvl.5.

Explosives

Pre-req: Weaponry level III **Rank: 2 SP need to Level V:** 621 840 SP	Basic knowledge of explosions. 3% reduction to CPU usage per level.

Demolitions

Pre-req: Weaponry level III Explosives level III **Rank: 2 SP need to Level V:** 621 840 SP	Skill at handling remote explosives. Unlocks **standard** remote explosives at lvl.1, **advanced** at lvl.3, and **prototype** at lvl.5.

Grenadier

Pre-req: Weaponry level III Explosives level I **Rank: 4 SP need to Level V:** 1 243 680 SP	Skill at handling grenades. Unlocks **standard** grenades at lvl.1, **advanced** at lvl.3, and **prototype** at lvl.5.

Handheld Weapon Upgrades

Pre-req: Weaponry level III **Rank: 2 SP need to Level V:** 621 840 SP	Basic understanding of weapon upgrades. Unlocks ability to use weapon upgrades such as damage modifiers. 3% reduction to weapon upgrade CPU usage per level.

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Heavy Weapon Operation

Pre-req: Weaponry level V Rank: 2 **SP need to Level V: 621 840 SP**	Basic understanding of heavy weapon operation. 3% reduction to CPU usage per level.

Forge Gun Operation

Pre-req: Weaponry level V Heavy Weapon Operation level III Rank: 2 **SP need to Level V: 621 840 SP**	Skill at handling forge guns. 5% reduction to forge gun charge time per level.

Forge Gun Ammo Capacity

Pre-req: Weaponry level V
    Heavy Weapon Operation level III
    Forge Gun Operation level I
Rank: 3 **SP need to Level V: 932 760 SP**
	Skill at ammunition management.
	+1 maximum ammunition capacity per level.

Forge Gun Proficiency

Pre-req: Weaponry level V
    Heavy Weapon Operation level III
    Forge Gun Operation level V
Rank: 5 **SP need to Level V: 1 554 600 SP**
	Skill at handling forge guns.
	+3% forge gun damage against armor per level.

Forge Gun Fitting Optimization

Pre-req: Weaponry level V
    Heavy Weapon Operation level III
    Forge Gun Operation level V
    Forge Gun Proficiency level IV
Rank: 6 **SP need to Level V: 1 865 520 SP**
	Advanced skill at weapon resource management.
	5% reduction to PG usage per level.

Forge Gun Rapid Reload

Pre-req: Weaponry level V
    Heavy Weapon Operation level III
    Forge Gun Operation level V
    Forge Gun Proficiency level II
Rank: 3 **SP need to Level V: 932 760 SP**
	Advanced skill at rapidly reload weapons.
	+5% reload speed per level.

Heavy Machine Gun Operation

Pre-req: Weaponry level V Heavy Weapon Operation level I Rank: 2 SP need to Level V: 621 840 SP	Skill at handling heavy machine guns. 5% bonus to heavy machine gun kick per level.

Heavy Machine Gun Ammo Capacity

Pre-req: Weaponry level V
    Heavy Weapon Operation level I
    Heavy Machine Gun Operation level I
Rank: 3 **SP need to Level V: 932 760 SP**
	Skill at ammunition management.
	+5% maximum ammunition capacity per level.

Heavy Machine Gun Proficiency

Pre-req: Weaponry level V
    Heavy Weapon Operation level I
    Heavy Machine Gun Operation level V
Rank: 5 **SP need to Level V: 1 554 600 SP**
	Skill at handling heavy machine guns.
	+3% heavy machine gun damage against armor per level.

Heavy Machine Gun Fitting Optimization

Pre-req: Weaponry level V
    Heavy Weapon Operation level I
    Heavy Machine Gun Operation level V
    Heavy Machine Gun Proficiency level IV
Rank: 6 **SP need to Level V: 1 865 520 SP**
	Advanced skill at weapon resource management.
	5% reduction to PG usage per level.

Heavy Machine Gun Rapid Reload

Pre-req: Weaponry level V
    Heavy Weapon Operation level I
    Heavy Machine Gun Operation level V
    Heavy Machine Gun Proficiency level II
Rank: 3 **SP need to Level V: 932 760 SP**
	Advanced skill at rapidly reload weapons.
	+5% reload speed per level.

Light Weapon Operation

Pre-req: Weaponry level III **Rank:** 2 **SP need to Level V:** 621 840 SP	Basic understanding of light weapon operation. 3% reduction to CPU usage per level.

Assault Rifle Operation

Pre-req: Weaponry level III Light Weapon Operation level I **Rank:** 2 **SP need to Level V:** 621 840 SP	Skill at handling assault rifles. 5% reduction to assault rifle kick per level.

Assault Rifle Ammo Capacity

Pre-req: Weaponry level III Light Weapon Operation level I Assault Rifle Operation level I **Rank:** 3 **SP need to Level V:** 932 760 SP	Skill at ammunition management. +5% maximum ammunition per level.

Assault Rifle Proficiency

Pre-req: Weaponry level III Light Weapon Operation level I Assault Rifle Operation level V **Rank:** 5 **SP need to Level V:** 1 554 600 SP	Skill at handling assault rifles. +3% assault rifle damage against shields per level.

Assault Rifle Fitting Optimization

Pre-req: Weaponry level III Light Weapon Operation level I Assault Rifle Operation level V Assault Rifle Proficiency level IV **Rank:** 6 **SP need to Level V:** 1 865 520 SP	Advanced skill at weapon resource management. 5% reduction to PG usage per level.

Assault Rifle Rapid Reload

Pre-req: Weaponry level III Light Weapon Operation level I Assault Rifle Operation level V Assault Rifle Proficiency level II **Rank:** 3 **SP need to Level V:** 932 760 SP	Advanced skill at rapidly reload weapons. +3% reload speed per level.

Assault Rifle Sharpshooter

Pre-req: Weaponry level III Light Weapon Operation level I Assault Rifle Operation level I **Rank:** 3 **SP need to Level V:** 932 760 SP	Skill at weapon marksmanship. 5% reduction to assault rifle dispersion per level.

Combat Rifle Operation

Pre-req: Weaponry level III Light Weapon Operation level I **Rank:** 2 **SP need to Level V:** 621 840 SP	Skill at handling Combat rifles. 5% reduction to Combat rifle kick per level.

Combat Rifle Ammo Capacity

Pre-req: Weaponry level III Light Weapon Operation level I Combat Rifle Operation level I **Rank:** 3 **SP need to Level V:** 932 760 SP	Skill at ammunition management. +5% maximum ammunition capacity per level.

Combat Rifle Proficiency

Pre-req: Weaponry level III 　　Light Weapon Operation level I 　　Combat Rifle Operation level V **Rank:** 5 **SP need to Level V:** 1 554 600 SP	Skill at handling Combat rifles. +3% Combat rifle damage against armor per level.

Combat Rifle Fitting Optimization

Pre-req: Weaponry level III 　　Light Weapon Operation level I 　　Combat Rifle Operation level V 　　Combat Rifle Proficiency level IV **Rank:** 6 **SP need to Level V:** 1 865 520 SP	Advanced skill at weapon resource management. 5% reduction to PG usage per level.

Combat Rifle Rapid Reload

Pre-req: Weaponry level III 　　Light Weapon Operation level I 　　Combat Rifle Operation level V 　　Combat Rifle Proficiency level II **Rank:** 3 **SP need to Level V:** 932 760 SP	Advanced skill at rapidly reload weapons. +3% reload speed per level.

Combat Rifle Sharpshooter

Pre-req: Weaponry level III 　　Light Weapon Operation level I 　　Combat Rifle Operation level I **Rank:** 3 **SP need to Level V:** 932 760 SP	Skill at weapon marksmanship. 5% reduction to Combat rifle dispersion per level.

Laser Rifle Operation

Pre-req: Weaponry level III 　　Light Weapon Operation level III **Rank:** 2 **SP need to Level V:** 621 840 SP	Skill at handling laser rifles. 5% bonus to laser rifle cooldown speed per level

Laser Rifle Ammo Capacity

Pre-req: Weaponry level III 　　Light Weapon Operation level III 　　Laser Rifle Operation level I **Rank:** 3 **SP need to Level V:** 932 760 SP	Skill at ammunition management. +5% maximum ammunition per level.

Laser Rifle Proficiency

Pre-req: Weaponry level III 　　Light Weapon Operation level III 　　Laser Rifle Operation level V **Rank:** 5 **SP need to Level V:** 1 554 600 SP	Skill at handling assault rifles. +3% laser rifle damage against shields per level.

Laser Rifle Fitting Optimization

Pre-req: Weaponry level III 　　Light Weapon Operation level III 　　Laser Rifle Operation level V 　　Laser Rifle Proficiency level IV **Rank:** 6 **SP need to Level V:** 1 865 520 SP	Advanced skill at weapon resource management. 5% reduction to PG usage per level.

Laser Rifle Rapid Reload

Pre-req: Weaponry level III 　　Light Weapon Operation level III 　　Laser Rifle Operation level V 　　Laser Rifle Proficiency level II **Rank:** 3 **SP need to Level V:** 932 760 SP	Advanced skill at rapidly reload weapons. +3% reload speed per level.

Mass Driver Operation

Pre-req: Weaponry level III Light Weapon Operation level III Rank: 2 **SP need to Level V:** 621 840 SP	Skill at handling mass drivers. 5% mass driver blast radius per level.

Mass Driver Ammo Capacity

Pre-req: Weaponry level III
      Light Weapon Operation level III
      Mass Driver Operation level I
Rank: 3 **SP need to Level V:** 932 760 SP
	Skill at ammunition management.
	+1 maximum ammunition capacity per level.

Mass Driver Proficiency

Pre-req: Weaponry level III
      Light Weapon Operation level III
      Mass Driver Operation level V
Rank: 5 **SP need to Level V:** 1 554 600 SP
	Skill at handling mass drivers.
	+3% mass driver damage against armor per level.

Mass Driver Fitting Optimization

Pre-req: Weaponry level III
      Light Weapon Operation level III
      Mass Driver Operation level V
      Mass Driver Proficiency level IV
Rank: 6 **SP need to Level V:** 1 865 520 SP
	Advanced skill at weapon resource management.
	5% reduction to PG usage per level.

Mass Driver Rapid Reload

Pre-req: Weaponry level III
      Light Weapon Operation level III
      Mass Driver Operation level V
      Mass Driver Proficiency level II
Rank: 3 **SP need to Level V:** 932 760 SP
	Advanced skill at rapidly reload weapons.
	+3% reload speed per level.

Plasma Cannon Operation

Pre-req: Weaponry level III Light Weapon Operation level IV Rank: 2 **SP need to Level V:** 621 840 SP	Skill at handling plasma cannons. 5% reduction to plasma cannon charge time per level.

Plasma Cannon Ammo Capacity

Pre-req: Weaponry level III
      Light Weapon Operation level IV
      Plasma Cannon Operation level I
Rank: 3 **SP need to Level V:** 932 760 SP
	Skill at ammunition management.
	+1 maximum ammunition capacity per level.

Plasma Cannon Proficiency

Pre-req: Weaponry level III
      Light Weapon Operation level IV
      Plasma Cannon Operation level V
Rank: 5 **SP need to Level V:** 1 554 600 SP
	Skill at handling plasma cannons.
	+3% plasma cannon damage against shields per level.

Plasma Cannon Fitting Optimization

Pre-req: Weaponry level III
      Light Weapon Operation level IV
      Plasma Cannon Operation level V
      Plasma Cannon Proficiency level IV
Rank: 6 **SP need to Level V:** 1 865 520 SP
	Advanced skill at weapon resource management.
	5% reduction to CPU usage per level.

Plasma Cannon Rapid Reload

Pre-req: Weaponry level III
      Light Weapon Operation level IV
      Plasma Cannon Operation level V
      Plasma Cannon Proficiency level II
Rank: 3 **SP need to Level V:** 932 760 SP
	Advanced skill at rapidly reload weapons.
	+3% reload speed per level.

Rail Rifle Operation

Pre-req: Weaponry level III
    Light Weapon Operation level III
Rank: 2 **SP need to Level V:** 621 840 SP

Skill at handling Rail rifles.
5% bonus to Rail rifle kick per level

Rail Rifle Ammo Capacity

Pre-req: Weaponry level III
    Light Weapon Operation level III
    Rail Rifle Operation level I
Rank: 3 **SP need to Level V:** 932 760 SP

Skill at ammunition management.
+5% maximum ammunition capacity per level.

Rail Rifle Proficiency

Pre-req: Weaponry level III
    Light Weapon Operation level III
    Rail Rifle Operation level V
Rank: 5 **SP need to Level V:** 1 554 600 SP

Skill at handling assault rifles.
+3% Rail rifle damage against armor per level.

Rail Rifle Fitting Optimization

Pre-req: Weaponry level III
    Light Weapon Operation level III
    Rail Rifle Operation level V
    Rail Rifle Proficiency level IV
Rank: 6 **SP need to Level V:** 1 865 520 SP

Advanced skill at weapon resource management.
5% reduction to PG usage per level.

Rail Rifle Rapid Reload

Pre-req: Weaponry level III
    Light Weapon Operation level III
    Rail Rifle Operation level V
    Rail Rifle Proficiency level II
Rank: 3 **SP need to Level V:** 932 760 SP

Advanced skill at rapidly reload weapons.
+3% reload speed per level.

Scrambler Rifle Operation

Pre-req: Weaponry level III
    Light Weapon Operation level II
Rank: 2 **SP need to Level V:** 621 840 SP

Skill at handling scramble rifles.
5% bonus to scramble rifle cooldown speed per level.

Scrambler Rifle Ammo Capacity

Pre-req: Weaponry level III
    Light Weapon Operation level II
    Scrambler Rifle Operation level I
Rank: 3 **SP need to Level V:** 932 760 SP

Skill at ammunition management.
+5% maximum ammunition per level.

Scrambler Rifle Proficiency

Pre-req: Weaponry level III
    Light Weapon Operation level II
    Scrambler Rifle Operation level V
Rank: 5 **SP need to Level V:** 1 554 600 SP

Skill at handling scramble rifles.
+3% scramble rifle damage against shields per level.

Scrambler Rifle Fitting Optimization

Pre-req: Weaponry level III
    Light Weapon Operation level II
    Scrambler Rifle Operation level V
    Scrambler Rifle Proficiency level IV
Rank: 6 **SP need to Level V:** 1 865 520 SP

Advanced skill at weapon resource management.
5% reduction to PG usage per level.

Scrambler Rifle Rapid Reload

Pre-req: Weaponry level III
    Light Weapon Operation level II
    Scrambler Rifle Operation level V
    Scrambler Rifle Proficiency level II
Rank: 3 **SP need to Level V:** 932 760 SP

Advanced skill at rapidly reload weapons.
+3% reload speed per level.

Shotgun Operation

Pre-req: Weaponry level III Light Weapon Operation level IV **Rank: 2 SP need to Level V:** 621 840 SP	Skill at handling shotguns. 3% reduction to shotgun spread per level.

Shotgun Ammo Capacity

Pre-req: Weaponry level III
        Light Weapon Operation level IV
        Shotgun Operation level I
Rank: 3 SP need to Level V: 932 760 SP
	Skill at ammunition management.
	+5% maximum ammunition capacity per level.

Shotgun Proficiency

Pre-req: Weaponry level III
        Light Weapon Operation level IV
        Shotgun Operation level V
Rank: 5 SP need to Level V: 1 554 600 SP
	Skill at handling shotguns.
	3% shotgun damage against shields per level.

Shotgun Fitting Optimization

Pre-req: Weaponry level III
        Light Weapon Operation level IV
        Shotgun Operation level V
        Shotgun Proficiency level IV
Rank: 6 SP need to Level V: 1 865 520 SP
	Advanced skill at weapon resource management.
	5% reduction to PG usage per level.

Shotgun Rapid Reload

Pre-req: Weaponry level III
        Light Weapon Operation level IV
        Shotgun Operation level V
        Shotgun Proficiency level II
Rank: 3 SP need to Level V: 932 760 SP
	Advanced skill at rapidly reload weapons.
	+3% reload speed per level.

Sniper Rifle Operation

Pre-req: Weaponry level III Light Weapon Operation level II **Rank: 2 SP need to Level V:** 621 840 SP	Skill at handling sniper rifles. 5% reduction to sniper rifle scope sway per level.

Sniper Rifle Ammo Capacity

Pre-req: Weaponry level III
        Light Weapon Operation level II
        Sniper Rifle Operation level I
Rank: 3 SP need to Level V: 932 760 SP
	Skill at ammunition management.
	+5% maximum ammunition capacity per level.

Sniper Rifle Proficiency

Pre-req: Weaponry level III
        Light Weapon Operation level II
        Sniper Rifle Operation level V
Rank: 5 SP need to Level V: 1 554 600 SP
	Skill at sniper rifles.
	+3% sniper rifle damage against armor per level.

Sniper Rifle Fitting Optimization

Pre-req: Weaponry level III
        Light Weapon Operation level II
        Sniper Rifle Operation level V
        Sniper Rifle Proficiency level IV
Rank: 6 SP need to Level V: 1 865 520 SP
	Advanced skill at weapon resource management.
	5% reduction to PG usage per level.

Sniper Rifle Rapid Reload

Pre-req: Weaponry level III
        Light Weapon Operation level II
        Sniper Rifle Operation level V
        Sniper Rifle Proficiency level II
Rank: 3 SP need to Level V: 932 760 SP
	Advanced skill at rapidly reload weapons.
	+3% reload speed per level.

Swarm Launcher Operation

Pre-req: Weaponry level III Light Weapon Operation level III **Rank: 2 SP need to Level V:** 621 840 SP	Skill at handling swarm launchers. 5% reduction to swarm launcher lock-on time per level.

Swarm Launcher Ammo Capacity

Pre-req: Weaponry level III Light Weapon Operation level III Swarm Launcher Operation level I **Rank: 3 SP need to Level V:** 932 760 SP	Skill at ammunition management. +1 maximum ammunition capacity per level.

Swarm Launcher Proficiency

Pre-req: Weaponry level III Light Weapon Operation level III Swarm Launcher Operation level V **Rank: 5 SP need to Level V:** 1 554 600 SP	Skill at swarm launchers. +3% swarm launcher missile damage against armor per level.

Swarm Launcher Fitting Optimization

Pre-req: Weaponry level III Light Weapon Operation level III Swarm Launcher Operation level V Swarm Launcher Proficiency level IV **Rank: 6 SP need to Level V:** 1 865 520 SP	Advanced skill at weapon resource management. 5% reduction to PG usage per level.

Swarm Launcher Rapid Reload

Pre-req: Weaponry level III Light Weapon Operation level III Swarm Launcher Operation level V Swarm Launcher Proficiency level II **Rank: 3 SP need to Level V:** 932 760 SP	Advanced skill at rapidly reload weapons. +3% reload speed per level.

Sidearm Operation

Pre-req: Weaponry level I **Rank: 2 SP need to Level V:** 621 840 SP	Basic understanding of sidearm operation. 3% reduction to CPU usage per level.

Bolt Pistol Operation

Pre-req: Weaponry level I Sidearm Operation level I **Rank: 2 SP need to Level V:** 621 840 SP	Skill at handling Bolt pistols. 5% reduction to Bolt pistol kick per level.

Bolt Pistol Ammo Capacity

Pre-req: Weaponry level I Sidearm Operation level I **Rank: 3 SP need to Level V:** 932 760 SP	Skill at ammunition management. +5% maximum ammunition capacity per level.

Bolt Pistol Proficiency

Pre-req: Weaponry level I Sidearm Operation level I Bolt Pistol Operation level V **Rank: 5 SP need to Level V:** 1 554 600 SP	Skill at handling Bolt pistols. +3% Bolt pistol damage against armor per level.

Bolt Pistol Fitting Optimization

Pre-req: Weaponry level I
  Sidearm Operation level I
  Bolt Pistol Operation level V
  Bolt Pistol Proficiency level IV

Rank: 6 SP need to Level V: 1 865 520 SP

Advanced skill at weapon resource management.

5% reduction to PG usage per level.

Bolt Pistol Rapid Reload

Pre-req: Weaponry level I
  Sidearm Operation level I
  Bolt Pistol Operation level V
  Bolt Pistol Proficiency level II

Rank: 3 SP need to Level V: 932 760 SP

Advanced skill at rapidly reload weapons.

+3% reload speed per level.

Flaylock Pistol Operation

Pre-req: Weaponry level I
  Sidearm Operation level III

Rank: 2 SP need to Level V: 621 840 SP

Skill at handling flaylock pistols.

+5% flaylock pistol blast radius per level.

Flaylock Pistol Ammo Capacity

Pre-req: Weaponry level I
  Sidearm Operation level III
  Flaylock Pistol Operation level I

Rank: 3 SP need to Level V: 932 760 SP

Skill at ammunition management.

+1 missile capacity per level.

Flaylock Pistol Proficiency

Pre-req: Weaponry level I
  Sidearm Operation level III
  Flaylock Pistol Operation level V

Rank: 5 SP need to Level V: 1 554 600 SP

Skill at handling flaylock pistols.

+3% flaylock pistol damage against armor per level.

Flaylock Pistol Fitting Optimization

Pre-req: Weaponry level I
  Sidearm Operation level III
  Flaylock Pistol Operation level V
  Flaylock Pistol Proficiency level IV

Rank: 6 SP need to Level V: 1 865 520 SP

Advanced skill at weapon resource management.

5% reduction to CPU usage per level.

Flaylock Pistol Rapid Reload

Pre-req: Weaponry level I
  Sidearm Operation level III
  Flaylock Pistol Operation level V
  Flaylock Pistol Proficiency level II

Rank: 3 SP need to Level V: 932 760 SP

Advanced skill at rapidly reload weapons.

+3% reload speed per level.

Ion Pistol Operation

Pre-req: Weaponry level III
  Light Weapon Operation level I

Rank: 2 SP need to Level V: 621 840 SP

Skill at handling Ion Pistols.

5% reduction to Ion Pistol charge time per level.

Ion Pistol Ammo Capacity

Pre-req: Weaponry level III
  Light Weapon Operation level I
  Ion Pistol Operation level I

Rank: 3 SP need to Level V: 932 760 SP

Skill at ammunition management.

+5% maximum ammunition per level.

Ion Pistol Proficiency

Pre-req: Weaponry level III
   Light Weapon Operation level I
   Ion Pistol Operation level V

Rank: 5 SP need to Level V: 1 554 600 SP

Skill at handling Ion Pistols.

+3% Ion Pistol damage against shields per level.

Ion Pistol Fitting Optimization

Pre-req: Weaponry level III
   Light Weapon Operation level I
   Ion Pistol Operation level V
   Ion Pistol Proficiency level IV

Rank: 6 SP need to Level V: 1 865 520 SP

Advanced skill at weapon resource management.

5% reduction to CPU usage per level.

Ion Pistol Rapid Reload

Pre-req: Weaponry level III
   Light Weapon Operation level I
   Ion Pistol Operation level V
   Ion Pistol Proficiency level II

Rank: 3 SP need to Level V: 932 760 SP

Advanced skill at rapidly reload weapons.

+3% reload speed per level.

Ion Pistol Sharpshooter

Pre-req: Weaponry level III
   Light Weapon Operation level I
   Ion Pistol Operation level I

Rank: 3 SP need to Level V: 932 760 SP

Skill at weapon marksmanship.

5% reduction to Ion Pistol dispersion per level.

Magsec SMG Operation

Pre-req: Weaponry level I
   Sidearm Operation level II

Rank: 2 SP need to Level V: 621 840 SP

Skill at handling Magsec SMGs

5% reduction to Magsec SMG kick per level.

Magsec SMG Ammo Capacity

Pre-req: Weaponry level I
   Sidearm Operation level II
   Magsec SMG Operation level I

Rank: 3 SP need to Level V: 932 760 SP

Skill at ammunition management.

+5% maximum ammunition per level.

Magsec SMG Proficiency

Pre-req: Weaponry level I
   Sidearm Operation level II
   Magsec SMG Operation level V

Rank: 5 SP need to Level V: 1 554 600 SP

Skill at handling Magsec SMGs

+3% Magsec SMG damage against armor per level.

Magsec SMG Fitting Optimization

Pre-req: Weaponry level I
   Sidearm Operation level II
   Magsec SMG Operation level V
   Magsec SMG Proficiency level IV

Rank: 6 SP need to Level V: 1 865 520 SP

Advanced skill at weapon resource management.

5% reduction to PG usage per level.

Magsec SMG Rapid Reload

Pre-req: Weaponry level I
   Sidearm Operation level II
   Magsec SMG Operation level V
   Magsec SMG Proficiency level II

Rank: 3 SP need to Level V: 932 760 SP

Advanced skill at rapidly reload weapons.

+3% reload speed per level.

Nova Knife Operation

Pre-req: Weaponry level I Sidearm Operation level I **Rank:** 2 **SP need to Level V:** 621 840 SP	Skill at handling nova knives. 5% reduction to nova knife charge time per level.

Nova Knife Proficiency

Pre-req: Weaponry level I
      Sidearm Operation level I
      Nova Knife Operation level V
 	
Rank: 5 **SP need to Level V:** 1 554 600 SP
	Skill at handling nova knives.
	
	+3% nova knife damage per level.

Scrambler Pistol Operation

Pre-req: Weaponry level I Sidearm Operation level I **Rank:** 2 **SP need to Level V:** 621 840 SP	Skill at handling scrambler pistols. +1 scrambler pistol clip size per level.

Scrambler Pistol Ammo Capacity

Pre-req: Weaponry level I Sidearm Operation level I **Rank:** 3 **SP need to Level V:** 932 760 SP	Skill at ammunition management. +5% maximum ammunition per level.

Scrambler Pistol Proficiency

Pre-req: Weaponry level I
      Sidearm Operation level I
      Scrambler Pistol Operation level V
 	
Rank: 5 **SP need to Level V:** 1 554 600 SP
	Skill at handling scrambler pistols.
	
	+3% scrambler pistol damage against shields per level.

Scrambler Pistol Fitting Optimization

Pre-req: Weaponry level I
      Sidearm Operation level I
      Scrambler Pistol Operation level V
      Scrambler Pistol Proficiency level IV
 	
Rank: 6 **SP need to Level V:** 1 865 520 SP
	Advanced skill at weapon resource management.
	
	5% reduction to PG usage per level.

Scrambler Pistol Rapid Reload

Pre-req: Weaponry level I
      Sidearm Operation level I
      Scrambler Pistol Operation level V
      Scrambler Pistol Proficiency level II
 	
Rank: 3 **SP need to Level V:** 932 760 SP
	Advanced skill at rapidly reload weapons.
	
	+3% reload speed per level.

Submachine Gun Operation

Pre-req: Weaponry level I Sidearm Operation level II **Rank:** 2 **SP need to Level V:** 621 840 SP	Skill at handling submachine guns 5% reduction to submachine gun kick per level.

Submachine Gun Ammo Capacity

Pre-req: Weaponry level I
    Sidearm Operation level II
    Submachine Gun Operation level I

Rank: 3 **SP need to Level V:** 932 760 SP

Skill at ammunition management.

+5% maximum ammunition per level.

Submachine Gun Proficiency

Pre-req: Weaponry level I
    Sidearm Operation level II
    Submachine Gun Operation level V

Rank: 5 **SP need to Level V:** 1 554 600 SP

Skill at handling submachine guns

+3% submachine gun damage against armor per level.

Submachine Gun Fitting Optimization

Pre-req: Weaponry level I
    Sidearm Operation level II
    Submachine Gun Operation level V
    Submachine Gun Proficiency level IV

Rank: 6 **SP need to Level V:** 1 865 520 SP

Advanced skill at weapon resource management.

5% reduction to PG usage per level.

Submachine Gun Rapid Reload

Pre-req: Weaponry level I
    Sidearm Operation level II
    Submachine Gun Operation level V
    Submachine Gun Proficiency level II

Rank: 3 **SP need to Level V:** 932 760 SP

Advanced skill at rapidly reload weapons.

+3% reload speed per level.

Submachine Gun Sharpshooter

Pre-req: Weaponry level I
    Sidearm Operation level II
    Submachine Gun Operation level I

Rank: 3 **SP need to Level V:** 932 760 SP

Skill at weapon marksmanship.

5% reduction to submachine gun dispersion per level.

Vehicle Command

	Vehicle Command
Pre-req: - **Rank: 1 SP need to Level V:** 310 920 SP	Skill at operating vehicle systems. Unlocks skills that can be trained to operate vehicles.

	Dropship Operation
Pre-req: Vehicle Command level III **Rank: 4 SP need to Level V:** 1 243 680 SP	Skill at operating Dropships. Unlocks the ability to use standard dropships.

	Assault Dropships
Pre-req: Vehicle Command level III Dropship Operation level III **Rank: 6 SP need to Level V:** 1 865 520 SP	Skill at operating Assault Dropships. Unlocks Assault Dropships of all races. +2% to small turret damage per level.

	Caldari Assault Dropship

Pre-req: Vehicle Command level III
       Dropship Operation level III
       Assault Dropships level I
 	
 Rank: 8 SP need to Level V: 2 487 360 SP
	Skill at operating Caldari Assault Dropships.
	
	 Grants +10% missile turret ROF and +5% to missile turret maximum ammunition per level to Caldari Assault Dropships.

	Gallente Assault Dropship

Pre-req: Vehicle Command level III
       Dropship Operation level III
       Assault Dropships level I
 	
 Rank: 8 SP need to Level V: 2 487 360 SP
	Skill at operating Gallente Assault Dropships.
	
	 Grants +10% hybrid turret ROF and +5% to hybrid turret maximum ammunition per level to Gallente Assault Dropships.

	HAV Operation
Pre-req: Vehicle Command level V **Rank: 4 SP need to Level V:** 1 243 680 SP	Skill at operating Heavy Attack Vehicles (HAV) Unlocks the ability to use standard HAVs.

	LAV Operation
Pre-req: Vehicle Command level I **Rank: 4 SP need to Level V:** 1 243 680 SP	Skill at operating Light Attack Vehicles (LAV) Unlocks the ability to use standard LAVs.

Vehicle Upgrades

Vehicle Upgrades

Pre-req: - **Rank:** 1 **SP need to Level V:** 310 920 SP	Skill at altering vehicle systems. Unlocks the ability to use vehicle modules.

Vehicle Armor Upgrades

Pre-req: Vehicle Upgrades level III **Rank:** 2 **SP need to Level V:** 621 840 SP	Basic understanding of vehicle armor augmentation. Unlocks the ability to use vehicle armor modules. **Basic** variants at lvl. 1, **enhanced** at lvl. 3, **complex** at lvl.5.

Armor Fitting Optimization

Pre-req: Vehicle Upgrades level III Vehicle Armor Upgrades level V **Rank:** 5 **SP need to Level V:** 1 554 600 SP	Basic understanding of module resource management. 5% reduction to PG usage of vehicle armor modules per level.

Vehicle Armor Repair Systems

Pre-req: Vehicle Upgrades level III Vehicle Armor Upgrades level I **Rank:** 3 **SP need to Level V:** 932 760 SP	Basic understanding of vehicle armor repairing- +5% to repair rate of vehicle armor repair modules per level.

Vehicle Core Upgrades

Pre-req: Vehicle Upgrades level I **Rank:** 2 **SP need to Level V:** 621 840 SP	Basic understanding of vehicle core systems. Unlocks the ability to use modules that affect vehicle's powergrid (PG) CPU and propulsion. **Basic** variants at lvl. 1, **enhanced** at lvl. 3, **complex** at lvl.5.

Core Grid Management

Pre-req: Vehicle Upgrades level I Vehicle Core Upgrades level V **Rank:** 5 **SP need to Level V:** 1 554 600 SP	Basic understanding of vehicle power management. +5% recharge rate of all active modules per level.

Engine Core Calibration

Pre-req: Vehicle Upgrades level I Vehicle Core Upgrades level III **Rank:** 5 **SP need to Level V:** 1 554 600 SP	Basic understanding of active module management. +5% active duration of all active modules per level.

Vehicle Electronics

Pre-req: Vehicle Upgrades level I Vehicle Core Upgrades level I **Rank:** 2 **SP need to Level V:** 621 840 SP	Basic understanding of vehicle electronic systems. Unlocks access to scanner modules. **Basic** variants at lvl. 1, **enhanced** at lvl. 3, **complex** at lvl.5.

Vehicle Engineering

Pre-req: Vehicle Upgrades level I Vehicle Core Upgrades level I **Rank:** 2 **SP need to Level V:** 621 840 SP	Basic understanding of vehicle engineering. Unlocks access to mobile CRU (Clone Reanimation Unit). **Basic** variants at lvl. 1, **enhanced** at lvl. 3, **complex** at lvl.5.

Vehicle Shield Upgrades

Pre-req: Vehicle Upgrades level III **Rank: 2 SP need to Level V:** 621 840 SP	Basic understanding of vehicle shield augmentation. Unlocks the ability to use vehicle shield modules. **Basic** variants at lvl. 1, **enhanced** at lvl. 3, **complex** at lvl.5.

Shield Fitting Optimization

Pre-req: Vehicle Upgrades level III Vehicle Shield Upgrades level V **Rank: 5 SP need to Level V:** 1 554 600 SP	Basic understanding of module resource management. 5% reduction to CPU usage of vehicle shield modules per level.

Vehicle Shield Regeneration

Pre-req: Vehicle Upgrades level III Vehicle Shield Upgrades level I **Rank: 3 SP need to Level V:** 932 760 SP	Basic understanding of vehicle shield regeneration. 5% reduction to depleted shield recharge delay per level.

Vehicle Turret Upgrades

Pre-req: Vehicle Upgrades level V **Rank: 2 SP need to Level V:** 621 840 SP	Basic understanding of turret upgrades. Unlocks the ability to use modules that alter turret functionality. **Basic** variants at lvl. 1, **enhanced** at lvl. 3, **complex** at lvl.5.

Damage Amplifier Fitting Optimization

Pre-req: Vehicle Upgrades level V Vehicle Turret Upgrades level I **Rank: 5 SP need to Level V:** 1 554 600 SP	Basic understanding of module resource management. 3% reduction to PG/CPU usage of vehicle damage amplifier modules per level.

Turret Operation

Turret Operation

Pre-req: - **Rank: 1 SP need to Level V:** 310 920 SP	Skill at operating vehicle turrets. Unlocks skills that can be trained to operate specific vehicle turret types.

Large Turret Operation

Pre-req: Turret Operation level V **Rank: 2 SP need to Level V:** 621 840 SP	Basic understanding of large turret operation. Unlocks the ability to use large blaster, railgun and missile launcher turrets. 2% reduction to PG/CPU usage of large turrets per level.

Large Blaster Operation

Pre-req: Turret Operation level V Large Turret Operation level I **Rank: 2 SP need to Level V:** 621 840 SP	Skill at operating large blaster turrets. Unlocks access to: **Standard** large blasters at lvl.1; **Advanced** at lvl.3; **Prototype** at lvl.5.

Large Blaster Ammo Capacity

Pre-req: Turret Operation level V
     Large Turret Operation level I
     Large Blaster Operation level I

Rank: 3 SP need to Level V: 932 760 SP

Skill at turret ammunition management.

+5% to large blaster maximum ammunition capacity per level.

Large Blaster Proficiency

Pre-req: Turret Operation level V
     Large Turret Operation level I
     Large Blaster Operation level V

Rank: 5 SP need to Level V: 1 554 600 SP

Advanced skill at operating large blaster turrets.

+10% to large blaster rotation speed per level.

Large Blaster Fitting Optimization

Pre-req: Turret Operation level V
     Large Turret Operation level I
     Large Blaster Operation level V
     Large Blaster Proficiency level III

Rank: 6 SP need to Level V: 1 865 520 SP

Advanced skill at turret resource management.

3% reduction to PG/CPU usafe of large blasters per level.

Large Blaster Reload Systems

Pre-req: Turret Operation level V
     Large Turret Operation level I
     Large Blaster Operation level II

Rank: 3 SP need to Level V: 932 760 SP

Skill at monitoring turret reload systems.

+5% to large blaster reload speed per level.

Large Missile Launcher Operation

Pre-req: Turret Operation level V
     Large Turret Operation level V

Rank: 2 SP need to Level V: 621 840 SP

Skill at operating large Missile Launcher turrets.

Unlocks access to:
Standard large Missile Launchers at lvl.1; **Advanced** at lvl.3; **Prototype** at lvl.5.

Large Missile Launcher Ammo Capacity

Pre-req: Turret Operation level V
     Large Turret Operation level V
     Large Missile Launcher Operation level I

Rank: 3 SP need to Level V: 932 760 SP

Skill at turret ammunition management.

+5% to large Missile Launcher maximum ammunition capacity per level.

Large Missile Launcher Proficiency

Pre-req: Turret Operation level V
     Large Turret Operation level V
     Large Missile Launcher Operation level V

Rank: 5 SP need to Level V: 1 554 600 SP

Advanced skill at operating large Missile Launcher turrets.

+10% to large Missile Launcher rotation speed per level.

Large Missile Launcher Fitting Optimization

Pre-req: Turret Operation level V
     Large Turret Operation level V
     Large Missile Launcher Operation level V
     Large Missile Launcher Proficiency level III

Rank: 6 SP need to Level V: 1 865 520 SP

Advanced skill at turret resource management.

3% reduction to PG/CPU usafe of large Missile Launchers per level.

Large Missile Launcher Reload Systems

Pre-req: Turret Operation level V
Large Turret Operation level V
Large Missile Launcher Operation level II

Rank: 3 SP need to Level V: 932 760 SP

Skill at monitoring turret reload systems.

+5% to large Missile Launcher reload speed per level.

Large Railgun Operation

Pre-req: Turret Operation level V
Large Turret Operation level I

Rank: 2 SP need to Level V: 621 840 SP

Skill at operating large Railgun turrets.

Unlocks access to:
Standard large Railguns at lvl.1; **Advanced** at lvl.3; **Prototype** at lvl.5.

Large Railgun Ammo Capacity

Pre-req: Turret Operation level V
Large Turret Operation level I
Large Railgun Operation level I

Rank: 3 SP need to Level V: 932 760 SP

Skill at turret ammunition management.

+5% to large Railgun maximum ammunition capacity per level.

Large Railgun Proficiency

Pre-req: Turret Operation level V
Large Turret Operation level I
Large Railgun Operation level V

Rank: 5 SP need to Level V: 1 554 600 SP

Advanced skill at operating large Railgun turrets.

+10% to large Railgun rotation speed per level.

Large Railgun Fitting Optimization

Pre-req: Turret Operation level V
Large Turret Operation level I
Large Railgun Operation level V
Large Railgun Proficiency level III

Rank: 6 SP need to Level V: 1 865 520 SP

Advanced skill at turret resource management.

3% reduction to PG/CPU usafe of large Railguns per level.

Large Railgun Reload Systems

Pre-req: Turret Operation level V
Large Turret Operation level I
Large Railgun Operation level II

Rank: 3 SP need to Level V: 932 760 SP

Skill at monitoring turret reload systems.

+5% to large Railgun reload speed per level.

Small Turret Operation

Pre-req: Turret Operation level I

Rank: 2 SP need to Level V: 621 840 SP

Basic understanding of small turret operation.

Unlocks the ability to use small blaster, railgun and missile launcher turrets.

2% reduction to PG/CPU usage of small turrets per level.

Small Blaster Operation

Pre-req: Turret Operation level I
Small Turret Operation level I

Rank: 2 SP need to Level V: 621 840 SP

Skill at operating small blaster turrets.

Unlocks access to:
Standard small blasters at lvl.1; **Advanced** at lvl.3; **Prototype** at lvl.5.

Small Blaster Ammo Capacity

Pre-req: Turret Operation level I
Small Turret Operation level I
Small Blaster Operation level I
Rank: 3 SP need to Level V: 932 760 SP

Skill at turret ammunition management.

+5% to small blaster maximum ammunition capacity per level.

Small Blaster Proficiency

Pre-req: Turret Operation level I
Small Turret Operation level I
Small Blaster Operation level V
Rank: 5 SP need to Level V: 1 554 600 SP

Advanced skill at operating small blaster turrets.

+10% to small blaster rotation speed per level.

Small Blaster Fitting Optimization

Pre-req: Turret Operation level I
Small Turret Operation level I
Small Blaster Operation level V
Small Blaster Proficiency level III
Rank: 6 SP need to Level V: 1 865 520 SP

Advanced skill at turret resource management.

3% reduction to PG/CPU usafe of small blasters per level.

Small Blaster Reload Systems

Pre-req: Turret Operation level I
Small Turret Operation level I
Small Blaster Operation level II
Rank: 3 SP need to Level V: 932 760 SP

Skill at monitoring turret reload systems.

+5% to small blaster reload speed per level.

Small Missile Launcher Operation

Pre-req: Turret Operation level I
Small Turret Operation level V
Rank: 2 SP need to Level V: 621 840 SP

Skill at operating small Missile Launcher turrets.

Unlocks access to:
Standard small Missile Launchers at lvl.1; **Advanced** at lvl.3; **Prototype** at lvl.5.

Small Missile Launcher Ammo Capacity

Pre-req: Turret Operation level I
Small Turret Operation level V
Small Missile Launcher Operation level I
Rank: 3 SP need to Level V: 932 760 SP

Skill at turret ammunition management.

+5% to small Missile Launcher maximum ammunition capacity per level.

Small Missile Launcher Proficiency

Pre-req: Turret Operation level I
Small Turret Operation level V
Small Missile Launcher Operation level V
Rank: 5 SP need to Level V: 1 554 600 SP

Advanced skill at operating small Missile Launcher turrets.

+10% to small Missile Launcher rotation speed per level.

Small Missile Launcher Fitting Optimization

Pre-req: Turret Operation level I
Small Turret Operation level V
Small Missile Launcher Operation level V
Small Missile Launcher Proficiency level III
Rank: 6 SP need to Level V: 1 865 520 SP

Advanced skill at turret resource management.

3% reduction to PG/CPU usafe of small Missile Launchers per level.

Small Missile Launcher Reload Systems

Pre-req: Turret Operation level I
Small Turret Operation level V
Small Missile Launcher Operation level II
Rank: 3 SP need to Level V: 932 760 SP

Skill at monitoring turret reload systems.

+5% to small Missile Launcher reload speed per level.

Small Railgun Operation

Pre-req: Turret Operation level I 　　　　Small Turret Operation level I **Rank: 2 SP need to Level V:** 621 840 SP	Skill at operating small Railgun turrets. Unlocks access to: **Standard** small Railguns at lvl.1; **Advanced** at lvl.3; **Prototype** at lvl.5.

Small Railgun Ammo Capacity

Pre-req: Turret Operation level I 　　　　Small Turret Operation level I 　　　　Small Railgun Operation level I **Rank: 3 SP need to Level V:** 932 760 SP	Skill at turret ammunition management. +5% to small Railgun maximum ammunition capacity per level.

Small Railgun Proficiency

Pre-req: Turret Operation level I 　　　　Small Turret Operation level I 　　　　Small Railgun Operation level V **Rank: 5 SP need to Level V:** 1 554 600 SP	Advanced skill at operating small Railgun turrets. +10% to small Railgun rotation speed per level.

Small Railgun Fitting Optimization

Pre-req: Turret Operation level I 　　　　Small Turret Operation level I 　　　　Small Railgun Operation level V 　　　　Small Railgun Proficiency level III **Rank: 6 SP need to Level V:** 1 865 520 SP	Advanced skill at turret resource management. 3% reduction to PG/CPU usafe of small Railguns per level.

Small Railgun Reload Systems

Pre-req: Turret Operation level I 　　　　Small Turret Operation level I 　　　　Small Railgun Operation level II **Rank: 3 SP need to Level V:** 932 760 SP	Skill at monitoring turret reload systems. +5% to small Railgun reload speed per level.

Corporations

Corporations

Pre-req: - **Rank: 1 SP need to Level V:** 310 920 SP	Basic corporation operation. +10 corporation members allowed per level.

Megacorp Control

Pre-req: Corporations Level V **Rank: 3 SP need to Level V:** 932 760 SP	Advanced corporation operation. +50 members per level.

Transstellar Empire Control

Pre-req: Megacorp Control Level V **Rank: 5 SP need to Level V:** 1 554 600 SP	Advanced corporation operation. +200 corporation members allowed per level.

Skillpoints - Active/passive SP generation

Skill Points are earned in two ways: Passively and Actively. Both methods dump a character skill points into one pool of Unallocated Points.

Passive: Your character gets a you get one SP every 3 seconds allowing you to get 24,000 sp in one day. (called as Passive SP). Only one character in the account may have this in a given time! Passive skill points are earned over time whether you are in game or not. You can change it at the Character Selection screen.

Active: At the end of each battle, the war points you earned will be totalled and converted to SP (Active SP)

Relying on passive skill points will only get you so far. This is because you only gain 1 passive skill point for every couple of seconds and skills can require anywhere from 6,000 skill points to several hundred thousand. Thankfully, you can also acquire skill points by performing well on the battlefield. These points are earned actively. This allows you to gain several thousand skill points per match depending on your performance of the field.

Hint: Performing well on the battlefield does not mean kills specifically. Points are earned many different ways including completing objectives, reviving and resupplying teammates, and taken control of installations throughout the battlefield.

Learning is simple. You have to buy (from the market) and learn the skill (book), after that, you can/have to increase the skill level from the initial lvl 0 to a usable level.

You can see the requirements of various skill levels and ranks on the following table. The skill point (SP) requirements for various levels include skillpoints from the levels you have already learned. The game will only display the differences. (i.e.: In a case of a level 1 rank 1 skill, you have to spend 155 460 SP to increase the skill level from 4 to 5.)

Skill		Rank											
		1	2	3	4	5	6	7	8	9	10	11	12
Level	1	6 220	12 440	18 660	24 880	31 100	37 320	43 540	49 760	55 980	62 200	68 420	74 640
	2	18 650	37 300	55 950	74 600	93 250	111 900	130 550	149 200	167 850	186 500	205 150	223 800
	3	43 530	87 060	130 590	174 120	217 650	261 180	304 710	348 240	391 770	435 300	478 830	522 360
	4	87 060	174 120	261 180	348 240	435 300	522 360	609 420	696 480	783 540	870 600	957 660	1 044 720
	5	155 460	310 920	466 380	621 840	777 300	932 760	1 088 220	1 243 680	1 399 140	1 554 600	1 710 060	1 865 520
Total SP at lvl 5		310 920	621 840	932 760	1 243 680	1 554 600	1 865 520	2 176 440	2 487 360	2 798 280	3 109 200	3 420 120	3 731 040

The good/bad news: you can't get infinite amount of SP with 23/7 playing, there are an Active SP limit System on the server:

- Weekly Active skill point cap of 190.400 SP (without boosters) from fighting in battles
- Players who have maxed out their cap will receive 1 SP per warpoint up to a limit of 1.000 SP per each battle
- The Active weekly skill point cap is schedule to reset every Wednesday after the downtime.
- You can see the remaining Active SP pool at the end of the matches.

The Daily Activity Bonus

This is a gift to the most active players, the ones that are logging in every day and ensuring that there are always plenty of Mercenaries for you to pit your wits and skills against, and it works like this.

DAILY ACTIVITY BONUS:

CONSECUTIVE DAYS: 1

EVERY CONSECUTIVE DAY OF ACTIVITY BRINGS YOU CLOSER
TO THE MAXIMUM BONUS!

3,000 SP   3,500 SP   4,000 SP   4,500 SP   5,000 SP   5,500 SP   6,000 SP

L2   ●○○   R2

The first time you log in each day (defined as downtime to downtime) you get some bonus SPs - 3000 to be precise. Days that you don't log in, you don't get the SP.

Every consecutive day you log in, after the first, the bonus goes up by 500 SP. Log in on Tuesday and Wednesday, you get 3000 SP for Tuesday and 3500 SP for Wednesday. This bonus can stack up seven times, so if you log in for seven days in a row, on the seventh day you'll get 6000 SP - bringing you to a total of 31,500 bonus SP for the week.

And what happens after the seventh day? Does it reset? Nope! For every consecutive day after the seventh that you keep logging in, you get another 6000 bonus SP. You can keep chaining this bonus for as long as you like, so long as you're logging in every day.

If you miss a whole day, though, the bonus is reset to the base level, and the next day you do log in you'll start building up from 3000 SP again.

If you can sustain the maximum 6000 SP per day bonus, you can earn an extra 42,000 SP a week, which works out to a little under two days' "free" passive training.

These bonus SP don't count towards weekly caps, and they're not affected by boosters, they always just add the relevant amount of SP directly to your unspent total.

Dropsuits – "From the MCC above."

Infantry dropsuits are designed to protect and sustain the wearer in even the harshest environments.

Different dropsuits offer specific bonuses to speed, mobility, defense and configurability, like the spaceships in EVE online. Dropsuits come in a variety of types, each with a unique slot configuration, powergrid (PG) and CPU that allow you to fit your chosen dropsuit.

The number and type of slots determine the modules (interchangeable hardware components that enhance or otherwise alter the functionality of the dropsuit), weapons, and equipment you can fit.

The brute force tactics of the Assault and Heavy are useful, but a well-rounded squad needs the finesse of a Scout and the support of the Logistics suit in order to be truly effective in a constantly changing battlefield environment.

Speed is the Scout dropsuit's primary advantage. Combined with a low scan profile, it allows the wearer to move undetected by basic EW equipment and rapidly close in on enemy units if spotted. Armed with a shotgun or module-enhanced nova knife, the Scout is lethal at close-range. Despite being grossly outmatched, skilled Scouts are able to kite the slow-turning Heavy, methodically whittling away its armor while staying out of harm's way.

While less capable in a stand-up gunfight, the standard Logistics suit's three equipment slots offer a host of offensive and defensive options. While other dropsuits need to make hard choices about what equipment to use, the Logistics suit can simultaneously fit gear perfect for scanning out hidden threats, setting up temporary spawn points, deploying remote explosives or repairing and healing allied units.

Light

Basic

A basic dropsuit frame hardwired with all minimum designation combat suites and protocols but without any role-specific customizations and bonuses.

				Militia	Standard	Advanced	Prototype
				Militia Amarr Light Frame	Amarr Light Frame A-1	Amarr Light Frame A/1 Series	Amarr Light Frame ak.0
AMARR	L	B					
Max PG				26 kW	30 kW	42 kW	60 kW
Max CPU				115 gF		161 gF	230 gF
Shield				100 HP			
Armor				130 HP			
Shield Recharge Rate				30 HP/s			
Shield Recharge Delay				4 s			
Shield Depleted Recharge Delay				6 s			
Armor Repair Rate				0 HP/s			
Movement Speed				5,3 m/s			
Sprint Speed				7,42 m/s			
Sprint Duration				27,5 s			
Stamina				275			
Stamina Recovery Rate				40 /s			
Scan Profile				35 dB			
Scan Precision				40 dB			
Scan Radius				20 m			
Melee Damage				80 HP			
Meta Level				0	1	3	7
				Fitting			
Dropsuit Small Capacity Grenade				1			
Dropsuit High-Slot Module				1		2	
Dropsuit Equipment				1	2		
Dropsuit Low-Slot Module				3			4
Dropsuit Sidearm Weapon				1			
Dropsuit Light Weapon				1			
Required Skill(s)				—	Dropsuit Command Level II		
					Amarr Light Dropsuits Level I	Amarr Light Dropsuits Level III	Amarr Light Dropsuits Level V

			Militia	Standard	Advanced	Prototype
			Militia Caldari Light Frame	Caldari Light Frame C-1	Caldari Light Frame C/1 Series	Caldari Light Frame ck.0
CALDARI	L	B				
Max PG			26 kW	30 kW	42 kW	60 kW
Max CPU			125 gF	125 gF	175 gF	250 gF
Shield			130 HP			
Armor			70 HP			
Shield Recharge Rate			50 HP/s			
Shield Recharge Delay			3 s			
Shield Depleted Recharge Delay			4 s			
Armor Repair Rate			0 HP/s			
Movement Speed			5,45 m/s			
Sprint Speed			7,63 m/s			
Sprint Duration			20 s			
Stamina			200			
Stamina Recovery Rate			30 /s			
Scan Profile			35 dB			
Scan Precision			40 dB			
Scan Radius			20 m			
Melee Damage			80 HP			
Meta Level			0	1	3	7
			Fitting			
Dropsuit Small Capacity Grenade			1			
Dropsuit High-Slot Module			3			4
Dropsuit Equipment			1	2		
Dropsuit Low-Slot Module			1		2	
Dropsuit Sidearm Weapon			1			
Dropsuit Light Weapon			1			
Required Skill(s)			—	Dropsuit Command Level II		
				Caldari Light Dropsuits Level I	Caldari Light Dropsuits Level III	Caldari Light Dropsuits Level V

	Militia		Standard	Advanced	Prototype
	Militia Gallente Light Frame	'Thale' Militia Gallente Light Frame	Gallente Light Frame G-1	Gallente Light Frame G/1 Series	Gallente Light Frame gk.0
Max PG	26 kW		30 kW	42 kW	60 kW
Max CPU	125 gF			175 gF	250 gF
Shield	70 HP				
Armor	130 HP				
Shield Recharge Rate	34 HP/s		40 HP/s		
Shield Recharge Delay	4 s				
Shield Depleted Recharge Delay	6 s				
Armor Repair Rate	3 HP/s				
Movement Speed	5,45 m/s				
Sprint Speed	7,63 m/s				
Sprint Duration	20 s				
Stamina	200				
Stamina Recovery Rate	30 /s				
Scan Profile	35 dB				
Scan Precision	40 dB				
Scan Radius	20 m				
Melee Damage	80 HP				
Meta Level	0		1	3	7
	Fitting				
Dropsuit Small Capacity Grenade	1				
Dropsuit High-Slot Module	1			2	
Dropsuit Equipment	1		2		
Dropsuit Low-Slot Module	3				4
Dropsuit Sidearm Weapon	1				
Dropsuit Light Weapon	1				
Required Skill(s)	—		Dropsuit Command Level II		
			Gallente Light Dropsuits Level I	Gallente Light Dropsuits Level III	Gallente Light Dropsuits Level V

			Militia	Standard	Advanced	Prototype
			Militia Minmatar Light Frame	Minmatar Light Frame M-1	Minmatar Light Frame M/1 Series	Minmatar Light Frame mk.0
Max PG			30 kW		42 kW	60 kW
Max CPU			110 gF	115 gF	161 gF	230 gF
Shield			100 HP			
Armor			70 HP			
Shield Recharge Rate			40 HP/s			
Shield Recharge Delay			4 s			
Shield Depleted Recharge Delay			5 s			
Armor Repair Rate			0 HP/s			
Movement Speed			5,65 m/s			
Sprint Speed			7,91 m/s			
Sprint Duration			22,5 s			
Stamina			225			
Stamina Recovery Rate			60 /s			
Scan Profile			35 dB			
Scan Precision			40 dB			
Scan Radius			20 m			
Melee Damage			110 HP			
Meta Level			0	1	3	7
			Fitting			
Dropsuit Small Capacity Grenade			1			
Dropsuit High-Slot Module			2		3	
Dropsuit Equipment			1	2		
Dropsuit Low-Slot Module			2			3
Dropsuit Sidearm Weapon			1			
Dropsuit Light Weapon			1			
Required Skill(s)			—	Dropsuit Command Level II		
				Minmatar Light Dropsuits Level I	Minmatar Light Dropsuits Level III	Minmatar Light Dropsuits Level V

Scout

The Scout dropsuit is a lightweight suit optimized for enhanced mobility, multi-spectrum stealth, and heightened awareness. When missions call for speed and stealth, situations in which heavily armored suits would be more of a burden than an advantage, a scout dropsuit is the best option. The enhanced mobility it provides makes up for its relatively low protection, and when combined with stealth technology modules, the scout suit is the obvious choice for infiltration, counter-espionage, and assassination.

All the Scout suits have a role bonus: +15% reduction to PG/CPU cost of cloak field per level

Amarr Scout Bonus: +5% bonus to stamina regen and maximum stamina per level.

			Standard		Advanced		Prototype	
			'Neo' Scout A-I	Scout A-I	'Neo' Scout A/1 Series	Scout A/1 Series	'Neo' Scout ak.0	Scout ak.0
AMARR	L	S						
Max PG			35 kW		49 kW		70 kW	
Max CPU			170 gF		238 gF		340 gF	
Shield			60HP					
Armor			170 HP					
Shield Recharge Rate			30 HP/s					
Shield Recharge Delay			4 s					
Shield Depleted Recharge Delay			6 s					
Armor Repair Rate			0 HP/s					
Movement Speed			5,25 m/s					
Sprint Speed			7,35 m/s					
Sprint Duration			27,5 s					
Stamina			275					
Stamina Recovery Rate			40 /s					
Scan Profile			35 dB					
Scan Precision			40 dB					
Scan Radius			20 m					
Melee Damage			80 HP					
Meta Level			2	1	4	3	8	7
			Fitting					
Dropsuit Small Capacity Grenade			1					
Dropsuit High-Slot Module			1		2			
Dropsuit Equipment			2					
Dropsuit Low-Slot Module			3				4	
Dropsuit Sidearm Weapon			1					
Dropsuit Light Weapon			1					
Required Skill(s)		—	Dropsuit Command Level I					
			Amarr Light Dropsuits Level III					
			Amarr Scout Dropsuits Level I		Amarr Scout Dropsuits Level III		Amarr Scout Dropsuits Level V	

Caldari Scout Bonus: +5% bonus to dropsuit scan radius and scan precision per level.

		Standard		Advanced		Prototype	
		'Neo' Scout C-I	Scout C-I	'Neo' Scout C/1 Series	Scout C/1 Series	'Neo' Scout ck.0	Scout ck.0
Max PG		33 kW		46 kW		66 kW	
Max CPU		174 gF		244 gF		348 gF	
Shield		130 HP					
Armor		70 HP					
Shield Recharge Rate		50 HP/s					
Shield Recharge Delay		3 s					
Shield Depleted Recharge Delay		4 s					
Armor Repair Rate		0 HP/s					
Movement Speed		5,45 m/s					
Sprint Speed		7,63 m/s					
Sprint Duration		20 s					
Stamina		200					
Stamina Recovery Rate		30 /s					
Scan Profile		35 dB					
Scan Precision		40 dB					
Scan Radius		20 m					
Melee Damage		80 HP					
Meta Level		2	1	4	3	8	7
		Fitting					
Dropsuit Small Capacity Grenade		1					
Dropsuit High-Slot Module		3				4	
Dropsuit Equipment		2					
Dropsuit Low-Slot Module		1		2			
Dropsuit Sidearm Weapon		1					
Dropsuit Light Weapon		1					
Required Skill(s)	—		Dropsuit Command Level I				
			Caldari Light Dropsuits Level III				
			Caldari Scout Dropsuits Level I		Caldari Scout Dropsuits Level III		Caldari Scout Dropsuits Level V

Gallente Scout Bonus: +5% bonus to dropsuit scan radius and 5% reduction to scan profile per level.

			Standard			Advanced		Prototype	
			'Neo' Scout G-I	'Valor' Scout G-I	Scout G-I	'Neo' Scout G/1-Series	Scout G/1-Series	'Neo' Scout gk.0	Scout gk.0
GALLENTE	L	S							
Max PG			37 kW			52 kW		74 kW	
Max CPU			165 gF			231 gF		330 gF	
Shield			70 HP						
Armor			130 HP						
Shield Recharge Rate			30 HP/s						
Shield Recharge Delay			4 s						
Shield Depleted Recharge Delay			6 s						
Armor Repair Rate			3 HP/s						
Movement Speed			5,45 m/s						
Sprint Speed			7,63 m/s						
Sprint Duration			20 s						
Stamina			200						
Stamina Recovery Rate			30 /s						
Scan Profile			35 dB						
Scan Precision			40 dB						
Scan Radius			20 m						
Melee Damage			80 HP						
Meta Level			2	1		4	3	8	7
						Fitting			
Dropsuit Small Capacity Grenade			1						
Dropsuit High-Slot Module			1			2			
Dropsuit Equipment			2	1		2			
Dropsuit Low- Slot Module			3	2		3		4	
Dropsuit Sidearm Weapon			1						
Dropsuit Light Weapon			1						
Required Skill(s)	—			Dropsuit Command Level II					
				Gallente Light Dropsuits Level III					
				Gallente Scout Dropsuits Level I			Gallente Scout Dropsuits Level III		Gallente Scout Dropsuits Level V

Minmatar Scout Bonus: 5% bonus to hacking speed and Nova Knife damage per level.

	Standard		Advanced		Prototype	
	'Neo' Scout M-I	Scout M-I	'Neo' Scout M/1 Series	Scout M/1 Series	'Neo' Scout mk.0	Scout mk.0
Max PG	31 kW		43 kW		62 kW	
Max CPU	183 gF		256 gF		366 gF	
Shield	100 HP					
Armor	70 HP					
Shield Recharge Rate	40 HP/s					
Shield Recharge Delay	4 s					
Shield Depleted Recharge Delay	5 s					
Armor Repair Rate	0 HP/s					
Movement Speed	5,65 m/s					
Sprint Speed	7,91 m/s					
Sprint Duration	22,5 s					
Stamina	225					
Stamina Recovery Rate	60 /s					
Scan Profile	35 dB					
Scan Precision	40 dB					
Scan Radius	20 m					
Melee Damage	120 HP					
Meta Level	2	1	4	3	8	7
	Fitting					
Dropsuit Small Capacity Grenade	1					
Dropsuit High-Slot Module	2		3			
Dropsuit Equipment	2					
Dropsuit Low-Slot Module	2				3	
Dropsuit Sidearm Weapon	1					
Dropsuit Light Weapon	1					
Required Skill(s)	—	Dropsuit Command Level I				
		Minmatar Light Dropsuits Level III				
		Minmatar Scout Dropsuits Level I		Minmatar Scout Dropsuits Level III		Minmatar Scout Dropsuits Level V

Medium

Basic

A basic dropsuit frame hardwired with all minimum designation combat suites and protocols but without any role-specific customizations and bonuses.

				Militia	Standard	Advanced	Prototype
				Militia Amarr Medium Frame	**Amarr Medium Frame A-1**	**Amarr Medium Frame A/1 Series**	**Amarr Medium Frame ak.0**
AMARR	M	B					
Max PG				30 kW	35 kW	49 kW	70 kW
Max CPU				175 gF		245 gF	350 gF
Shield				120 HP			
Armor				240 HP			
Shield Recharge Rate				20 HP/s			
Shield Recharge Delay				7 s			
Shield Depleted Recharge Delay				10 s			
Armor Repair Rate				0 HP/s			
Movement Speed				4,8 m/s			
Sprint Speed				6,72 m/s			
Sprint Duration				25 s			
Stamina				250			
Stamina Recovery Rate				30 /s			
Scan Profile				50 dB			
Scan Precision				50 dB			
Scan Radius				10 m			
Melee Damage				110 HP			
Meta Level				1		4	7
				Fitting			
Dropsuit Small Capacity Grenade				1			
Dropsuit High-Slot Module				2			3
Dropsuit Equipment				1			
Dropsuit Low-Slot Module				—	1	2	3
Dropsuit Sidearm Weapon				1			
Dropsuit Light Weapon				1			
Required Skill(s)				—	Dropsuit Command Level I		
					Amarr Medium Dropsuits Level I	Amarr Medium Dropsuits Level III	Amarr Medium Dropsuits Level V

				Militia		Standard	Advanced	Prototype
				Militia Caldari Medium Frame	'Primordial' Militia Caldari Medium Frame	Caldari Medium Frame C-1	Caldari Medium Frame C/1 Series	Caldari Medium Frame ck.0
Max PG				26 kW		30 kW	42 kW	60 kW
Max CPU				150 gF			210 gF	300 gF
Shield				210 HP				
Armor				120 HP				
Shield Recharge Rate				15 HP/s		30 HP/s		
Shield Recharge Delay				5 s				
Shield Depleted Recharge Delay				6 s				
Armor Repair Rate				0 HP/s				
Movement Speed				5 m/s				
Sprint Speed				7 m/s				
Sprint Duration				17,5 s				
Stamina				175				
Stamina Recovery Rate				20 /s				
Scan Profile				50 dB				
Scan Precision				50 dB				
Scan Radius				10 m				
Melee Damage				110 HP				
Meta Level				1			4	7
				Fitting				
Dropsuit Small Capacity Grenade				1				
Dropsuit High-Slot Module				2			3	4
Dropsuit Equipment				1				
Dropsuit Low-Slot Module				1		2		3
Dropsuit Sidearm Weapon				1				
Dropsuit Light Weapon				1				
Required Skill(s)				—		Dropsuit Command Level I		
						Caldari Medium Dropsuits Level I	Caldari Medium Dropsuits Level III	Caldari Medium Dropsuits Level V

				Militia	Standard	Advanced	Prototype
				Militia Gallente Medium Frame	Gallente Medium Frame G-1	Gallente Medium Frame G/1 Series	Gallente Medium Frame gk.0
Max PG				25 kW	30 kW	42 kW	60 kW
Max CPU				150 gF		210 gF	300 gF
Shield				120 HP			
Armor				210 HP			
Shield Recharge Rate				20 HP/s			
Shield Recharge Delay				7 s			
Shield Depleted Recharge Delay				10 s			
Armor Repair Rate				2 HP/s			
Movement Speed				5 m/s			
Sprint Speed				7 m/s			
Sprint Duration				17,5 s			
Stamina				175			
Stamina Recovery Rate				20 /s			
Scan Profile				50 dB			
Scan Precision				50 dB			
Scan Radius				10 m			
Melee Damage				110 HP			
Meta Level				1		4	7
				Fitting			
Dropsuit Small Capacity Grenade				1			
Dropsuit High-Slot Module				—	1	2	3
Dropsuit Equipment				1			
Dropsuit Low-Slot Module				3			4
Dropsuit Sidearm Weapon				1			
Dropsuit Light Weapon				1			
Required Skill(s)				—	Dropsuit Command Level I		
					Gallente Medium Dropsuits Level I	Gallente Medium Dropsuits Level III	Gallente Medium Dropsuits Level V

				Militia		Standard	Advanced	Prototype
				Militia Minmatar Medium Frame	'Fossil' Militia Minmatar Medium Frame	Minmatar Medium Frame M-1	Minmatar Medium Frame M/1 Series	Minmatar Medium Frame mk.0
Max PG				27 kW		32 kW	45 kW	64 kW
Max CPU				160 gF			224 gF	320 gF
Shield				150 HP				
Armor				135 HP				
Shield Recharge Rate				25 HP/s				
Shield Recharge Delay				6 s				
Shield Depleted Recharge Delay				8 s				
Armor Repair Rate				0 HP/s				
Movement Speed				5,3 m/s				
Sprint Speed				7,42 m/s				
Sprint Duration				20 s				
Stamina				200				
Stamina Recovery Rate				20 /s				
Scan Profile				50 dB				
Scan Precision				50 dB				
Scan Radius				10 m				
Melee Damage				110 HP				
Meta Level				1			4	7
				Fitting				
Dropsuit Medium Capacity Grenade				1				
Dropsuit High-Slot Module				3				5
Dropsuit Equipment				1				
Dropsuit Low-Slot Module				—		1	2	
Dropsuit Sidearm Weapon				1				
Dropsuit Light Weapon				1				
Required Skill(s)				—		Dropsuit Command Level I		
						Minmatar Medium Dropsuits Level I	Minmatar Medium Dropsuits Level III	Minmatar Medium Dropsuits Level V

Assault

The Assault dropsuit is a versatile frontline combat suit that combines excellent protection, good mobility, and sufficient equipment hard points for mission-specific customizations. They are intended for standard combat operations or those in which the objectives are likely to change at a moment's notice. Its ability to carry anything from small arms and explosives to heavy anti-vehicle munitions and deployable support gear makes it the most adaptable suit on the battlefield.

All the assault suits have a role bonus: 5% reduction to PG/CPU cost of light/sidearm weapons per level

Amarr Assault Bonus: 5% reduction to laser weaponry heat build-up per level.

			Standard		Advanced		Prototype	
			'Neo' Assault A-I	Assault A-I	'Neo' Assault A/1 Series	Assault A/1 Series	'Neo' Assault ak.0	Assault ak.0
AMARR	M	A	💰	💵	💰	💵	💰	💵
Max PG			35 kW		49 kW		70 kW	
Max CPU			175 gF		245 gF		350 gF	
Shield			120 HP					
Armor			240 HP					
Shield Recharge Rate			20 HP/s					
Shield Recharge Delay			7 s					
Shield Depleted Recharge Delay			10 s					
Armor Repair Rate			0 HP/s					
Movement Speed			4,8 m/s					
Sprint Speed			6,72 m/s					
Sprint Duration			25 s					
Stamina			250					
Stamina Recovery Rate			30 /s					
Scan Profile			50 dB					
Scan Precision			50 dB					
Scan Radius			10 m					
Melee Damage			110 HP					
Meta Level			2	1	4	3	8	7
			Fitting					
Dropsuit Small Capacity Grenade			1					
Dropsuit High-Slot Module			2				3	
Dropsuit Equipment			1					
Dropsuit Low-Slot Module			1		2		3	
Dropsuit Sidearm Weapon			1					
Dropsuit Light Weapon			1					
Required Skill(s)		—		Dropsuit Command Level I				
				Amarr Medium Dropsuits Level III				
				Amarr Assault Dropsuits Level I		Amarr Assault Dropsuits Level III		Amarr Assault Dropsuits Level V

Caldari Assault Bonus: +5% to reload speed of hybrid railgun light/sidearm weapons per level.

		Standard			Advanced		Prototype	
		'Neo' Assault C-I	'Raven' Assault C-I	Assault C-I	'Neo' Assault C/1-Series	Assault C/1-Series	'Neo' Assault ck.0	Assault ck.0
Max PG		30 kW			42 kW		60 kW	
Max CPU		150 gF			210 gF		300 gF	
Shield		210 HP						
Armor		120 HP						
Shield Recharge Rate		30 HP/s						
Shield Recharge Delay		5 s						
Shield Depleted Recharge Delay		6 s						
Armor Repair Rate		0 HP/s						
Movement Speed		5 m/s						
Sprint Speed		7 m/s						
Sprint Duration		17,5 s						
Stamina		175						
Stamina Recovery Rate		25 /s						
Scan Profile		50 dB						
Scan Precision		50 dB						
Scan Radius		10 m						
Melee Damage		110 HP						
Meta Level		1	2	1	4	3	8	7
		Fitting						
Dropsuit Small Capacity Grenade		1						
Dropsuit High-Slot Module		2			3		4	
Dropsuit Equipment		1						
Dropsuit Low-Slot Module		2					3	
Dropsuit Sidearm Weapon		1						
Dropsuit Light Weapon		1						
Required Skill(s)	—	Dropsuit Command Level I						
		Caldari Medium Dropsuits Level III						
			Caldari Assault Dropsuits Level I			Caldari Assault Dropsuits Level III		Caldari Assault Dropsuits Level V

Gallente Assault Bonus: 5% reduction to hybrid - blaster light/sidearm hip-fire dispersion and kick per level.

	Standard		Advanced		Prototype	
	'Neo' Assault G-I	Assault G-I	Assault G/1 Series	Assault G/1 Series	'Neo' Assault gk.0	Assault gk.0
Max PG	30 kW		42 kW		60 kW	
Max CPU	150 gF		210 gF		300 gF	
Shield	120 HP					
Armor	210 HP					
Shield Recharge Rate	20 HP/s					
Shield Recharge Delay	7 s					
Shield Depleted Recharge Delay	10 s					
Armor Repair Rate	2 HP/s					
Movement Speed	5 m/s					
Sprint Speed	7 m/s					
Sprint Duration	17,5 s					
Stamina	175					
Stamina Recovery Rate	20 /s					
Scan Profile	50 dB					
Scan Precision	50 dB					
Scan Radius	10 m					
Melee Damage	110 HP					
Meta Level	2	1	4	3	8	7
	Fitting					
Dropsuit Small Capacity Grenade	1					
Dropsuit High-Slot Module	1		2		3	
Dropsuit Equipment	1					
Dropsuit Low-Slot Module	3				4	
Dropsuit Sidearm Weapon	1					
Dropsuit Light Weapon	1					
Required Skill(s)	—	Dropsuit Command Level I				
		Gallente Medium Dropsuits Level III				
		Gallente Assault Dropsuits Level I		Gallente Assault Dropsuits Level III		Gallente Assault Dropsuits Level V

Minmatar Assault Bonus: +5% to projectile light/sidearm clip size per level.

	Standard		Advanced		Prototype	
	'Neo' Assault M-I	Assault M-I	'Neo' Assault M/1 Series	Assault M/1 Series	'Neo' Assault mk.0	Assault mk.0
Max PG	32 kW		45 kW		64kW	
Max CPU	160 gF		224 gF		320 gF	
Shield	150 HP					
Armor	135 HP					
Shield Recharge Rate	25 HP/s					
Shield Recharge Delay	6 s					
Shield Depleted Recharge Delay	8 s					
Armor Repair Rate	0 HP/s					
Movement Speed	5,3 m/s					
Sprint Speed	7,42 m/s					
Sprint Duration	20 s					
Stamina	200					
Stamina Recovery Rate	50 /s					
Scan Profile	50 dB					
Scan Precision	50 dB					
Scan Radius	10 m					
Melee Damage	110 HP					
Meta Level	2	1	4	3	8	7
	Fitting					
Dropsuit Small Capacity Grenade	1					
Dropsuit High-Slot Module	3				5	
Dropsuit Equipment	1					
Dropsuit Low-Slot Module	1		2			
Dropsuit Sidearm Weapon	1					
Dropsuit Light Weapon	1					
Required Skill(s)	—	Dropsuit Command Level I				
		Minmatar Medium Dropsuits Level III				
		Minmatar Assault Dropsuits Level I		Minmatar Assault Dropsuits Level III		Minmatar Assault Dropsuits Level V

Logistics

The Logistics dropsuit is outfitted with the latest in integrated diagnostic technology, most of which revolves around maintaining the condition and efficiency of squad mates and their equipment. As such, a soldier equipped with this class of dropsuit becomes a force multiplier, greatly improving the overall effectiveness of the unit. Utilizing a combination of high- and low-tech equipment, operators of the logistics suit are able to make effective repairs to installations, vehicles, and even other soldiers, providing both, medical and mechanical support.

All the Logistics suits have a role bonus: 5% reduction to PG/CPU cost of equipment per level

Amarr Logistics Bonus: 10% reduction to drop uplink spawn time and +2 to maximum spawn count per level.

			Standard		Advanced		Prototype	
			'Neo' Logistics A-I	Logistics A-I	'Neo' Logistics A/1 Series	Logistics A/1 Series	'Neo' Logistics ak.0	Logistics ak.0
AMARR	M	L						
Max PG			36 kW		50 kW		72 kW	
Max CPU			195 gF		273 gF		390 gF	
Shield			90 HP					
Armor			210 HP					
Shield Recharge Rate			15 HP/s					
Shield Recharge Delay			6 s					
Shield Depleted Recharge Delay			8 s					
Armor Repair Rate			0 HP/s					
Movement Speed			4,55 m/s					
Sprint Speed			6,37 m/s					
Sprint Duration			22,5 s					
Stamina			225					
Stamina Recovery Rate			25 /s					
Scan Profile			50 dB					
Scan Precision			45 dB					
Scan Radius			15 m					
Melee Damage			110 HP					
Meta Level			2	1	4	3	8	7
			Fitting					
Dropsuit Small Capacity Grenade			1					
Dropsuit High-Slot Module			2		3			
Dropsuit Equipment			2		3			
Dropsuit Low-Slot Module			2		3		4	
Dropsuit Sidearm Weapon			1					
Dropsuit Light Weapon			1					
Required Skill(s)			—	Dropsuit Command Level I				
				Amarr Medium Dropsuits Level III				
				Amarr Logistics Dropsuits Level I		Amarr Logistics Dropsuits Level III		Amarr Logistics Dropsuits Level V

Caldari Logistics Bonus: +10% to nanohive maximum nanites, +5% to supply rate and repair amount per level.

		Standard		Advanced		Prototype	
		'Neo' Logistics C-I	Logistics C-I	'Neo' Logistics C/1 Series	Logistics C/1 Series	'Neo' Logistics ck.0	Logistics ck.0
Max PG		39 kW		55 kW		78 kW	
Max CPU		175 gF		245 gF		350 gF	
Shield		180 HP					
Armor		90 HP					
Shield Recharge Rate		25 HP/s					
Shield Recharge Delay		4 s					
Shield Depleted Recharge Delay		5 s					
Armor Repair Rate		0 HP/s					
Movement Speed		4,7 m/s					
Sprint Speed		6,58 m/s					
Sprint Duration		15 s					
Stamina		150					
Stamina Recovery Rate		15 /s					
Scan Profile		50 dB					
Scan Precision		45 dB					
Scan Radius		15 m					
Melee Damage		110 HP					
Meta Level		2	1	4	3	8	7
		Fitting					
Infantry Medium Capacity Grenade		1					
Dropsuit High-Slot Module		2		3		5	
Dropsuit Equipment		2		3			
Dropsuit Low-Slot Module		1		2		4	
Dropsuit Sidearm Weapon		—					
Dropsuit Light Weapon		1					
Required Skill(s)	—	Dropsuit Command Level I					
		Caldari Medium Dropsuits Level III					
			Caldari Logistics Dropsuits Level I		Caldari Logistics Dropsuits Level III		Caldari Logistics Dropsuits Level V

Gallente Logistics Bonus: +10% to active scanner visibility duration, +5% to active scanner precision per level.

				Standard		Advanced		Prototype	
				'Neo' Logistics G-I	Logistics G-I	'Neo' Logistics G/1 Series	Logistics G/1 Series	'Neo' Logistics gk.0	Logistics gk.0
GALLENTE	M	L							
Max PG				39 kW		55 kW		78 kW	
Max CPU				195 gF		273 gF		390 gF	
Shield				90 HP					
Armor				180 HP					
Shield Recharge Rate				15 HP/s					
Shield Recharge Delay				6 s					
Shield Depleted Recharge Delay				8 s					
Armor Repair Rate				2 HP/s					
Movement Speed				4,7 m/s					
Sprint Speed				6,58 m/s					
Sprint Duration				15 s					
Stamina				150					
Stamina Recovery Rate				15 /s					
Scan Profile				50 dB					
Scan Precision				45 dB					
Scan Radius				15 m					
Melee Damage				110 HP					
Meta Level				2	1	4	3	8	7
				Fitting					
Dropsuit Small Capacity Grenade				1					
Dropsuit High-Slot Module				—		2		3	
Dropsuit Equipment				3				4	
Dropsuit Low-Slot Module				2		3		5	
Dropsuit Sidearm Weapon				—					
Dropsuit Light Weapon				1					
Required Skill(s)				—	Dropsuit Command Level I				
					Gallente Medium Dropsuits Level III				
					Gallente Logistics Dropsuits Level I		Gallente Logistics Dropsuits Level III		Gallente Logistics Dropsuits Level V

Minmatar Logistics Bonus: +10% to repair tool range and 5% to repair amount per level.

	Standard			Advanced		Prototype	
	'Neo' Logistics M-I	'Sever' Logistics M-I	Logistics M-I	'Neo' Logistics M/1-Series	Logistics M/1-Series	'Neo' Logistics mk.0	Logistics mk.0
Max PG	39 kW			55 kW		78 kW	
Max CPU	195 gF			273 gF		390 gF	
Shield	90 HP						
Armor	150 HP						
Shield Recharge Rate	20 HP/s						
Shield Recharge Delay	5 s						
Shield Depleted Recharge Delay	6 s						
Armor Repair Rate	0 HP/s						
Movement Speed	5 m/s						
Sprint Speed	7 m/s						
Sprint Duration	17,5 s						
Stamina	175						
Stamina Recovery Rate	45 /s						
Scan Profile	50 dB						
Scan Precision	45 dB						
Scan Radius	15 m						
Melee Damage	110 HP						
Meta Level	2	1		4	3	7	
	Fitting						
Dropsuit Small Capacity Grenade	1						
Dropsuit High-Slot Module	2			3		4	
Dropsuit Equipment	3					4	
Dropsuit Low-Slot Module	2			3		4	
Dropsuit Sidearm Weapon	—						
Dropsuit Light Weapon	1						
Required Skill(s)	—	Dropsuit Command Level I					
		Minmatar Medium Dropsuits Level III					
		Minmatar Logistics Dropsuits Level I			Minmatar Logistics Dropsuits Level III		Minmatar Logistics Dropsuits Level V

Heavy

Basic

A basic dropsuit frame hardwired with all minimum designation combat suites and protocols but without any role-specific customizations and bonuses.

		Militia		Standard	Advanced	Prototype
		Militia Amarr Heavy Frame	'Eon' Militia Amarr Heavy Frame	Amarr Heavy Frame A-1	Amarr Heavy Frame A/1 Series	Amarr Heavy Frame ak.0
Max PG		30 kW		36 kW	43 kW	54 kW
Max CPU		180 gF			216 gF	270 gF
Shield		480 HP				
Armor		408 HP		480 HP		
Shield Recharge Rate		12,75 HP/s		15 HP/s		
Shield Recharge Delay		7 s				
Shield Depleted Recharge Delay		10 s				
Armor Repair Rate		0 HP/s				
Movement Speed		3,65 m/s				
Sprint Speed		5,11 m/s				
Sprint Duration		17,5 s				
Stamina		175				
Stamina Recovery Rate		20 /s				
Scan Profile		60 dB				
Scan Precision		60 dB				
Scan Radius		10 m				
Melee Damage		150 HP				
Meta Level		1			4	7
		Fitting				
Dropsuit Large Capacity Grenade		1				
Dropsuit High-Slot Module		1			2	
Dropsuit Equipment		—				
Dropsuit Low-Slot Module		1		2		3
Dropsuit Sidearm Weapon		1				
Dropsuit Heavy Weapon		1				
Required Skill(s)		—		Dropsuit Command Level III		
				Amarr Heavy Dropsuits Level I	Amarr Heavy Dropsuits Level III	Amarr Heavy Dropsuits Level V

			Militia	Standard	Advanced	Prototype
			Militia Caldari Heavy Frame	Caldari Heavy Frame C-1	Caldari Heavy Frame C/1 Series	Caldari Heavy Frame ck.0
CALDARI	H	B				
Max PG			34 kW			
Max CPU			157 gF			
Shield			446 HP			
Armor			390 HP			
Shield Recharge Rate			30 HP/s			
Shield Recharge Delay			4 s			
Shield Depleted Recharge Delay			1 s			
Armor Repair Rate			0 HP/s			
Movement Speed			3,85 m/s			
Sprint Speed			5,39 m/s			
Sprint Duration			10 s			
Stamina			100			
Stamina Recovery Rate			15 /s			
Scan Profile			60 dB			
Scan Precision			60 dB			
Scan Radius			10 m			
Melee Damage			150 HP			
Meta Level			0	1	4	7
			Fitting			
Dropsuit Large Capacity Grenade			1			
Dropsuit High-Slot Module			1	2	3	4
Dropsuit Equipment			—			
Dropsuit Low-Slot Module			1			
Dropsuit Sidearm Weapon			1			
Dropsuit Heavy Weapon			1			
Required Skill(s)			—	Dropsuit Command Level III		
				Caldari Heavy Dropsuits Level I	Caldari Heavy Dropsuits Level III	Caldari Heavy Dropsuits Level V

			Militia	Standard	Advanced	Prototype
			Militia Gallente Heavy Frame	Gallente Heavy Frame G-1	Gallente Heavy Frame G/1 Series	Gallente Heavy Frame gk.0
GALLENTE	H	B				
Max PG			32 kW			
Max CPU			175 gF			
Shield			390 HP			
Armor			446 HP			
Shield Recharge Rate			15 HP/s			
Shield Recharge Delay			4 s			
Shield Depleted Recharge Delay			6 s			
Armor Repair Rate			0 HP/s			
Movement Speed			3,85 m/s			
Sprint Speed			5,39 m/s			
Sprint Duration			10 s			
Stamina			100			
Stamina Recovery Rate			15 /s			
Scan Profile			60 dB			
Scan Precision			60 dB			
Scan Radius			10 m			
Melee Damage			150 HP			
Meta Level			0	1	4	7
			Fitting			
Dropsuit Large Capacity Grenade			1			
Dropsuit High-Slot Module			1			
Dropsuit Equipment			—			
Dropsuit Low-Slot Module			1	2	3	4
Dropsuit Sidearm Weapon			1			
Dropsuit Heavy Weapon			1			
Required Skill(s)			—	Dropsuit Command Level III		
				Gallente Heavy Dropsuits Level I	Gallente Heavy Dropsuits Level III	Gallente Heavy Dropsuits Level V

	Militia	Standard	Advanced	Prototype
	Militia Minmatar Heavy Frame	Minmatar Heavy Frame M-1	Minmatar Heavy Frame M/1 Series	Minmatar Heavy Frame mk.0
Max PG	32 kW			
Max CPU	162 gF			
Shield	390 HP			
Armor	370 HP			
Shield Recharge Rate	20 HP/s			
Shield Recharge Delay	4 s			
Shield Depleted Recharge Delay	6 s			
Armor Repair Rate	0 HP/s			
Movement Speed	4,62 m/s			
Sprint Speed	5,88 m/s			
Sprint Duration	12,5 s			
Stamina	125			
Stamina Recovery Rate	40 /s			
Scan Profile	60 dB			
Scan Precision	60 dB			
Scan Radius	10 m			
Melee Damage	150 HP			
Meta Level	0	1	4	7
	Fitting			
Dropsuit Large Capacity Grenade	1			
Dropsuit High-Slot Module	1	2	2	3
Dropsuit Equipment	—			
Dropsuit Low-Slot Module	1		2	
Dropsuit Sidearm Weapon	1			
Dropsuit Heavy Weapon	1			
Required Skill(s)	—	Dropsuit Command Level III		
		Minmatar Heavy Dropsuits Level I	Minmatar Heavy Dropsuits Level III	Minmatar Heavy Dropsuits Level V

Sentinel

The Sentinel dropsuit is a second-generation solution designed to withstand concentrated small arms fire and protect the wearer from the concussive, thermal, and impact forces of low-grade explosives. Additionally, its power-assisted exoskeleton facilitates usage of the heaviest caliber personal weapons. Heavy dropsuits lack the mobility of lighter suits, but this trade-off result in a defensive system that defies standard infantry conventions. No other classification of personal armor can claim to be able to stand toe-to-toe with enemy vehicles and survive.

All the Sentinel suits have a role bonus: +5% damage resistance to splash damage per level.

Amarr Sentinel Bonus: 3% armor resistance to projectile weapons, 2% shield resistance to hybrid - railgun weapons per level.

			Standard		Advanced		Prototype	
			'Neo' Sentinel A-I	Sentinel A-I	'Neo' Sentinel A/1 Series	Sentinel A/1 Series	'Neo' Sentinel ak.0	Sentinel ak.0
Max PG			36 kW		43 kW		54 kW	
Max CPU			180 gF		216 gF		270 gF	
Shield			360 HP					
Armor			600 HP					
Shield Recharge Rate			15 HP/s					
Shield Recharge Delay			5 s					
Shield Depleted Recharge Delay			5 s					
Armor Repair Rate			0 HP/s					
Movement Speed			3,65 m/s					
Sprint Speed			5,11 m/s					
Sprint Duration			17,5 s					
Stamina			175					
Stamina Recovery Rate			20 /s					
Scan Profile			60 dB					
Scan Precision			55 dB					
Scan Radius			10 m					
Melee Damage			150 HP					
Meta Level			2	1	5	4	8	7
			Fitting					
Dropsuit Large Capacity Grenade			1					
Dropsuit High-Slot Module			1					
Dropsuit Equipment			—					
Dropsuit Low-Slot Module			2		3		4	
Dropsuit Sidearm Weapon			1					
Dropsuit Heavy Weapon			1					
Required Skill(s)		—	Dropsuit Command Level III					
			Amarr Heavy Dropsuits Level III					
			Amarr Sentinel Dropsuits Level I		Amarr Sentinel Dropsuits Level III		Amarr Sentinel Dropsuits Level V	

Caldari Sentinel Bonus: 3% shield resistance to hybrid - blaster weapons, 2% shield resistance to laser weapons per level.

		Standard		Advanced		Prototype	
		'Neo' Sentinel C-I	Sentinel C-I	'Neo' Sentinel C/1 Series	Sentinel C/1 Series	'Neo' Sentinel ck.0	Sentinel ck.0
Max PG		34 kW		51 kW		68 kW	
Max CPU		185 gF		278 gF		370 gF	
Shield		525 HP					
Armor		390 HP					
Shield Recharge Rate		30 HP/s					
Shield Recharge Delay		4 s					
Shield Depleted Recharge Delay		1 s					
Armor Repair Rate		0 HP/s					
Movement Speed		3,85 m/s					
Sprint Speed		5,39 m/s					
Sprint Duration		10 s					
Stamina		100					
Stamina Recovery Rate		15 /s					
Scan Profile		60 dB					
Scan Precision		55 dB					
Scan Radius		10 m					
Melee Damage		150 HP					
Meta Level		2	1	5	4	8	7
		Fitting					
Dropsuit Large Capacity Grenade		1					
Dropsuit High-Slot Module		2		3		4	
Dropsuit Equipment		—					
Dropsuit Low-Slot Module		1					
Dropsuit Sidearm Weapon		1					
Dropsuit Heavy Weapon		1					
Required Skill(s)	—		Dropsuit Command Level III				
			Caldari Heavy Dropsuits Level III				
			Caldari Sentinel Dropsuits Level I		Caldari Sentinel Dropsuits Level III		Caldari Sentinel Dropsuits Level V

Gallente Sentinel Bonus: 3% armor resistance to hybrid - railgun weapons, 2% armor resistance to projectile weapons per level.

			Standard		Advanced		Prototype	
			'Neo' Sentinel G-I	Sentinel G-I	'Neo' Sentinel G/1 Series	Sentinel G/1 Series	'Neo' Sentinel gk.0	Sentinel gk.0
Max PG			38 kW		57 kW		76 kW	
Max CPU			175 gF		263 gF		350 gF	
Shield			390 HP					
Armor			525 HP					
Shield Recharge Rate			15 HP/s					
Shield Recharge Delay			5 s					
Shield Depleted Recharge Delay			6 s					
Armor Repair Rate			1 HP/s					
Movement Speed			3,85 m/s					
Sprint Speed			5,39 m/s					
Sprint Duration			10 s					
Stamina			100					
Stamina Recovery Rate			15 /s					
Scan Profile			60 dB					
Scan Precision			55 dB					
Scan Radius			10 m					
Melee Damage			150 HP					
Meta Level			2	1	5	4	8	7
			Fitting					
Dropsuit Large Capacity Grenade			1					
Dropsuit High-Slot Module			1					
Dropsuit Equipment			—					
Dropsuit Low-Slot Module			2		3		4	
Dropsuit Sidearm Weapon			1					
Dropsuit Heavy Weapon			1					
Required Skill(s)		—	Dropsuit Command Level III					
			Gallente Heavy Dropsuits Level III					
			Gallente Sentinel Dropsuits Level I		Gallente Sentinel Dropsuits Level III		Gallente Sentinel Dropsuits Level V	

Minmatar Sentinel Bonus: 3% shield resistance to laser weapons, 2% armor resistance to hybrid - blaster weapons per level.

		Standard		Advanced		Prototype	
		'Neo' Sentinel M-I	Sentinel M-I	'Neo' Sentinel M/1 Series	Sentinel M/1 Series	'Neo' Sentinel mk.0	Sentinel mk.0
Max PG		32 kW		48 kW		64 kW	
Max CPU		190 gF		285 gF		390 gF	
Shield		390 HP					
Armor		435 HP					
Shield Recharge Rate		20 HP/s					
Shield Recharge Delay		4 s					
Shield Depleted Recharge Delay		6 s					
Armor Repair Rate		0 HP/s					
Movement Speed		4,05 m/s					
Sprint Speed		5,67 m/s					
Sprint Duration		12,5 s					
Stamina		125					
Stamina Recovery Rate		40 /s					
Scan Profile		60 dB					
Scan Precision		55 dB					
Scan Radius		10 m					
Melee Damage		150 HP					
Meta Level		2	1	5	4	8	7
		Fitting					
Dropsuit Large Capacity Grenade		1					
Dropsuit High-Slot Module		2				3	
Dropsuit Equipment		—					
Dropsuit Low-Slot Module		1		2			
Dropsuit Sidearm Weapon		1					
Dropsuit Heavy Weapon		1					
Required Skill(s)		—		Dropsuit Command Level III			
				Minmatar Heavy Dropsuits Level III			
				Minmatar Sentinel Dropsuits Level I	Minmatar Sentinel Dropsuits Level III		Minmatar Sentinel Dropsuits Level V

Commando

The Commando is arguably the most situational role. Designed for versatility, its ability to carry two light weapons opens up a number of choices. You could sport a shotgun and assault rifle for maximum effectiveness in short- and medium-range engagements. Or go with an assault rifle and scrambler rifle, and be equally deadly against shields and armor. It's less durable than the Sentinel but is faster and more agile, allowing you to better engage and disengage from firefights. Utilizes asymmetric power distribution to intelligently reroute power to shield and armor subsystems as needed, improving the output efficiency of modules used by these packages.

Commando Suit Bonus: 5% reduction to reload speed of light/sidearm weapons per level

Amarr Commando Bonus: +2% damage to light laser weapons per level.

	Standard		Advanced		Prototype	
	'Neo' Commando A-I	Commando A-I	'Neo' Commando A/1 Series	Commando A/1 Series	'Neo' Commando ak.0	Commando ak.0
Max PG	26 kW		39 kW		52 kW	
Max CPU	140 gF		210 gF		280 gF	
Shield	200 HP					
Armor	480 HP					
Shield Recharge Rate	15 HP/s					
Shield Recharge Delay	7 s					
Shield Depleted Recharge Delay	8 s					
Armor Repair Rate	0 HP/s					
Movement Speed	3,85 m/s					
Sprint Speed	5,39 m/s					
Sprint Duration	20 s					
Stamina	200					
Stamina Recovery Rate	20 /s					
Scan Profile	60 dB					
Scan Precision	55 dB					
Scan Radius	10 m					
Melee Damage	240 HP					
Meta Level	2	1	5	4	8	7
	Fitting					
Dropsuit Large Capacity Grenade	—					
Dropsuit High-Slot Module	1					
Dropsuit Equipment	1					
Dropsuit Low-Slot Module	1		2		3	
Dropsuit Sidearm Weapon	—					
Dropsuit Light Weapon	2					
Required Skill(s)	—	Dropsuit Command Level III				
		Amarr Heavy Dropsuits Level III				
		Amarr Commando Dropsuits Level I		Amarr Commando Dropsuits Level III		Amarr Commando Dropsuits Level V

Caldari Commando Bonus: +2% damage to light hybrid – railgun weapons per level.

			Standard		Advanced		Prototype	
			'Neo' Commando C-I	Commando C-I	'Neo' Commando C/1 Series	Commando C/1 Series	'Neo' Commando ck.0	Commando ck.0
Max PG			24 kW		36 kW		48 kW	
Max CPU			145 gF		218 gF		290 gF	
Shield			400 HP					
Armor			250 HP					
Shield Recharge Rate			20 HP/s					
Shield Recharge Delay			6 s					
Shield Depleted Recharge Delay			8 s					
Armor Repair Rate			0 HP/s					
Movement Speed			4,05 m/s					
Sprint Speed			5,67 m/s					
Sprint Duration			12,5 s					
Stamina			125					
Stamina Recovery Rate			15 /s					
Scan Profile			60 dB					
Scan Precision			55 dB					
Scan Radius			10 m					
Melee Damage			240 HP					
Meta Level			2	1	5	4	8	7
			Fitting					
Dropsuit Large Capacity Grenade			—					
Dropsuit High-Slot Module			2				3	
Dropsuit Equipment			1					
Dropsuit Low-Slot Module			—		1			
Dropsuit Sidearm Weapon			—					
Dropsuit Light Weapon			2					
Required Skill(s)			—	Dropsuit Command Level III				
				Caldari Heavy Dropsuits Level III				
				Caldari Commando Dropsuits Level I		Caldari Commando Dropsuits Level III		Caldari Commando Dropsuits Level V

Gallente Commando Bonus: +2% damage to light hybrid – blaster weapons per level.

			Standard		Advanced		Prototype	
			'Neo' Commando G-I	Commando G-I	'Neo' Commando G/1 Series	Commando G/1 Series	'Neo' Commando gk.0	Commando gk.0
Max PG			28 kW		42 kW		56 kW	
Max CPU			135 gF		203 gF		270 gF	
Shield			250 HP					
Armor			400 HP					
Shield Recharge Rate			15 HP/s					
Shield Recharge Delay			7 s					
Shield Depleted Recharge Delay			10 s					
Armor Repair Rate			1 HP/s					
Movement Speed			4,05 m/s					
Sprint Speed			5,67 m/s					
Sprint Duration			12,5 s					
Stamina			125					
Stamina Recovery Rate			15 /s					
Scan Profile			60 dB					
Scan Precision			55 dB					
Scan Radius			10 m					
Melee Damage			240 HP					
Meta Level			2	1	5	4	8	7
			Fitting					
Dropsuit Large Capacity Grenade			—					
Dropsuit High-Slot Module			—		1			
Dropsuit Equipment			1					
Dropsuit Low-Slot Module			2				3	
Dropsuit Sidearm Weapon			—					
Dropsuit Light Weapon			2					
Required Skill(s)			—	Dropsuit Command Level III / Gallente Heavy Dropsuits Level III; Gallente Commando Dropsuits Level I		Gallente Commando Dropsuits Level III	Gallente Commando Dropsuits Level V	

Minmatar Commando Bonus: +2% damage to light projectile and explosive weapons per level.

			Standard		Advanced		Prototype	
			'Neo' Commando M-I	Commando M-I	'Neo' Commando M/1 Series	Commando M/1 Series	'Neo' Commando mk.0	Commando mk.0
Max PG			22 kW		33 kW		44 kW	
Max CPU			150 gF		225 gF		300 gF	
Shield			300 HP					
Armor			260 HP					
Shield Recharge Rate			18 HP/s					
Shield Recharge Delay			6 s					
Shield Depleted Recharge Delay			10 s					
Armor Repair Rate			0 HP/s					
Movement Speed			4,25 m/s					
Sprint Speed			5,95 m/s					
Sprint Duration			15 s					
Stamina			150					
Stamina Recovery Rate			40 /s					
Scan Profile			60 dB					
Scan Precision			55 dB					
Scan Radius			10 m					
Melee Damage			240 HP					
Meta Level			2	1	5	4	8	7
			Fitting					
Dropsuit Large Capacity Grenade			—					
Dropsuit High-Slot Module			1		2			
Dropsuit Equipment			1					
Dropsuit Low-Slot Module			—		1		2	
Dropsuit Sidearm Weapon			—					
Dropsuit Light Weapon			2					
Required Skill(s)		—		Dropsuit Command Level III				
				Minmatar Heavy Dropsuits Level III				
				Minmatar Commando Dropsuits Level I		Minmatar Commando Dropsuits Level III		Minmatar Commando Dropsuits Level V

The Squad

DUST 514 is tactical and squad-based, and rewards you for playing as a team. My wife has asked me: „Can you play it „solo"?" Well, yes you can. But that wouldn't be so much fun and effective as the teamwork is.

There are a few advantages to be in a squad (other than the tactical and communication advantages): The squad leader can issue: Squad Orders:

- **Attack**: 1,2x Bonus to War Point gain within proximity of order.

- **Defend**: 1,2x Bonus to War Point gain within proximity of order.

- **Capture**: 1,2x Bonus to War Point gain within proximity of order.

For an example when you will get 50 WP for a single kill without a squad, but you will get 60 WP when you are in a squad, the order(s) are issued and you are in the range. The Squad Leader gains bonus WP equal to the bonuses earned by the squad.

Don't forget: getting enough WP is the key for the orbital bombardment! You can make your team's life easier with this option!

Let's see, what you can be in the squad, there are a few „typical" roles.

Role – Frontline Infantry

If you prefer run and gun, want to be able to take a few hits and fit a decent tank/damage modifier. But still have some versatility and ability to lay down support such as mobile spawn points or nano hives. This might be your choice. It is a moderate base speed suit that packs a punch. Do not take this however as you are invincible. A heavy can still chew you up in just a few hits. But don't sweat it because your heavy hitting assault rifles can light him up like a Christmas tree.

As frontline infantry your job is to take ground and hold it. In an Ambush match this consists of holding a defensible position, or attempting to assault an enemy position. In objective based matches such as Skirmish or Domination, your job is to take and hold the objectives. After all, the Sniper in the hills is not going to do it, and the Tank Operator is not going to get out of his tank to hack, so it is up to you. This makes you important. Without a core group of frontline infantry it is very difficult to win a match.

You have more high powered module slots than most other suits, this allows you to fit more shield tanking modules or more damage mods if you desire. You will however not have many low slots for armor tanking or other low slot oriented modules.

This guide covers rules of thumb that you should stick to as much as possible to become affective Frontline Infantry. As with most rules of thumb, those with enough experience will know the exceptions when it is appropriate to break the rules. So, stick to the rules until you know better, and don't be too quick to call out an experienced player for breaking the rules in this guide.

Using cover

You are the end-all, be-all foot soldier. But you're not Rambo. You're more like that guy in Starship Troopers who gets a giant bug horn through your chest because you stopped moving while you reloaded.

Medium frame dropsuits are designed to take a few hits, but not a lot of hits. If you charge into enemy fire you will die in seconds unless you dodge and weave like a mad man, and even then you don't have the speed of a Scout Suit so dodging and weaving won't keep you alive for long. No, the way to use your suit is to use cover. Step out to fire at the enemy, and then duck back around a corner or behind a box to let your shields regenerate. Then step out and fire some more. When you move, run dodging and weaving from one piece of cover to another.

At first you may have to remind yourself to use cover. It is so much less effort for your brain if you just charge into the teeth of the enemy firing wildly, but if you want to live then you need to discipline yourself to find cover and use it!

Soon, with lots of practice, you will find yourself automatically identifying every piece of cover in the area, seemingly without even thinking about it, and when you get hit you will find yourself diving toward the nearest cover before you even know what happened. But these automatic behaviours are ingrained habits, and if you don't make yourself do it to start with you will never form those habits.

It is sometimes possible to survive even an orbital strike if you can get a roof over your head or get jammed tightly in a corner. Even hugging a CRU might be enough if you are really lucky.

Moving with a Squad

As your squad moves across the map, ducking and weaving from cover to cover, each member of the squad needs to keep track of where the other members of the squad are, and watch for the enemy. Don't bunch up too close together if you can help it or you risk half your squad being taken out by a single grenade or mass driver round. A good rule of thumb is to have no more than two squad members using the same cover. Conversely, you don't want to string out too far apart either, or you will be unable to support each other when the shooting starts.

If your squad has a mix of weapon types you may want to have the shorter ranged weapons take point, if they aren't involved in flanking manoeuvrers, with support such as logi and heavies in the middle, and longer range weapons bringing up the rear. As the ones ahead move to new cover, then the next set move to the cover they have just vacated.

If your squad is more homogeneous you may prefer the leapfrog method where the squad members in the point position provide cover fire while those behind sprint past them to occupy new point positions.

Finally, remember to make room for your teammates. If someone has taken heavy damage and is running for cover, don't stand in their way! Let them by or you may end up picking pieces of them off your suit. Be aware of the people around you, what they are doing, where they are going, and try to accommodate them. Don't block their shots; don't block small passageways if someone is trying to get through; and don't walk in front of someone who is getting ready to throw a grenade.

Not being Sniper bait

New players die to Snipers all the time, while veterans only die to Snipers who are either really good or just plain lucky. The difference has nothing to do with gear or skill points, although they may help. The difference is that veteran players know how not to be Sniper bait.

Assault – Sniper

Not being Sniper bait involves never standing still, moving unpredictably, and an awareness of both where Snipers are likely to be, and where to find cover from them.

Never stand still! Always keep moving. If you are guarding an objective or covering someone who is hacking, you should be pacing like a child who has had too much sugar. If you are ducked behind cover letting your shields regenerate, you should be shimmying back and forth as much as your cover will allow.

Even when you are hacking you can move a little, although if you move too far you will cancel your hack, so only half a step and back when hacking.

Don't Move Predictably! For a Sniper, hitting a merc who is running in a straight line toward or away from them is almost as easy as hitting a merc who is standing still. Hitting a merc who is running perpendicular to them is a little harder, but if you are running straight, and at a constant speed, the Sniper will simple place their crosshairs on a spot 5m ahead of your head. Then it is simply a matter of pulling the trigger at the moment your head passes the centre of their sights.

So don't let a sniper know where your head is going to be ahead of time. Zig and zag at unpredictable intervals. If you are sprinting, stop sprinting for half a second, every once in a while to throw the sniper's timing off.

Get to know where the Snipers are likely to be, and try to keep something between you and them. Try to use girders, walls, or rock outcrops to break line of site between you and prime sniper locations. If there are Snipers or gunners on the roof, or on overhead pipes, figure out where they have a field of fire and where they don't.

Use your ears

Sound will tell you a lot if you listen and know what you are hearing. From the "Swit" of a sniper round hitting the dirt at your feet, to the distinct sound of a Shotgun near by, your ears will warn you of many dangers in your environment. Get to know these audio cues and you will become much more aware of what is happening around you.

Communication

Sharing information and intentions is key to working effectively as a squad or as a team. While there is certainly some advantage for a bunch of green dots sticking together over lone wolfing, without communication the squad is just a green amebic mass with no clear sense of direction or purpose. Granted, a group of experienced players may all individually know what needs to be done, causing the squad to move together and work toward the same goal, but this can break down quickly if there is more than one logical path to take.

At the very minimum the squad leader should have a mic and the rest of the squad should have voice active so they can hear the squad leader's directions. This allows the squad to know where they are going and coordinate their actions.

Ideally everyone in the squad will have a mic. While the squad leader makes the command decisions on where the squad is going, and what they are trying to achieve, it is each squad member's responsibility to keep the squad leader informed of the tactical situation, and to provide information to help the squad coordinate.

- Call out enemy movements, sniper positions, and vehicle sightings.

- Warn squad mates if they are being flanked.

- Announce what you are doing if relevant. (eg. "I am flanking left.")

- Acknowledge orders.

- Remind the Squad Leader to put up a defend order, if no Squad commands are up. (Easy to forget.)

- Let the Squad Leader know if you notice that your squad has earned an orbital strike. (Easy to miss.)

- Discussion of tactical objectives, if the squad leader is open to suggestions. But remember who is in command.

When referring to Skirmish Objectives the military terms for the letters should be used because B, C, D, and E sound very similar and can be confused over coms.

A = Alpha

B = Bravo

C = Charley

D = Delta

E = Echo

Direction, Distance, and Position

Calling locations is both one of the most important, and one of the most challenging aspects of communication.

Direction:

On the spawn map, North is up. On the ground the little "N" that orbits your radar screen tells you which way is North. So, if the "N" is in the 3 o'clock position you are facing West.

Direction can also be given as a relation to other landmarks. I can say that I was sniped at Charley and the shot came from the Alpha direction. Lining those two objectives up gives an approximate vector.

"Out from" or "Behind" usually means on the side closest to the edge of the map.

Analog clock positions can be used to give a direction based on the position and orientation of the person you are talking to or the object you are talking about. 12 o'clock (in front), 3 o'clock (to the right), 6 o'clock (behind), and 9 o'clock (to the left). The term "on your 6" is short form for "on your 6 o'clock".

Distance:

It can be very tricky to figure out distance in DUST. Here are a few things you should know:

- The edge of your radar screen is approximately 100m out from your location.

- The text that comes up just left of centre at the bottom of your screen when you are aiming at something with a health bar shows the distance to that object.

- The grids on the map images posted on the forums do not correspond to a set distance. Different maps have different grid sizes.

- Knowing the optimal and effective range of your weapon will help you get a feel for judging distance in DUST. For instance an SMG does optimal damage out to around 10m while it is not really effective beyond 30m. Optimal and Effective ranges for the Assault Rifle are 40m & 65m.

Position:

The most effective way of identifying position in DUST is to use landmarks. If you are trying to identify a position which is not close to a landmark you may have to use a direction and distance in relation to the nearest landmark.

The most common landmarks are the Skirmish Objectives. If you are not in a Skirmish then it is common to refer to where the Objectives would be in a Skirmish match. "Their MCC" and "Our MCC" are also consistent landmarks in Skirmish.

Other landmarks include what is seen in the landscape such as "that tall tower", "that hill to the North", or "the saddle in the ridge line".

There are some buildings and land forms that are distinct enough to act as reliable and unique references such as "the Mushroom" in the Communications Complex, "the Maze" and "the Car Port" in the Biomass Outpost, or the "Pipes" in Ashland. If you play with the same people all the time you can name a lot of landmarks, but when playing with new people it is best to keep it obvious.

Here are a few examples of how to communication position:

- "3 Reds at Alpha" or "3 Reds where Alpha would be"

- "Lets take the CRU behind Alpha"

- "The tank is on the road between Charley and Delta."

- "Sniper on the North ridge in the saddle."

- "2 Reds incoming from Charley"

Cover me I'm Hacking

Before hacking, scan the area and your radar to make sure there are no enemy around. Sometimes if nearby enemies are occupied you may try for a ninja hack anyway, but you at least need to know where they are and what they are doing to make that decision.

When approaching an objective terminal to hack, scan the ground around the terminal for remote explosives. (Little grey boxes.) If you find one, you can take it out with a grenade or by shooting at it, but make sure you are more than 5m away when it blows or you will just give some demolitions expert a random +50 kill.

If there are two of you, one should hack and the other should cover them. The exception to this is when the area is clear, but you know the enemy are coming in mass and you need to get it done fast. In this case the extra speed of the double hack is more important than watching your back.

If there are three or more of you, then two people should hack for greater hacking speed, while the rest cover.

The big exception to the rule is when a good Sniper is covering the terminal, and is taking out anyone who tries to hack. In this case having three people hack helps ensure that at least one of you survives to complete the Hack. This is one of those situations where you might have to take one for the team.

Kill an Uplink, Stop an Army

A Drop Uplink near one of your team's objectives can spawn many mercenaries very quickly, so enemy Drop Uplinks in strategic locations should be considered priority targets. If you find an Uplink, and a hostile solder, killing the Uplink should be your first priority. If the solder lives then you will have one enemy near your objective, but if the Drop Uplink survives then you could soon have a full squad near your objective.

The safest way to deal with this situation is to toss a grenade on the Uplink so you can focus on the hostile solder. No need to cook the grenade, the Uplink is not going anywhere in the next 7 seconds, and if someone spawns in that time you could get an extra kill out of it.

Targeting Priorities

When running with a squad, firing on the guy with the lowest health is an easy way to coordinate focus fire and quickly eliminate one hostile weapon. When facing heavies it is often a good idea to kill their logi first if they have any. Then pick off the squishier targets, unless you catch the Heavy out in the open without cover fire, in which case you may decide to burn him down first.

Hostiles with particularly annoying weapons might also be prioritized in order to eliminate the threat quickly. The priorities will change depending on what the current For The Moment (FTM) weapon is, but when running with a squad the area of effect weapons often deserve some attention.

Suppression fire, Area denial

A mercenary who is not being shot at has no need to duck for cover, so they can concentrate on their shooting to devastating effect. Suppression fire is when you shot at someone just long enough to force them to take cover. If there are three Reds flanking your squad, you might be able to kill one if you focus on it, but the other two will probably kill you and continue to advance. However, if you quickly do some damage to all three of them, they may take cover, which slows their advance, reduces their rate of fire, and gives the rest of your squad time to react to the new threat.

Area denial is the use of a combination of weapons and terrain to create a kill zone that the enemy can't cross. Some examples of this would be:

-   Use of a Mass Driver or Forge Gun from an elevated position over an objective so that any Red who comes near it can be easily taken out before they can hack.

-   Use of a Mass Driver to cover a narrow hallway where you can shoot the wall and the splash damage will take out anyone coming through.

-   Placement of Remote Explosives on a bridge, narrow hallway, or other choke point to catch Reds as they advance.

-   Using cover at the edge of a wide open space so that you can use Assault Riffles to pick off hostiles as they rush across the open field.

Some weapons, such as the Mass Driver, were designed for suppression fire and area denial, but any weapon can be used for this to one degree or another.

Keeping your Heavy alive

Heavies may have more health than your average infantry, but they are not indestructible Titans that can be left to look after themselves. While they may spit bone shredding death in whatever direction they are pointing, they are vulnerable from every other direction. Heavies are slow and are much larger targets than other suits, which makes them easier to hit.

Your responsibility when running with a Heavy is to cover their back and flank. If you see an enemy approaching from the side or behind, engage them, and if you can't kill them, at least make them take cover until your Heavy has a chance to turn to meet the new threat. If you are running with a repair tool, remember that engaging flankers is a higher priority than repping the Heavy. If an enemy gets two seconds of unmolested fire on your Heavy, your Heavy is probably going to go down even with reps on them. So give the flanker something to think about other than getting their bead perfectly centred on your Heavy's cranium.

When to Rep and when to Shoot

If you equip a Repair Tool you should be using it between fights, or to get a gun back into the fight faster. At the start of a fight you should be using your weapon to add to your squad's combined fire. The more guns you have the better the battle will go for your squad. Your job is to keep as many weapons active as possible, and your own weapon is included in that count.

When one of your squad mates pulls out of the fight with low armour, and is waiting for their shields to regenerate, that is the time to pull out your Repair Tool, and get that solder back to full armour. Once that is done, you should have your weapon out again and be providing cover fire.

The only time you should be repping someone who is in combat is when supporting a HMG Heavy. Since they have a lot of firepower, keeping them up can be more important than adding your own fire. However, you should still switch out to provide cover fire if you see Reds flanking your position, or when the Heavy is reloading.

When to Stick-em, and when to let em die

There is nothing more frustrating than being stood up by a Nanite Injection only to be killed before you even regain control of your clone. Except, possible, being killed in that really expensive Proto suit, and not having a medic around to revive you.

There is no point in sticking someone with your Nanite Injector if there isn't a decent chance of them making it to cover. So your first responsibility is to secure the area. Identify what killed them, and eliminate that threat. Then stick them.

If they were taken out by a sniper you can try to shield them for a moment with your own body, although that may just end up getting you killed instead. Juking back and forth may throw off their aim. If you have a Heavy in your squad you might get them to block the shot, as they can tank multiple shots even from a Charged Sniper Rifle.

Reviving a teammate is a much higher priority in an Ambush match, or if there appears to be a risk of getting cloned out in a Skirmish or Domination. A revive can also be important if you are in a forward position without nearby spawn points, as letting a clone bleed out will weaken your force.

In a Skirmish or Domination match where getting cloned out does not appear to be likely there are times when a merc may prefer to bleed out rather than be revived. Respawning with a new clone will give that merc full health and full ammo. It may also give the merc a chance to change fits, in order to deal with particular threats such as snipers or vehicles. If there is a spawn point close by, a merc might get back into the fight faster by respawning that by being revived and having to wait to regenerate their shields. And, as stated before, no merc wants to be stood up just to get knocked down again.

So, before you start spamming your Nanite Injector, consider the following:

- Is your patient likely to survive long enough to reach cover?

- Is saving that clone a priority?

- Is a revive going to get that merc back into the fight faster?

- Is the merc calling for help?

When in doubt, try to revive the ones who call for help, but try not to get yourself killed doing it. One living merc (you) is better than two dead ones.

Rapid Transport, Have LAV will Travel

The faster a squad can react the more effective it will be. Two LAV's will get an entire squad from one objective to another distant objective very quickly. This will allow your squad to outflank your enemy, or to react quickly and forcefully to Ninja hack attempts on distant objectives. If you are guarding an Outpost and one of the objectives on the edge of the map is hacked, your squad can call in two LAV's, dart out and retack the objective, then be back at the Outpost before the opposing team realizes you were gone. If the Reds hold the Outpost, you can hit all the outlaying objectives, and then hit the Outposts when some of them leave to take the outlaying objectives back.

The danger of course is that half your squad could be taken out in one shot if the enemy have Anti Vehicle weapons (AV). If you are using LAV's for transport you should go directly to your target, dismount, and get it done. The less time you are in the LAV the less time the enemy have to switch to AV fits. It may also be best to avoid getting too close to Reds on the way, to avoid AV grenades.

If your Driver is heavily skilled into vehicles and uses well tanked high end LAVs, then you have a lot more flexibility in what you can do with them. Keep in mind though that no matter how tough your LAV is, you can still be shot out of the drivers seat or off the turret.

Air Transport, Using Dropships

Dropships are underused in their intended role, which is squad transport, but when used correctly they can make it seem like your squad is everywhere at once.

When your pilot calls in a Dropship, wait for it to arrive. Don't worry, the time you waste standing around will be quickly made up by the Dropship's speed. Just make sure that when the Dropship is delivered that you are not standing under it.

Once the pilot is in the cockpit, you need to pile in quickly before a Blueberry takes your seat. If the Dropship has a Mobile Clone Reanimation Unit, it might be easier if some of the squad hold their spawn until the Dropship is in the air and then spawn onboard. This reduces time on the ground and the chance the Dropship will pick up hitchhikers.

Try to let experienced gunners, or those with turret skills, take the turrets. If you end up on a gun, don't fire unless you see something worth shooting. Shooting wildly just attracts attention. Don't shoot at an automated turret unless it is already shooting at you, or your pilot has told you to. Your pilot will not appreciate you getting a turret's attention.

Your Squad Leader will have informed the pilot of his intended Drop Zone (DZ). Your pilot should announce on Coms when he is getting close. You need to be ready to hit the circle button to exit the ship the moment the pilot says "Jump, Jump, Jump!" If your pilot does not have a mic, then assume that the bay doors opening is a signal to jump. While in a Dropship you should always be ready to jump at a moment's notice, because a Dropship could get hit hard by AV at any time, causing the pilot to order passengers to bailout.

Once in the air, scan the ground below you to locate your target objective and any hostiles in the areas. Then don't forget to hit the X to activate your inertial dampeners before impact.

Once down, get to cover, scan the area for hostiles, then attempt to regroup with your squad. If the pilot was good, and you bailed when told, you should be close to your objective; unless the Jump order was given due to an emergency, in which case you could be just about anywhere, but at least your squad should be together.

Move on the objective as a squad. Take the objective, and clear the area. When the area is secure the next task is to secure a Landing Zone (LZ). You need to find a space large enough for the DropShip to land, but preferably with some cover so it is not a sitting duck for AV. If there are any hostile AV nearby, you need to eliminate them before you call for a pick up. Working with a Sniper can help with this. Once the LZ is clear, call in the DropShip, and repeat the process at another objective.

A Dropship with a Mobile CRU can also help keep the squad together, as you can spawn on the Dropship, which can then do a quick fly by and drop you near your squad. Usually, when not transporting squad members, the DropShip will be trying to keep a low profile behind a mountain or high overhead.

Working with Tanks

A Blaster tank can provide withering cover fire on an objective, but ground forces are needed to get the hack. Ground forces are also needed to protect the tank against hostile AV grenade wielding infantry and to hunt down anyone with a Swarm Launcher or Forge Gun. If a Tank (technically called a Heavy Assault Vehicle or HAV) has turrets equipped on its auxiliary slots, then one or two gunners may be welcome. If you take a gunner's slot on a tank there are certain things that are expected of you.

- If the tank pulls up in front of an objective and has cleared the opposition, then you are expected to get out and hack it.

- If a Red is attacking the tank with any sort of AV, and you are not able to deal with them using your turret, then you are expected to get out and deal with them with your infantry weapons.

- If the tank operator gets out of the tank, you should exit the tank immediately. They may wish to recall it.

- If the tank operator has a mic, you should follow his/her orders. While you are in their tank, they are in command.

- If you have a Repair Tool, the tank has armour damage, and it is stationary behind cover, then you should get out and rep it.

- If the tank is heading back behind your redline, then you are probably not needed as a gunner unless it's auxiliary slots are equipped with Rail Guns.

If a tank is not equipped with auxiliary turrets then you should only enter it for emergency cover when near death, or if invited by the tank operator. If you enter a tank for cover, you should exit once your suit has repaired itself.

Locating and calling Sniper Positions

Knowing where enemy snipers are is important for your entire squad. If you have counter snipers, they will need to locate the enemy snipers to take them out, and the rest of your squad will want to try to keep cover between them and the snipers as much as possible.

If you see the contrail of a sniper bullet it will point you back to the sniper's location, but you probably won't see it if you are the target. If you are hit by a sniper, or you hear a sniper bullet strike close to you, pay attention to your cover and which directions have an open field of fire on your position. If you are standing against a wall you can narrow the sniper's location to a 180 degrees radius. If you are standing in a corner, you can narrow it down to a 45 degrees. If there are other structures or obstructions nearby you can narrow it down further. Then from the possible directions which are left you can try to identify if there are any popular sniper nests that have a line of fire on your position.

Call out where you think the sniper may be.

If you get killed by a Sniper, look at the kill report. Call out the name of the sniper, and the distance of the shot, as well as where you were when you died. You position and the sniper's distance from you will indicate whether the sniper is at the edge of the map, or somewhere much closer. The name is important for your squad's counter sniper to know if they got the right guy. Often when looking for an experienced Sniper you will first find an inexperienced sniper who is less skilled at disguising their position.

If you see a sniper, call it out. Describe their location as clearly as possible. Knowing exactly where the sniper is, is always better than knowing approximately where the sniper is. Just remember, there may be more Snipers out there, so don't let your guard down.

Dealing with Enemy Tanks

You have three options when dealing with enemy tanks. You can avoid them, you can drive them off, or you can kill them. Tanks are more effective on some maps than others. Often it is possible to just avoid them. If they cannot fire directly on the objective you can avoid their line of fire and just worry about the Infantry. Or you can keep track of a tank's location and assault objectives on the other side of the map.

If a tank has an objective locked down or is simply causing too many problems, then your squad will have to do something about it. But hunting tanks takes time away from assaulting and defending objectives, so it is a tradeoff.

If your squad does not have Anti Vehicle specialists, it may be enough just to give the tank a scare with the starter Swarm Launcher fit or a few AV Grenades. Making the tank run for cover is a good way to get it to stop shooting at you. Even with skilled AV it is sometimes more time efficient just to take pot shots every once in a while to keep the tank hiding than be diverted for the time needed to kill it. Of course the most satisfying approach is to hunt the tank down and destroy it. This is best done when the tank is attacking the position you are defending, or if you catch the tank out in the open. Only spend the time to hunt down a tank that is not close by if the objectives are being securely guarded, and you have the skill and equipment to kill it.

How to kill a Heavy

Heavies have a lot of health and do a lot of damage, but they are also slow and can be out maneuverer. If you are working with other Infantry, use multiple angles of approach. The Heavy can only shoot in one direction at a time.

If you are the unlucky guy the Heavy focuses on, move quickly perpendicular to the Heavy's line of fire to make yourself hard to track and try to get to cover. Once the Heavy switches to another target, return fire. Concentrated fire from multiple directions will take down a heavy fast.

If you are unlucky enough to face a Heavy alone on open ground, try to get close or get rang. If you are close, try to orbit the Heavy staying ahead of their line of fire. Sprint if you are in mid range and try to spiral in close enough that you become difficult to track. If they get close to lining you up, sprint for a second so they have to correct more. Then continue orbiting and firing.

If they catch up to you, revers direction. Against an HMG you will take damage as you cross the stream, but they will likely continue turning for a moment before they reverse their spin, which will give you a lead on their tracking causing them to take a few moments to correct.

If you are facing a HMG Heavy and you have cover, us it. Try to widdle them down, while returning to cover regularly to regenerate your shields and armour. User your superior speed to try to flank them and ensure they don't get the drop on you.

If you have the range of an Assault Rifle or better, and you are not too close when you encounter an HMG Heavy, then try to get to your maximum effective range and engage from there. Due to spread, most of the HMG rounds will miss you at that distance, giving you the damage advantage.

If you are up against a Forge Gun Heavy the same tracking principles apply. Don't give him an easy target. Keep moving. And if he shoots and does not kill you, take advantage of the few seconds it takes to recharge the Forge Gun to finish them.

Role – Scout

You're recon and infiltration. Your low profile makes you vanish from radar faster and at high enough levels of Profile Dampening, and a [module](#), you're virtually invisible unless standing completely in the open 100m from an enemy looking right at you.

However, you're paper thin as well. Even with level 5 Dropsuit Armor Upgrades for +25% boost to passive armor and level 5 Dropsuit Shield Upgrades for +25% boost to passive shields, that assault's GEK is going to cut through you like a hot knife through butter... in the middle of summer... in Jamaica.

This means being more tactical in your movements which are thankfully faster than anyone else. Being harder to recognize on the battlefield also makes scouts a powerful sniper when they can hide from visual sighting and basically invisible to radar recognition.

For weaponry it's a hard call but I've never seen a scout run AR, its counter intuitive to the gameplay. They'll usually load out snipers and SMGs and pistols, though I've occasionally seen shotgun scouts running the field using speed to get them around enemies and into combat to flank or stealth up from behind for some beautiful 1-2shot kills.

As for equipment Scouts will usually run kinetic boosters for speed and shield extenders for survival, the occasional weapon damage modifier for sniper types and profile dampeners for recon/infiltrators.

Never put armor plates on a scout as the speed reduction doesn't compensate for the armor gained and you might as well be playing an Assault who already has those features built in.

Personally I run [codebreaker](#) on my scout to hack and run as fast as I can as well but it means I'm not as fast on foot as many others out there. Equipment can be anything but most snipers will run personal [nanohives](#) while infiltrators will usually have [drop uplinks](#) to create spawns behind enemy lines.

Role - Sniper

A Sniper that knows their role and concentrates on covering and protecting (yes, it's a SUPPORT class) their team can have a pivotal impact on the outcome of a battle, gaining the appreciation of their team and their corp, while instilling fear and uncertainty in the hearts of the enemy.

Someone who picks up a sniper rifle in order to get kills while trying to avoid risk, in order to stack their K/D ratio, will be as much of an annoyance to their team as they are to the enemy. If they have a positive impact on the battle it will be purely accidental.

Your role:

- You are the eyes for your team. You can see more of the battlefield than they can. Tell them what is happening. Warn them what they are up against. Tell them if they are being flanked.

- You soften up your squad's objectives. If the rest of your squad are heading to Bravo, and there are 4 reds defending Bravo, your squad will have a better chance if you can reduce those odds by picking off one or two just before your squad strikes, or making their heavy take cover as your squad runs across open ground.

- You are backup on high. One of your squad is separated from the rest and a Red has found him. If you can hit the Red even once you can turn the odds in your teammate's favour. Even a near miss may cause the Red to start thinking about cover rather than thinking about their aim.

- You are your team's best defence against other snipers. This may be your most important role. If you can take out the enemy snipers, or at least make them keep their heads down, then your team can move freely and arrive at their objectives at full strength, rather than having to constantly stick to cover and always arriving a man down. I have had matches where a good sniper prevented me from doing my job for most of the battle, and other games were I have been the better sniper and kept several enemy snipers cowering in their fox holes while also covering my squad.

Positioning

Find a place with a field of fire which includes several objectives or strategic targets. Make sure you have cover that you can easily duck into. Crouch down to avoid rifle sway, and try to expose no more of your body than you have to in order to see the area you are covering. Be mindful of enemy snipers. Frequently scan other potential sniper spots. Drop the scope and look around you once in a while to make sure no one is sneaking up on you.

Try to select a position that will give a field of fire on at least one objective so you can take out hackers. If you hack an objective, go find a hiding spot where you would have a field of fire on any counter hackers, and stay there until the hack has been successful.

For anti-sniper work, sometimes a poor position is the best position. If you have been sniped and have respawned, find a position that has cover and gives you a vantage point on the enemy sniper's position, but does not give a good view of the battlefield. A good sniper will know all the good sniper spots and scan them regularly, but if you are not in a good spot, they may not look your way. You want to clear the enemy snipers before you go back to sniping the battlefield.

Another positioning option, particularly in urban areas with restricted fields of fire, is to run with your squad. It is best to advance slightly behind the rest of your squad making full use of cover. The enemy will generally shoot at the closest threat, giving you the opportunity to line up your shots.

Sniping alone does not win the battle

Skirmish matches are won by frontline troops taking objectives. Sometimes, particularly on Manus Peak (the open 3 objective map), there are too many snipers and not enough frontline troops. Sometimes for the good of the team, you need to swap your sniper rifle for a submachine gun and head in to hack an objective.

Sometimes there is an enemy sniper in the prime sniping position you want to use. Time to swap to your submachine gun and take them out.

Sometimes a frontline solder or a shotgun scout will sneak up on your position. Time to swap out to your submachine gun and start dancing and shooting.

I think you can see by this point why I am dumping skill points into Submachine Gun specialisation. Since I ware an Assault suit, I hope that skilling into Submachine Gun will let me go toe to toe with any other Assault suit at close range, particularly if I dance around while firing to make myself harder to hit. If you favour a Scout suit, that just means more dancing.

Dropsuit

The choice of suit for a sniper is a matter of style and preference. They each have strengths and weaknesses. One is not better than the other, but one may be better for you, and your style.

The Scout suit is stealthy and aware. They have a small signature so that the enemy will not see you on their radar, and even if they look straight at you, the red chevron and health bar probably will not show up if you are far enough away. So they will have to rely on their own eyeballs to locate you.

Your scanner strength is also higher than other suits, so your radar is more likely to show the red dot of someone sneaking up on you, and when you scan the horizon your suit can identify and flag enemy suits at a greater distance, making enemy snipers easier to locate.

The down side for the Scout suit is the lack of tank, so if an enemy sniper does get a bead on you, there is a good chance that their first shot will kill you, if it hits. If it misses, your greater speed should allow you to take cover before they get another shot off.

The Assault suit is not stealthy like the Scout suit. If you are sniping in an Assault suit you may want to put some points into Dropsuit Command, and Profile Dampening to reduce your signature. You don't want an enemy sniper's suit flagging you with a red chevron and health bar when they are scanning the horizon. You probably will be flagged by their suit if they have their scope on you, but their scope has a small field of view, so if you are not where they expect you to be there is a good change they will not point their scope your way.

The strength of the Assault suit for a sniper is its tank. Unless they get a perfect head shot an Assault suit is likely to survive the first round from a sniper. The time it takes for them to load the next bullet into the chamber is usually enough time for you to duck behind cover.

If you have equipped an armour repair module, then you can wait to regain full health, and then put your head back up and try to find that sniper. If they get you again you just repeat the process.

Just to let everyone know, go assault suit when sniping in this manner. Scout suit only has a 5 point difference when it comes to their scanning and their signature so they really aren't stealthier. Assaults also have vastly superior hp, CPU, and more slot options for versatility and making up for any possible advantage the scout suit has.

Logi suits have the advantage of having at least two equipment slots. They work as snipers, although their lack of a secondary weapon can become a problem if someone sneaks up on you. I like to start the match in a Logi suit and setup Drop Uplinks and Nano hives close to my prime sniper positions. Then if I die or happen by a Supply Depot, I will switch to Assault.

I can't say much about Heavy suits for sniping. However, I have seen a heavy up on a scaffold sniping with a Forge Gun. I hit him three times before he took cover. A Forge Gun is not a sniper rifle, but it has some range, and I would gladly accept any Forge Gun Sniper into the fraternity of Snipers.

Redline Snipers (Why Snipers have a bad name):

The true Redline Sniper is the guy who snipes from near the initial spawn point. They are hated by the Enemy because only another sniper or a rail gun can reach them. They are hated by their own team because their poor positioning means they do not contribute much to the team's success.

Their field of fire does not cover many of the strategic objectives and at that distance they are only going to get the occasional kill when a Red stops to tie their shoe half way between objectives.

If I spawn behind the Redline I may stop and take a shot if I see one on my way out, but I will not linger there. If the other team has taken all the objectives and has redlined us, then I have no qualms about sniping from the Redline. In that situation I may be able to thin the line enough for some of our Frontline troops to slip through.

I don't have a problem with people sniping from just inside the Redline when they have a good field of fire. If you are close enough for a Red to take you out with an assault rifle, then there is nothing cowardly about your position. If you have a field of fire that covers several objectives and gives you a view of much of the battlefield, then your team has nothing to complain about either.

One example of such a position on the Manus Peak map is a saddle dip in the ridge line below one of the MCC's. It and the road behind it are in the Red Zone, but by doing a little rock climbing I was able to take out a sniper from that spot by getting close with an assault rifle.

Another example from Manus Peak is on the opposite side of the map, one of the rocky spikes is on a low angle and you can climb to the top for a good vantage point. I think it is just in the Red Zone, but I have had Reds show up and take me out with assault rifles, so I feel there is nothing unsporting about using that spot.

Role - Logistics

Speed factor somewhere between Assault and Heavy. Everything else? Priceless.

You're a squad's worth of modules and equipment all by yourself, this means the ability to frontline your guy if you want, or create the ultimate hacker, or maybe you want to run around as fast as a scout just for laughs. You define versatility on the battlefield. While Assaults will generally run the standard weaponry, AR's, Shotguns, SMG's, it's generally the Logis I see loading the more eccentric Mass Drivers, Laser Rifles. If there was a live chicken canon that did nothing but make people look confused for a second, it would be a logi to have it first. Why?

Because our... your role, is to BE versatility. Your job is to do everything your squad does not, which even in a good squad you'll find to be a lot. You are resupply, you are medic, you are mechanic and engineer, you are spawn station, and you are their mother there to wipe the oatmeal from the corner of their mouths. Your 3+ equipment slots make you responsible for this but also give you power to control certain vital elements of the battle. Do you need that resupply here behind this crate or 20m forward by that car? Where should that drop uplink go? Is it safe to go revive that guy? Should you risk it anyway? Did you bring your repair gun this suit to heal up your heavy?

Your initial versatility comes with HUGE drawbacks. It means that you will have to spec one direction first and then branch out unless you simply want to be a jack-of-all-trades-master-of-none kind of deal, which is generally what I am personally but I'm happy with it though it's difficult to know what my squad wants from me before I load up a suit if they don't tell me. I do have one specialty which is all mine and they rarely if ever complain that I don't have a repair tool when it comes into play. They're usually too busy laughing. The expansive module and equipment space also means occasionally having issues balancing your pocketbook. While logis can have all these great and wonderful toys, such things come at a cost. A hefty one. As I said at the start, you're practically a full squad's equipment and modules all by yourself and a fully decked out end-tier logi suit with all end-tier equipment can be one of the most expensive things out there on two legs, sans a Proto Heavy running Proto HMG and top tier modules (Enjoy that Million ISK suit fatty).

So maybe I lied when I said priceless, because clearly this is a costly route to go. If you don't have access to AUR just to back up your stuff with even a basic set of militia BPOs to let you earn some free ISK while maintaining your gameplay style, then Logi may, unfortunately, not be the path for you. I really think there ought to be a free STARTUP Logi suit which has pre-equipped: Militia Shield Extender, Militia Armor Rep, Militia Focus Grenade, Militia AR, Militia Nanite Injector and Militia Nanohive.

There are 4 freakin' freebie STARTUP Assault suits, why not make the sniper a Scout sniper and triage a Logi support? Who's with me here?

[Footnote: If you're wearing a logi suit with only 2 equipment slots, stop... just.... just stop. No. NO! Do you want to go to the vet!? OH! That's a word you know! Yes... The vet! Don't make me do it.]

TL; DR:

NO! Just... no. If you can't take the time then you shouldn't be playing logistics. Go back and try again.

TL; DR; What?:

I'm being an elitist prat. But seriously, logis are hard work and require a lot of investment, from everywhere, skills, isk, team aide over personal kills for benefits. But they can, overall, be the most rewarding.

The Logi is all about support. Your mind-set should be focused on helping other teammates and you place this mind-set above all else! Kills only come in as a bonus. It's all about the "Mighty fouR"!

Resurrect	Resupply	Repair	Rally

Remember that! Fitting should be done accordingly. You should figure out your play style and you have to know your own weapon preference. After this, all you have to do is to stay with your team and help them. You must remember at all times that you are not the next apprentice for rambohood or something like that. Your suit is slow and easily detectable. Also many people love to shoot logis because they – when used effectively – can be a force multiplier for a team that can therefore hit above its weight.

So 'how can I begin?' you might ask. Your first build should be three "ready-to-be-disposed-of" level 1 or greater Logistics - Dropsuits with the three equipment slots being:

1st suit should be equipped with: Nanite Injector, Repair Tool, Drop Uplink

2nd suit should be equipped with: Nanite Injector, Repair Tool, Nanohives

3rd suit should be equipped with: Nanite Injector, Nanohives, Drop Uplink

These are the only real differences you should have. The rest of the fitting is pretty simple:

⚊⚊	Shield Extender + Damage Modifier or another Shield Extender
▯	Armor Repairer, Cardiac Regulator, Shield Regulator and/or CPU/PG mods

You can also have a different approach; make 3 militia versions (Expendables) with the 2 slots being:

- Nanite Injector + Drop Uplink
- Nanite Injector + Nanohives
- Nanite Injector + Repair Tool

These three limited militia builds won't cost you any money when playing with random battles but will enable you to get a feel for the playing style required. Switch between the three suits whenever needed.

How can I help you today?

Your first job – if nobody else will take it: spawn with 1st suit and place the Drop Link in a protected area from/for ambush or near an objective for skirmish to rally your troops. If the uplink ever goes down then just spawn with the 1st suit again. If the uplink is still there when you die just use 2nd or 3rd suits for supply, repair and backup. It is really important that you figure out your best play style.

What about the fitting?

Let's start with the most important part: WEAPONS

Find the Weapon you like to use and that you are most effective with. Here are a few suggestions that you may found useful while playing with a logi suite. Please remember that the Logi suit has only ONE weapon slot – so think twice! Yes, which means, you won't see too many Logi with Swarm Launcher… Therefore, the best weapons for a Logi are the Assault Rifle (AR) or the Mass Driver.

Assault Rifle (AR) - The assault rifle is always the easiest and most standard piece of equipment on the battlefield. Used by about 80% of the players you can't really go wrong with it. It is simple to use and requires only moderate skill to master.

Pro:

- You can go 1vs1 and live in medium to short range battles
- Most versatile weapon with many variants
- Easy to fit

Con:

- You may be getting closer to enemies than you want to but that is your job if you are a logi

Mass Driver (MD) - The Doctor of area denial. Damaging the masses and finishing off the wounded. Difficult to master but easy to start out with. A direct shot is powerful, but most of the time you will be aiming at the feet of your opponents to be specific in damaging certain areas or enemies.

Pro:

- Damage many people at once (mix in some flux grenades for a fun time)
- Prototype is 'The King'

Con:

- Low initial damage
- Not good for 1vs1
- Short range
- There are no militia variant

Grenades – these are a MUST. They are used as your secondary weapon. Use nanohives and you will run out of these necessities a bit later.

Role - Heavy

Heavy: You have no equipment. That's not your job. You have more shields than anyone on your squad and more armor than your squad combined. Your job is to be the intimidation factor. You are generally there to eat bullets and spit them out as a wall of molten metal death. Generally this is achieved by the horrifying whirl of an HMG. If not this then you're running forge and your purpose is to swat those pesky dropships out of the sky. While there still needs to be work on this end, some decent heavies are out there doing quite a bit to clear the air when the smog gets too thick.

You are not invincible, far from it. A militia scout can single-handed out-flank a heavy and unload a magazine of SMG fire into the back of his head before the heavy has time to scratch it. Knowing this you should have yourself spec'd out to auto-repair your own armor as your friendly neighbourhood logi may not always be running a repair tool.

Heavies will often run high grade shield extenders and armor plates on top of this though I've occasionally seen heavies running kinetic boosters as well to compensate for their speed making them much scarier on the field.

The LAV-spam most feared enemy: a free militia forge gun and heavy suits baby!

The militia forge gun is enough IMO, no need to chase after more advanced forge guns unless you really like the play style (they're cool and can be used effectively vs infantry too if you have good aim, the range is ridiculous quite frankly).

Even if you're not going the forge gun route I recommend at least Weaponry IV since that's a nice damage boost.

Then I'll recommend going for an advanced heavy suit ASAP, since it provides a huge boost, toss 2 shield extenders on there and maybe an armor rep in lows and you can endure a LOT. As long as you don't go way in over your head you essentially won't die.

As for HMG's I find them to be a bit underwhelming, assault rifle is honestly an as good option if not possibly better I've found. That being said I do like the assault heavy machine gun once you've gotten a few levels of heavy sharp shooting, suddenly the range isn't so crippling and the damage output is still fine.

Gameplay wise, just get up close and fire away. A starter heavy can expect to die a lot though since levelled up assault rifles make quick work of you. Oh, and remember to make best use of that shield recharge. Many times my grenades are used to buy me shield recharge time for instance.

The best heavy advice I can give is KEEP MOVING. Just because you have a big health pool doesn't mean it doesn't get whittled down fast by good players.

Expanding one what the second poster said, cover is your friend. Always stay near cover so you can retreat and so they have to come to you. If you have to fight an AR guy at any kind of range, he will probably win.

That being said, if you zoom in and fire the accuracy gets really good, so you can kill people even at the tail end of the HMG's range fairly easily.

A large part of being a GOOD heavy is staying where you can restrict the enemy's movement. You move slower and turn slower than every other suit out there.

Suit fittings are (in my opinion) personal preference and if you play with a logi.

If you play with a Logibro, in my opinion go armor so you can feed him points. If not, go Shield, I have found this to be really effective, someone can correct me if I am way off base.

Upgrade the skill that improves your shields or armor based on what you need.

Also, Militia Forge Gun is pretty decent, even against the best tanks. If you charge up behind cover, pop out, and blow them up, then pop back in cover and repeat you'll be fine. If they're good they'll run away when they get low though.

And yes, the Forge Gun range is ridiculous. If you and the other person are standing still, and the reticle is red, they're dead. I have been in Sniper duels multiple times where my Forge Gun beat the Sniper. Earlier today I couldn't even see the sniper, I just knew he was there because the reticle was red, I fired, and he died.

Also, if you have grenades and are reloading, learning to cook grenades and throwing them at your enemies' feet can save your life. It takes practice, but it feels great when you kill them and can safely reload.

Which brings me to another point, don't forget to reload. Seriously, don't. Pretty much after one kill I reload if no one is around, because I accidently forget to reload and am running around with around 64 bullets in my HMG. No good.

If you are swarmed with Assaults, you probably won't take them all down. If they come one after the other you can kill a good chunk of them though. I once walked into a room with three Assaults and they didn't notice I was there; they just turned around one at a time and got mowed down.

TL; DR:

- **Assault**.... Do I even have to say it? Honda Civic... with cup holders.

- **Scout**: A Porsche 911. You're a work of automotive art, fast and sleek... but your chassis is shite. Way to go McLaren and Bugatti with that carbon fiber!

- **Heavy**: Either a HUMMER or Hilux. But you're never gonna win any races kid.

- **Logistics**: Mater from the Disney Cars.

TL; DR; AND I don't get car references:

- **Assault** : Derp

- **Scout**: Fast, paper-thin, but nearly invisible.

- **Heavy**: Slow, tough, only suit that can use HMG or Forge Gun for AV, but weak solo because of speed.

- **Logistics**: THE support, equipment, equipment, equipment, equipment and some gun. Because without than you can't use the dropsuit.

Role – (Mad) Bomberman

Remote Explosives (RE) give you the unusual ability to defend an Objective while being somewhere else. It is like being in two places at once. They are also one of the few methods for killing the enemy which does not require you to aim, so they may appeal to people who are new to FPS games and have trouble hitting the broad side of a barn. Although, for those people I would advise that they stick with only using 1 detonator. If you go too far down the Rabbit Hole and become a Mad Bomber, you will find you don't do enough shooting to improve your gun game.

Controls:

R2 (Hold): Select Remote Explosive from your Equipment wheel

R1: Deploy Remote Explosive Charges

L1: Detonate the Charges. (Must be holding a detonator.)

* Note that if you had a Detonator out when you died, you can sometimes activated it (L1) while you are still laying there bleeding.

Fits:

Remote Explosives are not fit dependent. Fit however you like. The only restriction is that if you use Remote Explosives on a Scout or Assault suit you will not be able to fit a NanoHive, which could be a problem for some weapons such as the Swarm Launcher or Mass Driver.

Demo Assault: Remote Explosive

Demo Scout: Remote Explosive

Logi Suit Fits:

Combat Engineer: Remote Explosive/Nano Hive/Drop Uplink

Demolitions: Remote Explosive/Nano Hive/Remote Explosive

Mad Bomber: Remote Explosive/Remote Explosive/Remote Explosive

Multiple Remote Explosive Fits (Demolitions & Mad Bomber):

The key is for each Remote Explosive to be a different type. Then each Remote Explosive will have an independent detonator and independent deployment restrictions. This means you can blow up the guy hacking C without wasting the charges you set at B. It also means that a Mad Bomber can deploy 10 or more Remote Explosives charges at one time.

Mad Bomber:

For the Mad Bomber fit you either have to have access to Proto Remote Explosives, or use AUR Remote Explosives. In testing I used 'Hateshard' Remote Explosive (20 AUR) since I was not skilled into Proto Remote Explosives yet.

My fit: Remote Explosive, F/45 Remote Explosive,'Hateshard' Remote Explosive

When using the Mad Bomber defensively it gets hard to remember which explosives you put on which objective, so you need to work out a system for remembering this.

For more fun and mayhem I preferred to only use two of my detonators for defence, and use my third set of Remote Explosives for offensive purposes. It got to the point where I was running into fire fights carrying Remote Explosives rather than having my weapon out.

Defence

Defensive use of Remote Explosives is when you place your charges in front of the terminal on an Objective your team controls. Then if you see the letter flashing to indicate that Objective is being hacked, you pull out your detonator and press L1 to detonate it.

You can defend more than one Objective with one detonator if you only place 1 Remote Explosive charge at each terminal. Proto level Remote Explosives will allow you to have 5 charges set at one time. However, every time you use the detonator to defend one Objective, you will have to replace the charges at all of them.

If you set more than one charge at a terminal, it is best to set one charge close to kill the guy hacking, and set the rest a little farther away to catch the Reds who are covering the hacker, or to catch the hacker leaving if you are a little late getting the detonator out.

If you are running a Logi suit you can carry more than one detonator, as described above. This gives you the advantage of only covering 1 or 2 objectives with each detonator, so you will not have to do as much running around to reset charges after each use. It also gives you more charges to work with, so you can spread the charges out to catch bystanders.

Testing has shown that a remote explosive will not set off another remote explosive of a different type, so if you have more than one type of remote explosive you can set one of each at an objective. This allows you to cover 3 or more objectives with redundant charges.

You still need to revisits each objective after you detonate a charge type, to replace those charges, but this way your second group of charges is still covering those objectives, allowing you to stop a second hack attempt should one occur before you get back to replace the first charge.

The Reds will often see your charges and try to destroy them before hacking. It is good to hide them as much as you can. Many players don't realize how large the blast radius on a Remote Explosive charge is, so they will often stand too close when shooting at one, and kill themselves in their attempt to destroy it.

It is always gratifying when "+50 Kill" pops up on your screen, seemingly at random.

When hacking an enemy Objective, place your charges before you hack. Once you start hacking the enemy will be alerted to your presence, so once the hack is complete you want to get to cover quickly. If you hang around an objective setting charges after you have alerted the enemy of your presents you are just asking to get shot.

Offence

Offensive use of Remote Explosives is when you use them on the front line, relying on visual or radar confirmation of your target's position. In some cases, such as when you are defending an objective in person (Skirmish or Domination match) this might also verge on being defensive, but in those cases the same techniques are employed as you would use to set traps elsewhere.

Choke Point: Set charges at a choke point and detonate when the reds charge through. This can work well if the enemy are making a big push with a full squad, and a few on your team manage to hold them off long enough for you to set your charges, or in a Domination match where you are planning on staying around the single Objective. Choke Points include doorways, bridges, and narrow hallways. I have taken out 4 Reds with a single charge using this method.

Corner Trap: Set your charge at a corner so that a Red approaching from the other side will not see it until they are right on top of it. You can wait for a Red to come around the corner, or you can go get a Red's attention and get them to chase you around the corner.

Distraction: When Reds are involved in a fire fight they are less likely to be looking at the floor. When things are hot and heavy you can often rush in and toss down some Remote Explosive charges without the enemy realizing what you are doing. Then, get clear and detonate when they are in the kill zone. If they are not in the kill zone, use yourself as bait and force them to reposition in order to get a clear shot at you.

Once in a Domination match where 5 Reds were effectively defending the Objective against constant attacks by my team, I came around the corner on one side of the Objective and dropped a charge, then dashed back to cover to regenerate my shields and armour. I did this twice more to make a nice spread. Finally I came around the corner shooting and this time when I retreated, the two Reds on my side followed to get the kill.

I detonated the remote explosives, killing them both. Then I run around the corner and into the slot where the objective was. I dropped a charge and started hacking. The 3 Reds facing the other way were too involved in their gun fight to notice. When I was done hacking I came out and started shooting them from behind. The distraction and cross fire allowed my team to pick them off quickly.

Drive-by: Run up to an enemy, drop a charge, run away and detonate before they have a chance to react. You need to be 5m away before you detonate the charge. Works best on Heavies because they can't turn or move very fast. Also works on Reds that don't see you coming.

Death From Above: Remote Explosives and Proximity Explosives can be tossed from elevated positions such as the roofs of buildings or on pipes at the enemy below.

Radar Trap: Place a charge in a place you can identify on your radar and where you expect a Red to run through. You might place it on a Nano Hive, an enemy Drop Uplink, next to a supply depot, or around an enemy CRU. Then find good cover close by, and rely on your Radar to tell you when a Red is in your kill zone. This method would probably work best for a Gallente Scout or a Logi with an Active Scanner.

Road Kill: Throw 3 charges in a little pile and stand a good distance behind them, but in the open so a nearby LAV driver will see you. If the LAV comes at you from the wrong angle, run laterally so that when the LAV driver corrects his course, it will line him up with your charges. With good timing you should be able to detonate the charges when the LAV is within their kill zone. This is not advised against Logi LAV's (the yellow ones) as they may survive the explosion. *Tactic suggested by Seymor Krelborn, DUST University

Revenge: When the enemy is about to kill you and walk over your corps, toss down one last Remote Explosive charge. Then as you are laying there in the slowly expanding pool of your own blood, starring at the feet of the Red as he stands over you gloating... press the button. Yes, if you have the detonator out when you go down, L1 will often still work. Twisted Sweat, sweat revenge! This is also another reason to place your charges before hacking, so that if you are killed immediately after the hack succeeds, you can get the guy as he goes for the counter hack. *Tactic suggested by Seymor Krelborn, DUST University

Mining

Mining Drop Uplinks: If you place 1 Remote Explosive on a Drop Uplink, any Red who tries to destroy the Drop Uplink is likely to set off the Remote Explosive. If they are less than 5m away, this is likely to be fatal. You will be rewarded with a "+50 Kill" popping up seemingly at random.

If you mine your own Drop Uplink it will be easier to drop your Remote Explosive right on top of it, as you can deploy both without moving, so that the Explosive is mostly hidden by the drop uplink. However, if your Remote Explosive goes off it will destroy your Drop Uplink. If you are using the same detonator to defend an objective, you will have to sacrifice your Uplink if a hack attempt is made on the objective.

If you mine someone else's Drop Uplink you will not have these issues (outside of PC), but it will be harder to drop the Explosive charge exactly on the Uplink.

Match Modes

Domination: This mode seems like it was made for Remote Explosives. All the focus is on one location. When the other team holds the Objective it is a hard nut to crack, but there will be a constant fire fight, which provides the distraction needed to be able to lay charges to catch defending Reds, often in groups. Ninja hacks don't often go through in Domination because the defenders counter hack, but if the ninja hacker drops a RE before hacking, they can kill the Counter Hacker as soon as they respawn. Once your team holds the Objective, not only are Remote Explosives good for direct defence of the objective, they are also good for area denial. You lay them across a bridge or narrow street and you have completely cut off one avenue of attack. The Mad Bomber fit can be formidable when defending the Objective in Domination mode.

Skirmish: Remote Explosives work very well defensively in Skirmish mode. Mine the Objectives and wait for the letters to flash. If there is an organized enemy squad moving on an Objective, then Remote Explosives can be very effective, particularly if you catch several of them advancing through a choke point. However, these scenarios are not as common as they are in Domination mode. You can still get lone wolfs to chase you around corners.

Ambush: With no Objectives to defend you would have to get more creative. One idea I have been considering is to put a Drop Uplink as bait at the back of one of those large boxes that is only open on one side. Then place remote explosives near the open end of the box, and just wait at the back of the box for a Red to come after the Drop Uplink. The tricky part would be making sure the charge is more than 5m from where you will be hiding at the back of the box, while being close enough to get a Red who sticks his head in. (Thinking of a box under the tabletop in Line Harvest.)

Proximity Mines – By Royce Kronos

Proximity Explosives (PE) gives you a first line of defense against vehicle drivers. If your team lacks skilled AV players, you can use PE's to destroy LAVs and deter HAVs. Even if you have AV players, PEs are a fast and easy way to set up AV defense.

The Pros and Cons

The benefit of Proximity Explosives is that they're low maintenances. Once you set them down, you don't have to worry about them anymore. You can deploy Proximity Explosives then change dropsuits and they will still be active.

The downside of Proximity Explosives is you can't use them against infantry. They will only work on LAVs and HAVs. Which means if your opponents are not calling any vehicles in, equipping Proximity Explosives tends to be useless.
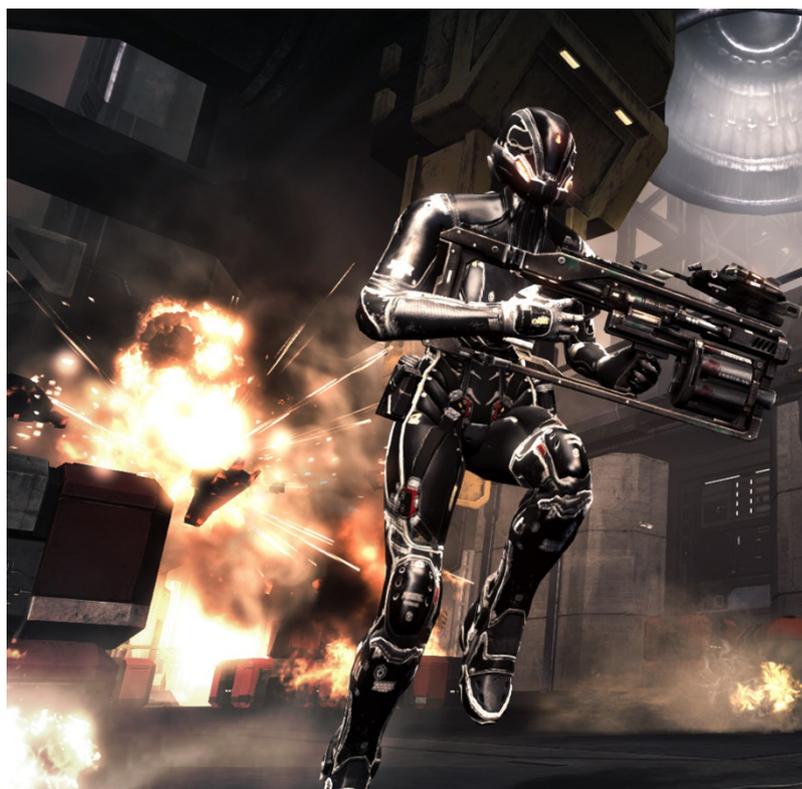
Tactics

Seeing as Proximity Explosives only work when driven over, using them for offensive tactics is almost impossible. The best use of Proximity Explosives is stopping reinforcements from reaching defended objectives. To unlock the maximum potential of Proximity Explosives, you will have to have an intermediate understanding of maps, objectives, and highly travelled roads. Inefficiently deploying Proximity Explosives will result in wasted time, ammo, and equipment slots.

Choke Points:

You will almost always want to place Proximity Explosives in highly driven areas or choke points.

A few examples are:

- The bridge on Spine Crescent.

- Under the center table on Line Harvest.

- Entrances to complexes.

If you utilize these areas properly, you will be able to impede enemy movement, stop reinforcements, and create chaos. This will not only stop current enemy reinforcements, it may also deter other LAV drivers from driving through again. It is also very enjoyable popping a full LAV and watching the kill feed. Twisted

Positioning (Location, location, location)

You should deploy Proximity Explosives closer to the enemy's side of the objective you are defending. Take the bridge on Spine Crescent. The whole length of the bridge could be considered a choke point. However, if you deploy them on the enemy's side, you can take out an LAV before it gets to run a few of your teammates over.

Crazy Miner

While I have yet to test this, I would assume that Proximity Explosives have the same restrictions as Remote Explosives. So while you can't deploy more than 4 STD Proximity Explosives, you should be able to use the different tiers. This means that you should be able to deploy Proximity Explosives, F/49 Proximity Explosives, and Boundless Proximity Explosive at the same time for a maximum of 15 mines. I would advise spacing them somewhat apart, as you may not need all of them to take out a LLAV or HAV. This would also save you having to replenish them often.

DUST University's R&D department has confirmed that Proximity Mines will detonate Remote explosives. Since a Remote Explosive does about twice the damage of a Proximity Mine, you can beef up your Proximity Mines by laying Remote Explosives on top of them.

Booby trap – By Howard Sanchez

Use proximity explosives and a blue LAV.

Once you get to you destination hop outta your militia jeep and drop a proximity explosive right next to it.

Go on about your business

If a red hacks your vehicle the moment it turns red the PE will detonate giving you 50 for the kill and 40 for the LAV.

Role – AntiVehicle support: The Swarm

Swarm Launcher specialists are a rare breed.

The Swarm Launcher is the only weapon that can't target Infantry, and if you can't defend yourself against Infantry you are not going to last very long on the battlefield. Particularly when you are shooting flares in the air to mark your location. So very few people put points into Swarm Launchers because what is the use of an Anti-Vehicle (AV) weapon if you can't survive on the battlefield long enough to use it?

There are two answers to this dilemma: Get good with a Submachine Gun (SMG), or switch to a Commando suit. This guide will focus on the SMG option, although the Swarm Launcher advice will apply to a Commando as well. While most people know the SMG as a sidearm capable of finishing off a half dead opponent when your primary weapon runs out of ammo, there are some who have discovered that with SMG Operations 5 this little gun will rival an Assault Rifle in all but range. With proper skills you can be a fully functional Assault, Logi, or Scout while using SMG as your primary weapon. Because a Swarm Launcher fit depends so strongly on SMG as its primary anti infantry weapon, I will include a mini SMG guild as part of this Swarm Launcher guide. (A Scrambler Pistol can be substituted for the SMG if you know how to use it.)

Suggested Skills

Swarm Launcher Operation: 5 (Mandatory) Unlocks Proto, & Reduces lock time.

Swarm Launcher Proficiency: 2 or 3 (Strongly Advised) +3% damage per level.

Swarm Launcher Ammo Capacity: 3 (Recommended) Adds one round of swarms per level.

Submachine Gun Operation: 5 (Mandatory)

Submachine Gun Proficiency: 2 or 3 (Strongly Advised)

Submachine Gun Sharp Shooter: (Recommended)

Level Fitting skills (Engineering & Electronics etc.) until you can fit a Proto Swarm Launcher.

For your Swarm Launcher, Go Proto or Go Home

Fit a Proto Swarm Launcher as soon as possible. I don't care if the rest of your fit is Basic, your Swarm Launcher needs to be Proto. The reason is that each level of Swarm Launcher shoots an additional missile, and each missile does 330 base damage.

Militia/Basic Swarm Launcher: 4 x 330 = 1320

Advanced Swarm Launcher: 5 x 330 = 1650

Proto Swarm Launcher: 6 x 330 = 1980

With points into Proficiency and Damage Mods that can go well over 2000 damage per missile swarm.

I actually like the way this is balanced. You can get a free Militia Swarm Launcher with the Anti-Vehicle Starter fit. It is good enough for killing Militia LAV's or turrets, but is weak against fitted tanks, as a free AV weapon should be. While the Proto Swarm Launcher which is skill point intensive is considerably stronger, and with enough cover, time, and ammo can take out any vehicle currently in the game.

Suits

If you are running an Assault suit, fit it as you would a frontline Assault suit, and equip a Nano Hive. The Minmatar Assault suit bonus adds 4 bullets to your SMG clip size per level, so I give a slight preference to the Minmatar assault suit for its bonus and its speed. On the flip side the Minmatar assault suit has the least effective health of the assault suits, so some may prefer to go with another racial assault suit for increased survivability. Any assault suit will work.

If you are running a Scout suit, fit it as you would normally fit a Scout suit, and equip a Nano Hive.

A Scout suit's speed for getting into and changing positions is a big plus. Its ability to hide from active scanners is very helpful as well, especially when tank hunting. With the Minmatar Scout, substituting Nova Knives for the SMG might be workable.

If you run a Logi suit, then you are suicidal. I mean really! You better be good at Melee! The exception is the Amarr Proto Logi suit which has a sidearm slot.

If you run a Heavy suit, you better be able to drive a LAV because you are not going to catch those tanks on foot! Also, why aren't you using a Forge Gun?

Equipment

A Nano Hive is mandatory. A Proto Swarm Launcher has a total capacity of 6 to 11 rounds, and holds 3 rounds in the clip, so that is only 3 to 8 rounds for reload, depending on Ammo Capacity skill level. You will burn through those rounds very quickly.

Side-note: SMG Guide

The strengths of the SMG is that it is light and has good tracking. Unlike larger weapons, you can use the SMG almost instantly when you come out of a sprint, or when you switch weapons. In close quarter combat (CQC) you should be hip firing while strafing and dancing around to avoid incoming fire. When hip firing the SMG has the tracking speed to allow you to keep on target more easily than with an Assault Rifle, even with all this moving around. Don't Aim down the sights (ADS) in CQC unless you are taking your target by surprise. ADS reduces your tracking speed. If you can successfully take advantage of an HMG Heavy's slow tracking speed to dodge their fire, you can take an HMG Heavy down 1v1 with a SMG.

The SMG has less rang that an Assault Rifle, but you should be effective out to about 30m, particularly if you level SMG Sharp Shooter to reduce spread. Aim down the sights (ADS) when your target is more than 10m out, or is stationary (such as an Uplink, or a guy hacking). Use cover to get close to your opponent, or to force your opponent to come to you.

The SMG does more damage to armour than shields, so starting an engagement with a Flux grenade can give you an advantage.

As mentioned above, maxing out SMG Operation is important to making the SMG effective. Also, the Minmatar Assault suit bonus adds 4 bullets to your clip per level. Due to its tracking speed, the SMG also works very well with Scout suits.

Swarm Launcher Tactics

Standing still on the top of a hill, silhouetted against the horizon, will make you an easy target for every sniper, tank, or turret in the area. So move! You can lock your target while walking or strafing, so you don't have to stand still. If you are on open ground, move toward your target in a zig zag strafing pattern while getting your lock and firing. If you can find cover, snug up close to it to reduce the angles you can be sniped from. Even with cover, it is good to strafe a bit.

Change your location. Firing swarms can give away your location. When firing on a tank or turret, watch the turret. If it turns toward you, duck for cover, then pop out somewhere else to get your next lock before ducking for cover again. If the turret does not turn your way, or is turning slow enough, you can launch another swarm, but factor your exposure to snipers into your decision.

You will always be weighing your safety against your damage. While you are ducking for cover or running to a new location, your target's shields are regenerating. If you remain exposed too long you will likely die. If you remain behind cover too long it decreases your overall DPS. So try to pick cover which will allow you to quickly move between several shooting positions so you can reduce the time between swarms, while making it difficult to predict where you will pop up next.

Once you get a lock, reposition your aim to fire the missiles into the air. This serves two purposes. First it makes it less likely that your missiles will impact on hills or structures, and second, it will make it more difficult for your opponent to pinpoint your exact location. Since your lock will hold for a couple of seconds you may also duck back behind cover before releasing your swarm around the corner or overhead.

It is best to wait until you have expended most of your ammo before deploying a Nano Hive. If you deploy it early you may find you are forced to move on before you have restocked more than a couple of missile rounds. Also, place your nano hive behind cover, preferably close to one of your firing positions, so that after firing, when you duck back to cover, it replenishes the round you just shot.

Swarms have a range, so if your target is far off and is not taking damage, try getting closer!

If you lock something you don't want to fire on, you need to swing away from it and have the patience to wait until you lose the lock. Otherwise you will waist ammo on an unintended target. If your target is destroyed while you have it locked, your missiles will be dumb fire until the lock is lost.

If you see an RDV delivering a LAV, lock it, but don't fire until the driver gets in. You don't want to miss your chance for a kill. Same for Dropships. For tanks I would start working on them before they land, to soften them up.

Taking on a Tank

In order to solo an advanced tank you need cover, ammo, and time. Find cover that allows you to fire from two or more different positions. Make sure it is an area free of enemy infantry, or that you have squad members covering you. Then fire on the tank, and keep firing until it turns on you or finds cover. (Remember to take precautions against snipers.) When the tank turns on you, duck behind cover. Then pop out somewhere else, and watch that turret. Take the shot if you can. If you can lock the back of the tank, without exposing yourself to its turret, that is ideal. When your ammo gets low, deploy a Nano Hive behind your cover and reload.

Then keep popping up unpredictably and taking shots. If the tanks turns and runs, run after it (zig zagging) while continuing to fire. You want to make sure to keep it in line of sight so you can finish it. Most tank drivers will not be able to snipe you while driving in the opposite direction. It will likely take 8 to 10 shots to take out a decent tank. More if you take too much time between shots. So if you loose line of sight, can't resupply, or take too long between launching swarms, you will not get the kill.

If you can team up with another AV your chances of getting the kill improve greatly because the higher DPS will mean that the tank has less time to regenerate its shields between hits. Even teaming with a militia Swarm Launcher will help. 10 missiles are better than 6.

Taking on a Dropship

Because of a Dropship's elevated position, it is often possible to find cover that protects you on all sides (or at least several sides) from terrestrial attack, while still offering a wide field of fire skyward. You may want to drop a Nano Hive that you can stand on while firing. Then fire as fast as you can until the Dropship goes down, or finds cover.

If the Dropship is moving, fire ahead of it so your missiles will be on an intercept course rather than getting into a stern chase.

An alert and skilled Dropship pilot will bug out and find cover before you can bring them down, but it seems there are a lot of distracted, or less skilled pilots out there who will not react quickly enough.

Taking on a Turret

Two swarms will take out most turrets. If the turret turns on you before you can lock your second shot, run for cover. If you can find a second firing position, pop out and nail it. If not, wait a moment and then pop out again where you were. If it is not manned it will lose interest in you after a moment. If it is manned, treat it like a tank.

Some turrets deep in the red zone seem a bit glitchy and don't take damage.

Taking on a LAV

You can 1 shot a militia LAV if it is empty or its driver has no vehicle skills. LAV's with skilled drivers usually take 2 swarms, but some well-equipped LAV's can be more resilient. LAV's are harder to track when locking due to their speed, and they often drive behind stuff causing you to lose the lock. However, if you can get the lock, they are usually a fairly easy kill, and can net you up to 3 kills for a full one. Very juicy.

Having a LAV trying to run you down when you are in an open field with no cover feels like a Gladiator event. Trying to dodge a fast moving LAV while also trying to acquire a lock on it is quite exciting. Unless it is a well tanked LAV, you are fairly evenly matched.

An active Swarm Launcher can deny the opposing team the use of LAVs. If you kill 4 or 5 LAV's in the opening minutes of a match, they will stop calling them in, and your team will gain the mobility advantage.

Taking on CRU or Supply Depot

CRU's and Supply Depots have a lot of health. You can kill them if you work at it, but you will probably exhaust your Nano Hives in the process, unless you have help. You can steel a kill from a tank, but that would not be very nice.

RDV's also have a lot of health, and don't stick around long. Firing at them is usually a waist of ammunition.
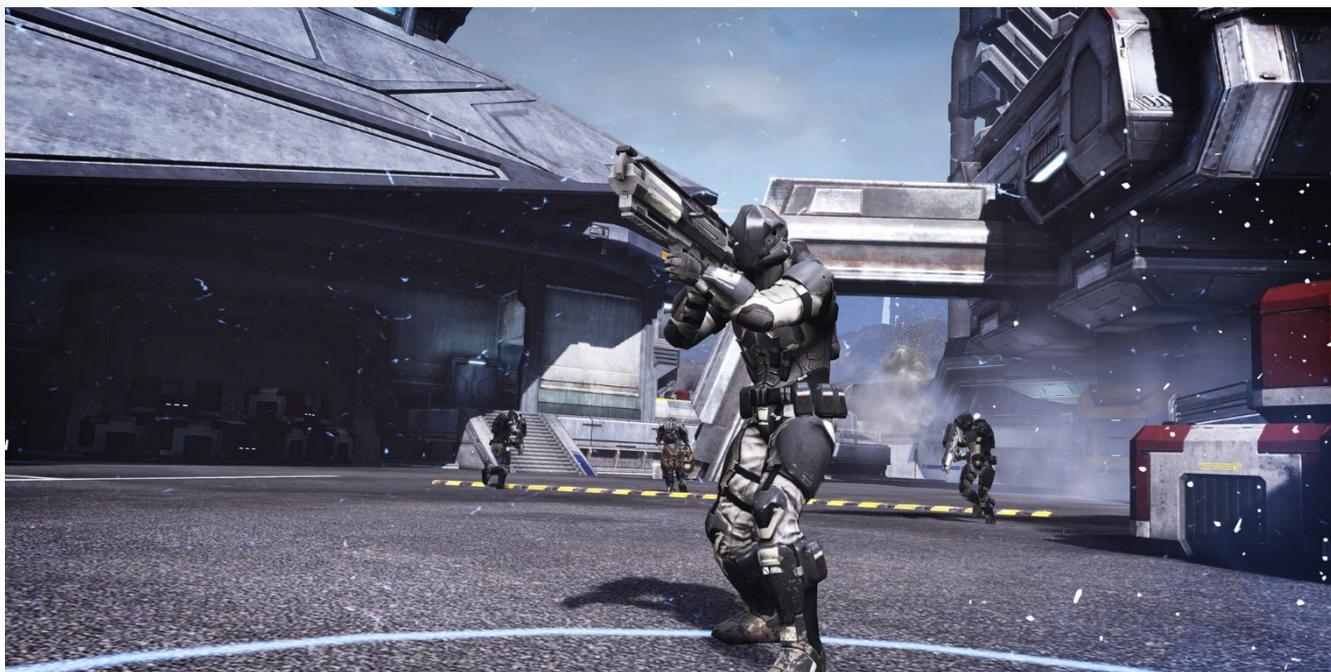
Fitting Basics

Modules are interchangeable hardware components that enhance or otherwise alter the functionality of the dropsuit they are fitted to.

Whilst optional to fit dropsuit modules, they are vital for maximising your loadout's potential. There are modules that suit every role on the battlefield, and heading into the fray without that extra shield extender could cost you a clone.

Slot		Item type
	Grenade Slot	Grenades
S	**Sidearm Weapon Slot**	Scramble Pistols, Submachine Guns, Nova Knives, Flaylock Pistols, Bolt Pistols, Magsec SMGs, Ion Pistols
L	**Light Weapon Slot**	Assault Rifles, Sniper Rifles, Shotguns, Laser Rifles, Mass Drivers, Swarm Launchers, Scrambler Rifles, Plasma Cannons, Combat Rifles, Rail Rifles and all the sidearm weapons
H	**Heavy Weapon Slot**	Heavy Machine Guns, Forge Guns, all the Light and Sidearm weapons
	Utility Slot	Drop Uplinks, Nanite Injectors, Nanohives, Repair Tools, Remote Explosives, Active Scanners, Cloak Fields
	High (Powered) Slot	Shield Tank Modules, Melee Upgrades, Precision Enhancers, Damage Amplifiers
	Low (Powered) Slot	Endurance Modifiers, Speed Modifiers, CPU Upgrades, Scan Enhancers, Code Breakers, PowerGrid Upgrades

Item classes and the Meta level

There are five tiers of the items: militia, standard, advanced, prototype and officer. They are actually a kind of arrangement of the equipment. The higher level an item has, the better it is, and more expensive as well.

The **meta level** of a module help you determine which module is the better in a given tier when comparing things from that same tier. Every item have a meta level, Higher meta level items may do more damage (weapons), may have more slots (dropsuits, vehicles) and most of the times, need more PG and CPU to use as well.

Militia: The lowest end of the spectrum. Minimal to no skills are needed, but they are also mostly ineffective. Beyond your initial days in Dust 514, their use is strongly NOT ADVISED. The militia items are marked as Meta 0. Note: Can be bought militia BPO from the Market.

Standard: Probably the most used type of equipment. Everything falls into this category from the basic models to the named variations, from Meta Level 1-4.
Note: Can be bought on the Market.

Advanced: The improved type of equipment. However, in exchange for higher efficiency, more skills are required than the low-meta level modules. Marked as Meta 5-7.
Note: Can be bought on Market.

Prototype: Equipment modified by certain factions for an example. Their efficiency is better than the others, and the skill requirement is more than before. However, this makes their price much higher. The Meta Levels of Prototype items are 8 and 9. Note: Can be bought on Market.

Faction: Equipment modified by certain factions, you can get them for Loyalty Points. Loyalty points are essentially a currency that corporations within New Eden give to those who do things for them. For example the Federal Marines would give out Federal Marine loyalty points.

Officer, named: The rare, Officer-tier weapons. Their efficiency is the best, because they're the top-gear. The Meta Levels of these are 10. Can't be bought on Market, you have a little chance to salvage it after the battles.

There are a few special flag for the items, these are:

Regular items: Technically everything that you have to buy and you will lose when you die in a battle. Visual identifier: none.
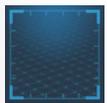
Blueprint Originals (BPO): You can buy them in the market, you may found them after a battle and you can get these with special offers in PlayStation store packages. Main advantage of the blueprints: these items have unlimited uses and will never need to be restocked! Visual identifier: they're have a blue background(ed) frame.

AUR Items: These items are good as the upper class items (Standard AUR items are almost equal with the Advanced ones, the Advanced AUR items are good as the Prototype ones), but they're need less skill than that. You can buy these items with Aurum (you can buy Aurum in the PlayStation store as is, or as the part of a special offer package, like the "Mercenary Pack". They're has better meta level than the normal items. Visual identifier: their price shown with yellow numbers.

Invalid Fittings

Each time you spawn into battle, one of every item in your selected fitting is expended. If you run out of items your fitting will become invalid and you will be unable to spawn using that fitting unless you first replenish the missing items or replace them.

A fitting can become invalid for the following reasons: It does not have at least one weapon. One or more items in the fitting have been exhausted. One or more items in the fitting require skills that your character does not have. The total PG/CPU of the fitted items exceeds the available PG/CPU of the dropsuit.

Red highlighted slots indicate items that have been exhausted. You will need to restock that item from the marketplace or replace it with another item.

Yellow highlighted slots indicate default items that cannot be removed from a fitting. They can, however, be replaced with other items.

The CPU, PowerGrid (PG) the Stacking Penalty and you!

Every dropsuit has a unique slot configuration that determines the type and amount of items you can fit it with. Once selected, each slot will display the list of items in your inventory that can be fitted in that slot. Powergrid and CPU (PG/CPU) is used up as items are fitted to the available slots. Once the available PG/CPU is exhausted or all slots filled no further items can be fitted unless others are first removed.

How to maximize the CPU capacity

The CPU describes the calculating and controlling capacity of the central computer on the dropsuit (or vehicle), in theory anyway. You can increase the maximum available amount as follows:

Type		Name	Effect
	Skill	Dropsuit Core Upgrades	+1% to dropsuit maximum PG and CPU per level.
		Dropsuit Electronics	+5% bonus to dropsuit and vehicle CPU output per level.
		Vehicle Core Upgrades	+1% to vehicle maximum PG and CPU per level.
		Vehicle Electronics	5% increase in vehicle maximum CPU per level.
	Module Group	CPU Upgrades	Increases dropsuit's maximum CPU output.
		CPU Enhancers	Increases a vehicle's overall CPU output, enabling to equip more CPU intensive modules.

If you are out of options, try to lower the CPU need of your modules or weapon(s). You can use standard modules instead of the militia variants, or try using one (or more) of the methods listed on the following table:

Name	Effect
Explosives	Basic knowledge of explosions. 3% reduction to CPU usage per level.
Handheld Weapon Upgrades	3% reduction to weapon upgrades CPU usage per level.
Heavy Weapon Operation	Basic understanding of heavy weapon operation. 3% reduction to CPU usage per level.
Light Weapon Operation	Basic understanding of light weapon operation. 3% reduction to CPU usage per level.
Sidearm Operation	Basic understanding of sidearm operation. 3% reduction to CPU usage per level.
Plasma Cannon Fitting Optimization	Advanced skill at weapon resource management. 5% reduction to CPU usage per level.
Armor Adaptation	3% reduction to CPU usage of armor hardener modules.
Mobile CRU Operation	3% reduction in Mobile CRU CPU usage per level.
Sensor Upgrades	5% reduction to CPU usage of scanning and sensor modules per level.
Vehicle Engineering	5% reduction to CPU usage of powergrid upgrade modules per level.
Shield Adaptation	3% reduction to CPU usage of shield resistance amplifier modules per level.
Shield Transporting	3% reduction in shield transporter CPU usage per level.
Vehicle Shield Extension	3% reduction to CPU usage of vehicle shield extension modules per level.

How to get more available PG (PowerGrid)

Powergrid is the capacity of the electronic systems of the ship (something like the circuit-breaker in your building). It determines how many things that are plugged into the dropsuit or vehicle can 'run'. You can increase it as follows:

Type		Name	Effect
Skill		Dropsuit Core Upgrades	+1% to dropsuit maximum PG and CPU per level.
		Dropsuit Engineering	+5% to dropsuit maximum powergrid (PG) output per level.
		Vehicle Core Upgrades	+1% to vehicle maximum PG and CPU per level.
		PG Upgrades	Increases the dropsuit's maximum powergrid (PG) output at the cost of the CPU.
Module Group		Powergrid Expansion Unit	Increases a vehicle's overall powergrid output.
		Power Diagnostic Systems	Increases powergrid, shield amount and shield recharge rate.
		CPU Upgrades	Increases dropsuit's maximum CPU output.

If you are out of options, try to decrease the PG requirements of the modules already fitted. You can use basic module instead of the militia item, or try using following skill if necessary.

Name	Effect
Forge Gun Fitting Optimization	5% reduction to PG usage per level.
Heavy Machine Gun Fitting Optimization	
Assault Rifle Fitting Optimization	
Laser Rifle Fitting Optimization	
Mass Driver Fitting Optimization	
Scrambler Rifle Fitting Optimization	
Shotgun Fitting Optimization	
Sniper Rifle Fitting Optimization	
Swarm Launcher Fitting Optimization	
Flaylock Pistol Fitting Optimization	
Scrambler Pistol Fitting Optimization	
Submachine Gun Fitting Optimization	
Vehicle Armor Plating	3% reduction to vehicle armor plate PG usage per level.

The Stacking penalty - When the less is more

⚠️ If you look in in Description panel of a module with a stacking penalty, it will have a phrase that is similar to: "Penalty: Using more than one type of this module or similar modules that affect the same attribute ship will be penalized."

This means that adding additional modules that affect the same attribute will result in a lesser effect of each additional module after the first. This mechanic is in place to prevent dropsuits (and vehicles) from obtaining very high effects by simply using many of the same modules.

For example, if a player were to add a module that boosted the weapon's damage by 10%, then a second identical module, would only add about 8,7% instead of the full 10%. The total increase would be 18,7% more damage instead of the expected 20%.

Generally, don't use more than 3 modules that affect the same attribute if they have a stacking penalty.

Real effect of the module		Cumulative bonuses when the modules are giving:				
		10%	15%	20 %	25%	30%
1st	100,00%	10,00%	15,00%	20,00%	25,00%	30,00%
2nd	86,91%	18,69%	28,04%	37,38%	46,73%	56,07%
3rd	57,06%	24,40%	36,60%	48,79%	60,99%	73,19%
4th	28,30%	27,23%	40,84%	54,45%	68,07%	81,68%
5th	10,60%	28,29%	42,43%	56,57%	70,72%	84,86%
6th	3,00%	28,59%	42,88%	57,17%	71,47%	85,76%

Tanking in general

Tanking is the act of increasing effective health of a dropsuit or vehicle. That means to delay or avoid the destruction of your vehicle and/or dropsuit. There are four main methods to achieve this: the active tank, the passive tank, the speed tank and the "signature tank".

These solutions can be combined (perhaps with the exception of the combination of the shield and armor tank).

When viewing the Fitting screen, you can see the characteristics of your dropsuit or vehicle: How many armor and shield do you have and how much is these (if any) recharge/repair rate.

Every tanking method has its advantages and disadvantages. There is no such thing as the 'best' form of tanking, only better or worse options for different situations.

The following methods can be used to survive a battle

- Increase the maximum hitpoints of the shield (using a shield extender), or armor (with armor plate) with modules and / or skills

- Increase the regeneration rate of the shield with modules or use armor repairer module and a special nano hive (for armor).

- Another way to regenerate the lost hitpoints is the remote versions of the regular modules. The remote modules are activated on you from another player; usually a support (logistics), a support Dropship, LAV or HAV helps you this way.

- With time, the shield regenerates itself, but there are various modules specialized in recharging (shield recharger, shield power relays).

- Increasing the resistance of the shield or armor (vehicles only!) also important, as it reduces the damage and thus increases the effective HP of the vehicle you have

Shield Tank

Shield Tanking involves equipping Shield Extenders (High Slot) to increase the maximum shield strength of your dropsuit. Shields will regenerate on their own after a time delay, but taking more damage will interrupt the shield recharge.

Shield Rechargers (High Slot) will cause the shields to regenerate faster once they start regenerating, while Shield Regulators (Low Slot) will reduce the time delay before the shields begin to recharge.

When Shield Tanking it is best to duck behind cover when your shields get low, and wait for your shields to regenerate before continuing to fight.

Shield Tanking is the preferred approach for Caldari and Minmatar. Their dropsuits have lots of high slots to equip Shield Extenders. Amarr suits are balanced between shield and armour and work for either tanking method.

Note: Most Shield tankers add an Armour Repair (Low Slot) to their fit. When your Shields go down your Armour gives you that extra buffer you need to make it to cover, but Armour does not repair itself. If you do not equip an Armour Repair you will not have that buffer when you need it a second time.

Pro

- Passive Shield Tank is extremely easy to use. Just „walk out" of any conflict as soon as the shield reaches 10% -15% and wait for the shield recharge.

- High passive recharge rate (when started)

- Regenerates without any special module

- You can „heal" yourself

Con

- Very vulnerable to laser weapons and flux grenades

- Shield modules may increase the scan signature

- Higher CPU and PG usage than the armor modules

- Long recharge delay when depleted

- Low HP buffer on the extender modules

Modules - Equipment

There are three different modules that can help your shield tank, they're: Shield Extenders, Shield Rechargers, Shield Regulators.

Shield Extenders

Increases the maximum strength of the dropsuit's shields.

		Militia	Basic		Enhanced		Complex	
		Militia Shield Extender	'Kinesis' Basic Shield Extender	Basic Shield Extender	'Impulse' Enhanced Shield Extender	Enhanced Shield Extender	'Stimulus' Complex Shield Extender	Complex Shield Extender
Shield Bonus		22 HP			33 HP		66 HP	
Shield Delay Penalty		3 %			4 %		7 %	
Meta Level		0	4	1	5	3	6	4
Fitting								
CPU		23	18		36		54	
PG		4	3		6		11	
Skill(s)		—	Dropsuit Upgrades Level II					
			Dropsuit Shield Upgrades Level I					
			Shield Extension Level I		Shield Extension Level III		Shield Extension Level V	

Shield Rechargers

Increases the recharge rate of dropsuit's shields. Important note: Stacking penalties apply to this module; the effectiveness of each additional module after the first will be penalized! So, the second, third, fourth module will have reduced effectiveness.

	Militia	Basic		Enhanced		Complex	
	Militia Shield Recharger	'Synapse' Basic Shield Recharger	Basic Shield Recharger	'Spark' Enhanced Shield Rechager	Enhanced Shield Rechager	'Static' Complex Shield Rechager	Complex Shield Rechager
Shield Recharge Bonus		15 %		25 %		42 %	
Meta Level	0	4	1	5	3	6	4
Fitting							
CPU	35	30		60		90	
PG				0			
Skill(s)	—		Dropsuit Upgrades Level II				
			Dropsuit Shield Upgrades Level I				
			Shield Recharging Level I		Shield Recharging Level III		Shield Recharging Level V

Shield Energizers

Greatly improves the recharge rate of dropsuit's shields at the cost of shield strength.

	Basic		Enhanced		Complex	
	'Weld' Basic Shield Energizer	Basic Shield Energizer	'Bond' Enhanced Shield Energizer	Enhanced Shield Energizer	'Graft' Complex Shield Energizer	Complex Shield Energizer
Shield Recharge Bonus	25 %		45 %		60 %	
Shield Bonus	-2 %		-4 %		-6 %	
Meta Level	4	1	5	3	6	4
Fitting						
CPU	40		75		96	
PG			0			
Skill(s)	—	Dropsuit Upgrades Level II				
		Dropsuit Shield Upgrades Level I				
		Shield Recharging Level I		Shield Recharging Level III		Shield Recharging Level V

Shield Regulators

Reduces the length of the delay before shield recharge begins. Important note: Stacking penalties apply to this module; the effectiveness of each additional module after the first will be penalized! So, the second, third, fourth module will have reduced effectiveness.

		Militia	Basic		Enhanced		Complex	
		Militia Shield Regulator	'Shaft' Basic Shield Regulator	Basic Shield Regulator	'Origin' Enhanced Shield Regulator	Enhanced Shield Regulator	'Tether' Complex Shield Regulator	Complex Shield Regulator
Shield Rech. Delay		-10 %			-20 %		-25 %	
Shield Depleted Rech. Delay								
Meta Level		0	4	1	5	3	6	4
		Fitting						
CPU		15	11		24		35	
PG		2	1		2		3	
Skill(s)		—	Dropsuit Upgrades Level II					
			Dropsuit Shield Upgrades Level I					
			Shield Regulation Level I		Shield Regulation Level III		Shield Regulation Level V	

Armor Tank

Armour Tanking involves equipping Armour Plate (Low Slot) to increase the maximum armour strength of your dropsuit. Armour does not regenerate on its own like shields do, so an Armour Repair (Low Slot) must be equipped to repair the armour. (Having at least one Armour Repair is actually common in most types of fits to regenerate the armour buffer on the suit, even if Armour is not the primary tanking style used.) Adding Armour Plate makes your suit move more slowly, but Armour Repairs have no such movement penalty. There are also Ferroscale Plates (Low Slot) which have no speed penalty, but also add less health. Finally there are Reactive Plates (Low Slot) which add even less health, but only have a very small speed penalty, and have the ability to slowly regenerate armour without the aid of an Armour Repair.

Note that since armour modules take low slots, this frees up your high slots for damage modifiers (see Gank Fit).

Armour Plates add a lot more health than Shield Extenders, but armour takes longer to repair than shields take to regenerate. While a shield tanker will try to get out of combat several times in a fire fight to completely regenerate their shields, an armour tanker will rely on the greater health provided by the armour plates to last through the fight, with hopes of repairing before the next fight starts.

Armour tanking is the preferred approach of the Gallenti. Their dropsuits have a lot of low slots to equip armour and armour repairs. Amarr suits are balanced between shield and armour and work for either tanking method.

Pro

- Armor tanking requires a different approach to shield tanking. Its main advantage is that: before you start using, you have some extra time while the shield is whittled away.

- Have no recharge delay with the active modules

- You can regenerate anytime, even in combat

- Good HP buffer on the extender modules

- Armor tank modules have lower overall CPU and PG requirements than the shield tank modules have

Con

- The unquestionable disadvantage of this method is: If your tank is broken and you have not prepared for retreat, you will die. It's as simple as that, whereas with shield tanking, the armour provides more time.

- The strongest modules decreases the movement rate

- Lower recharge time than the shield have

- There are no passive recharge rate (except a few logistics suits), so has to be repaired via repair tool (held by an another player), armor repairer module and / or with special nano hives

Modules - Equipment

Armor Plates

Increases maximum strength of dropsuit's armor, but have penalty to movement speed.

		Militia	Basic		Enhanced		Complex	
		Militia Armor Plates	'Goliath' Basic Armor Plates	Basic Armor Plates	'Samson' Enhanced Armor Plates	Enhanced Armor Plates	'Hercules' Complex Armor Plates	Complex Armor Plates
Armor Bonus		85 HP			110 HP		135 HP	
Movement Penalty		-2 %			-3 %		-5 %	
Meta Level		0	4	1	5	3	6	4
Fitting								
CPU		15	10		20		30	
PG		2	1		6		12	
Skill(s)		—	Dropsuit Upgrades Level II					
			Dropsuit Armor Upgrades Level I					
			Armor Plating Level I		Armor Plating Level III		Armor Plating Level V	

Ferroscale Plates

Ultra-light alloy that increases the maximum strength of dropsuit armor without affecting movement speed.

	Basic	Enhanced	Complex
	Basic Ferroscale Plates	**Enhanced Ferroscale Plates**	**Complex Ferroscale Plates**
Armor Bonus	35 HP	50 HP	75 HP
Movement Penalty	0 %		
Meta Level	1	3	4
	Fitting		
CPU	15	27	39
PG	2	7	14
Skill(s)	Dropsuit Upgrades Level II		
	Dropsuit Armor Upgrades Level I		
	Armor Plating Level I	Armor Plating Level III	Armor Plating Level V

Reactive Plates

Self-repairing armor plates that provide a marginal increase to dropsuit armor strength.

	Basic	Enhanced	Complex
	Basic Reactive Plates	**Enhanced Reactive Plates**	**Complex Reactive Plates**
Armor Bonus	25 HP	40 HP	60 HP
Movement Penalty	±0 %	-1 %	-1 %
Armor Repair Bonus	1 HP/s	1 HP/s	2 HP/s
Meta Level	1	3	4
	Fitting		
CPU	10	24	36
PG	4	9	16
Skill(s)	Dropsuit Upgrades Level II		
	Dropsuit Armor Upgrades Level I		
	Armor Plating Level I	Armor Plating Level III	Armor Plating Level V

Armor Repairer

Passively repairs damage done to dropsuit's armor.

		Militia	Basic		Enhanced		Complex	
		Militia Armor Repairer	'Monolith' Basic Armor Repairer	Basic Armor Repairer	'Mehnir' Enhanced Armor Repairer	Enhanced Armor Repairer	'Obelisk' Complex Armor Repairer	Complex Armor Repairer
Armor Bonus		2 HP/s			3 HP/s		5 HP/s	
Meta Level		0	4	1	5	3	6	4
Fitting								
CPU		25	20		35		45	
PG		2	1		5		11	
Skill(s)		—	Dropsuit Upgrades Level II					
			Dropsuit Armor Upgrades Level I					
					Armor Repair Systems Level I	Armor Repair Systems Level III		Armor Repair Systems Level V

Omni Tanking

Omni tanking involves using both Shield Extenders (High Slot) and Armour Plate (Low Slot) to create an even bigger health buffer than you could obtain with either alone.

Speed Tank

Catch me if you can! Really high speed and transversal movements make the enemy guns (and players) unable to track you (and slower missiles can have a problem reaching you). The extra speed is provided by afterburners or overdrive injectors (Vehicles Only!) to boost, but you can increase your "barefoot" movement speed with the Kinetic Catalyzer. You can use this method with the Shield tank too, but not with the armor.

Speed tanking is more common with Scout suits, but can be done to an extent on some medium frame suits as well. This involves avoiding the speed penalty of armour plates, and equipping either Kinetic Catalysers (Low Slot) to help you sprint faster, or Cardiac Regulators (Low Slot) to allow you to sprint farter and jump more often.

Someone who is Speed Tanking will usually try to avoid direct confrontations, and if they get into trouble they will use their superior speed to get out of the fight. If forced to fight they will be even more reliant on strafing and moving to avoid getting hit than other suit setups.

Minmatar suits tend to be at least partially setup for speed tanking, having lower health and higher speed than other suits. Gallenti suits, having lots of low slots, can be fitted with multiple speed modules to increase their sprinting and jumping capabilities.

Pro:

- You are fast! Really! Especially the heavies need a lot of time to turn around, and the missiles have no "instant damage", your speed is the key for the survival!

- You can hack installations faster than the others when you are reach it first! That means more WP and therefore more SP at the end. (And comes handy for the orbital strike too!)

- They're can't hit you. Take this advantage, use damage modules instead of the tanking ones.

Con:

- Your tank is next to nothing, if the enemy hits you, you are dead!

- A speed module takes a lot of PG and CPU, and fitting slots as well. That means less-effective tank and less damage output too.

- In a vehicle, if you run into a dead-end, your day will be ruined by the enemy…

- You have to MOVE (what a surprise eh?) you can't "camp" somewhere; you can't make a "stand fight".

- Without a proper alertness, you may see too many enemies when turning in the corner… Yes, which means, you have to select new fittings, within a few seconds...

Signature tank

To see and not to seen! Easy to hit the enemy when you see it! But what you can do when not? Use the advantage of the terrain, the different obstacles, and the signature of your dropsuit as well. You can detect the hidden enemies when you have a good Scan Precision (you can make it better with Precision Enhancement skill, and you can use Active Scanners and Precision Enhancers too!).

To hide, you have to lower your Scan profile (the Scout dropsuits have the lowest one!) with skills called as: Profile Dampening. There are a "sniper's friend module" too, called as Profile Dampeners.

First, passive scanning is about picking up the electronic noise all the plasma generators, shield emitters, music players and fusion reactors your suits are giving off. You want your profile to be as small as possible and you want your passive detectors to pick up the quietest signal possible. Simply put, lower is better for both and it's a race to the bottom between you and the enemy.

Second, passive scanning is about the short range sensors on your suit. Those are normally 10 meters to just over 30 for a fully trained Gallente Scout with prototype sensors. Your eyes are still important for spotting the enemy and your weapon's sensors will also report an enemy at great range if pointed directly at them.

	Basic	Enhanced	Complex
Base Range	10 m		
Range Aplification lvl 5	15 m		
Range Amplifier	18,75 m	20,25 m	21,75 m

With the current generation of suits there are five main classes you need to think about: light frame, medium frame, heavy frame, scout and logistics. Scouts are special because they can reduce their own noise through training. Logistics have a better passive detection than the rest of the medium frames so they are naturally hidden from them.

So, what does this mean to you. The simplest case is you are busy hacking a terminal that is out in the open. If someone comes up to you and has a lower profile than you are sensitive to then they'll walk up and put a nova knife in your brain. Ouch. If you detect them when they get into range you'll have a chance to evade and shoot them in the face.

The goal is to optimize the number of cases where you shoot them in the face.

I have some basic rules to refer to. I figure any halfway smart scout will train up profile dampening at the same time they are leveling up so my numbers have them at equal levels. I also don't talk about basic light suits much.

Also, my numbers may have errors. I will not bite if you can prove they are wrong. I still have that spoon from our last discussion and may use that if catch me on a bad day though.

Passive scanning

Rule zero: You are not invisible. If they use their eyes you will be spotted.

If you are a scout you will not appear on passive sensors to every other suit class even if they have trained Precision Enhancement 5. Well, a logistics with enhancement 5 might spot an untrained light suit. I don't know if you are detected if the profile and the sensor matches exactly. In every other case they have to use enhancement modules to detect you unless they have an active scanner or are looking right at you. You are a ghost in a fight with other ghosts.

If you are a logistics all other medium and heavier suits will not see you on passive scan unless they have Precision Enhancement 5. One skill level in Profile Dampening will counter that. Train it. Now. Done yet?

A medium frame runs into a room without checking to either side. What does he see on his scanner if he doesn't turn around? Unless he has precision enhancement to 5 or there are heavies hiding there he won't see a thing.

The entire squad of mediums, logistics and scouts will take turn spanking you. Seriously, your passive scanners are just about useless. Train to 5, which is a drag, or at least to 1 and sacrifice one slot for a basic precision enhancer to at least see other assaults and logistics.

Heavies only see other suits if they are looking right at them. You can fix this with modules but that would be stupid. Just tape a scout to your helmet and let him look around for you. Scouts are small and weak so one roll of duct tape should work.
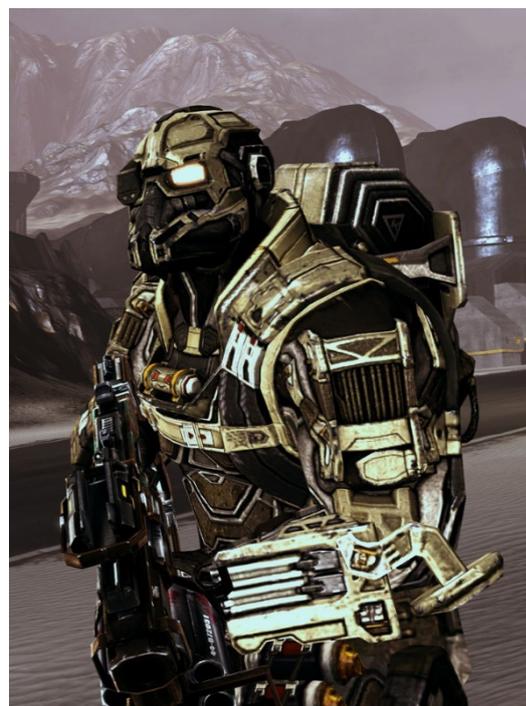
	Light	Medium	Logistics	Heavy
Scan Precision	45	55	50	60
Precision Enhancement lvl 5	40,5	49,5	45	54
Precision Enhancer Basic	36,45	44,55	40,5	48,6
Precision Enhancer Enhanced	34,425	42,075	38,25	45,9
Precision Enhancer Prototype	32,4	39,6	36	43,2

	Light	Scout (lvl 5)	Medium	Logistics	Heavy
Scan Profile	45	33,75	50	50	65
Profile Dampening lvl 5	40,5	30,375	45	45	58,5
Profile Dampener Basic	34,425	25,81875	38,25	38,25	49,725
Profile Dampener Enhanced	32,4	24,3	36	36	46,8
Profile Dampener Complex	30,375	22,78125	33,75	33,75	43,875

Active scanners

The most important note: the results of the active scanners will displayed for the entire squad! The standard grade scanners won't pick up any light suit but will find anybody else other than a medium frame with profile dampening skill 5. Even a basic dampener module will fix this except for heavies which need two of the basic or one complex, but that's dumb.

The advanced grade scanners find light frames that don't have any skill in dampening. A scout can fit a basic dampener and disappear. Medium frames need either two basic dampeners or one complex to hide. This is a nice compromise for most operations.

For a scout to hide from the 36 dB prototype scanners you need at least scout level 3, dampening level 3 and one enhanced dampener. A level 1 scout needs three basic dampeners to do that same thing.

With high skill and at least two modules mediums and even a heavy could disappear but it would a very special fit. Can a heavy fit three complex dampeners? I don't know.

Unless you are fighting a pack of rabid Ninja assassins then I wouldn't worry too much about carrying one. No other suit has any chance of hiding from this scanner.

Pro:

- You can play "Hide and Seek", take the advantage of the "unseen killer". You can use the shotguns very effectively when the enemy have no information about your position.

- This is the sniper's best "weapon", the enemy won't know, who and from where were hit them!

- You are in a "Win situation", when the enemy have no idea where are you (and your team) and they're have to defend multiple NULL canons or they're have to take one.

- They have to know your position to kill you.

- You can be a very effective knife-user.

Con:

- This is the weakest tanking method, the shield extenders and sprinting, shooting will reveal your position.

- When the enemy spot you, and you have no "real" tank you are busted. (Snipers are knows this well…)

- You can use the Shield Extenders, but they're increasing your signature.

Hide N' seek – Stealth Cloaking

If you cannot be seen, you cannot be a target. Of course, the good old "spray and pray" still can be your nemesis. You will need a Cloak Field module, please note that: it's an equip with very high fitting requirements. Only the scout dropsuits gets some bonus to fit it. When the cloak field is selected, the cortex is raised and you press fire to activate it. Once activated, the cortex remains on-screen. Switching to any other equipment, weapon or throwing a grenade will deactivate the cloak. The amount of cloak "shimmer" is increased as you move. When standing still you will be invisible, but when moving you will be noticeable to an extent. While cloaked, you will have no chevron or health bars, but the enemy reticule will flash red if you run past it.

You can be a „big surprise" to your enemy in several ways: an agressive head-shot from the shadows, maybe a scout-spider in his explosive-rigged web, waiting his pray…*evil grin here*.

Offensive Fitting

Some people believe that a strong offence is the best defence. These are usually people with enough First Person Shooter experience to consistently hit what they aim at. If you fall into this category you may want to equip Damage Modifiers (High Slot) to increase your damage, because the faster you kill the enemy, the less time the enemy has to hurt you.

Suits that are setup for Shield Tanking will have to sacrifice tank (Shield Extenders) to fit Damage Modifiers, creating a Glass Cannon fit.

Armour tanking on the other hand does not use high slots, allowing Damage Modifiers to be fitted to Armour tanked suits without sacrificing tank. However, suits designed for Armour tanking do not have many high slots, and can't equip as many Damage Modifiers.

Hybrid Fittings

The most common hybrid fits are to fit an armour repair on a shield tanked suit, or to mix Damage Modifiers with Shield Extenders. Speed modules might be used to help compensate for the slowness of an Armour Tanked fit, or used to enhance another fit. Advanced and Proto suits have more slots available, so they lend themselves more to hybrid fits.

The "Gears of War" - Weapons

Handheld weapons are a key part of any multiplayer shooter and DUST 514™ is no exception. Players are able to use different classes of weapon in different load-outs so that they can make meaningful tactical choices and respond to changing situations on the field of battle. There are three basic weapon classes: sidearm, light weapons and heavy weapons.

Weapon Ranges

All handheld weapons an optimal, effective and absolute range. Up to the optimal range a weapon will do 100% damage (shield/armor profiles notwithstanding) and then drop off slowly towards its effective range at which point it will do around 30% damage. Damage drops further from effective range to absolute range but weapons will continue to do incidental damage even at these extreme ranges. As an example, the standard tier Assault Rifle's damage will drop from 34 HP at optimal range (40m) to 10.2 HP at its effective range (65m).

A couple things to keep in mind:

- Range profiles are indicative of a weapon's range compared to other weapons in its class. For example, the Rail Rifle has the longest range of the weapon variants in its class (the Assault Rifle, Combat Rifle and Scrambler Rifle being the others) but its range is not equivalent to that of the Sniper Rifle, another railgun-based weapon.

- Where necessary, there are some exceptions to the established race conventions. The Plasma Cannon, for example, operates well beyond the short ranges of conventional plasma weaponry.

Weapon Profiles

The categorization of weapons and their attendant strength/weakness against shield and armor is currently not communicated very effectively by the UI inside and out of battle. So much so that many players might not even be aware that weapons do this! To help clear up any confusion, the chart below indicates the damage and range profiles of current (and some upcoming) weapons in the game:

Hybrid – Plasma (Short Range)

Assault Rifle					
Shotgun					
Plasma Cannon	🛡	+	10%	🦂	− 10%
Ion Pistol					
Heavy Weapon (TBA)					

Projectile (Short-Medium Range)

Submachine Gun					
Heavy Machine Gun					
Combat Rifle	🛡	−	5%	🦂	+ 10%
Precision Rifle (TBA)					

Laser (Medium-Long Range)

Scrambler Rifle					
Scrambler Pistol					
Laser Rifle	🛡	+	20%	🦂	− 20%
Heavy Weapon (TBA)					

Hybrid – Railgun (Long Range)

Rail Rifle					
Sniper Rifle					
Forge Gun	🛡	−	10%	🦂	+ 10%
Magsec SMG					
Bolt Pistol					

Explosive

Swarm Launcher					
Flaylock Pistol					
Mass Driver	🛡	−	20%	🦂	+ 20%
Remote Explosives					

Sidearms

Often overlooked, sidearm become very lethal in the right hands. Commonly used as backup weapons by frontline assault troops, they come into their own during close-range infantry combat or when used by mercenaries in highly specialized roles.

Scrambler Pistols

The Scrambler is a semi-automatic pistol originally designed and manufactured by Carthum Conglomerate. A small-scale directed energy weapon, it produces a laser-induced plasma channel capable of dealing short-range pin-point damage to a target.

Power consumption is excessive, but it's addressed via a rear-loaded fuel cell, allowing cells to be exchanged quickly and easily once exhausted. Moreover, advances in the polymers used in the weapon's construction have greatly reduced heat build-up and improved heat dissipation, resulting in improved reliability over earlier modules. There are three different variations:

- **Burst:** Fires a rapid, three shot-burst but suffers from reduced accuracy.

- **Breach:** A high damage, low RoF pistol well suited to close range combat.

- **Assault:** Offers moderately, increased RoF, range and ammo capacity.

	Militia	Standard			
	Militia Scrambler Pistol	'Surgewick' Scrambler Pistol	Scrambler Pistol	Assault Scrambler Pistol	Breach Scrambler Pistol
Damage	80 HP				128 HP
Rate of Fire (RPM)	285,71			301,51	133,3
Accuracy Rating	56,74			56,31	62,88
Clip Size	8				6
Max Ammo	48			56	48
Reload Time	3 s	2,53 s			
Meta Level	0	3	1	2	
	Fitting				
CPU	20	11		15	11
PG	5	2		4	2
Skill(s)	—		Weaponry Level I		
			Sidearm Operation Level I		
			Scrambler Pistol Operation Level I	Scrambler Pistol Operation Level II	

	Advanced					
	HK-2 Scrambler Pistol	KLO-1 Scrambler Pistol	'Flashbow' CAR-9 Burst Scrambler Pistol	CAR-9 Burst Scrambler Pistol	TT-3 Assault Scrambler Pistol	TY-5 Breach Scrambler Pistol
Ⓢ						
Damage	84 HP		50,4 HP		84 HP	134,4 HP
Rate of Fire (RPM)	285,71		476,19		301,51	133,3
Accuracy Rating	56,74		45,99		56,31	62,88
Clip Size	8		24		8	6
Max Ammo	48		72		56	48
Reload Time	2,53 s					
Meta Level	4		6		5	
Fitting						
CPU	27				34	27
PG	5				7	5
Skill(s)	—	Weaponry Level I				
		Sidearm Operation Level I				
		Scrambler Pistol Operation Level III	Scrambler Pistol Operation Level I	Scrambler Pistol Operation Level IV		

	Prototype			
	'Singetear' Viziam Scrambler Pistol	'Construct' Viziam Scrambler Pistol	Viziam Scrambler Pistol	Carthum Assault Scrambler Pistol
Ⓢ				
Damage	88 HP			
Rate of Fire (RPM)	285,71			301,51
Accuracy Rating	57,46			57,05
Clip Size	8			
Max Ammo	48			56
Reload Time	2,53 s			
Meta Level	9		7	8
Fitting				
CPU	48			63
PG	8			10
Skill(s)	Weaponry Level I			
	Sidearm Operation Level I			
	Scrambler Pistol Operation Level III	Scrambler Pistol Operation Level V	Scrambler Pistol Operation Level V	
			Scrambler Pistol Proficiency Level I	

Submachine Guns

Favouring function over form, the SMG is a lightweight, semi-automatic weapon designed for close-quarters combat. What it lacks in stopping power and accuracy it grossly overcompensates for with quantity. Designed to injure and impede, the hailstorm of bullets the SMG produces is most effective in tight spaces against multiple targets. This original design is a paradigm of Minmatar construction. An inelegant, but reliable weapon solution that is simple to produce, easily repaired using almost any available materials, and provides comparable pound-for-pound performance with similar sub-automatic weapons. Although an unabashedly low-tech weapon, it excels at what it was designed for; killing anything right in front of you. There are two special variations:

- **Assault**: Offers moderately increased RoF, range and ammo capacity.
- **Breach:** A high damage, low RoF SMG with a reduced clip size

	Militia	Standard			
	Submachine Gun	'Pyrus' Submachine Gun	'Slashwent' Submachine Gun	Submachine Gun	Breach Submachine Gun
Damage	21 HP				28,35 HP
Rate of Fire (RPM)	1000				535,71
Accuracy Rating	51,73				53,07
Clip Size	64	80			72
Max Ammo	480				480
Reload Time	3,5 s	3 s			
Meta Level	0	3		1	2
	Fitting				
CPU	20	15			
PG	5	3			
Skill(s)	—			Weaponry Level I	
				Sidearm Operation Level II	
				Submachine Gun Operation Level I	Submachine Gun Operation Level II

	Advanced					
S	'Minddrive' SK9M Breach Submachine Gun	'Pyrus' ATK-05 Submachine Gun	'Bedlam' M512-A Submachine Gun	M512-A Submachine Gun	SK9M Breach Submachine Gun	M209 Assault Submachine Gun
Damage	29,77 HP	22,05 HP			29,77 HP	22,05 HP
Rate of Fire (RPM)	535,71	1000			535,71	1052,63
Accuracy Rating	53,52	52,3			53,52	52,23
Clip Size	72	80			72	80
Max Ammo	480					504
Reload Time	3 s					
Meta Level	7			5	6	
	Fitting					
CPU	35					42
PG	6					7
Skill(s)	Weaponry Level I					
	Sidearm Operation Level II					
	Submachine Gun Operation Level I			Submachine Gun Operation Level III	Submachine Gun Operation Level IV	

	Prototype					
S	'Pyrus' Allotek Submachine Gun	'Spitfire' Six Kin Submachine Gun	'Construct' Six Kin Submachine Gun	Six Kin Submachine Gun	Boundless Breach Submachine	Ishukone Assault Submachine Gun
Damage	23,1 HP				31,18 HP	23,1 HP
Rate of Fire (RPM)	1000				535,71	1052,63
Accuracy Rating	52,89				54,01	52,83
Clip Size	80				72	80
Max Ammo	480					504
Reload Time	3 s					
Meta Level	9			8	9	
	Fitting					
CPU	57					68
PG	10					11
Skill(s)	Weaponry Level I					
	Sidearm Operation Level II					
	Submachine Gun Operation Level III		Submachine Gun Operation Level V		Submachine Gun Operation Level V	
					Submachine Gun Proficiency Level I	

Flaylock Pistols

The flaylock is a snub-nosed pistol designed to fire one-inch direct attack missiles. Typically, the weapon is armed with pack-loaded dumbfire or seeker missiles effective against infantry and armored targets, but is fully compatible with broad range of missile types, making it one of the most versatile sidearm weapons on the battlefield.

Seeker missiles utilize pre-launch lock-on and rudimentary self-guidance to track designated targets, though finite propellant limits the practical engagement zone to short ranges.

Although less effective against shielded targets, the tandem warheads allows penetration of armor layers before detonation, amplifying the effectiveness of the narrow fragment stream and maximizing each projectile's lethality.

There are two special variations:

- **Breach:** A high damage, low RoF SMG with a reduced clip size

- **Specialist:** This variant utilizes expensive component to lessen PG/CPU load but at increased cost

	Standard		
S	**'Splashbone' Flaylock Pistol**	**Flaylock Pistol**	**Breach Flaylock Pistol**
Direct Damage Per Missile	165 HP		206,25 HP
Splash Damage Per Missile	140 HP		98 HP
Blast Radius	1 m		0,75 m
Clip Size	3		2
Max Ammo	15		
Reload Time	2,53 s		
Meta Level	3	1	
	Fitting		
CPU	19		
PG	0		
Skill(s)	—	Weaponry Level I	
		Sidearm Operation Level III	
		Flaylock Pistol Operation Level I	

	Advanced			Prototype		
	'Rustmorgue' GN-13 Flaylock Pistol	GN-13 Flaylock Pistol	GN-20 Specialist Flaylock Pistol	'Howlcage' Core Flaylock Pistol	Core Flaylock Pistol	'Construct' Core Flaylock Pistol
S						
Direct Damage Per Missile	173,25 HP			181,5 HP		
Splash Damage Per Missile	147 HP			154 HP		
Blast Radius	1,25 m			1,5 m		
Clip Size	3					
Max Ammo	18			21		
Reload Time	2,53 s					
Meta Level	7	5	6	9	8	9
	Fitting					
CPU	32		25	45		
PG	1		0	2		
Skill(s)	Weaponry Level I					
	Sidearm Operation Level III					
	Flaylock Pistol Operation Level I	Flaylock Pistol Operation Level III		Flaylock Pistol Operation Level V		

Nova Knives

A close-quarters melee weapon, the nova knife is as deadly a weapon as anything on the battlefield. Its name derives from the heated plasma edge of the blade - formed by a thermic igniter and linear gravity condenser - that, in skilled hands, can be used to carve through even the thickest dropsuit armor.

	Standard		Advanced		Prototype		
	'Scorhtalon' Nova Knives	Nova Knives	'Blackprey' ZN-28 Nova Knives	ZN-28 Nova Knives	'Fleshriver' Ishukone Nova Knives	Ishukone Nova Knives	'Construct' Ishukone Nova Knives
Damage	90 HP		150 HP		200 HP		
Charge-up Time	1 s	1,5 s	1 s		0,8		
Meta Level	3	1	7	4	9	7	9
Fitting							
CPU	11		27		48		
PG	2		5		8		
Skill(s)	—	Weaponry Level I					
		Sidearm Operation Level I					
		Nova Knife Operation Level I		Nova Knife Operation Level III		Nova Knife Operation Level V	

Bolt Pistols

The bolt pistol is a high-impact handgun capable of firing kinetic projectiles with pinpoint accuracy. Building upon its copious experience with microscale rail weaponry, Kaalakiota has further refined the technology to produce what is commonly regarded as the most powerful handgun on the market.

Central to its success is a smart sensor that bleeds off a minute amount of dropsuit energy at the moment of discharge, dissipating the sharp recoil impulse through the suit's internal membrane and greatly reducing the peak force of each shot. This seemingly minor innovation is what makes accurate fire of the weapon possible without the need for an external mounting.

The Bolt Pistol is currently only available in a single variant: an automatic charge-shot variant. Holding the trigger will continue cycling the weapon, but each shot requires a short pre-fire charge before it fires. The Bolt Pistol features high damage per shot with great accuracy, but a small clip means you need to make every shot count.

The Bolt pistol hits like a semi truck going downhill while on fire, but with only 6 rounds in the clip, it's punishing if you miss a shot.

	Standard		Advanced		Prototype	
	'Guardwire' Bolt Pistol	Bolt Pistol	'Shiftrisk' SR-25 Bolt Pistol	SR-25 Bolt Pistol	'Nodeasylum' Kaalakiota Bolt Pistol	Kaalakiota Bolt Pistol
Damage	135 HP		141,75 HP		148,5 HP	
Charge-Up Time	0,25 s					
Rate Of Fire (RPM)	150					
Accuracy Rating	63,06					
Clip Size	6					
Max. Ammo	36					
Reload Time	2,7 s					
Meta Level	3	1	7	5	9	8
	Fitting					
CPU	10		25		42	
PG	6		10		14	
Skill(s)	—	Weaponry Level I				
		Sidearm Operation Level II				
		Bolt Pistol Operation Level I		Bolt Pistol Operation Level III		Bolt Pistol Operation Level V

Magsec SMGs

The magsec is a semi-automatic firearm capable of sustained, accurate fire at ranges beyond what conventional sidearms can offer. A high-speed slider feeds current to a magazine of hyper-velocity projectiles that are discharged with minimal separation, maximizing energy efficiency and reducing flux shear to produce a weapon with lethal kinetic potential.

Having overcome early reliability issues, manufacturers have since taken advantage of the weapon's modular design; the magsec has been made available in multiple combat configurations – including optical sights and silenced operation – and is in widespread service throughout the cluster.

The Magsec SMG will initially only be available as a fully-automatic variant without a silencer. Like the Rail Rifle, it requires a short pre-fire charge. It features higher damage per round and range than the SMG, but a lower fire rate and smaller clip size.

	Standard		Advanced		Prototype	
	'Skyglitch' Magsec SMG	Magsec SMG	'Gravepin' Magsec SMG	N7-A Magsec SMG	'Chokegrin' Kaalakiota Magsec SMG	Kaalakiota Magsec SMG
Damage	32 HP		33,6 HP		35,2 HP	
Charge-Up Time	0,3 s					
Rate Of Fire (RPM)	666,67					
Accuracy Rating	55,01					
Clip Size	54					
Max. Ammo	324					
Reload Time	3 s					
Meta Level	3	1	7	5	9	8
	Fitting					
CPU	22		40		61	
PG	4		8		12	
Skill(s)	—	Weaponry Level I				
		Sidearm Operation Level II				
		Magsec SMG Operation Level I		Magsec SMG Operation Level III		Magsec SMG Operation Level V

Ion Pistols

A ruthlessly efficient close-quarters weapon, the ion pistol fires charged plasma munitions that rupture shields and scorch armor. Each discharge is enveloped in an electrostatic sheath that reduces field distortion and increases stability. The improved dispersion and stopping power is not without drawbacks though, as the higher density of each slug generates excessive heat, enough to seize the weapon if the rate of fire is not carefully controlled.

By overriding internal temperature controls, the weapon can be overcharged to produce a focused, bulk discharge of sufficient lethality to instantly neutralize most soft targets. Caution is advised however, as each overcharged shot will shut down internal systems until the excess heat can be flushed from the weapon's core.

The single variant of the Ion Pistol currently available is capable of semi-auto and charged-shot fire. It has lower damage and range than the Scrambler pistol, but a higher rate of fire and larger clip. It also features a charged shot: Simply hold the trigger until it's full charged, and release to fill some poor unsuspecting victim's face with plasma. While the charged shot requires the pistol to dump excess heat after shooting, it does not consume additional ammo. This allows a clever player to maximize the efficiency of their ammo when at close range.

	Standard		Advanced		Prototype	
	'Wildlight' Ion Pistol	Ion Pistol	'Scattershin' T-12 Ion Pistol	T-12 Ion Pistol	'Vaporlav' CreoDron Ion Pistol	CreoDron Ion Pistol
Damage	50 HP		52,5 HP		55 HP	
Rate Of Fire (RPM)	375					
Accuracy Rating	46,65					
Clip Size	12					
Max. Ammo	72					
Reload Time	2,53 s					
Heat Build-Up Per Second	5					
Cooldown	0,5 s					
Seize Duration	3,5 s					
Feedback Damage	0 HP					
Meta Level	3	1	7	5	9	8
Fitting						
CPU	20		38		59	
PG	2		4		6	
Skill(s)	—		Weaponry Level I			
			Sidearm Operation Level II			
			Ion Pistol Operation Level I		Ion Pistol Operation Level III	Ion Pistol Operation Level V

Light Weapons

Light weapons are commonplace on the battlefield, being the primary offensive weapon for most mercenaries. From scouts to snipers to line infantry, the light weapon serves countless soldiers in countless tasks across the battlefield. Alternative light weapons include the Mass Driver, Plasma Shotgun, and Sniper Rifle.

Assault Rifles

It is a magazine-fed, short-to-mid range weapon offering fully automatic fire. Charged plasma munitions are pumped into a cyclotron that converts the plasma into a highly lethal bolt before it is expelled from the chamber. Upon impact with the target, the magnetic field surrounding the bolt collapses, venting superheated plasma onto the contact point.

Important note: the special variants of the weapons have different firing mechanism:

- **Breach:** High damage, low RoF assault rifle with tighter hip-fire spread. (More accurate when firing).
- **Burst:** It's a semi-automatic assault rifle capable of rapid, short bursts of controlled fire.
- **Tactical:** medium damage, single-shot assault rifle with increased zoom fidelity for more accurate scope fire

	Militia	Standard			
	Militia Assault Rifle	'Pyrus' Assault Rifle	'Blindfire' Assault Rifle	Assault Rifle	Breach Assault Rifle
Damage	30 HP				45 HP
Rate of Fire (RPM)	750				400
Accuracy Rating	55,51				56,92
Clip Size	48	60			36
Max Ammo	300				
Reload Time	3,5 s	3 s			
Meta Level	0	3		1	2
Fitting					
CPU	30	23			
PG	5	3			
Skill(s)	—			Weaponry Level III	
				Light Weapon Operation Level I	
				Assault Rifle Operation Level I	Assault Rifle Operation Level II

	Advanced						
	'Pyrus' ATK-21 Assault Rifle	'Gorewreck' GK-13 Burst Assault Rifle	'Killswitch' GEK-38 Assault Rifle	GEK-38 Assault Rifle	GB-9 Breach Assault Rifle	GK-13 Burst Assault Rifle	GLU-5 Tactical Assault Rifle
Damage	31,5 HP	28,35 HP	31,5 HP		47,25 HP	28,35 HP	66,15 HP
Rate of Fire (RPM)	750	833,3	750		400	833,3	400
Accuracy Rating	56,14	55,99	56,14		57,44	55,99	47,43
Clip Size	60				36	60	18
Max Ammo	300						
Reload Time	3 s						
Meta Level	7			5	6		
	Fitting						
CPU	47						
PG	6						
Skill(s)	Weaponry Level III						
	Light Weapon Operation Level I						
	Assault Rifle Operation Level I			Assault Rifle Operation Level III	Assault Rifle Operation Level IV		

	Prototype						
	'Pyrus' Allotek Assault Rifle	'Codewish' Duvolle Tactical Assault Rifle	'Construct' Duvolle Assault Rifle	Duvolle Assault Rifle	Allotek Burst Assault Rifle	CreoDrone Breach Assault Rifle	Duvolle Tactical Assault Rifle
Damage	33 HP	69,30 HP	33 HP		30,36 HP	49,5 HP	69,3 HP
Rate of Fire (RPM)	750	400	750		937,5	400	
Accuracy Rating	56,78	47,8	56,78		56,5	57,96	47,8
Clip Size	60	18	60			36	18
Max Ammo	300						
Reload Time	3 s						
Meta Level	9		8		9		
	Fitting						
CPU	90						
PG	13						
Skill(s)	Weaponry Level III						
	Light Weapon Operation Level I						
	Assault Rifle Operation Level III		Assault Rifle Operation Level V		Assault Rifle Operation Level V		
					Assault Rifle Proficiency Level I		

Sniper Rifles

Using microscal railgun technology, the sniper rigle effectively weaponizes velocity, putting and inert round downrange in excess of 2,500m/s. The standard round is a 2-inch 'beehive' flechette, loaded automatically from a center-mount pack. The pack design eliminates user intervention and minimizes reload time.

The special variants are:

- **Charge:** Fires rapid, low-damage slugs or slow, high-damage slugs
- **Tactical:** A low-damage, high RoF rifle with increased scope fidelity

	Militia	Standard		
	Militia Sniper Rifle	'Farsight' Sniper Rifle	Sniper Rifle	Tactical Sniper Rifle
Damage	209 HP			177,6 HP
Rate of Fire (RPM)	50			100
Clip Size	3	5		3
Max Ammo	25			30
Reload Time	4,5 s	4 s		
Meta Level	0	3	1	2
	Fitting			
CPU (gF)	35	30		
PG (kW)	11	10		
Skill(s)	—	Weaponry Level III		
		Light Weapon Operation Level II		
		Sniper Rifle Operation Level I	Sniper Rifle Operation Level II	

	Advanced			
	NT-511 Sniper Rifle	**'Genesis' NT-511 Sniper Rifle**	**'Downwind' C15-A Tactical Sniper Rifle**	**C15-A Tactical Sniper Rifle**
Damage	219,45 HP		186,53 HP	
Rate of Fire (RPM)	50		100	
Clip Size	5		3	
Max Ammo	25		30	
Reload Time	4 s			
Meta Level	4	6		5
	Fitting			
CPU	51			
PG	13			
Skill(s)	Weaponry Level III			
	Light Weapon Operation Level II			
	Sniper Rifle Operation Level III	Sniper Rifle Operation Level I		Sniper Rifle Operation Level IV

	Prototype				
	'Horizon' Kaalakiota Sniper Rifle	**'Construct' Ishukone Sniper Rifle**	**Ishukone Sniper Rifle**	**Charge Sniper Rifle**	**Kaalakiota Tactical Sniper Rifle**
Damage	229,9 HP			321,86 HP	195,41 HP
Rate of Fire (RPM)	50				100
Clip Size	5				3
Max Ammo	25				30
Reload Time	4 s				
Meta Level	9		7		8
	Fitting				
CPU	93				
PG	15				
Skill(s)	Weaponry Level III				
	Light Weapon Operation Level II				
	Sniper Rifle Operation Level III	Sniper Rifle Operation Level V		Sniper Rifle Operation Level V	
				Sniper Rifle Proficiency Level I	

Shotguns

Designed for close-range combat, the shotgun is a spread weapon with tremendous stopping power. Unlike traditional cyclotron designs a walled centrifugal well is used to simultaneously shunt dozens of plasma charges, generating a wide-pattern 'kill spread' that is lethal over short distances. The excessive recoil produced by each discharge is absorbed by the pneumatic armature, allowing the weapon to be fired repeatedly without significant injury to the user. The operator controlled crank-action flushes coolant through the interior well before cycling additional rounds into the chamber. There are two main modifications of the base weapon:

- **Breach:** A high damage, low RoF weapon with a tighter spread over distance.
- **Specialist:** Utilizes less PG/CPU than similar variants at the cost of ammunition storage.

	Militia	Standard		
	Militia Shotgun	**'Chimera' Shotgun**	**Shotgun**	**Breach Shotgun**
Damage		40 HP		48 HP
Rate of Fire (RPM)		85,71		60
Accuracy Rating		34,25		44,48
Clip Size	6	8		2
Max Ammo		32		14
Reload Time	1 s	0,6 s		1,3 s
Meta Level	0	3	1	2
	Fitting			
CPU	35	30		
PG	5	4		
Skill(s)	—		Weaponry Level III	
			Light Weapon Operation Level IV	
			Shotgun Operation Level I	Shotgun Operation Level II

	Advanced			
	'Cerberus' CRG-3 Shotgun	**CRG-3 Shotgun**	**K-5 Specialist Shotgun**	**KR-17 Breach Shotgun**
Damage	42 HP			50,4 HP
Rate of Fire (RPM)	85,71			60
Accuracy Rating	34,25			44,48
Clip Size	8			2
Max Ammo	32		24	14
Reload Time	0,6 s			1,3 s
Meta Level	6	4	5	
	Fitting			
CPU	51		40	51
PG	7		5	7
Skill(s)	Weaponry Level III			
	Light Weapon Operation Level IV			
	Shotgun Operation Level I	Shotgun Operation Level III	Shotgun Operation Level IV	

	Prototype				
	'Hydra' CreoDron Shotgun	**'Construct' CreoDron Shotgun**	**CreoDron Shotgun**	**Allotek Breach Shotgun**	**Duvolle Specialist Shotgun**
Damage	44 HP			52,8 HP	44 HP
Rate of Fire (RPM)	85,71			60	85,71
Accuracy Rating	34,25			44,48	34,25
Clip Size	8			2	8
Max Ammo	32			14	24
Reload Time	0,6 s			1,3 s	0,6 s
Meta Level	9		7	8	
	Fitting				
CPU	93				78
PG	14				11
Skill(s)	Weaponry Level III				
	Light Weapon Operation Level IV				
	Shotgun Operation Level III	Shotgun Operation Level V		Shotgun Operation Level V	
				Shotgun Proficiency Level I	

Laser Rifles

The laser rifle is a continuous wave, medium range weapons. Targets are 'painted' with a high intensity beam that deals sustained, focused damage in a concentrated area to maximize damage potential. At the core of the weapon is the thermal cavity, within which an optic spacer converges and blends three individually pumped beams into a single coherent output.

The additional distortion introduced by each beam results in weakened output at close range, but as the weapon warms up to mean operating temperature the wavelength stabilizes and the damage output increases significantly, producing a weapon of unmatched precision and lethality in mid-range combat.

Heat build-up is typically managed by a sled-regulating failsafe, a device used to forcibly shut the weapon off at regular intervals, flushing heat from its internal workings and preventing lethal feedback to the user, but most laser rifles in the field have been altered to bypass the built-in safety protocols.

	Standard		Advanced	
	'Burnstalk' Laser Rifle	Laser Rifle	'Deathchorus' ELM-7 Laser Rifle	ELM-7 Laser Rifle
Damage	17 HP		17,85 HP	
Accuracy Rating	53,73			
Clip Size	100			
Max Ammo	500			
Reload Time	4 s			
Heat Build-Up / s	21			
Cooldown	5 s			
Seize Duration	7 s			
Feedback Damage	175 HP			
Meta Level	3	1	7	4
	Fitting			
CPU	53		72	
PG	5		8	
Skill(s)	—	Weaponry Level III		
		Light Weapon Operation Level III		
		Laser Rifle Operation Level I	Laser Rifle Operation Level III	

	Prototype		
	'Rawspark' Viziam Laser Rifle	**'Construct' Viziam Laser Rifle**	**Viziam Laser Rifle**
Damage	18,7 HP		
Accuracy Rating	53,73		
Clip Size	100		
Max Ammo	500		
Reload Time	4 s		
Heat Build-Up / s	21		
Cooldown	5 s		
Seize Duration	7 s		
Feedback Damage	175 HP		
Meta Level	9		8
	Fitting		
CPU	92		
PG	10		
Skill(s)	Weaponry Level III		
	Light Weapon Operation Level III		
	Laser Rifle Operation Level III	Laser Rifle Operation Level V	

Mass Drivers

The Mass Driver is a semi-automatic, multi-shot grenade launcher useful as both a breaching tool and area denial weapon. Firing smart HIND explosive rounds, the weapon is highly effective against all forms of dropsuit and light vehicle, while its lightweight frame and compact design make it easy to wield in both urban and open terrain engagements.

The main modifications of the weapons are:

- **Assault:** Fires wide area, low damage shells at a moderate RoF but suffers from increased PG/CPU drain

- **Breach:** A slow RoF weapon, that uses high damage shells with a tight blast radius

	Standard			Advanced			
	'Tsunami' Mass Driver	Mass Driver	Breach Mass Driver	'Cyclone' EXO-5 Mass Driver	EXO-5 Mass Driver	EC-3 Assault Mass Driver	EK-A2 Breach Mass Driver
Direct Damage	300 HP		420 HP	315 HP		189 HP	441 HP
Splash Damage	145 HP		105,5 HP	152,25 HP		91,35 HP	106,57 HP
Blast Radius	4 m		3 m	4,2 m		6,3 m	3,15 m
Clip Size	6					8	6
Max Ammo	18					27	18
Rate of Fire (RPM)	60		46,15	60		75	46,2
Reload Time	4 s						
Meta Level	3	1	2	7	4	5	
	Fitting						
CPU	36			51		56	51
PG	5			7		9	7
Skill(s)	—	Weaponry Level III					
		Light Weapon Operation Level III					
		Mass Driver Operation Level I	Mass Driver Operation Level II	Mass Driver Operation Level I	Mass Driver Operation Level III	Mass Driver Operation Level IV	

	Prototype				
	'Avalanche' Freedom Mass Driver	**'Construct' Freedom Mass Driver**	**Freedom Mass Driver**	**Boundless Assault Mass Driver**	**Core Breach Mass Driver**
	🪙	🪙	📼	📼	📼
Direct Damage	330 HP			198 HP	462 HP
Splash Damage	159,5 HP			95,7 HP	111,65 HP
Blast Radius	4,4 m			6,6 m	3,3 m
Clip Size	6			8	6
Max Ammo	18			27	18
Rate of Fire (RPM)	60			75	46,15
Reload Time	4 s				
Meta Level	9		8	9	
	Fitting				
CPU	93			102	93
PG	14			16	14
Skill(s)	Weaponry Level III				
	Light Weapon Operation Level III				
	Mass Driver Operation Level III	Mass Driver Operation Level V		Mass Driver Operation Level V	
				Mass Driver Proficiency Level I	

Swarm Launchers

A mid-range anti-material weapon, the shoulder-mounted rocket launcher provides infantry squads with the means to effectively engage armored vehicles and installation gun emplacements, with pre-launch lock-on capabilities and intelligent swarm missiles, it is a man-portable system able to deliver devastating payloads against material targets.

Key to its success is the swarm missile technology. Fired in salvos, each warhead is fitted with an onboard guidance controller, which introduces random deviations and unpredictable patterns in to the swarm's flight path, allowing some, if not all, missiles in the salvo to defeat basic countermeasures systems. The main modifications of the weapons are:

- **Assault:** Capable of generating and maintaining locks on two targets simultaneously

- **Specialist:** Utilizes less PG/CPU than similar variants but suffers longer lock on times

	Militia	Standard		
	Militia Swarm Launcher	'Scattermind' Swarm Launcher	Swarm Launcher	Assault Swarm Launcher
Direct Damage / missile	220 HP			
Splash Damage / missile	19 HP			
Blast Radius	1 m			
Missiles / Shot	4			
Clip Size	2	3		
Max Ammo	6			
Lock-on Range	175 m			
Max. Targets	1			2
Lock-on Time	1,4 s			
Reload Time	5 s	4,5 s		
Meta Level	0	3	1	2
Fitting				
CPU	30	23		35
PG	5	3		6
Skill(s)	—	Weaponry Level III		
		Light Weapon Operation Level III		
		Swarm Launcher Operation Level I		Swarm Launcher Operation Level II

	Advanced			
	'Darkside' CBR-7 Swarm Launcher	CBR-7 Swarm Launcher	CBR-112 Specialist Swarm Launcher	CFG-129 Assault Swarm Launcher
Direct Damage / missile	220 HP			
Splash Damage / missile	19 HP			
Blast Radius	1 m			
Missiles / Shot	5			
Clip Size	3			
Max Ammo	6			
Lock-on Range	175 m			
Max. Targets	1			2
Lock-on Time	1,4 s		1,96 s	1,4 s
Reload Time	4,5 s			
Meta Level	6		4	5
Fitting				
CPU	47		37	61
PG	6		4	9
Skill(s)	Weaponry Level III			
	Light Weapon Operation Level III			
	Swarm Launcher Operation Level I	Swarm Launcher Operation Level III	Swarm Launcher Operation Level IV	

	Prototype				
	'Haywire' Wiyrkomi Swarm Launcher	'Construct' Wiyrkomi Swarm Launcher	Wiyrkomi Swarm Launcher	Wiyrkomi Specialist Swarm Launcher	Ishukone Assault Swarm Launcher
Direct Damage / missile	220 HP				
Splash Damage / missile	19 HP				
Blast Radius	1 m				
Missiles / Shot	6				
Clip Size	3				
Max Ammo	6				
Lock-on Range	175 m				
Max. Targets	1				2
Lock-on Time	1,4 s			1,96 s	1,4 s
Reload Time	4,5 s				
Meta Level	9		7	8	
Fitting					
CPU	90			72	117
PG	13			10	19
Skill(s)	Weaponry Level III				
	Light Weapon Operation Level III				
	Swarm Launcher Operation Level III	Swarm Launcher Operation Level V		Swarm Launcher Operation Level V / Swarm Launcher Proficiency Level I	

Scrambler Rifles

The scramble rifle is a selective-fire weapon capable of semi-automatic and charged fire. Each shot produces a pulse of sinuous energy capable of penetrating shield and metal. By keeping pressure on the trigger, the operator can control the power of each discharge, scaling it to produce an intense pulse of energy fatal to soft targets.

The added power output does come with downsides, most notably increased heat build-up; left unmanaged stresses age the focusing crystal prematurely, resulting in splintering and potentially lethal feedback. Despite this and several other issues – increased heat, poor reliability, and high manufacturing cost – the scrambler rifle is widely available and in service on battlefields cluster-wide. There are a special variant, called as:

- **Assault:** The assault variant is incapable of charged fire, utilizing a modified oscillator to instead produce fully automatic fire.

	Standard		Advanced			
	'Ashborne' Scrambler Rifle	Scrambler Rifle	'Shrinesong' CRW-04 Scrambler Rifle	CRW-04 Scrambler Rifle	'Sinwarden' CRD-9 Assault Scrambler Rifle	CRD-9 Assault Scrambler Rifle
Damage	65 HP		68,25 HP		34,12 HP	
Rate of Fire (RPM)	705,88					
Accuracy Rating	57,24		57,73			
Clip Size	45				72	
Max Ammo	225				325	
Reload Time	2,5 s					
Heat Build-Up Per Second	60				15	
Cooldown	6 s				9 s	
Seize Duration	5 s					
Feedback Damage	50 HP					
Charge-Up Time	2 s				—	
Meta Level	3	1	7	5	7	6
	Fitting					
CPU	29		53		48	
PG	11		16		12	
Skill(s)	—	Weaponry Level III				
		Light Weapon Operation Level II				
		Scramble Rifle Operation Level I		Scramble Rifle Operation Level III	Scramble Rifle Operation Level I	Scramble Rifle Operation Level IV

	Prototype				
	'Bloodgrail' Viziam Scrambler Rifle	'Stormvein' Carthum Assault Scrambler Rifle	'Construct' Imperial Scrambler Rifle	Viziam Scrambler Rifle	Carthum Assault Scrambler Rifle
Damage	71,5 HP	35,75 HP	71,5 HP		35,75 HP
Rate of Fire (RPM)	705,88				
Accuracy Rating	58,22				
Clip Size	45	72	45		72
Max Ammo	225	325	225		325
Reload Time	2,5 s				
Heat Build-Up Per Second	60	15	60		15
Cooldown	6 s	9 s	6 s		9 s
Seize Duration	5 s				
Feedback Damage	50 HP				
Charge-Up Time	2 s	—	2 s		—
Meta Level	9			8	9
Fitting					
CPU	92	83	92		83
PG	20	15	20		15
Skill(s)	Weaponry Level III				
	Light Weapon Operation Level II				
	Scramble Rifle Operation Level III		Scramble Rifle Operation Level V	Scramble Rifle Operation Level V	
				Scramble Rifle Proficiency Level I	
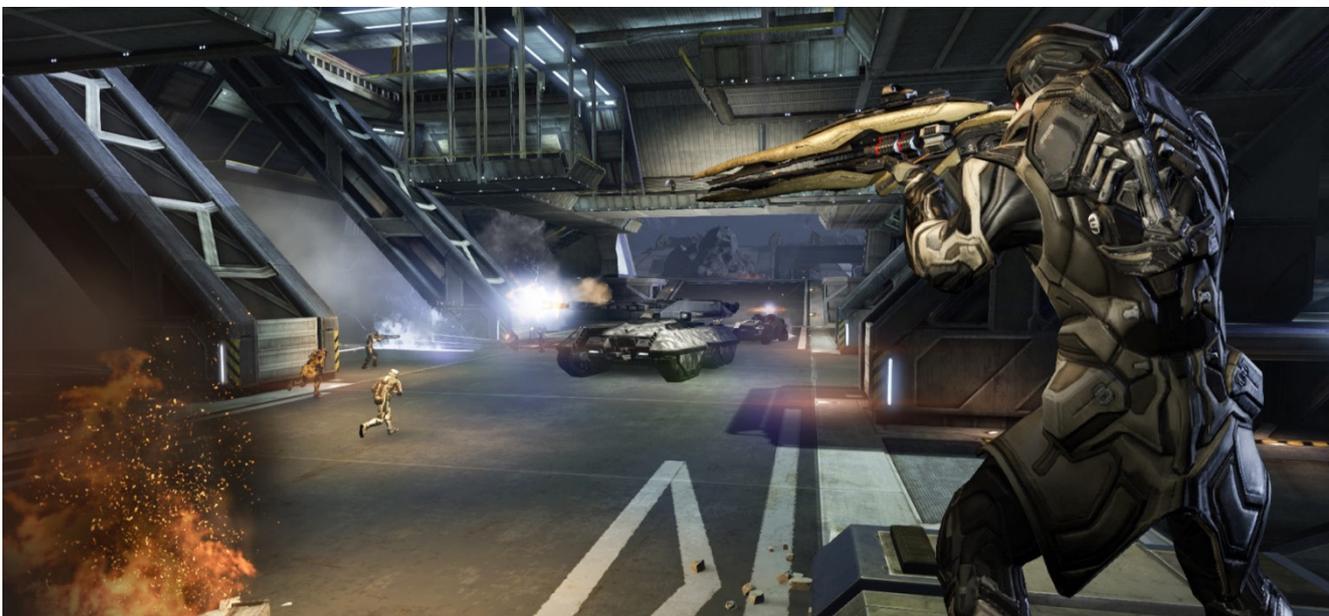
Plasma Cannons

The plasma cannon is a single-shot, direct fire weapon developed by Allotek Industries primarily for use in urban operations and confined space combat. The dense plasma discharge it generates is highly unstable, decaying rapidly and venting sufficient heat and energy to severely damage targets caught within its critical emission radius.

During the short pre-fire charge, ultra-cold plasma is prepared and then heated inside a magneto-core trap. Just prior to discharge, a small precursor projectile is fired that produces (and is ultimately consumed by) a short-lived trail that helps guide and contain the volatile discharge as it travel towards its target.

	Standard		Advanced		Prototype		
	'Charstone' Plasma Cannon	Plasma Cannon	'Ripshade' KLA-90 Plasma Cannon	KLA-90 Plasma Cannon	'Deadflood' Allotek Plasma Cannon	'Construct' Allotek Plasma Cannon	Allotek Plasma Cannon
Direct Damage	1050 HP		1102,5 HP		1155 HP		
Splash Damage	285 HP		299,25 HP		313,5 HP		
Blast Radius	3,5 m						
Charge-Up Time	0,6 s						
Clip Size	1						
Max Ammo	9						
Reload Time	3,5 s						
Meta Level	3	1	7	5	9		8
	Fitting						
CPU	71		98		117		
PG	0						
Skill(s)	—	Weaponry Level III					
		Light Weapon Operation Level IV					
		Plasma Cannon Operation Level I		Plasma Cannon Operation Level III		Plasma Cannon Operation Level V	

Combat Rifles

A gas-operated, short-barreled weapon, the combat rifle is a semi-automatic weapon well-suited to both short and medium range combat. Classified as a light support weapon, it is typically employed in target-rich environments: The high volume of fire produced enables operators to engage multiple targets in rapid succession, while the weapon's extended range keeps the operator just beyond the threat threshold of most standard assault rifles.

Its advanced bullpup configuration reduces weapon weight and improves maneuverability, making it the ideal crossover weapon for urban and field combat. The modular design has more practical advantages as well: cheap to maintain and easily replaced if damaged, it's one of the most reliable weapons in service today. There are two variants, called as:

- **Combat**: The standard version is a burst-fire rifle.

- **Assault**: Fully automatic, with a larger magazine and higher ammo capacity, but lower damage per shot and range.

	Standard		Advanced			
	'Woundriot' Combat Rifle	Combat Rifle	'Doomcradle' BK-42 Combat Rifle	'Leadgrave' RS-90 Combat Rifle	RS-90 Combat Rifle	Combat Rifle
Damage	27 HP		20 HP	28,35 HP		20 HP
Rate Of Fire (RPM)	1200					
Accuracy Rating	59,02		59,86	59,02		59,86
Clip Size	54		68	54		68
Max Ammo	324		408	324		408
Reload Time	2,6 s					
Meta Level	1		5			
	Fitting					
CPU	22		39	43		39
PG	3		4			
Skill(s)	—		Weaponry Level III			
			Light Weapon Operation Level I			
			Combat Rifle Operation Level I		Combat Rifle Operation Level III	Combat Rifle Operation Level IV

	Prototype			
	'Blisterrain' Six Kin Assault Combat Rifle	**'Fearcrop' Boundless Combat Rifle**	**Boundless Combat Rifle**	**Six Kin Assault Combat Rifle**
Damage	21 HP	29,7 HP		21 HP
Rate Of Fire (RPM)	1200			
Accuracy Rating	59,86	59,02		59,86
Clip Size	68	54		68
Max Ammo	408	324		408
Reload Time	2,6 s			
Meta Level	8			
	Fitting			
CPU	78	81		78
PG	8			
Skill(s)	Weaponry Level III			
	Light Weapon Operation Level I			
	Combat Rifle Operation Level III		Combat Rifle Operation Level V	Combat Rifle Operation Level V
				Combat Rifle Proficiency Level I

Rail Rifles

Part of Kaalakiota's Stahl line of weaponry, the rail rifle is a precision weapon designed for field operations where penetrative power and range are paramount. Developed using the corporation's proprietary microscale technology, the rail rifle solves oversaturation issues endemic to sustained fire electromagnetic weaponry. However, its greater range and power are offset by a smaller magazine capacity and lower rate of fire than similarly classified weapons.

The foregrip design aids stabilization and remains cool to the touch even during prolonged discharge where the barrel can exceed mean operating temperatures. Featuring a reinforced subassembly and compact, heavy-barrel design, the rail rifle is the premier fully automatic microscale weapon available today. There are two variants, called as:

Rail: The standard rifle is scoped, fully automatic, with a slower rate of fire

Assault: Higher rate of fire with iron sights

	Standard		Advanced			
	'Angerstar' Rail Rifle	Rail Rifle	'Bleakanchor' SL-4 Assault Rail Rifle	'Grimcell' SB-39 Rail Rifle	SB-39 Rail Rifle	SL-4 Assault Rail Rifle
Damage	47 HP		39 HP	49,35 HP		39 HP
Charge-up Time	0,3 s					
Rate Of Fire (RPM)	461,54		600	461,54		600
Accuracy Rating	58,28		58,35	58,28		58,35
Clip Size	42					
Max Ammo	252					
Reload Time	3,2 s					
Meta Level	1		7	5		6
	Fitting					
CPU	26		41	45		41
PG	6		12			
Skill(s)	—	Weaponry Level III				
		Light Weapon Operation Level I				
		Rail Rifle Operation Level I		Rail Rifle Operation Level III	Rail Rifle Operation Level IV	

	Prototype			
	'Crawtide' Ishukone Assault Rail Rifle	**'Zerofrost' Kaalakiota Rail Rifle**	**Kaalakiota Rail Rifle**	**Ishukone Assault Rail Rifle**
Damage	40 HP	51,7 HP		40 HP
Charge-Up Time	0,3 s			
Rate Of Fire (RPM)	600	461,54		600
Accuracy Rating	58,35	58,28		58,35
Clip Size	42			
Max Ammo	252			
Reload Time	3,2 s			
Meta Level	9	8		9
	Fitting			
CPU	77	84		77
PG	14	17		14
Skill(s)	Weaponry Level III			
	Light Weapon Operation Level I			
	Rail Rifle Operation Level III		Rail Rifle Operation Level V	Rail Rifle Operation Level V
				Rail Rifle Proficiency Level I
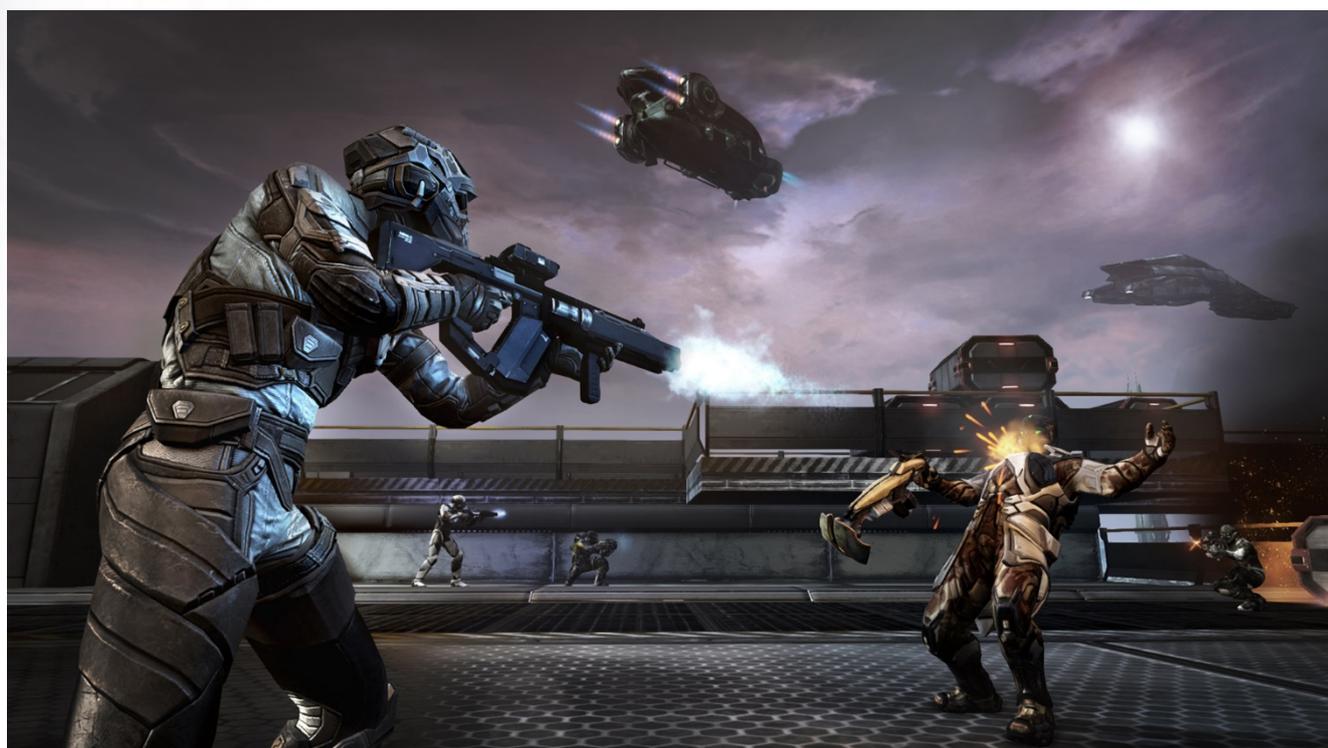
Heavy Weapons

Heavy Weapons are a different animal altogether, and can only be wielded by mercenaries in heavy dropsuits. They also tend to utilize a high amount of dropsuit power, making them unsuitable for a more "generalist" approach to your weapon and equipment load out. They are, however, devastating in the right hands, and heavy gunners are feared across battlefields the galaxy over.

Heavy Machine Gun

A multi-barrel, rotary drive machine gun, the HMG is a singularity devasting anti-infantry weapon, Eschewing the advantages of a light frame in favour stopping power, the exponentially increased heat and vibration produced by this Boundless Creation developed weapon makes it almost unbearable to fire. Yet despite this fact, its above average hit ratio and extreme rate of fire has earned it the nickname "Death's Empire."

Unlike earlier models, the weapon requires no spool up time: rounds are expelled the instant the trigger is pressed. This comes at the cost of initially reduced accuracy as the counter-rotating drives slowly align. Once fully aligned, however, the HMG produces a pinpoint stream of gunfire with unmatched killing potential. The main variations of the weapons are:

- **Assault:** Deals reduced damage, but is effective over a longer range than other models
- **Burst:** Fires rapid, multi-shot bursts designed to drill through targets caught with the stream

	Standard			Advanced			
	'Golem' Heavy Machine Gun	Heavy Machine Gun	Assault Heavy Machine Gun	'Broadside' MH-82 Heavy Machine Gun	MH-82 Heavy Machine Gun	MLR-A Burst Heavy Machine Gun	MO-4 Assault Heavy Machine Gun
Damage	18 HP		13,5 HP	18,9 HP		14,18 HP	
Rate of Fire (RPM)	2400					4615,38	2400
Accuracy Rating	38,99						
Clip Size	425						
Max Ammo	1500						
Reload Time	8 s						
Heat Build-up / sec.	14			13,3		33,25	13,3
Cooldown	4 s						
Seize Duration	10 s						
Meta Level	3	1	2	7	5	6	
	Fitting						
CPU	53		64	72			87
PG	5		6	8			10
Skill(s)	—	Weaponry Level V					
		Heavy Weapon Operation Level I					
		Heavy Machine Gun Operation Level I	Heavy Machine Gun Operation Level II	Heavy Machine Gun Operation Level I	Heavy Machine Gun Operation Level III	Heavy Machine Gun Operation Level IV	

	Prototype				
H	'Steelmine' Boundless Heavy Machine Gun	'Construct' Boundless Heavy Machine Gun	Boundless Heavy Machine Gun	Freedom Assault Heavy Machine Gun	Six Kin Burst Heavy Machine Gun
Damage	19,8 HP			15,84 HP	
Rate of Fire (RPM)	2400				4615,38
Accuracy Rating	38,99				
Clip Size	425				
Max Ammo	1500				
Reload Time	8 s				
Heat Build-up / sec.	11,9				29,75
Cooldown	4 s				
Seize Duration	10 s				
Meta Level	9	8		9	
	Fitting				
CPU	92			110	92
PG	10			12	10
Skill(s)	Weaponry Level V				
	Heavy Weapon Operation Level I				
	Heavy Machine Gun Operation Level III	Heavy Machine Gun Operation Level V		Heavy Machine Gun Operation Level V	
				Heavy Machine Gun Proficiency Level I	

Forge Guns

Adapted from Deep Core Mining Inc.'s proprietary technology, the DCMA S-1 subverts conventional expectations of what a man-portable anti-material weapons platform is capable of. Despite its excessive weight and extended recharge times, the "Forge Gun" as it has become known, is regarded as the most devastating infantry weapon on the battlefield, and an invaluable tool for those capable of wielding it.

Powered by a Gemini™ micro capacitor, the Forge Gun utilizes a stored electric charge to fire kinetic slugs at speeds in excess of 7,000 m/s, enough to penetrate even augmented armor systems. During the pre-fire charge, the forward armature locks into position, stabilizing the magnetic field and helping to shield the user from backscatter and the excessive heat produced.

Power generation remains the single largest drawback of the current design, the onboard capacitor requiring a significant amount of time to reach full power after each discharge. The main two variations of the weapon:

- **Assault:** Offers reduced charge time and increased damage but does not allow a charge to be stored

- **Breach:** A high damage, slow charging forge gun that immobilizes the user when charging

	Militia	Standard			
	Militia Forge Gun	'Pyrus' Forge Gun	'Strumborne' Forge Gun	Forge Gun	Breach Forge Gun
Direct Damage	1200 HP				1750 HP
Splash Damage	231 HP				
Blast Radius	1,5 m				0,75 m
Charge-up Time	4 s				6 s
Clip Size	3	4			
Max Ammo	16				
Meta Level	0	3		1	2
	Fitting				
CPU	60	53			
PG	13	12			
Skill(s)	—			Weaponry Level V	
				Heavy Weapon Operation Level III	
				Forge Gun Operation Level I	Forge Gun Operation Level III

	Advanced			
	'Blastwave' 9K330 Forge Gun	9K330 Forge Gun	DAU-2/A Assault Forge Gun	DCMA-5 Breach Forge Gun
H	🪙	💵	💵	💵
Direct Damage	1320 HP		1375 HP	1925
Splash Damage	254,1 HP			
Blast Radius	1,8 m			0,9 m
Charge-up Time	4 s		3 s	6 s
Clip Size	4			
Max Ammo	16			
Meta Level	6	4	5	
Fitting				
CPU	72		86	72
PG	15		18	15
Skill(s)	Weaponry Level V			
	Heavy Weapon Operation Level III			
	Forge Gun Operation Level I	Forge Gun Operation Level III	Forge Gun Operation Level IV	

	Prototype					
	'Torchflare' Kaalakiota Forge Gun	'Grimlock' Guristas Assault Forge Gun	'Construct' Kaalakiota Forge Gun	Kaalakiota Forge Gun	Ishukone Assault Forge Gun	Wiyrkomi Breach Forge Gun
H	🪙	🪙	🪙	💵	💵	💵
Direct Damage	1440 HP	1500 HP	1440 HP		1500 HP	2100 HP
Splash Damage	277,2 HP					
Blast Radius	2,1 m					1,05 m
Charge-up Time	4 s	3 s	4 s		3 s	6 s
Clip Size	4					
Max Ammo	16					
Meta Level	9			7	8	
Fitting						
CPU	92	102	92		102	92
PG	19	23	19		23	19
Skill(s)	Weaponry Level V					
	Heavy Weapon Operation Level III					
	Forge Gun Operation Level III		Forge Gun Operation Level V		Forge Gun Operation Level V	
					Forge Gun Proficiency Level I	

Grenades & Remote Explosives

Grenades are powerful handheld explosives carried by all classes. The power and purpose of each grenade varies. Some are great for taking out shields or armor while other are designed to home in and destroy vehicles.

Locus Grenades

The Locus grenade is a timed-fuse fragmentation explosive that is highly effective against dropsuit armor. There are a special grenade variant: **Contact (Fused)**: A standard Locus modified for detonation on impact.

	Militia	Standard			
	Militia Locus Grenade	Fused Locus Grenade	'Haze' Locust Grenade	Locus Grenade	Sleek Locus Grenade
Splash Damage	400 HP				200 HP
Blast Radius	6 m	2,5 m	6 m		9 m
Max Ammo	1	1	2		
Meta Level	0	9	1		
Fitting					
CPU	12	48	9		
PG	4	6	2		
Skill(s)		—		Weaponry Level III / Explosives Level I / Grenadier Level I	Grenadier Level II

	Advanced			Prototype		
	'Shroud' M1 Locus Grenade	M1 Locus Grenade	M8 Packed Locus Grenade	'Vapor' Core Locus Grenade	Core Locus Grenade	Thukker Contact Locus Grenade
Splash Damage	500 HP		750 HP	600 HP		400
Blast Radius	6,6 m		3,3 m	7,2 m		2,5 m
Max Ammo	2					1
Meta Level	5	3	5	8		9
Fitting						
CPU	18			48		
PG	3			6		
Skill(s)	Weaponry Level III / Explosives Level I					
	Grenadier Level I	Grenadier Level III	Grenadier Level IV	Grenadier Level III	Grenadier Level V	

Flux Grenades

The Flux grenade is a hand-thrown wave shaped grenades, designed to destroy low-level electronic equipment and disrupt shields.

	Standard		Advanced		Prototype	
	'Siren' Flux Grenade	Flux Grenade	'Banshee' C-7 Flux Grenade	C-7 Flux Grenade	'Klaxon' Allotek Flux Grenade	Allotek Flux Grenade
Splash Damage	1200 HP		1500 HP		1800 HP	
Blast Radius	6 m		6,6 m		7,2 m	
Max Ammo	2					
Meta Level	1		4		7	
	Fitting					
CPU	12		21		52	
PG	2		3		5	
Skill(s)	—	Weaponry Level III				
		Explosives Level I				
		Grenadier Level I		Grenadier Level III		Grenadier Level V

Anti-Vehicle Grenades

The AV grenade is a high-explosive homing charge that automatically targets any hostile vehicle within its seeking range.

There are two special AV grenades variant:

- **Packed:** The Packed variant has a small seek range but creates a powerful, focused explosion with a tight blast radius
- **Sleek:** Lighter materials allow the Sleek variant to be thrown further and explode over a wider area, but with reduced damage

	Standard			
	'Husk' AV Grenade	AV Grenade	Packed AV Grenade	Sleek AV Grenade
Splash Damage	725 HP		906,25 HP	543,75 HP
Blast Radius	6 m		3 m	9 m
Max Ammo	2			
Meta Level	1		3	2
	Fitting			
CPU	15			
PG	4			
Skill(s)	—	Weaponry Level III		
		Explosives I		
		Grenadier Level I	Grenadier Level II	

		Advanced				
		Hacked EX-0 AV Grenade	**'Hollow' EX-0 AV Grenade**	**EX-0 AV Grenade**	**EX-11 Packed AV Grenade**	**EX-3 Sleek AV Grenade**
Splash Damage		870 HP			1087,5 HP	652,5
Blast Radius		6,6 m			3,3 m	9,9 m
Max Ammo		2				
Meta Level		3	4	3	6	2
		Fitting				
CPU		25				
PG		6				
Skill(s)		—	Weaponry Level III			
			Explosives I			
			Grenadier Level I	Grenadier Level III	Grenadier Level IV	

		Prototype		
		Wiyrkomi AV Grenade	**Lai Dai Sleek AV Grenade**	**Lai Dai Packed AV Grenade**
Splash Damage		1015 HP	761,25 HP	1218 HP
Blast Radius		7,2 m	10,8 m	3,6 m
Max Ammo		2		
Meta Level		6	7	8
		Fitting		
CPU		54		
PG		9		
Skill(s)		Weaponry Level III		
		Explosives I		
		Grenadier Level V		

Remote Explosives

The F/41 series of remote explosives are among the most powerful manually triggered demolitions devices available in New Eden. Each Unit reliable and effective, using a mix of three volatile materials to produce a yield high enough to penetrate layered armor, shattered reinforced structures, and decimate infantry units.

These explosives are deployed by hand and detonated using a coded frequency generated by the Cortex Holographic Interface, which maintains a database of unique activation ciphers for every charge placed. The F/41 product line, also boasts several other advanced features, such as EM hardened circuits, an encrypted multi-frequency receiver, and a lightweight hybrid ceramic frame. A proximity explosive that automatically detonates when a vehicle enters it activation range.

		Standard			Advanced		
		'Hateshard' Remote Explosive	Remote Explosive	Proximity Explosive	'Scrapflake' F/45 Remote Explosive	F/45 Remote Explosive	F/49 Proximity Explosive
Splash Damage		1500 HP		750 HP	1500 HP		750 HP
Blast Radius		5 m					
Max. Carried		3					
Max. Active		3			4		5
Meta Level		4	1		7	4	
Fitting							
CPU		32	21		45		36
PG		6	4		8		6
Skill(s)	—		Weaponry Level III				
			Explosives Level III				
			Demolitions Level I	Demolitions Level II	Demolitions Level I	Demolitions Level III	Demolitions Level IV

		Prototype		
		'Skinjuice' Boundless Remote Explosive	Boundless Proximity Explosive	Boundless Remote Explosive
Splash Damage		1500 HP	750 HP	1500 HP
Blast Radius		5 m		
Max. Carried		4		
Max. Active		5	6	5
Meta Level		9	7	
Fitting				
CPU		63	53	63
PG		10	7	10
Skill(s)		Weaponry Level III		
		Explosives Level III		
		Demolitions Level III	Demolitions Level V	

Weapon Upgrades

Every weapon type (sidearm, light weapon, heavy weapon) has a few special skills that affect the relevant weapon group (you can see them at the Weaponry table in the skills section). And there are weapon damage increaser modules for each group as well. Important note: Stacking penalties apply to this module; the effectiveness of each additional module after the first will be penalized! So, the second, third, fourth module will have reduced effectiveness.

		Weapon Upgrades					
▬▬	Ⓟ	Cost	Damage Bonus	Meta Level	CPU	PG	Skill(s)
'Debris' Basic Sidearm Damage Modifier				4			▬
'Echo' Basic Light Damage Modifier			3%	4	23	3	▬
'Tremor' Basic Heavy Damage Modifier				4			▬
Basic Sidearm Damage Modifier				1			Weaponry Level III Handheld Weapon Upgrades Level I
Basic Light Damage Modifier				1			Weaponry Level III Handheld Weapon Upgrades Level I
Basic Heavy Damage Modifier				1			Weaponry Level III Handheld Weapon Upgrades Level I
'Fragment' Enhanced Sidearm Damage Modifier				5			Weaponry Level III Handheld Weapon Upgrades Level I
'Ricochet' Enhanced Light Damage Modifier			4%	5	45	5	Weaponry Level III Handheld Weapon Upgrades Level I
'Impact' Heavy Damage Modifier				5			Weaponry Level III Handheld Weapon Upgrades Level I
Enhanced Sidearm Damage Modifier				3			Weaponry Level III Handheld Weapon Upgrades Level III
Enhanced Light Damage Modifier				3			Weaponry Level III Handheld Weapon Upgrades Level III
Enhanced Heavy Damage Modifier				3			Weaponry Level III Handheld Weapon Upgrades Level III
'Sliver' Complex Sidearm Damage Modifier				6			Weaponry Level III Handheld Weapon Upgrades Level III
'Cascade' Complex Light Damage Modifier			5%	6	68	9	Weaponry Level III Handheld Weapon Upgrades Level III
'Seismic' Complex Heavy Damage Modifier				6			Weaponry Level III Handheld Weapon Upgrades Level III
Complex Sidearm Damage Modifier				4			Weaponry Level III Handheld Weapon Upgrades Level V
Complex Light Damage Modifier				4			Weaponry Level III Handheld Weapon Upgrades Level V
Complex Heavy Damage Modifier				4			Weaponry Level III Handheld Weapon Upgrades Level V

Support modules

Biotics

Biotics modules provide the user with additional stamina, melee, and speed capabilities when they're fitted. There are three types of biotic modules: Endurance Modifiers, Speed Modifiers, and Melee Upgrades (i.e.: Weapon Upgrades for melee fight). Each type has its own modules which are divided into four different performance levels: Militia, Basic, Enhanced, and Complex.

Cardiac Regulator

Increases user's max. stamina and stamina recovery rate. Important note: Stacking penalties apply to this module; the effectiveness of each additional module after the first will be penalized! So, the second, third, fourth module will have reduced effectiveness.

	Militia	Basic		Enhanced		Complex	
	Militia Cardiac Regulator	'Neuron' Basic Cardiac Regulator	Basic Cardiac Regulator	'Nucleus' Enhanced Cardiac Regulator	Enhanced Cardiac Regulator	'Membrane' Complex Cardiac Regulator	Complex Cardiac Regulator
Stamina Recovery Bonus	50 %			80 %		100 %	
Stamina Bonus	25 %			50 %		100 %	
Meta Level	0	4	1	5	3	6	4
Fitting							
CPU	10	5		9		12	
PG	6	4		5		8	
Skill(s)	—	Dropsuit Upgrades Level IV					
		Dropsuit Biotic Upgrades Level I					
		Cardiac Regulation Level I		Cardiac Regulation Level III		Cardiac Regulation Level V	

Kinetic Calatyzer

Increases sprinting speed of the user. Important note: Stacking penalties apply to this module; the effectiveness of each additional module after the first will be penalized! So, the second, third, fourth module will have reduced effectiveness.

		Militia	Basic		Enhanced		Complex	
		Militia Kinetic Catalyzer	'Icarus' Basic Kinetic Calatyzer	Basic Kinetic Catalyzer	'Mercury' Enhanced Kinetic Catalyzer	Enhanced Kinetic Catalyzer	'Iris' Complex Kinetic Catalyzer	Complex Kinetic Catalyzer
Sprint Speed Bonus		5 %			8 %		12 %	
Meta Level		0	4	1	5	3	6	4
Fitting								
CPU		20	15		18		27	
PG		11	10		12		15	
Skill(s)		—	Dropsuit Upgrades Level IV					
			Dropsuit Biotic Upgrades Level V					
			Kinetic Catalyzation Level I		Kinetic Catalyzation Level III		Kinetic Catalyzation Level V	

Myofibril Stimulant

Increases damage done by melee attacks. Important note: Stacking penalties apply to this module; the effectiveness of each additional module after the first will be penalized! So, the second, third, fourth module will have reduced effectiveness.

		Militia	Basic		Enhanced		Complex	
		Militia Myofibril Stimulant	'Sheath' Basic Myofibril Stimulant	Basic Myofibril Stimulant	'Sanction' Enhanced Myofibril Stimulant	Enhanced Myofibril Stimulant	'Vigil' Complex Myofibril Stimulant	Complex Myofibril Stimulant
Melee Damage Bonus		15 %			25 %		50 %	
Meta Level		0	4	1	5	3	6	4
Fitting								
CPU		16	11		26		51	
PG		3	2				3	
Skill(s)		—	Dropsuit Upgrades Level IV					
			Dropsuit Biotic Upgrades Level I					
			Hand-To-Hand Combat Level I		Hand-To-Hand Combat Level III		Hand-To-Hand Combat Level V	

Electronics

Electronics modules provide the user with additional CPU, Faster hacking speed, better Scan Precision, Scan Radius when they're fitted. There are five types of electronics modules: CPU Upgrades, Precision Enhancers, Profile Dampeners, Range Amplifiers (not for the WEAPONS!!!) and Codebreaker. Each type has its own modules which are divided into four different performance levels: Militia, Basic, Enhanced, and Complex.

CPU Upgrades

Increases dropsuit's maximum CPU output.

		Militia	Basic		Enhanced		Complex	
		Militia CPU Upgrades	'Scalar' Basic CPU Upgrades	Basic CPU Upgrades	'Dimension' Enhanced CPU Upgrades	Enhanced CPU Upgrades	'Vector' Complex CPU Upgrades	Complex CPU Upgrades
I	P							
CPU Bonus		10 %	16 %		25 %		35%	
Meta Level		0	4	1	5	3	6	4
		Fitting						
CPU		0						
PG								
Skill(s)		—	Dropsuit Upgrades Level I					
			Dropsuit Core Upgrades Level I					
			Dropsuit Electronics Level I		Dropsuit Electronics Level III		Dropsuit Electronics Level V	

Precision Enhancer

Increases dropsuit's scan precision.

		Militia	Basic	Enhanced	Complex
		Militia Precision Enhancer	Basic Precision Enhancer	Enhanced Precision Enhancer	Complex Precision Enhancer
⊸	P				
Scan Precision		-10 %		-15 %	-20 %
Meta Level		0	1	3	5
		Fitting			
CPU		18	15	20	26
PG		0			
Skill(s)		—	Dropsuit Upgrades Level I		
			Dropsuit Core Upgrades Level I		
			Dropsuit Electronics Level I		
			Precision Enhancement Level I	Precision Enhancement Level III	Precision Enhancement Level V

Profile Dampener

Decreases dropsuit's scan profile making it harder to detect by scanning systems.

		Militia	Basic	Enhanced	Complex
		Militia Profile Dampener	Basic Profile Dampener	Enhanced Profile Dampener	Complex Profile Dampener
⊓	P				
Scan Precision		-15 %		-20 %	25 %
Meta Level		0	1	3	4
		Fitting			
CPU		18	15	24	33
PG		0			
Skill(s)		—	Dropsuit Upgrades Level I		
			Dropsuit Core Upgrades Level I		
			Dropsuit Electronics Level I		
			Profile Dampening Level I	Profile Dampening Level III	Profile Dampening Level V

Range Amplifier

Increases dropsuit's scan radius, allowing it to detect enemy units at greater range.

		Militia	Basic	Enhanced	Complex
		Militia Range Amplifier	Basic Range Amplifier	Enhanced Range Amplifier	Complex Range Amplifier
⊓	P				
Scan Radius		25 %		35 %	45 %
Meta Level		0	1	3	5
		Fitting			
CPU		18	15	24	33
PG		0			
Skill(s)		—	Dropsuit Upgrades Level I		
			Dropsuit Core Upgrades Level I		
			Dropsuit Electronics Level I		
			Range Amplification Level I	Range Amplification Level III	Range Amplification Level V

Codebreaker

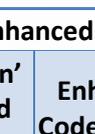Increases hacking speed, making it easier to seize control of enemy vehicles and installations.

		Militia	Basic		Enhanced		Complex	
		Militia Codebreaker	'Pathogen' Basic Codebreaker	Basic Codebreaker	'Contagion' Enhanced Codebreaker	Enhanced Codebreaker	'Pandemic' Complex Codebreaker	Complex Codebreaker
Hacking Speed Bonus		10 %			15 %		25 %	
Meta Level		0	4	1	5	3	6	4
				Fitting				
CPU		25	20		35		45	
PG		2	1		5		11	
Skill(s)		—		Dropsuit Upgrades Level I				
				Dropsuit Core Upgrades Level IV				
				Systems Hacking Level I		Systems Hacking Level III		Systems Hacking Level V

Engineering

The only Engineering module (PG Upgrade) provide the user with additional powergrid (PG) when fitted. As the other modules this type has its own different performance levels: Militia, Basic, Enhanced and Complex.

PG Upgrades

Increases the dropsuit's maximum powergrid (PG) output at the cost of the CPU.

		Militia	Basic		Enhanced		Complex	
		Militia PG Upgrade	'Azimuth' Basic PG Upgrade	Basic PG Upgrade	'Helix' Enhanced PG Upgrade	Enhanced PG Upgrade	'Polaris' Complex PG Upgrade	Complex PG Upgrade
PG Bonus		8 kW			11 kW		14 kW	
Meta Level		0	4	1	5	3	6	4
				Fitting				
CPU		18	14		17		24	
PG		0						
Skill(s)		—		Dropsuit Upgrades Level I				
				Dropsuit Core Upgrades Level I				
				Dropsuit Engineering Level I		Dropsuit Engineering Level III		Dropsuit Engineering Level V

Equipment

Your dropsuit can be fitted with a variety of modules that boost performance and protection. Equipment, however, is not as combat-oriented as damage modifiers or armor plates. As the name would suggest, equipment items focus on utility and support. The Logistics-class dropsuits can take full advantage of equipment, and usually possess more equipment slots than the other dropsuits.

Drop Uplinks

The drop uplink is a slave transponder, a short-range tether that produces the precise spatial coordinates necessary to generate a localised wormhole, traversal of which allows the user to travel short distances instantly. Highly experimental, the process is excruciatingly painful and exposes organic tissue to excessive radiation, resulting in accelerated cellular decay and, ultimately, death.

A drop uplink provides a new spawn point on the map. The advantage of the drop uplink is that it can be placed anywhere the player can reach. This allows the team to set up a spawn in a hidden place in order to mount a sustained attack on a point requiring less travel time upon death. They are particularly useful on scouts who are able to slip behind enemy forces and plant a spawn point for their squad or team. There are four variant of the module:

-   **Flux:** Reduces spawn time, allowing infantry to get back to the frontier faster.
-   **Gauged:** Increases the number of drop uplinks that can be simultaneously deployed.
-   **Quantum:** Increases the number of spawns that can be produced by the unit.
-   **Stable:** Reduces the PG/CPU requirements of the unit without affecting performance.

	Militia	Standard		
	Militia Drop Uplink	Hacked Drop Uplink	Drop Uplink	Stable Drop Uplink
Max. Active	1			
Max. Carried	2			
Spawn Time Modifier	+50 %	+35 %	+50 %	
Max. Spawns Per Unit	10			
Health	50 HP			
Meta Level	1	2	1	2
Fitting				
CPU	50	38		30
PG	15	9		6
Skill(s)	—	Dropsuit Upgrades Level I		
		Dropsuit Core Upgrades Level II		
		Drop Uplink Deployment Level I		

	Advanced			
	'Dawnpyre' R-9 Drop Uplink	**R-9 Drop Uplink**	**N-11/A Flux Drop Uplink**	**P-13 Quantum Drop Uplink**
Max. Active	2			
Max Carried	2			
Spawn Time Modifier	+20 %		+8 %	+20 %
Max Spawns Per Unit	15			20
Health	75 HP			
Meta Level	5	3	4	
	Fitting			
CPU	48			
PG	11			
Skill(s)	Dropsuit Upgrades Level I			
	Dropsuit Core Upgrades Level II			
	Drop Uplink Deployment Level I	Drop Uplink Deployment Level III	Drop Uplink Deployment Level IV	

	Prototype						
	'Void' Viziam Drop Uplink	**Viziam Drop Uplink**	**Viziam Stable Drop Uplink**	**Viziam Flux Drop Uplink**	**Viziam Quantum Drop Uplink**	**Viziam Gauged Drop Uplink**	**'Abyss' Carthum Drop Uplink**
Max. Active	2					3	1
Max. Carried	3						2
Spawn Time Modifier	+5 %			-21,3 %	+5 %		-47,5 %
Max. Spawns Per Unit	20				25	20	5
Health	100 HP						
Meta Level	2	5	6				9
	Fitting						
CPU	71	48	71				
PG	14	11	14				
Skill(s)	Dropsuit Upgrades Level I						
	Dropsuit Core Upgrades Level II						
	Drop Uplink Deployment Level III	Drop Uplink Deployment Level V					

Nanite Injectors

The nanite injector delivers an active helix directly into the bloodstream of the downed victim, whereupon individual subunits work to suppress the pain response, repair tissue and organ damage and re-establish regular cardiac rhythm. If administered in time, first-phase resuscitation (defined as 'minimum-essential combat functionality') is typically achievable, though some psychological trauma is to be expected.

Nanite injectors allow you to revive fallen teammates. The amount of armour repaired upon revival depends on the quality of the injector. Teammates that can be revived will be denoted on-screen and on the mini-map by a small injector symbol.

		Militia	Standard		Advanced		Prototype	
		Militia Nanite Injector	'Cannibal' Nanite Injector	Nanite Injector	'Necromancer' KIN-012 Nanite Injector	KIN-012 Nanite Injector	'Talisman' Wiyrkomi Nanite Injector	Wiyrkomi Nanite Injector
Armor Repaired On Revival		30 %			50 %		80 %	
Meta Level		1	4	1	6	4	8	6
		Fitting						
CPU		20	15		32		48	
PG		4	2		4		8	
Skill(s)		—	Dropsuit Upgrades Level I					
			Dropsuit Core Upgrades Level II					
			Nanocircuitry Level I		Nanocircuitry Level III		Nanocircuitry Level V	

Nanohives

The nanohive is one of the most advanced pieces of battlefield technology to date, able to convert formatted matter from its limited internal stores and reorganise it into any kind of ammunition. When a soldier approaches, the nanohive receives an automated request from the Cortex Holographic interface instructing swarms of self-replicating construction nanites to begin producing whatever type of ammunition that soldier requires.

A nanohives primary function is to provide ammunition for yourself and your teammates away from a Supply Depot. Some nanohives provide armour repair, either exclusively or in conjunction with ammunition. There are seven types other than the basic version:

- **Compact:** Light-weight unit containing a limited store of nanites that repair armor and resupply ammo
- **Gauged:** Utilizes ultra-light composites to allow more units to be carried once
- **Quantum:** Utilizes an improved replicator assembly for marginally increased ammo resupply rate
- **Stable:** Achieves comparable performance while drawing less PG/CPU from the host (note: this does not show in its stats)
- **Triage:** Modified for armor repair only, foregoing ammo resupply in favour of an increased repair rate
- **Flux:** Produces a larger containment field, allowing the nanites to operate over an increased area
- **(R):** With upgraded Nanite instruction set, repairs dropsuit armor and resupply ammo too

	Militia	Standard			
	Militia Nanohive	**'Torrent' Nanohive**	**Hacked Nanohive**	**Nanohive**	**Compact Nanohive**
Max. Active	1		2		1
Max. Carried	1	2			1
Max. Nanite Clusters	24	36			25
Effective Range	4 m				2 m
Ammo Resupply Rate	7,5 %	10 %			25 %
Armor Repair Rate	0 HP/s				50 HP/s
Health	50 HP				
Meta Level	0	3	1		
	Fitting				
CPU	30	21			10
PG	6	4			2
Skill(s)	—			Dropsuit Upgrades Level I	
				Dropsuit Core Upgrades Level II	
				Nanocircuitry Level I	Nanocircuitry Level II

	Advanced			
	'Cistern' K-17D Nanohive	**K-2 Nanohive**	**X-3 Quantum Nanohive**	**K-17/D Nanohive (R)**
Max. Active	2			
Max. Carried	2			
Max. Nanite Clusters	48			
Effective Range	6 m			
Ammo Resupply Rate	15 %		21 %	7,5 %
Armor Repair Rate	0 HP/s			20 HP/s
Health	75 HP			
Meta Level	5	4		5
	Fitting			
CPU	42		50	63
PG	7		7	12
Skill(s)	Dropsuit Upgrades Level I			
	Dropsuit Core Upgrades Level II			
	Nanocircuitry Level I	Nanocircuitry Level III	Nanocircuitry Level IV	

		Prototype					
		'Centrifuge' Ishukone Nanohive	Ishukone Flux Nanohive	Ishukone Nanohive	Allotek Nanohive (R)	Ishukone Gauged Nanohive	Wiyrkomi Triage Nanohive
Max. Active		2				3	2
Max. Carried		3				4	3
Max. Nanite Clusters		48					67
Effective Range		7 m	7,7 m	7 m			8,75 m
Ammo Resupply Rate		30 %			15 %	30 %	0,0 %
Armor Repair Rate		0 HP/s			40 HP/s	0 HP/s	70 HP/s
Health		100 HP					
Meta Level		8	7		8		
		Fitting					
CPU		59	65	59	88	59	84
PG		11			16	11	15
Skill(s)		Dropsuit Upgrades Level I					
		Dropsuit Core Upgrades Level II					
		Nanocircuitry Level III	Nanocircuitry Level V				

Repair Tools

By projecting a focused harmonic beam into damaged materials, the repair tool channels construction nanites to return the targeted matter to its original state. Designed with on-board processor interfaces and a forward-facing sensor suite, it instantly recognises vehicles, devices and personal armour based on microscopic manufacturer's fags. The beam, a bi-channel "hollow laser", simultaneously acts as both a containment field and transport medium for the nanite swarm, which works to sift unwanted particles from the structure, undo ionisation, and reconstruct the atomic patterns of the material.

The repair tool has several design innovations, the most surprising probably being the incorporation of Amarr focusing crystal technology. Beyond that, the device also makes use of an advanced K7 nano static co-processor on par with Caldari planet side missile tracking systems and a 55x5 reverse current power cell configuration rarely used beyond self-sustaining Gallente drone units. The result is an elegant tool combining the best technology from several very different design philosophies. The main types of the module are:

- **Flux:** Modulates and focusing the beam, extending the effective range of the repair tool.

- **Axis:** Increases effectiveness of vehicle repair, but it has reduced efficacy on dropsuit armor and installations.

- **Focused:** Amplifies a single channel to drastically increase repair rate at the cost of the effective range.

- **Triage:** Increases effectiveness of dropsuit armor, but has reduced efficiency on vehicles and installations

	Militia	Standard		
	Militia Repair Tool	**'Whisper' Repair Tool**	**Repair Tool**	**Flux Repair Tool**
Repair Rate (On Dropsuit)	40 HP/s			
Repair Rate (On Vehicle)	75 HP/s			
Max. Repair Distance	10 m			15 m
Max. Targets	1			
Meta Level	1	4	1	2
	Fitting			
CPU	22	15		24
PG	5	2		4
Skill(s)	—		Dropsuit Upgrades Level I	
			Dropsuit Core Upgrades Level II	
			Repair Tool Operation Level I	Repair Tool Operation Level II

	Advanced			
	'Fractal' A/7 Repair Tool	**BDR-2 Repair Tool**	**BDR-5 Axis Repair Tool**	**BDR-8 Triage Repair Tool**
Repair Rate (On Dropsuit)	60 HP/s		45 HP/s	75 HP/s
Repair Rate (On Vehicle)	98 HP/s		112 HP/s	73 HP/s
Max. Repair Distance	15 m			
Max. Targets	1			
Meta Level	6		4	5
	Fitting			
CPU	32			
PG	4			6
Skill(s)	Dropsuit Upgrades Level I			
	Dropsuit Core Upgrades Level II			
	Repair Tool Operation Level I	Repair Tool Operation Level III	Repair Tool Operation Level IV	

	Prototype				
	'Schizm' Core Repair Tool	**Core Repair Tool**	**Lai Dai Flux Repair Tool**	**Six Kin Triage Repair Tool**	**Core Focused Repair Tool**
Repair Rate (On Dropsuit)	70 HP/s			88 HP/s	125 HP/s
Repair Rate (On Vehicle)	105 HP/s			79 HP/s	121 HP/s
Max. Repair Distance	15 m		22,5 m	15 m	7,5 m
Max. Targets	2				1
Meta Level	7	6		7	8
	Fitting				
CPU	48		75	48	60
PG	8		12	10	
Skill(s)	Dropsuit Upgrades Level I				
	Dropsuit Core Upgrades Level II				
	Repair Tool Operation Level III	Repair Tool Operation Level V			

Active scanners

The Active Scanner detects enemy units and relays their location to TACNET systems. Sending out a triggered pulse of high-frequency Magnetometric waves and interpreting the results with an uplinked on-board computer, the Active Scanner gives ground units a snapshot of enemy positions. The deployed enemy equipment detectable with the active scanner!

The most important note: the results of the active scanners will displayed for the entire squad!

Projection nodes set at specific angles on the hand-held device, generate a vectored impulse capable of extracting objects from high-noise environments. Feedback from the pulse is filtered to reduce ambient clutter and pinpoint targets lacking IFF signals.

Though the amount of energy required to produce the blast is much greater than its on-board power source can readily generate, the Active Scanner makes use of redundant J-24 micro-capacitors to circulate and build the charge up to the required output. The resulting delay between activations is a small price to pay for the enormous tactical advantage the device provides its user. There are five variant of the module:

- **Flux:** Performs an instant, long-range scan but requires a significant recharge period between activations.

- **Stable:** Achieves comparable performance while drawing less PG/CPU from the host.

- **Quantum:** Mitigates signal interference allowing scanned targets to be tracked longer.

- **Proximity:** Can be used to perform rapid sweeps of the surrounding area.

- **Focused:** Delivers a high intensity scan capable of defeating all but the most advanced countermeasures

		Standard			Advanced			
		'Eclipse' Active Scanner	Active Scanner	Flux Active Scanner	'Acolyth' A-86 Active Scanner	A-86 Active Scanner	A-19 Stable Active Scanner	A-45 Quantum Active Scanner
Scan Distance		100 m		150 m	100 m			
Scan Angle (Degree)		60°		30°	60°			
Cooldown		15 s		20 s	15 s			30 s
Target Visibility Duration		5 s		8 s	5 s			15 s
Scan Precision		46 dB			36 dB			
Meta Level		4	1	2	7	4	5	5
		Fitting						
CPU		38	32		46	38	30	38
PG			9				6	9
Skill(s)	—	Dropsuit Upgrades Level I						
		Dropsuit Core Upgrades Level II						
		Active Scanner Operation Level I			Active Scanner Operation Level III			

		Prototype					
		'Cirrus' Active Scanner	**CreoDron Active Scanner**	**CreoDron Flux Active Scanner**	**CreoDron Proximity Active Scanner**	**Duvolle Quantum Active Scanner**	**Duvolle Focused Active Scanner**
Scan Distance		100 m		200 m	60 m	100 m	
Scan Angle (Degree)		60°		90°	45°	60°	
Cooldown		15 s		30 s	10 s	40 s	
Target Visibility Duration		5 s		8 s	10 s	20 s	5 s
Scan Precision		28 dB					20 dB
Meta Level		8	7	8			9
		Fitting					
CPU		46					38
PG		9					18
Skill(s)		Dropsuit Upgrades Level I					
		Dropsuit Core Upgrades Level II					
		Active Scanner Operation Level III	Active Scanner Operation Level V				

Cloak Fields

The cloak field absorbs electromagnetic emissions and manipulates light to render the dropsuit practically invisible. When active, the field alters the magnetic permeability of the suit's surface area to generate a negative refractive index.

While cloaked, the suit's susceptibility to magnetometric waves is moderately reduced, allowing it to evade all but the most sensitive scanning systems. However, cascading distortion introduced by a weapon or equipment activation will desychronize the suit's sensors and short-circuit the cloak.

The amount of cloak "shimmer" is increased as you move. When standing still you will be invisible, but when moving you will be noticeable to an extent. While cloaked, you will have no chevron or health bars, but the enemy reticule will flash red if you run past it. When in use, the cloak field's energy depletes slowly over time.

		Standard		Advanced		Prototype	
		'Apparition' Cloak Field	Cloak Field	'Phantasm' ARN-18 Cloak Field	ARN-18 Cloak Field	'Poltergeist' Ishukone Cloak Field	Ishukone Cloak Field
Cloak Duration		30 s		60 s		80 s	
Cloak Recharge Time		20 s		30 s		40 s	
Cloaked Scan Profile Bonus		-25 %					
Meta Level		3	2	5	3	8	5
		Fitting					
CPU		160		231		330	
PG		35		49		70	
Skill(s)	—	Dropsuit Upgrades Level I					
		Dropsuit Core Upgrades Level II					
		Cloak Field Operation Level I		Cloak Field Operation Level III		Cloak Field Operation Level V	

Machines of War – Mobility on the Battlefield

Vehicle classes in DUST 514™ resemble some modern day battlefield armored vehicles but are more menacing, and multitudes more lethal, coupled with the ability to further customize the vehicles with weapons and modules ensures a highly dynamic as well as constantly evolving game-play, where no single vehicle can impose absolute supremacy.

The ultimate goal is to create an experience where players make meaningful choices when deploying vehicles based on their surroundings and situations.

Vehicles play a large role on the battlefield and are a significant threat to the opposition. The heavily armored units use long range, heavy, concussive attacks while lighter units utilize their speed and flexibility. Aerial vehicles on the other hand are great for laying down fire from above; their vantage point over the battlefield also puts them in a good position to provide vital support functions for armored units. Each vehicle will have its own set of unique bonuses or abilities allowing them to turn the tide in battle. Many of these abilities are of a supportive nature, allowing different types of vehicles to team up to create even more unique roles between classes. Vehicles and Infantry have a symbiotic relationship on the battlefield, and will rely on each other in many situations.

Fully utilizing the offensive capabilities of most vehicles requires the turrets to be manned. Players can spawn directly into vehicles equipped with clone reactivation units, allowing them to get into the midst of battle within seconds after dying. Infantry can be dropped off by aerial units to vantage points not reachable by foot, or they can hitch a ride with light vehicles to cross the vast terrains in a speedy manner. Vehicles also provide support in taking objectives, laying down suppressive fire, holding back the enemy, while infantry move in to take control of objectives.

In a similar way Infantry supports vehicles by scouting and setting up traps. Infantry can utilize stasis webification bubbles, target painters and other tools that disable or temporarily make enemy vehicles and installations open to attack.

Dropships

The Dropship is a two-engine VTOL craft that combines advances in shielded hardware, redundant software protocols, and networked aeronautics into a heavily armored tactical platform capable of insertion and extraction in even the most hostile situations.

Its standard five-man carrying capacity, dual hardpoints, and reinforced plating allow it to operate independently in any situation, alternately tracking and engaging enemy targets and ferrying troops into and out of harm's way. Then fall back and lay down suppressive fire from the air.

Militia

The Militia class is the entry level aerial vehicle. Have no any role-specific customizations and bonuses. Can be ideal and cheap solution to learn how-to-fly.

Standard

The Standard class is the first, real Dropship available, have very good armor-shield defensive systems and decent fitting hardpoints. Easy to customize, a real all-rounder, but have no any role-specific bonuses.

Assault

The Assault class is a low-level aerial attack craft. Its light frame makes it highly maneuverable, while the front-mounted pilot-controlled turret gives it a significant advantage in aerial engagements.

Assault Dropships: +2% to small turret damage per level.

Type	Militia	Standard		Assault
Name	Viper	'CD-41' Myron	Myron	Python
Max. PG	653 kW	725 kW		810 kW
Max. CPU	599 gF	665 gF		760 gF
Shield	1720 HP			1548 HP
Armor	1065 HP			960 HP
Shield Recharge Rate	224 HP/s			
Shield Recharge Delay	8 s			4 s
Shield Depleted Recharge Delay	20 s			12 s
Armor Repair Rate	0 HP/s			
Air Speed	50 m/s			
Scan Profile	150 dB			
Scan Precision	50 dB			
Scan Radius	50 m			
Meta Level	0	1		4
Fitting				
Vehicle High-Slot Module	3	4		3
Passenger	7			5
Vehicle Low-Slot Module	2			1
Vehicle Small Turret	2			3
Pre-requisites				
	—		Dropship Operation Level I	Vehicle Command Level III / Dropship Operation Level III / Assault Dropship Level I

Assault Dropships: +2% to small turret damage per level.

Type	Militia	Standard		Assault
Name	Gorgon	'AG-01' Grimsnes	Grimsnes	Incubus
Max. PG	846 kW	940 kW		1055 kW
Max. CPU	405 gF	450 gF		515 gF
Shield	1000 HP			950 HP
Armor	2625 HP			2362 HP
Shield Recharge Rate	104 HP/s			
Shield Recharge Delay	10 s			6 s
Shield Depleted Recharge Delay	25 s			15 s
Armor Repair Rate	0 HP/s			
Air Speed	50 m/s			
Scan Profile	150 dB			
Scan Precision	50 dB			
Scan Radius	50 m			
Meta Level	0	1		4
Fitting				
Vehicle High-Slot Module	2			1
Passenger	7			5
Vehicle Low-Slot Module	3	4		3
Vehicle Small Turret	2			3
Pre-requisites				
	—			Vehicle Command Level III
			Dropship Operation Level I	Dropship Operation Level III
				Assault Dropship Level I

Dropship Flight School

Before the Precursor build dropships were basically free aerial bumper cars used by snipers for quick jaunts to tower tops or by joyriders to squash infantry. They were as simple to operate as an amusement park ride and free which generated quite a bit of abuse by anyone with an inclination.

That all changed in the current build. Dropships fight physics now closely match reality and mastering them requires a degree of player skill. Some lament the change and others applaud it. Both camps are completely right if you share their premise. Those folks who prefer the old model view DUST through the lens of a dedicated FPS player where the gun game is paramount and all else serves that end. For them a Dropship is now an overly demanding tool for the shooter and is just not workable. The other camp views piloting as a separate and equal role to the ground pounding gunner.

All primary roles need a mixture of player and character skill if they want to attract a dedicated following. Hardcore FPS players would scoff at a game that used heavy auto aim to remove any need for player skill in the gun game. Pilots are no less concerned with player skill. Talk to any real pilot for five minutes and this will come across very strongly, they are proud of having mastered flight. Precursor has defined piloting as a distinct specialty, one that I would like to welcome you into.

There is however a valid objection to this change. These things ARE difficult to learn to fly on your own, and they cost a few hundred thousand ISK each. Together this makes flight training both frustrating and very expensive. Forcing us to train on a hot battlefield where half your concentration is spent watching out for shoulder launched missiles is just too much for some.

My purpose for this thread is to help you learn to fly as easily and cheaply as possible. Hopefully you will graduate from the basic lessons with your original bird intact. I ask for your feedback on how well I have managed to accomplish this, and any tips you have on how to improve the guide.

So if you are ready to fly, go purchase your first Viper, tosses on some militia shield extenders, fit a militia armor rep on it and head out for practice.

I strongly suggest you limit your initial flights to the spawn area in Skirmish. I have found this to always be an enemy free zone where I don't have to worry about getting shot down.

Dropship Physics

You need to understand the physics of dropship flight before you advance the throttle for the first time. Your mental model of how the ship is going to react to control inputs has to match reality or you will crash and be very frustrated with the whole ordeal.

A dropship is a pure vector thrust craft, and while it superficially resembles a helicopter, it's not exactly the same. It is also very much different than a fixed wing aircraft and any flight time you have in one will be an initial liability until you unlearn those reflexes.

A dropship fly's just like its distant cousin the lunar lander.

Think of your dropship as a brick balanced on thrust. If you give it a shove it will drift along like an air-hockey puck until you push it another direction or it hits something. How do you give it a shove? If you tilt the ship part of the thrust holding it up will be directed away from the way the ship tilts and induce lateral movement. Of course that part is no longer supporting the ship against the vertical pull of gravity and the dropship is going to sink in proportion.

Tilt just a little and you won't notice, but flip it ninety degrees and you will know just how a brick doesn't fly. You can maintain level flight by increasing thrust, at least up to the point you don't have enough power left in reserve. The more you tilt the more you need, and the higher you fly the less you have to spare. Response is best near ground level and very mushy at the ship's service ceiling where every bit of power is being used to maintain altitude.

Unlike a fixed wing or rotary wing aircraft, a dropship has no wing and that will likely be the most difficult concept to internalize as a new pilot. This has a few implications you need to be aware of:

1) All other aircraft can trade forward motion for altitude, but you cannot. An airplane obtains lift via airflow over the wing. The faster it moves the more lift it generates. If it is diving at the ground it can pull up and use that energy to climb. You obtain lift directly from your engines, and speed will not affect it. Want to climb? Increase your throttle, don't pull up. What happens if you panic and yank back? Well, part of the thrust that was holding you up was just redirected forward. Now you are sinking faster and moving slower (assuming you were flying forward). That isn't going to get you over the top of that building, though it may keep you from slamming into it.

2) All other aircraft can fly inverted, not you. They do it by generating lift with the other side of the wing, albeit less efficiently in most cases. You can flip your ship upside down, but now all that thrust is now aiding gravity so don't stay that way for long. This means you may perform a barrel roll, but it will resemble a squashed script "e" rather than a nice round "o". Aerobatic pilots actually use inverted flight over the top of an inverted manoeuvre such as an inside loop to stretch out that part of the manoeuvre, and as we just discussed you cannot. Don't expect to win a competition.

3) You cannot perform banked turns. This is really just an extension of the first point because a turn in a winged aircraft is just a climb with the lift directed inside the turn by rolling the craft before pitching up. This means that you will have to thrust just as hard and long to stop moving in a given direction as you did to get moving. No trading fast flight for a tight high G turn. You are skidding in the sky, not flying in the traditional sense.

Wait you say, I did perform a banked turn! Ok, you can duplicate the flight path by rolling, yawing, and thrusting, but you are pushing with pure thrust and not making use of airflow to produce lift for the turn. If you are turning 180 you have also wasted time boosting to one side and then back again. Instead take advantage of your difference and just pirroet in place so you are flying backwards, then drop your nose and cancel your movement before heading back. This could keep you from straying into the red zone. Of course it also leaves you hanging motionless in space which could be good or bad depending on the tactical situation.

4) You can hover and change altitude with your throttle alone. This part is just like a helicopter.

Flight Controls

The next thing to understand is how the controls work. The left stick controls pitch, push forward and the nose drops, pull back and the nose rises. Raising the nose directs some of the thrust in the forward direction, dropping it will direct some thrust back and accelerate you forward. The left stick also controls roll, push to the left and you will tilt left and move left. Push right and you do the opposite.

The right stick controls yaw. Push the stick right and the ship spins clockwise, left and the ship spins counter clockwise. This is the one control that won't significantly alter the amount of thrust keeping your ship up. Turning does tilt the craft though so you will need to compensate for the induced roll.

Perhaps the most confusing control is the camera movement on the right stick because while it alters your sight picture of the ship it doesn't actually change the pitch. You can't fly the ship by changing the camera view, but you can easily confuse yourself into thinking that you did.

At the start I suggest you avoid messing with the camera position. This may require conscious thought as it is easy to find yourself pushing in the vertical as you are adjusting yaw with horizontal movement of the stick. Later on you will be able to process an altered viewpoint without losing control.

Your first few flights

The best way to learn is to boost up about ten feet over flat ground. This gives you an excellent frame of reference to judge speed and altitude and also affords you the opportunity to land quickly if you tire. The area behind your initial spawn in Skirmish is ideal as it should protect you from incoming fire and allow you to concentrate. You are better off without passengers to distract you, so warn them off or wait until teammates depart before calling your ship. You will be in 3rd person view upon entry. Leave it there for now.

Start by rolling and skidding left, then stop and skid right. Keep your touch light and fly slowly. The ship will tend to yaw to one side, so stay on the right stick and nudge it to keep the nose pointing forward. Your goal is to keep the nose glued forward as you slide back and forth via smooth coordination of both sticks.

Don't let yourself get low enough to drag on the ground or you may find yourself beached on your side. If that happens in a safe area you can just stay inside and wait for pickup at the end of the match and you won't lose your ship.

If you need a break at any time just stop all movement and reduce thrust to set it back down.

Next practice turning in place. You will see that the faster you turn, the more you need to compensate for induced roll. Start slow and build up speed as you get the hang of it. Remember, smooth coordinated flight gives your gunners a stable platform. You don't want to be yanking their sights off target and causing them to puke. Your reputation will ride on this.

Next, pitch down to slide forward and pull back to arrest your motion. Pirroet and return.

Finally do the same in reverse. Your sight picture is at its worst in this manoeuvre and it's easy to hit objects so don't go too fast.

That should keep you busy for your first few flights. Take it slow and methodically. These basic ground reference manoeuvres will set the foundation for your flying career. If all went well you haven't broken a single bird.

Intermediate manoeuvres

You have mastered skidding around the sky on the four cardinal headings. Now you will mix them together. Set yourself up as before and skid forward to the right, stop, pivot, and repeat. Change it up and do the same thing to the left. The objective is to stay smooth and coordinated. Eventually you will stop thinking about your control inputs and the ship will become an extension of your will, going precisely where you picture. This is an exciting time for every student pilot.

Clear the area and do the same in reverse.

Now you are ready to land on a building or tower. I suggest you start with a shorter building where you will have more thrust in reserve. Boost up and slide on over to the roof. Remember, if you are below the roofline increase thrust, don't pull up. This is where all your practice pays off. Center over the roof, reduce throttle, and settle down. Congratulations! This is the point where you will want to start using the camera view shift to peek over the nose to make sure you are centered on the roof. Be aware that a direct overhead view makes it very difficult to judge roll and pitch. Hopefully we will be granted basic flight instruments in a future release to compensate.

Do these until you feel comfortable, and then head to the tall towers. It's all the same here except for less reserve power as you are near your service ceiling. You may feel the excitement of looking way down at the battlefield. If so you are hooked, welcome to the fraternity of pilots!

You and thirty nine of your buddies hang around objective Charlie, listening to chatter about the great firefight over objective Foxtrot and wishing you could just do some shooting of your own. Instead it's a boring garrison detail for you.

Suddenly two fighters scream in, missiles impacting into your installations as they frantically search out the highly maneuverable craft with return fire of their own. After a mere sixty seconds your commander is screaming to the MCC for assistance as his last AV turret is blown up and what is left of his sensor net reports two inbound flights of dropships.

About the time you spot one flight of five the missiles start raining down on your position from two directions at once. The ground erupts as they slam into the outpost at a rate of twenty five per second. Your buddy manages to get off a swarm of his own, but the lead dropship just soaks up the damage as you see it spider linked to the others in its formation. Men are being shredded all around you as the two flights of five park right overhead. The missile barrage ends and forty suits drop into your midst sowing instant chaos. You fight a desperate battle, killing one after another, only to have them spawn over your head and drop again. You go down, waiting for the spawn.

Quickly you orient yourself to the fight only to be cut down by the door gunners facing outwards from the main battle. You spawn again and manage to find cover, but you just can't make it back into the fight. A desperate rush just gets you cut down again. This time you don't have a choice to re-enter the fight, control is lost and you can't spawn there again. Less than four minutes from boredom to exile.

Taking objectives requires boots on the ground, and there are only three ways to get there. A long boring hike, a jarring ride in an LAV through rough terrain or a quick trip in a dropship. Commanders are going to rely upon their dropship pilots to get the troops to the fight and provide close air support to take objectives. The job isn't as sexy as flying a fighter, but without transport pilots' war is a slow and dangerous hike through miles of hostile terrain.

Up to this point we have been using dropships as attack ships rather than the troop transports they are, and that's why I see so many of them chased off or destroyed within a couple minutes of entering battle. It's a role they aren't suited for, but lacking any other role we give it a shot. It's like using a Huey with two door gunners to mow down infantry. All too soon someone whips out a shoulder launched missile and it goes down.

That will change as corporations form and larger units deploy. I personally dropped 4-5 infantry units on objective B at the start of my first corp battle this last weekend, and witnessed a scaled down version of the story above. I was guarding objective C with one other team member as the real battle raged over objective B. I checked my mini-map and scanned the horizon and saw no enemy. Then a call over coms, "They've called in a dropship!" Hmm, I think to myself, I wonder how effective it will be shooting down at B? Before I knew it, the damn thing was over my head and I saw six suits (complete with names) falling just in front of our position. I tossed grenades and started shooting, but the two of us were overrun in seconds and they group hacked the objective, locking us out. That is the true power of the dropship.

In support of this I suggest that you practice smooth high speed travel and accurate placement and hover over an objective. Additionally we should start practicing formation flight and experiment with spider shielding the formation.

I can also foresee a formation of stealth ships uncloaking over an objective and raining down missiles as the first indication of their presence.

There will be so much fun to be had by all.

Surviving Combat

Ok, you've mastered the basics of flight and you're itching to go out and earn some warpoints. Here are a few tips to be more successful.

The most important trait you can cultivate as a pilot is situational awareness. Fancy flying is great, but the best pilots never put themselves into a position that requires it. That means knowing what and where the threats are and where your safe retreat zones are. You can even lose track of your position on the map if it is filled with blowing dust. You don't want to be mindlessly flying around in a lazy circle and suddenly notice half your shields are gone with no idea what did it, what the nearest route of escape is and where there are likely to be additional threats that can take you down before you escape. Good pilots make it look easy because they are constantly planning.

Situational awareness starts with where you decide to call for your ship to be delivered. Is it open to sniping? Are there red dots that came come in and pop you with an AR before you can board your craft? And that goes for your gunners too. Are they standing around staring up into the sky with their mouths open or are they scanning the area for red dots?

A great analogy is the game of pool. Good players can run the table, and great players make it look inevitable. Why? Because they meticulously planned the route they took around the table to avoid traps and always give themselves an easy next shot. Poor players think of only the next shot and find themselves boxed in without a second shot. You notice that as a pilot when you are pinned up against a mountainside with no speed and a forge gunner taking you down.

Don't be seduced by juicy targets. Keep asking yourself, "Where will I go if I get hit now?" and "What is the biggest threat for me right now?" The kills will come if you keep your ship in the air.

The next most important tip is to always keep moving. It is fun to drift lazily over the battlefield and let your gunners get easy shots, but one forge gunner can ruin your day in moments. Don't give them a stationary target.

Everyone knows that dropships can outrun swarms, but that doesn't make them a non-threat. It's all too easy to find yourself slow and vulnerable. The low flight ceiling imposed by the Codex builds means you have little altitude to convert into horizontal motion in a hurry. If you are at the edge of a map bordered by tall hills (I'm not going to dignify them with the term mountain) your ship will be wallowing in an attempt just to remain above terrain.

Tilt your ship to gain quick speed and you will contact that terrain and crash. Even in the middle of the map you have precious little altitude to sacrifice in order to tip your ship past 45 degrees in emergency acceleration. That's what can happen when you are only thinking that next target and not how to "run the table".

A dropship is a team vehicle. Its effectiveness is directly related to the ability of the pilot and gunners to act as a coordinated team. Cultivate relationships with good gunners. Random blue dots are a liability as they will shoot the ship and mess up your piloting. They won't have mic's and won't alert you to threats you can't see. It's worth it to join a corp or visit the 0K0D channel to find dedicated gunners. It takes practice to learn to lead shots from a moving ship and some folks will take to it more naturally than others.

Tactics

Skirmish has one safe zone for you, and most Ambush maps have two. Nobody fights in them on the rocky map, but they are open for you to use to turn around or hide in. Try to be useful in Skirmish. You should already know what's happing below you based on your situational awareness, so you should know where your gunners would be most appreciated. Support objective pushes or pound the enemy as they try to overwhelm one of yours.

Don't fly into a box canyon. If you do you will have to slow down to turn around and that might mean swarms catching up to you. That includes any tight space surrounded by hills.

Don't worry too much about enemy standard or logistics dropships. It's extremely difficult to hit a moving target from a moving ship and you need several direct hits to make any difference. One or even two enemy ships are unlikely to take you down, so keep an eye on them but don't obsess about them either. That said, if you do go after one go for the altitude advantage so your gunners can fire down and the enemy can't fire up.

The new Assault Dropships are a different thing: they're able (and will) rape your "wings". These flying guns can be dangerous against a HAV, LAV and installations too.

Despite all this you will eventually get hit by a flight of swarms that will stop you in your tracks and push you backwards. Don't try to reverse the momentum and resume your course. That leaves an easy target as you hang in one place. Instead, pivot and boost in whatever direction the swarms have you moving.

Light Attack Vehicles

Highly versatile Light Attack Vehicles (LAVs) support a crew of up to three squad members. LAVs are often very modular, and able assume a very dynamic support role on the battlefield. On offense, LAVs find strength in numbers, riding alongside other LAVs at the front line of battle. The driver of such a vehicle must be aware that his crew is exposed to enemy fire and that his armor is not heavy to make full best use of his speed and versatility.

Militia

The Militia class is the entry level ground vehicle. Have no any role-specific customizations and bonuses, but can be ideal for a fast (and cheap as well) transfer in the early game. Please note: extremely vulnerable to: AV Grenades, Swarm Launchers, Forge Guns and other vehicles!

Standard

The Standard class is a light, fast multiple personnel transport vehicle effective against infantry but outmatched by other ground-class vehicles and AV Grenades, Swarm Launchers, Forge Guns. Easy to customize, a real all-rounder, but have no any role-specific bonuses.

Type	Militia	Standard		
Name	Onikuma	'LC-217' Saga	Saga	Saga-II
Max. PG	405 kW	450 kW		
Max. CPU	378 gF	420 gF		
Shield	1200 HP			
Armor	900 HP			
Shield Recharge Rate	285 HP/s			
Shield Recharge Delay	6 s			
Shield Depleted Recharge Delay	15 s			
Armor Repair Rate	0 HP/s			
Air Speed	28 m/s			
Scan Profile	150 dB			
Scan Precision	50 dB			
Scan Radius	15 m			
Meta Level	0	1		
Fitting				
Vehicle High-Slot Module	1	2		
Passenger	3			
Vehicle Low-Slot Module	1			
Vehicle Small Turret	1			
Pre-requisites				
		—	Vehicle Command Level I	
			LAV Operation Level I	LAV Operation Level III

	GALLENTE		
Type	Militia	Standard	
Name	Baloch	'LG-88' Methana	Methana
Max. PG	504 kW	560 kW	
Max. CPU	279 gF	310 gF	
Shield	650 HP		
Armor	2450 HP		
Shield Recharge Rate	132 HP/s		
Shield Recharge Delay	8 s		
Shield Depleted Recharge Delay	20 s		
Armor Repair Rate	0 HP/s		
Air Speed	30,5 m/s		
Scan Profile	150 dB		
Scan Precision	50 dB		
Scan Radius	15 m		
Meta Level	0	1	

Fitting			
Vehicle High-Slot Module	1		
Passenger	3		
Vehicle Low-Slot Module	1	2	
Vehicle Small Turret	1		

Pre-requisites		
	—	Vehicle Command Level I
		LAV Operation Level I

Driving school

LAVs are commonly underestimated, and have limitless opportunities as all the vehicles do. They can be used as Scouts with Scanning Modules and Propulsion systems, or zippy anti-infantry, or tough anti-armor. Free LAVs will not compare to LAVs of this caliber, in fact they are useless against attack. The free LAVs will be worse at getting you from Point A to Point B because this LAV is even faster. This LAV is a prime example of what the most basic LAV should be.

Best Use

This LAV is the basic variant, a predecessor. This is level 1 in tier, and should be upgraded for your liking. I say it's hardy, and it is, but that doesn't change the definition of an LAV. When you start sustaining damage, get out of dodge. This vehicle relies on its speed and agility as its defensive measures. If you don't care much for speed and agility, rather damage taken and damage dealt, then the HAV is for you, not an LAV. This version can only take so much.

The Attack Methana is good for light engagements, usually involving small arms fire. You pop in for a few seconds, get the situation under control and move on before forges and swarms get a read on you. With the Scattered Blaster, you won't have to hang around long to get the job done due to its higher damage. Also, immobile LAVs leave your gunner for the pickings, so encircle your targets but always keep your tactics refreshed, as a predictable LAV won't last more than a couple minutes.

Once the job's done, make like a tree and leave because the immobile LAV is as good as dead. If swarms got a lock on you, continue down your current path at top speed and stay as well as you can at that speed. The turbine module will get you running at top speed sooner than later. Don't make hard banking turns or you might lose speed, but try and put obstacles between you and the swarms. Don't stop until you've taken a look back (L2) and seen that they've gone. Maybe practice your LAV driving skills on a Baloch equipped with Boost Modules so you can have good skills at dodging swarms.

Forge's and HAVs is another thing. They can predict where you will go. But the speed can make it a tricky target at a distance. However, if you do find yourself ambushed by a forge, activate all non-emergency modules and quickly get some distance and coverage between you and the Forge Operator. Take good care to make evasive actions that are more random seemingly than patterned. However, that doesn't mean make a hard bank, as you will lose velocity and become an easier target. If come over a hill to find a HAV facing you, zoom right past if they are close enough or redirect your vehicle to the left or right and pray for some cover. Drive over some hills and avoid further detection. Depending on the turret, you may be able to evade a lot of damage. Railgun HAVs will be easiest to avoid and ask for mercy should you come across a Blaster turret.

I've pretty much dumped all of my available points into buffing my Saga / LAV as much as I can and I think I've pretty much maxed out how far I can push the thing in terms of Damage / Shield Extenders / Shield Boosters. I very rarely end up losing my vehicles in matches and I think it comes down to a combination of knowing the specific limitations of your LAV and knowing when and where to simply cut your losses and get you and your gunner out of a potentially bad situation.

A few word about the Logistics class LAVs, Armor, Shield, and Agility! They're very hard nut to crack, you can survive (with good tactics) multiple proto forge hits, and you can outrun the swarms too. In short: in proper hands, these little guys can be a very good (and sometimes lethal ;)) support on the field.

Don't forget! A good sniper can kill you from the driver seat without any problem. So, never stop, and always wear a well-tanked dropsuit while driving.

General Tips

Avoid being surrounded by enemy infantry first and foremost. If you get into a situation where your gunner can be shot down in a spot where you're surrounded then he'll more often than not clip into your vehicle, slowing you down to ridiculous levels. Plan around this glitch whenever you can and always be wary of its prevalence.

Be VERY wary of enemy supply depots. Enemies can see you coming and will switch to AV loadouts in order to get a quick and easy kill.

Your Driver Loadout

Have a separate loadout dedicated to a driver sort of mentality. A driver loadout, first and foremost, is going to need the Repair Tool equipment (the logistics LAVs have this by default), if you find yourself in a tight spot with your LAV low on health then you have the advantage in most instances to be able to drive away at quick speeds to find some cover and proceed to repair it with your repair tool. This is applicable to both Shield and Armor LAVs. Also worth considering is a passive armor repair module for the dropsuit itself.

Have your repair tool as your active weapon *before* entering your vehicle. If you've gotten into a situation in which your armor itself is burning then you can't afford to take the additional time required having to switch your weapons the moment you get out of your vehicle. Do yourself a favour.

Why Saga?

The answer is an obvious one I think, Shields > Armor on a fundamental level for pretty much every vehicle type in the game. In terms of increased overall survivability the passive regen on shields being much higher than on armor means that a person can come across enemy fire taking minimal damage and can choose to play it safe for a few moments in order to gain the shields back rather than having being forced to use a booster at that particular moment.

LAVs strength is in its ability to get in to a situation and get out quickly if needed. Your speed is paramount to your ability to do this and armor LAVs need to sacrifice a portion of that speed in order to get more armor. More so than that though the fitting options for current armor LAVs are just completely inferior to what you can achieve with a Shield LAV.

With a Shield LAV a person can fit two shield extenders with very little trouble while the best fittings with an Armor LAV usually require you to sacrifice a low slot for a PG extender and are thus unable to fit Two Extenders and an Armor Repair tool.

So overall a shield LAV has more damage it can take, is faster, and regens its main pool of health at a much quicker rate. Shield LAVs are superior to Armor LAVs in almost every aspect.

Still want to go Methana (Armor LAV)?

There is one situation in which a person would want to go Methana over a Saga and that's if you REALLY want to equip blasters to your LAV. In this situation the Methana is well suited for the task because its extra PG can compensate for the extra PG needed for Blaster Turrets compared to Missile turrets. Blaster turrets are generally better for taking out enemy LAVs and, if skilled to Prototype levels, can rival the effectiveness of a Duvolle Assault Rifle on the back of an LAV.

Heavy Attack Vehicles

Heavy attack vehicles (HAVs) are the armored fist of the ground forces. Their role on the battlefield is to provide heavily-armed and armored support at medium to long range, assisting infantry and lightly armored vehicles, or taking out orbiting starships. HAVs can sustain and dish out heavy damage, and their mobility on rough terrain allows the driver to easily reach advantageous positions or scale obstacles that would inhibit less rugged units. Each tank comes with different attributes and modules so knowing which vehicle you want to pick are the beginners' first steps.

Militia

The Militia Heavy Attack Vehicle (HAV) serves as an anchoring unit for many planetary engagements, fulfilling its role as a long-range and heavily armored unit. Equipped with thick and resilient armor plating and high-capacity shielding systems. Good to start the „tanking around", but suggested to change it (to a standard, Marauder, Enforcer) as soon as possible!

Standard

Well-armed and heavily armored, easy to customize, a real all-rounder, but have no any role-specific bonuses.

Time to choose

Now is the time to make your choice it is never wise to skill in to both tanks no matter what anyone says each tank represents the opposite attributes, modules, and skills of the other.

This choice can be made purely by wanting to support your faction I as a Caldari choose Caldari tanks but in the end realized I would have to settle with less shield then the armor tanks were getting.

From the above information you should be able to select and start on your tank, the first tanks that are not militia are the Gunnlogi and Madrugar, skills for them are below. If you wish to hold off and learn more about both tanks before choosing read into my next post it will give you a better idea of how both tanks operate.

Caldari

Caldari are natural shield tankers they get a large amount of natural shield recharge rate, Caldari tanks are designed for maximum CPU and high powered modules. The marauder versions of their tanks use missile launchers but don't let this stop you from using any other kind of turret like railguns or blasters.

Caldari tanks when colliding with an object can take a large amount of shield damage thus it is always smart to use resistance amplifiers to down the damage taken from any collision.

These low slots can be used for extra CPU, PG, damage, weapon coolants, speed, shied hit points, or shield recharge however because Caldari tanks have naturally low PG power grid modules will probably set the standard for most Caldari tanks.

Gallente

Gallente tanks are armor based they start with a larger amount of armor then Caldari tanks do shield, however they get much less natural shield recharge rate and no armor recharge rate. Gallente armor plates will give much more armor then any Caldari shield extender; they will also get more armor repair from each cycle of an armor repairer module.

Gallente tanks come with a naturally high amount of PG this will free them from power grid modules and allow them to specialize elsewhere. Gallente marauder tanks give a natural damage increase for blasters and should be a focus for gallente tanks, blasters are great for infantry and close quarter fights however can be caught at a disadvantage when caught at a range.

When colliding with an object Gallente tanks will not take as much damage making Gallente tanks slightly safer when driving on the battlefield. Gallente use low slots for their armor modules thus will have additional high slot modules to help specialize their tanks; these modules can be used for scanners, damage controls, clone reanimation units, speed, weapon coolants, and faster turret rotation.

GALLENTE

CALDARI

Militia	Standard		Type	Standard		Militia
Soma	'AI-102' Madrugar	Madrugar	Name	Gunnlogi	'HC-130' Gunnlogi	Sica
2241 kW	2490 kW		Max. PG	2120 kW		1908 kW
428 gF	475 gF		Max. CPU	845 gF		761 gF
1200 HP			Shield	2650 HP		
4000 HP			Armor	1500 HP		
96 HP/s			Shield Recharge Rate	168 HP/s		
6 s			Shield Recharge Delay	4 s		
15 s			Shield Depleted Recharge Delay	10 s		
0 HP/s			Armor Repair Rate	0 HP/s		
22,5 m/s			Air Speed	19,5 m/s		
200 dB			Scan Profile	200 dB		
50 dB			Scan Precision	50 dB		
10m			Scan Radius	10m		
0	1		Meta Level	1		0
			Fitting			
2			Vehicle High-Slot Module	3		2
1			Vehicle Large Turret	1		
3			Passenger	3		
2	3		Vehicle Low-Slot Module	2		
2			Vehicle Small Turret	2		
			Pre-requisites			
—	Vehicle Command Level V / HAV Operation Level I			Vehicle Command Level V / HAV Operation Level I		—

Making the right skill choices

It is essential to skill correctly you can save hundreds of thousands of skill points by knowing what you are going to skill into before you start, remember to check and make sure you are levelling the correct skill, tanks have large skill point requirements miss clicks can be tragedy's.

There are skills you will need for both Gallente and Caldari tanks we will call these omni and skills you will need to prioritize for each race we will call these specific, you will also need turret skills which will also be omni.

It is best to step away from drop suit skills and most equipment skills until you maximize your tank, prioritizing can provide a large advantage on the field and you will notice it in your higher meta modules. I do not expect you to level all of these skills to five on your first day but prioritizing and maximizing the skills posted below will help make your tank a powerful threat on the battlefield.

Fitting your tank

Now that we know the right skills we will need to look into what modules we want to fit to our tank, every module cost money the higher meta ones being more expensive. Having the right dropsuits and weapons on the battle field cost money this can be said for tanks as well if you want to win you have to pay the price.

The better your items the less chance there is of you dying but the more you will have to pay if you do die be prepared to grind in standard suits to afford your tanks.

Before you start on your modules realize you won't be able to deploy to the battle field unless you have two smalls weapons and a large weapon this will allow your tank to fire however simply firing isn't enough.

At least four out five of your modules should be devoted to either armor or shield, this means four out of five of our Caldari high slot modules should be for shield and four out five of our Gallente low slot modules should be for armor, with that in mind let's look at some modules for both Gallente or Caldari.

Caldari:

To find Caldari modules we must first open up the market place tab then we should go to vehicle modules there should be a tab labelled "shield" with an arrow pointing to the right click on this tab. Here we can see resistance amplifiers, shield regenerators, shield boosters, shield transporters, shield hardeners, and shield extenders. First let's look at shield boosters these modules will repair our broken shields while on the battlefield, click on the shield boosters tab. Let's start by reading the description of the module this tells us what the module does it should be located under the name of the module. Next are requirements if you see a skill book with a green check it means you have all the required skills for the module, if you have a skill book with a red x it means you still need to train skills to be able to equip this module. Under requirements it will also tell you how much CPU and PG you need to fit the module, this is a big step in figuring out which modules we have enough CPU and PG for. Lastly we can see how many of these modules we own and how much this module cost, continue scrolling through all of the shield modules, read each description and get a more in depth guide by clicking triangle on a module this will tell you everything you need to know about the specific item.

Gallente:

Go back to the vehicle module tab and go into armor this will show all the Gallente tank modules lets go into armor plates, armor plates increase the maximum strength of your vehicle's armor but increase your tanks mass which lowers speed. Scroll down to the bottom of the list until you find "180mm Reinforced Polycrystalline Plates" click triangle on this module, hit R2 until you are in attributes, and take a look at the attributes of this module. It is passive meaning it is always on it is meta 3 higher than the others and will give our tank 3128 extra hit points. By going into the fitting tab we can see that this is a low powered module and the CPU and PG requirements which are quite high. Go into prerequisites where we can now look at the required skills for this module green checks mean we have the required skill and a red x means we need more training, the skill that needs to be trained will be listed as well, if there are multiple skills they will all be listed. Lastly we can go into the description tab and look at a more in depth description of the module it also informs us that stacking more than one of this module will result in a penalty of how effective it is.

Omni:

There are modules that can be used for both Gallente and Caldari speed modules can be used for both high and low powered slots, this can be said for quite a few module in which it will have high and low types that effect similar attributes.

To further understand this go back to vehicle modules and this time go into turret upgrades scroll through each tab for turret upgrades, through the fitting tab you will see that some of these modules are for low slots and some are for high slots, however a large amount of them effect the same thing like heat build-up in your turrets. Now go to propulsion the same factor is applied one module works as a nitrous but is only for high a high powered slot another works by increasing a vehicles power plant output increasing its speed however it is only for a low powered slot.

I'd like to suggest when putting together a fit that you use a calculator this will let you determine the PG and CPU cost before you even equip the module, it will also allow you to calculate percent from skills or modules and add them to your tank's statistics.

Strategy on the battlefield

When on the battlefield you need to use a level of awareness owning a tank doesn't just mean running head first into a battlefield chances are if you do you will die. When on the battlefield you need to memorize zones and areas where the enemy won't be able to follow you or hit you this can be red zones near your base or behind mountains where forge guns and swarm launchers can't target you.

Drilling deep into the enemy might be successful at first but chances are you will lose a tank early in the match. Before we go deeper into the strategy of a tank pilot I would like to make a list of dangerous weapons that can easily pierce armor.

Anti-Vehicle Weapons:

- Heavy Attack vehicles
- Installations
- Forge Guns
- Swarm Launchers
- Anti-Vehicle Grenades
- Remote Explosives
- Flux Grenades (Caldari only)

These are the threat when you see one you better neutralize him or start running, never under any circumstances should you just sit there if you see a mercenary with one of these weapons. You should know where to retreat to and how to get out of a situation, forge gunners can hit an armored tank for over one thousand damage from a single shot alone so be prepared for a strategically retreat.

Now that we have covered the threats let's get back to the strategy, camping your bases red line is one it's especially useful with railguns, you sit back and shoot when the enemy enter your line of sight you retreat behind a mountain or structure into your allies red line when the enemy team opens fire on you.

For blasters where you need to be closer it's good to not go into tight situations where you will have trouble backing up or getting out of a bad spot, check your exits and corners and use them.

Neutralizing anti vehicle mercenaries

There are many ways to stop someone with a forge gun from blowing up your tank, the first is to bring two passengers in your tank, remember three people in a tank also means three eyes and three guns. Bringing passengers along will guarantee more fire power and that closer targets will be put down faster, it guarantees a larger level of safety and strategy so use it on the field.

Using mics: mics will allow the mercenaries on your team or in your tank to call out enemies in real life time, mics help give a level of strategy and help build bonds where a keyboard simply couldn't or operate quickly enough on the battle field. Stick with your infantry a swarm launcher cannot shoot an infantry soldier so stick by them don't rush head first into situations you can't handle or are going to need back up in, just because you're in a tank doesn't mean it's smart to fight ten people at once.

Lastly fit your turrets and modules right the more hits you can take the more hits you can continue to dish out before you need to retreat behind a wall or mountain, using the right turrets will allow you to neutralize a target before he neutralizes you.

Making the most war points

All too often a sniper with over thirty kills will not even have over two thousand war points, this is because he cannot hack or destroy instillations he also can not destroy vehicles or incoming RDVs. Tanks however get half or more of their war points from destroying vehicles and instillations this will offer the tank pilot to make a lot of skill points, isk, and orbital bombardments per game. Instillations give one hundred war points if destroyed this is the worth the same amount as two kills, in my tank I can two hit an instillation and quickly wrack up five hundred or more war points in a game alone from them. If using railguns with proper turrets and turret modules it is suggested to aim for RDVs which are the ships that deliver vehicles to the battlefield. You will score one hundred and fifty points for destroying one which is the same worth as three kills, RDVs they can be shot down in only five turret blast. Sinking multiple RDVs, instillations, enemy mercenaries, supply depots, and clone reanimation units will easily guarantee a game of over two thousand or three thousand war points.

Man is the only animal that deals in that atrocity of atrocities, War. He is the only one that gathers his brethren about him and goes forth in cold blood and calm pulse to exterminate his kind. He is the only animal that for sordid wages will march out and help to slaughter strangers of his own species who have done him no harm and with whom he has no quarrel.

And in the intervals between campaigns he washes the blood off his hands and works for "the universal brotherhood of man" - with his mouth.

Fittings rules:

1. No militia tanks, modules, or turrets
2. Tank must be effective on the battlefield
3. Tank must fit the PG and CPU requirements with skills

Small blaster = lowest CPU, highest PG (use if you need CPU and have PG)

Small missile = highest CPU, lowest PG (use if you have CPU and need PG)

Small railgun = mix of both

I'd like to suggest when putting together a fit that you use a calculator this will let you determine PG and CPU cost before you even equip the module, it will also allow you to calculate percent from skills or modules and add them to your tank's statistics.

Vehicle and Dropship Modules

Your vehicle can be fitted with a variety of modules that boost performance and protection. The main types of the fittable modules are: Tank related modules, weapons and weapon upgrades, equipment and the remote support modules.

Equipment, however, is not as combat-oriented as damage modifiers or armor plates. As the name would suggest, equipment items focus on utility and support. The Logistics-class vehicles can take full advantage of equipment, and usually possess more slots to equipment than the other vehicles.

Tank

Shield

Shield Boosters

Once activated, provides an instant boost to the vehicle's shields.

		Light Shield Booster			
		Militia Shield Booster	**Basic Light Shield Booster**	**Enhanced Light Shield Booster**	**Complex Light Shield Booster**
Cooldown		70 s		55 s	40 s
Pulse Interval		1 s			
Recharged / Pulse		900 HP			
Number of Pulses		1			
Meta Level		0	1	3	5
		Fitting			
CPU		144	131	164	205
PG		87	79	113	149
Skill(s)		—	Vehicle Upgrades Level III		
			Vehicle Shield Upgrades Level I	Vehicle Shield Upgrades Level III	Vehicle Shield Upgrades Level V

		Heavy Shield Booster			
		Militia Heavy Shield Booster	**Basic Heavy Shield Booster**	**Enhanced Heavy Shield Booster**	**Complex Heavy Shield Booster**
⌕	A				
Cooldown		70 s		55 s	40 s
Pulse Interval		1 s			
Recharged / Pulse		1950 HP		271 HP	328 HP
Number of Pulses		1			
Meta Level		0	1	3	5
		Fitting			
CPU		179	163	204	286
PG		830	754	880	1048
Skill(s)	—		Vehicle Upgrades Level III		
			Vehicle Shield Upgrades Level I	Vehicle Shield Upgrades Level III	Vehicle Shield Upgrades Level V

Shield Hardeners

Reduces the amount of damage sustained to shields. Important note: Stacking penalties apply to this module; the effectiveness of each additional module after the first will be penalized! So, the second, third, fourth module will have reduced effectiveness.

		Shield Hardener			
		Militia Shield Hardener	**Basic Shield Hardener**	**Enhanced Shield Hardener**	**Complex Shield Hardener**
⌕	A				
Cooldown		100 s		80 s	60 s
Active Duration		24 s			
Shield Damage Reduction		-40 %			
Meta Level		0	1	3	5
		Fitting			
CPU		233	213	238	279
PG		184	158	189	225
Skill(s)	—		Vehicle Upgrades Level III		
			Vehicle Shield Upgrades Level I	Vehicle Shield Upgrades Level III	Vehicle Shield Upgrades Level V

Shield Extenders

Increases maximum strength of the vehicle's shields.

		Light Shield Extender			
		Militia Light Shield Extender	**Basic Light Shield Extender**	**Enhanced Light Shield Extender**	**Complex Light Shield Extender**
	P				
Shield Bonus		180 HP		312 HP	480 HP
Shield Depleted Recharge Delay		3 %			5 %
Meta Level		0	1	3	5
		Fitting			
CPU		158	144	172	209
PG		99	90	113	153
Skill(s)		—	Vehicle Upgrades Level III		
			Vehicle Shield Upgrades Level I	Vehicle Shield Upgrades Level III	Vehicle Shield Upgrades Level V

		Heavy Shield Extender			
		Militia Heavy Shield Extender	**Basic Heavy Shield Extender**	**Enhanced Heavy Shield Extender**	**Complex Heavy Shield Extender**
	P				
Shield Bonus		689 HP		1007 HP	1325 HP
Shield Depleted Recharge Delay		5 %		7 %	
Meta Level		0	1	3	5
		Fitting			
CPU		189	172	218	264
PG		322	293	419	587
Skill(s)		—	Vehicle Upgrades Level III		
			Vehicle Shield Upgrades Level I	Vehicle Shield Upgrades Level III	Vehicle Shield Upgrades Level V

Armor

Armor Plates

Increases maximum strength of vehicle's armor, but the increased mass reduces top speed. Important note: Stacking penalties apply to this module; the effectiveness of each additional module after the first will be penalized! So, the second, third, fourth module will have reduced effectiveness.

		60mm Armor Plates			
		Militia 60mm Armor Plates	**Basic 60mm Armor Plates**	**Enhanced 60mm Armor Plates**	**Complex 60mm Armor Plates**
□	P				
Armor Bonus		385 HP		513 HP	684 HP
Movement Penalty		-4 %		-6 %	-10 %
Meta Level		0	1	3	5
		Fitting			
CPU		65	59	71	90
PG		135	123	168	230
Skill(s)		—	Vehicle Upgrades Level III		
			Vehicle Armor Upgrades Level I	Vehicle Armor Upgrades Level III	Vehicle Armor Upgrades Level V

		120mm Armor Plates			
		Militia 120mm Armor Plates	**Basic 120mm Armor Plates**	**Enhanced 120mm Armor Plates**	**Complex 120mm Armor Plates**
□	P				
Armor Bonus		1015 HP		1450 HP	1885 HP
Movement Penalty		-4 %		-6 %	-10 %
Meta Level		0	1	3	5
		Fitting			
CPU		84	76	105	126
PG		589	535	672	896
Skill(s)		—	Vehicle Upgrades Level II		
			Vehicle Armor Upgrades Level I	Vehicle Armor Upgrades Level III	Vehicle Armor Upgrades Level V

Armor Repairers

Passively repairs damage done to vehicle's armor.

		Light Armor Repairers			
		Militia Light Armor Repairer	**Basic Light Armor Repairer**	**Enhanced Light Armor Repairer**	**Complex Light Armor Repairer**
I	P				
Armor Repair Bonus		25 HP/s		45 HP/s	75 HP/s
Meta Level		0	1	3	5
		Fitting			
CPU		68	62	16	19
PG		186	140	112	133
Skill(s)		—	Vehicle Upgrades Level III		
			Vehicle Armor Upgrades Level I	Vehicle Armor Upgrades Level III	Vehicle Armor Upgrades Level V

		Heavy Armor Repairers			
		Militia Heavy Armor Repairer	**Basic Heavy Armor Repairer**	**Enhanced Heavy Armor Repairer**	**Complex Heavy Armor Repairer**
I	P				
Armor Repair Bonus		100 HP/s		120 HP/s	140 HP/s
Meta Level		0	1	3	5
		Fitting			
CPU		92	84	105	143
PG		516	469	578	722
Skill(s)		—	Vehicle Upgrades Level III		
			Vehicle Armor Upgrades Level I	Vehicle Armor Upgrades Level III	Vehicle Armor Upgrades Level V

Armor Hardeners

Armor Hardeners sink damage done to armor hitpoints. They need to be activated to take effect.

		Armor Hardeners			
		Militia Armor Hardnener	**Basic Armor Hardnener**	**Enhanced Armor Hardnener**	**Complex Armor Hardnener**
I	A				
Cooldown		90 s		70 s	50 s
Active Duration		36 s			
Armor Damage Reduction		-25 %			
Meta Level		0	1	2	3
		Fitting			
CPU		96	87	109	133
PG		322	293	332	397
Skill(s)	—		Vehicle Upgrades Level III		
		Vehicle Armor Upgrades Level I	Vehicle Armor Upgrades Level III	Vehicle Armor Upgrades Level V	

Turrets

Railgun

The Railgun weaponizes velocity by using magnetic fields to accelerate projectiles to hypersonic speeds.

Small Railgun

Small railguns are long range, slow RoF turrets, best used as fire support in installation and vehicle engagements.

	Militia	Standard		Advanced		Prototype	
	Militia 20GJ Railgun	'Lycan' 20GJ Railgun	20GJ Railgun	'Spartan' 20GJ Particle Accelerator	20GJ Particle Accelerator	'Martyr' 20GJ Particle Cannon	20GJ Particle Cannon
Direct Damage	290 HP			348 HP		377 HP	
Blast Radius	1 m						
Fire Interval	0,5 s						
Clip Size	24						
Max Ammo	96						
Heat Cost Per Second	10						
Charge-Up Time	0,2 s						
Meta Level	0	4	1	7	4	9	7
Fitting							
CPU	86	78		98		119	
PG	129	117		144		176	
Skill(s)	—	Turret Operation Level I					
		Small Turret Operation Level I					
		Small Railgun Operation Level I		Small Railgun Operation Level III		Small Railgun Operation Level V	

Large Railgun

Large railguns are slow-firing, slow-tracking turrets that deal high damage to targets.

	Militia	Standard		Advanced		Prototype	
	Militia 80GJ Railgun	'Pariah' 80GJ Railgun	80GJ Railgun	'Mortis' 80GJ Particle Accelerator	80GJ Particle Accelerator	'Gommorah' 80GJ Particle Cannon	80GJ Particle Cannon
Direct Damage	1450 HP			1667,5 HP		1885 HP	
Splash Damage	180 HP			207 HP		234 HP	
Blast Radius	2 m						
Fire Interval	1,4 s						
Clip Size	9						
Max Ammo	63						
Heat Cost Per Second	6						
Charge-Up Time	0,35 s						
Meta Level	0	4	1	7	4	9	7
Fitting							
CPU	142	129		163		197	
PG	600	545		670		817	
Skill(s)	—	Turret Operation Level V					
		Large Turret Operation Level I					
		Large Railgun Operation Level I		Large Railgun Operation Level III		Large Railgun Operation Level V	

Missile

Small Missile Launcher

Small missile launchers deliver explosive payloads that are equally effective against infantry and vehicles.

	Militia	Standard		Advanced		Prototype	
	Militia MT-1 Missile Launcher	'Brimstone' ST-1 Missile Launcher	ST-1 Missile Launcher	'Arson' AT-1 Missile Launcher	AT-1 Missile Launcher	'Cinder' XT-1 Missile Launcher	XT-1 Missile Launcher
Direct Damage		350 HP		420 HP		455 HP	
Splash Damage		275 HP		330 HP		357,5 HP	
Blast Radius				2,5 m			
Fire Interval				1,2 s			
Clip Size				8			
Max Ammo				64			
Meta Level	0	4	1	7	4	9	7
Fitting							
CPU	108	98		119		139	
PG	168	153		180		212	
Skill(s)	—	Turret Operation Level I					
		Small Turret Operation Level V					
				Small Missile Launcher Operation Level I		Small Missile Launcher Operation Level III	Small Missile Launcher Operation Level V

Large Missile Launcher

Large missile launchers fire a volley of missiles able to decimate both ground and aerial targets.

	Standard		Advanced		Prototype	
	'Harbinger' ST-201 Missile Launcher	ST-201 Missile Launcher	'Omen' AT-201 Missile Launcher	AT-201 Missile Launcher	'Prodigy' XT-201 Missile Launcher	XT-201 Missile Launcher
S						
Direct Damage	415 HP		498 HP		539,5 HP	
Splash Damage	150 HP		180 HP		195 HP	
Blast Radius	1,5 m					
Fire Interval	0,15 s					
Clip Size	12					
Max Ammo	144					
Meta Level	4	1	7	4	9	7
	Fitting					
CPU	163		197		231	
PG	712		838		985	
Skill(s)	—	Turret Operation Level V				
		Large Turret Operation Level V				
		Large Missile Launcher Operation Level I		Large Missile Launcher Operation Level III		Large Missile Launcher Operation Level V

Blaster

Blasters are high damage, short range weapons.

Small Blaster

Small blasters are short range, high RoF turrets that are very effective against infantry.

	Militia	Standard		Advanced		Prototype	
	Militia 20GJ Blaster	'Grimoire' 20GJ Blaster	20GJ Blaster	'Calisto' 20GJ Neutron Blaster	20GJ Neutron Blaster	'Phantasm' 20GJ Ion Cannon	20GJ Ion Cannon
Direct Damage	38 HP			45,6 HP		49,4 HP	
Fire Interval	0,07 s						
Clip Size	150						
Max Ammo	600						
Heat Cost Per Second	18						
Meta Level	0	4	1	7	4	9	7
	Fitting						
CPU	68	62		78		93	
PG	195	168		202		241	
Skill(s)	—	Turret Operation Level I					
		Small Turret Operation Level I					
		Small Blaster Operation Level I		Small Blaster Operation Level III		Small Blaster Operation Level V	

Large Blaster

Large blasters tear through targets with a near constant stream of fire but are quick to overheat if not managed correctly.

	Militia	Standard		Advanced		Prototype	
	Militia 80GJ Blaster	'Wraith' 80GJ Railgun	80GJ Railgun	'Oracle' 80GJ Neutron Blaster	80GJ Neutron Blaster	'Sodom' 80GJ Ion Blaster	80GJ Ion Blaster
Direct Damage	105 HP			120,75 HP		136,5 HP	
Fire Interval	0,14 s						
Clip Size	205						
Max Ammo	820						
Heat Cost Per Second	15						
Meta Level	0	4	1	7	4	9	7
	Fitting						
CPU	92	84		105		126	
PG	822	747		896		1071	
Skill(s)	—	Turret Operation Level V					
		Large Turret Operation Level I					
		Large Blaster Operation Level I		Large Blaster Operation Level III		Large Blaster Operation Level V	

Turret upgrades

Damage Amplifiers

Hybrid Damage Amplifiers

Once activated, this module temporarily increases the damage output of all blaster turrets fitted to a vehicle.

		Blaster Damage Amplifiers			
		Militia Blaster Damage Amplifier	**Basic Blaster Damage Amplifier**	**Enhanced Blaster Damage Amplifier**	**Complex Blaster Damage Amplifier**
⚊	A				
Cooldown		80 s		60 s	40 s
Active Duration		20 s			
Damage Bonus		30 %			
Meta Level		0	1	3	5
		Fitting			
CPU		130	118	146	180
PG		105	95	123	168
Skill(s)	⚊		Vehicle Upgrades Level V		
		Vehicle Turret Upgrades Level I	Vehicle Turret Upgrades Level III	Vehicle Turret Upgrades Level V

Once activated, this module temporarily increases the damage output of all Railgun turrets fitted to a vehicle.

		Railgun Damage Amplifiers			
		Militia Railgun Damage Amplifier	**Basic Railgun Damage Amplifier**	**Enhanced Railgun Damage Amplifier**	**Complex Railgun Damage Amplifier**
⚊	A				
Cooldown		80 s		60 s	40 s
Active Duration		20 s			
Damage Bonus		30 %			
Meta Level		0	1	3	5
		Fitting			
CPU		130	118	146	180
PG		105	95	123	168
Skill(s)	⚊		Vehicle Upgrades Level V		
		Vehicle Turret Upgrades Level I	Vehicle Turret Upgrades Level III	Vehicle Turret Upgrades Level V

Missile Damage Amplifiers

Increases damage output of missile turrets. Increases the missile turret's damage and RoF.

		Missile Damage Amplifiers			
		Militia Missile Damage Amplifier	Basic Missile Damage Amplifier	Enhanced Missile Damage Amplifier	Complex Missile Damage Amplifier
▭▭	A				
Cooldown		80 s		60 s	40 s
Active Duration		20 s			
Damage Bonus		30 %			
Meta Level		0	1	3	5
		Fitting			
CPU		130	118	146	180
PG		105	95	123	168
Skill(s)	—		Vehicle Upgrades Level V		
			Vehicle Turret Upgrades Level I	Vehicle Turret Upgrades Level III	Vehicle Turret Upgrades Level V

Ammo Expansion Units

Blaster Ammo Expansion Units

Increase the maximum ammunition capacity of blaster turrets.

		Blaster Ammo Expansion Unit			
		Militia Blaster Ammo Expansion Unit	Basic Blaster Ammo Expansion Unit	Enhanced Blaster Ammo Expansion Unit	Complex Blaster Ammo Expansion Unit
I	P				
Ammunition Bonus		20 %	25 %	40 %	60 %
Meta Level		0	1	3	5
		Fitting			
CPU		0			
PG					
Skill(s)	—		Vehicle Upgrades Level V		
			Vehicle Turret Upgrades Level I	Vehicle Turret Upgrades Level III	Vehicle Turret Upgrades Level V

Railgun Ammo Expansion Units

Increase the maximum ammunition capacity of railgun turrets.

		Blaster Ammo Expansion Unit			
		Militia Railgun Ammo Expansion Unit	**Basic Railgun Ammo Expansion Unit**	**Enhanced Railgun Ammo Expansion Unit**	**Complex Railgun Ammo Expansion Unit**
I	P				
Ammunition Bonus		20 %	25 %	40 %	60 %
Meta Level		0	1	3	5
		Fitting			
CPU		0			
PG					
Skill(s)		—	Vehicle Upgrades Level V		
			Vehicle Turret Upgrades Level I	Vehicle Turret Upgrades Level III	Vehicle Turret Upgrades Level V

Missile Ammo Expansion Units

Increase the maximum ammunition capacity of missile turrets.

		Blaster Ammo Expansion Unit			
		Militia Missile Ammo Expansion Unit	**Basic Missile Ammo Expansion Unit**	**Enhanced Missile Ammo Expansion Unit**	**Complex Missile Ammo Expansion Unit**
I	P				
Ammunition Bonus		20 %	25 %	40 %	60 %
Meta Level		0	1	3	5
		Fitting			
CPU		0			
PG					
Skill(s)		—	Vehicle Upgrades Level V		
			Vehicle Turret Upgrades Level I	Vehicle Turret Upgrades Level III	Vehicle Turret Upgrades Level V

Vehicle Equipment Modules

Electronics

CPU Upgrades

Increases a vehicle's overall CPU output, enabling to equip more CPU intensive modules.

		CPU Upgrades			
		Militia CPU Upgrade Unit	**Basic CPU Upgrade Unit**	**Enhanced CPU Upgrade Unit**	**Complex CPU Upgrade Unit**
I	P				
CPU Bonus		5 %	7 %	10 %	15 %
Meta Level		0	1	3	5
		Fitting			
CPU		0			
PG					
Skill(s)	—		Vehicle Upgrades Level I		
			Vehicle Core Upgrades Level I	Vehicle Core Upgrades Level III	Vehicle Core Upgrades Level V

Active Scanner

When activated the scanner reveals enemy units within its scan radius.

		Active Scanners			
		Militia Scanner	**Basic Scanner**	**Enhanced Scanner**	**Complex Scanner**
	A				
Cooldown		60 s		50 s	30 s
Pulse Interval		30 s			
Scanner Radius		80 m			
Scan Precision		35 dB			
Meta Level		0	1	3	5
		Fitting			
CPU		55	50	84	124
PG		0			
Skill(s)	—		Vehicle Upgrades Level I		
			Vehicle Core Upgrades Level I		
			Vehicle Electronics Level I	Vehicle Electronics Level III	Vehicle Electronics Level V

Engineering

Mobile CRU

This module provides a clone reanimation unit inside a manned vehicle. Please note that: the vehicle must have a free 'seat' to receive the re-spawning soldier. Important to know: there are no WarPoints are given to the pilot in the case of the respawn!

		Mobile CRUs	
		Militia Mobile CRU	**Basic Mobile CRU**
⚙	P		
Meta Level		0	1
		Fitting	
CPU		22	20
PG		172	160
Skill(s)		—	Vehicle Upgrades I
			Vehicle Core Upgrades I
			Vehicle Engineering Level I
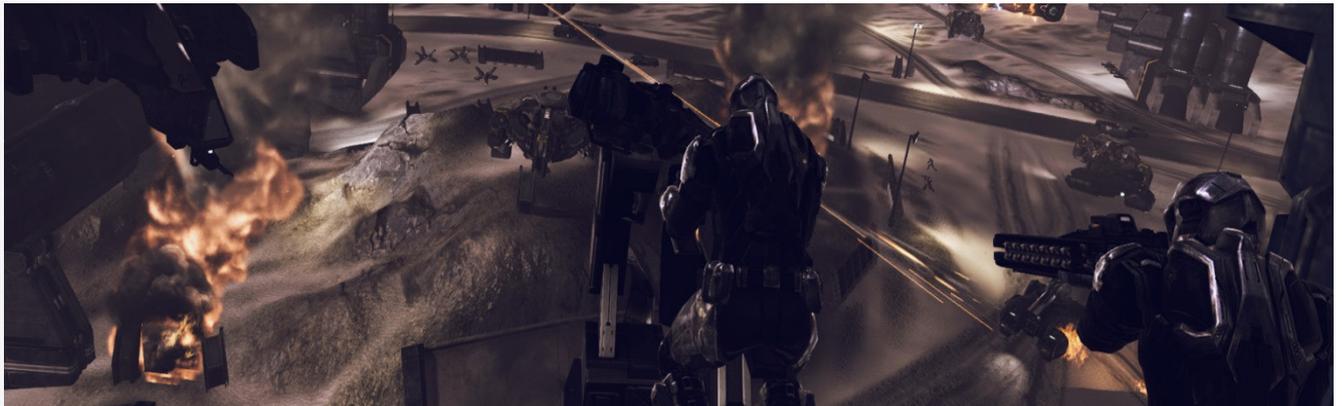
Power Grid Upgrades

Increases a vehicle's overall powergrid output.

		Power Grid Upgrades			
		Militia Powergrid Upgrade	**Basic Powergrid Upgrade**	**Enhanced Powergrid Upgrade**	**Complex Powergrid Upgrade**
⚙	P				
PG Bonus		5 %		12 %	20 %
Meta Level		0	1	3	5
		Fitting			
CPU		12	8	16	25
PG		0			
Skill(s)		—	Vehicle Upgrades Level I		
			Vehicle Core Upgrades Level I	Vehicle Core Upgrades Level III	Vehicle Core Upgrades Level V

Propulsion

Afterburners - Aerial

Once activated, provides temporary speed boost to aerial vehicles. (Note: Only one afterburner can be fitted at a time.)

		Afterburners			
		Militia Afterburner	Basic Afterburner	Enhanced Afterburner	Complex Afterburner
⎓	A				
Cooldown		10 s			
Active Duration		10 s		15 s	20 s
Thrust Increase		150 %			
Meta Level		0	1	3	5
		Fitting			
CPU		30	25	47	62
PG		99	90	134	168
Skill(s)	—		Vehicle Upgrades I		
		Vehicle Core Upgrades I	Vehicle Core Upgrades III	Vehicle Core Upgrades V

Boosts (Fuel Injector) - Ground

Once activated, provides a temporary speed boost to ground vehicles.

		Fuel Injectors			
		Militia Fuel Injector	Basic Fuel Injector	Enhanced Fuel Injector	Complex Fuel Injector
⎓	A				
Cooldown		30 s			25 s
Active Duration		10 s		15 s	
Boost Increase		25 %			
Meta Level		0	1	3	5
		Fitting			
CPU		22	19	25	47
PG		62	56	90	134
Skill(s)	—		Vehicle Upgrades I		
		Vehicle Core Upgrades I	Vehicle Core Upgrades III	Vehicle Core Upgrades V

- The EVE-DUST connection
- Orbital Bombardment
- How do I shoot a planet?
- Tactical advices
- Teamwork
- Plan Your Arsenal!

DUST 514 · BLACK BOOK

EVE

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Factional Warfare

The server will dynamically generate battles for players to join. Where these battles take place will be based on where complex are being completed in EVE FW.

The system will make sure there is always a battle available to join. So as running battles fill up new ones will be generated.

Choosing your side

The four Empires have all begun to construct installations on the surface of temperate planets within factional warfare space that allow them to affect the system control to a limited but noticeable degree. Holding districts containing these installations is of high importance to the factions, so they utilize mercenaries to attack and capture districts from the opposing faction.

The NPC Faction Warfare militias issue attack and defence contracts that Dust directors/CEOs in player corporations can accept. If the attacking corporation wins the resulting battle the ownership of the district is flipped over to the attacking faction.

When joining a battle for FW you will have the choice in which side you join. Pretty simple and straightforward. :) Winning matches in factional contracts will earn you standing towards the side you are fighting for and lowerstanding towards the side you are fighting against.

| Minmatar Republic attacking Raa IV – District 7 | Defender: Amarr Empire | 32 |
| | Attacker: Minmatar Republic | |

Why should I care/get involved?

The proportion of districts owned by each side in a FW system increases or decreases the number of Victory Points required to make that system vulnerable. Each fully controlled planet will shift the balance by 12.5%, and there can be up to four planets in a system which means a maximum shift of 50% VP.

Having a well-organized and successful Dust mercenary corp working for your faction can thus shift the balance quite substantially. Until we enable ISK transfer between EVE and Dust the only way you can directly assist your mercenaries is through orbital bombardment. And besides, who doesn't like the idea of shooting infantry from space?

Participating in factional contract matches will earn participants loyalty points for the faction they are fighting for. Loyalty points can be spent on the market in the Loyalty Store section.

Each faction has their own area in the loyalty store in which only their loyalty points can be spent. The higher your standing with a faction the higher your loyalty point payout at the end of the match.

There is specialist weapons that only available in the loyalty store. These weapons offer prototype equivalent stats with lower CPU/PG usage and no other drawbacks.

There is a few new equipment as well, that's only available in the loyalty store.

There is specialist weapons that only available in the loyalty store. These weapons offer prototype equivalent stats with lower CPU/PG usage and no other drawbacks.

There is a few new equipment as well, that's only available in the loyalty store.

Does the DUST 514 mercenary's corporation have to enrol in FW to accept these contracts?

The DUST merc's corporation does NOT have to be enrolled in FW to accept these contracts. DUST CEOs/Directors can accept a contract from any faction at any time (even if the EVE side of their corp is enrolled in FW on the other side or if the corp has bad standings with that faction!)

A true mercenary fights for the highest bidder. Nevertheless, there are arch-enemies:

Planetary Conquest

Planetary Conquest has been added to the Molden Heath region. Corporations within DUST are able to conquer planets, collect clones, and battle for control of more districts.

There are many districts on each planet—to be conquered by DUST 514 player corporations. Controlling these districts will amass wealth for you and your allies and provoke conflict with your enemies.

Who can participate in it?

These battles are corporation battles, anybody from the player's corporation can join. Please note: Squad leaders may join corporation battles and bring their entire squad in even if members of that squad are not from the corporation. The squad leader is what matters.

Corp and alliance members can help with the Orbital Strikes. EVE orbital strikes are now earned within EVE by capturing a complex above the district where a battle is taking place. EVE orbital strikes are no longer based on war points.

Districts

The EVE Universe is immense, containing thousands of solar systems and tens of thousands of planets, all shared between EVE Online® and DUST 514. The map provides a high-level overview of planetary trade and conflict, and an interface for viewing and managing corporate assets.

Each temperate planet has between 5 and 24 districts. These serve as both the industrial backbone for your corporation, and the battlefields where you destroy anyone who interferes with your business.

The Base District Values are:

- Maximum clones: 300
- Clone regeneration rate: 80 clones (/ day, In this case the day means the period between the undisturbed reinforce timers.)

Dotlan Maps has had a long history of helping EVE Pilots navigate the massive universe that is EVE Online. Now Dotlan has made it's first expansion into DUST 514 by including the status of planetary districts in Planetary

Conquest. You can read all about this newest addition to their site here, and you can check out the new pages here.

Reinforcement Timers

The reinforcement timer allows defenders to schedule the battles for their districts to within a 1 hour period of time. When a corporation moves clones to another corporation's district, initiating an attack, the battle will happen at a random time within the selected 1 hour period of time. A minimum of 24 hours will pass between launching the attack and the battle happening. It is important to note that 10:00 - 11:00 and 11:00 - 12:00 are not selectable options. Please note:

- Changing the reinforcement timer will lock the district.

- You can only change the reinforcement window if you own the district and it is neither locked nor under attack.

When launching an attack the attacking user is told the one hour time period that the fight will take place in, along with how many days/hours/minutes away that is. Once the move to attack has been confirmed a new battle will show up in the corporation tab of the battle finder with the final exact time.

Attack Scenario 01	Attack Scenario 02
- Reinforcement timer set to 12:00 - 13:00 - Attacker launches an attack at 11:00 on Monday - Defending district set as "under attack" - Battle happens in the 12:00 - 13:00 window on Tuesday	- Reinforcement timer set to 12:00 - 13:00 - Attacker launches an attack at 14:00 on Monday - Defending district set as "under attack" - Battle happens in the 12:00 - 13:00 window on Wednesday

Change Surface Infrastructure Scenario 01	Change Surface Infrastructure Scenario 02
- Reinforcement timer set to 12:00 - 13:00 - Corporation changes SI at 11:00 on Monday - District state changed to locked - District unlocks at 12:00 on Tuesday	- Reinforcement timer set to 12:00 - 13:00 - Corporation changes SI at 14:00 on Monday - District state changed to locked - District unlocks at 12:00 on Wednesday

The biggest takeaway from the above examples is that when a district looks at the reinforcement timer to determine when the battle will happen or when to unlock it always happens on or in the reinforcement window after a minimum of 24 hours.

It is important to know that the reinforcement timer has other effects besides just controlling when battle happen:

- It is at this time that clones are generated on the district.

- Changes, such as selling clones, will lock the district. The district will remain locked until the next reinforcement window after a minimum of 24 hours. So the same rule as when attacks happen.

Dust / EVE bonuses for owning districts:

There will be three EVE bonuses, one for each Surface Infrastructure. The bonuses will be as follows:

Name		Cost	DUST Bonus	EVE Bonus*
	Cargo Hub	100,000,000 ISK	Increases the maximum number of clones by 50%.	A decrease in manufacturing time at Player Owned Starbases (POSes): 10% per district owned to a maximum of 4 districts or 40%
	Surface Research Lab	100,000,000 ISK	Decreases the attrition of moving clones by 50%.	A decrease in POS fuel usage: 5% per district owned to a maximum of 4 districts or 20%
	Production Facility	100,000,000 ISK	Increase clone generation rate by 100 clones.	For now the production facility will not offer a bonus to EVE.

The bonuses will apply to all members of your corporation and the other corporations in your alliance. As in yes, these are alliance wide bonuses! \o/

District Actions

Action	Permission Required	Source District Required Starting State	Source District New State	Target District Required Starting State	Target District New State	Notes
Change Reinforcement Timer	Director, CEO	Online	Locked	N/A	N/A	
Sell Clones	Director, CEO	Online	Online	N/A	N/A	
Move Clones To Friendly District	Director, CEO	Online	Online	Online	Locked	
Move Clones To Unoccupied District	Director, CEO	Online	Online	Unoccupied	Online	As the district is unoccupied the move is an immediate conquer of the district and is in an online state meaning it can be used.
Move Clones To Hostile District	Director, CEO	Online	Online	Online, Locked	Under Attack	
Conquer District By Winning A Battle	N/A	Under Attack	Online	N/A	N/A	
Corporation Closure	CEO	Online, Locked, Under Attack	Unowned	N/A	N/A	If there was a pending attack it gets reverted (clones and ISK given back).

Clones

The Genolution Corporation is responsible for clone sales in select low-security regions beyond faction warfare space, and will supply initial access to the planets. They will also provide your initial starting planetary deployment, and assist with expansion onto neighbouring worlds.

Controlling a single district will generate clones over time. If you end up producing more than you need, the excess clones can be sold for profit.

Corporations can expand into nearby unoccupied territory to claim it. If you find the territory already occupied, simply resolve your disagreement the best way you know how: with big guns and armored vehicles.

Each district replenishes its clone supply at a pre-configured time chosen by the owner. However, this also makes the district vulnerable to attack for an hour each day. Battles are always scheduled during this window, meaning you won't need mercs to be geared up and ready to deploy 24/7, and both sides get a day or so to prepare for the onslaught to come.

Please note:

- Clones are generated at the beginning of the reinforcement time.

- The maximum clones can be changed with the Cargo Hub.

- The clone generation rate can be changed with the Production Facility.

- Genolution only sells clones in packs of 100 to corporations that do not own districts. Each pack sells for 30,000,000 (30 million) ISK.

- Any action that would cause a district to overfill will cause the extra clones to be sold to the Genolution corporation and the funds from the sale deposited into the corporation wallet. This includes things such as: A district generating clones, Moving clones to a district, Clones returning from a battle; this will not lock the district.

The value of the Clones are:

- Biomass per damaged clone: 150 000 ISK

- Clone sold from district: 150 000 ISK

There are some useful information about the battles:

- The move of clones instantly so that everyone knows how many clones a district will have when a battle happens if they were to attack.

- The district will appear as "Under Attack" for one hour from the time the battle starts. During this one hour the attacking corporation can launch another attack.

- All of the clones that survive an actual battle will make it back to the district they came from.

- The cost of a move, in both ISK and clones, is paid when moving clones between any districts, even it's a friendly district.

- When attacking a hostile district: For 1 hour after a battle begins only the attacking corporation may attack the district. This means the attacking corporation can launch a follow-up attack as a battle begins, or wait until the end of the battle to decide if they want to attack again.

Distance And Its Effect On Moves

The clones have to be moved between the districts, this journey can be dangerous to them and costly as well.

Jumps	ISK Cost	Default Survival Rate	Survival Rate With Surface Lab	Jumps	ISK Cost	Default Survival Rate	Survival Rate With Surface Lab
Same Planet	1,500,000 ISK	100%	100%	10 Jumps	4,250,000 ISK	50%	70%
				11 Jumps	4,500,000 ISK	45%	65%
Same Solar System	1,750,000 ISK	100%	100%	12 Jumps	4,750,000 ISK	40%	60%
				13 Jumps	5,000,000 ISK	35%	55%
				14 Jumps	5,250,000 ISK	30%	50%
1 Jump	2,000,000 ISK	95%	100%	15 Jumps	5,500,000 ISK	25%	45%
2 Jumps	2.250,000 ISK	90%	100%	16 Jumps	5,750,000 ISK	20%	40%
3 Jumps	2,500,000 ISK	85%	100%	17 Jumps	6,000,000 ISK	15%	35%
4 Jumps	2,750,000 ISK	80%	100%	18 Jumps	6,250,000 ISK	10%	30%
5 Jumps	3,000,000 ISK	75%	95%	19 Jumps	6,500,000 ISK	5%	25%
6 Jumps	3,250,000 ISK	70%	90%	20 Jumps	6,750,000 ISK	0%	20%
7 Jumps	3,500,000 ISK	65%	85%	21 Jumps	7,000,000 ISK	0%	15%
8 Jumps	3,750,000 ISK	60%	80%	22 Jumps	7,250,000 ISK	0%	10%
9 Jumps	4,000,000 ISK	55%	75%	23 Jumps	7,500,000 ISK	0%	5%

The Minimum clone loss

The losing corporation of a battle losses a minimum of 150 clones. If during the fight they lose 75 clones to dying then at the end of the fight they lose 150 clones total from the district. If however during the fight they lost 125 clones to dying then at the end of the battle they lose 125 clones from the district total. What this means is that even if a corporation believes that they have no chance in winning a battle they can show up for no cost, use free gear, fight, get the skill points and the possible loot drops from the fight. **Locking a district ensure the attacker loses clones and ISK when there is no battle.**

It also means that if during the battle their opinion on the outcome changes they may change their tactics and go for a win, a possibility that would not come up if they just didn't show up at all.

Infrastructure

You can upgrade each of your districts with one of three types of surface infrastructure (their price is 100m ISK). These massive installations will provide one of the following bonuses:

- **Cargo Hub**: Provides a 50% bonus to clone storage

- **Production Facility**: Provides a 100 clones bonus to clone production

- **Research Lab**: Provides a 50% bonus to clone travel efficiency

Balancing these bonuses between districts will be an important strategic decision for corporation directors. Note that battles in a district are located around whatever upgrade you choose to build, so learning the strategies of defending and attacking each structure is crucial to victory.

Please note:

- Changing the SI will lock the district.

- The SI can only be changed if you own the district and it is neither locked nor under attack.

When does attack happen

Note that friendly fire will be enabled for infantry weapons, vehicles, and orbital strikes, so precise target calling is important. But, what happens when the attacking corporation wins the fight?

Win due to MCC destruction

If the attacking corporation wins by killing the defenders MCC there are two possible outcomes depending what happens after the minimum clone loss is applied.

- If after the minimum clone loss the defending corporation still has clones then the defenders keep the district and the spare clones from the attacker are sent back to the district they came from. There are several consequences for losing however:
  - The district will not generate clones on the next reinforcement window.
  - The attackers get 50% of the clones that the district would have generated.
- If after the minimum clone loss the defending corporation has no clones, the attacker gains control of the district and all remaining clones from the attack are left at the district.

Please note:

In rare cases the district the clones were sent from may no longer belong to the attacker. If this is the case the remaining clones are sold on the market and the money deposited into the corporation wallet.

Win due to defenders running out of clones

If the attacker wins due to the defender running out of clones then the attacker has won the district. All remaining clones sent by the attacker (being those not lost in combat) stay at the newly conquered district. The district maintains its surface infrastructure and reinforcement time.

After the success of an attack the district will be generating clones and will be locked. This means that the new owner can move clones here but not change the SI, change the reinforcement time, or move clones out of the district.

Lose the attack

If the attacker loses the battle several things happen:

- The Minimum clone loss is taken into account.
- If there are any remaining clones:
  - 50% of them are given to the defender.
  - 50% are destroyed.

Loot drop

At the end of a corporation battle each side is given loot based on what the other side lost during the battle.

The Item reward

The winner takes the loot. Yes, this does also include Aurum equipment. There are two steps to this. The first step is figuring out what loot is lost and what loot is kept. The default drop chance of an item is 50%. The drop chance is also applied per item, not per stack of items. After figuring out what survives the fight it is distributed to the teams. Corporation A will receive loot based on what Corporation B lost, and Corporation B will receive loot based on what Corporation A lost. The loot is then divided among the team members who were in the match for more than 60 seconds and based on how long they have been in the fight. What items each person gets is randomized. Kills, deaths, and war points are all ignored and the distribution is based purely on how long the members were in the match. People that came and left the match will get loot so long as they were in the match for more than 60 seconds.

ISK reward

At the end of any corporation battle everyone who played more than 60 seconds for the winning corporation will receive ISK. How much ISK is based on how many clones were killed. For every clone killed Genolution will pay 150,000 ISK into a pool. That pool is divided based on how long each person was in the match. People that came and left the match will get their share of the ISK reward so long as they were in the match for more than 60 seconds.

Possible Conflict Resolutions

Please don't forget! The losing side of a battle will lose a minimum of 150 clones. If they lose 175 during the fight that is what they lose. If they lose 75 during the fight then they will lose a total of 150 at the end.

Conflict Resolution	Defender ISK Reward	Attacker ISK Reward	Remaining Attacker Clones	Who Owns The District	District Penalty	Notes
Attacker kills MCC	0 ISK	Clones killed in battle * Biomass value	Go home	Defender	Not generating clones	If clone count reaches 0 due to minimum clone loss, conflict resolution is considered to be "Attacker kills all clones"
Attacker kills all clones	0 ISK	Clones killed in battle * Biomass value	Stay at newly owned district	Attacker	N/A	
Defender kills all clones	Clones killed in battle * Biomass value	0 ISK	N/A	Defender	N/A	
Defender kills MCC	Clones killed in battle * Biomass value	0 ISK	50% given to defender, rest destroyed	Defender	N/A	Clones not lost in combat but destroyed in MCC destruction do not get biomassed and sold. If clone count reaches 0 due to minimum clone loss, conflict resolution is considered to be "Defender kills all clones"

Re-attacking a district

If as an attacker at the end of a battle you still have a minimum of 100 unspawned clones another battle will be spawned 5 minutes later. This means that it is possible to take a district with only a few hours of fighting.

Keeping in mind that if the defenders win they get about 48 hours before the next fight.

If the attackers win but do not have 100 clones or more their remaining clones are sent back home and they have their exclusivity period to launch a follow up attack.

This means battles will have the following possible outcomes:

- The defender wins. Any new attack will follow the normal rules of attack and require a minimum of 24 hours' notice before happening.

- The attacker wins and the defender has 0 clones remaining. The attacker takes control of the district.

- The attacker wins, still has 100 or more clones, and the defender still has clones. Another battle will begin in 5 minutes,

- The attacker wins, has less than 100 clones, and the defender still has clones. Attackers clones go home and the attacker has an exclusivity period of 1 hour from the time the final battle began to launch a follow up attack.

There is, however, a lingering question. Does the district still generate clones on the next reinforcement cycle if the defenders lose a battle and then win the second battle? The answer is no. If a battle is lost the district will not generate clones on the next reinforcement cycle.

Summary: Won a battle? Have more than 100 clones? Fight another battle to try and take the district.

The Orbital Bombardment

When you first spawn into a game please check if you are the squad leader, you can check in the squad chat channel in the warbarge, or if you spawn into the battlefield you can quickly check by holding R2 and clicking the right stick to see if you can issue orders.

By selecting an order you can then place it on a squad mate (player highlighted in green). In doing this you can earn more war points so that you can use orbital bombardments.

The most useful order is a Defend order, you can place this on yourself or a squad mate. Instead of getting 50 points for a kill your squad can now get 60 war points plus the squad leader gets +10 points for every squad kill. The squad can then get more points for every objective hacked, armour repaired, ammo refilled, player revived and assist's made within a certain range of the order. It is best to issue these order's to players that won't die too easy and who can get lots of kills, every time the player dies or changes fit the order must be reissued.

To obtain an Orbital Bombardment your squad must gain 2,500 war points. When you have enough you will get a small blue message in the top right corner of the screen beside the kill feed saying an OB is ready for use. Then find a good place for cover and hit right on the D- pad and select it from there. This will bring you to the map, where you can decide where to drop it, look for the little ants running around or wait for your team to light up a large group of them and watch the fireworks fly.

EVE Online pilots in your corporation or alliance will be able to provide orbital support from above your districts, raining down fire on your targets in real time. Savvy player organizations may want to field a defense fleet to provide covering fire for troops on the ground and defend the space above from any enemy vessels.

The only exception related the FW and the PQ: EVE orbital strikes are now earned within EVE by capturing a complex above the district where a battle is taking place. When an EVE orbital strike is earned, all squad leaders are able to call the strike in. It is up to the EVE pilot to pick which request to fulfill.

Both EVE pilot and warbarge orbital strikes can be found directly under the Off Map Support menu option instead of Off Map Support / Orbital Bombardments.

What about me?

In order to provide support in the form of orbital bombardment, the EVE capsuleers must be enrolled in FW. He will then be able to provide support for the team that's fighting on behalf of his faction (or allied faction) in corporation battles. If the EVE capsuleers is not a member of FW he will not be able to connect to the district or receive strike requests at all.

How do I find a battle to support?

Currently the only way to find battles is to actually jump between districts and check. When there's a battle at a district you can see small explosions on the surface around the district. Finding battles this way is not really practical, so if you want to perform orbital bombardment you're best off working along with the DUST players to organize a time and location, either through shared corporations or other custom communication channels.

Can I talk to the DUST 514 mercs? Do they show up in local?

DUST mercenaries share chat and voice with EVE now and they show up in local. However, they are stationed at their original NPC corporation HQ and they will stay in that system even when they join another corp or when they are fighting battles in other systems, so you won't see local spiking with DUST mercs when a battle is starting up in your system.

How do I find DUST 514 mercenaries then?

You can travel to one of the systems where a NPC Mercenary corporation is stationed and talk to them in local.

They can be found in the following systems: Ana, Marthia, Kothe, Soshin, Saikanen, Autama, Jolia, Adacyne, Halle, Egbonbet, Javrendei, Kasrasi, Mesokel, Etav, Gosalav, Charra, Sahdil, Paye, Iro, Mimen, Tidacha, Dihra, Mastakomon, Vouskiaho, Vahunomi, Purjola, Usi, Inoue, Oshaima, Vuorrassi, Atai, Croleur, Ney, Dodenvale, Estene, Uphene, Odixie, Torvi, Ommare, Klaevik, Eldjaerin, Geffur, Dantbeinn, Amo, Freatlidur, Sist, Rokofur, Offugen

These systems will correspond to the various DUST merc NPC corps that characters joined upon creation.

How do I get to a district?

To get there just open the context menu of the planet and find the district submenu, select a district and warp to it.

How do these District Satellites work?

The district satellite provides an uplink from the district to the ships in orbit above. You must stay within 10 Km of the satellite in order to connect to the battle at the district below.

Note that when there's a ship on grid with the satellite it will light up and be visible on the overview to everyone in the system, just like a cynosural field (the satellite will show up even if you're cloaked).

When there are no ships left on grid with the satellite it will disappear from the overview again.

So, how do I shoot a planet?

Once you're in position you need to capture the district to be able to receive strike requests. Note that connecting to the district is not possible while you're cloaked, being ECM jammed, or if you're in a ship that can't have any targets locked.

Once you're connected to the district you just wait for a DUST mercenary to call in a strike. DUST mercs earn War Points while fighting in a battle, and they must accrue a certain amount of WPs before they can request strikes. Once a merc has enough WPs he can target a location on his map and make a strike request. At that point every EVE pilot who's allied with the relevant FW militia and connected to the district will get a new target locked that represents the strike request coordinates.

Now one of the EVE pilots can answer the request by activating one or more turrets loaded with the appropriate tactical ammo to deliver the strike.

Can DUST 514 mercs fire at my ship in orbit?

In the current iteration, DUST mercenaries have no way of returning fire at EVE players in orbit.

What happens if a lot of DUST 514 mercs request a strike at the same time?

Each new request will simply be added to your targeting UI as a new target.

Can I shoot at a district without a DUST 514 merc requesting a strike?

No, the merc on the ground must provide you with strike coordinate.

Which weapons and ammo can I use?

This iteration of Orbital Bombardment is focused on the Tactical Strike variant which is performed with specialized ammo for small turret based weapons. Each turret category has a specialized ammo type: - Hybrids: Tactical Hybrid S - Lasers: Tactical Laser S - Projectiles: Tactical EMP S

The hybrid strike delivers a nice spread of high-damage rounds that are effective against infantry and vehicles. Laser strikes have a more focused area and are good for taking out installations or heavy vehicles. The EMP strike does a massive amount of damage to shields in a large area, but it will not damage armor, so it's good against heavily shield tanked targets.

Where do I get the ammo?

Blueprints have been seeded on the market for a while now so you can either buy those or build it yourself, or you should be able to purchase some at your nearest trade hub.

Can I annihilate the DUST 514 mercs with my titan?

Sure - if you fancy fitting it with teeny-tiny guns. As before, this iteration focuses on the Tactical Strike variant of Orbital Bombardment, but we will be expanding the feature in the future.

What about missiles? Why can't I fire ze missiles?

There are a number of reasons for missiles being an inappropriate delivery mechanism of tactical orbit-to-ground munitions. For one missile are easily countered by Planetary Defence Systems. On the other hand, the maximum velocity of a ballistic missile descending from orbit without tearing itself apart is relatively so low that it would take minutes for it to reach the ground.

This could be solved by manufacturing missiles with a built-in micro-warp drive, but that would cause the manufacturing price of the missile to sky-rocket, and besides, utilizing a warp drive so close to a planet surface is at best an interesting experiment and at worst catastrophic.

Does the turret's damage multiplier affect the damage inflicted?

The only thing that affects the amount of damage done right now is the number of turrets used to perform the strike. The damage modifier, the meta/tech level of the turret, and even the type (blasters vs. railgun f.ex.) do not affect the amount of damage done.

Do I need to group my turrets?

You don't have to, but it's convenient. Once you activate the first turret you will have a couple of seconds to activate any additional turrets you want to use for the strike, so the choice between grouping and face rolling is up to you.

Can many ships strike the same target?

No, only one ship can react to each strike request.

Do I get kill reports for the players I kill?

Unfortunately you do not receive kill reports. The damage dealt by your strike will be displayed as a damage notification in your log and it includes the name of the DUST victim and the suit he's wearing (or the type and owner of a vehicle that you hit).

Do I get LP for shooting at DUST 514 mercs in FW space?

No, there are currently no LP rewards for participating in orbital bombardment.

What happens if no one answers the strike request?

If the EVE capsuleers deem the DUST merc to be unworthy of their support the request will eventually time out and no War Points will be spent by the merc, so he can try to request another strike (and pray that the spacefaring demi-gods above heed his call this time).

Tactical / team advices

The following is a compilation of ideas I've written down over the past week. While there is still a lot of work to do, and a lot of this seems like pretty obvious stuff to a lot of us, I just thought I'd share some ideas to, if not better gameplay, at least get people thinking rather than grabbing a gun and pretending they're the good guy in an 80's action movie.

Working With Teammates – It Takes More Than One Blueberry To Make A Pie:

Work with teammates. This means both aiding them when you're nearby, keeping track of them and moving with them. It also means taking advantage of them in order to flank enemies.

Use allies to flank opponents. It is a simple fact that most players would choose to chase and hunt down a fleeing enemy rather than permit him to get away. Use this to your advantage. When running, run into positions already flanked by allies so they don't have to move into position but rather already are. Quite a number of times I've led opponents into death corridors without their knowing it.

If, at the same time, you take note that there's a suspiciously rapid moving blue/green dot moving off to your right, and he seems to be missing half his armor, don't just run away and abandon him to his fate. Get set up to lay into the enemy most likely chasing him without putting yourself out in the open.

TL; DR:

- Work with teammates to engage and overpower enemies.
- Pay attention to allies and help them when they need it.

The Nature of Nurture: Nanite Injectors, a Medic's Tale:

A personal request on this line: Take note of that big message above your head when you drop. If you're surrounded by squaddies and the firefight is cooling down with a message telling you to hold on, triage unit nearby, for the love of all things holy, don't bleed out. It wastes your time getting back into combat and it wastes your teammate's time when a logi or triage assault comes running to your aide only to be greeted by a quickly dissolving corpse.

Assaults, put a Nanite Injector on your suit and, most importantly, use it. Seriously, you're not using your equipment slot for anything else because, as a logi, I know you're not putting down drop uplinks, and rarely, if ever, resupplying yourselves you stingy so and so's. So get a nanite injector and use it, please.

On the same note, if you're dying and surrounded by half a dozen enemies, don't expect the two blue-dots on your map to magically clear the area and revive you. The enemy has numbers; they will most likely win, just bleed out and get back into combat ASAP. This will also act as a warning to prevent triage units from rushing into needless deaths of their own.

A footnote here. The game will simply kill you anyway after a certain time has passed. There's no timer display so no one knows precisely how long this is but it seems somewhere around 15-20 seconds. About as long as you can survive outside the combat area, i.e. in the red zone. The presence of an on-screen timer is a request players have been making for forever.

Add to that the requests logi's have been making for a downed timer over targets and distance to target on HUD, not to mention the horrible location sensitivity and recognition on nanite injectors as a whole and I think we can expect a complete overhaul of the revival system by next build at the latest.

I know this is why most people just avoid equipping the item, but even if you have to pace around for 3-5 seconds mashing that trigger to revive someone, that's 5 seconds lost vs 30 waiting for them to re-spawn and catch back up with your squad.]

TL; DR:

- Nanite Injectors. Get it. Use it. Love it.
- Don't "bleed out" unless your revival is too hazardous to team members.

Know Your Terrain – Of Men And Mountains [Directed By Michael Bay]:

Why isn't everything exploding!?

Learn the terrain and environment, particularly choke points and maneuverable terrain around and nearby objectives. This is key number one to gaining victory in a firefight. I could write a whole book on this but some old Chinese guy named Sun Tzu apparently already did.

Pay attention to how opponents will tackle a defensive obstacle such as empty crate or small structure. Will they go up around the rear left side 99% of the time, no matter who they are or how many times you've seen it?

Good chances are that's simply the quickest route to one point and most players will follow the exact same line each time. Use the knowledge of how your opponent assaults from one side to take advantage at the other end.

The easy counter to this: Avoid repeating behaviours. We get used to: Spawn at MCC, run map to B, car from ground drop at A and push to C unless enemy is already there, then hold C while B fireteam secures their objective, etc, etc, ad infinitum.

While initial tactics can and probably will work almost every time from the match start until someone develops a better one to counter it or make it stronger, field movements as the game progresses will become repetitive and easily predictable.

You've come from E up the right side of the hill to the CRU, bypassing the supply depot and completely ignoring the middle and left paths or even going off to C instead 5 times now. I'm going to make a WILD presumption and guess you're going to try it again. Don't fall into this trap unless you just want to fall into mine; which leads to:

Plan for enemy movements but expect the unexpected. Have your fire position and kill-zone set up for that same character to come running up the left side of the hill each and every time because that's what he's done half a dozen times before already, but be prepared for the off chance that he or an ally will realize that this is not working and they attempt to surround and flank you from another direction.

TL; DR:

- Pay attention to maps. Learn how to move around and use the environment.
- Watch team and enemy movements. Take advantage of repetitious behaviours.
- Avoid repeated behaviours yourself. Keep the enemy guessing.

Je suis "Aware": The Sniper's Manifesto

To know what is ahead of you is a more difficult skill to accomplish and master than most will give credit for. Generally they acknowledge the things within their visual range and leave it at that. Some shadow moving 200m out. Sight it, it's red, go chase it or run away. The sniper does what most all field combatants should be doing which is to be aware of the probability of things. Their spawn at [D], the road along the canyon wall, the piping, shallows in the earth, hills, empty crates. Where are they coming from? You haven't seen them yet but you know they're there and maybe they've seen you already. Who is the hunter and who is the hunted? This is all up to your awareness of the field and situation you're in. For snipers this can mean knowing where the flux of combat is at its heaviest to watch for stragglers or reinforcements coming from the back and to pick them off at the opportune moment. For those on the field it means knowing where your enemy is most likely to strike from and fortify that position. This may seem obvious but all too often I've seen blues just oblivious to the obvious swarm of red dots on the radar (They're on mine so clearly they're on his as well) swarming around the edge of the same building my blue thinks he's being clever by sneaking around only to end up with 5kg of molten lead flying at him in little tiny pieces at very high speed.

Also, I like that phrase: Oblivious to the Obvious. Good album title.

Knowing what is ahead of you however, whether you can see it or not, is but a small fraction of tactical and strategic knowledge on the battlefield. The trick is to know what is around you, or at least likely to be, nearly 100% of the time. It is the death-trap snipers most of all fall into, and all too often, known as tunnel-vision. A decent sniper will be able to track an opponent climbing a mountain, or pick off an opponent looking up over the corner of his home spawn on the opposite side of the field 600m away but may be unaware of the enemy sniper setting up shop just 50m to his right on the same mountain. A good sniper will watch his HUD for information relayed by his teammates about approaching enemies.

A great sniper will check his own area to make sure no one is sneaking up his flank to punch him in the back of the head while also sighting enemies to show up on his teammates HUD radar though he himself may not be able to take them down from his position.

The best sniper will prepare for all of these and have viable options to take out recon infiltrators attempting to sneak up on him as well as escape routes should he need to move out in a hurry on top of knowing and checking his surroundings frequently.

This is a skill all players need to develop, knowing the terrain around you and whether there are likely to be enemies in a particular area waiting to ambush you and your squad. As Van Damm said, it is the sense of awareness of the things outside the self. Pretty deep for a dude who also said, "I'm going to get in my boat, and I'm going to go up river, and I'm going to kick... that son-of-a-***** M. Bison's ass SO HARD... That every M. Bison wannabe is gonna feel it." Each step you take moves you in and out of cover from various positions. From where you are on the ground do you know where you can be shot from? And if so, how to move to avoid it? Do you see every detail you can around yourself, not simply a 50degree view directly ahead? Are you aware of the walls behind you that may cover you as you continue to move through this area? Are they blocking fire from behind you, or are you completely open? Do you hear that noise off to your left? Is it gun fire? How close is it? Do you have a way into combat better than charging down the firing range into oncoming enemies? Just as importantly, do you have a way out? Do you smell the ozone and feel the electricity in the air from a recently discharged forge gunshot nearby? Taste the bitter-acrid powder in the air from fresh gun fire?

The real question is, with what you're given to experience, are you processing it into useful data for yourself? There is a lot of data flowing from the HUD and environment to the user but the ability to selectively filter the most significant data in the moment is what will keep you alive and maintain your advantage. It's easy to see the enemy 50m ahead shooting at you and recognize the threat he poses, the real skill is when there is nothing ahead of you that you're aware of, allies looking right. Suddenly you hear that burst of AR fire to your left? How close is it? Getting louder? Is it a possibility to flank an enemy or a threat to yourself and your team about to move around the corner? Was that a sniper ricochet right in front of you? Could you hear where it came from? If not are you aware of your position on the battlefield that you know where snipers are able to shoot on your position? If so, where is the best position to find cover? Smoke over the ridge, a vehicle just went down, or was it a wave of Mass Driver fire? There's a heavy charging toward you in your scout suit. Where's the closest cover from him? Can you turn away and escape or are you going to be in a cat-and-mouse game with him around that building 10m to your left for the next min before he gets tired and leaves? Are you able to track his movements while he is unable to track yours? You've just hacked the objective but you know an LAV is headed your way. Where's your escape route? Or do you hide around the corner just 5m away ready to pop out and mow down the enemy when they try to rehack? Do you have the firepower to even pull it off?

All this and more will be elements to consider as you progress in this game into something more and better than an automatic firearm on legs.

TL; DR:

Unfortunately it's just not possible... I can boil it down to, "Pay attention." but that doesn't really help explain this whole mess above.

The Motion in the Ocean is More Important than the Size of the Ship:

Never stop moving. This is basic FPS fundamentals 101 here. If you stop for anything more than a hack or to call in something, make sure you're clear to do so and do it as fast as you can. The longer you stay standing still the longer a sniper has to line up his shot or that infiltrator scout has time to come up behind you and shiv you before kicking you in the back of your head or... well, you get the picture

Always check your surroundings. Even when you're running, you have no idea that there's a scout on your heels closing the gap with a little "shotgun wedding" surprise from behind for you once he catches up, except there's no cake, no priest, and you're the "bride". My personal tactic when I'm fielding solo or randoms is to do pirouette every 30m or so unless I'm absolutely sure there's no one coming from behind.

And when I mean absolutely sure I'm talking about the first charge out of the MCC or coming into combat from my own red line spawn. Other times I am highly dependent on myself and good squaddies to constantly check our 3, 6, and 9 as we move. One person may spot an enemy the others may miss. Watch your radar and take note.

This flows into the next point: Never run too long in one direction. Jog a short ways, change direction a bit, sprint, strafe a tad, even if you're heading for a goal don't go there in just a straight line sprinting like a lunatic on fire unless you've got cover to do so. Cover doesn't need to be right on top of you. Cover can be a set of hills 50m away that let you know snipers in the mountains opposite the map can't hit you. You just have to be situational aware of these things. Anywhere in the open, especially in low-ground areas, expect snipers and death from all directions. Out in the open you should move around cover environment and generally travel in a bit of a wave fashion, strafing occasionally left and right as you go.

TL; DR:

- Never stop moving.
- Check your area, ALWAYS. Don't get caught up by someone running right up right behind you.
- Don't run in long straight lines.

Teamwork

The Three Musketeers... And You:

It is simple fact that combatants on the field will often win a battle simply by overwhelming the enemy with superior numbers.

I was recently in an assault operation with a group of 9 or so random blueberries against two organized squads from two separate large corporations (as well as a handful of blueberries on their own). While I will start this with a mild rant on the server connection and lag effects on sniper hit detection (seriously, come on! That dude was lag-switching or the servers totally crapped out. I unloaded like 2 clips of 'Farsight' rifle rounds into this guy as he WALKED at me from 200m out. Every shot connected, shield flashed, but no damage done... Except for him when he finally got close enough to pop*pop*pop*pop me with his proto AR and wipe me out. What the hell!?), the main topic I'd like to discuss was their almost phalanx-like movements (as limited as they were) around the battlefield.

They pretty much just lined up a rather staggered circle around each other and crawled about, but as soon as an enemy got within range they all turn and launch a wall of molten death at them. The only way to even touch these guys was to snipe from outside their AR range, but as I've said there were some severe sniper shot recognition issues in that match... I won't make any specific claims but it did seem a little fishy the 3rd time these guys just walked up to me, eating my sniper rounds until getting up on top of me to mow me down.

The purpose of this anecdotal story is (Clearly hacker tool bags are out there lag-switching the game already, WHAT THE HELL!??!!?), that organized, and controlled team movements can decimate on the field.

While I've made a huge post intended to aid the individual player in knowing his battlefield I will say that for all my solo movements, nothing is quite so rewarding as moving with a full squad and all unloading into enemies we find one at a time and just obliterating anything we come across; except, perhaps, unloading a clip of Militia SMG fire into a proto-heavy suit before punching him out in your Dragonfly scout suit. One guy with an AR doesn't stand much chance to a Laser Logi, HMG Heavy, Scrambler Scout and Assault...

Assault, all working together on the same target. Even – especially – a team of AR's can wipe the floor with any single opponent they come across with focused firepower. It's like Daleks. They may be near invincible, but enough people shooting at their eyestalks and even old WWII firearms can take 'em down.

Add to this condition the likelihood of organized chat within such a squad and you have more than tripled the effective force of that squad on the ground. While some enemies may appear further than radar scans and thus information may not relay via the tacnet itself to allies, a player can inform teammates of enemy locations he spots to help the whole team close in on them or avoid them if the enemy emplacement is simply too fortified or dangerous to assault.

However, even a bunch of randoms working together can overwhelm a supposedly superior foe if they do, in fact, work together. One of the most beautiful things I've seen was a whole team of NPC corp players just crush a team of players from a couple powerful player corps simply by sticking together the whole match (about 2-5m apart here, not just "within view") and just running circles around the center of the map together. I was off sniping and scanning enemies so they would know where to look and they'd just go charging in like a pack of wild elephants and crush everything under their feet. Even when the enemy had pulled out a tank and started to decimate, they jumped to AV and worked together to bring it down. The most rewarding part, personally, was the time hitting 00:00, and getting the final kill of the match at Sudden Death of 03-to-03 clones left on each side from 250m out. But that's just me bragging and basking in the afterglow. Yeah, it was that good.

Plan Your Arsenal!

There are several posts with detailed information on this but I won't lie about the importance of knowing your weapon's abilities and limitations. I won't go on about how X gun is vs Y gun or how AR's are too perfect (which I don't agree with, though their accuracy is a bit high at its max range still in my opinion). I will just say to know your limits and work within them. If you're using a laser rifle you can't sit up on front lines with AR's, SMGs and Shottys and expect the same performance.

Your gun simply isn't designed that way. Even AR's can get mowed down up-close-and-personal by an SMG as their higher rate of fire can effectively nullify the AR's advantage of damage and accuracy over distance if the SMG user gets the drop first.

Swarm specialists, know the limits of your sidearm, but don't be afraid of it either. Learn how to use it effectively so that when you bring out your swarm suit it's not merely a sacrifice to take down that pesky tank but that you're still viable in combat should the need arise before any chance to change suits again.

Character Planning – The Skills To Pay The Bills:

Your skills determine your abilities, both to use equipment and modules and your capacity on the battlefield.

….No, seriously, that's all there is to it.

What? You want more? If you want an open generalized suggestion it's this:

Week 1: Goof around on STARTER suits, have fun, figure out what is the most fun, figure out what you're the most effective at. Stockpile your ISK.

Week 2: Build up these two lines, fun and effectiveness, a bit. Pick up some general skills which will benefit you no matter what direction you go. Stay on STARTER suits or at most militia gear (Best if you've got the AUR for BPO's... the only time I'll ever advise anyone to have or use AUR for anything to save up your ISK.

Week 3: Spec into a combat role and stick with it. As you recognize skills that will benefit your role, get them while remembering the top skill levels costs hundreds of thousands of SP and the time when you're only getting 3-4 skill levels a week will be on you before you know it.

Goof off whenever you get the chance. You never know when you'll notice something in a militia suit that will make you consider a particular skill or ability you'd like to see your primary suit running. If you're not having fun then you're doing it wrong. I know there are already militant corporations out there who will come to your house and burn it to the ground with you inside if you aren't committed 110% to their New Eden ambitions, but seriously...

Those guys will deal with one another, for the majority of us this is a game, even if we can get a bit serious in combat most of us are here to have fun and enjoy ourselves. Again, if you're not, then you're doing it wrong.

Yes, I know, it's a lot, but I'd put these on any suit, any build, any role, and so do some if not most of the top players in game. These are general passive benefits such as increased passive armor and shields, increased stamina, massively decreased radar profile. I'm not saying to get these right away or to JUST get these. Not in the least. Plenty of people have had a lot of success building glass-canons before working out these skill sets, but any competent soldier on the field knows and will take advantage of the benefits of these skills in particular nearly every moment in combat.

Modules, Equipment, And You: Batman Never Uses A Gun!

Modules are elements you add to your suit's fitting in order to:

A) Reinforce strengths, or

B) Compensate for weaknesses.

If you're imagining modules for anything else then you've already lost. These are only purposes infantry module slots should be used for. If you're planning on stealth infiltration perhaps you want a profile dampener, and shield boosters. If you're too slow on the field maybe you need a kinetic booster. If your shield isn't hearty enough, again boosters. If you're dealing with maintaining your armor on the field an armor repairer can save you when you survive a head-on firefight.

If you're an objective hacker perhaps a codebreaker. The point is that modules are used to bolster your own natural gameplay tendencies and occasionally make up for what you may be lacking in the natural course of combat. These don't magically turn you into a jack of all trades.

Like skills, these are things you will have to toy with yourself and figure out what best suits you. Thankfully with a plethora of Militia Gear modules available, most if not all players can test simple outfit designs to see their slight benefit adjustments before locking themselves into the required skill tree and subsequent skill point investment to use the higher tiered modules.

Equipment is non-offensive tools you can carry on the battlefield as follows:

Nanite Injectors – Revive downed allies. Higher levels revive with higher armor. If you're a team-going assault or scout this should be a given. If you're a logi then you're just insulting your class by not having one of these in one of your various equipment slots. The truth is this is one of the single most useful and handy tools put into this game. Learn it, love it, and use it.

Drop Uplinks – Deploys a static spawn location. Various types have various benefits from faster spawns, lowered CPU/PG requirements, to the number of uplinks that can be deployed at a time.

Nanohives – These restock allied ammunition. As with Uplinks various effects range from faster restock to my personal favourite the K17/D, which repairs armor after fully restocking ammunition.

Repair Tools – These mechanics' tools repair armor of all kinds. Again, various kinds repair faster, while some repair infantry armor better than vehicle, vehicle better than installation, etc. While there is currently no WP, and thus no SP/ISK gain from their use in combat thanks to a certain Corporation which shall not be named, this is a temporary fix during this current build while CCP works on possible adjustments as to their working and War Point gains.

Active Scanners – While there is still a lot of speculation as to this tool's usage and benefits its current intention is to scan a relative area around the user to search for nearby enemies. Upgraded skills can extend this range while the upgraded equipment itself will only scan at higher precision. This all deals with Profile Scan level which is a whole separate thread on its own.

Remote Explosives – A tool I am personally in love with and have been using since the start of last build. Currently 2 kinds. Remote and Proximity.

The first is manually detonated and can be used to take out vehicles or infantry after luring them into trap corridors. The latter automatically detonates when a vehicle passes over it. Upgraded versions do higher damage and have higher blast radius.

Grenades

A brief note here as it will be up to you to decide where you go with these if anywhere beyond the basic militia Locus. Locus grenades are frag 'nades. Heavy explosions that do high damage to infantry, especially armor, but have very weak and limited effects on vehicles, particularly vehicle shields. These can be cooked to detonate at chosen time and distance if the throw is controlled enough. Only "Contact" grenades will detonate on contact as their name implies.

Flux grenades release a large EMP pulse that wipes out most infantry shielding as well as doing heavy damage to vehicle shields.

Anti-Vehicle grenades are just that and do massive damage to vehicle shields and armor. While they do absolutely nothing to infantry they have a slight magnetic tracking ability which will allow them to latch on to the nearest vehicle they are thrown toward and detonate on contact. This tracking is not perfect and skill is still required in throwing one.

Abbreviations

AR = Assault rifle

AUR = Aurum (Aurum is an EVE online currency, that you can buy with real currency.)

BPO = Blueprint Original (permanent items)

CCP = Crowd Control Productions, The name of the company that created EVE Online and Dust 514

CPU = Central Processing Unit (it's the computer chip icon in the Dropsuit/Vehicles Fitting tabs.)

DEV = Developer, they have a CCP in their username.

DS3 = Dual Shock 3 controller

GM = Game Master. The customer support of the game.

HAV = Heavy Attack Vehicle

ISD = Interstellar Services Department. A long standing group of volunteers, split into several teams who graciously share their free time in order to assist in a variety of tasks that all go towards supporting and enriching the players experiences in the Universe of EVE.

ISK = Interstellar Kredits

LAV = Light Attack Vehicle

LZR = Laser Rifle

MD = Mass Driver

NPC = Non-Player Corporation

PC = Player Corporation or Player Character

PG = Powergrid (it's the Atom symbol in the Dropsuit/Vehicles Fitting tab.)

Res, Rez, Rezzing = Resurrecting someone with nanites

RoF = Rate of Fire, Time between two shoots

Shott, Shotty = Shotgun

SP = Skill Points

Useful pages

We've collected a number of useful links which can make your life significantly easier in Dust 514 (in the EVE universe)

ISK The Guide

The official home of the guide, you can track our progress in the official eve-wiki too.

www.isktheguide.com

http://wiki.eveonline.com/en/wiki/ISK_The_Guide

Battleclinic

Publisher-sanctioned tools and guides provided free to players. Battleclinic encourages an active community friendly to all.

http://www.battleclinic.com

EVE-Offline.net

EVE-Offline continously monitors the various game-server of the EVE-Online and DUST514 universe collecting player statistics and server information from our much beloved MMORPG/FPS. By doing so we can watch player trends and service outages, as well as keep a nice history of changes and growth of the playerbase. (Part of the OMG Labs.)

http://www.eve-offline.net/

Rookie Training Grounds

The official Dust 514 forum: useful guides, tools, advices are available here.

https://forums.dust514.com/default.aspx?g=topics&f=899

EVE / Dust University

DUST University is sister corporation to EVE University and a member of the Ivy League Alliance. „Our long term goal is to be recognised as a leading training corporation in Dust 514 in the same way as EVE University is recognised as such in EVE Online. The principles of DUST University will be the same as our sister corp with the further aim of bringing a bit of maturity and civility to the sometimes rowdy world of the FPS player base."

http://wiki.eveuniversity.org/DUST_University

Dotlan Maps

Dotlan Maps has had a long history of helping EVE Pilots navigate the massive universe that is EVE Online. Now Dotlan has made it's first expansion into DUST 514 by including the status of planetary districts in Planetary Conquest. You can read all about this newest addition to their site here, and you can check out the new pages here.

http://evemaps.dotlan.net/blog/2013/09/19/please-welcome-planetary-districts/

99% of EVE Online Players Use

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Average Number of Pilots Playing Daily on Tranquility: 35,500
Average Number of Members Logged Into BattleClinic: 35,200

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Mermalior: How many Serpentis could be refined from 1 Snake Ice?
5n4keyes: About 20-30 for a batch

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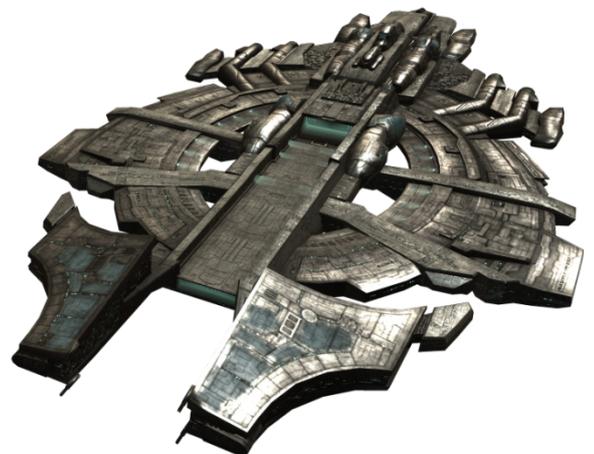
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Zendeal	**Tips for new players willing to spend money for AUR**
Reav Hannari	**Hannari's Guide to Scanning**

wiki.dust514.info

Other, various Dust 514 devblogs.

Special thanks go to: Team Meatshield and Ben! ;)

Donations

We need your help!

It's a completely free guide, but donations are welcome. You can donate ISK, Plex, Beership, any meta 14 or better item ;-) (ingame) to: **Laci** (Lethal Agentrunner Concord Incinterator) or **ISK Laci** (Dust 514).

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You can donate via PayPal too at our homepage.

Copyright Notice

A new guide was written by the ISK team. This guide tries to help the new players who familiarizes themselves with the universe of EVE. The FPS side of the EVE universe will not be a predicted activity since the enemies are other human players, so you must be prepared against not the game's Artificial Intelligence but another human mind, attitude, psyche.

Be ready: as there are many players, there are endless different strategies, numerous dropsuit loadouts, battle situations: all of them give the real variety, which makes our adrenalin "green light".

Work with teammates. This means both aiding them when you're nearby, keeping track of them and moving with them. It also means taking advantage of them in order to flank enemies.

Use allies to flank opponents. It is a simple fact that most players would choose to chase and hunt down a fleeing enemy rather than permit him to get away. Use this to your advantage. When running, run into positions already flanked by allies so they don't have to move into position but rather already are. Quite a number of times I've led opponents into death corridors without their knowing it.

If, at the same time, you take note that there's a suspiciously rapid moving blue/green dot moving off to your right, and he seems to be missing half his armor, don't just run away and abandon him to his fate. Get set up to lay into the enemy most likely chasing him without putting yourself out in the open.

I won't lie about the importance of knowing your weapon's abilities and limitations. I won't go on about how X gun is vs Y gun or how AR's are too perfect. I will just say to know your limits and work within them.

Knowing what is ahead of you however, whether you can see it or not, is but a small fraction of tactical and strategic knowledge on the battlefield. The trick is to know what is around you, or at least likely to be, nearly 100% of the time.

Don't forget the Golden rule of Dust 514:

> „Teamwork is essential; it gives the enemy other people to shoot at."

Laci™