

# *DUST* *University*

## Declassified

## Sanctioned for Public Dissemination

With grateful thanks to all past and present Tutors and  
Students

First Draft



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## Your Duties and responsibilities in D-UNI

Hello to one and all,

So, as I mention in the welcome mail you all get as a new member, you get as much out of the Uni as you put in.

Now while we have a small teaching staff and advice in the forums, as well as the mails I send to the corporation, learning is best served by active participation within the game and amongst your fellow corp members.

To that end I'd like to draw your attention to some guidelines that I know will help you enjoy your time in the Uni and the game itself. These will also put you in good stead for the future, for when you decide to leave the Uni and join a corp or perhaps even start your own corporation in the game.

We operate a policy of PG-13 only language in the Uni. First and foremost as a way of fostering a helpful environment in which to learn but also as a way of combating the rather ugly reputation that FPS games can have. I want those that try Dust 514, to find it different from the other FPS games out there not only because of the skill system and the tactical aspects of it but because how the other players conduct themselves with other players.

Should you find yourself in a squad and a fellow D-UNI not follow this guideline, politely remind them.

Chat. Chat to each other in corp channel. If you're not in a game and someone new says hello in there, take a moment to say hi back. Answer and ask questions in there. Don't be shy or afraid of perhaps asking a question in there. Make each other feel at home.

There is no such thing as a stupid question. We all start from the beginning.

If you're a veteran player of the game, there is nothing to stop you from forming a Squad and taking a bunch of New Players to show them the ropes. You're not going to put anyone's nose out of joint with that one. Just give the squad a name in the Squad Finder that says what you plan to do and talk about and announce it in Corp Chat.

It's also required to apply these guidelines to how you conduct yourself in the games forums.

DUST University has a reputation to maintain. Please don't bring that into dispute. Don't feed the trolls, you'll never win.

The more you involve yourself with the game, the more you will enjoy it. Who knows, you might find yourself enjoying it so much, you'll find yourself in Reykjavik at Fanfest, getting drunk and getting cut with a Dust 514 tattoo.

Enjoy your time in DUST University.

Kind Regards,

Dennie Fleetfoot, CEO



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## Squad Finder use and instruction

Hello to one and all,

For those of you that are new to the game, the squad finder is the quickest and easiest way to gather your forces for an upcoming battle.

Simply open up the Neocom using the L1 button of your Duelshock and highlight 'BATTLE'. To the right 3 choices appear if you've just logged on, 4 if you've just played a game.

They are:

BATTLE FINDER  
SQUAD FINDER  
STARMAP  
LAST BATTLE (shows the stats from your last match)

Pressing right on the D-Pad highlights the first option, BATTLE FINDER. Move the highlight box down to SQUAD FINDER and press X.

You will now see two column's. The one on the left has a box saying CREATE at the top and is highlighted by default when entering SQUAD FINDER. But we'll first deal with the right column, which you can again highlight using right on the D-Pad.

Joining a Squad.

At the top of this column will be any Squads created using the SQUAD FINDER by members of the same corporation you are in but are ONLY visible to that corp's members and will only allow those members to join them. Below them are squads made by players from other corporations but whose status has been made public so any player, from any corp can join them. This may include squads created members of your own corp but who have chosen to make that squad public.

Each squad has information specific to that Squad. It first has a name on the left hand side, given by the player who is the Squad Leader. Often it says what game modes are being played by that squad. Below the name is the number of mercenaries in the squad and if it has been deployed in battle. In the middle is the corp logo of the Squad Leader along with their name and the name of their corporation. And finally on the right is a latency indicator. This tells you how good the connection to the server the squad has in relation to you. If it is all greyed out, the connection is not good and you should perhaps look for a squad with a better latency. If it is filled all the way to green, it should give you the best lag-free experience.

Select a squad by highlighting with the D-Pad and press X. You will now join that Squad and if you haven't yet selected a channel for Voice comms, say you've just logged onto the game, you should be automatically connected to the Squads voice comms channel and you can communicate with your fellow squad members via Voice or text in the Squad chat channel in the usual way.

Creating a Squad.

By highlighting and pressing X on the CREATE box in the left column of Squad Finder, you can create a squad.



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Pressing X calls up the SQUAD SETTINGS. The first box that is Highlighted by default is the NAME. Give your Squad a name that clearly states its purpose. You only have 30 letters for the name. An Example might be 'D-UNI SQUAD - SKIRM & DOM'. A squad of D-UNI members only doing Skirmish and Domination Public matches only.

Under NAME is AVAILABILITY. Here you have 4 choices.

PRIVATE. Only players that you invite from your contacts list or chat channels can see and join this squad.

CORPORATION. Only players from your corporation can see and join this squad from the SQUAD FINDER.

ALLIANCE. Only players from your alliance can see and join this squad from the SQUAD FINDER

PUBLIC. Any player from and corp can see and join this squad from the SQUAD FINDER.

Once you have made your choices, highlight CREATE at the bottom of the SQUAD SETTINGS and your Squad will appear in the Right Column, ready for other players to join from the SQUAD FINDER.

I hope that this brief tutorial has helped you to use the Squad Finder. Playing in a motivated and chatty squad will help you in your Dust 514 career.

Kind Regards

Dennie Fleetfoot  
CEO

## How Do I Earn ISK?

Hello to one at all,

For those of you that are new to Dust 514, the first thing that you are likely to ask is how do I make ISK?

Well, a simple but old adage, most likely taught to you by your grand parents, is one that is relevant to answering this question.

"A penny saved is a penny earned"

The default free fits that all new starters have in your fitting menu, should serve you well enough as your basic fits till you reach a million or so Skill Points.

These fits are free, never run out, can be used with no skills and most importantly of all can increase in efficiency as you spend Skill Points to increase your Merc's skill set. This is very important in the first stages of your Dust career as you'll need to save as much ISK as possible so you can afford the Skill Books.



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These free fits can also be edited to suit your play style or weapon choice.

For instance the Default Assault free fitting, includes a Gallante Assault Rifle. But you might like the sound of the Caldari Rail Rifle, Amarr Scrambler Rifle or the Minmatar Combat Rifle.

Play a few games with the free fittings till you have some ISK and SP to spend. Then purchase the Weaponry skill from the Skill Tree for 48,000 ISK and use a total of 43,350 Skill points to get it to Level III.

This then unlocks the Light Weapon Operation Skill for purchase at 66,000 ISK. Use 12,440 Skill Points to get this new skill up to Level I and this unlocks the other rifle skills mentioned above. Each of these skills cost 149,000 ISK to buy and 12,440 Skill Points to get to Level 1 so you can use the Standard version of the weapon from the Marketplace for 1500 ISK each.

Buy 20 for example for 30,000 ISK and go to the fittings menu of your Neocom and select the Default Assault suit for editing. Replace the Gallante Assault Rifle with the weapon of your choice and you have 20 copies of that fitting. The suit and all the modules will still be free but you can use the weapon of your choice for only 1500 ISK per copy.

Using your money smartly is more important than having lots of it in DUST 514. Be as frugal as you can both in ISK and Skill Points. Read and re-read the Skill Book descriptions before purchasing and using them and you soon find the war chest filling up with ISK to spend.

Kind Regards

Dennie Fleetfoot  
CEO

## Dust 514 Forums

Hello to one and all,

Dust 514 has a large and dedicated community. There are YouTube channels, Blogs, Twitter feeds and fan-sites.

However the single largest area where we converse about the game is at the official game forums which can be found at [www.dust514.com](http://www.dust514.com) and clicking on the links on the top banner.

The direct bookmark for the forums is [www.forums.dust514.com](http://www.forums.dust514.com).

Here there are dozens of forums and threads about the game going into such things as tactics, weapon balancing and many, many other topics.

But this only part of the story.

The forums are already linked to your Playstation Network ID, which is the email address and password you use to sign in on your PS3. And your Dust account is linked to your PSN ID.



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On the top left of the forums there is a 'log in' banner. Click on that and you will be asked to type in your PSN ID. Remember, use the same email and password you use for signing in on your PS3. Once signed in, you will see in the top left where the log in was, the name of your main Dust 514 Mercenary. In my case, Kevall Longstride. If you have used the space for the other two mercenaries you're allowed to use per PSN account on Dust 514, clicking on the name will bring a drop down menu for the other Mercenaries.

This will allow you to post on the forums as your Dust Mercenary.

But there's more.

Each Corporation in Dust 514 has their own Sub-Forum, visible only to members of that corporation for them to talk amongst themselves. Dust University is no exception. This is where you'll find a lot of answers to your questions as a new player.

Once signed into the forums as instructed above, you will see the following Forum Groups

Dust 514 Information Hub

DUST University (or whatever corp your Merc is in)

Dust 514

Dust 514 Storefront Updates

Council of Planetary Management

Dust 514 Corporations, Alliances and Organisations Centre

Dust 514 Map Feedback

And then Forums for Russian, Japanese, French, German, Italian and Spanish.

Each Forum group has their own sub-groups. The search function is very powerful and CCP RaraRa, the Dev in charge of the forums construction is adding new features all the time.

The forums are your best source for information about the game and really should be a place where you visit often.

I hope that has helped you on your first steps into New Eden. Be ready to fall even further into the rabbit hole.

Kind Regards

Dennie Fleetfoot  
CEO



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## A Brief History Lesson

Hello to one and all,

So what and where is New Eden?

New Eden is the birthplace of Modern Mankind. Discovered via a wormhole from Old Earth space in 7987 AD, this new area of space was named Eve by its discoverers. The New Eden solar system was the jumping point for a massive expansion of colonisation from the old world to the new. Many millions of settlers poured through the wormhole to start new lives amongst the stars. Spread over dozens of Star Systems and hundreds of colonies, they were still dependant on supplies and technology from the Old Earth.

However, 74 years later in 8061 AD, the Eve wormhole collapsed, Its explosive death killed millions in New Eden and even now, 15,187 years later, the aftermath of that explosion makes a pilgrimage to the New Eden system, a dangerous journey to take.

Cut off from the supplies and industries of the old world, the smaller colonies perish, with only a few saved by larger settlements nearby. Millions die from starvation, law and order breaks down, the skills to maintain the technology are lost and communication and travel between the settlements slowly dies...

What is known as the Dark Ages begins. Little is known of this period except that the last few pockets of humanity in Eve manage to survive separate from each other, evolving into very different societies.

Over 8000 years pass before the first evidence of the Caldari civilisation is recorded in 16,262 AD. Over the next 7000 years the four major Empires of Eve, Amarr, Caldari, Gallente and Minmatar rise up from the ashes of the Eve gate collapse. They fight, trade, fight and trade amongst themselves. The long and bloody histories of the Empires are better chronicled at [www.wiki.eveonline.com](http://www.wiki.eveonline.com).

By 23,191 the four Empires were all aware of each other, when two years later the mysterious and technologically advanced Jove Empire made themselves known to the other four. Keeping themselves very much to themselves, the Jove Empire developed in an area of space not far from the world of Eve but inaccessible to all except the Jove with their superior technology.

The Amarr Empire, having enslaved the majority of the Minmatar populace already and wanting to increase their Slave stock as well as the capture of the technology of the Jove, announced their intent to invade Joveian space in 23,216 AD. They badly underestimated the capabilities of the Jove and were crushed after just one major battle with them. During the confusion, the Minmatar Rebellion begun, freeing themselves from Amarrian enslavement. It's rumoured that the surprisingly well equipped rebels were supplied by the Gallente Federation...

No one has dared attacked the Jove since.

However, six years later, the Jove gave the Caldari their Capsule technology. Their reasons for doing so remain unclear....



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23,236 AD (YO 0), At the historic Yoil Conference, Eden Standard Time (EST) is established by the leaders of the Empires, starting a period of accelerated space colonisation by independent parties.

YC 105 (23.341 AD). Jovian Capsule technology and cloning are joined. Immortal Capsuleer's begin trading via the major space ways. The Emphyrean age begins.

YC 111-114. The Amarr Empire, still smarting from the double humiliation of their defeat by the Jove and the Minmatar Rebellion, develop a new technology. Based on the established Capsuleer principle but derived from ancient Sleeper technology in wormhole space, the goal is to create immortal soldier fanatics, loyal to the Empire and unafraid of death, the knowledge of battle they earn would remain in their memory with each new clone their mind jumped into.

The Templar's are born.

YC 114. News of the Templar programme leaks and in an effort to restore the balance of power, events conspire so that a hastily brought together coalition of mercenary group, Mordu's Legion, Ishukone Corporation and the Gallante Federation manage to steal and reverse engineer the Templar programme.

YC 115. The growing numbers of Templar type soldiers start to form corporations of their own. Newly created Districts are quickly snapped up by these Merc corporations in the Molden Heath region of Eve space. The four Empires start giving out contracts to the Mercs to take planets in battle for them in Factional based warfare.

YC 117 Present day. Who knows where the Uprising will take us....

Kind Regards,

Dennie Fleetfoot  
CEO

## An Overview of the Amarr

From wiki.eveonline.com

The largest of the empires in New Eden, Amarr spans 40% of the inhabited solar systems. Their home planet in the Amarr solar system was named Athra in ancient times, but rechristened to Amarr Prime once the Amarr conquered it.

Amarr is a theocracy and a ritualistic, authoritarian imperial state where the ruling figure, the Amarr Emperor, holds near-absolute power. Below him are the five Heirs, the heads of the five royal families from which a new Emperor is traditionally chosen, along with a sixth one only recently brought back to the fold. 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 Heirs rule in his name, dividing the huge empire between them.

The Emperor and the 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 Amarr.

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Always a deeply religious people, religion remains of great importance to every Amarr, a fervour which at various times has been responsible both for great good and great evil. Shortly after recovering from the closure of the EVE Gate, they began to expand their realm at the expense of neighbouring states. The nations they conquered were enslaved, a practice justified by their religion. In the thousands of years since, the Amarr have enslaved every nation and race they have encountered, so that today slavery is an essential part of Amarr society. This has, of course, tainted their relations with other empires, especially the individualistic Gallente.

The Amarr were the first of the races in New Eden to re-discover interstellar travel technology, including jump gate tech. 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 Amarr.

In recent years, however, the Amarr have begun to run into serious opposition. First, they met the Gallente Federation, and found that while it was much smaller than the Amarr Empire, its economic and military might was a match for their own. Soon after, the Jove arrived on the scene and the Amarr made a futile attempt to subjugate them, resulting in a humiliating defeat for the Empire. To make matters worse, the Minmatar, enslaved for centuries by the Amarr, used the opportunity to rebel against their slave-masters.

Since these fateful events almost two centuries ago, the Amarr 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 New Eden, if only because of their sheer numbers and, of course, the support of their Holy God.

## An Overview of the Caldari.

From [wiki.eveonline.com](http://wiki.eveonline.com)

A state built on corporate capitalism, the Caldari State is run by a few mega-corporations which divide the state between them, controlling and ruling every aspect of 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 Gallente Federation, let alone the Amarr Empire, they are still universally feared and admired. Their economy is strong, and their military might parallel to that of the larger empires. Coupled with the fact that they are more unscrupulous than the Gallente and more combative than the Amarr, 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 Gallente. 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 Jove.

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. Whatever the sport, they 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 xenophobic as such, the Caldari are very protective of their way of life and tolerate only those foreigners that stick to the rules.

## An Overview of the Gallente

From [wiki.eveonline.com](http://wiki.eveonline.com)

The Gallente. 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. The Gallente 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, that 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 Gallente, 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 freedom 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 New Eden, the Gallente 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 Gallente have plenty of it.



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## An Overview of the Minmatar

From wiki.eveonline.com

For the Minmatar, 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 specialise in one area of activity. While those who live on a planet can focus on agricultural or industrial activity, others who travel around the world of New Eden concentrate on trading, pirating, and suchlike.

In the distant past the clans constantly warred against each other. Since then, however, Minmatar 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 Minmatar 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 Minmatar are the most numerous of all the races in the world of New Eden, but their vast numbers are divided into many factions. While the Minmatar Republic is the official state, only a quarter of all Minmatar are part of it. The largest proportion, almost a third, are enslaved within the huge Amarr Empire, while a fifth resides within the Gallante Federation, creating a powerful political bloc which keeps relations between the Gallante and the Amarr in a constant state of tension. The remainder, who are not part of any formal organisation, live as freemen throughout the world. 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 pedlars in all kinds of illegal goods, and many of the larger criminal groups in the world of New Eden are run by Minmatar.

### Skills 101

Hello to one and all,

Skills are the most important aspect in the career of a Immortal Mercenary in the New Eden Universe.

On your death in the field, your consciousness 'jumps' from its dead body and arrives in a fresh clone while retaining all the skills and knowledge from its previous 'life'.

Skills are purchased either from the marketplace or directly from the Skill Tree in the Character menu of your Neocom.

Each skill has an initial cost in ISK (Interstellar Credits) which can range from a few thousand to over a million. This is cheap compared to our immortal brethren in space, Capsuleers, where skills can cost hundreds of millions.



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Skills have 5 levels to master, each level costing progressively more Skill Points, earned from battle, to unlock.

Training Cost Multiplier.

As well as the 5 levels each, skills also have a Training Cost Modifier or TCM for short. The TCM is there as an indication to how much effort and dedication a Merc must be prepared to give in order to master the skill.

For Example:

Weaponry has a TCM of 1x, the most basic of skills. The number of Skill Points needed to unlock each level is as follows

Level I - 6220  
Level II - 18,650  
Level III - 43,530  
Level IV - 87,530  
Level V - 155,460

Therefore the total required SP to get weaponry to Level V is 310,920.

Armour Plating has a TCM of 3x. A more difficult skill to learn, it requires 3x the investment of SP per level to unlock as a 1x skill, shown below

Level I - 18,660  
Level II - 55,950  
Level III - 130,590  
Level IV - 261,180  
Level V - 466,380

Meaning that Armour Plating needs 932,760 SP to get to Level V. 3 times that of Weaponry V.

The highest TCM that a skill has currently in the game, is 8x.

Requirements.

Some skills are locked and require other skills to be earned to a certain level before access is granted for you to purchase it.

Rail Rifle Operation for example requires that a player gets Weaponry to Level III and Light Weapon Operation to Level 1. In turn, Rail Rifle Operation at Level V unlocks Rail Rifle Proficiency for purchase. Knowing how the skills are dependent on each other, allows a player to think ahead as to how they want to train their Merc.

Unlocks and Bonuses.

Skills are also divided into two other categories.



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Unlocks. These skills merely give access to other skills. They have no other benefit to the player. The Weaponry skill is an example. Level I unlocks Sidearm Operation. Level III unlocks Light Weapon Operation and Level V unlocks access to Heavy Weapon Operation.

Be aware of this when thinking of your Merc's career. If all you want to do is be a Sniper, you need only get Weaponry to level III. Any higher is a waste of hard earned SP.

Bonuses. These skills increase the capabilities of your Merc. An example would be the Dropsuit Electronics skill. For each level gained, the CPU output of whatever Dropsuit you are using at the time, is increased by 5%.

The Dropsuit Armour Upgrades skill increases the base total of Armour Hit Points of your Dropsuit by 5% per level. It is also an example of a skill that is both a bonus and unlock skill. At Levels I, III and V it unlocks access to Standard, Advanced and Prototype armour modules for your suits.

Veteran players also consider any Bonus Skills that increase the capabilities of Dropsuits as the Core skills. Skills that make a module or weapon more efficient is known as a support skill.

The Dropsuit Electronic skill mentioned above is regarded as a Core Skill because it can increase the CPU output of your suits by up to 25%. Light Weapon Operation, also mentioned before, is a support skill because it reduces the CPU usage of any light weapon fitted to the suit by 3% per level.

Core skills are generally considered as having to be at Level IV as a minimum to be competitive in Dust 514 and Level V is preferred.

The two most important rules in choosing your skills is read the description of the skill before purchase and spending SP, and then, read it again. The other one is not to spend SP on anything you don't need yet.

Try and get into the habit of allowing your pool of unallocated SP to build up to several thousand or more before choosing how to spend them. Increasing a skill, one level at a time as soon as your able to do so, might not give you a very notable feeling of improvement. But Increasing it from Level I straight to III or even V will.

This is the most basic understanding of the skills that you'll need. But do not be afraid to ask in corp chat or in the forums. Look through the skill tree in the Neocom. See how it is all linked and what career you think might be best for your play style. and then specialise in that role once decided. Don't spend SP till its needed.

And have FUN!

Kind Regards

Dennie Fleetfoot  
CEO



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## Fitting 101

Hello to one and all,

At its most basic, fitting is merely throwing what modules you are skilled to use, onto a suit and going into battle with it.

With careful thought, consideration and the use of Skills gained with SP you can produce a cheaper and lethal Suit fitting from even the most basic modules. This reduces your overheads as a Merc and earn more ISK from your battles.

### CPU and PG

Each suit, from any race and frame size has two resource pools, from which modules, weapons and equipment are powered and controlled. Power Grid and Computational Units. These resource pools are the main limitation as to what you can fit on your suit. The more advanced a suit is, the more of both it tends to have.

### Slots

Each suit has what is known as slots. In these a player can load, Weapons, Modules and Equipment all powered and controlled by the suits CPU and PG. Slots are divided into four categories

High - Shield & Damage Modifier Modules generally go here

Low - Armour, Biotic and Electronic Modules

Weapons - Can be Heavy, Light and sidearms, depending on the suit and its role, Grenades are also included

Equipment - Nanohives, Nanite Injectors, Active Scanners, Drop Uplinks and Repair tools go here

Suits can have a number of slots for each group, ranging from a basic Medium Frame with 1 high, 2 low, Light Weapon, Sidearm and a single equipment slot to a Gallente Prototype Logistic suit having 3 High, 5 low, Light Weapon, Grenade and 4 Equipment slots.

### Skills

There are a number of Skills that a Merc can learn, that raises the base attributes of your Dropsuits. A perfect example is Dropsuit Electronics. Getting this skill to Level V gives any suit you wear a 25% increase of its CPU output. This may not sound much but in the case of the Prototype Gallente Logistic suit I mentioned before, this would increase its CPU output from 390 gF (gigaflops) to 487.5 gF.

The Dropsuit Engineering skill, raised to Level V, would increase its PG from 78 kW (kilowatts) to 97.5 kW. Both of these skills are in a group of skills known as Core skills and considered by most veteran players to be at least Level IV and V would be ideal. These skills increase the capabilities of any suit you choose to use.

Coupled with the Core skills are the support skills. These skills reduce the CPU or PG needs of the modules or weapons they effect. This in turn reduces the demands placed on your suit and allows you to use more advanced gear at less resource cost.



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An example of a support skill is Light Weapon Operation. This skill not only unlocks access to different types of Light Weapons, it also reduces the CPU needs of any light weapon by 3% per level. So at level V it would reduce the CPU needed to control a Duvolle Assault Rifle from 90 kW to 76.5 kW.

Another type of support Skill are those that increase the efficacy of a module. The Armour Plating skill not only unlocks the Standard, Advanced and Prototype Armour Plating Modules, it increases the Hit Points the modules provide by 2% per level, 10% at Level V. So instead of 85 HP for the Basic Armour Plate, you get 93.5 HP. For the Complex Armour Plate, 148.5 instead of 135.

A Mercenary, with very high or maxed out Core and Support skills can get near Advanced levels of performance from Basic/standard Modules and suits for the cost of Basic ones. Near Prototype Levels of performance from Advanced gear. For less cost.

These skills also allow to experiment more with your Fits, to find a combination that perfectly suits your play style.

For more information and detail go to [forums.dust514.com](http://forums.dust514.com), sign in with your PSN details and read the DUST University forums.

You can also go to our wiki at [www.wiki.eveuniversity.org/Dust\\_University](http://www.wiki.eveuniversity.org/Dust_University)

Kind Regards,

Dennie Fleetfoot  
CEO

## Voice Comms 101

Hello to one and all,

While not completely necessary, Voice Comms in Dust 514 will improve your enjoyment of the game enormously. Even if you don't have a microphone, you can still benefit by hearing your Squad or team mates in battle.

The simplest way is to use Sony's Bluetooth enabled earpiece/mic for the PS3. But any cheap third party headset will do. However for maximum effect and quality of sound, a proper gaming headset with a flexible microphone is the way the go. I personally use a Tritton 5.1 pro system but many of the Dust veterans use models from Turtle Beach, SteelSeries, Plantronics and Razer.

Follow the manufacturer instruction as to setting up the headset with the PS3 and boot up the game.

By default, Voice Comms in Dust 514 is turned off, so we must first activate it.

In the Neocom tab down to System Operation using the D-Pad then highlight and select options. The Audio options page is the first one you'll see. Again using the D-Pad tab down to 'Voice Chat Enabled' and ensure that it is 'on' at the side of it.



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Below that is 'Push to Talk'. Its usual practice in Dust 514 to leave this off but in some cases it might be best on. When we have a lecture or a Q&A in the Uni, the player holding the lecture will ask for PTT to be turned on. This makes sure that only his/her voice will be heard and there are no distractions heard by all attending.

A quicker way to toggle PTT on or off is by calling up the Chat Channel menu in game, by pressing Select and highlighting PTT in the top right corner with the D-Pad and X button.

Once activated, you need to know how to use Voice Comms.

As mentioned above, pressing Select call up your Chat Channel menu. This happens in both your Mercenary Quarters and in game. When you first start Dust 514, you will see three channels, Local, Corp and Squad. Below them is a + sign where you create or join an existing channel. 'Comms.D-UNI' is our public chat channel. So you'll want to add that first.

Highlighting a Channel's name and pressing X will bring up a drop menu of options, top of which will be Activate Voice. Select this option and press X. You will see that a green dot has appeared in the top left corner of the Channel name. This tells you that Voice Comms is active in that channel.

You can select and type in other channels while still talking in another. To change to Voice Comms in any channel, simply highlight its name and press X to access the drop menu again.

You can only have Voice Comms on one channel at a time.

If successful in setting it up correctly you should see the green dot in the channel name and a speaker icon next to your name in the channel. This icon will flash green when someone speaks.

If despite doing all this you still can't hear anyone speaking or no one can hear you, try logging out of the game and booting on again. This solves most problems. And make sure you haven't pressed mute on your headset too.

It is a little complicated to begin with but once you've done it a few times it'll become second nature.

Kind Regards,

Dennie Fleetfoot  
CEO

## Skirmish 101

Hello to one and all,

The Public matches currently comprise of three game modes,

Ambush, Domination and Skirmish.

Skirmish is the more involved of the three, so any tactics used in it can apply as equally well to the other two.



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## Objectives

Depending on the map and its size, there are up to five Null Cannons. Control of these Launchers by a team, will fire its missiles at the opposing teams MCC (Mobile Command Centre), knocking down its shields, destroying its armour before finally bringing it down.

These Null cannons are labeled as follows

A for Alpha  
B for Beta  
C for Charlie  
D for Delta  
E for Echo

The more cannons your team control, the faster the enemy MCC is destroyed.

## Hacking

At the beginning of a match, the Null Cannons are not active and are coloured yellow. You must hack the control panel at the base of each to gain control of it, turning it blue. When hacking it from a yellow state, the hack takes only a few seconds. Hacking is performed by pressing and holding the Circle button. You are unable to fire during the hack. The more players that hack a panel the faster the hack will take.

If the enemy should hack it before your team it will turn Red, showing that it is under enemy control. Hacking when red also takes only a few seconds. However, once hacked it will take a minute for your virus to take control of the Cannon fully. In that time, the enemy could counter-hack it.

## Counter-Hacking

Should the enemy manage to hack one of your Null Cannons, it will take a minute for their virus to control it. This is shown by its blue icon filling with red. You can in this time, fight them off and Counter-hack the enemy virus. Counter hacking takes a lot longer to perform and must be done as soon as possible. Again the more players that counter-hack, the shorter the time for the hack.

## Cloning Out

As well as the destruction of the enemy MCC, it is possible to win a Skirmish match by 'cloning out' the enemy. Each side has only a limited number of clones for the team to use. Once depleted, they are unable to continue and lose by default. Remember, you can also lose by being cloned out.

## Tips and Tactics.

Always squad up when possible. Working as a team is more fun and you have back up should you come across a foe.

Destroy enemy Drop Uplinks whenever you find them. It denies them the chance to get back into the fray quicker.



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Have a Medic in your Squad. Being revived when down saves your team a clone and means you can get straight back into battle.

Use Drop Uplinks. You can dictate where you join the battle and means that you may be able to flank your enemy.

Use Voice Comms. Even if you don't have a mic yourself, you can hear the team or squad give you intel and you can act on it quicker.

Be aware of your situation. Keeping a structure as close to you as possible, limits points of attack by the enemy. Use the cover you have on a map.

Skirmish maps usually take a little longer to battle on but the SP and ISK rewards are higher on average than on the other two game modes.

Kind Regards,

Dennie Fleetfoot  
CEO

## Domination 101

Hello to one and all,

The Public matches currently comprise of three game modes,

Ambush, Domination and Skirmish.

Domination is similar to Skirmish as there is an objective to capture and prevent the enemy from doing so. In this case it is just the one Null Cannon, usually very close to the centre of the map.

This means that the Hacking panel is where all the action is.

Domination is a good map for those that like to provide logistics to their team. Drop Uplinks are a must as you are unable to spawn at the captured objective like you can in Skirmish. Nano-hive for ammo replenishment are a must too as once at the hotspot. its unlikely you'll have a chance to get to a supply depot.

Flux Grenades are also a good way to clear the Objective area of any enemy Uplinks or Hives.

Hints and Tips

Always destroy the Hives and Uplinks of the enemy whenever you find them. Doing so means they'll have further to run when spawning into battle.

Tanks will nearly always be used to try and clear the objective area of infantry. Set up Remote and Proximity Explosives at points of access to the objective and ruin their day.



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Have a fast scout. The team that manages to capture the objective first have a big advantage as it provides them with a bridgehead. Equip the scout with Uplinks and so when close to the Objective a clever team can jump in at the same time closer than spawning in at the MCC.

Kind Regards,

Dennie Fleetfoot  
CEO

## Ambush 101

The Public matches currently comprise of three game modes,

Ambush, Domination and Skirmish.

Ambush is straight up and down Team Deathmatch. Kill all the enemy and make them use up their clones before they do the same to you.

It comes in two varieties, Ambush & Ambush OMS.

In the former all your equipment must be carried into battle with your clones. Depending on the map, there may be Supply Depots and Turrets to hack, but should they be destroyed. there's nothing to replace them.

In the latter, Installations such as Turrets, Supply Depots and CRU's will drop from orbit in order to give you a helping hand. These must be hacked on arrival and can be hacked by the enemy.

Ambush does allow the use of vehicles which can be a bit one sided if your team don't use them as well. However there is a strong movement towards Ambush becoming an Infantry only mode in the future.

Ambush is also the quickest of the three modes. Games are much shorter. with less SP gained. But as you can do more per hour and the iSK payment per match is roughly the same, you can accumulate a lot of ISK very quickly if you use the cheaper or free suits.

### Hits and Tips

Use cover as much as you can.

Be aware of where your team is at all times.

When first spawning in use a fast squad and place some Drop Uplinks as a fall back provision. The spawn mechanic can be farmed for kills if the enemy know what to do.

If there is a medic nearby wait for them to revive you. Remember your team has limited clones.

A good medic can save the day. See above.



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Stay in small groups and 'Wolf Pack'. Target lone players in your crossfire and they go down so much quicker.

Kind Regards,

Dennie Fleetfoot  
CEO

## Dust 514 Glossary

Hello to one and all,

There are some unfamiliar terms that you'll come across in DUST 514 and the community. Here are some of the more common ones.

Blueberries - Term for anyone on your team but not in your squad. Often derogatory.

LFS - Looking for Squad: typed in a chat channel signifying that who typed it is wishing for an invite to a Squad.

RF? - Ready For/Room For: Typed in chat channel when a Squad leader has places in their Squad. The ? is for whatever number of Player they're looking for, 1 to 5.

X'ing Up - Typing an X in chat in reply to RF?. Check Notifications for a Squad Invite.

CRU - Clone Reanimation Unit: Sometimes pronounced as 'CREW' for brevity in the field. Installation on the map where you can spawn from. Hackable by both teams of players.

MCC - Mobile Control Centre: Large low flying craft on Skirmish and Domination game modes from which Merc's can deploy. Destruction of either marks the end of the game, unless cloned out first.

Cloned Out - Using up of all available clones to either side. Cloning out the enemy is a game ender for all game modes.

Doughnut - Circle placed upon an objective, target or Squad member by the Squad leader using Squad orders. Putting the Doughnut on a Squad member as a defend order is a good way to gain War Points in a game.

War Points - WP are earned in the game for certain actions. A infantry kill is worth 50. Destroying a piece of enemy equipment is 5. A kill assist is worth 25. There are other ways to gain WP in game, a good logi player can gain thousands in a match by repping and healing players.

Repping - The replacement of Armour Hit Points by the use of either a Repair Tool or a Repping Nano-hive. The primary role of a logi.

'You've Been Scanned' - Seen at the top of the screen when detected by an active scanner. You'll now be visible to the enemy for the duration on the scan, Be careful.

TTK - Time To Kill. Length of time it takes to bring down an enemy player. Often a hot topic in the forums.



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CPM - Council of Planetary Management: Elected body of players from the community that act as a go between for the players and the developers at CCP.

Dev's - Short name for those that work on the game at CCP. Traditional for them to have the Prefix CCP followed by a Nickname. Famous past examples in the game include CCP Nullabor, CCP FoxFour, and CCP LogiBro. The current Senior Producer of DUST 514 is CCP Rattati.

CEO - Chief Executive Officer. Head of a corporation in DUST 514 or Eve Online.

Fanfest - Annual convention for Eve Online and DUST 514 players. Held in Reykjavik, Capital of Iceland and home of CCP. Over three days, Keynotes, presentations and Round Tables are held between the players and Dev's about what CCP hopes to do over the next year. There is also a lot of drinking involved. Players that go are considered the most hardcore in New Eden.

Kind Regards,

Dennie Fleetfoot  
CEO

## **Droplinks: Did you know...?**

Hello to one and all,

Just a quick one for today.

I've noticed amongst the Bluberries and some of our membership, that there seems to be a little piece of information about the deploying of Drop Uplinks in the game, that many are unaware of.

Remember, placing your Uplinks that the direction you face when doing so, is the same direction that anyone spawning in the game from them will also be facing.

So next time you place one in a corner somewhere, to turn around and look in the direction that gives the widest view of your surroundings. Your Team mates (and yourself), will thank you for the forward thinking.

Kind Regards,

Dennie Fleetfoot  
CEO

DUST  
514

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## Repair Tools: Did You Know?

Hello to one and all,

Repair tools not only repair your team mates armour both on vehicles and suits, put they can repair the armour of an installation such as a Turret, Supply Depot and even a CRU. All you Logibro's need to remember that. o7

Kind Regards,

Dennie Fleetfoot  
CEO

## Tactical Hacking

Hello to one and all,

Just a another quick tip I thought I'd send to you all.

When hacking a Null Cannon in Skirmish, after first checking there are no enemy Drop Uplinks nearby (you are all doing that aren't you?) it is advisable to Hack any enemy controled CRU's that are nearby before the Null Cannon.

Why?

First of all, it means that an enemy team member can't suicide and spawn in at the CRU to prevent your Null Cannon hack. Secondly, while a hack on a Null Cannon will show up on the enemy players screen with the Null Cannon's name (Alpha, Beta, Charlie etc) and the null cannon will flash on their HUD and map, the CRU hack will only be announced on the HUD with no hint as to which CRU is being hacked.

There is also no audio clue that the CRU is being hacked meaning that quite often a team will not be aware that they have lost a CRU till they try to spawn there.

I see blubberies make this mistake time and again and then wonder why they always have someone pop up and prevent their Null Cannon hack.

Kind Regards,

Dennie Fleetfoot, CEO



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## Scouts 101

Scouts for a long time in Dust 514, have been sidelined and not considered as having a role on the battlefield that justified the low amount of Hit Points that they possessed. However as of Uprising 1.8 and their full Racial line up and Cloaking Fields, they have regained the popularity that they once had in the closed Beta.

While the skills and fittings of Dust 514 allow you to customise your Merc as you want to better serve your play style, there is a traditional way to use these suits.

Scouts are fast, small and nimble. They are difficult to spot on a suits scanner, have a smaller 'Hit Box' and can now be rendered near invisible, thanks to the new Cloaking Fields, for which they get a fitting bonus.

The cost for these benefits however is that they can't power a large shield buffer and their speed is as a result of less armour.

Until you gain mastery of the Scout, you will die fast and you will die a lot.

But used to their strengths, Scouts can find themselves with as many if not more War Points than their more heavily armed comrades.

Scouts are designed to harass the flanks of enemy troops. Under their own power, they can get rapidly behind enemy lines to cause havoc with supply lines by locating and destroying Nanohives and Drop Uplinks. Using a Militia Shotgun as a primary weapon, they can move unseen behind an enemy and rapidly dispatch a distracted Sniper and with practice even take down the most heavily tanked of Sentinels.

Before choosing your scout suit it is best to take note of each ones Racial bonus and see if it suits your play style. All Scouts have a 15% reduction per skill level in the PG/CPU costs of the Cloaking Fields and will automatically relay all its scanning results to the TACNET HUD of those in the same Squad as you.

To aid you, the suits of the four races can be broken down as follows

### Caldari

The Tracker. With its 5% per level increase in Scan Radius and Scan Precision, the Caldari Scout excels at locating from distance, enemy troops and deployed equipment. Best use module: Precision Enhancer.

### Gallente

The Predator. With 5% per level increase in Scan Radius and 5% deduction per level in its Scan Profile size, the Gallente Scout is designed to be as difficult to scan down as possible. They are also unique amongst the scouts for having an inbuilt Armour Repair function due to the Gallente obsession with Armour. The repair is limited to 3 HP per second and are not effected by a Mercs Armour Repair Skills. These suits are meant for long duration forays deep into enemy territory. Best use module: Profile Dampener.



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## Minmatar

The Assassin. Specialising in the infiltration of an enemy objective and silently dispatching troops left there on point defence, then quickly hacking the objective. They gain 5% per level of both Hacking speed and Nova Knife damage. Best use modules: Codebreaker and Nova Knives.

## Amarr

Marathon Man. Can run at full sprint harder and longer than any other suit of any other class in the game. Combined with Kinetic Catalysers and Cardiac Regulators, they are the go to choice for the rapid deployment of a Drop Uplink to provide a bridgehead for your Squad or Team to deploy to en masse. 5% bonus per level to Stamina Regeneration and maximum Stamina. Best use modules: Kinetic Catalysers and Cardiac Regulators.

## Tactics

The strengths of the Scout is its speed and low Scan profile. They can stay out of sight and quickly get to the enemy flanks. Its worth remembering that the passive TACNET scan system that all suits use is based on line of sight. So the clever scout uses the natural terrain to further limit the chance of discovery.

Remember, in a one on one fight of ranges greater 20 metres, against anything other than another scout, you're unlikely to survive. Sneak in from behind and take out any lone enemy troops before quickly getting away. Hit and fade is your motto.

Scouts are particularly well suited to the use of Flux grenades as a way to clear the equipment spam tactics so often favoured by many in Dust 514.

## Cloaks

Even with the 60% reduction in PG/CPU cost of a Cloaking Field that having a Racial Scout up to Level V will bring, a cloak represents a significant portion of a suits PG and CPU. You will likely have to compromise on your equipment and weapon choices in order for your suit to have a viable fit. They are also not infallible. You're only totally invisible when standing still and an enemy target reticule will still turn red when aimed at you.

You can however hack while still cloaked and they are not effected by incoming fire, which still damages you however.

Kind Regards,

Dennie Fleetfoot  
CEO



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## Drop Uplinks 101 By dogman dave

### Introduction

A Drop Uplink is a deployable piece of equipment that provides a quick entry point to the battle field effectively shortening the time for a player to return to battle. Any Dropsuit that has an equipment slot can carry them, but Amarr Logistic Dropsuits have a bonus of two more spawns per unit plus a 10% reduction in spawn time that applies only while the player is wearing the suit. Interestingly, players who drop Uplinks in other suits and then switch to an Amarr Logistics suit will benefit from the bonus while they wear the suit. Drop Uplinks are also a good way to gain War Points, 25 per use.

### Drop Uplink Levels

Functionally there are three types of Drop Uplinks. The first type is the two carried, one active Militia and Basic models. When the second Uplink of a pair is dropped the first auto-destructs. The militia level unit costs less ISK and requires no skills to use but needs slightly more fitting resources than the Basic models.

The second type of Uplink allows for carrying two, and both may be active at the same time. These are Advanced level Drop Uplinks.

The third type, Prototype Level models, allows for three Uplinks to be carried but only two can be active. This means that when the third Uplink is placed the first placed will auto-destruct if the second placed is still active.

### Drop Uplinks in Ambush

In the Ambush game mode Drop Uplinks should be placed with care and forethought, but remember, the battle lasts only seven to nine minutes so get them down quickly. The two carried, one active models are very useful in Ambush because of the high possibility that the enemy will overrun the position and camp the Uplink's position. The one active auto-destruct feature can then be used to avoid unnecessary clone loss due to spawn camping.

### Drop Uplinks in Domination

In the Domination game mode Uplinks are generally placed in large quantities close to the objective because the faster a player can return to defend or attack the objective the better. It is prudent to place one or two hidden at a medium distance in case the enemy manages to destroy all those close to the objective.

### Drop Uplinks in Skirmish

The objective itself can be spawned on in Skirmish and there is sometimes a CRU there as well so two or three well placed Drop Uplinks for an objective is normally sufficient.

### Drop Uplink Placement

Uplink placement and destruction is a game of hide and seek. There are standard hiding places that are often used and there are secondary and tertiary positions too. Leave another Uplink as decoy equipment, two if you think it's a good idea - one obvious and one better hidden to fool the enemy into thinking he's found your backup. Make sure only a thorough search will find them all.

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Placing an Uplink farther away from the action but still relatively close will ensure that you have a way back in if the rest are destroyed.

When a player spawns on an Uplink he does so from the front of the unit, facing in the same direction the player who dropped it was. Spawning facing a wall may cost the team a clone life so take a moment to put your back to the corner. Generally face the way of the expected threat before you drop the Uplink.

Avoid placing Uplinks on walkways and near drop-offs where players can spawn and drop into poison vats or fall among enemies.

Whenever possible space Uplinks so they can't all be taken out by one grenade and drop enough and far enough apart so they can't all be destroyed in one WB Strike. When deployed under a roof they are generally immune to damage from WB Strikes but may be destroyed if near a doorway or window.

## Conclusion

The team that has enough Uplinks in the right place at the right time ensures their fast return to the battlefield to continue the fight. Uplinks are the most important piece of equipment for a team to have in the game. Carry them if you can, and place them wisely. You will be well rewarded with War Points.

# Squad Leading 101 By dogman dave

## Introduction

In Dust 514 a Squad consists of up to six members that fight together to accomplish a common goal. A squad may have any combination of player roles from Scout to Tanker, but regardless, Squads are about teamwork. A squad of players working together under the direction of a competent Squad Leader (SL) will out perform a larger number of similarly skilled players acting independently.

## Create a Squad

If you want to be SL Create a Squad under the Squad Finder in NEOCOM, or less good in the chat section. You can name it to reflect what you plan to do, 'Ambush Grind', 'Random Pub', or 'Gallante FW', as examples. Make the squad available to the corporation, advertise it in the chats and if it doesn't fill, you can change it to public to access a larger player pool.

## Communications

Your squad needs to be able to communicate but some members may not have a mic and should not be excluded because they don't. They can still listen to the chat and type in the chat between matches. During the match shooting towards an object of interest is a good way to indicate it, and firing a short burst at a squad member can get their attention too.

## Organise the Squad

Find out what suits, weapons and equipment squad members prefer and if they have any other roles. Ask if they have LAVs, HAVs or Dropships. Knowing what they do will help you decide how to employ the members to their full potential and to best benefit the squad. Ensure there is a good mix of uplinks, hives, injectors and a repair tool if available.



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## Plans

Every squad will be different but you can make a good plan just by knowing what roles your squad mates play. A typical goal in Skirmish for a squad of new players or a mix of new and more experienced players would be to take and hold an objective, usually the closest to your team's start point.

Direct your squad where to spawn. Tell them Spawn Ground, CRU by the MCC, or wherever suits your plan. Remind them to bring their uplinks. While everyone is spawning in give them their initial instructions. Generally the squad should stay close together for mutual fire support so you'll want to wait for everyone and go in force.

You will know when your plan is succeeding and you may want to add more goals for your squad as the battle develops. You'll also know when your plan isn't working. In that case, maintain composure and devise alternate tactics. Be flexible, the enemy has plans too.

## Squad Command Wheel

You can issue in game commands for the squad with the squad command wheel to back up your verbal orders and gain WPs.

If the squad is scattered you can set a rally point for the squad to muster at.

If there is a priority threat you can set an attack command

The Capture order can be set on the squad objective.

The Defend order (AKA Doughnut) should always be set on a player or the objective you are defending. A tanker is an excellent choice due to the high WPs they generally achieve.

To set a command hold down R2 and then R3 to display the menu.

Select your order with the right stick and release R2.

Move the blinking green square with your right stick.

Press R1 to set the order.

## Rogue Squad Members

If someone goes off on their own you should remind them what the plan is and let them know they are needed to help, or else if you can use what they are doing to the squad's advantage, let them carry on and ask them to return to the rest of the squad when its done. How serious you take this is up to you but don't kick someone without warning.

## Orbital Strike

An Orbital Strike is earned when the squad's total WP reaches 2,500. When you are awarded one find a safe area because you can't defend yourself and deploy the strike at the same time. You need to know where a number of enemy clones are and target them, but if you can't identify a good target save it for later. Remember, enemies and their equipment underneath a roof are generally immune to a strike. The strike can be accessed by the right D-pad button, Off Map Support, select the strike option and select the target on the map.



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## Conclusion

If you take the position of SL you take the responsibility to lead the squad. Your Squad members expect you to organise and direct them. You're not going to win them all and you should take into account the performance of your opponents when you evaluate the success you and your squad had. Don't forget to tell everyone when they do well.

## Dust Economics 101 by dogman dave

### Introduction

Skill books, dropsuits, weapons, equipment and vehicles all cost ISK and we are only paid for what we do in game, regardless of what it costs to accomplish it. It's very easy to overspend and run low on ISK but it's not all that hard to run in the black and build a positive wallet balance. If you're having problems with ISK, the method outlined below will help.

### Know Your Income and Expenditures

You have to know your average income per match and the cost of your fits. Income will probably vary with the game mode and if you run lone wolf or squad up. Be aware of this and take it into account.

At this point it seems that if you make sure you die only to the amount you expect to be awarded your finances will work out. No. There are skill books, vehicles, new weapons and whatever else catches your eye that will drain your wallet. You should die only to the cost of 50% of what you expect to be awarded for a match.

Follow this plan and you will not only have enough to run your fit, you'll soon have enough ISK to pay for skill books, the extras you want to try out like dropships and tanks, and you'll still maintain a healthy balance in your wallet.

### Spend Less on Suits

The most obvious solution to spending less on dropsuits is to use the free starter fits. You can do that, however your survivability and effectiveness will be reduced.

Alten hilt noted on the D-Uni forum, that skills can be brought up to advanced levels for a small fraction of the total Skill Point cost and 60% of the benefits will be gained. This should be taken advantage of. Raising shield and armour core skills to the advanced level as soon as possible will give you 15% extra Hit Points for each in every dropsuit you use.

That gives a significant boost in total Hit Point tank. The more SP costly levels can be completed as they become priority.

The top infantry weapons currently in the game are the Combat Rifle and the Rail Rifle. If you haven't picked one up yet try them both at the basic level and use your pick. Perhaps even bring up the skill level to Advanced on that weapon for increased effectiveness, but check your PG and CPU availability first. If you need more remember the strategy above for maximum gain for SP investment.



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Fit your weapon on the starter suit of your preference. With your increased shield and armour you have more survivability with an effective weapon for between 3,000 and 11,000 ISK.

If you are awarded 150 to 200 thousand ISK, losing seven or eight of these suits a match will still allow you to make a good profit. When you hit that point of deaths, switch to the starter suits for the remainder of the match. As you gain experience you will improve and can move up to more capable suits, but remember they don't come with free modules so you'll have to recalculate the number of suits you can lose and still reach your ISK goals.

### Die Less

A player who dies too often is playing too aggressively. Many players go head to head with more experienced players with better gear.

Do this and you will die.

You will also die when you go up against superior numbers. Don't kamikaze; there is no rule that says you have to help the other team. Pick and plan your engagements so that you have an advantage and wait to engage until you have one.

The shooter who kills you without you knowing where the shots came from was playing tactically. You need to do the same.

Learn to flank and always use cover. Go out of your way to stay in cover when you move from area to area and fire from cover whenever possible. Don't start an engagement without cover at hand. Try for head-shots with your initial volley. If you're going to kill the enemy before he kills you, continue the engagement. If you're losing you need to disengage. Learn to duck behind cover to recharge shields and repair armour before you die.

### Conclusion

Building a positive wallet buffer will allow you to buy that shiny new toy when you want it. The key is keeping your expenditures at a reasonable level; approximately half of what you expect to earn works well.

To keep your expenses down you should lose less dropsuits and use the least expensive dropsuit fits you can while still maintaining your income level. Play smart to minimise your deaths.

Remember to beef up your armour and shield core skills for extra Hit Point tank and consider using a basic or advanced weapon to add effectiveness to starter and militia dropsuits. Do this and you will be a prosperous mercenary.

## Cloak Fields 101 By dogman dave

### Introduction

A Cloak is an item of equipment that requires activation by selecting it and then pressing R1. The Cloak Field masks a user visually and dampens their Scan Profile, but the dampening is stacked with any Profile Dampener modules fitted. It also muffles and distorts sounds normally heard clearly by the wearer. Cloaks can be deactivated manually by pressing R1 or by switching to another item or weapon. They also deactivate automatically on time out.



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A Cloak can be equipped on any Dropsuit with an equipment slot and sufficient fitting resources, but the CPU and PG cost is extremely high on any Dropsuit but Scouts. This is because Cloaks have a fitting bonus for Scout Dropsuits that reduces CPU and PG use by 15% per cloak level skilled. Despite the costly fitting requirements, a player with high Engineering and Electronics core skills may use them on other Dropsuits.

### Cloak Field Limitations

All Cloak Fields obscure the wearer's visual presence equally but the effects last significantly longer with progressive levels. The information listed below will enable use of a Cloak Field to its best effect.

1. Cloaks do not provide total invisibility. A Cloak Field can be visually detected as a shimmering light distortion of varying intensity which is mostly overlooked by the unobservant enemy.
2. A Cloak Field user will be less detectable when motionless because Cloak shimmer increases with movement.
3. The darker the area the more easily visible a Cloak is, and against lighter backgrounds it becomes less detectable. Against a snow background one is very hard to detect.
4. Cloaks can be detected by a weapon sight; the sight dot will turn red when it moves over a Cloak Field.
5. When hit by weapon fire a Cloak will momentarily have a higher visibility.

### Cloak Field Levels

#### Standard Cloaks

Fitting costs: 160 CPU, 35 PG

Effect duration: 15 seconds

Recharge time: 10 seconds

No Profile Dampening

The 15 second duration is short but sufficient for hacking, escapes and short flanking runs.

#### Advanced Cloaks

Fitting costs: 231 CPU, 49 PG

Effect duration: 30 seconds

Recharge time: 15 seconds

5% Profile Dampening

The 30 second active time is double the Standard Cloak's; long enough to disappear, reposition and flank an enemy.

#### Prototype Cloaks

Fitting costs: 330 CPU, 70 PG

Effect duration: 40 seconds

Recharge time: 20 seconds

10% Profile Dampening

The active time of 40 seconds is sufficient to cross most maps, perform long flanking manoeuvres, or perform multiple hacks and relocate.

### Practical Cloak Field Use

A useful feature of Cloaks is that they can be activated when above 50% charge so if deactivated for recharging while above that level it is ready for immediate use.



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A Cloaked user is very hard to scan, allowing the user to escape or operate in close proximity to vehicles for a short time. Cloaks do not drop while hacking so installations can be hacked in relative safety, but an enemy firing at the console area of a null canon will damage the hacker.

A useful Cloak mechanic is that they follow the same deactivation sequence regardless of the method of deactivation. This allows a user to first come on aim, then equip and fire a single shot weapon once before becoming visible.

### Conclusion

Cloak Fields give their users a huge tactical advantage. A cloaked player can scout enemy positions, position for an ambush, flank or approach from behind, and hack installations with little risk. If a situation is unfavourable for combat the Cloak provides a good chance to escape. Used on a Scout suit in combination with Range Amplifier, Profile Dampener, and Precision Enhancer Modules a player can see more enemy at a greater distance while remaining virtually undetected by the enemy.

## Proximity Explosives 101 by dogman dave

### Introduction

Proximity Explosives, also known as Proxies or PE's, are Anti Vehicle mines that detonate without operator action when an unidentified vehicle signature is sensed. The objective of using Proximity Explosives is to deny the enemy team use of ground vehicles. Proximity Explosives can be used in defensive positions or laid as traps in high traffic areas. They can be destroyed by enemy fire, flux grenades being particularly effective.

### Proximity Explosives

Proximity Explosives are a weapon classified as equipment and are fit in equipment slots; however they can be restocked at supply depots similar to grenades and ammunition. There are three model levels.

1. The Standard Level allows three to be carried with four active at once.
2. The Advanced Level allows for three carried and five active.
3. The Prototype Level allows four to be carried with six active.

Deploying more units than the active limit causes the first laid to disappear. All have 750 HP and a Range of 5 Meters. Individually they are not overly powerful, but the total potential damage for all 15 units is 11,250 HP, with a practical load for a three equipment slot dropsuit potentially yielding a HAV killing 7,500 HP blast.

### Deployment Game Mechanics

Game mechanics require the operator to select the appropriate equipment slot and press X to deploy the unit. Stand still to achieve precise placement because Proxies slide.

### Where to Deploy PE's

If there are targets in sight the enemy will concentrate on them and often forget other possible threats. This tendency can be used to advantage. At the beginning of a skirmish match a trap on the roadway close to targets the enemy will attempt to kill or hack may produce results. It should be set quickly because a Tank or LAV may be there momentarily. Another productive site is near

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an outlying objective that is being contested. If there is an objective that is in enemy hands you can set up your Proxies on a likely approach before you hack hoping the action will attract enemy vehicle traffic. A set deployed on the roadway near the enemy backfield to catch vehicles joining the battle should also be considered.

At the beginning of a Domination match a trap set close to the objective but on your side of it or on a common approach is often productive. One on the approach to your backfield assets will often produce results too. Later in the match a set in the enemy backfield will catch any vehicle entering the battle from that area.

Consideration should be given to narrow passes, rear access roads, crossroads and other road junctions as deployment sites. The key is that vehicle traffic will go where they can find targets, usually where the action is. Lacking obvious targets, they search for them in likely places.

### Dropsuit Choice

Any dropsuit with an equipment slot can carry Proxies but Scouts have two equipment slots, and Logi's have up to four. The more equipment slots, the fewer trips that must be made to set an effective trap. For a player skilled to the Advanced level two trips with a scout will lay an effective nine unit set of five advanced and four standard units yielding a blast with potentially 6,750 HP, enough to kill most HAVs with one or two remaining.

### Deployment Patterns

Proxies can be set in tight or loose patterns, or even stacked, depending on the area to be covered. Optimum spacing is approximately one meter, and their 5 meter range should be taken into consideration.

### Conclusion

Vehicles have been powerful killers in many of Dust 514's iterations. While Drive by Heavies are always a threat, tanks are the major vehicle threat and have enough fire power to change the flow of battle. Tanks often repair conventional AV weapon damage before another volley can be fired making it impractical for a lone player to engage a tank. Suicide LAVs are a viable weapon against tanks but the driver must dedicate himself to that role while setting up the LAV, locating the target then attempting the kill. Proxies are an inexpensive option capable of solo killing tanks. They are a much under-utilised set and forget option that allow a player to carry out other operations after their deployment. Deploying PE's takes very little time and can yield high rewards while eliminating major threats to the team.

## Basic Skill Plan for New Starters.

Hello to one and all,

The most common question as a long term player that I get from new players is, 'What should I skill into?'

So right now I'm going to tell you.

If you've read the Skills 101 I send to all new players, you'll understand the basic premise of the skill tree in Dust but this Skill training plan is geared more to the brand new players which seem to be coming into Dust 514.



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Support Skills, Support Skills, Support Skills

I can tell you right now that the single biggest waste of early SP that a new Dust player can do is to start putting SP into the Dropsuit Command branch of the tree straight away. There are now Militia variants of each races basic suit frames, requiring zero SP expenditure to use. None of these suits have the specialisations that the advanced and prototype variants have but they're cheap and offer a solid foundation as to each races military design philosophies.

But more important than that, they can be improved to almost Advanced suit levels of performance with the spending of SP into the Support Skills.

Support Skills are important as they increase the performance of EVERY suit you use and own in Dust 514, if it be Militia, Standard, Advanced, Prototype or even the 'free fittings'. And thats important. It means that a Militia based Dropsuit fitting with a full support skills behind it can and does, outperform an Advanced based fitting with no support skills. They can even be a real threat to solo Prototype users if you're in an organised squad.

The Dropsuit support skills can be found in the Dropsuit Upgrades branch of the tree. Here is your first skill to buy, Dropsuit Upgrades. Get this skill up to level II right away. This unlocks access to Dropsuit Armour Upgrades, Dropsuit Shield Upgrades and Dropsuit Core Upgrades.

The first two of these help make your Suit take more damage. For every level unlocked, they increase the base Armour or Shield of your suit by 5%. Remember, thats EVERY suit. Each new player should get both to Level III as a minimum ASAP.

ProTip: Get these to Level V before you even consider looking at the Dropsuit Command branch of the Skill Tree.

Dropsuit Core Upgrades unlocks access to all other aspects of a suits operation but it also increases a suits base CPU and PG pool by 1% per level. Doesn't sound a lot now but when you to get to the point of using Prototype suits further along in the game, you'll notice the difference. Get this to Level IV to unlock access to all the operation skills of a suit and getting it to Level V will help in the long run.

The next two skills to purchase and spend SP on are Dropsuit Electronics and Dropsuit Engineering. These increase the base CPU and PG of your suits by 5% per level. Remember, the more CPU and PG your suit has, the better modules and weapons you can fit to them. Get both to at least Level III to begin with, V is considered required later on.

Dropsuit Electronics also unlocks Precision Enhancement, Profiling Damping and Range Amplification. These three skills improve your suits build-in passive scanner. They improve, in order, your ability to detect the enemy, your ability to hide from the enemy and how far you can see the enemy from. Getting as much information from your suits scanner is a huge tactical advantage, so get these three skills up to level III as soon as possible. They also unlock modules that can improve your scanners performance even further.

ProTip: If you're considering the Scout role, get the three scanner skills to Level V before you specialise. And getting them to Level V in any role is a massive help.



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The Dropsuit Core Upgrades skill when taken to Level IV unlocks six other skills.

Active Scanner Operation  
Cloak Field Operation  
Drop Uplink Deployment  
Nanocircuitry  
Repair Tool Operation  
Systems Hacking

All of them unlock access to different tiers of equipment in that field and offer no base improvement to a suits attributes apart from the last one, Systems Hacking. The first five of these skills are dependant on what role you wish to play on the battlefield, as such it is worth spending the SP and ISK to at least unlock them to Level I so you can experiment and see what role you wish to pursue.

## Assassination 101 by Marzeo Raiders

Assassination is amongst the more common forms of death in DUST 514.

You'll often find yourself in battle suddenly shotgunned, even shredded with Nova Knives, by an unseen foe. If you want to assassinate your opponents in return, you're going to need to start training skills to do so.

Profile Dampening is essential if you want to have a chance to sneak upon your enemy, without being picked up by their scans. Range Amplification will allow your dropsuit scan radius to increase, allowing you to be more aware of your surroundings and help to spot the enemy before they see you. Precision Enhancement increases the sensitivity of your scanner, helping to compensate for the Profile Dampening skill your opponents already might have. These three skills also unlock modules that further increase the dampening and scanning capabilities of your suit.

The best choice for this style of gameplay are the Light Frames leading to the racialy bonus Scout suits. These have the smallest scanner signature of all the suits and have a fitting bonus for the the assassins best friend, the Cloak Field.

If you're hoping to increase your assassination skills, start by studying the maps. This will enable you to plan your strategies and learn where the best ambush areas of each map are.

Example.

The map is dark and has tall, flattop buildings. This type of map allows your cloak field to be more effective in dark, shadowed areas. Remember however, that you're only truly invisible when standing still, as a cloak will shimmer slightly when moving. When trying to assassinate your opponent, pay attention to the suit frame size they're using. If your opponent is a Light, then their hotbox is smaller, meaning that you have to accurate with your weapons.

If using a Medium, then your need for accuracy will not be as high but you'll have to make every shot count so you can to take him out quick.

If your opponent is a heavy, then you're going to need to go for the headshot and inflicting as much damage as possible.

An assassin is likely to be in a situation where you can't run or hide if spotted, so that means your sidearm is likely to be the longer range weapon at your disposal. Most favour the SMG or

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Scrambler Pistol for such a situation. Always remember that it's faster to switch to your sidearm than to reload your main weapon.

Defending yourself from other players, we do it all the time but let's talk about defending yourself from vehicles. As an assassin myself, I often find myself in a situation where I'm sniping on a flattop when a dropship comes to take my place. There are two options:

- 1: You jump off
- 2: You stand and fight.

If you should choose option 1, then here's what you can try. When you land from your jump, check to see if they are still onto you. Stay as close to the building as possible so when they look down to try and shoot you, there is a chance that they themselves might fall. If they do, switch to your sidearm tear into them as soon as they land. Should you manage to succeed in killing them, you can then call a dropship and get back up to the rooftop.

If you chose option 2, then switch to your sidearm and if the dropship has gunners, fire at them, moving around as you do. Once the dropship lands, throw a grenade at the entrance of the dropship, hopefully taking them out in the blast when they step out. If still alive at this point, hack the dropship and move to a different spot.

Would be assassins, I hope this has helped you and I wish you the best of luck.

Marzeo Raiders

## Sniping 101 by Jaceon Pale-eye

Modern media has painted a romantic picture of the sniper, making it a very appealing role for many players. But you often hear squad leaders complain that, "Our side has too many snipers buffing their KDR, that's why we're losing!" So you might wonder just what constitutes a good sniper? When is it not okay to skulk about on the rooftops and hills looking down on the enemy?

What if you're not in it for KDR, but because you just really wanna be "that guy"? Well, here's some things you need to know!

### When to snipe

The team is ahead or relatively even. There is a lot of open ground at or around objectives (creating a wide killing field), or you have a vantage point overlooking a bottleneck between the enemy spawn/MCC areas and one or more objectives. Sometimes it's unwise to pop an enemy drop uplink!

You're in a full squad that already has a heavy or two, a logi or two and someone else on cloaking scout duties or a beastly assault-type and you know how to perform your duties with cover-sniping and overwatch.

### When not to snipe

The team is getting stomped, all of the objectives are in enemy hands and there's little fighting around most of them. This is an opportunity for you to go ninja-hack one away from the enemy.

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Even if you can't hold it yourself, it will force the enemy to recapture them meaning they have to spread out instead of protostomping you over one objective. In these situations, you should also be going after CRUs and Supply Depots, especially if you're in a Scout suit.

When you get to your ideal snipe spot and find 2 or more snipers already dug in. You should either relocate to another spot where you can cover an area not observed from that vantage point, OR create a crossfire between yourself and that vantage point. If not possible, hunt down enemy snipers with shotgun or nova knives instead. Or just switch to another fitting and get your hands dirty elsewhere because sniping duties are already being handled.

When you find yourself killed by the same enemy sniper three times and still have no idea where he's at. You've officially lost that Sniper Duel. Tip your hat respectfully to your death screen, remember the name for future reference, and carry on by getting your hands dirty in the fighting.

How do I snipe?

If you're in a squad and running a Scout suit, your scope acts almost like an active scanner for your squad. You will notice that you often see Red Dots and uplinks/nanohives through walls. This intel is visible to your squad mates! Often, painting the target objective with your scope is helpful even if you don't have a shot.

Avoid sniping heavily armoured/shielded targets if you can't pop them with one or two shots - this announces your direction relative to them and they will send a shotgun scout or an assault dropship looking for you. Prosecute softer targets first, paying attention to the Target Intel for the target's suit type and shield/armour HP. If you can put the Logibro down in two shots, why even bother tickling that proto-sentinel?

If you take a hit and survive, MOVE. An enemy sniper has discovered your position and if you don't move now, he will try to farm you for kills if you return to the same spot. If he kills you, judge by his suit and rifle whether you have a chance to put a stop to his sniping. If you're running the Standard Sniper Rifle and he's in a proto-Commando suit with a proto rifle... leave it alone.

If you find yourself sighting in on two or more snipers closely bunched together, you may have much more luck killing them all if you hoof it over to where they are and put them down with nova knives (if you're in a Scout suit) before they even know you're there. If you snipe one, the other(s) may get spooked and lay low long enough for you to stop watching them, and it's more convincing to them that they should stop if they get killed at close range.

Pay attention to the Efficiency Rating when you have a target in your sights. 90% means you'll hit them square. 175% means you have a headshot lined up. If they're close enough, try to get the head shot - especially on an enemy sniper or a heavy/commando target. I've taken a proto commando in 2 shots with an NT-511 rifle, head-shots both times. I've also taken 4 shots to kill the same guy, because I couldn't line up the head shot.

Watch for head glitch! This is the phenomenon of seeming to have a square shot lined up on an apparently unobstructed target, but hitting nothing. In reality, you're seeing polygon breakup and the target has cover from you. But you've announced your attention to him by pinging shots off of the bulkhead he's standing next to by shooting at him 5 times for zero damage.



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Finally, watch the edges of your screen for the red chevron of an approaching enemy. If you have a Precision Enhancer fitted, your suit may even pick up an approaching scout if someone's coming to take you down. You will see the red dot appear on either the left, right or bottom edge of your screen, even when you're looking down the scope of the sniper rifle. This means someone is quite close and you need to switch to your sidearm.

I have killed heavies who were trudging uphill at me by switching and charging my nova knives, dodging around them using cover and hitting from behind with the charged knives, then following up three more times with uncharged knives. I only survived because I knew he was coming before he wanted me to know. I've also died because of not heeding the warnings at the edge of the screen because I was too focused on trying to resolve a headshot.

What to snipe in

I favour the scout suit. I like to carry either a nano-hive and active scanner, a nano-hive and uplink, or an uplink and remote explosives. I fit reactive plates, a precision enhancer (to spot those enemy snipers earlier when sneaking up on them), a Light Damage Enhancer (only one, the stacking penalty makes even a second pointless). If I plan on actually ninja-hacking, I have an alternate fit that uses a Magsec SMG instead of knives (in case I'm surprised by an enemy scout and see him on scan before he shotguns me in the back).

Do not use the active scanner when approaching enemy snipers. Seeing the "Scan Attempt Prevented" or "You Have Been Scanned" notifications makes any sniper switch to their sidearm and look around; it is instead used to scan the area around an apparently clear objective before going in for the ninja-hack. "Some Margin of Error" means there is an enemy scout defending it and you need to flush him out before hacking. "No Margin of Error" on a clear scan means you have time to hack the point and back off to wait for an enemy scout to come try to counter your hack. Take a minute to sit and defend your hack, watching quietly from a discreet distance. Make sure you actually get the 100 WP you've taken this risk for!

## Passive Scanning 101 By dogman dave

Introduction

Passive Scanning is the automatic and continuous sensing dropsuits perform to detect enemy dropsuits. It compares the Scan Profile of enemy dropsuits within Scan Radius to the Scan Precision of your dropsuit. Enemy dropsuits that have a greater or equal Scan Profile are presented on the TACNET display. While Passive Scan results are not shared with your team or squad by design, this is known to be bugged at the squad level and is very evident when a skilled scout fits Range Amplifiers. Taking advantage of this bug is an exploit and not permitted under D-Uni policy.

Scan Profile

Scan Profile is the level of detectability of a dropsuit by passive scanning. The higher the Scan Profile, the more likely a dropsuit is to be detected. Scan Profile is reduced by 5% when an Advanced Cloak is active and 10% by an active Prototype Cloak. Scan Profile can be lowered by increasing the Profile Dampening skill, which has a bonus of 2% per level. The skill allows access to four levels of Profile Dampening Modules which reduce Scan Profile, and along with the Scan Profile attribute of Cloak Fields, are subject to stacking penalties.

1. Militia at 15%,
2. Basic at 15%,



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3. Enhanced at 20%, and
4. Complex at 25%.

#### Scan Precision

Scan Precision is the sensitivity level of passive scan. When scanning, a dropsuit compares its Scan Precision to other dropsuits' Scan Profiles. Scan Precision can be bettered by the Precision Enhancement skill, which gives a 2% per level reduction in Scan Precision value. Precision Enhancer modules boost dropsuit Scan Precision and are subject to stacking penalties. There are four levels of modules available.

1. Militia at 10%,
2. Basic at 10%,
3. Advanced at 15%, and
4. Complex at 20%.

#### Scan Radius

Scan Radius is Passive Scan range. Scan Radius can be increased by investing in the Range Amplification Skill. It gives a 10% increase per level and allows access to Range Amplifier modules that are used to further extend your Scan Radius. Range Amplifier modules are available at four levels and are subject to stacking penalties.

1. Militia at 25%,
2. Basic at 25%,
3. Enhanced at 35% and
4. Complex at 45%.

#### Practical Passive Scanning

Without scan related modifications, the heavier the dropsuit the more visible it is to passive scanning and the less capable it is of detecting other suits. Heavy and medium dropsuits can fit modules to increase their passive scan capabilities but not enough to allow them to compete with light frame dropsuits. The Caldari and the Gallante Scouts are the stealth specialists due to their racial bonuses and the number of modules that can be fit in their hi and lo slots. At the highest level of the Stealth EWAR they rule the game. The Gallante is able to fit multiple Profile Dampeners enabling it to lower its Scan Profile dramatically, and the Caldari can fit more Precision Enhancer modules which greatly improves its Scan Precision. To a slightly lesser extent the Amarr and Minmatar Scouts are a force as well.

Passive scanning allows suits to detect dropsuits hidden from sight. If a suit is displayed on your TACNET it is there but when none are displayed there may be a player there you can't scan. Occasionally a dropsuit will be presented but then disappear. This may be because the player has moved out of Scan Range, but it can also be due to clone death or Scan Profile reduction due to Cloak Field activation. When this happens expect to be attacked from the flank or rear. Watch your six and don't stand still to present an easy headshot.

#### Conclusion

If shot gunning, ninja hacking or flanking ambushes are part of your play style the scan related skills are a wise investment. A Scout dropsuit fitted for high sensitivity and extended range is a very valuable asset to its owner, his squad and his team.



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## Faction Warfare 101

By Kevall Longstride  
CEO DUST University

War is raging across New Eden right now.

Four Racial Factions, with a long history of conflict, engage with each other amongst the stars and on the planets orbiting them. It was in an attempt to end this war, that one of these Factions, The Amarr Empire, used little understood ancient Sleeper technology, combined with Capsuleer techniques to create the Templar Program.

They created You.

But as with any technological Pandora's Box, this capability was soon gained and adapted by the three other Race's.

The Caldari State  
The Gallante Federation  
The Minmatar Republic

There are currently two wars being fought at the moment

Caldari V Gallente  
Amaar V Minmatar

The Caldari and the Amaar support each other, as do the Gallante and Minmatar.

As a free thinking Mercenary you are free to fight for any one of them.

But be wary...

Faction Warfare is not like the Ambush, Dominations and Skirmishes of the Public matches that you might be used to by now.

Friendly Fire is turned on. That Mercenary behind you might just be a traitor. And above you, in orbit, there could be a ship piloted by a Capsuleer ready to drop an Orbital Bombardment on your head. The battle themselves also influence the territorial spread or loss of Faction Warfare in Eve Online, which is why you get Orbital Support in FW matches.

You're also not paid in the traditional manner. You are also only paid when you win.

The four factions pay you in Loyalty Points (LP). These are then spent along with a reduced ISK cost, in the Loyalty Store Marketplace. Here you can buy equipment with lower skill requirements. Meaning that player with Level I in Gallante Assault can buy and use an Advanced Level Suit. Having Level III allows you to use and purchase a Proto Level suit.

Be aware that some equipment is racially linked to the Faction that created it. So Factional Caldari Suits and Rail Rifles can only be purchased in the Caldari Loyalty store using LP earned by fighting for The Caldari State.



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## Standings

The more you fight for a Faction, the higher your standing with that Faction, the higher the standing, the more Loyalty Points they pay you when you win. Be aware however that your standing can be effected by fighting for the other side.

Buying Loyalty Point Boosters from the Marketplace using Aurum however, will not only increase the LP earned per match but minimise the standing hit you'll receive for fighting for the other side from time to time.

## Chat Channels

Faction Warfare is more organised than regular Pub Matches with coordination needed between Mercenaries on the ground and Eve pilots in space. To that end, a number of Player created Chat Channels have sprung up for each Faction. Just add these channels as you normally would.

### Amarr

'PIE Ground Control'  
'Amarr1'

### Caldari

'Kirjuun Heian'  
'Akira fw'

### Gallante

'Lucent Echelon'

### Minmatar

'Chosen Matari'  
'Tribal Voices'

### All Faction Warfare

'J Platoon Academy'

Faction Warfare battles are found in your Battle Finder, below the regular Public Matches. They can take a little longer to get into and begin. Please be patient. If joining the queue and the estimated time is zero, there isn't a scheduled battle right away, try again later.

Faction Warfare offers a challenge above that of the Public Matches with results that influence the whole New Eden Universe in real time. Are you up to it?



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## Basic Tips and Tactics for Dust 51

By Dennie Fleetfoot/Kevall Longstride  
CEO  
DUST University

During this mail there will be references made in previous Training 101 emails sent to you as either Corp Mail or to your personal inbox on joining the Corporation. If unsure as to the meaning of these references or terms please ask in Corp Chat in the first instance before asking me for a copy of a previous mail to be resent to you. I'm happy to do so but asking in the chat channel first is likely to get you a faster answer.

### Squad Up!

Lone Wolfing is a valid tactic in the majority of FPS games out there but in Dust 514, unless you've heavily skilled your mercenary, it's a sure fire way to die a lot while learning. Basic things to remember whilst in a squad:

Communicate. Ensuring that you're all in the same Squad Voice channel will mean those of you without microphones will still hear any intel that your squad mates pass on with theirs. Purchasing even the most basic gaming headset and mic will add tremendous value to your time while playing in Dust 514 whilst providing an audio quality for the game that most TV's on their own can't compete with.

Be Aware. Know where your squad mates are around you and on the mini-map. Calling out the position of an enemy is more likely to end with their death as you will get back up to help you.

Don't Stray Apart. Keep close enough together to back each other up when needed but far enough apart for you to avoid all being hit with a single Mass Driver or Plasma Cannon round.

### Take Cover!

Learning the maps is key to keeping you alive for longer. It's not a sign of weakness to dive for cover if able. Use it to your advantage for both attack and defence. A practiced squad using cover and knowing where incoming fire is likely to come from, protecting squad mates, is a fearsome force multiplier.

### Shields and Armour.

Know their strengths and weaknesses and use them to your advantage. Shields add no weight to your suit but once hit or depleted will have a long delay before they recharge. They will however after that delay, recharge very fast to their maximum amount. If hit, dive for cover and wait for that shield to recover fast. Modules can be used to lessen the delays.

Armour can take a lot of punishment but hit point regeneration, while slower than shields, is constant and with no delay. It does mean that as a general rule, the armour aligned races, the Gallante and the Amarr have slower suits. However, unlike the shield based suits of the Caldari and to a lesser degree, the Minmatar, armour can be repaired externally by either a specialised NanoHive or a Repair Tool used by a team mate on you. A Sentinel class Heavy suit being 'repped' by two or three Logistic suits is very, very difficult to kill.



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## Hacking.

In the Skirmish and Domination game modes, hacking is an essential part of the game. You are however, very vulnerable during the hack process. The opposition is made aware which one of the primary objectives are being hacked when the process starts, so ensure that the immediate area is clear of enemy, drop uplinks and if there is a Clone Regeneration Unit (CRU) nearby, hack it first to minimise the chances of an enemy spawning in close by to stop you. Multiple players can hack faster but it's often better to cover a hacker from attack instead. A popular anti hack tactic is to place a Remote Explosive near the terminal, detonating it if the hack notification happens. Make sure that doesn't happen by throwing a Flux Grenade near the terminal. Any RE's nearby will be destroyed in the Fluxes blast range.

## Be Aware!

Spending SP in the Dropsuit Upgrades tree to boost your Electronics skill and its subset of specialist skills will make it easier to spot an enemy from further away, while making it harder to see you. There are a number of modules to help further and often it's worth sacrificing Armour and Shield Hit Point's for the ability to see further while avoiding contact with the enemy till its tactically to your advantage to do so. It depends on your play style and what suits you.

## Vehicles.

The Heavy Assault Vehicles (HAV) are indeed formidable but their armour is weakest at the rear. Place any RE's as close to the rear as possible. Aim there as well with Forge Guns and Plasma Cannons. Swarm Launchers locked and fired at a retreating HAV are more likely to hit the rear area.

Light Assault Vehicles (LAV) rely on speed to keep them out of trouble. Low armoured, they are vulnerable to placed Remote Explosives, Proximity Explosives and AV Grenades. However, with skill and timing, higher skilled Forge Gun and Plasma Cannon users can often one shot a militia variant LAV.

Dropships (DS) and Assault Dropships (ADS) present their own challenges. DS are the weaker of the two, used as troop transport or getting to high ground. They are lightly armoured but if their turrets are manned by two highly skilled merc's they can be a considerable danger to infantry. ADS are built for combat, with forward firing guns operated by the pilot. As with the HAV's its difficult but not impossible to defeat and destroy them one on one but with two infantry, trained into Anti-vehicle (AV), they can be easily neutralised if not destroyed all together. Because of their flight dynamics, balancing on a downward stream of vented exhaust, DS and ADS are vulnerable to a high alpha strike from either Forge Gun or Plasma Cannons, unbalancing them, taking an unskilled pilot by surprise and crashing into buildings. They can also be hit by AV grenades if flying low enough for a strafing run.

## Sidearms

It's quicker to switch to a sidearm than reloading your main weapon. Remember this and it can save you a clone in a one on one situation. It's unwise to not skill into your chosen sidearm.



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## Warbarges 101

By Dennie Fleetfoot/Kevall Longstride  
CEO  
DUST University

The second expansion for Dust 514, Warlords, brings with it a number of new features, not least of which are the Warbarges.

Following the Uprising of YC 115 and the news of the Amarr's Templar programme breaking, there was a hastily brought together coalition of mercenary group, Mordu's Legion, Ishukone Corporation and the Gallente Federation. This coalition managed to steal and reverse engineer the Templar programme during the Battle of Pike's Landing in the Amamake system.

As part of his challenge to the growing numbers of Templar derived mercenaries to prove that "they're one-tenth as good as my guys...", the CEO and founder of Mordu's Legion, Muryia Mordu, had started to provide them the means to arm themselves. It became clear however that these Merc's would need a form of transport as well as a mobile base for any future operations they were involved in.

While previously contracted to act as a Security Force to the Outer Ring Excavations (ORE) Corporation, Muryia had 'acquired' plans to a prototype ship they'd been working on. Based on their popular Hulk line of mining ships these barges were to become a 'stepping stone' as it were for those mining corps unable to budget for their larger Orca capital ships.

However, they had a number of design flaws and with the massive improvements they'd made to their smaller craft such as the Procurer, the plans were shelved by ORE.

But Muryia has seen some tactical potential in the design and asked his engineers to look at the plans while the Legion designed and built its own ships for the first time. Shortly after the debut of Mordu Legion's new ships, the Garmur, Orthrus and Barghest, Muryia's little side project came to final fruition.

A number of improvements had been made to the original design as well as an change in emphasis from mining to warfare. Chief amongst these changes were the miniaturization of its various sub-systems, allowing the craft to carry far more equipment including a small number of Mobile Control Centres (MCC) and a modular based way to upgrade the craft without the need to train new skills.

Initially five of the fourteen available subsystems on the vessel have been made available with the Legions engineers already working on the next batch. The subsystems are manufactured using components available from the market to begin with or produced by the first subsystem itself, the Mobile Factory. As use of the Warbarges continues to grow, the likelihood of such components turning up as battle salvage will also grow. The Warbarge itself needs an upgrade to the next level before the next subsystem is unlocked

Each of the subsystems can be upgraded to a level of five, with each level providing a greater advantage to its owner while requiring a greater number of components to construct the next upgrade.



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**Mobile Factory:** A miniaturized construction facility, producing a set number of components each day. Storage of them is minimal and they need claiming every 48 hours to ensure they are placed into the Merc's inventory.

**Market Network:** Using classified encryption protocols, this subsystem sifts through market transactions to find and reclaim ISK from various escrow transactions that the merc may have missed.

**Augmented Ammunition Facility:** Using the very latest automated techniques, the primary weapons of a merc and the ammunition they use, are tweaked to a higher level of efficiency, providing that little bit of destructive edge in a battle.

**Neural Battle Statistics Center:** While constantly monitoring a merc's learning process and patterns, this subsystem allows the acquisition of further Skill Points gained from efficiencies in neural exchange.

**Experimental Lab:** Using components, this lab can produce weapons and Officer suits of a greater capability than those available on the marketplace. Like the Mobile Factory, these weapons need to be claimed to the inventory every 48 hours.

These subsystems, when utilized correctly can give a merc that few extra percent that can make all the difference between Victory and biomass.

Due to the huge expense of the Warbarge programme for each Merc and given the limited finances of Mordu Legion, there has been recent speculation that the Warbarges are in fact a cover for CONCORD, wishing to explore a means of control over the growing Merc problem.

Mordu has dismissed this as Gallante propaganda, instigated by the Federation President, Jacus Roden, following his condemnation of Merc actions in Molden Heath. Mordu further claims this falsehood is in retaliation for the reduction in Roden's profits as an arms dealer from the successful launch of the Legion's ships, the profits of which are the true source of funding for the Warbarge programme.

## BPO's

Hello to one and all,

BPO's (Blueprint Original) are non-consumable items, available from the Marketplace and purchased with AURUM, CCP's real life game currency, purchased from the PSN Store.

They are Militia level items meaning that no skills are required to use them at all but their fitting costs, CPU and PG are higher than the standard level versions. However, they have one major advantage over items purchased with ISK from the Marketplace, they NEVER run out.

This means that suit fittings can be created that like the Starter Fits, will never cost you any ISK. And like all modules, weapons and suits in the game, they are effected by the skills your Merc has, making them more efficient. They also be used multiple times in the same fit, so just one copy of the BPO Militia Armour Plate can be used to fill all the Low Slots on an Armour Tanked Amarr or Gallente Dropsuit.



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I personally have a large collection of BPO's from the closed beta of the game and with my skills, I can have great success with fittings made from them. BPO have now returned to Dust's Marketplace and more are to come. I believe they are good value and along with the sales of Active and Passive Skill Point Boosters will help fund continued development of Dust 514.

Please look over them in the Marketplace and help fund the game.

Kind Regards,

Dennie Fleetfoot/Kevall Longstride  
CEO

## Council of Planetary Management

Hello to one and all,

The New Eden universe is unique in the gaming world for having a democratically elected player council.

For matters relating to Dust 514 we have the Council of Planetary Management, for Eve Online the Council of Stellar Management.

The role of these two advocacy groups is to liaise with CCP Games and speak up on matters that are of concern to the player base. Those elected to the two groups are bound by an NDA, a non-disclosure agreement. This allows them to know of matters coming up in the game in advance so that they may speak up on matters that might effect players before they happen. They can also have an influence on upcoming features in game and may even improve upon them.

Ultimately however, the final say on such matters is fully in CCP's hands.

At the time of writing, I'm currently on the CPM and I'm having an productive time with CCP and the other members of the CPM.

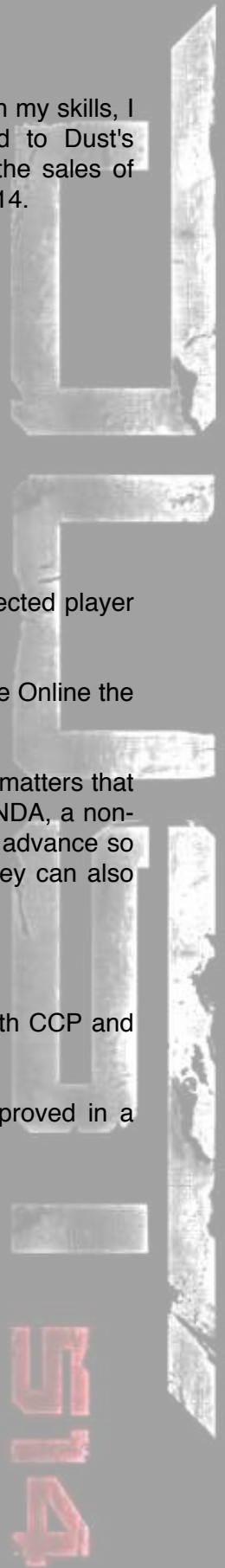
So if there any matters that concern you about the game or think they can be improved in a realistic way please mail me in game or at the email address in my signature.

Kind Regards

Dennie Fleetfoot/Kevall Longstride

CEO

CPM1 Member



DUST  
514

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## Squadding up etiquette

Hello to one and all,

With so many new members I thought that it would be a good idea to go through the regular abbreviations that are spoken in corp chat. These are also used in a lot of the public channels of other corps.

LFS = Looking For Squad. Tells those already in a squad but not in a game that you are wanting to join in and you should be sent an invite.

RF1/5 = Ready For... and the numbers of players you need to complete your squad. Players who are already in a squad may be missing a member after one has left. Can also have the minute past the hour added to it.

X = X'ing up. The standard reply to a RF1/5 request in chat. By doing this it tells the players in the squad to send you an invite.

On getting an invite your Notification channel should blink and you can accept or reject it by using the D-Pad, highlighting it and pressing the X button.

Once in the squad you should activate the voice chat in the channel, even if you don't have a headset. You can still hear your squad mates even if you can't talk to them. Use the D-Pad again to highlight the Squad channel and press X.

To invite a player to your squad highlight them in chat and press x, where 'invite to Squad' should appear.

I hope that answers a few questions.

Dennie Fleetfoot  
CEO

## Tips to increase Game performance

Hello to one and all,

Following internal discussion with CCP in my role as a CPM, I decided to try out a couple of things that may squeeze some extra performance from my PS3 while playing Dust 514.

First of all, let me say what is seemingly obvious but you'd be amazed how many don't actually do the basics in terms of getting the best from any of their game consoles.

Ventilation, ventilation, ventilation.

Heat is your enemy. Heat is your console's nemesis. When it states in the setting up guides for any console that you must ensure that all vents are free from obstruction, it's not said for the sake of using up ink. Ensure that the console is on a flat, hard surface like a shelf and that there is at least 3 inches or 800mm of space around it on all sides so airflow from the fans isn't impeded.



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NEVER place on the carpet. Most consoles have vents underneath them to draw cool air into them. Flat, hard surfaces allow this, carpets do not.

In the case of the original PS3 and the Slim, they can be placed on their end. Avoid doing so if at all possible. Heat rises and all that hot air will spend longer in the PS3 case if placed vertically.

Regularly dust your console. Keep it from being drawn into the machine if at all possible.

#### DUST 514 performance

It seems cheeky for me to say this considering how many emails I send to you all when joining. but delete emails as soon as you've read them and no longer need them for reference. I had hundreds of emails (as you'd imagine) Deleting them all after forwarding those to Dennie's account that I wanted to keep, gained me some frames per second in the game and faster map loading times.

#### Chat Channels

They're great. But a real resource hog. Most veteran players agree that having six open at the same as Alliance and Corp causes issues with game performance. Most have just four open and active on average.

#### Battle Servers

In the settings menu for the game, found in the Neocom, ensure that the games battle servers are set to automatic or the same region you live in. Setting them to a region other than the one you live in can cause lag unless you have a really fast connection.

#### Router

For best results, always connect your console direct to the router via an Ethernet connection or wired network. For when wireless is your only option, consider setting your console to have a Static IP address and setting it to your routers DMZ port. There are plenty of guides on the internet for your Router brand to how you have to do it.

#### PS3 Upgrades

Replacing the standard 2.5 inch laptop Hard Drive that comes with a PS3 with a Solid State Drive is a popular, non warranty voiding mod that many players, including myself have done to great effect in the PS3's general performance, not just in Dust 514.

#### The Ultimate Upgrade

Warning: DO THIS AT YOUR OWN RISK

If you have an out of warranty PS3 you might consider replacing the cheap Thermal Paste that Sony uses to keep costs down. Again they're plenty of guides online to do this but it invalidates any warranty you have still left on the console. Not for the faint of heart.



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## Player Trading and You...

Hello to one and all,

As you know from the patch notes that I sent you last week, Warlords 1.1 finally brings to Player Trading to Dust 514.

The version of Trading that CCP has chosen is trust based.

Player A sends Player B ISK for an item in the hope that Player B will hold up their end of the bargain and actually send the item. This methodology is the simplest to accomplish coding wise in terms of game design but obviously there are dangers.

You could get scammed. This is New Eden after all. Or perhaps you could do the scamming....

Which brings me to the point of this email.

Having given this some thought and in line with IVY League Policy, I must insist that should you wish to indulge in the seedier, more nefarious aspects of New Eden's underbelly, you not do it while using a Merc that is in DUST University or using a Merc that is on the same account as your D-UNI main. Your PSN ID would be the same on both making it easy to trace you.

I know that this may inconvenience a number of you and for that I'm sorry but D-UNI has a reputation as being helpful to new players so I don't think members scamming other players is going to be anything other than a hinderance to maintaining that reputation.

That being said, I have no way to track or trace any alts that you may or may not have on other PSN accounts.

Be aware that player trading requires a Merc to have a Loyalty Rank of 4 or above. Thanks to some testing that I did on one of my alts, I can tell you that that amount of AUR purchase and use to get to Rank 4 is 30,000 AUR. If you're on Rank 2 or 3, the purchase of a BPO from the market place is likely to put you over very quickly.

So enjoy player trading but remember, buyer beware.

Dennie Fleetfoot/Kevall Longstride  
CEO  
DUST University



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## SKIN's

Hello to one and all,

SKIN's doesn't refer to the UK television show of the same name but rather 'Super Kerr-Induced Nanocoatings'.

At the bottom of your Dropsuit fitting screen you'll now see a new module space between your grenade/sidearm slot and equipment slot. This is where the new SKIN module will go.

These module allow you alter the look of a suit from its default colour scheme. A single SKIN module can be used on multiple fittings with no CPU or PG requirements and no skills are needed to fit them.

SKIN's can be obtained in four ways:

Purchased directly for AURUM in the Marketplace.

Paid for by earning 100,000 LP in Faction Warfare along with 10m ISK.

Found in salvage at the end of a match.

Discovered in a strongbox using keys earned from completing daily missions or paid for with AURUM from the marketplace.

SKIN's are designed to fit a specific suit frame and size. For example the 'Serpantis' pirate SKIN will only fit Gallante Medium Frame suits including the Basic Medium, Logistics and Assault suits. It wouldn't work on a Gallante Light or Heavy Frame.

More SKIN's will be added to the game over time allowing you to look great while fighting hard!

Regards

Dennie Fleetfoot/Kevall Longstride  
CEO

This is a work in progress document that couldn't have been possible without the help and support of the Dust 514 community



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