New Players Guide to DUST 514

Introduction

There is a lot I've learned over the year and a half I've been part of this game, that I'd like to share with you dear person reading this, but if you've haven't got time, then listen to this advice at least:

Do NOT under any circumstances spend your available Skill Points carelessly! They are what sets you apart from your fellow merc, they are that which decides what you will do in this game! Not how much ISK you have in your account, nor who your friends are, but how you have applied your Skill Points!

With that firmly in your mind I just wanted to introduce myself to you. My name is ***Musta Tornius*** and I've been around the neighbourhood since roughly May 2012 when DUST 514 first became available as closed beta to the people clever or devious (or let's face it, just lucky) enough to win a PlayStation Home game called Slay.

I've been hooked on DUST pretty much since then and been through various lows and highs during its development. As for my experience with various roles in the game, I've done them all but specialised in anti-vehicle as a heavy and as a pure assault for the glory of Amarr (and yes, it does matter what faction you choose no matter what anyone says!). The lore section is well worth a look at before you even create your first character!

This work came about as my other DUST related projects are doing well so I had extra time to work on something I considered to be a useful asset for the newer members of the community.

So, what exactly is this work? I'm not entirely sure myself, it is something of a cross between a manual for a new player, to general advice for anyone who cares to read it. I believe that informing a person about their choices is more important than guiding them to what I'd consider the 'right choice'. At least, that is what I've tried with this guide, it remains to be seen if I succeeded.

So, what isn't this work then? It's not going to list the optimal sensitivity settings for the DS3 or the merits of running keyboard and mouse. Nor is it going to provide you with the best fittings for the Caldari Logi (gun, shields, repair tool, nanite injector, done) nor gameplay advice such as how to best storm an objective being covered by 3 heavy machine gun wielding heavies (flux & core locus grenade).

With that in mind, feel free to use the table of contents to find the sections that interest you or even better, read it all (at least until you fall asleep). I hope you do get some use out of my musings!

One last thing, DUST 514 is an ever evolving game with content being added and changed all the time, so although this guide aims to stay up to date, minor details might differ from the current game.

P.S! Thanks to everyone who took time to help me with this document, you know who you guys are! Also thanks to CCP for their help and encouragement!

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Basic Economics *(or how to make money)* & Market

The Cost of Living *(or in your case, dying)*

What really sets DUST 514 apart from other games is the fact that dying can be costly and the further along you get in the game, the costlier it will be (if you so wish / desire / feel the need / can't help yourself, omg proto everydaynnnngngn).

For all intents and purposes there are two different item types in this game. Blueprints (name comes from EVE) that once bought will never be lost, effectively giving you unlimited amounts of that item. CCP is not actively adding more Blueprints to the game, in fact they have realised the negative effect it has on the economy.

These Blueprints are harder to come by these days, but can be found a little here and there if you go digging. They aren't worth getting hung up about not having, as they are low tiered items that will only save you a little money when you die. Of course it's nice to have them but so is a prototype assault rifle and they don't come in Blueprints.

The second item type is the regular one, normally when people are referring to items they mean these ones. If your clone happens to die and you can't be revived (too many bullet holes in your head) then these items are lost from your inventory.

All items have tiers or levels associated with them, they are from weakest to strongest: militia (mlt), standard (std), advanced (adv), prototype (pro) and finally officer.

In this way there is a constant loss of ISK (the basic currency in New Eden) through fighting and dying to offset all the big money we bring in when fighting and winning (losers do get paid too, just not as much). This also ensures that you won't pull out your most expensive and best fitting every single game unless you want to go ISK negative (bad!) in the match.

Staying ISK Positive

So, how do you make ISK then? **It's rather simple, ensure that the total loss of all your suits in a match is less than what you get paid.** Say you lose 5 suits each worth 10.000ISK (10k ISK) in a game then your total loss for that game is 50k, if you win 100k for that match then you have just netted 50k isk making you richer than you were before the match!

On the other hand. there's always the risk that you lose more expensive fittings. After two losses of a 100k suit, a 200k battle reward puts you right where you started. Three losses again, would put you squarely in the minus for that battle.

This can quickly lead to your wallet thinning. It's alright if it fluctuates a little every day, just try to maintain a healthy positive ISK flow each week unless you want to be dirt poor.

Going Bankrupt
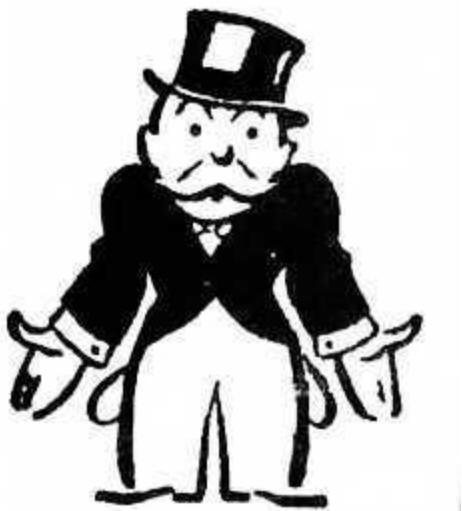
You lost your last ISK thanks to some exotic dancer...err I mean an enemy sniper in the redlines, of course. What now? Well it might suck being poor but there's an easy solution even if you haven't got any of the fabled Blueprints. CCP has been kind enough to provide a few free fittings called Starter Fits. These fits vary slightly depending on what race your character is.

You have an unlimited supply of these fittings that you can use in any game. Whilst they are hardly top notch, they can still take out any other infantry soldier so don't scoff at them just because they are free. As you increase your skills, these suits will become more powerful through added health and weapon damage etc. When money is tight they are the fit of choice for you! Don't forget that you can also modify these fits in any way you see fit (hah). For more in-depth information on fittings see the relevant section later on.

Currencies

There are 3 different currencies in DUST 514, all which are gained and used for different items.

LP - Loyalty Points which comes in four flavours, one for each faction. It is gained from Factional Warfare and used to buy faction items. It has no image unlike the other currencies.

AUR - Aurum, hard worked real life cash converted to an in-game currency used for micro-transactions which can be bought from the in-game store or the PSN Store in bundles.

ISK - InterStellar Kredits, can be gained from playing public contracts and corporate contracts, it is the basic currency of both EVE and DUST (that everyone wants lots of, greed is good!).

See the **Game Types & Game Modes** section for more information on the rewards.

The Market

Market View.

When players speak of the market they refer to the marketplace where every single item that is purchasable in-game resides. You can access it through the Neocom (Start button on the DualShock3 controller), from here you have a few different sections such as bundles (ready made AUR fits), militia gear (cheap and I mean CHEAP items, some good most not), infantry and vehicle sections as well as the loyalty store. Skill books can also be bought from here but it's strictly not needed as they can be acquired from the skill screen.

Anything that you might need to equip your mercenary with can be acquired through the marketplace (but also through the fitting screen using a shortcut). It's a good place to browse for things that might interest you such as the latest Heavy Machine Gun (if you want to tear face in CQC) or a complex shield extender (for protecting your puny Caldari armourless suit).

Not only does it give you almost all the items in the game it also shows if you have the necessary skill requirements to actually use an item (see skills section). If the item has a green tick next to it then you can use it, a red cross means you haven't got the necessary skills, yet. Using show info on an item and then flipping the pages will show you exactly what skills it requires and which ones you have already got for that specific item.

The market has both ISK and AUR items which are clearly labeled, items with blue price tags and that say ISK are bought with the ingame currency, items with orange AUR price tags again are bought with the microtransaction currency.

It is worth noting that AUR items are not any better than regular ISK items in terms of power. The difference is generally that you can use higher tier AUR items earlier (usually one skill level earlier) than you could ISK items.

Loyalty Store

The loyalty store is a section in the marketplace in which it acts as its own market. The currency used in the loyalty store is LP and as well as ISK. Once you enter the loyalty store you have to chose which faction's store you'd like to purchase from.

If you haven't fought for any of the factions you won't have any LP to spend and cannot buy anything (see faction contracts for more information). The items available here are mostly identical to the ones in the regular market (generally lower skill requirements) but can be bought a severely discounted ISK prices mixed in with some LP, this can make otherwise expensive items affordable at the cost of time and potentially ISK spend in faction warfare.

Different factions have different items in store so you'll have to keep that in mind when you are fighting for a certain faction, have they got the items you want, and if they don't, is it worth fighting for them? Of course it also possible to run faction specific fits such as Assault rifles with Gallente dropsuits whilst fighting for the Gallente in faction warfare, ensuring that you will have LP to buy more assault rifles and Gallente dropsuits.

Game Types & Game Modes *(there's at least 3! each!)*

If you're completely new to this game you will get dropped in a cozy environment called the **Battle Academy** for a terribly short amount of time, determined by your total War Points (WP), before you're given to the wolves… I mean join the ranks of other fine mercenaries fighting all over New Eden.

Whilst in the Battle Academy don't worry too much, just get the feel for the game running, crouching, lining up headshots and sorting out sensitivity; your grace period will be over very quickly and then the real dying can commence.

Once you're out of the academy you have the option of selecting which game type and mode you'd like to participate in. If you're new to the game and want to progress then **Public Contracts** is the game type you should be focusing on as it is where most mercenaries make their ISK from.

Once you're a little more accustomed to the game and want to explore other aspects of it and have a real impact on New Eden (both DUST and EVE) then you might want to start joining **Faction Warfare (FW)**. Beware, though, that the ISK cost can be significant for you, as the rewards for fighting is paid out in **Loyalty Points** and salvage only.

Corporate Contracts are available to those corporations that are engaging in Planetary Conquest (PC), either attacking or defending districts (currently in the low security region of Molden Heath, http://evemaps.dotlan.net/map/Molden_Heath). See http://www.dustcharts.com/moldenheath for an overview of how it is currently split between different corporation. To be a part of this you need to join a player corporation, see the **Social** section for more on this topic.

As well as receiving credits and assets, all game types will also give your mercenary **Skill Points (SP)**. These skill points are used to improve your mercenary (see the Skills section).

Public Contracts

As mentioned previously, public contracts is where you can make yourself richer by accumulating New Eden credits called ISK. At the end of each match you will be rewarded based on how well you performed and how much assets the enemies lost (the more gets blown up and the higher up the leaderboard you are the more you get!).

Besides ISK you also have the possibility of receiving salvage at the end of the match. Salvage in Public Contracts comes in the form of different items awarded randomly. Salvage is the only way to receive the coveted Officer-grade weapons (high performing rare weapons named Balac's and Thale's amongst others).

Public contracts are split into three different game modes. You can choose which one you'd like

to specifically enter, or you can leave it up to chance which one you get when searching for battle.

Skirmish

The Fracture Road skirmish map, letters indicate null cannons.

Skirmish is your bread and butter in DUST 514, learn to love it and love to play it. Corporate contracts and faction warfare use skirmish exclusively as their only game mode.

For an overview of the maps take a look at http://subdreddit.imgur.com/maps#0 .

There are 2 ways of winning in skirmish. The more common one is to blow up the enemy's **MCC** (giant flying spaceship above the battlefield) and the less common one is depleting all the enemy's available clones (starts with 150 on each side).

Every time a soldier spawns in after dying, a clone is used up from the clone count, and if a team uses up all the clones then they automatically lose the match. This can be offset by reviving downed team members that haven't perished already (there is no coming back from a bullet to the head).

If the more common way to win is taking out the enemy's MCC, how is it accomplished? By taking and holding objectives called Null Cannons (that fire missiles!) on the battleground. Once you have hacked an objective that is either neutral (they all start as neutral at the beginning of a match) or belonging to the enemy (it will take a little while once you've successfully done a hack to flip it to friendly side) then it will automatically start firing at the enemy MCC first depleting the

shields and then the armour.

Note, this is the ONLY way of damaging a MCC. Don't waste your time shooting at the MCC other than a stray shot in frustration if you feel like it, it won't do much if at all anything.

The two MCCs will also be shooting at one another constantly throughout the battle, however null cannons will inflict superior damage so it is imperative that you take and hold the objectives!

Domination

Domination is a variation on skirmish in that there is only one objective on the whole battleground making fighting around it more intensive. It has a slightly different feel to it compared to skirmish.

The only other way it differs from skirmish is that you cannot spawn in on the objective as you can in skirmish when you have died; this makes using Drop Uplinks vital for victory.

Ambush

Ambush is your standard team deathmatch. There are two forms of ambush: Ambush and Ambush Off-Map Support (OMS). OMS only differs from regular ambush in that installations such as supply depots and turrets randomly fall from the sky giving the teams something to fight over.

The game ends when one side has lost all its available clones (starts at 80 for OMS, 50 for regular) or the timer expires, in which case the side with the most clones win.

Faction Contracts

When selecting to play a faction contract you have the option of choosing which of the factions to fight for. You can have one or all factions selected, if you have more than one selected the game will decide for you who you will fight for.

Faction contracts use the game mode skirmish exclusively and all the same rules apply to it. However there is one major difference from public contracts and that's **FRIENDLY FIRE.** You can hurt or kill your fellow team mates and destroy their assets.

If you however get too careless in your indiscriminate killing of friendlies then you will be booted from faction warfare until the next downtime (11am UTC) and incur a severe standing loss with the faction you were fighting for.

At the end of every match you won't receive any ISK, however you will receive LP specific to the faction you were fighting for. The higher your standings (level 0 - 10) are the more LP you will

receive. Winning a match will also ensure you get significantly more LP than losing one. Winning is also the only way to increase the standings you have for a faction. Note however, your standings will drop with the opposite side so be careful who you fight for!

End of match screen, fighting for the Gallente Federal Marines.

As mentioned in the Market section, these LP can then be used for buying faction gear in the loyalty store.

Salvage is treated differently in faction warfare compared to public contracts. 25% of all items lost by all players in the match are randomly given out as salvage. This means if someone loses a tank there is a chance that a random opponent will receive it in salvage! It is an excellent way of receiving higher tier items and more enjoyable too than the completely randomly produced salvage in public contracts.

Faction warfare matches are also where DUST and EVE share a link in gameplay in the form that EVE ships above the district where the fight is happening in New Eden, can unleash deadly orbital bombardment. Squad leaders will be notified when an EVE spaceship is in position and ready to fire, and they can then request a strike anywhere on the map.

Corporate Contracts
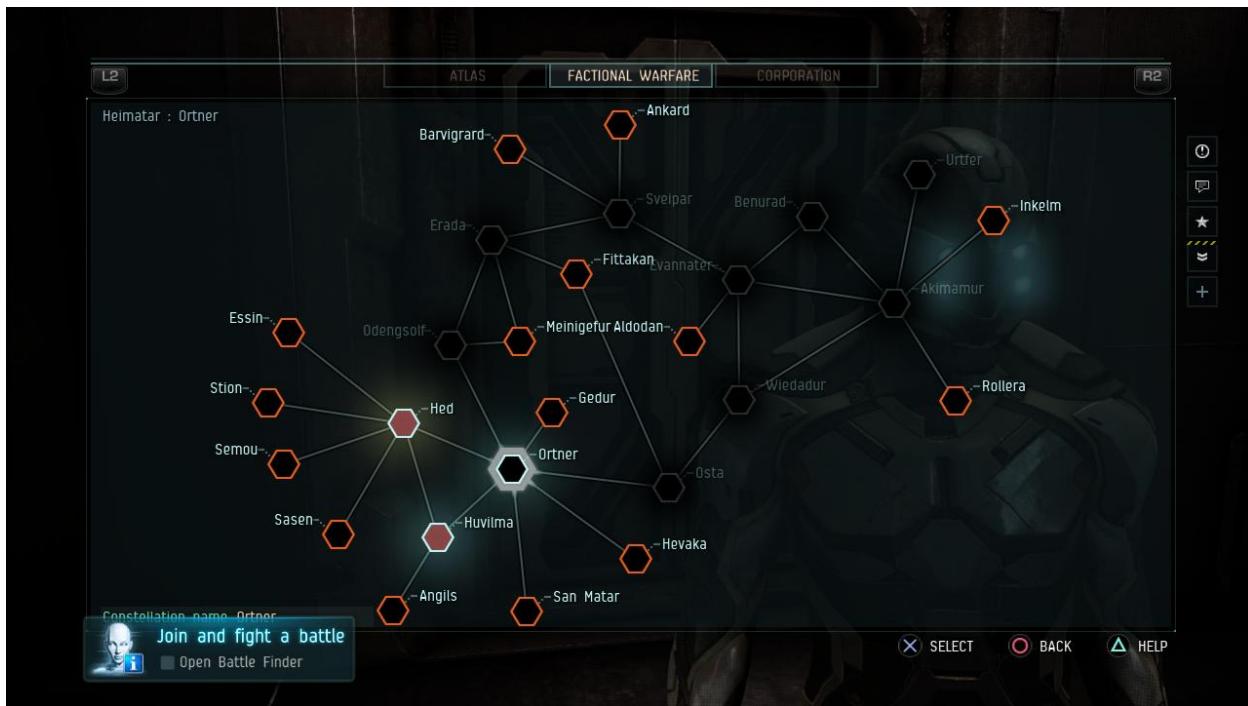
District overview with Factional Warfare selected.

Currently Corporate contracts are limited to planetary conquest where corporations attack or defend districts. These matches also follow the skirmish format with friendly fire enabled.

ISK payouts are generally many times higher than what is seen in public contracts, while 50% of items lost are salvaged by the opposing team.

To participate in corporate contracts a player is expected to know quite a bit of the game and be part of an active corporation.

Other

Other contracts are reserved for special events such as games against the developers or events happening in New Eden. These can follow any game format.

Skills *(we've all got them, right?)*

You've played a few matches and earned some extra Skill Points (SP) and you have a little ISK in your wallet to pay for a few new skill books, so now what? Now is the time to carefully experiment with what could be your future career in DUST 514.

If you follow this simple rule you won't ever regret how your mercenary turns out: **Don't go above level 3 in a skill until you are certain it's something you want to heavily invest in.**

Why level 3? Well skills go from level 0 - 5, each level making a certain attribute (such as weapon damage) higher or unlocking more gear (dropsuits, vehicles, weapons etc.). The higher skill you're trying to unlock the more costly it will be. Level 3 is a nice balance in that it will unlock enough gear for you to try new items to see if you could potentially invest further in them and it also gives a decent bonus for most attributes without being very costly in terms of SP.

One thing worth remembering though, is that SP is never wasted, no matter your choices your mercenary unlocks new possibilities and becomes more dangerous. So don't worry too much if you think you placed some SP into 'the wrong' skill. It might just become very useful for you later down the line.

Different skills cost differently, the higher the skill multiplier 'x' is, the more the skill costs. Be certain you want to unlock that skill level before you assign your skill points, as once assigned you cannot remove them.

 So how do you gain skill points? As mentioned previously you receive skill points after every game depending on how well you performed in the game. There is a weekly cap of 180 000 skill points that resets during the downtime of every Wednesday.

As well as gaining active skill points in battle on **one** of your characters you can have passive skill gain which gives you 24000 skill points each day. You will notice your available skill points slowly increasing all the time thanks to this. This skill gain can be set on one of your characters but it can be freely moved between them at the character selection screen.

Skill Boosters

There are two different kind of Skill Boosters that are available for Aurum only. The active booster increases the rate which you accumulate active skill points during battle. The passive booster increases the rate at which you gain passive skill points.

If you're aiming to get somewhere quickly it can be advisable to have both activated on your character providing you don't mind spending some real life cash on the game.

Buying Skills
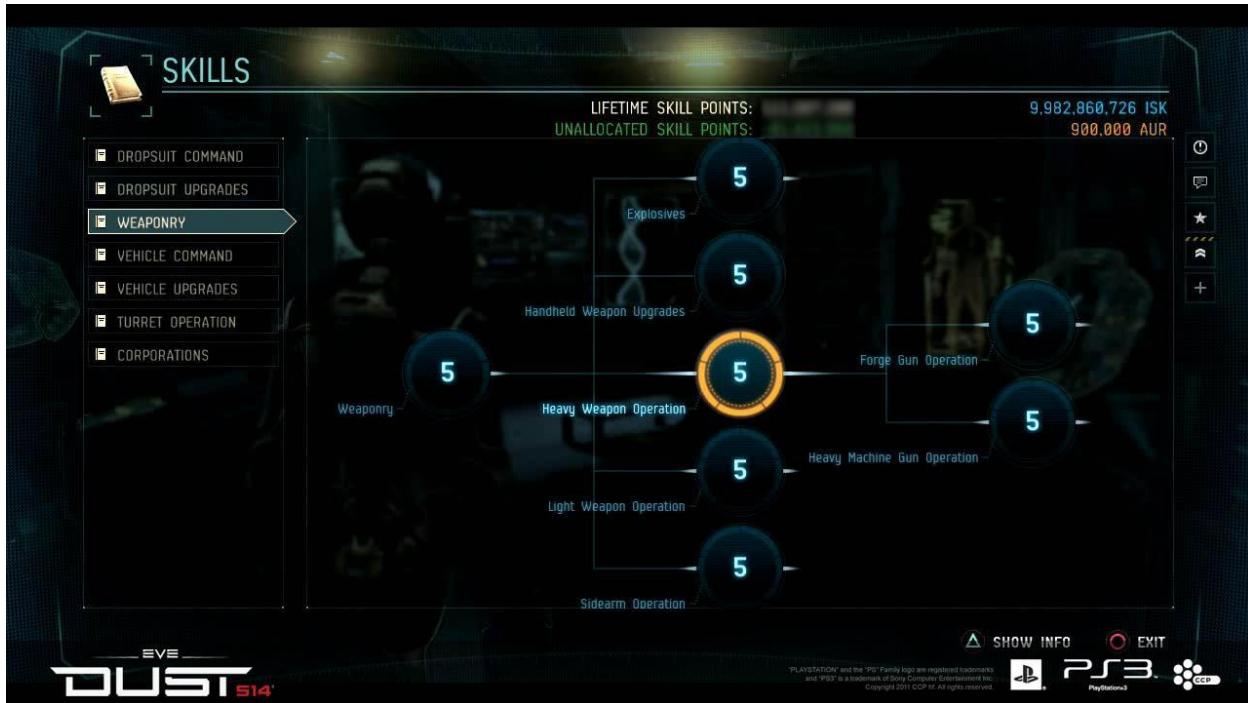
The main skill tree, showing weaponry skills.

To get a new skill you have to meet the prerequisites for it first. You will know in the skill tree if you can unlock the next thing by the book icon on it. Simply select the book icon and you will be prompted to buy a new skill. You can then assign skill points to this skill if you wish to unlock further levels in it (starts at 0 by default).

You can also buy the skill books from the market, but it has no effect on the game however you acquire them.

What to Skill in?

So what is worth skilling into and what isn't? The best advice I can provide is to try a little bit of everything and see what you like.

You don't need more than a single level to unlock a new weapon for instance as long as you've got the prerequisites on the correct level. Fancy trying a rail rifle instead of the combat rifle? Get one level into it (less than a days worth of passive SP) and buy a few rail rifles and go try them out!

Sometimes you don't even need any skill points to try a new item. All the militia gear are available without investing any skill points in them. This is also true for standard tiered Aurum gear as they have no skill requirements, making them a great choice for trying out new stuff.

Nothing is stopping you as long as you've got a little ISK and SP to spend. Just remember, *don't invest SP heavily into a specific item or category unless you know for sure that it is what you want.*

In general, dropsuit upgrades is a safe bet to place SP into. Any SP placed in this section will affect most of your game play as it will give you more shield and armour, faster sprint speed, faster hack speed, enable you to use different equipment etc. Just be wary of spending too much SP into something you're not sure about.

It is worth reading over all the skills to see what is possible to improve on and what items are available in game. Note however that skill books tend to be quite expensive (100-800k ISK) so do not buy any you don't intend to use unless you can afford to.

Fittings *(No Dear, you don't look fat in your heavy suit)*

This section is divided into two parts, the first one for infantry and the second one for vehicles. It should give a decent overview of what's available and what can be done with fittings.

Infantry

Infantry are the meat for the grinder that is the ground war in New Eden. Where as vehicles might have a bigger impact by themselves on the battlefield, the infantry soldier is what ultimately will decide who will win the day!

As a mercenary having a variety of fittings will ensure that you have the tools to take on any situation and also adapt. Even if it means dying first to change your suit and weaponry. Remember, death is only a hindrance in DUST 514, never the end.

Dropsuits

From left to right, Gallente Light, Minmatar Medium and Amarr Heavy.

These suits come in many different varieties but they can all be divided into three size or weight classes. Light, Medium and Heavy. As the names imply, the suit size directly affect attributes such as speed, health and what size weapon a suit can carry.

Not only do the sizes affect the general attributes but also which race the dropsuit was designed by.

The Gallente favour regenerative armour tanking and using generally short range plasma based weapons. They are the Caldari counterparts.

The Caldari make use of shields and mobility and use railgun technology. They are the complete opposite when it comes to the Gallente in both weaponry and dropsuits.

The Minmatar use rusty plates and faulty shield generators but somehow manage to make it work (generally whilst running away), weapon wise they favour good old projectile shooting weaponry.

The Amarr are the slowest of the races, favouring strong armour and good shields over speed but also make use of their large stamina pools. They are the heavy hitters that favour laser based weaponry, both pulse (scrambler) and beam variety.

Currently each race has their own light suits and their specialised version the Scout, medium suits and their specialised versions the Assault and Logistics, heavy and their specialised versions the Commando and Sentinel.

Only the heavy suits have a heavy weapon slots, the other suits have light weapon slots and a possible sidearm slot.

Every single dropsuit has three attributes that are especially important: CPU, PG and slots. Every module, equipment and weapon you add to the dropsuit will drain the CPU and PG and take up one specific slot; once all of it is used up you cannot add more to the suit.

Higher tier suits will have more CPU, PG and slots available than the cheaper lower tiered ones. Unfortunately higher tier modules and weapons will also drain more CPU and PG ensuring that you have to have the most expensive dropsuits if you want to fully fit it with the most expensive and effective gear.

Luckily there are CPU and PG boosting dropsuit upgrade skills which are well worth investing in as they will make fitting suits a lot easier! Weapons also have CPU and PG lowering skills, that are well worth spending some SP in.

Fitting screen with a Gallente Sniper Starter Fit selected.

Weapons

The infantry weapons in DUST514 can be divided into four categories, **heavy, light, sidearm** and **grenade.**

Currently only the basic heavy frames of each race and their Sentinel versions can use heavy weapons which are the anti-vehicle (and also anti-personnel) Forge Gun and the anti-personnel

Heavy Machine Gun (HMG). Both are large weapons that have long reload times.
The Forge Gun (made by the Caldari) is a semi-automatic cannon that requires charging before firing devastating bolts of death. A pair of heavies with forge guns can take down any vehicle with ease such is their destructive potential.

An Amarr Heavy charging a Forge Gun.

The Heavy Machine Gun (HMG).

The Heavy Machine Gun (Minmatar) is your classic gatling gun with spinning barrels and all. In close quarters combat it will devastate anyone who happens to cross its path.

Light Weapons

Each race has a race specific basic rifle as well as several specialised ones. All of these

weapons fit in a light weapon slot as well as in a heavy weapon slot. The basic rifles are Assault Rifle (Gallente), Rail Rifle (Caldari), Combat Rifle (Minmatar) and Scrambler Rifle (Amarr).

The rifles have an optimal range in which they do max damage, beyond this optimal range their damage potential drops off severely. The optimal range can vary a lot between rifles, see the stickied threads in the rookie section of the forums for more information on ranges and damages.

They all serve the same basic function of being a soldier's most reliable tool. There are also variants on each rifle that have different characteristics from the regular ones, but the general rules for the rifles are the following:

Assault Rifle (AR) - The assault rifle excels at CQC but is deadly against shields and armor at medium ranges too and sometimes even at longer range. Never underestimate an opponent wielding this weapon, especially the prototype Duvolle.

Rail Rifle (RR) - A fully automatic assault rifle which has a slight charge up time before it fires. It is a very good weapon at all ranges and does not lose its stopping power even at long ranges.

Combat Rifle (CR) - A 3-round burst weapon. The rifle is more powerful against armor than shields. It works best at close to medium range, but is very accurate at longer ranges too, just not as powerful.

Scrambler Rifle (SCR) - A semi-automatic pulse laser rifle that is very effective against shields at medium to long ranges, has a charged shot capability which delivers devastating damage. Rapid firing of the rifle will result in overheating, injuring the user and rendering them in-operable until it has cooled down sufficiently.

Massdriver (MD) - A grenade launcher that fires glorious firecrackers that will wreck havoc on anyone caught in the blast radius (big). Shields are resistant against explosions but combine this weapon with a flux grenade and most things will just disappear in pretty explosions.

Laser Rifle (LR) - A medium to long range beam weapon that does more damage the longer you hold the trigger down for. Hold it down for too long and it will overheat though, damaging you and rendering you unable to do anything except flail around. If you see a laser beam near you then seek shelter or you will fry faster than you might think possible.

Plasma Cannon (PLC) - A light anti-vehicle weapon that shoots after a short charge-up a blob of plasma that does a fair bit of damage. It is a difficult weapon to use though and even though you can use it against infantry, it is quite rare to see it on the battlefield.

Sniper Rifle (SR) - 600m of death, especially if you can line up the headshots and even more so if you have the fabled Thales officer variant. Useless in short range combat, you will have to use the scope to actually be able to hit the side of a barn.

Shotgun (SG) - Your friendly shotgun with one, two pulls of the trigger and your target is eviscerated. Just make sure the target fully fills up your crosshair or you are most likely too far away to do decent damage with it.

Swarm Launcher - The swarm launcher is the light and medium dropsuits choice of anti-vehicle weapon. It works with a lock-on mode followed by fire-and-forget. The damage potential is not half bad but you'll need a couple of teammates to take down a tank. Alone you won't be able to do it unless it is already damaged or the driver makes some serious judgement errors.

Sidearms

Sidearms are generally meant to complement your main weapon. When you run out of ammo in your main weapon and have not got the time to reload as you're engaged with the enemy, then the sidearm because especially useful.

Sometimes using your sidearm makes more sense than your main weapon depending on the situation. Regardless of when and how you use it, it is always good to have a sidearm handy.

There are currently 4 different sidearms available. They fit in any weapon slot (besides grenade, as only grenades fit in grenade slots) but are generally placed in the sidearm slot (you can have two sidearms on you, instead of a main weapon and a sidearm if you wish, providing your suit has two weapon slots).

They are the Submachine Gun (SMG), Nova Knives, Flaylock Pistol, Scrambler Pistol, Ion

Pistol, Bolt Pistol and Magsec SMG.

The SMG is a fast firing low damage, short range Minmatar weapon, that is very effective at taking out armored targets once the shields are down. This is your general purpose sidearm that you can't go wrong with equipping it on your mercenary.

Nova Knives are a deadly weapon in the right hands. Mainly a sidearm suitable to sneaky scouts. They are certainly deadly when charged up, even capable of taking out a medium suit in one swing (and a heavy in two).

The problem is getting close to the target, without letting the enemy add ventilation holes to your suit, using the cloak field together with the knives certainly helps with that.

Flaylock Pistol is a semi-automatic miniature rocket pistol with a small clip size. Great if you

can land the shots on target, otherwise not so much. The splash radius for the explosion is quite small so accuracy is a must with this weapon.

Scrambler Pistol is my personal favourite. Line up the enemy's head and squeeze the trigger and your problem disappears very quickly. It has a massive bonus damage when hitting enemy soldiers in the head, just one or two shots will take out most medium suits. Although it can hit out to over a 100m it is rarely very effective past 30m (same range a HMG is deadly at) or so.

Ion Pistol

The Gallente Ion Pistol features two firing modes, one semi-auto and the other a charge one. Keep the trigger pressed and you charge up the pistol for a one shot massive damage that can take out a Scout or even medium suit in one shot.

The downside to the charge shot is that the pistol instantly overheats for a few seconds, leaving you defenceless and unable to do anything other than walk around not trying to get taken out by the enemy's return fire. Currently it also has a massive dispersion, making accurate hipfire with this weapon very difficult.

Bolt Pistol

Like most Caldari weaponry, the Bolt Pistol also has a short charge time before it fires. Effective against armour but not very fast, you'll need to have a good aim to make use of this weapon.

Magsec SMG

The Caldari Magsec SMG is the little brother of the Rail Rifle. It has a longer range compared to the Minmatar SMG but it also has a short charge time when you press the trigger before it engages in full auto death mode.

A very effective tool at taking out the armour once you get past the enemy's shields.

Grenades

From left to right, AV, Flux, and Locus Grenades.

Grenades come in three different flavours, locus, flux, and AV.

The standard high explosive death egg aka. the **locus grenade** is the most common one. Toss

one around the corner to soften up targets before charging in or perhaps get the prototype version and then you won't need to charge in afterwards at all.

The less deadly but just as useful **flux grenade** emits an EM field that destroys any deployed equipment in its larger radius as well as drains the shields of anyone caught in the blast but otherwise leaves mercenaries unharmed.

Both the flux and the locus grenades can be primed by holding them for a short while to decrease the fuse time. This makes it harder for the enemy to avoid the grenade once thrown. Avoid holding the grenade for too long in your hand though, as it will explode once the fuse is up!

The final grenade is the **AV grenade** which has a limited seeking capability. These grenades only explode on contact with vehicles but when they do, vehicles tend to notice due to the massive amount of damage they cause. If you're having problems with enemy LAVs harassing you then these are a great tool for dealing with them. Tanks will stay well clear of you if they see you lobbing these grenades around.

Modules

Modules are items that can improve your dropsuit itself or the weapons you carry. They are either assigned to high (left side of the suit) or low (right side of the suit) module slots on the dropsuit.

The module itself lists if it goes into a high or low slot. Different dropsuits have different amount of module slots, for example. The Gallente medium standard has 1 high module slot and 3 low module slots, while the Caldari medium standard suit has 2 high module slots and 2 low module slots. The amount of slots can be viewed in the info page on a specific suit or you can simply ready one up in the fitting screen.

Typical modules assigned to high slots are weapon damage increasers called Light-, or Heavy Damage modifiers and shield extenders which increases how much shields you have available.

The more common low module slot ones are armor plates, which increase how much armor you have, and armor repairs which continuously repair your armor when it is damaged.

These are not the only modules by any means, there are modules that increase CPU, PG or sprint speed for instance and others that lower the time it takes for your shields to start recharging. The plates and repairers are however the most typical ones you will find on any fit, as having a high health buffer is important, as is dealing high damage.

All of the modules come in the standard (basic) - advanced (enhanced) - prototype (complex)

variety tiers, some modules also come in militia variants which you don't need any skills for. The better they are the harder they are to fit and the more they cost.

The following is a list of all current infantry modules:

Armor Plate - Increases your max arm or HP, decreases your movement speed.
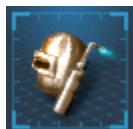
Armor Repair - As soon as you take armor damage the armor repair kicks in and repairs it once every second.

Reactive Plate - These give a bonus to your total armour HP but also gives a small armor repair amount.

Ferroscale Plate - Less armor than regular plates but you don't get the heavy movement speed penalty.

Shield Extender - Increases your shield HP, decreases how quickly depleted shields begin to regen.

Shield Regulator - Decreases the time it takes for your shield regen to kick in.

Shield Recharger - Increases the amount of shield healed each second.

Shield Energizer - Like the recharger but stronger, downside is that it lowers

max shield HP.

CPU Upgrade - Increases your max CPU.

PG Upgrade - Increases your max PG.

Precision Enhancer - Increases your built-in passive scanners precision, more likely to see enemies but that depends on their profile size. Your precision needs to be lower than their size for your passive radar to pick them up (unless you can see them).

Profile Dampener - Decreases your profile size, useful for scouts so they are not easily detected.

Range Amplifier - Increases your built-in passive scanner's range.

Codebreaker - Makes hacking faster.

Cardiac Regulator - Increases your total stamina and the stamina regen speed.

Myofibril Stimulant - Increases your melee damage.

Kinetic Catalyzer - Increases your sprint speed.

Damage Modifier - Comes in sidearm, light and heavy varieties. Increases the max amount of damage the corresponding weapon does (it doesn't matter in which slot the weapon is, only the class of the weapon matters).

Stacking Penalties

Some module incur penalties (making them less effective) when more than one of the same type is used. It is generally considered to be pointless fitting more than 3 of the same module that is stacking penalised. This is meant to limit their effectiveness and to stop the game from becoming too unbalanced.

The info page on a module will say if it has stacking penalties, the most common ones that have stacking penalties are weapon damage modifiers for infantry and shield & armor hardeners for vehicles.
Just for reference, the stacking penalties for the 2nd module is ~87%, the third is 57%, fourth is 28% and then it goes even lower. This is why the number three is generally quoted as the max amount of modules that affect the same attribute providing they have stacking penalties.

Equipment

Equipment come in two forms, deployable such as remote explosives (one is used up every time it's deployed) and non-deployable (infinite use) such as a repair tool. Not every dropsuit can carry equipment, and some dropsuits can carry more than others (especially logistics). Logistic suits also get various bonuses to specific equipment.

When teammates make use of your deployable equipments such as nanohives or get repaired with the repair tool, the owner or user will get war points! This is a very good way to be helpful for your team and still get rewarded.

The equipment are divided into the two categories with their nick names in brackets.

Deployable:
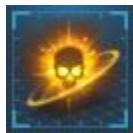
Remote Explosives (RE) - Remotely detonated sticky explosive. Attach to walls, floors or vehicles and trigger when an enemy is near for satisfying kills. You can have several REs deployed at the same time. Also note that REs take a short while to arm after deploying.
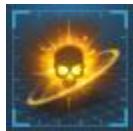
Proximity Explosives (Proxies) - The proximity mine is a purely AV tool as it doesn't activate around infantry. Once a vehicle passes over it, the proxy mine will explode, dealing damage to the vehicle.

Drop Uplinks (Uplinks) - Deployable spawn point that allows your team to spawn on it. The bread and butter of competitive play. The Amarr Logistics dropsuit gets bonus to spawn amount and spawn time reduction.

Nanohives (Hives) - At their most basic form, nanohives are a deployable equipment, that create a bubble in which ammo is restored for soldiers. There are also more advanced variants that repair the armor of any friendly soldier inside them. The Caldari Logistic dropsuit gets bonus to amount of nanites a hive has and how effective it is.

Non-Deployable:

Nanite Injector (Injector) - If a clone loses all health but has not taken terminal damage or blown up (or body riddled with bullets when fallen), then they are incapacitated but can still be revived with an injector. Better injectors give more health back (starting at 30%, up to 100%).

You don't need to have the injector selected when you stand over a fallen comrade to use it.

You will be prompted to press 'O' to revive your comrade, alternative you can select your injector and use it manually with the fire button.

Repair Tool (Rep tool) - The rep tool works over a short distance (can be long too with higher variants) remotely repairing friendly soldiers, vehicles and structures that it is locked on to. The Minmatar Logistics dropsuit gets a bonus to repair range and amount.

Active Scanner (Scanner) - A long range scanning tool. Reveals both on the HUD and on the minimap, enemies, their vehicles, structures and equipment when scanned, as long as their scan profile isn't smaller than the scanner's scan precision. The Gallente Logistics dropsuit receive bonuses to the time scanned targets are visible (they fade after a short time) and scan precision.

Cloak Field (Cloak) - Your classic Predator type cloak. The faster you move the more visible you are with a shimmering blue outline revealing you. If you stand still you are almost completely invisible but the enemy's crosshair will still turn red if it passes over you so beware. Changing to another equipment or a weapon will decloak you.

The cloak is an excellent tool for Scouts as they receive fitting bonuses to it, making it the only dropsuit that can use it without suffering severe CPU and PG costs. It works both as an offensive and defensive tool, get close to the enemy without being seen or get away quietly, your choice.

When the cloak is active it also dampens the dropsuit's scan profile, making it stealthier on the radar. While it is active it drains its energy reserves, if it goes below 50% you won't be able to activate it again unless it has recharged enough.

Example Infantry Fits

These are just general fits with little to no SP requirements. You can also modify the starter fits to save you further ISK as they have default modules that come free of charge.

Militia Gallente Light Frame (sniper)
High: Militia Light Damage Modifier
Low: Militia Armor Plates
Light: Militia Sniper Rifle
Sidearm: Militia Submachine Gun

Grenade: None
Equipment: Nanohive

Strategy: Your standard simple sniper fit, I wouldn't recommend it for anything other than counter sniping, and even then with the low tiered damage modifier and the militia sniper rifle you will need to land headshots to take the enemy snipers out.

The plates will keep you alive a little better but not much, you are very fragile, don't try to engage anyone in regular rifle range, you won't survive.

I wouldn't recommend militia nanohive for anyone as you only get one of them. A sniper should be relocating often to be useful, not sit in the redlines at the same spot throughout the match which so many do.

Militia Amarr Medium Frame (assault)
High: Basic Shield Extender
High: Basic Shield Extender
Light: Scrambler Rifle
Sidearm: Militia Submachine Gun
Grenade: Locus Grenade
Equipment: Nanohive

Strategy: This is an easy fit to play with, you've got the submachine gun for CQC once you've dropped their shields, don't be afraid to use grenades either, you've got 2 nanohives to replenish them with. The scrambler rifle goes very easy on ammo, just be careful not to overheat it especially after a charged shot.

Stick together with your teammates and concentrate fire on enemies being targeted and you will drop them fast with the massive damage that the scrambler rifle does.

Logistics-M1 (Combat Medic)
High: Basic Shield Extender
High: Basic Shield Extender
Low: Basic Armor Plates
Low: Basic Armor Plates
Light: Combat Rifle
Grenade: Locus Grenade
Equipment: Drop uplink
Equipment: Repair Tool
Equipment: Nanite Injector

Strategy: Unfortunately you will have to spend some SP to unlock a logistics dropsuit if you want to play a proper support class in DUST 514. Having multiple equipment slots available to you

really makes a big difference.

Stick together with your teammates, go where the fighting is thick. Repair your buddies' armor, put uplinks down in a safe area near the fighting and pick up (nanite inject) friendlies who have been downed (when it's somewhat clear, **NOT** when bullets are flying over the body).

Logistics is a great way of helping your team, you will get many war points for doing it and generally finish high on the leaderboard even if you don't get many kills.

Militia Amarr Heavy Frame (AV)
High: Basic Heavy Damage Modifier
Low: Basic Armor Plates
Heavy: DAU/2 Assault Forge Gun
Sidearm: Scrambler Pistol
Grenade: Packed AV Grenade

Strategy: Stick with friendly infantry or get a LAV and chase tanks, it is all about positioning, try to outflank tanks. If you hit tanks in the rear you will do almost double damage which is well worth it and helps a lot when taking them down.

You will not most likely at low skill level be able to take out tanks by yourself so recruit a friend to tag along. Together you can wreck havoc! Just avoid enemy infantry as you will have a hard time against them.

Don't forget the AV grenades either, they are there for softening and finishing enemy vehicles. They work best when used together with the forge gun.

If you can then try to get into elevated positions as it will make targeting the vehicles easier as well as making it less likely that they can escape as you have a long range with the forge gun (300m).

The next section on vehicles is written by Jason Pearson who I (and many others) consider to be one of the top tankers in the game. He has far greater expertise than I when it comes to vehicles so I decided to ask him for some assistance with this work.

Vehicles

Gallente Tanks in the foreground, Caldari Dropship on the left hand side.

Vehicles are just as important as Infantry in DUST 514, costing much more ISK than a dropsuit. The three different types of vehicles can easily help turn the tide of battle for your team and make taking objectives a lot easier than going up against the enemy without them.

A vehicle can be called in at any time during battle with the right dpad on the DS3 or with v on the keyboard as long as the team quota is not full.

Currently, players have access to two of the four faction's vehicles, that's the Caldari, a heavy shield based faction that use missile and railgun weaponry, and Gallente, a heavy armor based faction that use blaster and railgun weaponry. So when players ask if you're using an "Armor Tank" they're asking about the Gallente HAV.

Heavy Attack Vehicles

Heavy Attack Vehicles (HAV) are strong vehicles used for both offensive and defensive purposes, near invulnerable to small arms fire. The only things capable of taking on a HAV are AV weapons or Vehicle Turrets (remote explosives works too!).

The HAVs can carry up to two additional mercenaries alongside the pilot, providing small turrets are available to be manned, that are completely protected by the hull. HAVs are great vehicles to push up against strong enemy defense.

Caldari HAVs are the Sica and Gunnlogi (above left), Gallente HAVs are the Soma and Madrugar (above right).

Light Attack Vehicles

Light Attack Vehicles are fast vehicles designed for troop support and transport, capable of quickly transporting up to three mercenaries across the battlefield and can be equipped with a small turret capable of ripping through enemy infantry. Its only downside is the fact the LAV is open and the mercenaries can be shot and killed.

Caldari LAVs are the **Baloch** and **Saga** (above left), Gallente LAVs are the **Onikuma** and **Methana** (above right).

Dropships

Dropships are the only aerial vehicle in DUST 514 and can be used as a transport or gunning vehicle. With two types of dropship, you can have a standard variant that supports carrying up to six mercenaries, with two door gunners, or a faster Assault variant capable of carring up to four mercenaries with two door gunners and a small turret for the pilot. In the right hands a single dropship can turn the tide of battle.

The Caldari dropships are the **Viper, Myron** and **Python** (above left), the Gallente dropships are the **Gorgon, Grimsnes** and **Incubus** (above right).

Turrets

For weapons, vehicles use either Large or Small Turrets. Rather simply, Large Turrets fit in the Large slots and Small Turrets fit in the Small slots. Each turret has a different role, with large focusing more against vehicles and installations, while smalls focusing on either light vehicles or infantry.

Blasters - Blasters are close range Anti-Infantry weaponry, with slight effectiveness against Vehicles. When it comes to vehicles, Blasters should focus shield based vehicles, however small blasters should be discarded for anything other than Anti-Infantry.

Missiles - Missiles are mid range Anti-Vehicle weaponry, with slight effectiveness against Infantry. For engaging vehicles, Missiles should be used against armor based vehicles, this is where they outshine any other turret, small missiles are great support and can be used to kill infantry a lot easier than the large version

Railguns - Railguns are long range Anti-Vehicle weaponry, and with great difficulty, can be used against Infantry. For engaging vehicles, despite them dealing more damage against armor vehicles It is recommended for use against shields due to the sheer damage they deal the fact shield vehicles have a lot less health than an armor one. As with small missiles, small rails are wonderful support weapon and kill infantry a lot easier than the large version.

Fitting

As with dropsuits, a vehicle must be fitted if it's going to survive out on the battlefield. Opening up the fitting screen for any vehicle can sometimes turn a player off, but don't fret, it's not as complicated as it seems, actually if you've fitted a dropsuit it's just as simple as that.

Your fitting screen is divided into three sections: on the left is your high slots, the right is the low slots and the bottom are the turret slots.

High and Low Slots

High and Low Slots have different purposes, the major thing you'll notice is that High slots are mainly focused on Shield modules, while low slots focus on Armor modules, which is why vehicles have more slots in one or the other depending on what race's vehicle they are.

Active and Passive Modules

Modules are divided into Active or Passive types, an active module must be activated using the module wheel, the same way you open the equipment wheel. These modules are powerful and only last for a limited amount of time before deactivating and entering a cooldown state, which is significantly longer. These durations can be increased through skills, and the cooldowns can be reduced through skills and by using better modules.

Passive modules are fitted and provide the bonus constantly, and includes plates and extenders for increasing the amount of HP you have, Mobile Clone Reanimation Units (mCRUs) allowing allies to spawn in your vehicle or ammo expansion upgrades giving you additional ammo.

Example Vehicle Fits

To start off with, you're going to want look at fitting simple militia fits together, rather than wasting your SP on things you don't want immediately. Once you've done that and looked further into the vehicle modules you'll find they generally follow the same pattern as the following fittings.

Sica - Blaster, Anti Infantry
High: Militia Light Booster
High: Militia Shield Hardener
Low: Militia Heavy Armor Repairer
Low: Militia Blaster Ammo Capacity Upgrade
Large: Militia 80GJ Large Blaster Turret
Small: None
Small: None

Strategy: Using the above setup, your strategy should be engaging Infantry in either offensive assaults or objective defense, always make sure you have a clear retreat route, two if possible. When engaging Infantry, only activate you hardener when you take a significant hit, or know you're going into an area where you're going to get hit pretty hard. Boosters should be used sparingly, you have a natural regeneration rate of around 160hp/s for your shields until you lose a certain amount, using a light booster instantly regenerates 900 shields and if your shields were depleted, they will immediately start working again.

With a Militia fit Blaster I wouldn't recommend engaging enemy vehicles, but it is possible.

Sica - Railgun, Pure damage
High: Militia Railgun Damage Amplifier
High: Militia Railgun Damage Amplifier
Low: Militia Armor Hardener
Low: Militia Armor Repairer
Large: Militia 80GJ Railgun
Small: None
Small: None

Strategy: Using the above setup, you're going to want to keep a massive distance from your enemy, rather than focus on protection, you sacrifice it for a major increase to damage from your railgun. You're going to want to try and get to a high up position and watch for enemy vehicles.

It's a dirty strategy but it's a common one used by players when they don't have vehicle superiority. Stay in cover until you've found an enemy vehicle, activate your damage amplifiers and your armor hardener.

Now if you're wondering why you're using an Armor Hardener, it's simple, by having this additional 25% it's possibly to survive a little longer before being destroyed by an enemy using a railgun.

LAV

Onikuma - General Use
High: Militia Scanner
Low: Militia 60mm Armor Plates
Small: Default Militia MT-1 Missile Turret

Strategy: There isn't much to say about this cheap setup, it's good for getting from A to B and finding any enemy soldiers on the way thanks to the scanner. Keep the scanner running as often as possible so you can decide more easily on your next move. The extra health from the plates will keep you alive a little longer. The missile turret is generally just good for harassment, it will also make infantry duck their heads slightly.

If you have friendly supply depots on the map then you can always park up next to them to repair your armor if you've taken damage.

DS

High: Militia Mobile CRU

High: Militia Afterburner
High: Default Militia Light Shield Booster
Low: Militia Powergrid Upgrade
Low: Militia Powergrid Upgrade
Small: Default Militia MT-1 Missile Turret
Small: Default Militia MT-1 Missile Turret

Strategy: This setup is good for getting in to (or away from) places quickly thanks to the 10 seconds of burn on the afterburner. The mobile CRU will let mercenaries constantly spawn in and drop out from your ship, getting them into hard to reach places or strategically important ones.

If you have a good pair of gunners they can do a little damage with the default turrets, just don't expect anything major from them.

You have a shield booster to help survive incoming fire but good flying is a must, don't loiter in one area or you will be plucked from the sky easily. The Powergrid Upgrade modules are a must or you won't be able to fit all of these modules on it.

Social Aspect *(So, you got tired of lone wolfing it?)*

Whilst DUST 514 is fully playable on your own against other people, you miss out on something very special if you never take the leap and plunge head first into the social part of the game. The pros (more ISK!, less dying!, more fun!, more everything!) severely outweigh the cons (less fun!, less everything!, less earache from horrid music blasted over the mic with maybe a rendition of Mariah Carey!). Even the earache part is avoidable with the mute function (unless it's your squad leader, in which case you are SOL).

The easiest way of engaging in the social part is to turn on voice communication and make sure your mic is not muted. Set your active voice channel to team chat when you're in a match and talk to people!

Avoid needless blabbering, most people aren't interested that your dog just licked your dirty socks and threw up. They are however interested in the 10+ red guys coming towards Alpha which you and your body are defending on your own. Short and concise communication is key to organising a team.

Unfortunately, due to the random nature of matchmaking and people in general, your efforts on the voice band might not help matters much. If you're willing to take a step further then DUST will really open up to you on another level and you will learn to like certain teams and despise others.

To reach the next level you have the option of either using the squad finder or joining a player created corporation.

Corporations

A certain famous corporation with good intentions.

The clubhouses of mercenaries and space pilots alike, corporations serve to bind likeminded people together. They can consist of both EVE and DUST514 players with shared communication channels, both text and voice based.

Although everyone belongs to a corporation, the default ones you will have no say in any matters nor can your starter corporation own any districts, you will have to join a player created corporation for added possibilities.

Corporations are an excellent way of improving the game experience for yourself and others. Not only can people help you learn the game faster, you will also be playing in corporation squads which most of the time are a much more focused force than randomly pieced together squads in public games. Not only this but most likely you will have an experienced player as squad leader which will improve your squads effectiveness even further.

There are many ways of finding a corporation, you might see them in game and decide that their players are pretty good and you'd wish to play more with them. The easiest way is to contact one of their players through the ingame mail and ask if they have a public channel. If the response is positive go from there, if they tell you to piss off then maybe try another angle of approaching them.

Some corporations run 'feeder corps' which acts as a filter, most people can join the 'feeder corps' but not everyone will graduate to the main corporations from there. Whilst EVE's recruiting can be quite an ordeal (see: http://www.cad-comic.com/cad/20120625), DUST tends to be a bit more relaxed. This doesn't mean you're allowed to do whatever you want, and most likely certain standards are expected of you.

The 'Corporation Recruitment' sub-forum on the DUST 514 forums is also an excellent place to look for a possible new home for yourself. Just remember, you're not obligated to stay with anyone, feel free to move around if your current corporation is not what you thought it would be, or the next corporation is promising you more ISK (it's a trap).

Squads

A squad consists of up to six men or (men pretending to be women) fighting for the same team in a match. Each squad has one squad leader that can assign orders (and do targeting for orbital strikes) that are seen ingame. This squad leader can also remove squad-members from the squad for whatever reason (or for no reason).

When a group of players are in a squad and want to join a match, it is up to the squad leader to find a match and take the squad into a match.

Squad Finder

Squad Finder, no squads found.

Besides relying on the luck of the random squad, you can also join squads in the squad finder through the Neocom. Here you can see a list of publically available squads. Some have requirements like 'mic' and others might have more specific requests or provide information regarding how they intend to play.

If you are the squad leader you can also place an advert in the squad finder so that other people can find and join your squad before you deploy to battle.

If you're not in a squad when you join a match, then you will be placed in a 'no squad' spot on the team. From here you can freely join any squads on your side that are not locked (the squad leader can choose to lock and unlock a squad).

New Eden Lore *(Children of the Sleepers)*

Although it doesn't shine through the game as strongly in DUST as it does in EVE, lore is still a strong aspect of the universe we share with the capsuleers. Many times you will hear on voice comms 'die you dirty Caldari scum' when fighting against them or the ever popular 'Amarr Victor!' when fighting for the Amarr. Not to mention the ever popular 'in rust we trust' that every Minmatar child mutters to themselves before falling asleep.

If lore was not important to players then these concepts would only be familiar to the most die hard fans of New Eden.

This is why I would advise you to spend a little while reading up on the history of New Eden and its inhabitants before you chose your race for your main character. Although, gameplay wise it has no bearing which race you chose, you might just chose a race you end up hating later in the game (alright, self-hating people aren't exactly new, but you might not like it).

To cut a very long story short, DUST and EVE take place in New Eden, an area far away from Earth in the distant future (20 000+ years). Cut off from Earth through the collapse of the EVE gate that connected the two, civilisation has collapsed and from the ashes rose several factions now fighting for dominance in New Eden.

To read more on the history of New Eden see:

http://community.eveonline.com/backstory/

https://wiki.eveonline.com/en/wiki/New_Eden_%28cluster%29

https://wiki.eveonline.com/en/wiki/Timeline

The Factions

There are four primary factions in New Eden (not counting the Jove as they are more behind the scenes than anything) that try to shape the cluster according to their views and beliefs. They are The Amarr, the Caldari, the Gallente and The Minmatar. The following descriptions are from **http://dust514.com/universe/factions/** along with links to more history and informations

https://wiki.eveonline.com/en/wiki/Amarr_Empire

The Amarr Empress rules the largest and oldest of the four empires, a vast theocracy supported by Minmatar slave labor. Amarrian citizens tend to be highly educated and fervently believe that slavery is but one step on a spiritual path toward fully embracing faith. Despite several recent setbacks, the Amarr Empire is the most stable nation and most powerful military in New Eden. Allied to the Caldari State, they wish to reclaim the Minmatar Republic.

https://wiki.eveonline.com/en/wiki/Caldari

Founded on the tenets of patriotism and hard work that carried its forebears through hardships on an inhospitable homeworld, the Caldari State of today is a corporate dictatorship, led by rulers determined to return to the meritocracy. Ruthless and efficient in the boardroom and on the battlefield, the Caldari are living emblems of strength, persistence, and dignity. The Caldari are allies of the Amarr Empire and are locked in war with the Gallente Federation.

https://wiki.eveonline.com/en/wiki/Gallente

Stronghold of liberty, the Gallente Federation is the only true democracy in New Eden, its diverse population producing some of the most progressive minds of the era. Pioneers of artificial intelligence, the Federation once relied on drone fleets to defend its borders and beliefs. Today, some of the bravest men and women in New Eden man Gallentean starships. The Gallente are allied with the Minmatar Republic and fight viciously against the Caldari State.

https://wiki.eveonline.com/en/wiki/Minmatar

No nation in the galaxy has endured more turmoil than the Minmatar. Once a thriving tribal culture, the Minmatar were enslaved by the Amarr Empire for more than 700 years until most won their freedom in a massive rebellion. The fledgling Republic has been modeling their recovery on their allies, the Gallente Federation. The Minmatar people today are resilient, ingenious, and hard-working, and will forever curse the day that Amarr ships first darkened their home skies.

The Chronicles

As a person that is especially interested in reading fluff when it comes to fiction, one of the most enjoyable reading moments for myself have been reading the chronicles related to EVE and DUST.

The tone, the temp, everything varies from chronicle to chronicle and some of them are simply brilliant literature. I couldn't possibly put in words how awesome they can be! If you fancy a read have a look at **http://dust514.com/media/fiction/** and **http://community.eveonline.com/backstory/chronicles/** .

They are excellent way of spending a few minutes to several hours just immersing yourself in the fascinating world that is New Eden.

The Literature

Besides the online chronicles and fiction, there is also so far three books set in New Eden. The ones by Gonzales are worth reading one after the other as Templar One builds on The Empyrean Age but it's not a must.

DUST players especially will enjoy Templar One as it reveals the origins to our immortality.

In chronological order:

EVE: The Empyrean Age by **Tony Gonzales** **(http://www.amazon.com/s/ref=nb_sb_noss?url=search-alias%3Dstripbooks&field-keywords=EVE%3A+The+Empyrean+Age+)**

EVE: The Burning Life by **Hjalti Danielsson** **(http://www.amazon.com/s/ref=nb_sb_noss?url=search-alias%3Dstripbooks&field-keywords=EVE%3A+The+Burning+Life)**

EVE: Templar One by **Tony Gonzales (http://www.amazon.com/s/ref=nb_sb_noss?url=search-alias%3Dstripbooks&field-keywords=EVE%3A+Templar+One)**

Community Resources *(Sharing is caring)*

Many people have been getting information down on paper in various forms ever since DUST 514 became public (and some before). There are web sites, wikis, 3rd party tools, forum guides

and info posts and video resources.

This section is just a short list of possible resources, you can always search the forums and use google-fu for more info. Some of the resources will be more up to date than others so try and find out if it's relevant to what you need to know before you spend ages digesting it.

As a special mention, take a look at **Vile Heathen's** alternative newbie guide, it's a lovely piece of work all summed up in one large image over at: http://i.imgur.com/PF2jV9U.jpg .

3rd Party Sites

- Google Community: https://plus.google.com/u/0/communities/116859665949822518619
- G Torq's Fitting Site: http://dust.thang.dk/
- Dust Charts: http://www.dustcharts.com/
- DUST 514 wiki: http://wiki.dust514.info/index.php?title=Main_Page
- DUST 514 wiki (another one): http://dust514.wikia.com/wiki/Dust_514_Wiki
- Rucdoc's stat site & youtube channel: http://www.dust514stats.com/ & www.youtube.com/user/rucdoc/
- New Eden Development (for developers): https://neweden-dev.com/Main_Page
- Grit Breather's DUST database site: http://www.stuff514.com/

Forum Guides & Info

- ISK The Guide: https://forums.dust514.com/default.aspx?g=posts&t=99454&find=unread
- Weapon Ranges and Information: https://forums.dust514.com/default.aspx?g=posts&t=40886&find=unread
- hydraSlav's Fitting Tool: https://forums.dust514.com/default.aspx?g=posts&t=67188&find=unread
- DUST Rookie Section Forums (filled with guides and info, just browse to your hearts content): https://forums.dust514.com/default.aspx?g=topics&f=899

Youtube Resources

- Squadb CEO Pyrex and Trouble: http://www.youtube.com/ceopyrex
- Bamm Havoc: http://www.youtube.com/channel/UCSbWEaDqT1Y3N3caikmDggg?feature=watch
- X Ghazbaran: https://www.youtube.com/user/XxGhazbaranxX/videos
- JudgeRhadamanthus: http://www.youtube.com/user/JudgeRhadamanthus