

Note

Stalkers, hunters, scouts, the unseen blade and the perfect shot.

Hunters are the fastest and most precise of the three Classes. They use speed, agility, and stealth to overcome their foes.

Hunters wield the Light purely offensively, destroying their foes with blazing Solar energy or vicious Arc lightning.

Hunters begin with the Gunslinger specialization, unlocking Bladedancer at Level 15.

Gunslinger

The Hunters' Gunslinger specialization wields the Light as a literal weapon, summoning a Golden Gun of raw Solar energy to torch any foes. A Gunslinger's other abilities are focused around precision combat—if you are a steady hand on the trigger, this is the spec for you.

The Gunslinger's "melee" attack is actually a ranged throwing knife, giving you a high-damage backup attack in any short-range combat scenario that is outside normal melee range. The Gunslinger is also the only Class or spec that gains access to a proximity-triggered explosive: the Tripmine grenade, which is a useful tool for area control.

Specializing in Intellect gives you more rapid Golden Gun usage, ideal for taking out targets quickly. Discipline gives you more frequent access to an array of versatile grenades, with a mix of area control, seeking, or straight AoE damage.

Strength is the non-obvious choice for the Gunslinger. You can use the throwing knife more rapidly, but whether that is worth it to you over more frequent Golden Gun activations or grenades is entirely a personal preference.



Grenades

Incendiary Grenade

An explosive grenade that catches enemies on fire, causing additional damage over time.



A fairly straightforward explosive grenade, the Incendiary grenade does have one unique trait: it sets enemies on fire. Because the burn always deals the same damage, this has the effect of raising the average damage of the Incendiary grenade at its outer edges. The damage from the blast falls off from the center like other grenades, but the DoT damage does not.

But regardless, aim to tag this grenade in the center of groups of enemies or directly at an opponent's feet in PvP whenever possible to maximize damage.

| Damage | Radius | Notes |
|-----------|--------|--|
| 115 (140) | 7m | Deals 115 damage + 25DoT (5 ticks of 5 damage over 2.5 seconds). |

Swarm Grenade

A grenade that detonates on impact, releasing multiple drones that seek nearby enemies.



The Swarm grenade is unusual because it does not deal blast damage. Instead, it releases a small cluster of five autonomous seeker drones that rush and attack any nearby enemies. These seekers repeatedly bash their targets, dealing damage twice before exploding in another small burst of damage.

Swarm grenades employ a unique delivery mechanism. Once the grenade hits, it splits and reveals the seeker drones that hover in place and do not move until an adversary is nearby. This allows you to set traps in doorways or narrow hallways. The drones are not particularly damaging individually, but if all of them land at the feet of one target, they can down an opponent in PvP with one grenade or deal heavy damage in PvE.

Swarm grenades are also useful as a detection tool. You can use the drones if you want to track foes behind cover, or if you are uncertain of an enemy's position on the Motion Tracker. It is possible to shoot and destroy these seeker drones, but don't count on doing so easily if a hostile Swarm grenade lands near you in PvP.

| Damage | Radius | Notes |
|--------|--------------|---|
| 189 | Impact-based | Detonates on impact, releasing five seeker drones that attack nearby hostiles. Damage can vary significantly—each drone hits for 7 damage up to two times, then detonates for another 7 damage. |

Note

Swarm ID

Friendly grenades don't hurt you in PvP (or PvE for that matter), but it can be difficult to tell what is a friendly grenade in PvP.

Swarm grenade seekers have a "friend or foe" ID system built in. If you see a white aura around the seekers, they came from a friendly Hunter. This same friendly white aura also applies to the Tripmine grenade.

Tripmine Grenade

An explosive grenade that sticks to surfaces and detonates when enemies pass through its laser trigger.



As the only proximity-triggered explosive in the game, the Tripmine grenade is exactly what it sounds like. It allows you to place a tripmine that detonates when any adversary comes into its range.

The Tripmine does have damage falloff, so it is best placed in a position where an enemy triggering the blast will get hit by the full force of the explosion. The Tripmine projects its damage outwards in a cone, so stick it to a flat surface to ensure that it is aimed properly. Sticking it to rough terrain can result in a poorly aimed blast.

Doorways, narrow hallways, and sharp turns around cover make the best hiding spots. With a well-placed Tripmine, you can easily catch an overly aggressive opponent in PvP. In PvE, it is generally simple to hit combatants with the full force of the blast, even if you throw it as a “normal” grenade. Curiously, the Tripmine is also a sticky grenade. You can stick it to a target, which is fatal in PvP and highly damaging in PvE.

| Damage | Radius | Notes |
|----------|--------|---|
| 160(225) | 12m | Triggers when a hostile enemy steps in front of its cone, and deals 65 additional damage if it sticks to a target when thrown. Deals damage in a cone and does have damage falloff. |

Abilities

Double Jump

Jump a second time after leaving the ground.



A Hunter's Double Jump is distinct from a Titan's Lift or a Warlock's Glide. Instead of boosting or hovering through the air, you can simply jump a second time while in midair. Remember to press and hold the Jump button to achieve the most height from your jumps. If you do so and time your second jump at the apex of your first, you can get additional height.

Better Control

Upgrades Double Jump for better directional control while in the air.

Better Control gives you a noticeable improvement in lateral jump mobility, which is very useful if you prize mobility over height.

Higher Jump

Upgrades Double Jump for even greater height.

Higher Jump gives you the height of a Triple Jump, but it comes out more quickly. If you care more about rapid elevation changes than air control or an extra jump, this is the upgrade for you.

Triple Jump

Upgrades Double Jump with a third jump.

Triple Jump lets you tack on a third jump in midair, giving you either more height or more control over your landing. In PvP, you can also use it to significantly break up your jump pattern with erratically timed jumps, making you a difficult long-range target. Triple Jump can get you roughly to where a Double Jump with Better Control would land you. However, it takes you longer to get there, and it requires total focus on your air control.

Golden Gun

Summon a flaming pistol that disintegrates enemies with Solar Light. Has a recharge of four minutes and 30 seconds.



Golden Gun creates a hand cannon out of pure Solar energy. Once activated, you can move around with the Golden Gun in hand as your super energy depletes. You typically get three shots out of your Golden Gun, and in PvP, all three are lethal to your opponents. In PvE, they are not a one-shot kill on very tough adversaries, but they are guaranteed to wipe out lesser foes and still deal heavy damage to hard targets. Because Golden Gun can be activated and “held,” this gives you an element of mobility and precision that the Titans’ and Warlocks’ offensive moves lack. You can trigger it before entering a known dangerous area and launch a devastating surprise attack.

Be careful about trying to use Golden Gun totally reactively. If you trigger it while under fire, you may get killed before you can complete the activation animation, get the gun in hand, and get on target. Golden Gun works best with a bit of preparation: know where your enemies are and which ones you want to take out, trigger it, and eliminate them before they can react. Keep in mind that Golden Gun does have damage falloff, and you cannot snipe targets at extremely long range. This ability works best at close to close-medium distances.

Deadeye

Significantly increases the accuracy of Golden Gun.

Deadeye greatly improves the accuracy of Golden Gun, giving you the ability to rapidly snapshot from the hip and reliably take down foes.

This is particularly potent in PvP, allowing you to line up and fire on three targets as quickly as you can pull the trigger. In any close-range engagement, you’re undoubtedly going to land the shots.

In PvE, this upgrade is less needed, as you almost always have the time to aim and fire your shots accurately.

Combustion

Killing enemies with Golden Gun causes them to explode.

Combustion causes targets to detonate in an explosion, almost at a full force grenade power level, dealing 120 damage in a 5-meter radius.

This is particularly useful in PvE, as it gives Golden Gun some of the AoE power that the Titans and Warlocks enjoy. Against clustered adversaries, you can deal serious damage by detonating three enemies in rapid succession.

In PvP, this upgrade is generally less useful, as opponents are rarely clumped up long enough for the blast to matter, particularly since you can already eliminate nearby targets with follow-up shots.

Gunfighter

Reduces the cooldown of Golden Gun, allowing it to be used more often.

This takes 30 seconds off Golden Gun's recharge time, lowering it to four minutes.

Because your Intellect further modifies the baseline recharge time, this ability can significantly increase your Golden Gun uptime.

Combustion generally deals more PvE damage, and Deadeye instills more PvP confidence, but Gunfighter is the perpetually useful upgrade. It gives you more opportunities to eliminate key targets during tough missions and PvP matches.

Throwing Knife

Throw a knife from a distance.

Instead of a melee strike, the Gunslinger makes use of a deadly throwing knife. Unlike all other melee attacks, Throwing Knife has no practical "range" on it, aside from the difficulty of hitting targets at long range with an arcing knife toss! Throwing Knife can deal precision damage if you strike a target in its weak point.

Throwing Knife perfectly embodies the Gunslinger's devotion to precision attacks. The knife is harder to hit with than most other attacks, but it also gives you reach with your melee attack, something no other Class can boast.

In PvP, if you can follow up a barrage of gunfire with a well-aimed toss, you can end a short-range fight instantly. It is also extremely useful for enemies that appear to be charging you for a melee strike of their own— land a knife hit before they get into range. In PvE, less agile targets are easy to hit even out to a medium distance, so don't hesitate to throw early and often. The more practice you get with this attack, the more deadly accurate you become.



Circle of Life

Killing an enemy with Throwing Knife while Golden Gun is active extends the duration of Golden Gun. +1 Armor.

This is one of the most specific and least useful upgrades for general utility, giving you slightly more Golden Gun duration if you score a knife kill while it is active.

On the upshot, it gives you a static boost to Armor, and that is always useful. As far as the Golden Gun duration bonus, in PvE, this can let you score a more important kill by eliminating a weakened nearby target with your knife. You can then use your final shots on more dangerous targets at full health.

Incendiary Blade

Throwing Knife catches enemies on fire, dealing additional damage over time.

A very useful damage upgrade, Incendiary Blade adds a 25 damage DoT to Throwing Knife, dealing 5 ticks of 5 damage over 2.5 seconds like other burning effects.

Of the three Throwing Knife upgrades, this one is the easiest to use and adds a simple and guaranteed damage increase to your knife hits.

Knife Juggler

Precision kills with Throwing Knife immediately reset its cooldown.

As the high-risk, high-reward option, Knife Juggler demands that you score a precision kill to instantly refresh the cooldown.

This isn't an easy feat in PvP, but if you can pull it off, you can chain knife throws back to back and combine them with gunfire or a follow-up knife strike to score a multi-kill.

In PvE, chaining precision kills on weaker enemies is absolutely possible. This provides an ammo-free short-ranged method of eliminating multiple enemies.

Ability Modifiers

Tier 1

Scavenger

Picking up ammo reduces the cooldown of your grenade and Throwing Knife.

A significant boost to your grenade and melee recharge timers, Scavenger gives you 10-15% of your meter back for each box. Note that this can absolutely be combined with various weapon mods that interact with ammo drops, giving you more recharge over the course of a PvE mission.

Scavenger is generally less useful in PvP, but all special ammo boxes do work for it. Remember that all ammo boxes, including heavy, drop extra ammo for nearby friendly players. So, even if a teammate opens the crate, you can still pick up an extra ammo pack.

Keyhole

Golden Gun overpenetrates and can damage multiple targets.

Keyhole causes your Golden Gun to penetrate a single target, potentially allowing you to take out six adversaries with one Golden Gun charge. This is a very useful upgrade in PvE. Combined with Combustion, Keyhole can allow you to decimate a tightly packed group of foes almost as quickly as the Titan or Warlock AoE supers.

In PvP, this can help you against clustered enemies, particularly in hallway battles. However, the requirement for both multiple targets and multiple targets arranged in a neat line makes this a difficult talent to utilize fully.

Gunslinger's Trance

Precision kills increase weapon Stability. Stacks up to three times.

This is a powerful bonus to Stability, granting +20 per stack with a 15-second duration. Three stacks can cap the Stability value on all but the weakest Stability weapons in the game.

If you are skilled at scoring precision kills in PvE, you can use this perk alone to compensate for a poor Stability score on a primary weapon, greatly increasing your lethality. This comes with a few caveats, however. The higher the difficulty of the mission, the harder it is to chain kills rapidly, even on relatively weak enemies. The other concern is that relying on Trance for your Stability can put you in a rough spot if your weapon is normally difficult to handle without the bonus.

With all that said, this is still very much worth experimenting with in combination with weapons of varying Stability levels. In PvP, this perk can be useful. The 15-second duration is lengthy enough to get into another fight after a precision kill, and even a single stack is enough of a bonus to be noticeable.

Tier 2

Chain of Woe

Precision kills increase weapon reload speed. Stacks up to three times.

Another powerful weapon stat bonus, Chain of Woe grants you +20 Reload per stack. On top of that, unlike Gunslinger's Trance, if you hit the Reload cap, it gives you a 5/10/15% bonus to Reload beyond the cap for each stack you have at the cap. Unlike Gunslinger's Trance, Chain of Woe's effect isn't as dramatically impactful on your performance. If anything, it provides a slight bonus to sustained damage output in PvE.

Over the Horizon

Increases the range of Golden Gun. +1 Agility.

The description of this talent is a little misleading. Actually, Over the Horizon essentially removes the damage falloff from Golden Gun. Functionally, this means that you can kill a target anywhere in range that you can hit them, rather than having the shot drop off over distance. This does not influence "Range" in the same sense as the weapon statistic. Rather, it affects your actual ability to use Golden Gun on distant targets. This is useful in both PvE and PvP, as it allows you to stay back and hammer distant targets with a hard-hitting precision super.

Gambler's Dagger

Gain an additional Throwing Knife.

Gambler's Dagger gives you two knives that you can toss in rapid succession. The recharge on the second knife begins once your first is "reloaded," and this takes twice as long as your normal recharge rate.

You can pair Gambler's Dagger with Knife Juggler to give you an extra shot at scoring an instant recharge or to quickly kill an enemy in PvP. Alternately, combine it with Incendiary Blade to set two targets alight. Remember that burn damage does not stack. If you rapidly throw both knives at one target with Incendiary Blade active, you reset the DoT duration; you do not extend it.

Passives

Tier 1

Path Forgotten

Training focused on toughness and speed.+2 Armor, +2 Agility

Path Forbidden

Training focused on battle Recovery and speed.+2 Recovery, +2 Agility

Path Unknown

Training focused on battle Recovery and toughness.+2 Armor, +2 Recovery

Tier 2

Way of the Drifter

Training focused on all attributes.+2 Armor, +1 Recovery, +2 Agility

Way of the Fearless

Training focused on toughness at all costs.+5 Armor

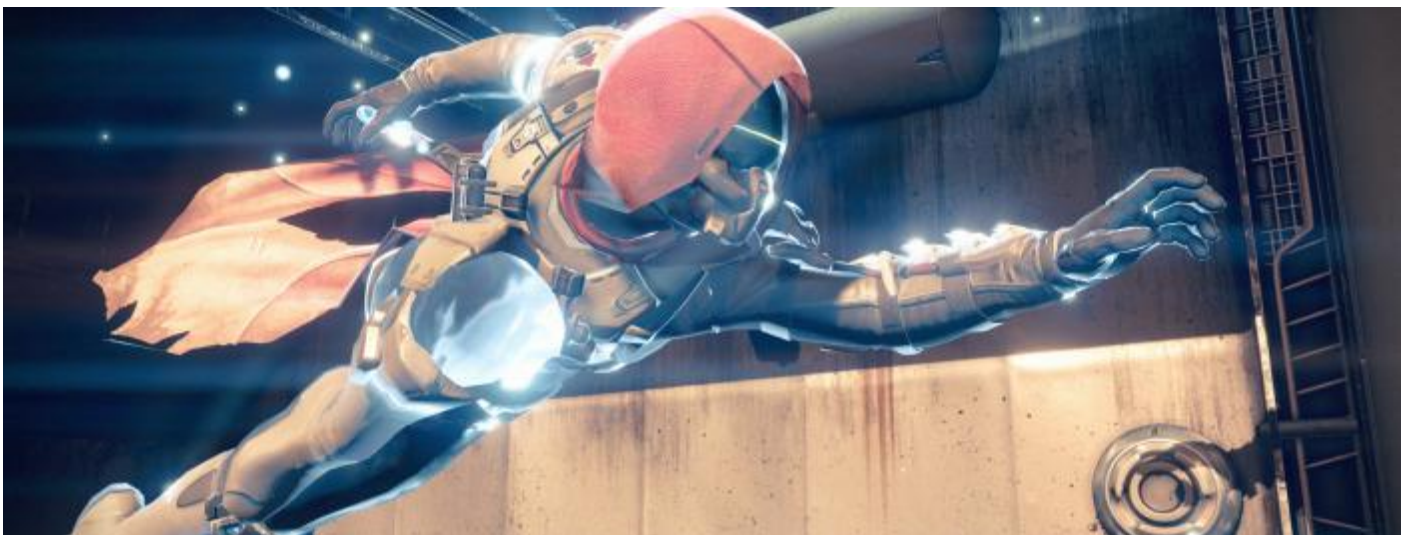
Way of the Nomad

Training focused on maximum battle Recovery.+4 Recovery, +1 Agility

Bladedancer

The Bladedancer specialization is focused on shredding your foes with Arc-charged melee powers and slipping into the shadows with your cloak to evade retaliation. If you enjoy dashing in and out of melee range and picking apart confused enemies with your cloak, this is the Hunter spec for you. The Bladedancer spec features the longest range melee attack in the game in the form of Blink Strike, the unique ability to cloak, and the mighty Arc Blade super to slice your foes apart with a charged lightning blade.

Strength/Intellect splits are the obvious choice for the Bladedancer, giving you more access to either your Arc Blade or your Blink Strike. However, Blink Strike has a unique upgrade that reduces its cooldown to five seconds, meaning you can completely skip Strength if you choose it and maximize your Intellect and/or Discipline scores freely.



Cloaking



Bladedancer Hunters have the unique ability to cloak. While cloaked, enemy combatants in PvE lose track of you completely, though they can still fire at your last known position.

Cloaking also gives the Bladedancer one of the most important roles in difficult PvE missions: saving the Fireteam from a full wipe. This task becomes very, very important during Nightfall Strikes.

In PvP, you are visible as a ghostly outline that fades in or out depending on how quickly you are moving. Move slowly, and you are harder to spot. Sprint at full speed, and opponents can usually detect you.

Cloaking reduces your Motion Tracker signature in PvP. It is functionally identical to crouching, but you maintain full mobility while cloaked, so you can use the delay in the Motion Tracker to strike offensively. Push in one direction, then suddenly change course and attack from a flank. Often, players continue to monitor the direction of the first ping, and they may not spot your change of direction until it is too late. Cloaking slows tracker pulses to 5 seconds from the normal 3.

Grenades

Flux Grenade

An explosive grenade that deals additional damage when attached to enemies.



A straightforward sticky grenade, the Flux grenade is best used in PvE by aiming for sticks at all times. In PvP, tag enemies with it while you're cloaked. While tucked away in a dark corner or in an elevated position, you can often completely surprise a target in PvP, and landing the stick is a guaranteed kill on all but the toughest Titan targets.

| Damage | Radius | Notes |
|----------|--------|--|
| 100(165) | 5m | Deals 65 additional damage if it sticks to a target when thrown. |

Skip Grenade

A grenade that splits on impact, creating multiple projectiles that seek enemies.



The Skip grenade releases drones that behave identically to the Swarm grenade seekers, but the delivery method is a bit different.

Where the Swarm grenade releases a cloud of seekers in place that attack nearby enemies, the Skip grenade releases four drones from the point of impact. The drones inherit any momentum behind the throw and then bounce away before seeking a target. This allows you to pull some tricky moves by bouncing Skip grenades off hard surfaces, floors, ceilings, and walls. You can manipulate various environmental features to get the seekers where you want them.

| Damage | Radius | Notes |
|--------|--------------|--|
| 120 | Impact-based | Releases four bouncing drones on impact that seek out and ram nearby hostiles. Deals 7.5 damage per impact up to two times, then detonates for another 15 damage. Like Swarm grenades, it is rare for the full damage payload to hit one target. |

Arcbolt Grenade

A grenade that chains bolts of lightning to nearby enemies.



A seeker grenade, the Arcbolt grenade projects damaging bolts at up to three nearby targets. While the Arcbolt deals less individual damage than other grenades, it is notable for its ease of use—any targets in range are all but guaranteed to get hit. In PvP, the Arcbolt is extremely useful for flushing out, locating, or finishing off opponents.

The bolts from the Arcbolt grenade seek out a nearby target, then bounce to two more targets from the first target hit. The bounces can each ascend up to the full 8-meter range, so the maximum distance of this grenade is actually larger than it looks, depending on how enemies are positioned.

| Damage | Radius | Notes |
|--------|--------|--|
| 80 | 8m | Sends an 80 damage Arc bolt at up to three targets within the blast radius. Arc bolts can chain to additional targets. |

Abilities

Double Jump

Jump a second time after leaving the ground.

A Bladedancer's Double Jump, Higher Jump, and Better Control are all identical to a Gunslinger's, though the Bladedancer's control gives +1 Recovery. Blink, however, is not at all the same..

Higher Jump

Upgrades Double Jump for even greater height.

Better Control

Upgrades Double Jump for better directional control while in the air. +1 Recovery.

Blink

A short-distance teleport that replaces Double Jump.



Blink completely replaces Double Jump with an instant teleport move. Rather than letting you float or jump through the air, it transports you instantly in the direction of your current momentum. This means that you can jump in one direction, look in another, and then Blink in the direction you are moving without looking.

You can use Blink twice in quick succession before it requires a short cooldown. Remember this in PvP: trying to repeatedly Blink in combat can get you in serious trouble, especially if you need a Blink to escape a bad situation. Blink is a bit more difficult to use for general mobility and terrain traversal than the other movement abilities, which is the tradeoff for having an instant movement speed.

In PvP, Blink can be extremely powerful for disengaging or disorienting an opponent. The instant teleport can get you out of trouble or take you behind an opponent before they realize where you have moved. Alongside the Bladedancer's potent melee abilities and cloak, you have a powerful combination for rapid aggressive movement. In PvE, Blink can save you from hostile fire by moving you behind cover immediately, rather than leaving you floating in midair. But be wary, as the penalty for missing a Blink in high-difficulty PvE missions is often deadly.

Blink is generally harder to use than the other movement abilities, but it rewards mastery. If you decide to pursue it, unlock it and use it as often as possible to learn its distinct quirks.

Arc Blade

Charge your blade with Arc Light, and consume your foes with lightning. Has a recharge time of four minutes and 30 seconds.



Arc Blade gives you a lethal Arc-charged blade that you can use to slice and dice your foes. Using Arc Blade grants you control in third person, allowing you to see nearby enemies directly around you.

Pressing melee while aiming in any direction causes you to lunge in that direction with a swift melee strike, and Arc Blade has a very generous auto-lock. If there's an adversary in that direction, you are all but guaranteed to hit them. An important note: if you leave the stick neutral while pressing melee, you automatically target nearby enemies. This is particularly deadly if you know you are surrounded by foes, as you can simply hammer the Melee button until nothing but ash remains. You can also use Arc Blade while in midair, combining it with your movement abilities to close the distance or intercept an opponent in midair in PvP. Pair it with Blink to instantly get you into close range.

Arc Blade drains over time, normally giving you around 12 seconds of use. However, if you use a melee strike or any of the Fire button special moves, it drains more quickly. Swinging reduces the meter whether you hit or not, and hitting a target takes about the same energy as one of the special moves.

Arc Blade is unique among supers as a melee range attack. Like all super moves, it has a long lunge distance and gives you damage resistance while it is active. Still, you must plan when and how to use this super in both PvE and PvP to safely get the most out of it. Blindly activating it and rushing into the middle of a group of enemies can score you a bunch of kills, or it can end up with you bleeding out far from any friendly Guardians to revive you. As with Golden Gun, choose your time and activate it in advance, triggering your blade and then assaulting your chosen target swiftly.

Showstopper

A lethal area-of-effect explosion with 7-meter radius.



Press the Fire button during Arc Blade to damage nearby enemies. Showstopper gives you a lethal AoE explosion that you can trigger at any time during Arc Blade by pressing the Fire button. It has a radius of around 7 meters, which is just about the size of your inner circle on the Motion Tracker. In PvP, Showstopper can instantly kill all nearby opponents. In PvE, it may not kill tough foes, but it can wipe out weaker ones and damage the more resilient ones, leaving you free to relocate or perform more attacks. Be careful about triggering Showstopper if distant opponents have a line of sight on you—the animation freezing you in place can get you killed.

Razor's Edge

A powerful, ground-based, ranged energy wave.



Press the Fire button during Arc Blade to unleash a destructive wave of energy that travels along the ground. This is a powerful ranged attack that you can unleash at any time, Razor's Edge sends a shockwave of Arc force out to around a distance of 15 meters. This kills any opponents in PvP and weak foes in PvE, while dealing heavy damage to tougher enemies.

Razor's Edge can let you surprise opponents in PvP who think you are too far away to harm them, particularly because the wave of force on the ground can crawl over low cover and move with the terrain. Just be careful, because alert opponents can jump over the blast wave.

Vanish

Cloaking effect that allows user to dissappear from sight.



Press the Fire button during Arc Blade to disappear from sight. Vanish gives you the ability to cloak during Arc Blade usage. This is very useful in PvE for avoiding incoming damage: you can slice up a group of enemies, then cloak and relocate to avoid any incoming fire.

In PvP, it can be useful in a situation where you know there are multiple adversaries near each other, but not conveniently grouped up in one room. You can down a target, cloak, and quickly relocate to assassinate another one.

Blink Strike

A powerful melee attack with extended range.



Blink Strike teleports you forward several meters, instantly striking your foe with a lunging stab. This quick blink can surprise opponents in PvP, and close distance quickly in PvE. You can even use Blink Strike as a quick evasion tool by lunging at an adversary that is behind cover.

Backstab

Doubles damage when hitting targets from behind.

Hitting an enemy from behind with Blink Strike causes significantly more damage. Backstab deals double damage, giving you a long-range melee attack that is almost always lethal in PvP. It's particularly nasty when you combine it with a cloak to ambush opponents. In PvE, Backstab is easier to trigger against AI combatants than players most of the time, especially if you abuse the cloak fully.

Fast Twitch

Reduces the cooldown of Blink Strike.

An incredibly powerful talent, Fast Twitch cuts your Blink Strike cooldown to five seconds! Needless to say, this is one of the more powerful melee talents in the game if you enjoy melee combat.

Fast Twitch lets you take full advantage of your maximum range melee strikes, essentially as often as you want. It also means that you can put the full focus of your stats into Intellect and Discipline without losing any melee effectiveness.

Escape Artist

Allows the user to cloak instantly after hitting a target with Blink Strike.

Hitting an enemy with Blink Strike grants brief invisibility. Escape Artist causes you to instantly cloak after a Blink Strike, giving you a full 7.5 second cloak duration. In PvE, this is very useful for scoring a hit and then evacuating from a dangerous situation safely. You can keep Escape Artist in your pocket for when you need it, triggering it mid-combat to escape. In PvP, you may cause enough confusion when you cloak to score a kill. Typically, though, if you're in another player's line of sight, they're not

going to lose their fix on you because you triggered a cloak. However, if you strike from the flank or rear, or if you finish an opponent with Escape Artist, you can often take advantage of the cloak to ambush another nearby foe.

Ability Modifiers

Tier 1

Fleet Footed

Increases maximum sprint speed and extends slide distance. +1 Agility.

Fleet Footed does not stack with the weapon mod that extends slide distance, though you still gain the movement speed boost. Fleet Footed is particularly nice in PvP when combined with a shotgun, but it is also a generally useful mod for mobility in both PvE and PvP. The extended slide distance can get you into cover more quickly, and extra movement speed is always beneficial.

Quick Draw

Weapons ready immediately after dealing damage with any knife attack.

A powerful talent for melee combat, Quick Draw causes your weapon to come up almost instantly after a melee attack. Combining Quick Draw with a shotgun blast is a guaranteed kill against an opponent in PvP.

In PvE, Quick Draw is less important, as the gain to burst damage is less vital than PvP, where fractions of a second can determine a fight.

Shadowjack

Increases the duration of invisibility effects.

Shadowjack is a good talent if you find that you are often hitting the limit of your cloak duration in PvE or PvP.

In general, the base time for cloaking is plenty to get away from enemies in PvE, but extra time can be useful in PvP for scoring ambushes. If you move from place to place behind cover, the reduction of your Motion Tracker signature can easily get you into a flanking position to score a kill.

Tier 2

Encore

Killing an enemy with Arc Blade extends its duration.

Encore is a very useful talent in PvE for extending the mayhem that you can perform while Arc Blade is active. Against large groups of weaker foes, you can cut a swath through the entire pack with Encore active. In PvP, it is rare for you to have enough targets to make the extra duration from kills worthwhile.

Stalker

Gain invisibility after crouching in place for a short time.

A Class-defining talent in PvE, Stalker is one of the most powerful tools in the game for party support. Like the Titans' Ward of Dawn, this is an irreplaceable tool for keeping your team alive during a Nightfall mission. The ability to cloak at any time, on demand, can allow you to "stealth revive" your teammates, potentially saving your team from a wipe.

In PvP, this talent is equally powerful, giving you the ability to cloak before beginning an assault on any enemy position or before moving into known enemy territory.

Stalker has a 10-second cooldown before it can be re-triggered. If you go into the cloak and drop out of it immediately by attacking, you can't re-cloak instantly.

Hungering Blade

Kills with Arc Blade and Blink Strike immediately regenerate health.

Hungering Blade competes with Stalker for utility. While Stalker is typically a more powerful talent in most situations, Hungering Blade can grant you significant additional durability in combat.

Any kills with Arc Blade or Blink Strike give you an immediate 10 point heal, then let you heal for an additional 1.5 seconds, even if you are taking damage.

This health regeneration can keep you standing in both PvE and PvP, helping you to survive and score follow-up kills. In the case of Arc Blade in particular, this can result in continuous healing as you cut through a group of foes, but a Fast Twitch Blink Strike is also potent.

Passives

Tier 1

Path Forgotten

Training focused on toughness and speed.+2 Armor, +2 Agility

Path Forbidden

Training focused on battle Recovery and speed.+2 Recovery, +2 Agility

Path Unknown

Training focused on battle Recovery and toughness.+2 Armor, +2 Recovery

Tier 2

Way of the Drifter

Training focused on all attributes.+2 Armor, +1 Recovery, +2 Agility

Way of the Fearless

Training focused on toughness at all costs.+5 Armor

Way of the Nomad

Training focused on maximum battle Recovery.+4 Recovery, +1 Agility

Note

Brute force, masters of war, a powerful combination of strength and skill.

Titans are the most heavily armored and the most direct of the three Classes. They assault fortified enemy positions head-on, utilizing their mastery of the Light to shield and protect themselves and their allies... or to destroy their adversaries.

Titans begin with the Striker specialization, unlocking Defender at Level 15.

Striker



The Titans' Striker specialization focuses on wielding powerful Arc energy, granting offensive bonuses to melee strikes and obliterating foes with the mighty Fist of Havoc super. Striker is particularly potent in Crucible matches on close-quarters maps, or in more confined PvE missions.

Maximizing Strength and Intellect lets you capitalize on Striker's two greatest strengths: Storm Fist and Fist of Havoc. If you can get to grips with your enemies, you can punish them with crushing melee strikes.

In situations where close-range combat is difficult, impossible, or inadvisable, consider shifting your stats around to emphasize Discipline to a greater degree. Doing so allows you to either make extensive use of Flashbang grenades to disorient your foes, or rapidly throw high-damage Arc grenades.



Grenades

Flashbang Grenade

An explosive grenade that disorients the enemies it damages.



Flashbangs disrupt and confuse enemies, blinding them with raw Arc energy. Use them to suppress multiple hostile targets that have a clear line of sight to you. You can take advantage of the disorientation to press an attack, or retreat and relocate to a more defensible position.

Flashbangs are especially potent in PvP, where they function as full-strength explosive grenades and can blind nearby players. They are ideal for sieging a defended position or covering a retreat.

The degree to which targets are blinded by a Flashbang depends on how much of the blast they catch while looking at it, and how close they are to the epicenter. Be careful: you can blind yourself!

In PvE, blinding enemies is extremely easy, and any foes hit by the blast radius are disoriented for a short time. Keep in mind that Majors and Ultras can shrug off the effects more easily.

| Damage | Radius | Notes |
|--------|--------|--------------------------------|
| 140 | 7m | Blinds players, disorients AI. |

Pulse Grenade

A grenade that periodically damages enemies inside its explosion radius.



Pulse grenades deal continuous pulses of Arc damage in a large spherical area. They do not deal damage between pulses, so the targets must be within the area of effect when the pulse triggers.

Pulse grenades are useful for blocking off narrow passages, but they are less effective in wide-open spaces where hostiles can easily move away from the pulse waves. Your own Pulse grenades won't hurt you after the first pulse of damage.

Use Pulse grenades against clustered enemies in tight spaces, to cover a retreat or block off a path, or to block an objective area in PvP. Pulse grenades do not have damage falloff. If a target is anywhere inside the pulse wave area when the pulse fires, they take the full force of the Arc damage.

| Damage | Radius | Notes |
|------------|--------|--|
| 200 (50x4) | 5m | Deals four pulses of 50 damage. Aftershocks talent adds one pulse for a total of 250. Pulse grenades have no damage falloff. |

Lightning Grenade

A grenade that sticks to any surface, periodically emitting bolts of lightning.



A focused spike of Arc lightning, this grenade has the highest single-target damage potential of the Striker's grenades, but it demands superior throwing accuracy. Once the Lightning grenade lands, it projects a cone of Arc damage out to 12m, with no damage falloff. Any targets inside the cone when the Arc lightning pulses take full damage.

Aim for flat surfaces, and you can use the Lightning grenade as a barrier to block off doorways and hallways. The Lightning grenade is not a great choice in vast exterior areas, as it is considerably harder to use in open spaces.

| Damage | Radius | Notes |
|-------------|--------|---|
| 400 (100x4) | 12m | Deals four pulses of 100 damage. Aftershocks talent adds one pulse for a total of 500. Lightning grenades project their damage in a cone from the grenade and have no damage falloff. |

Abilities

Lift

Jump and then press Jump again while in the air to activate Lift.



Lift provides Titans with a surge of acceleration in midair, and then keeps them aloft for a short time. Lift is similar to the Warlocks' Glide ability, but not identical—the Warlocks' Glide is smoother and has a bit more control, whereas Lift gives a stronger surge of momentum for quicker vertical travel.

The timing for activating Lift to achieve the greatest height boost from it is also different than the Warlocks' timing. If you switch between the two Classes, this can throw you off until you readjust.

Increased Height

Upgrades Lift to travel to greater heights.

More total height gives you the ability to more easily reach high ground from more areas. Keep in mind that you're trading off speed or control, so this can be a poor choice if you use the extra height in the open in a firefight.

Use the extra vertical distance to reach elevated positions safely from behind cover or before a fight breaks out. If you're under fire during combat, be sure to employ jump cancelling by stopping your Lift early.

Increased Control

Upgrades Lift for better directional control while in the air.

This ability gives you a bit more horizontal control while you're floating. It won't let you maneuver enough to dodge accurate enemy fire, but it can let you reach small or awkwardly positioned ledges.

Catapult

Upgrades Lift to provide a strong initial burst of momentum.

Catapult gives you a good surge of speed when you initiate your Lift. This is generally the best choice for PvP, and it's also a good choice for PvE if you often find yourself using Lift in combat to evade enemy fire.

Fist of Havoc

Smash the ground and dissolve nearby enemies in a maelstrom of Arc Light. Four-minute recharge.



Fist of Havoc is a massive ground smash attack that causes an eruption of lethal Arc energy in a sphere around you. While performing Fist of Havoc, if you are pushing any forward direction on the movement stick, you leap in that direction before pounding the ground. If you are neutral on the stick or hold backward, you remain in place and execute it immediately. (This also applies to the Death From Above talent.)

Fist of Havoc is particularly nasty because it executes extremely quickly. If you trigger Fist of Havoc through a doorway or around a corner before enemies can spot you, you are all but guaranteed to catch them in the blast and kill them instantly.

Note that you can be killed during Fist of Havoc's activation as you fly through the air, so don't charge into an adversary's position in the open and rely on Fist of Havoc to protect you. Even though it does give you significant damage resistance while activating, it's not a guarantee of survival. Also, be careful about using Fist of Havoc too aggressively. Although being up close and personal is the Striker's forte, reckless use can land you in the middle of a hostile group of enemies.

When you execute a moving Fist of Havoc, it always leaps you forward a set distance. Get comfortable with this range to aid your accuracy when you fire it off. Be careful with sloped terrain, as going uphill can shorten the distance of your leap, and going downhill can cause you to overshoot your targets.

Aftermath

Fist of Havoc leaves a damage-dealing field in its wake.

Aftermath causes Fist of Havoc to leave a pulsating field of Arc damage on the ground after the initial ground smash. This field deals four pulses of 140 damage each, making it ideal for area denial in PvP and useful for dealing lingering damage to tough or clustered targets in PvE.

With the Aftershocks ability, you gain an extra pulse of damage, extending the duration and damage of the field. Like the Pulse grenades, players in PvP can avoid this effect by jumping out of it.

Death From Above

After jumping, you can aim Fist of Havoc at enemies below.

Death From Above lets you aim the Fist of Havoc in midair, targeted in the direction that your camera is pointing. If you are neutral on the movement stick or holding back, you drop straight down, which is useful if you know foes are directly below you.

Death From Above increases your mobility options with Fist of Havoc, making it considerably easier to accurately target than to leap while on the ground.

Shockwave

Fist of Havoc unleashes a wave of devastating energy that travels along the ground.

Shockwave unleashes a wave of lethal energy along the ground. This is instantly fatal to any targets in PvP and deals heavy damage in PvE, particularly to weaker enemies that it can usually dispatch instantly. Shockwave can result in some impressive multi-kills if you manage to catch a group with the initial leap and blastwave, and then finish off any remaining targets directly ahead of you.

In PvP, you can also use Shockwave to hit a chokepoint or group of clumped foes from beyond the range they normally expect. Leap early, and let the Shockwave finish off any enemies. Similarly, in PvE, you can use the Shockwave to deal damage without exposing yourself fully by leaping directly into a large enemy group, which is useful on higher difficulty missions.



Storm Fist

A punishing melee attack that deals bonus damage.

Storm Fist is an Arc-charged melee strike that hits a bit harder than a normal melee swing (dealing 110 damage).

Overload

Hits with Storm Fist have a chance to immediately reset its cooldown.

Overload can potentially allow you to execute multiple Storm Fists with full damage repeatedly. This isn't a reliable effect, but when it triggers, it can give you a spike in damage output.

Overload encourages you to get into melee range and spam melee attacks until it fails to trigger, then back off and wait for it to refresh.

Discharge

Hits with Storm Fist have a chance to deal area-of-effect damage around the target.

Discharge can increase your damage output when fighting clumps of enemies in PvE.

In PvP, getting into a melee situation with multiple opponents is almost always a bad idea. Given that there is only a chance for this to trigger, you are generally better off with either Amplify or Overload.

Amplify

Kills with Storm Fist significantly reduce the cooldown of Fist of Havoc.

On an Intellect or Intellect/Strength build, Amplify fits in well to give you even more energy for Fist of Havoc. Remember that this is kills, not just hits, so you must seek out weak or weakened targets to get the maximum benefit from this talent.

In PvP, don't try to force a melee finish, but whenever you ambush an enemy and open fire first, you can often safely finish with melee, boosting your Fist of Havoc recovery time.

Ability Modifiers

Tier 1

Headstrong

Sprinting increases the leap distance of Fist of Havoc. +1 Agility.

Headstrong can let you land Fist of Havoc from a greater distance, which is useful for surprising opponents in PvP with the extended range.

Headstrong adds a fixed distance to the leap, so you do need to adjust to the distance. If you're used to using Fist of Havoc without Headstrong, you may find yourself overshooting the mark.

Aftershocks

Increases the duration of Pulse grenade, Lightning grenade, and Aftermath.

Adds an additional pulse of damage to Pulse and Lightning grenades, and to the Aftermath effect of Fist of Havoc. This is essentially both a flat damage upgrade and a slight improvement to your area denial ability.

With a Discipline- or Intellect-focused build, you can lay down damaging fields more frequently, frying your foes with the Arc fields as often as possible.

Transfusion

Kills with Storm Fist immediately trigger health regeneration.

Transfusion immediately gives you a slight 10 point heal, then gives you another 1.5 seconds of health regen that cannot be interrupted by damage.

Transfusion is very important for a Strength-focused build. If you really intend to mix it up in melee, Transfusion can keep you standing as you down enemies with it.

Remember that you need to score the kill, not simply hit with Storm Fist. Seek out weak adversaries in PvE, and use your melee strikes to finish close-range fights in PvP.

Tier 2

Unstoppable

You are harder to kill while using Fist of Havoc. +1 Armor.

Unstoppable boosts your damage reduction in Fist of Havoc, and it extends the duration of the damage reduction while you perform Fist of Havoc.

Normally, the damage resistance wears off just as you land and smash with the Fist of Havoc. With Unstoppable active, you maintain that damage reduction through the entire animation until you return to first-person view.

Shoulder Charge

After sprinting for a short time, press Melee to unleash a devastating melee attack.

Sprinting for at least two seconds activates Shoulder Charge. Any time in the next five seconds while you are still sprinting, you can execute a melee attack to perform the Shoulder Charge.

You can also perform a knee slam by jumping out of a sprint and meleeing in midair! This attack is lethal in PvP and deals heavier damage in PvE. It also has a 6m lunge range, compared to the normal 4m melee range.

Juggernaut

After sprinting for a short time, you gain a protective shield.

This ability gives you a 95 health shield after you sprint for two seconds. The shield is actually a frontal shield that appears in front of you, not a full body shield like a Defender's Force Barrier.

Otherwise, the Juggernaut shield absorbs all frontal damage that impacts it until it breaks or you stop sprinting.

You can use this shield to bull your way into a defended position, or simply to move in the open more safely. You won't block all shots to your flanks while running, but the shield can definitely take some of the sting off cover transitions.

Passives

Tier 1

Titan Codex I

Training focused on battle Recovery and toughness.+2 Armor, +2 Recovery

Titan Codex II

Training focused on speed and toughness.+2 Armor, +2 Agility

Titan Codex III

Training focused on battle Recovery and speed.+2 Agility, +2 Recovery

Tier 2

Titan Codex IV

Training focused on all attributes.+2 Armor, +1 Agility, +2 Recovery

Titan Codex V

Training focused on maximum Recovery.+5 Recovery

Titan Codex VI

Training focused on raw speed.+1 Armor, +4 Agility

Defender

The Defender specialization wields Void energy to create powerful shields, protecting the Titan and her allies with the power of Light. Don't mistake this as a passive specialization: the extra durability granted by proper use of a Defender's abilities allows you and your allies to remain in the thick of combat under heavy fire.

A Defender's Ward of Dawn is a unique defensive ability, critically important in difficult PvE missions and very useful in objective-oriented PvP modes. A Defender's Suppressor grenade provides the unique ability to completely shut down enemy abilities, and your melee strikes can fortify you with a Force Barrier, giving you extra durability in combat.

Specializing in Intellect allows you to abuse the Ward of Dawn to the fullest, shielding and buffing your team while denying all foes their ranged offensive abilities. Focusing on Strength gives you a surprising boost to durability, as the increased chances to trigger Force Barrier can greatly improve your staying power in combat.

If melee combat is inadvisable, a blend of Discipline and Intellect allows to you shut down enemy positions with Suppressor grenades.



Grenades

Magnetic Grenade

A grenade that attaches to enemies and explodes twice.



The first of three sticky grenades in Destiny, Magnetic grenades are unique among the three in that they deal the highest base damage, with a sizable blast and a follow-up secondary blast that inflicts more damage. When attached to a target, Magnetic grenades deal 65 additional damage, making them fatal if attached to an opponent in PvP.

While Magnetic grenades do deal slightly more damage than the other two sticky types, you are still best served by sticking them whenever possible. Particularly in PvE, they are well suited to sticking on tougher targets, rather than groups of weaker minions.

| Damage | Radius | Notes |
|----------|--------|---|
| 180(245) | 5m | Generates two explosions for 100 and then 80 damage. Deals 65 additional damage if it sticks to a target. |

Spike Grenade

A grenade that attaches to any surface and emits a torrent of damaging Void Light.

Spike grenades are almost identical to Lightning grenades in their behavior: they attach to a surface and then project a cone of Void energy that deals damage with no falloff.

Unlike Lightning grenades, however, Spike grenades deal their damage in rapid, continuous pulses. This means they inflict damage smoothly over time, whereas Lightning grenades deal damage in sharp bursts.

Otherwise, Spike grenades behave the same. They are good for area denial in confined spaces but generally less useful in open areas.

| Damage | Radius | Notes |
|--------|--------|---|
| 400 | 12m | Deals damage in extremely rapid pulses, totaling 100 damage per second for 4s. Spike grenades project their damage in a cone from the grenade and have no damage falloff. |

Suppressor Grenade

An explosive grenade that prevents enemies from using abilities for a short time.

The Suppressor grenade is a powerful disabling tool that shuts down all abilities on any players it strikes in PvP and all special abilities of AI combatants in PvE.

In PvP, this includes grenades, charged melee strikes, supers (even active supers), and movement abilities (though your targets can still perform normal jumps). In PvE, this includes any unique ability from an enemy that isn't basic movement or shooting.

While the Suppressor effect is the primary reason to use this grenade, it still deals very solid blast damage. Engaging targets that have been weakened and suppressed is a great way to start a fight.

The suppression effect is completely unique to this grenade, giving the Void Titan a powerful support tool in both PvP and PvE. No other Class can shut down enemy abilities in the same way. Be careful: you can suppress yourself!

| Damage | Radius | Notes |
|--------|--------|---|
| 140 | 7m | Shuts down all player abilities, including active supers, for 10s. Against AI, disables all special abilities. Ultra AI are unaffected. |

Abilities

Lift

Jump and then press Jump again while in the air to activate Lift.



A Defender's Lift is identical to a Striker's in every way, but note that its Increased Control upgrade gives +1 Agility.

Increased Height

Upgrades Lift to carry you higher.

Increased Control

Upgrades Lift for better directional control while in the air. +1 Agility.

Catapult

Upgrades Lift to provide a strong initial burst of momentum.

Ward of Dawn

Shape Void Light into an indestructible shield to protect you and your allies from harm. Four-minute recharge.



The Ward of Dawn is the Defender's premiere ability. A powerful defensive tool, the Ward of Dawn erects a bubble of Void energy for 30 seconds that shields you and your Fireteam from all incoming enemy fire.

Unlike the offensive super moves, Ward of Dawn generates Orbs of Light when it blocks damage. The more damage it takes, the more orbs are created.

Note that no one can shoot into or out of the Ward of Dawn, and that includes you and your teammates. However, you can absolutely duck in and out of the Ward, firing on targets before returning to the Ward to reload and heal any damage suffered. As a result, this makes the Ward an amazing tool for creating cover in open areas, or a snap defensive tool for absorbing a massive incoming attack before it hits. This proves especially satisfying in PvP against incoming supers or heavy attacks.

Note that melee attacks still function normally inside the Ward, and grenades can cause problems, as well. Enemies can still enter the Ward and engage you in melee, as it does not block your opponents' movement and only blocks their ranged attacks.

The Ward of Dawn can be destroyed, but generally only in PvP by offensive enemy super moves. In PvE, it may go down if it suffers a huge amount of damage, but this is usually only possible if you place it in a very exposed position on a high-difficulty mission. Ward of Dawn is a vital ability in tougher PvE missions on high difficulty. It can provide your entire Fireteam with protection in areas of intense conflict where there are no other safe places to hide. In PvP, Ward of Dawn is especially powerful in Control and Salvage, where it can allow you to secure an objective safe from long-range enemy fire.

Armor of Light

While inside Ward of Dawn, you and your allies gain significant damage resistance.

Armor of Light provides you and any allies inside the Ward with a powerful regenerating shield. This single upgrade can make dealing with the Ward incredibly difficult for hostile opponents in PvP. If they stay out, you can duck in and out of the Ward and shoot them. If they come in, you are all but guaranteed to win the melee fight that ensues.

In PvE, this is usually the least important of the three upgrades, as the others are often helpful in more engagements. That being said, if you are on a mission where you are routinely forced into close-quarters engagement, you can take advantage of it.

Blessing of Light

Passing through Ward of Dawn grants you and your allies a temporary shield.

Blessing of Light grants you and any allies who pass through the shield a bonus shield that stacks on top of your existing health. This shield normally has 65 health (boosted to 95 with the Illumination talent) and lasts for 10 seconds. Additionally, if the shield is damaged or destroyed, you can simply step back into your Ward to regenerate it.

Blessing can allow you to stay out in the open under more intense fire, giving you more time to unload with your weaponry. It is also helpful in situations where you need some extra muscle to break an enemy position. Set up the Ward, get your entire team to pass through it, and push on a hostile position with a huge health advantage.

Weapons of Light

Passing through Ward of Dawn grants you and your allies a temporary increase to weapon damage.

A powerful damage bonus, Weapons of Light grants you and any friendly Guardians who pass through it a 25% damage bonus for 10 seconds (35% with the Illumination talent). This is a serious boost to the combined firepower of a Fireteam, and it can greatly aid your team in clearing out a difficult encounter in PvE.

In PvP, Weapons of Light can turn your Ward of Dawn into a fortified damage-boosting bunker. If positioned well, you can use it to engage opponents in a critical location with a significant damage bonus.

Weapons of Light gives Ward of Dawn some offensive bite. While it may not be as overtly powerful as the offensive supers, it can result in more sustained damage being dealt over the lifespan of Ward of Dawn. This is true especially if your Fireteam takes full advantage of this powerful buff.

Disintegrate

Killing an enemy with this powerful melee attack creates a Force Barrier around you that absorbs incoming damage.



Disintegrate is a powerful melee strike that grants you a 75 health Force Barrier that lasts for 15 seconds if you kill an enemy with it. This barrier can give you an impressive amount of extra durability, and because it is granted instantly, it can allow you to score a multi-kill in PvP by chaining a melee kill into a follow-up on a nearby target.

In PvE, a Strength-based build using Disintegrate aggressively on any mission with multiple short-range encounters can be extremely powerful. Chaining kills on weaker enemies becomes very easy, and you can often use weak targets to provide you with a free damage shield to tackle tougher nearby foes.

War Machine

While Force Barrier is active, all your weapons reload and ready blindingly fast.

War Machine grants you a massive boost to both Reload and Handling stats, taking you to 150% of your base values. This can push your reload speeds, ADS times, sprint recovery, and weapon switching to incredible levels, giving you a sharp edge in firefights immediately after you down an enemy with Disintegrate.

Unbreakable

Force Barrier continually recharges.

Unbreakable makes your Force Barrier regenerate to full very quickly (under a second if you aren't taking damage). This extra durability is useful in both PvE and PvP. Combined with good Armor and Recovery scores, it can make you impressively resilient, as long as there are foes around to dispatch in melee. Without Unbreakable, Force Barrier does not regenerate once broken!

Gift of Light

While Force Barrier is active, all your melee kills create Orbs of Light.

Gift of Light is an extremely powerful team support power if you use it aggressively. If you consistently take down targets with melee, you can significantly increase the number of super moves that your Fireteam can pull off. Critically, the description here is 100% accurate: you generate Orbs of Light with your melee kills while Force Barrier is active. This means that you do not need to wait for Disintegrate to recharge to generate more orbs.

Once your Force Barrier is up, you have until the buff wears off to perform as many melee kills as you can. Don't be reckless with this talent. Use it judiciously, and you can provide a serious power boost to your Fireteam. This is particularly true in PvE, but the talent is also useful in PvP.

Ability Modifiers

Tier 1

Bastion

Increases the duration of Ward of Dawn. +2 Armor.

Bastion boosts Ward of Dawn's duration to 45 seconds. This also has the effect of extending the effective duration of both Blessing and Weapons of Light. Note that because Ward of Dawn begins to regenerate as soon as you activate it, Bastion can functionally reduce the time before your next Ward is active if you can get full use out of each one. This is a strong candidate for any Intellect-focused build.

Relentless

Increases the strength and duration of Force Barrier.

Relentless increases the power of your Force Barrier to 95 health, improving your durability slightly.

As both other talents in this tier focus on Ward of Dawn, if you are focused on Strength (or simply not focused on Intellect), this is your best choice.

Gift of the Void

As Ward of Dawn takes damage from enemy fire, it creates additional Orbs of Light.

Gift of the Void causes your Ward of Dawn to generate extra Orbs of Light from incoming damage. For a team-focused Intellect build, this is a superb talent. If your Fireteam is heavily focused around super usage, you may get more mileage out of this talent over Bastion.

In general, it is easier to take full advantage of this talent in PvE than PvP, because players are less likely to wastefully attack a Ward. One note about that, however: if a super move destroys your Ward in PvP, Gift of the Void does generate extra Orbs of Light from its destruction.

Once you see the PvP community wising up to exactly how Ward works, you can potentially use this talent to generate extra orbs during PvP matches from opponents trying to break your Ward with a super, even after most have figured out that shooting Wards is a bad idea. Finally, orbs generated from this talent are created at your position, not the Ward's location. Keep this in mind if you're calling out orbs for your Fireteam.

Tier 2

Untouchable

Reduces the cooldown time of Ward of Dawn. +1 Armor.

A simple talent, Untouchable reduces Ward of Dawn's cooldown by a full 30 seconds. Combine it with Bastion and an Intellect build, and you can have amazing uptime on Ward.

For difficult PvE missions, this is a powerful setup to give your team constant protection and access to Blessing or Weapons of Light.

In objective-focused PvP matches, this can give your team an edge, granting you more leeway to use Ward reactively to stop incoming rockets or supers.

Iron Harvest

Heavy weapon kills have a chance to create Orbs of Light for your allies.

This is potentially a very powerful support ability in PvE, especially with a machinegun. Find a machinegun with good ammo stats and ammo conservation-focused abilities, and you can convert those bullets directly into Orbs of Light for your Fireteam.

In PvP, this ability is generally less useful than the other options in this tier of talents. If you are extremely confident in your ability to secure and utilize heavy ammo, you can use it, but it does not yield a guaranteed benefit.

Illuminated

Increases the benefits granted by Blessing of Light and Weapons of Light.

Illuminated boosts Blessing of Light to a 95 point shield and Weapons of Light to a 35% damage bonus. Both abilities are powerful, and Illuminated increases their effects. Choosing between this talent and Untouchable can be difficult. As a rule of thumb, if you need more focused offense or defense for single tough encounters, Illuminated is superior.

On the other hand, if you need more sustained benefits from Ward, Untouchable is a better choice.

Passives

Tier 1

Titan Codex I

Training focused on battle Recovery and toughness.+2 Armor, +2 Recovery

Titan Codex II

Training focused on speed and toughness.+2 Armor, +2 Agility

Titan Codex III

Training focused on battle Recovery and speed.+2 Agility, +2 Recovery

Tier 2

Titan Codex IV

Training focused on all attributes.+2 Armor, +1 Agility, +2 Recovery

Titan Codex V

Training focused on maximum Recovery.+5 Recovery

Titan Codex VI

Training focused on raw speed.+1 Armor, +4 Agility

WARLOCK

Note

Savants, scholars, masters of their own minds, wielding forces so powerful they can sunder reality on the battlefield. Warlocks have a deep understanding of their Light, and their manipulation of it borders on the mystical. They wield Void and Solar forces, bombarding their foes with crushing Void energy or infusing their bodies with raging Solar power.

Warlocks begin with the Voidwalker specialization, unlocking Sunsinger at level 15.



Voidwalker

The Warlocks' Voidwalker specialization grants you access to the mighty Nova Bomb super, a concentrated explosion of Void energy that can annihilate your enemies. The Voidwalker is also heavily focused around a Class-specific mechanic known as "Energy Siphon," a special boost to your grenade recharge times granted by the Warlocks' melee attack, Energy Drain.

Energy Siphon opens the possibility for a very grenade-focused build that isn't simply high Discipline, as it can pair Strength and Discipline, or even ignore Strength and trigger the siphon effect from grenades exclusively when certain passive talents are selected. And, of course, your Nova Bomb super gives you a ranged explosive attack that can wipe out entire groups of hostiles from a distance.



Grenades

Vortex Grenade

A grenade that creates a vortex that continually damages enemies trapped inside.



A short-range, high-damage area denial grenade, the Vortex grenade creates a globe of damaging Void energy. It deals damage in extremely rapid pulses, with up to 100 damage per second if a target stays inside the blast zone.

Vortex grenades do not have damage falloff, but they do have a fairly small radius, so dealing the full damage amount to a target is unreliable.

These grenades work quite well for area denial, especially with the Vortex Mastery talent, giving you a very long-lasting and highly damaging Void field to guard an area.

| Damage | Radius | Notes |
|--------|--------|---|
| 350 | 4m | Deals damage in extremely rapid pulses, totaling 100 damage per second for 3.5s. Does not have damage falloff. Vortex Mastery boosts duration to 6s for 600 total damage. |

Scatter Grenade

A grenade that splits into many submunitions and covers a large area with explosions.



The Scatter grenade is an unusual explosive that releases a cluster of Void “bomblets” when it impacts a target.

The damage dealt depends on how close the target is to the bomblets when they go off, as there are several miniature waves of explosions after the Scatter grenade impacts.

The bomblets that appear drop toward the ground, so it is possible to throw the Scatter grenade against a wall or ceiling and hit a target behind cover when the bomblets fall.

In general, to maximize damage, you want to land the grenade squarely at your target’s feet. Rapidly moving AI combatants or enemy players who are fully aware of you may be difficult to hit.

| Damage | Radius | Notes |
|---------|--------|--|
| 120-160 | ~9m | Detonates on impact, releasing a cluster of Void bomblets. Damage varies based on the proximity of the target to the bomblets. |

Axion Bolt

A bolt of Void Light that forks into smaller bolts on impact, which seek toward enemies.

Axion Bolt is a seeker grenade, launching two bolts of pure Void energy that deal 90 damage each to any target within 10 meters of the impact site. This grenade is excellent for locating targets behind cover, or for use in PvP when you are aware of a hostile opponent on the Motion Tracker but uncertain of their exact position. You can also use an Axion Bolt to finish off a fleeing target. While these grenades deal less damage than other types, their homing capability is fast and accurate.

| Damage | Radius | Notes |
|--------|--------|--|
| 90 | 10m | Sends a 90 damage Void seeker at up to two nearby targets within the blast radius. |

Abilities

Glide

Jump and then press Jump again while in the air to activate Glide.



Glide is the Warlocks' special movement mode. Triggered by pressing Jump a second time in midair, you can double tap Jump to quickly launch yourself upward, or you can perform a normal jump and then Glide from an elevated position across the landscape.

Glide has some of the easiest aerial control of the three Classes, but the tradeoff is vulnerability. You move slowly and gracefully through the air, which is nice and easy to control, but also nice and easy to shoot.

When there are no enemies around, feel free to use full-length Glides, but in PvP or PvE, don't float around in the open with foes nearby, as you make a very easy target. Get in the habit of cancelling Glides early, and learn how to use your initial boost of momentum to get where you need to go without a long hangtime. Quickly double-tap Jump for a fast Glide (even better with High Agility).

Focused Control

Upgrades Glide for better directional control while you're in the air.

Focused Control greatly improves your air control, giving you very precise mobility while levitating.

Focused Burst

Upgrades Glide to provide an initial boost of speed.

An excellent choice for PvP, Focused Burst gives you speed when you need it, which is immediately as you trigger the Glide. You can use this to reach elevated positions more quickly or escape behind cover from a bad situation. Focused Burst is also a good choice in PvE if you care more about rapid mobility than fine control.

Blink

A short-distance teleport that replaces Glide.



Identical to a Bladedancer Hunter's Blink, this gives the Void Warlock a very useful evasive ability in both PvE and PvP. All of the same advice that applies to a Hunter applies to a Warlock: Blink requires practice to master, but it rewards you well for doing so.

Nova Bomb

Hurl an explosive bolt of Void energy at the enemy, disintegrating those caught within its blast. Has a recharge time of four minutes and 30 seconds.



Nova Bomb launches a devastating blast of Void energy, targeted where your camera is aimed. When the blast hits, it is instantly fatal to nearby opponents in PvP, and it deals heavy damage to enemies in PvE. Note that you can launch Nova Bomb while in midair. Using Glide or Blink to gain elevation before you launch Nova Bomb can give you the angle required to nail a group of targets behind cover. Be careful with elevated Nova Bomb launches in PvP. Players expect Warlocks to use them, and it is possible to get shot out of the sky before (or after) you throw your Nova Bomb. Nova Bomb is deadly in PvP against clumped opponents on objectives, and it is similarly effective against groups of enemies in PvE. Nova Bomb's damage is similar to Fist of Havoc. It lays down a 9-meter radius blast that does have damage falloff away from the blast epicenter.

Vortex

Nova Bomb creates a Vortex that continually damages enemies trapped inside.

Vortex adds a lingering field of Void energy that continuously damages foes within. This attack deals its damage in rapid pulses the same way as a Vortex grenade, lasting for six seconds for a potential total of 600 damage.

As opponents in PvP are exceedingly unlikely to survive a Nova Bomb in the first place, you can use the aftermath to keep nearby hostiles off of a key objective or out of a doorway or hallway.

In PvE, Vortex can add significant damage to your Nova Bomb, because tougher enemies in PvE can survive a direct impact from the blast, and Vortex adds a substantial lingering damage boost.

Shatter

Nova Bomb splits into three projectiles.



Shatter splits your single mighty Nova Bomb into three smaller, but still lethal, projectiles. Shatter trades focused blast damage for wider area saturation. Especially in PvE against more scattered targets, and even more when paired with the Angry Magic talent that makes your Nova Bomb seek targets, Shatter can allow you to clear a wide area of weaker enemies.

In PvP, any of the smaller explosions are still likely to be fatal to any opponent caught in them. A nasty trick is to take Angry Magic, aim Shatter up and over cover, and let the tracking seek out and kill adversaries for you.

Lance

Nova Bomb travels farther and faster.

Lance speeds Nova Bomb up and gives it a straight trajectory. It also gives you precise targeting that aims exactly where your crosshair is pointed. It is ideal for targeting vehicles in PvE or PvP, as you can hit even fairly nimble targets with pinpoint accuracy.

Lance can also be a nasty surprise in PvP for players who expect you to use Nova Bomb at a close to medium distance. Lance allows you to bombard a target area from a great distance, delivering a full-strength explosion on impact.

This attack does have a slightly smaller radius than the normal Nova Bomb, but the tradeoff in speed and accuracy can often be worth it.

Energy Drain

A powerful melee attack that drains energy from enemies and uses it to reduce the cooldown of your grenade.



Energy Drain triggers the Energy Siphon effect when you hit an opponent, multiplying your grenade recharge speed by 1.6x for five seconds. Your Discipline score boosts this multiplier further, so despite its short duration, Energy Drain can give you a significant increase of grenade energy every time you melee an enemy.

Surge

Damaging an enemy with Energy Drain increases movement speed for a short time.

Surge causes Energy Drain to max your Agility and Handling stats, greatly increasing your mobility and improving your gun-handling ability. It lasts for 15 seconds, giving you plenty of time to make good use of its benefits. On a Strength-focused build, you can get good uptime on Surge, significantly improving your overall speed. This attack is useful in both PvE and PvP, as a good Agility score is always important in combat, and Handling improves weapon responsiveness in all situations.

Life Steal

Killing an enemy with Energy Drain immediately restores a significant portion of your health.

Life Steal requires you to score a kill shot with Energy Drain, but the tradeoff is an instant 10 point heal and 1.5 seconds of health regen, even if you are taking damage. Particularly helpful for improving your durability with a Strength-focused build, Life Steal can be useful if you find yourself fighting at close-range frequently.

Soul Rip

Killing an enemy with Energy Drain reduces the cooldown of Nova Bomb.

Soul Rip gives an impressive 10% bonus to your super meter when you kill an adversary with Energy Drain. If you are focused on Strength and Intellect, Soul Rip can improve your Nova Bomb frequency significantly as long as you are aggressive about downing weak foes with Energy Drain.

Ability Modifiers

Tier 1

Annihilate

Increases the size of explosions created by Nova Bomb and grenades. +1 Agility.

Annihilate increases the radius of all of your explosives by 10%, and this includes the detonations triggered by the Bloom talent. In any grenade-focused build, Annihilate can improve your overall damage output in PvE or PvP.

Angry Magic

Nova Bomb tracks enemies. +1 Armor.

Angry Magic gives Nova Bomb target tracking, causing it to automatically seek out the closest hostile target as it travels.

Angry Magic is especially nasty with Shatter or Lance. Shatter can give you three separate seeking projectiles, and Lance gives you an extremely fast-moving and hard-to-dodge Nova Bomb that is very useful against distant nimble enemies.

The Hunger

Increases the duration of the Energy Drain effect.

The Hunger increases the duration of Energy Drain by three seconds. This is a very significant bonus, especially if you have a good Discipline score.

This is a very useful talent for increasing your overall damage output in PvE. In PvP, pairing this talent with Embrace the Void gives you the ability to trigger a long-lasting Energy Siphon from any grenade hit—not a difficult task.

Tier 2

Vortex Mastery

Increases the range of Axion Bolt seekers and the duration of the Vortex effect of Nova Bomb and Vortex grenade.

Vortex Mastery doubles the range of Axion Bolt seekers and adds 2.5 seconds to both Nova Bomb's Vortex and the Vortex grenade's damaging fields. If you want to focus on area denial in PvP, this talent is extremely useful.

In PvE, Vortex Mastery is often a straight damage increase. You can often damage enemies with the lingering fields, particularly in enclosed areas.

Bloom

Enemies killed by any of your abilities explode.

Bloom causes any foe killed by any of your grenades, Nova Bomb, or Energy Drain to explode, dealing an impressive 140 damage blast in a 5-meter radius.

Bloom is generally more useful in PvE than PvP, where it can cause devastating chain explosions in groups of clustered adversaries.

Embrace the Void

Damaging enemies with Nova Bomb or any grenade triggers the Energy Drain effect.

Embrace the Void is an extremely powerful talent that causes all of your Nova Bomb and grenade hits to trigger the Energy Siphon buff, refreshing your grenades faster. This talent is unquestionably strong. However, it has less raw burst damage potential than Bloom and less focused area denial than Vortex Mastery.

Still, if you are focused on overall sustained damage-per-second (DPS) output, Embrace the Void can give you very rapid grenade recharge times in PvE or PvP.

Passives

Tier 1

Arcane Wisdom

Training focused on battle Recovery and speed.+2 Agility, +2 Recovery

Arcane Spirit

Training focused on battle Recovery and toughness.+2 Armor, +2 Recovery

Arcane Force

Training focused on toughness and speed.+2 Armor, +2 Agility

Tier 2

Ancestral Order

Training focused on all attributes.+2 Armor, +2 Agility, +2 Recovery

Chaos Order

Training focused on raw speed.+5 Agility

Divine Order

Training focused on toughness at all costs.+4 Armor, +2 Recovery

Sunsinger

Sunsingers are Warlocks who channel Solar power through their bodies, embracing the pure energy to infuse themselves and their allies with rejuvenating power...and burn their foes to the ground. A Sunsinger's Radiance is a unique super ability that provides you with powerful offensive and defensive bonuses. It can even bring you back from beyond the grave! A Sunsinger also has several talents focused on igniting his or her foes—everything burns.

Given Radiance's unique power, focusing on Intellect or splitting Intellect is often a wise choice, but you can also focus on Discipline and spreading burning damage with your array of Solar grenades.

The Sunsinger's ability to revive after death can also save your Fireteam from a wipe in a Nightfall mission, giving this specialization similar PvE mission importance alongside Defender Titans and Bladedancer Hunters. And, of course, surprising someone who thought they had you down in PvP is always satisfying...



Grenades

Solar Grenade

A grenade that creates a flare of Solar Light that continually damages enemies trapped inside.



Essentially identical to a Voidwalker's Vortex grenade, the Solar grenade projects a continuous raging inferno, burning enemies within for 100 damage per second.

Ideal for area denial or for heavily damaging clumped or slow-moving targets, the Solar grenade is also an easy way to set multiple adversaries on fire if placed at a chokepoint when you are using the Touch of Flame talent.

| Damage | Radius | Notes |
|--------|--------|--|
| 350 | 4m | Deals damage in extremely rapid pulses, totaling 100 damage per second for 3.5s. Does not have damage falloff. |

Firebolt Grenade

A grenade that unleashes bolts of Solar Light at nearby enemies.



Firebolt launches Solar seekers at up to four targets within its 8-meter radius, dealing 80 damage to each target. Like the other seeker grenade types, Firebolt is ideal for locating foes behind cover and finishing off running targets.

Unlike other seeker grenade types, Firebolt can be amplified with Touch of Flame, allowing you to light enemies on fire with incredible ease.

| Damage | Radius | Notes |
|--------|--------|--|
| 80 | 8m | Sends an 80 damage Solar bolt at up to four targets within the blast radius. |

Fusion Grenade

An explosive grenade that causes bonus damage when attached to its target.



Fusion is a “sticky” grenade, dealing only 100 damage in a small blast radius normally but dealing 65 bonus damage when stuck to a target. This amount is enough to be fatal to all but heavily armored Titans in PvP.

In PvE, if you choose to use Fusion grenades, be sure to stick them to high-priority targets. Otherwise, you’re better served with Firebolt or Solar grenades.

| Damage | Radius | Notes |
|----------|--------|--|
| 100(165) | 5m | Deals 65 additional damage if it sticks to a target when thrown. |

Abilities

Glide

Jump and then press Jump again while in the air to activate Glide.

Focused Control and Focused Burst are identical to a Voidwalker’s Glide upgrades.

Focused Control

Upgrades Glide for better directional control while in the air.

Focused Burst

Upgrades Glide to provide an initial boost of speed.

Balanced Glide

Upgrades Glide to provide bonuses to both speed and control.

Balanced Glide gives you a bit of a boost to both air control and initial aerial speed. The bonus isn’t as great as either individual talent, but providing a balanced boost gives you a very flexible upgrade to Glide.

Radiance



Fill yourself with Solar Light, dramatically increasing the effectiveness of all your abilities. Four-minute recharge.

Radiance is a powerful super move that infuses you with Solar Light for 13 seconds. While active, you are granted damage resistance to all incoming damage, your grenades and melee abilities recharge much faster, and your melee strikes become highly damaging in PvE and lethal in PvP.

The recharge bonuses to grenades and melee also scale with your Discipline and Strength scores, potentially giving you incredibly fast recharge times. Whenever possible, use your grenade and melee strikes before you trigger Radiance to obtain the maximum benefit from the recharge bonuses. Radiance's damage resistance, combined with its boost to your melee damage, can make you a lethal threat in close quarters in PvP, and that's ignoring your ability to burn everything with a firestorm of Solar grenades in PvE or PvP.

Radiant Skin

While active, Radiance reduces incoming damage.

Radiant Skin increases the damage resistance of Radiance further, making you even tougher to take down while it is active. This is the most selfish of the three upgrades to Radiance, making it a good choice when you're soloing in PvE or PvP.

Song of Flame

While active, Radiance reduces all cooldowns for nearby allies.

Song of Flame is a powerful support upgrade for Radiance, granting your allies a huge bonus to their grenade and melee recharge times. This attack has a radius of around 10 meters, just beyond the edge of the center of your Motion Tracker.

Any ally in range gets a 10-second buff from Song of Flame. Even if they move out of range, they retain the recharge benefits for the duration of the buff.

When playing with a Fireteam, you should definitely call your Radiance use. If you coordinate a grenade barrage and activate Song of Flame, you can cause a huge spike in your party's damage output.

Fireborn

Radiance can now be activated from beyond the grave. Doing so returns you to life.

Fireborn gives you the ability to resurrect from beyond death, reviving like a Phoenix exactly where you fell.

This is a very powerful ability in both PvE and PvP. In PvE, it can save your Fireteam from a wipe on high-difficulty or Nightfall missions. In PvP, the ability to revive and ambush nearby enemies can be decisive.

However, be careful with Fireborn in PvP while playing the smaller game modes. In a Salvage or Skirmish match, skilled opponents will mark your use of Fireborn and expect your revival after you use it once.

Scorch

A powerful melee attack that ignites enemies, causing damage over time.

Scorch is a blazing Solar melee attack that ignites foes and burns them for 25 damage over 2.5 seconds, on top of the damage from Scorch itself.

Flame Shield

Killing an enemy with Scorch reduces incoming damage for a short time. +1 Armor.

Killing an adversary with Scorch maximizes your Armor and grants you a 55 health shield.

Flame Shield can increase your durability substantially. Warlocks often run lower Armor values in favor of Recovery, so Flame Shield can help you emerge victorious in multi-target melee situations.

Solar Wind

Hitting an enemy with Scorch knocks them back.

Solar Wind gives your Scorch a strong knockback, sufficient to push away overzealous opponents in PvP and nasty melee foes in PvE.

In situations where jumping away is impossible or inadvisable, Solar Wind can give you some breathing room. Knocking an opponent away in PvP can cause them to whiff a retaliatory melee strike, giving you time to finish them off with gunfire.

Brimstone

Killing adversaries with Scorch causes them to explode.

Brimstone causes enemies killed with Scorch to detonate in a 70 damage, 5-meter explosion. Interestingly, this counts as a “grenade” for the purposes of Touch of Flame, meaning that it can ignite nearby adversaries that are struck by the blast, dealing further burn damage.

Brimstone is a solid choice in PvE, especially on missions that typically involve a lot of close-quarters fighting. It is generally less useful in PvP.

Ability Modifiers

Tier 1

Radiant Will

Increases the duration of Radiance.

Radiant Will boosts the duration of Radiance by 2 seconds to 15 seconds total. This seems like a small bonus, but remember that Radiance's benefit to your grenade recharge rate can mean that this gives you one or two additional grenade throws. That's a lot of potentially free damage, and if you are running Song of Flame, the bonus is extended to your Fireteam, as well.

Sunburst

Killing an enemy with Scorch has a chance to generate Orbs of Light.

Sunburst can generate Orbs of Light when you kill an opponent with Scorch. This is an almost pure support ability. Giving up Viking Funeral (or even Radiant Will) is a significant sacrifice, but if you are playing with an organized Fireteam on a high-difficulty mission, Sunburst can be worth using.

Viking Funeral

Enemies you ignite burn longer and take more damage.

Viking Funeral is a nasty upgrade to all of your burn effects, doubling their duration and damage to 5 seconds and 50 damage. On a burn-focused build, Viking Funeral is mandatory.

Tier 2

Touch of Flame

All grenades ignite enemies, causing damage over time.

Touch of Flame causes all of your grenades and the blast from Brimstone to ignite any foe they damage. This deals the normal burn damage, 25 damage over 2.5 seconds.

A Discipline-focused build can get a lot of mileage out of this talent. It is particularly effective in PvE for boosting sustained damage output, but it can also be nasty in PvP for constantly lighting the opposing team on fire. Touch of Flame pairs perfectly with Viking Funeral for even more immolation.

Gift of the Sun

Gain an additional grenade.

Gift of the Sun gives you a second grenade. Like a Gunslinger's similar talent, this talent allows you to store a second grenade that refreshes at half speed after your first grenade is replenished.

This talent forces you to trade off two very useful talents in the same tier. But, in exchange, you gain increased burst damage, which is particularly useful in PvP. In that mode, you can often kill one or more enemies almost instantly with a pair of Firebolt grenades. In PvE, Gift of the Sun can add an amazing amount of damage output from grenades during Radiance.

Angel of Light

Aiming your weapon while in the air holds you in place for a short time. +1 Agility.

Angel of Light is a powerful and unique utility talent that allows you to suspend yourself in midair while aiming. This can give you just enough time in PvP to land a critical headshot over cover. In PvE, you can line up shots against an otherwise unreachable target.

Angel of Light significantly expands your ability to target enemies accurately. However, avoid exposing yourself to excessive danger by hovering in the open. In PvP in particular, you must be careful with how you use Angel of Light. If used properly, you can gain access to sightlines and shots that are nearly impossible for other Classes. If used unwisely, you simply make yourself a very easy target.

Passives

Tier 1

Arcane Wisdom

Training focused on battle Recovery and speed.+2 Agility, +2 Recovery

Arcane Spirit

Training focused on battle Recovery and toughness.+2 Armor, +2 Recovery

Arcane Force

Training focused on toughness and speed.+2 Armor, +2 Agility

Tier 2

Ancestral Order

Training focused on all attributes.+2 Armor, +2 Agility, +2 Recovery

Chaos Order

Training focused on raw speed.+5 Agility

Divine Order

Training focused on toughness at all costs.+4 Armor, +2 Recovery

Armory - **Armor**

In comparison to weapons, armor is considerably simpler, though it's no less important to your success! You have four types of armor in Destiny: helm, gauntlets, chest armor, and leg armor. You also have one cosmetic Class Armor slot.

Armor is Class-specific, and you almost always find armor for your Class in the wild. It is rare but possible to find an armor item for another Class. Don't worry: you can store it in your Vault and access it on that Class when you want to use it!

Armor has three basic effects. First, it provides your basic level of Defense, protecting you in PvE and PvP where Level Advantages are enabled. Armor also boosts your three Armor stats: Discipline, Intellect, and Strength. And finally, armor provides you with access to armor-only mods.

Armor mods can provide boosts to your melee, grenade, and super abilities, as well as a reload speed increase to one weapon type, inventory ammo bonuses, and add effects when you pick up an Orb of Light.

Once you reach Level 20, armor can boost your Light level, which is the only way to achieve an effective level higher than 20. Experience earned at 20 gains you Motes of Light whenever you would have normally gained a level instead. Raising your Light level is necessary for accessing activities that have level requirements beyond 20. Once you first hit Level 20, expect to spend some time hunting down Legendary gear to raise your Light level.



Armor Stats

Armor Stat Caps

The total stat bonus on your armor for any given stat is translated into a percentage bonus. This percentage bonus caps at 100%, though it is possible to go beyond 100% in total across the three stats (for example, a 50% bonus from Discipline, Intellect, and Strength, or a 100% bonus from one stat and 50% from another).

Exactly how high can you get? That depends entirely on the quality and level of your armor. While player levels cap at 20, there is more powerful gear to be found out there, and a full set of Legendary armor with an Exotic armor piece can get you quite a stat bump.

Armor stats are a simple numeric bonus, such as “+5 to Discipline” or “+30 to Discipline and Strength” on higher-level armor. However, what the number actually does for you depends on your level. At Level 5, 20 points of Strength can give you a bigger boost than at Level 10 or Level 15.

All stats are translated to a percentage boost to one of your recharge timers: grenades, melee, or super. To see this bonus in the game, move your cursor over the stat on your Inventory screen. The takeaway here is pretty simple: to keep your bonuses strong (and growing), you must upgrade your gear as you level.

Armor can boost a single stat, or it may boost two. This gives you the option to focus your armor toward maximizing one recharge timer or splitting it between a few. Choose whichever option best suits your build and your personal preference.

Armor Stat Bonuses

Stat boosts on armor are clamped within a range for any given level of armor (very similar to the way weapon archetypes have stat ranges that define their minimum and maximum values). This means that you might find a piece of armor that can have a value between 5 and 8 at lower levels, or 40 and 50 at high levels.

The ranges are generally fairly small, so any piece of level-appropriate armor will boost your abilities to a point suitable for activities of that level. However, if you really want to maximize your power, you can most certainly hunt for “perfect” armor.

Discipline

Reduces grenade cooldown time.

A high Discipline value is helpful if you use grenades frequently, especially if your Class build is focused on grenade usage. Grenades are extremely useful in both PvE and PvP, making Discipline a safe choice if you aren’t sure where to focus.

Intellect

Reduces super cooldown time.

Your super is a very powerful tool in more difficult PvE missions, and always in PvP. Whether you choose to boost your super recharge rate over your grenades or melee depends largely on how your Class spec is configured. Some supers, like a Void Titan’s Ward of Dawn or a Warlock’s Radiance, can be incredibly powerful support tools. Other supers, like a Hunter’s Golden Gun or Arc Blade, can inflict lethal burst damage in PvP.

Strength

Reduces melee cooldown time.

For the brawlers among you, a high Strength score can give you access to extremely fast full-power melee strikes. This is very powerful in PvP for close-range combat. However, it is riskier in difficult PvE missions, as point-blank range is one of the least safe places to be.

Note that a Bladedancer Hunter has a mod that cuts her melee recharge time down to almost nothing. In that specific case, your points are generally better invested elsewhere for greater returns.

Hunter Armor Progression

Your progression in Destiny is more than just numbers in the background, of course: you also get to flaunt your style.



Titan Armor Progression

Your progression in Destiny is more than just numbers in the background, of course: you also get to flaunt your style.



Warlock Armor Progression

Your progression in Destiny is more than just numbers in the background, of course: you also get to flaunt your style.



Armory - Armor Mods

Chest armor and **leg armor** have boosted inventory ammo capacity, while **helmets** typically have grenade-boosting modifiers. Gauntlets always have a faster reload mod on them.

Less commonly, you may find mods that improve super charge times or interact with the Orbs of Light that friendly Guardians generate.

Unique Armor Mod Effects Do Not Stack

Just a warning: you can only have one of each different mod type, so if you find a reduced melee recovery piece, a second won't reduce your recovery time further. The same goes for a grenade throwing distance boost or a health from orbs bonus.

The two exceptions to this rule are ammo inventory bonuses and (potentially) reload speed. Reload speed can theoretically stack, but at the moment, you can only find it on one armor slot. Perhaps an Exotic piece down the line will remedy this!

Defense Boosts

All armor also gets access to upgrades that increase the basic Defense stat of the armor piece, similar to the Attack upgrades on weapons.

Grenades

INCREASED GRENADE THROW DISTANCE

A very useful mod in both PvE and PvP, this gives your grenades some extra velocity on the throw, which can significantly increase the distance you can throw them. Remember that grenades inherit your existing momentum, so sprinting and jumping can impart extra range if you're really going for a long bomb.

One quirk: if you do decide to use this mod, you may experience some discomfort switching between armor sets with or without it. Your grenades suddenly being thrown a different distance can completely ruin your aim until you adjust. In general, if you make heavy use of grenades and stack Discipline, this upgrade is just as important as the melee speed armor mod for melee lovers.

BONUS MELEE ENERGY ON GRENADE HIT

For grenade and melee lovers, this mod gives you 3% melee energy back every time you hit an enemy with a grenade. Note that this has an internal cooldown of six seconds, so you can't drop a lingering grenade on a pack of adversaries and instantly fill your melee bar!

This mod is generally a bit more useful in PvE than PvP simply because of enemy density. In most cases, throwing range is more relevant in PvP (though not universally true, like on smaller maps).

Melee

REDUCED MELEE RECOVERY TIME

A vital mod for melee lovers, this mod reduces the time it takes to recover from melee swings by 25%. This makes a huge difference in PvP, and it can also be helpful in PvE if you get swarmed at close range. Note that the recovery

time only affects your ability to perform another melee attack; it does not help with getting your gun ready faster after a melee swing.

BONUS GRENADE ENERGY ON MELEE HIT

A flat bonus of 6% grenade energy for a melee hit, this is a nice upgrade for a Discipline/Strength split build or a pure Discipline build where you simply want the absolute fastest possible grenade recharge.

Orbs of Light

Orb armor mods grant you bonuses when you pick up a friendly Orb of Light. This applies to any Orb of Light anywhere in the game, be it PvE, PvP, in a public space with a random player, or in a private Strike area with your Fireteam.

Orb mods are most useful if one or more players in your Fireteam are running Intellect builds. An organized group that coordinates super usage can benefit greatly from using these mods in difficult missions. These mods are generally a bit less useful if you solo often or don't play with heavily coordinated groups. In those situations, you may find that you get more benefit from other armor upgrades.

HEALTH REGEN ON PICKUP

This mod gives you a small 10 health boost immediately and allows health regen to continue for 1.5 seconds even if you are taking damage. This is a very powerful mod with a coordinated team—you can turn idle orbs on the battlefield into emergency health restore pickups.

BONUS GRENADE ENERGY ON PICKUP

A flat 6% grenade energy boost for each orb you pick up. To get the most benefit from this mod, lob a grenade just before you dive into a pool of orbs.

BONUS MELEE ENERGY ON PICKUP

Identical to the grenade mod, this is a flat 6% melee energy boost for each orb you pick up. If you are purely melee-focused, you can add this to the grenade and melee mods to have the absolutely maximum possible number of melee boosts on your armor. Otherwise, consider using one of the other two orb mods, as they are typically more useful in a wider range of situations.

Super

GAIN SUPER ENERGY WHEN KILLING AI COMBATANTS

This boost gives you 5% more super energy on top of what you would normally get for killing any enemy during a mission. Note that this mod does not apply to opponents in PvP.

Keep a piece of this gear around for PvE, but swap it to the second grenade-specific super armor mod for PvP, or a different armor mod entirely.

GAIN SUPER ENERGY FOR KILLING ANY ENEMY WITH GRENADES

This mod gives 7% more super energy on top of the base bonus for killing any enemy with a grenade. If your build is grenade-focused, or (even better) if you've split between Discipline and Intellect, this is a perfect mod to add to your suite.

Weapon

FASTER RELOAD SPEED

+10 Reload.

Specific to gauntlets, this mod boosts your Reload stat with one class of weapon (typically a primary weapon on most armor). It is possible to find gauntlets that boost specific special or heavy weapons, or even ones that boost Reload for an entire weapon class rather than a specific weapon.

When configuring an entire armor and weapon loadout, keep an eye on the reload mods available for your weapons. You may or may not need the added bonus from your gauntlets, or you can shift it to a different weapon class.

BONUS INVENTORY AMMO

Found on chest armor and leg armor, these mods grant you more backpack ammunition, ideal for lengthy and difficult missions. Similar to reload armor mods, these bonuses come in a variety of forms. You can find bonus ammo for a specific weapon, or you can more rarely find mods that boost the ammo capacity for an entire weapon class.

The amount gained varies depending on the type of weapon. For example, you get more of a bonus to a primary weapon than a rocket launcher.

Class Armor

There is one final piece of Class-specific armor: Class Armor is purely cosmetic, with one exception. Acquiring a piece of Class Armor from a specific Faction in the game allows you to represent that Faction on the battlefield. This gives you a means of earning New Monarchy, Dead Orbit, or Future War Cult reputation while you complete activities.

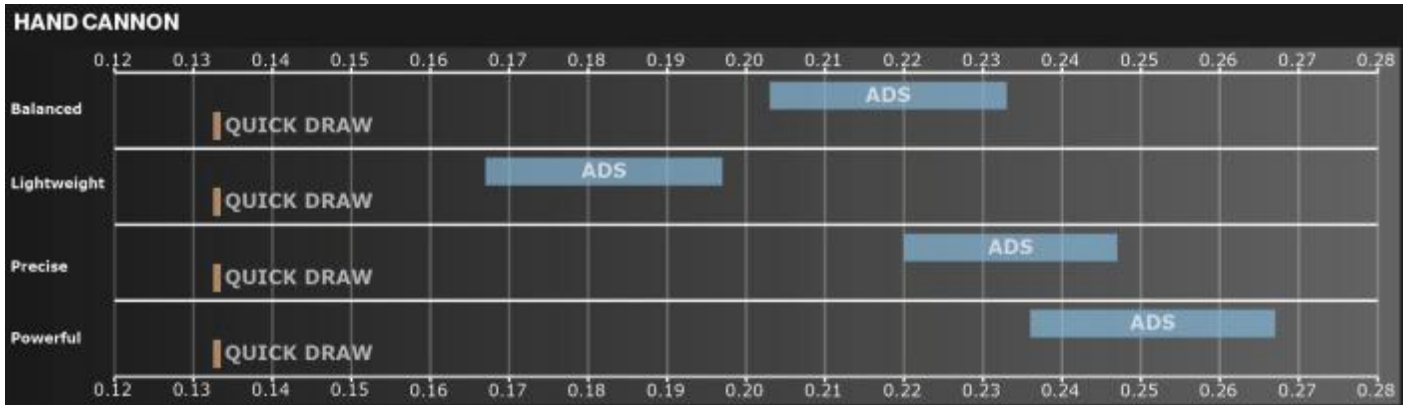
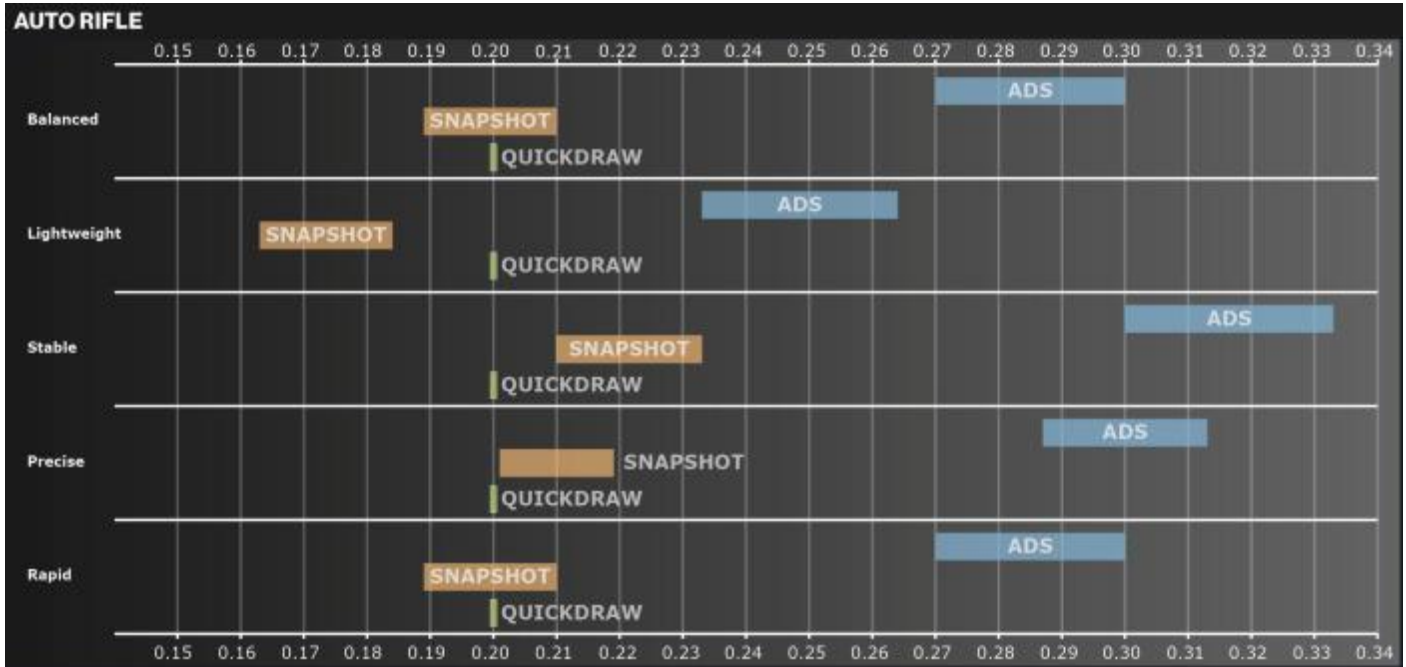
Keep in mind that PvE activities normally earn you Vanguard reputation, but equipping yourself with one specific Faction's Class Armor changes your rep gain to that Faction instead.

Armory - Handling Charts

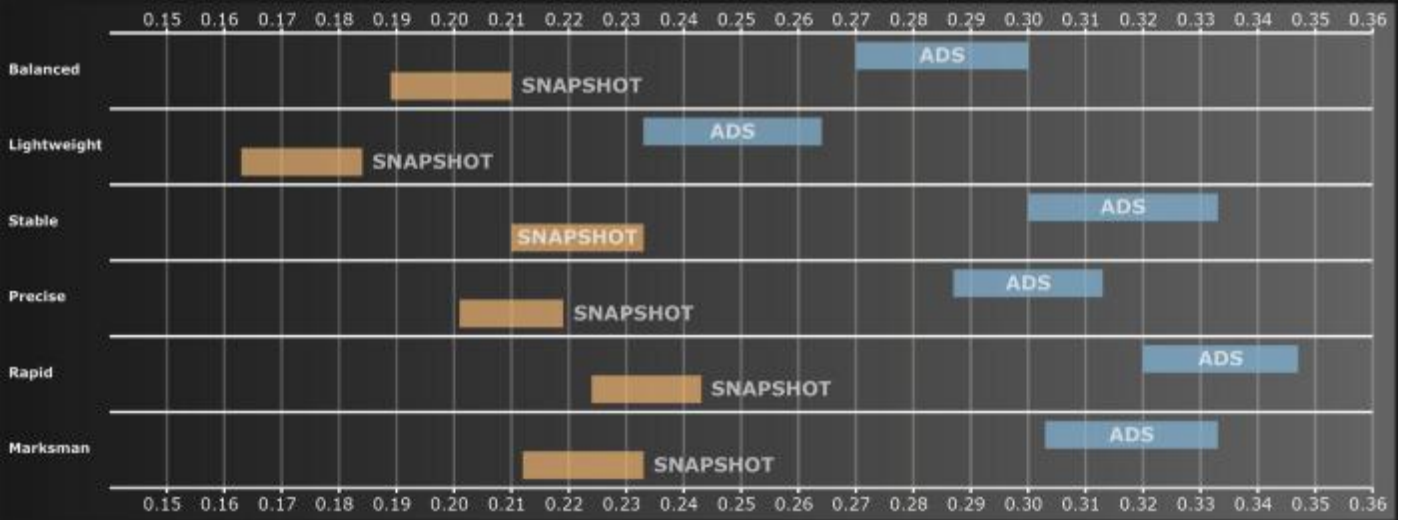
A collection of three different values, the Handling stat includes the time it takes to ADS a weapon, the time it takes to drop it to put it Away when switching away from it, and the time it takes to Ready the weapon when you switch to it or recover from a sprint or melee attack.

ADS Time

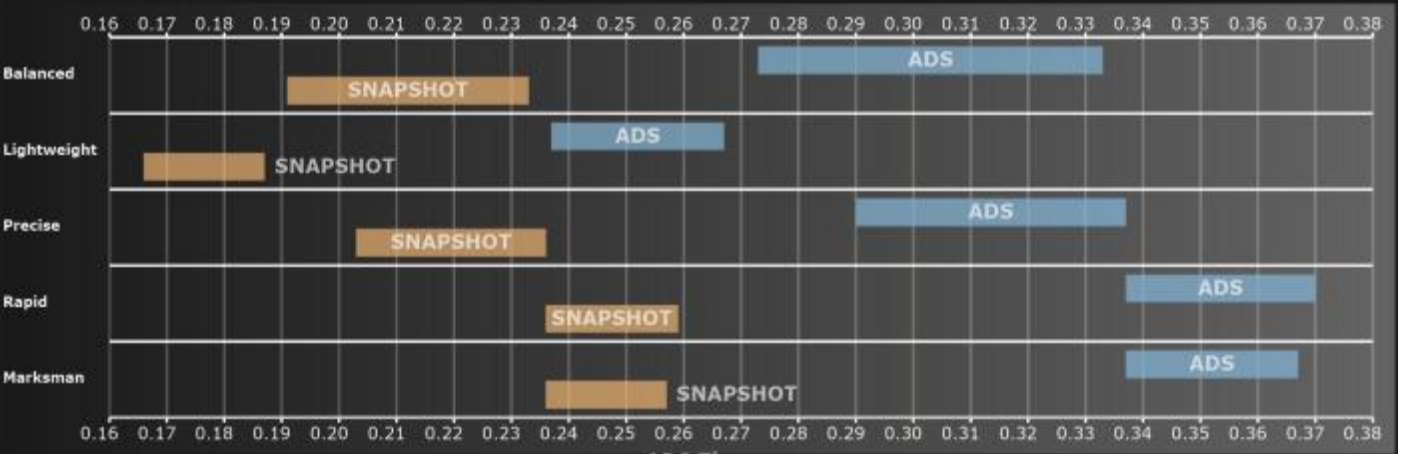
Primary Weapons



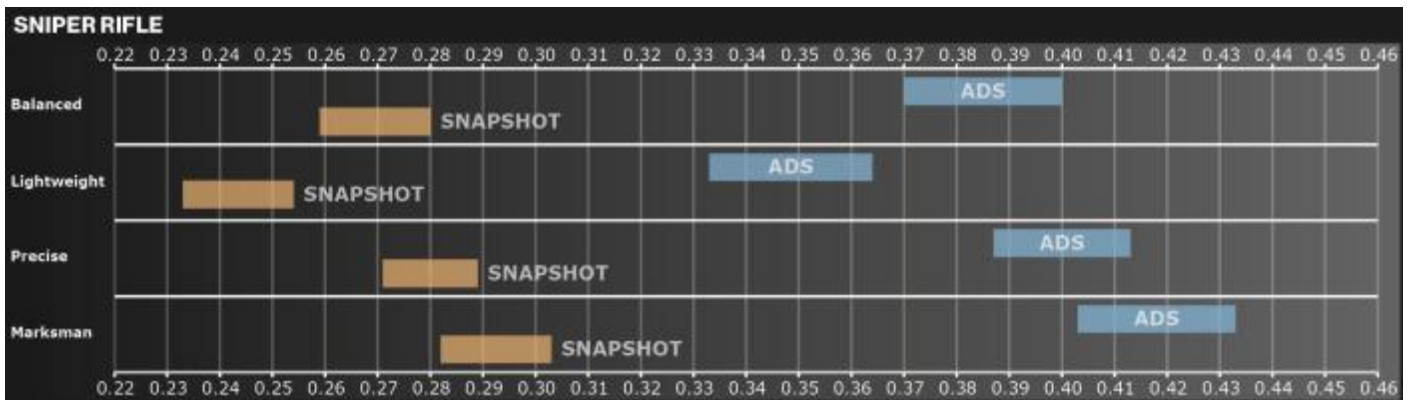
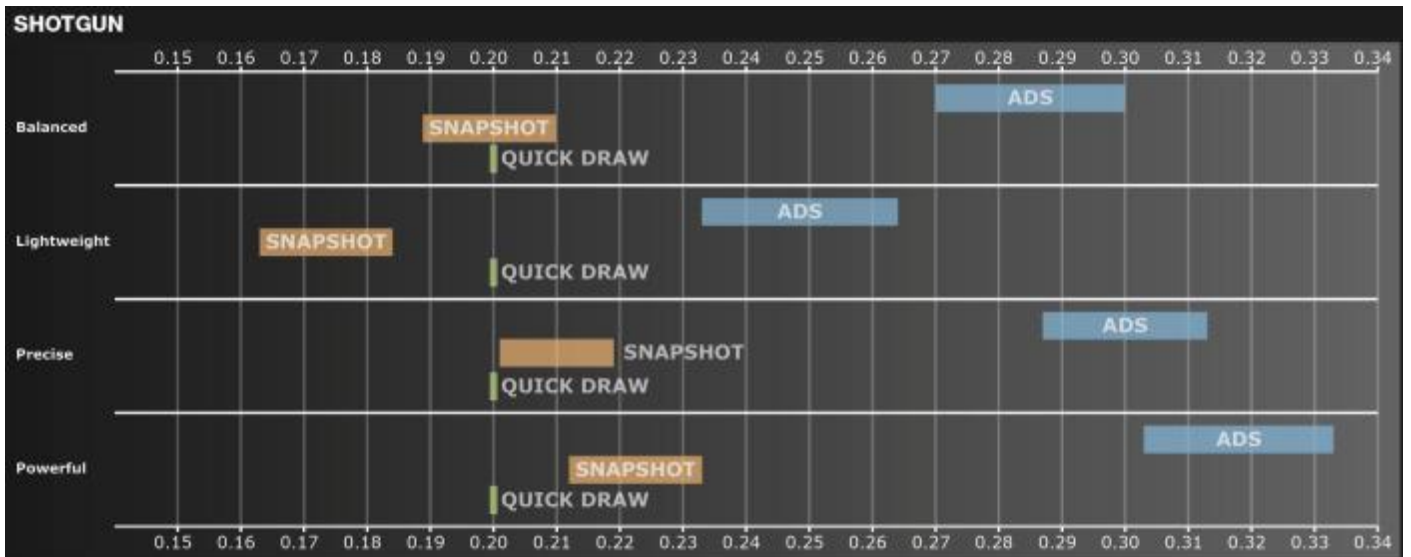
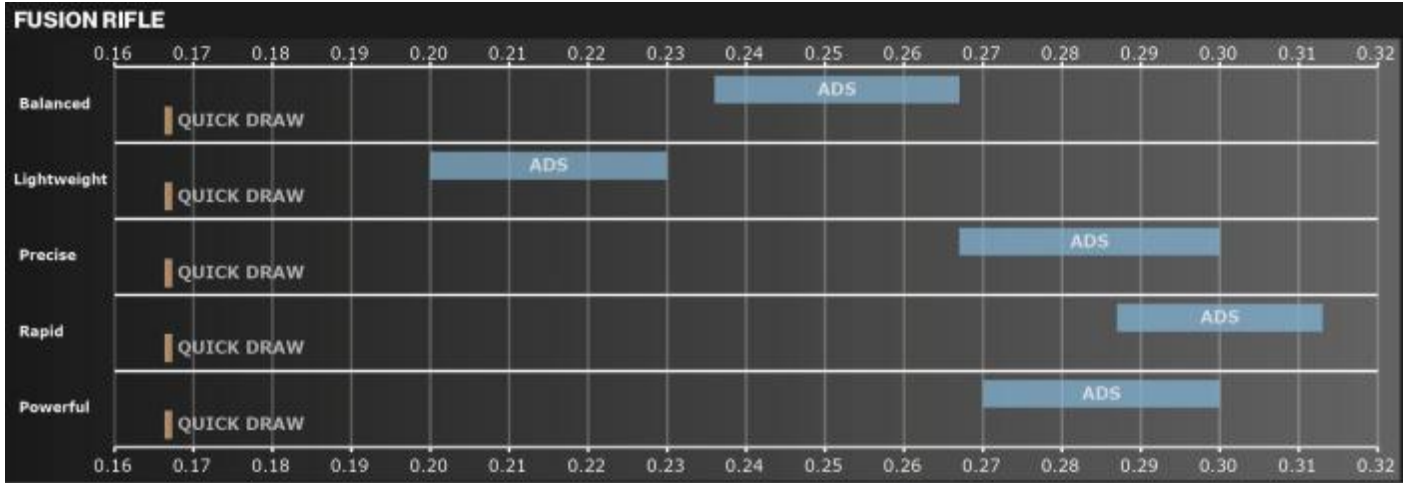
PULSE RIFLE



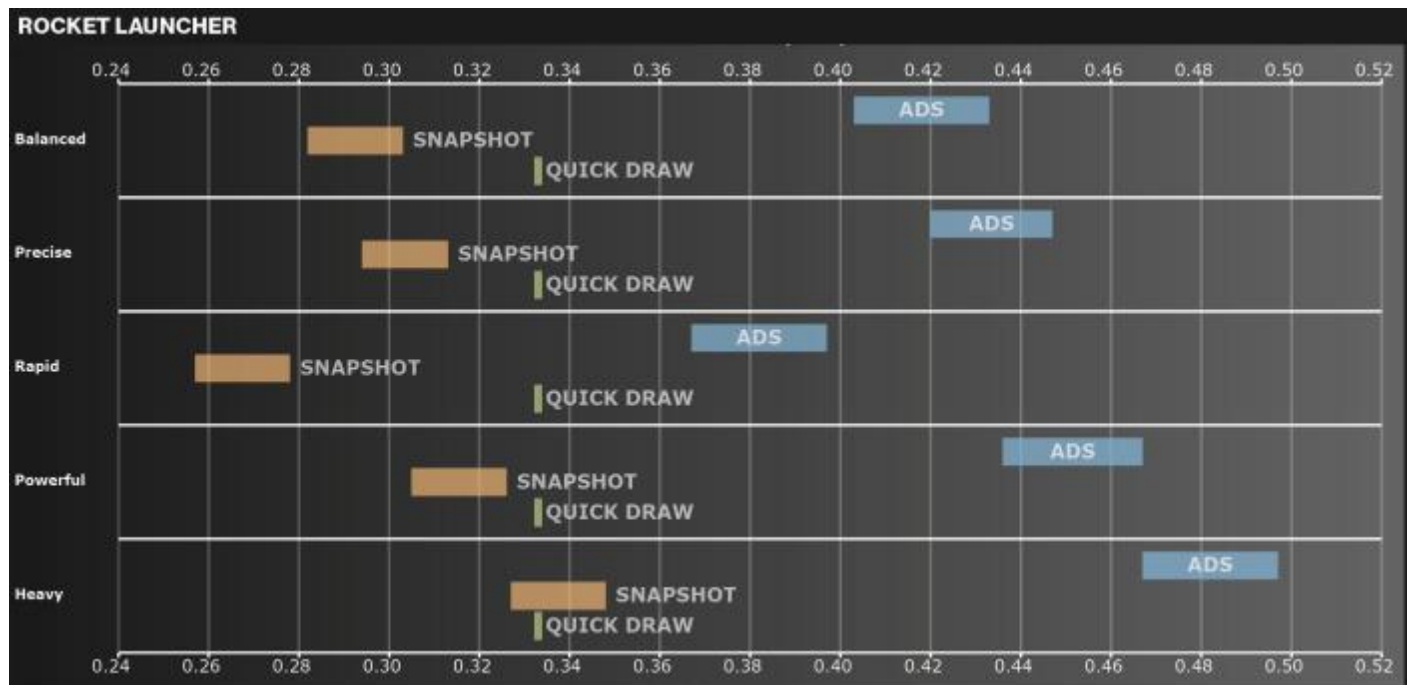
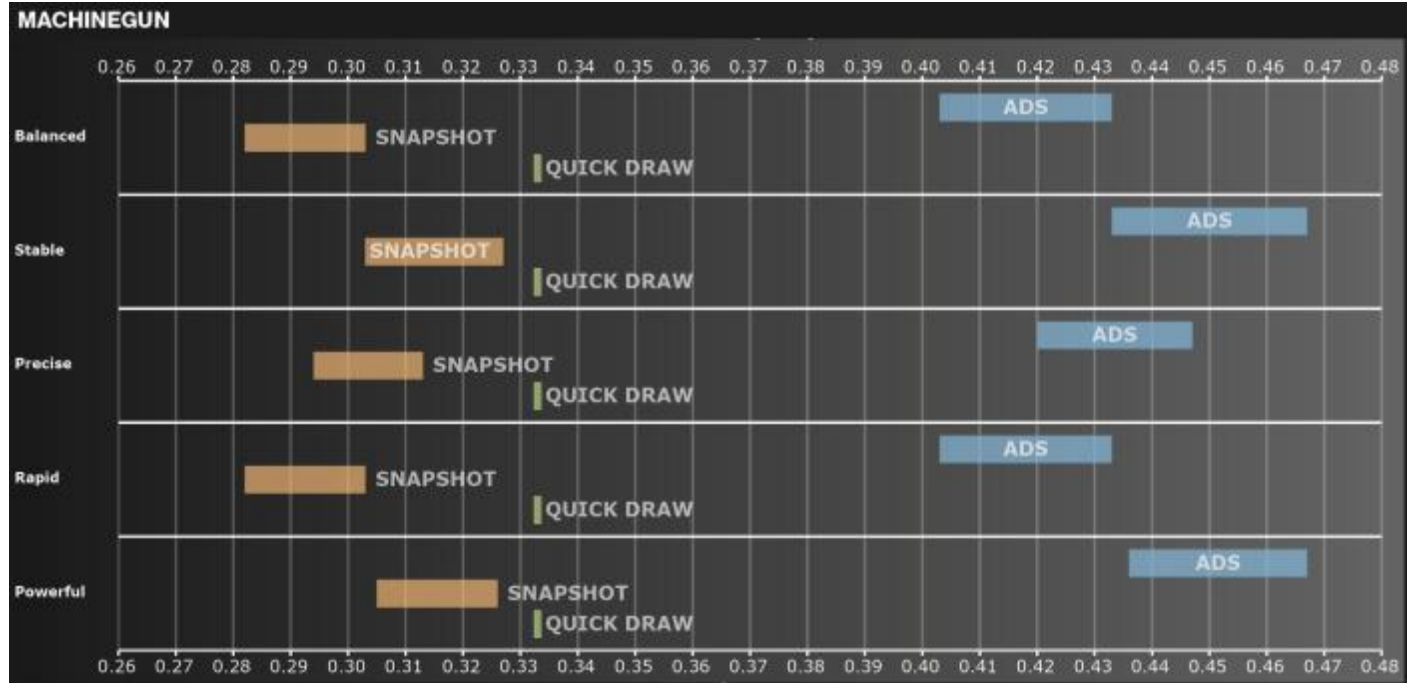
SCOUT RIFLE



Secondary Weapons

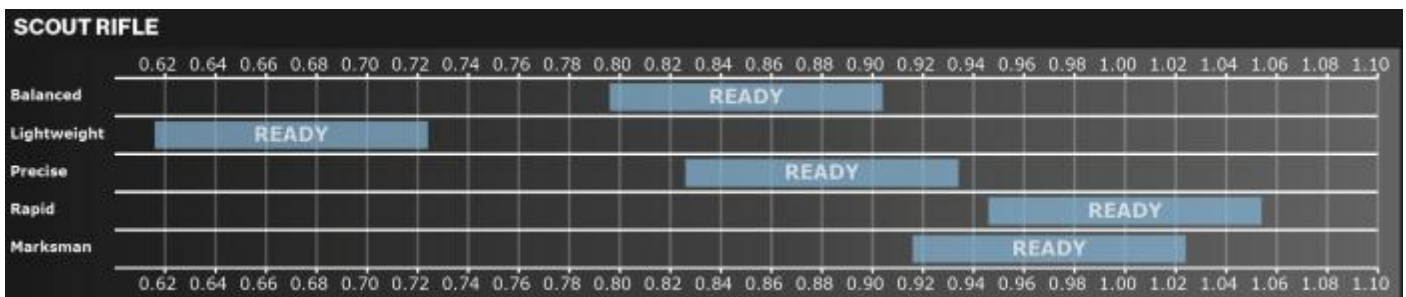
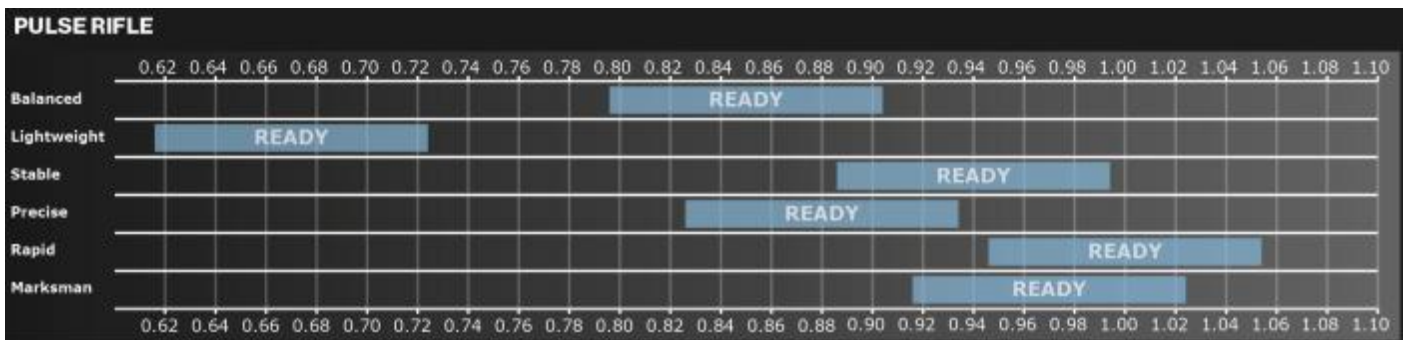
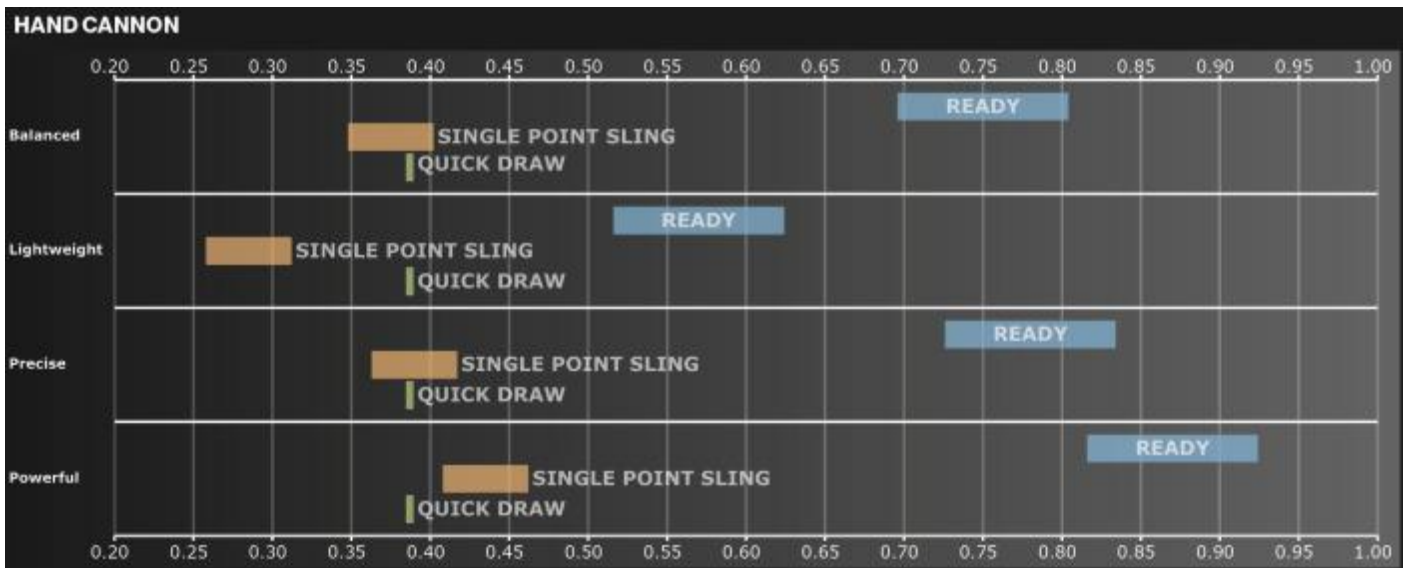
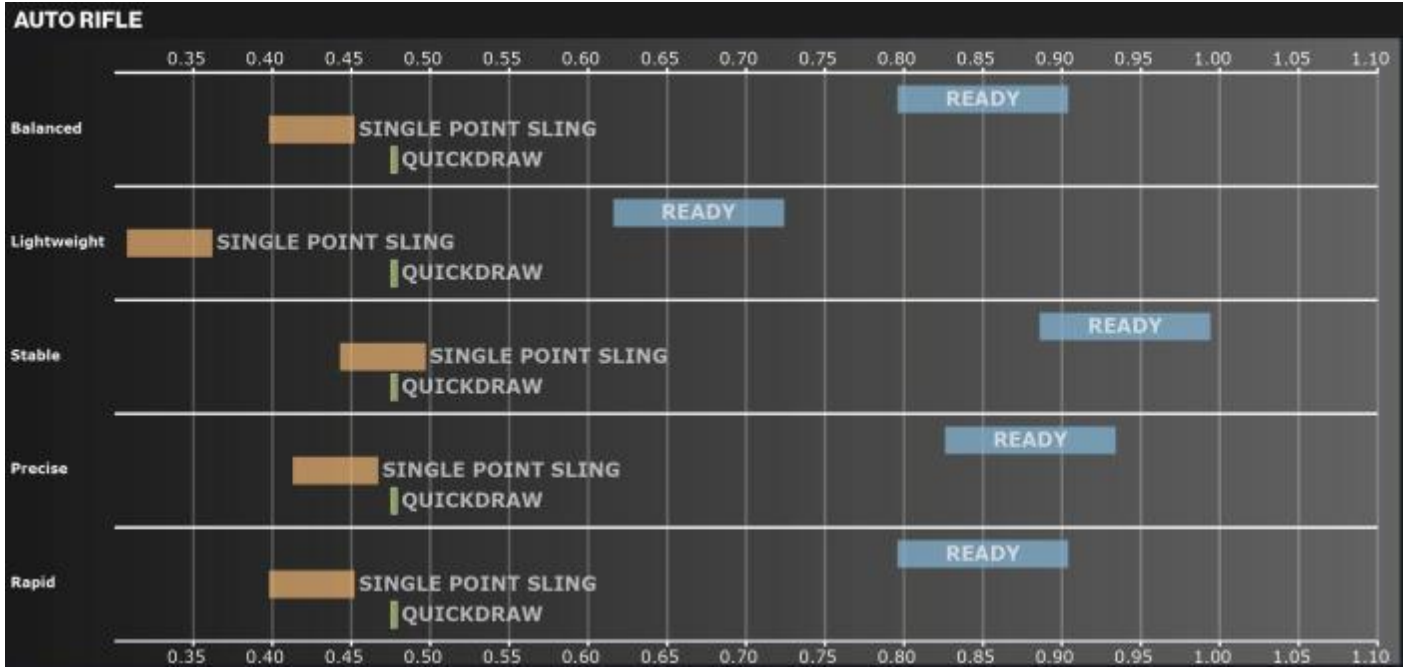


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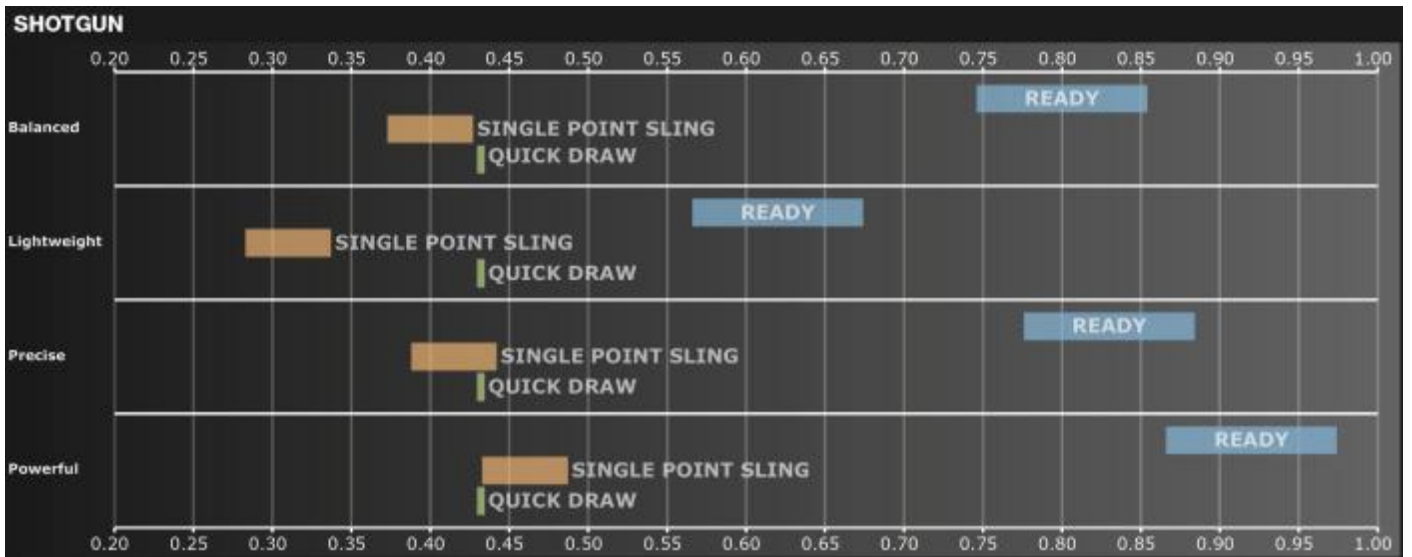
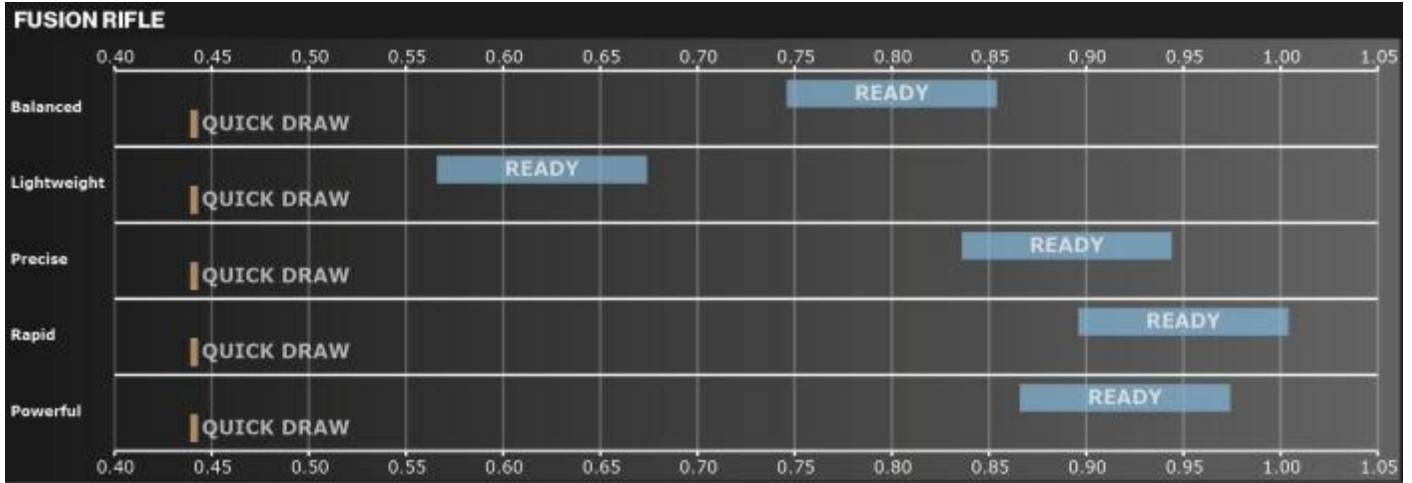


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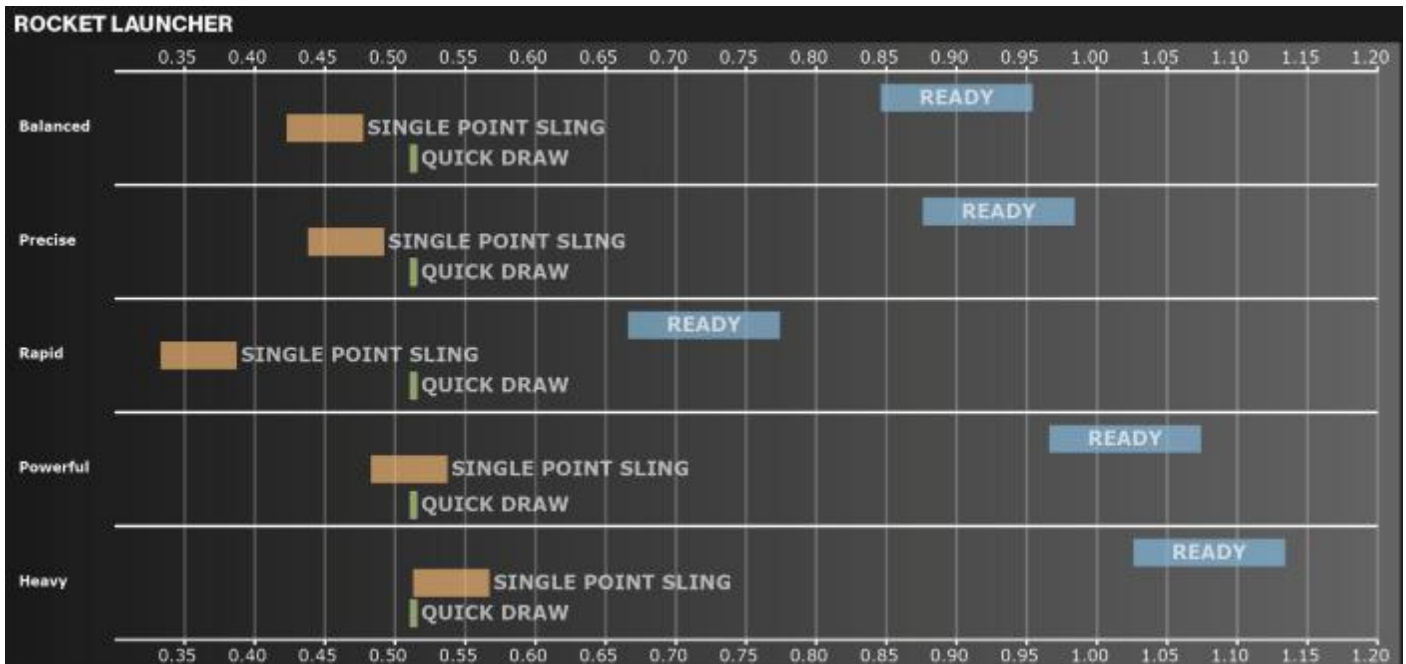
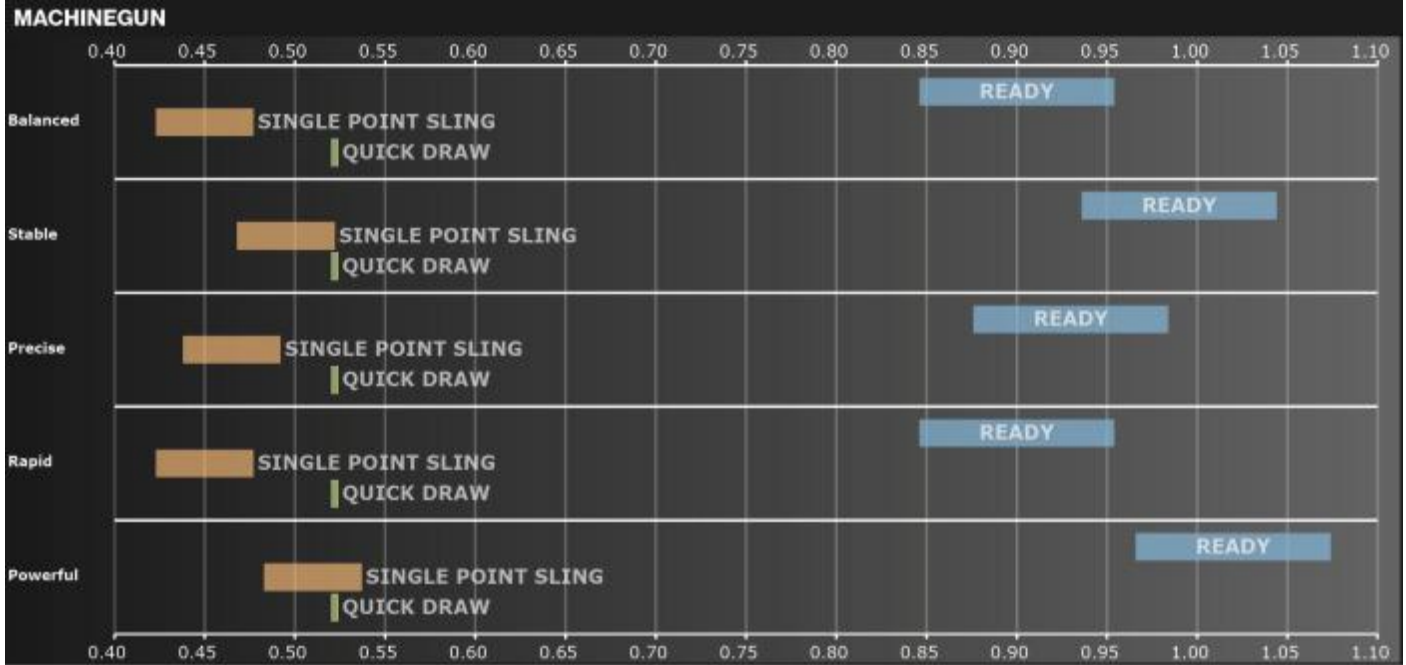
Primary Weapons



Secondary Weapons

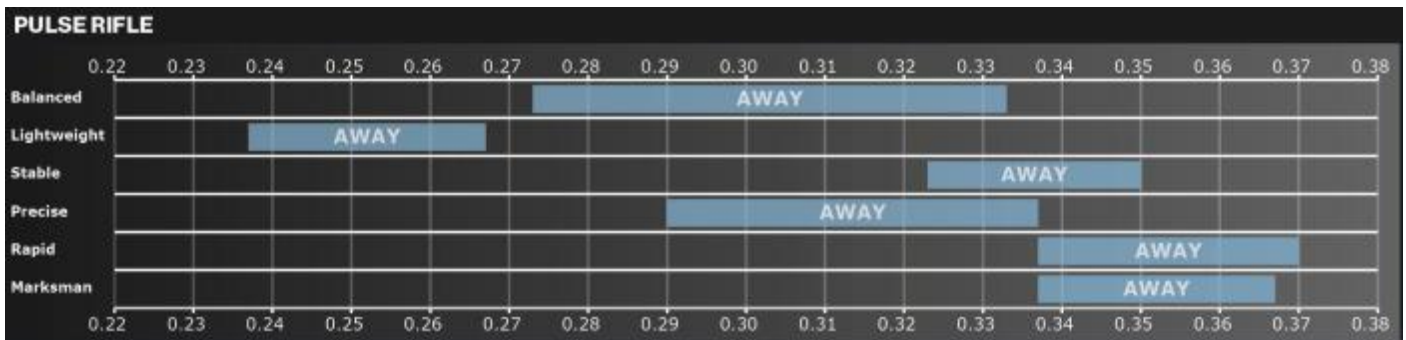
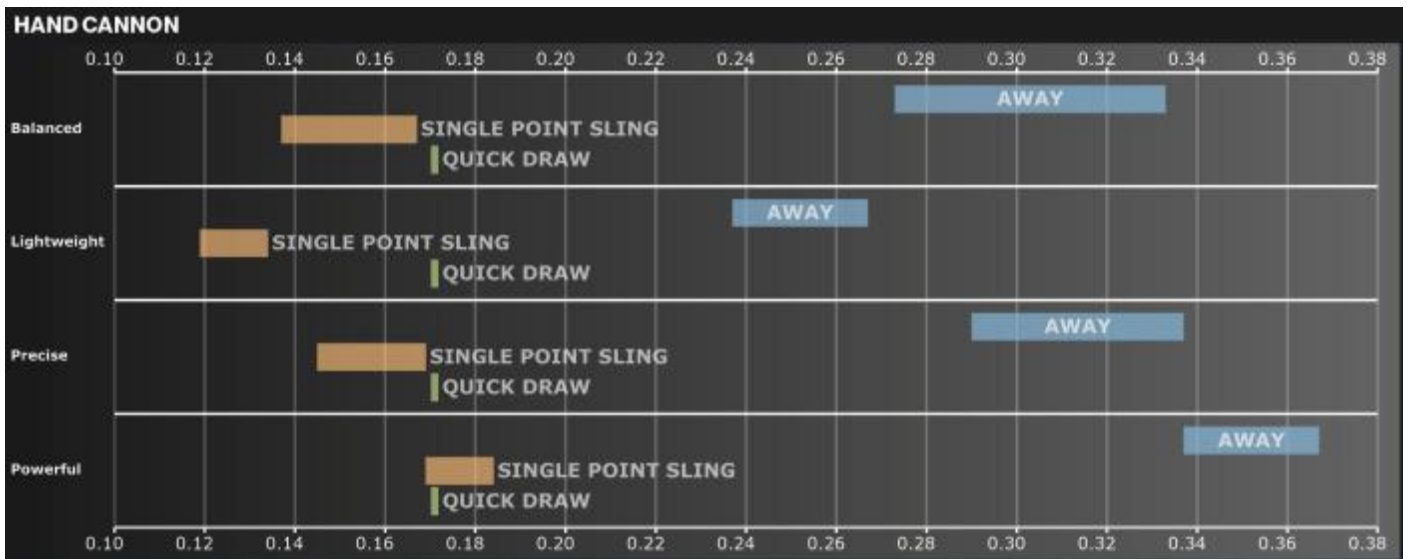
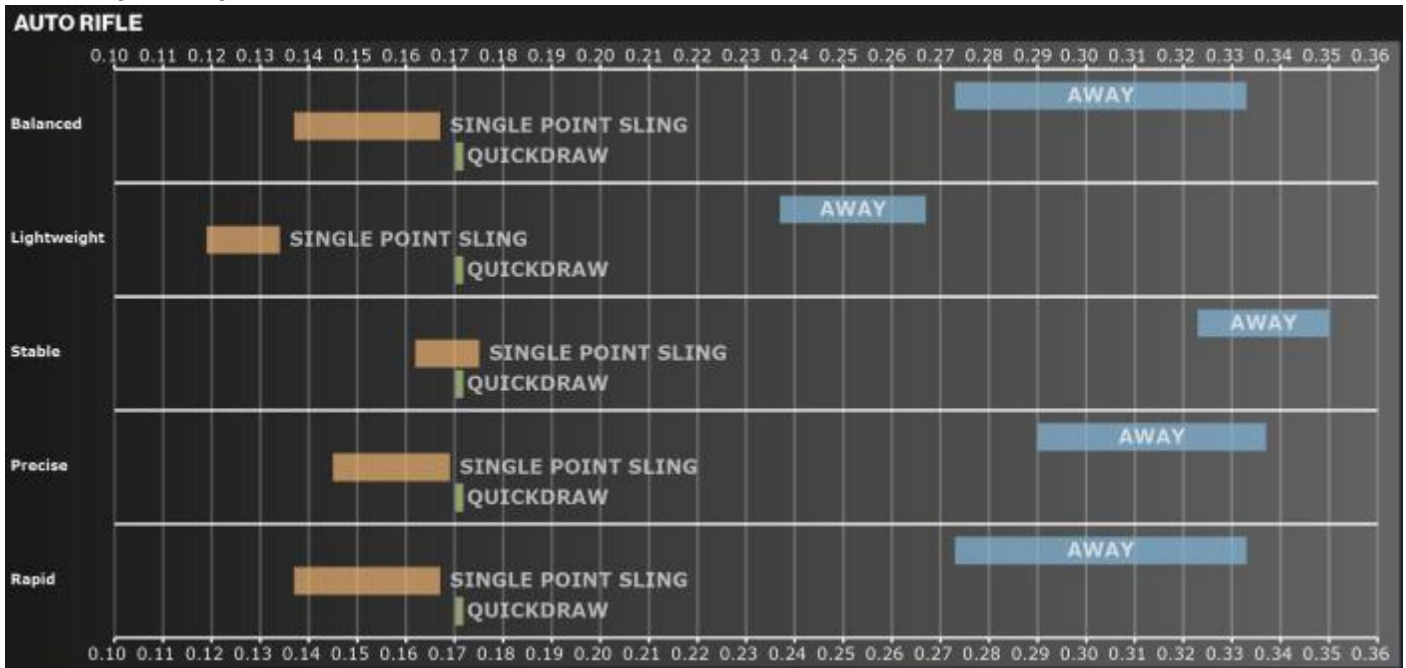


Heavy Weapons

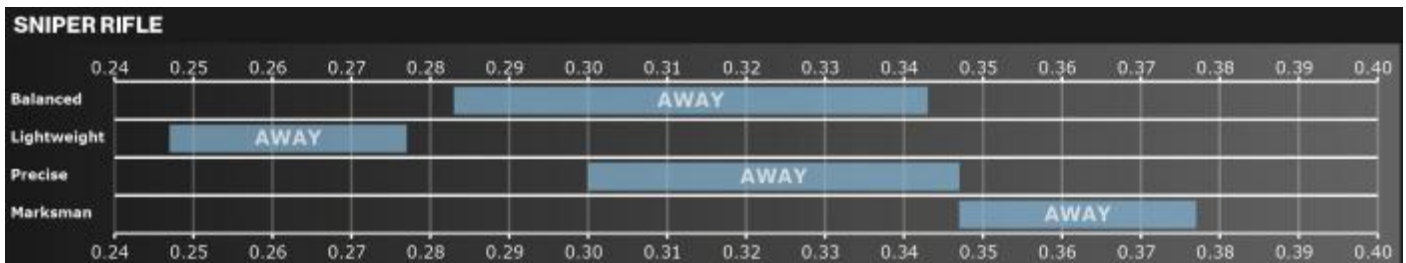
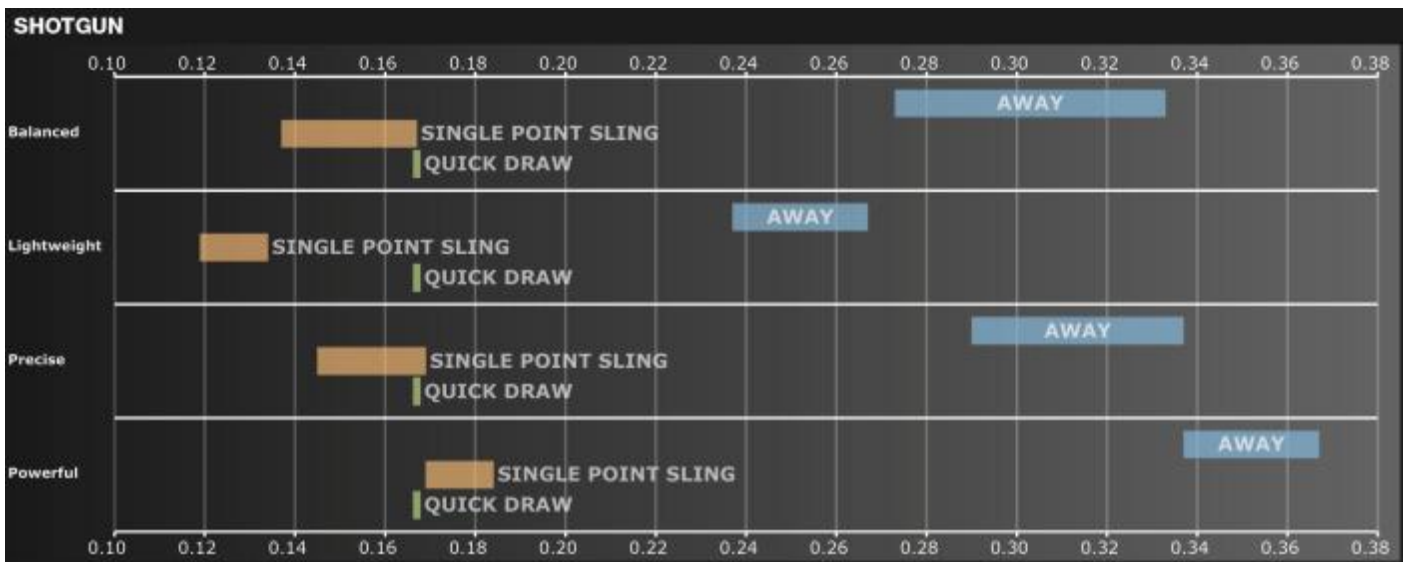
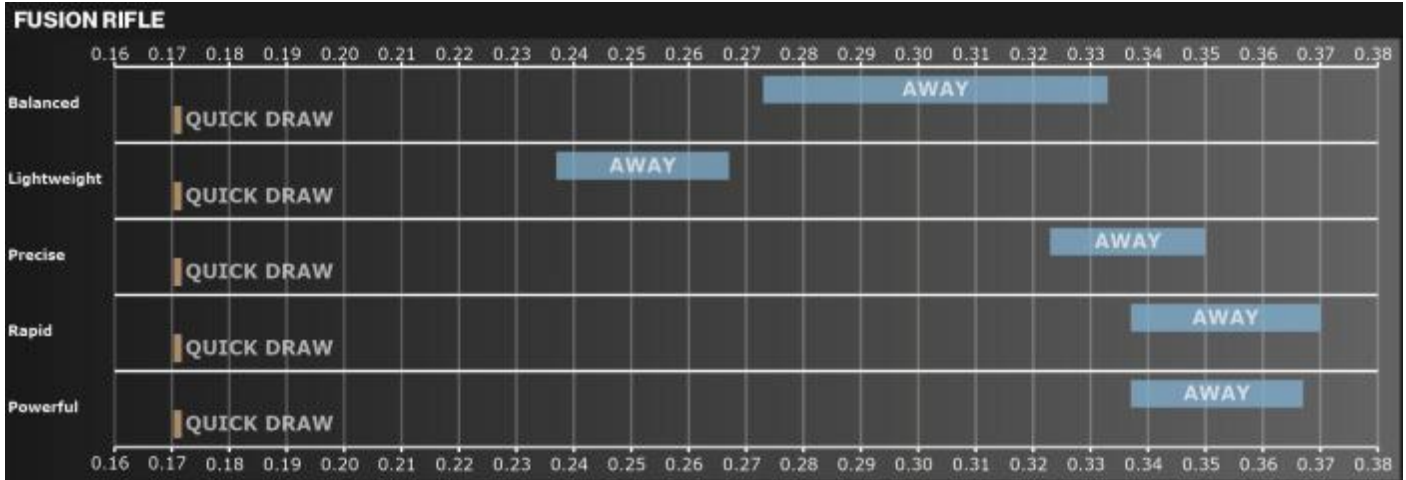


Away Time

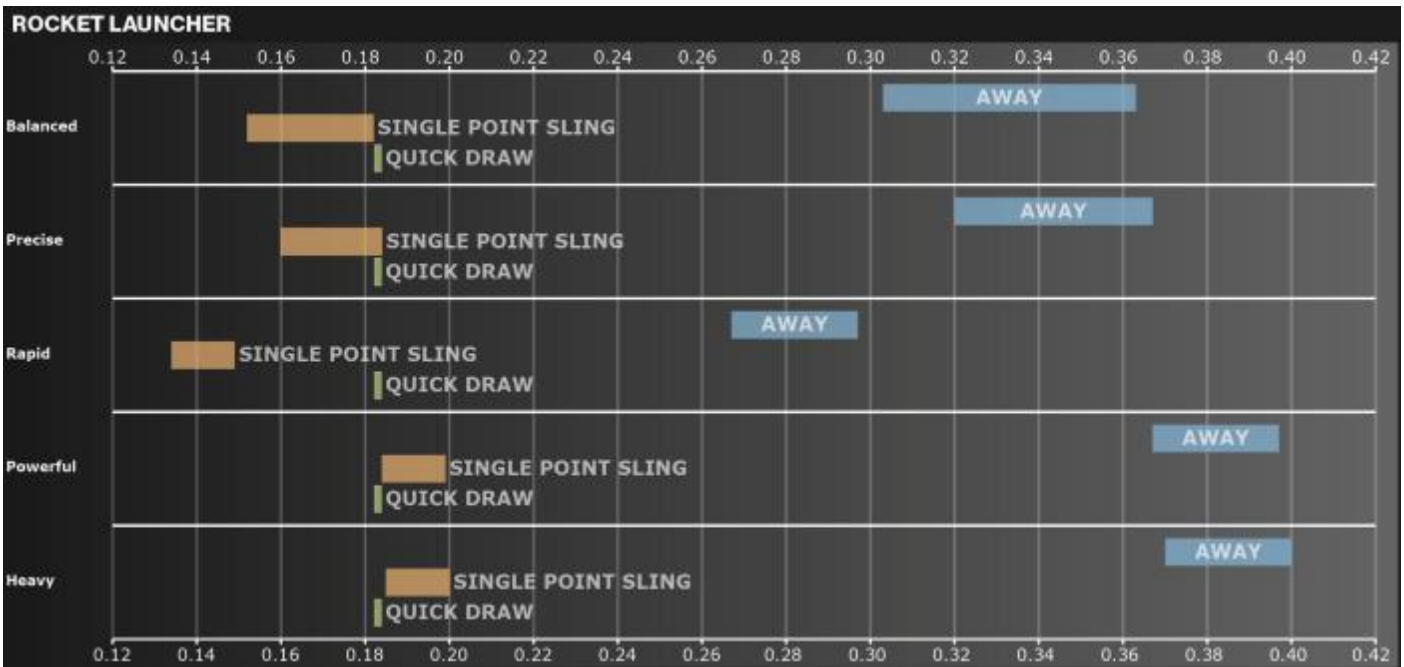
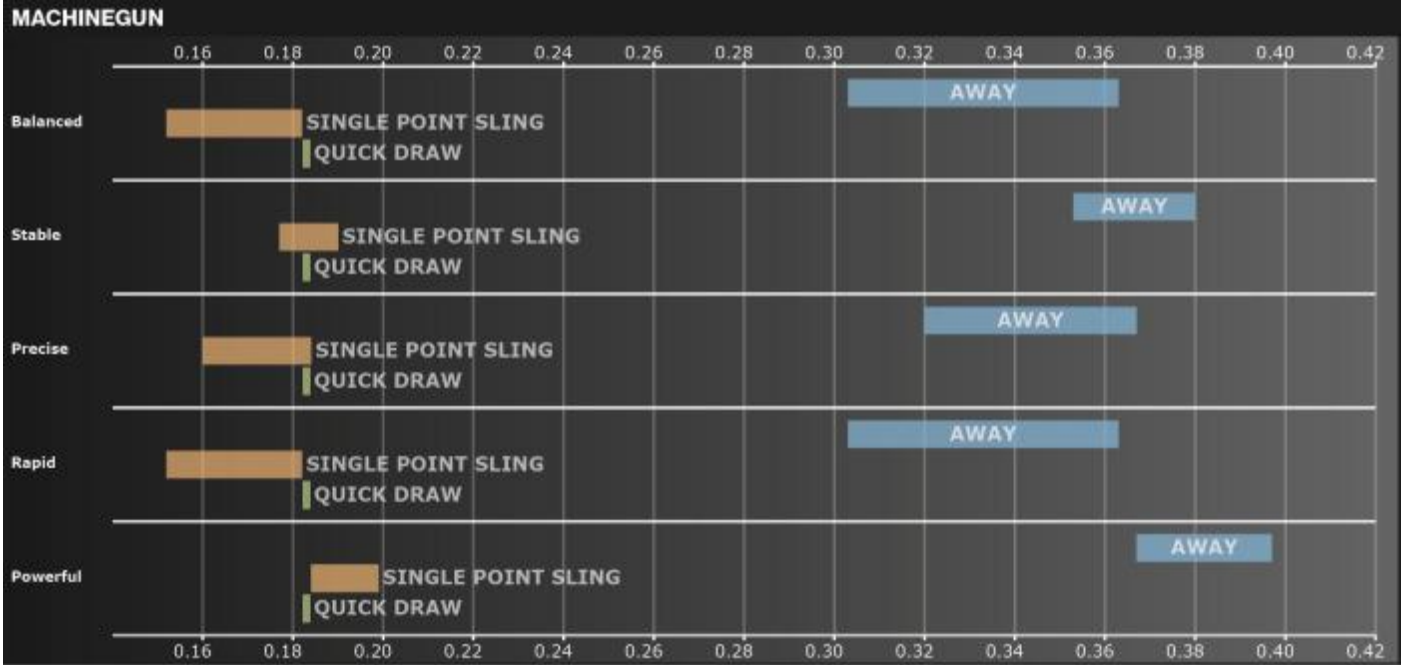
Primary Weapons



Secondary Weapons



Heavy Weapons



Armory - Inventory Charts

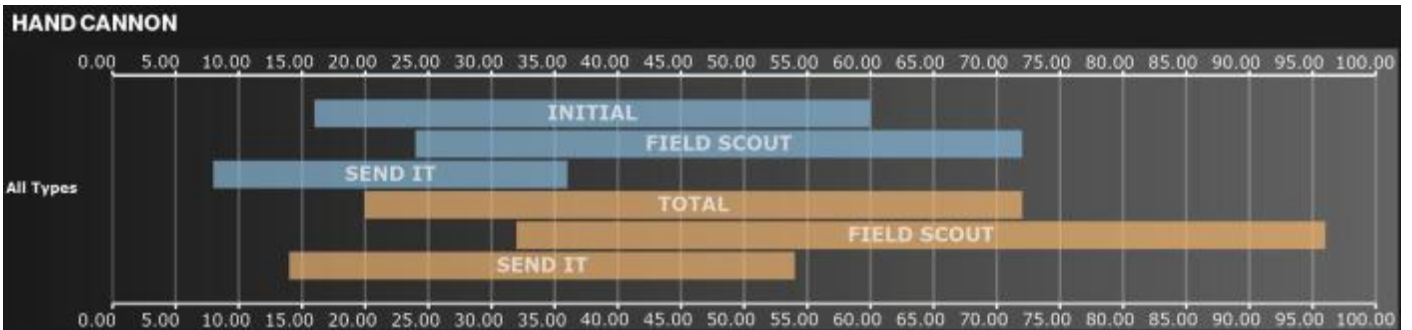
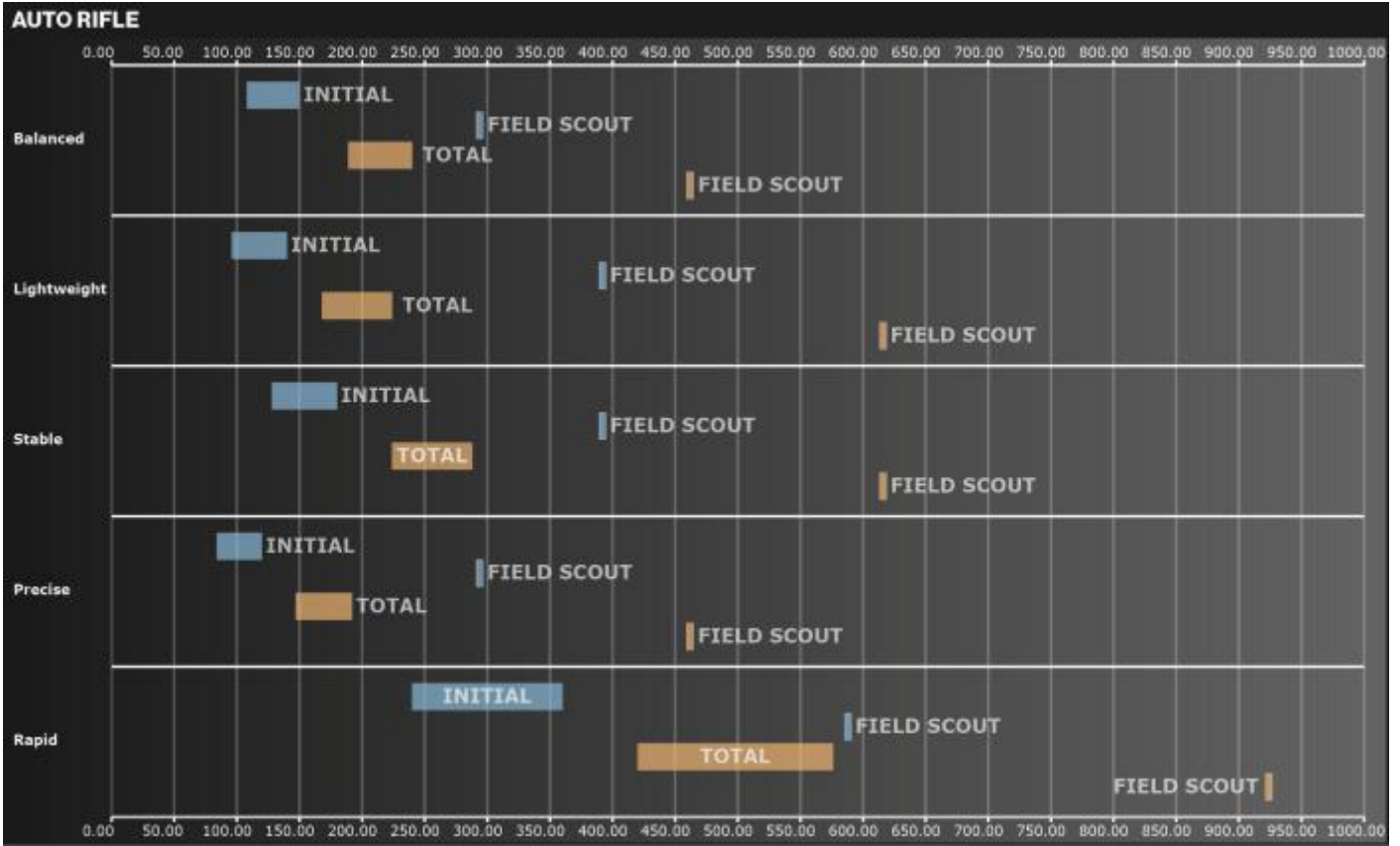
Compare rows: Select

| Name | Description |
|-------------------|---|
| Double Down | Boosts ammo available when you spawn. |
| Performance Bonus | 25% chance to grant bonus ammo into inventory on a kill. |
| Return to Sender | 25% chance to add a round to your inventory ammo on a kill. |
| Surplus | Doubles amount of ammo gained from each ammo pickup. |
| Vacuum | Increase ammo pick-up radius. |
| Metal Detector | Increased chance for ammo drops. |
| Shoot to Loot | Shoot ammo to pick it up! |
| Tripod | Add an additional rocket to the rocket launcher magazine. |

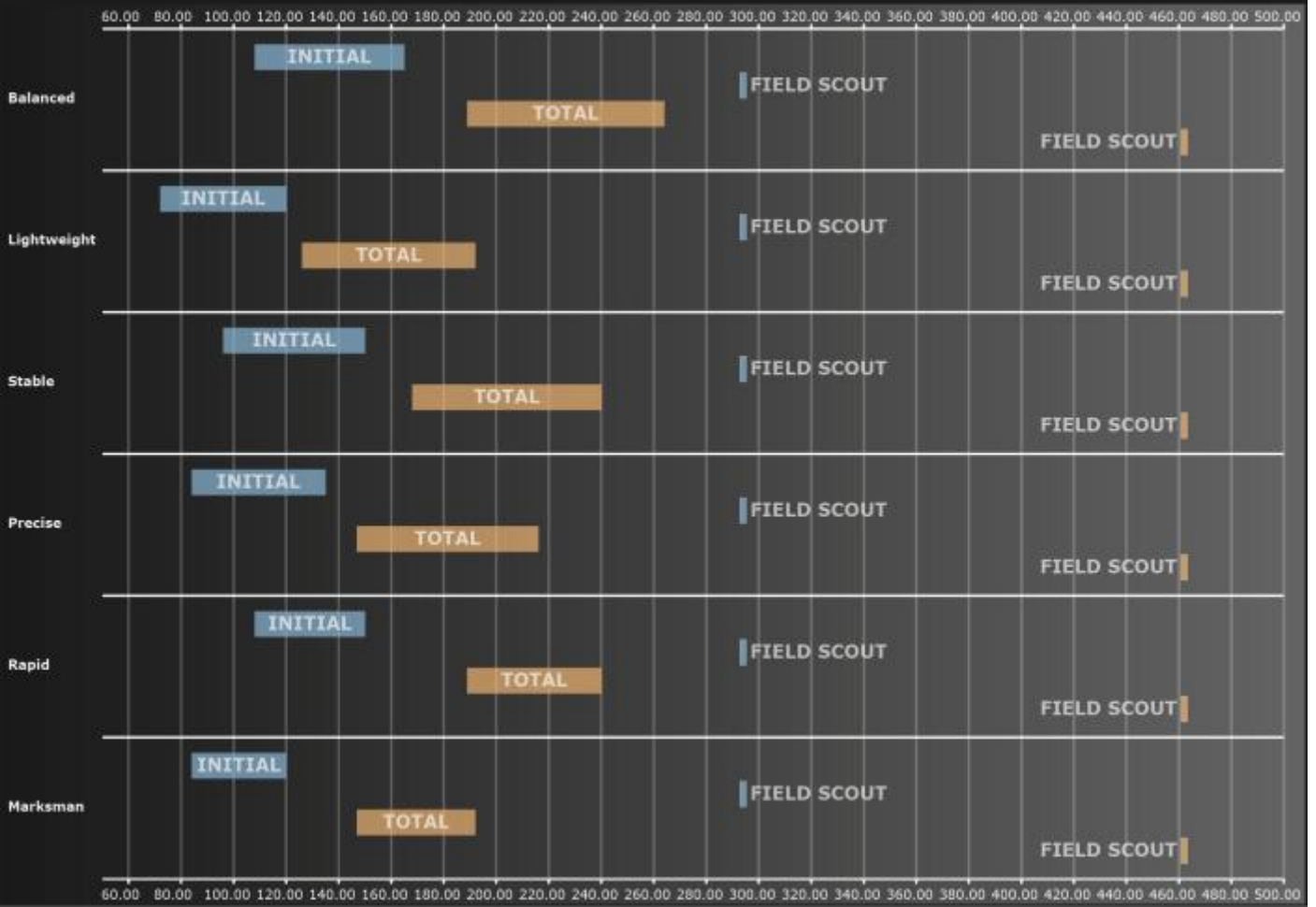
Initial ammo is your initial ammo load upon spawning during an activity. Total ammo is your maximum possible inventory ammo size. Heavy weapons do not spawn with any ammo initially.

Inventory Ammo Count

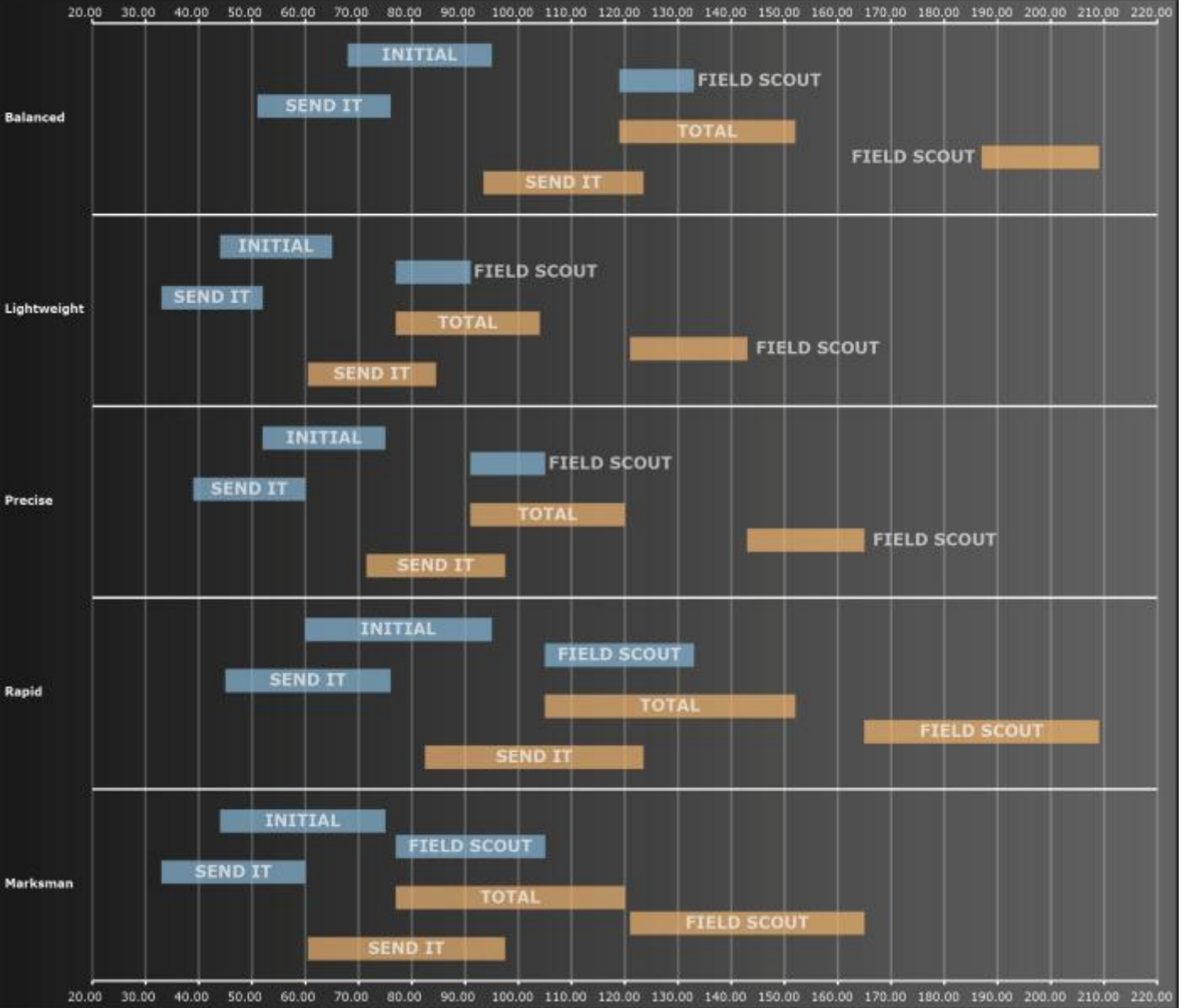
Primary Weapons



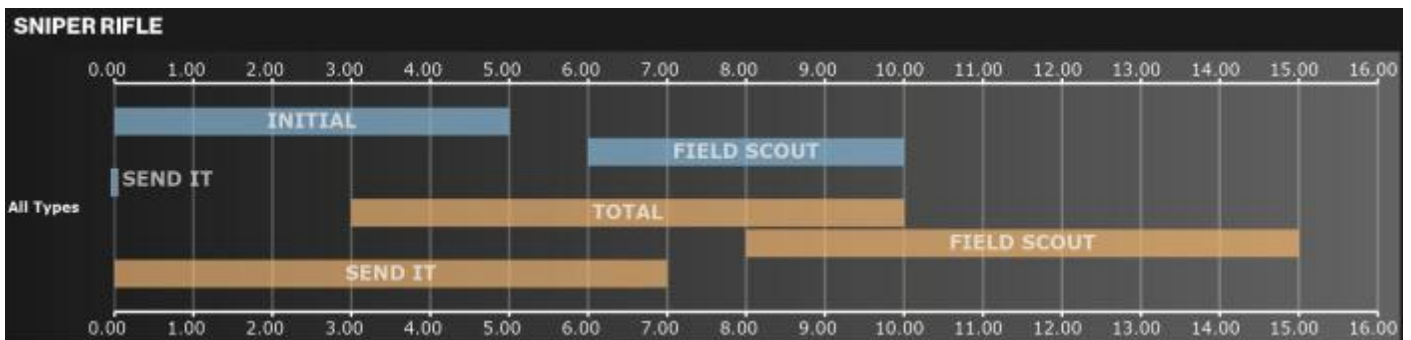
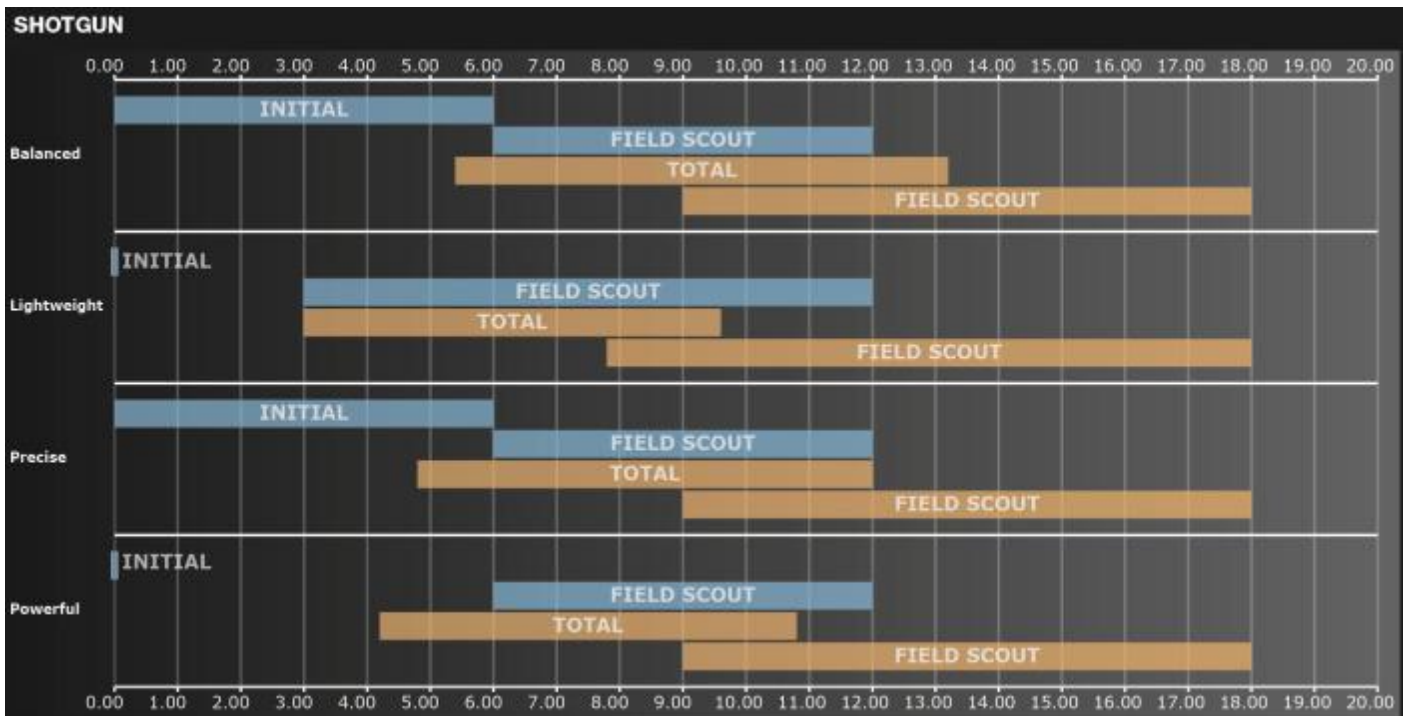
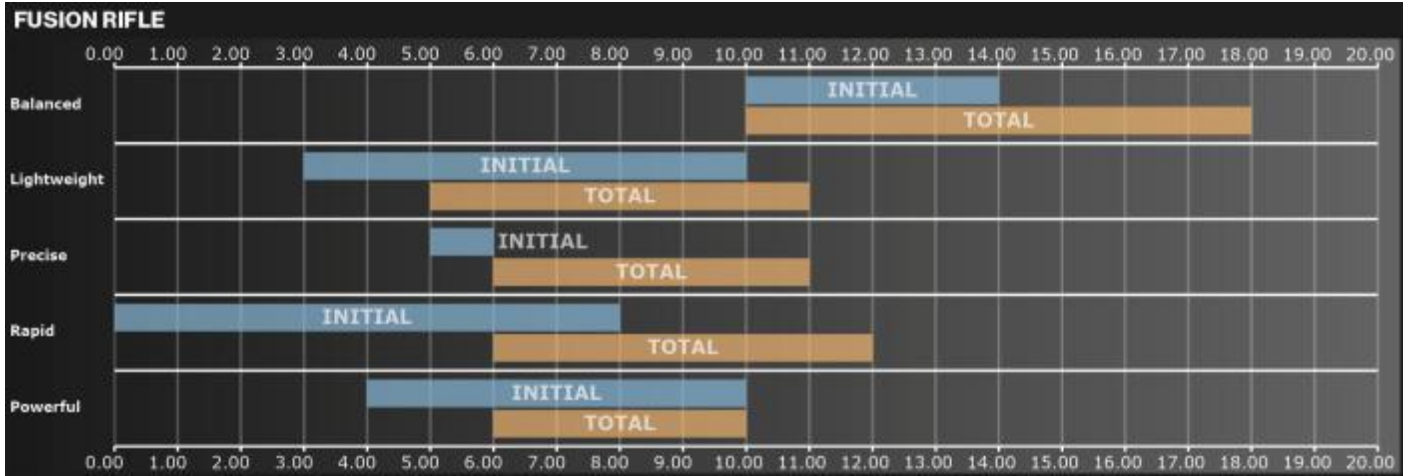
PULSE RIFLE



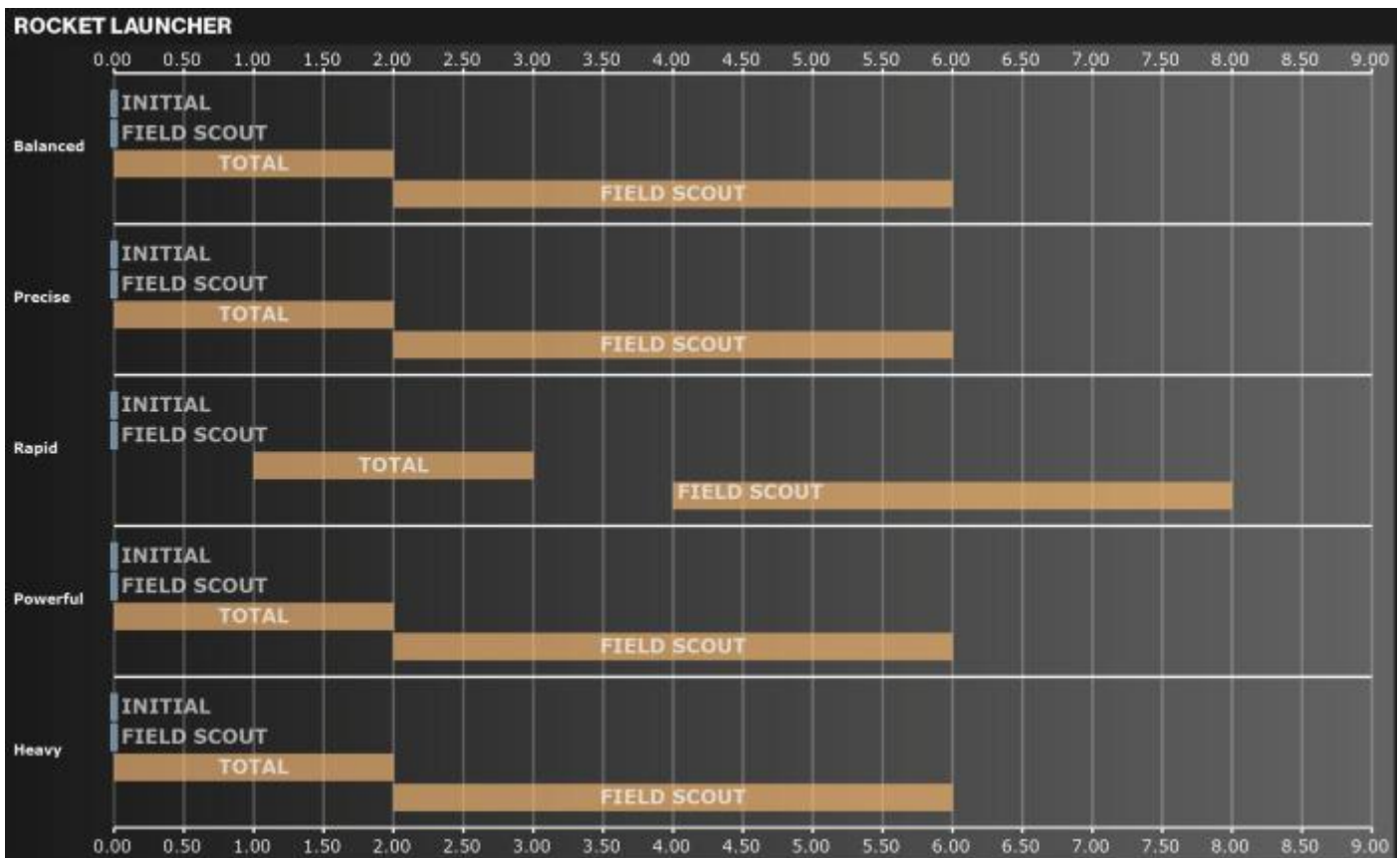
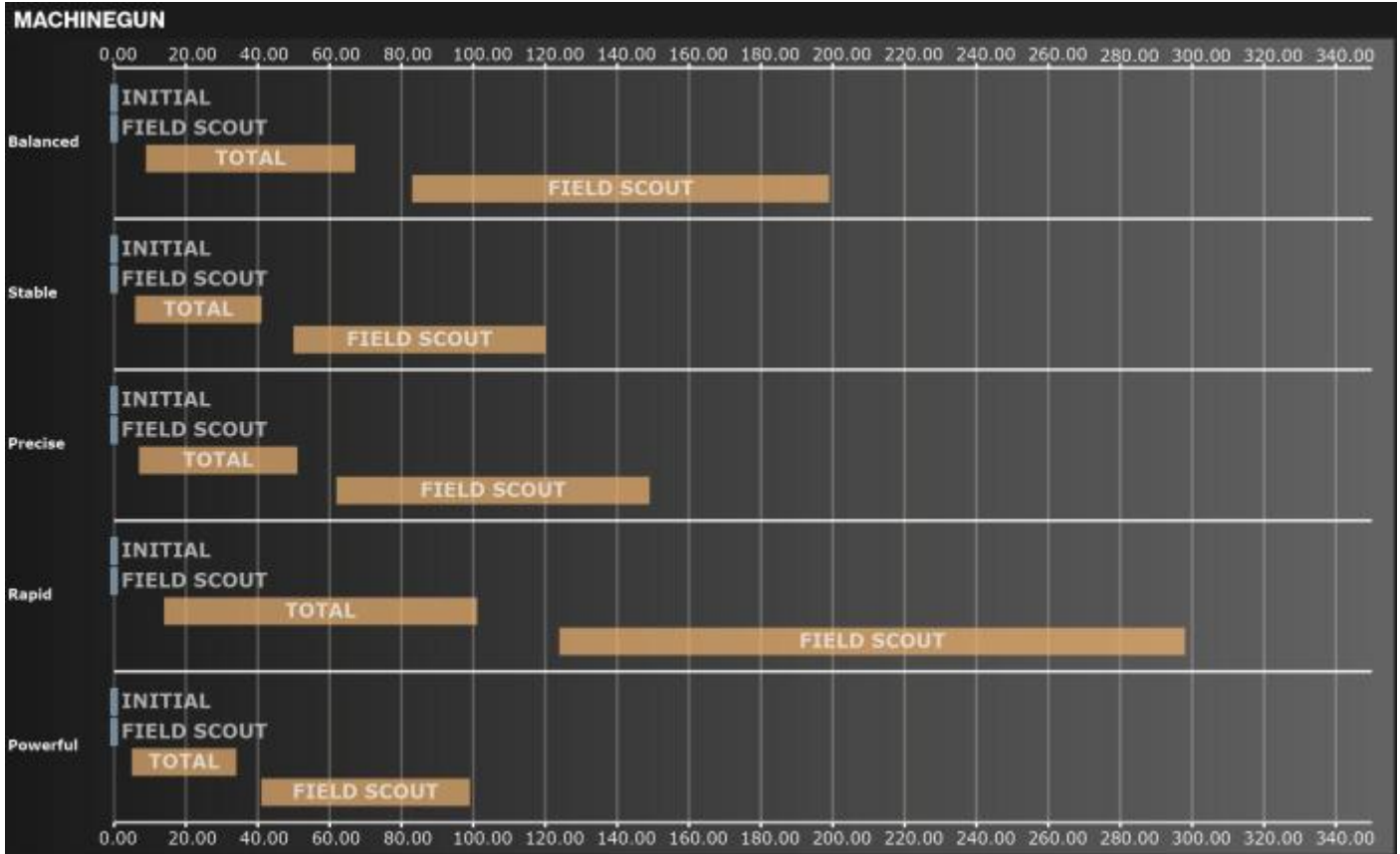
SCOUT RIFLE



Secondary Weapons



Heavy Weapons



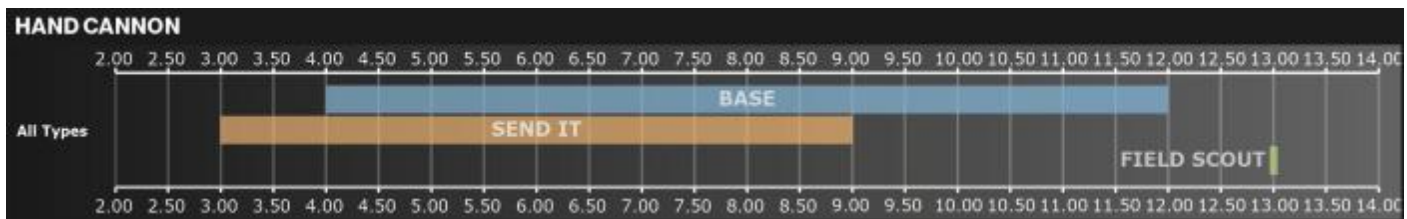
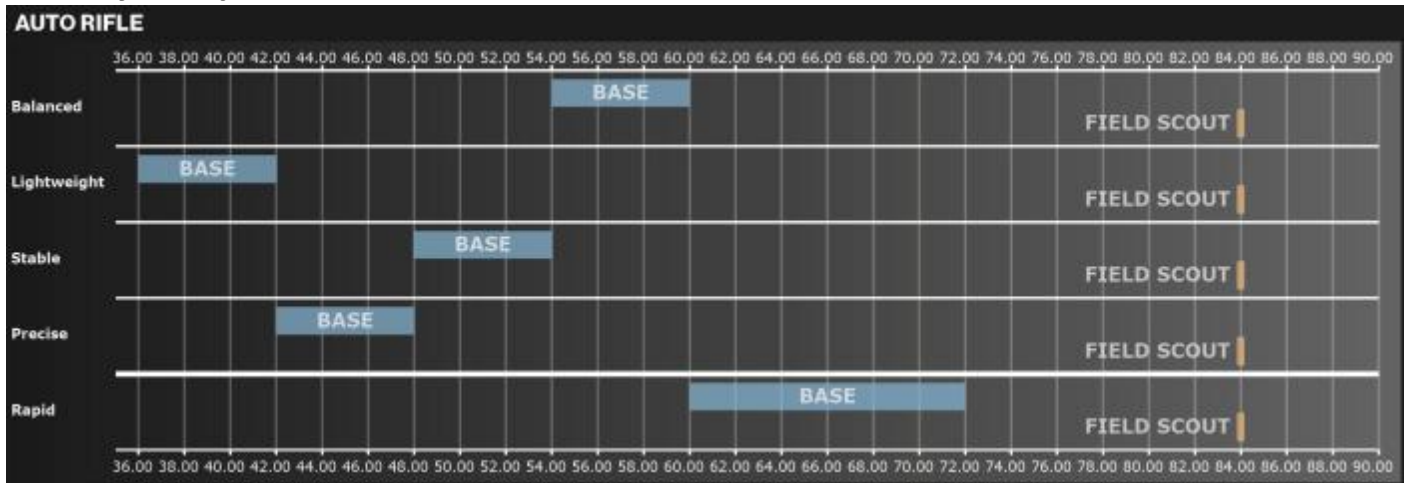
Armory - Magazine Charts

Compare rows: Select

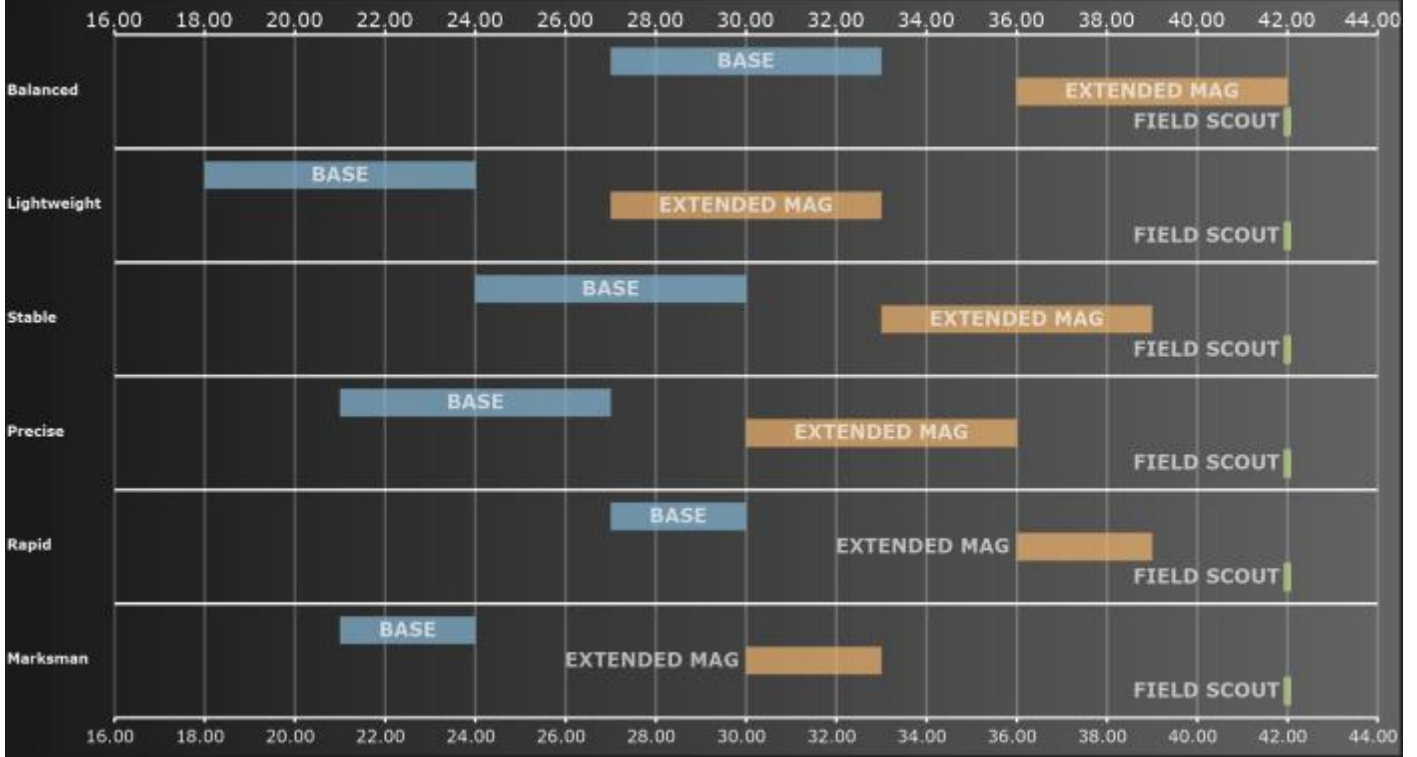
| Name | Description |
|--------------|--|
| Mulligan | 5% chance to reload a round into the magazine per shot |
| Life Support | Restore 50% of magazine and Reload 150% faster after a near death kill |

Magazine Ammo Count

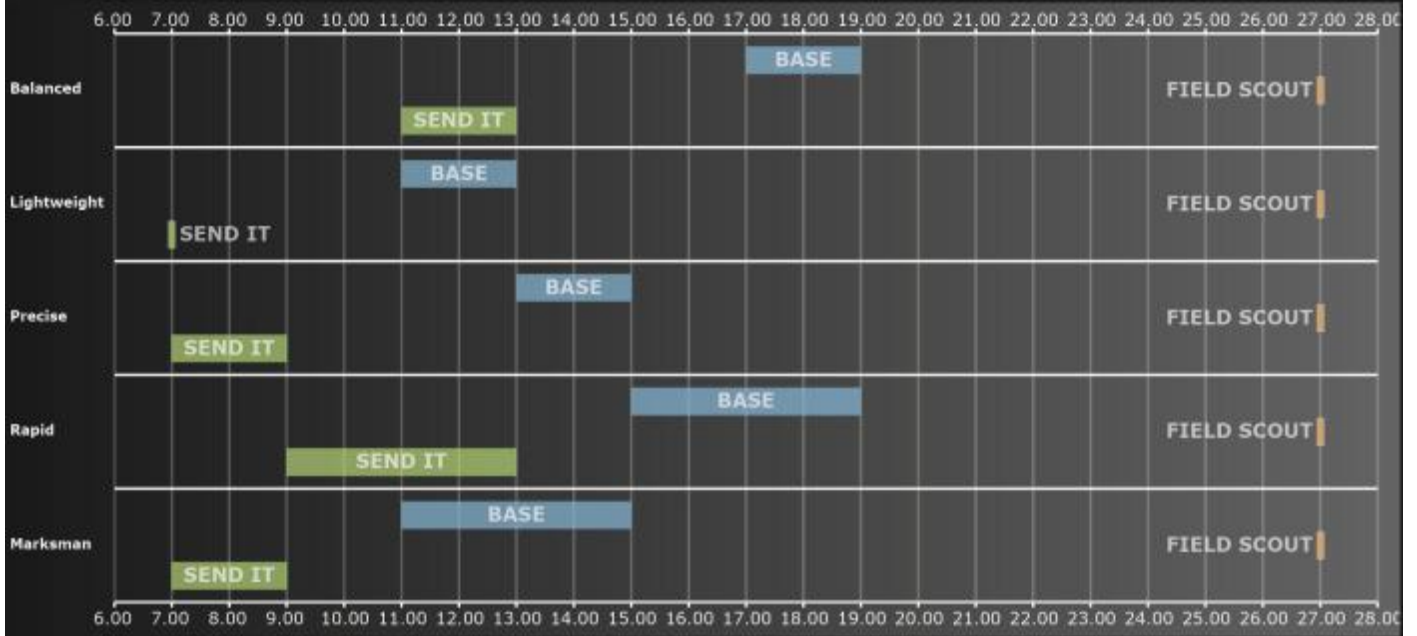
Primary Weapons



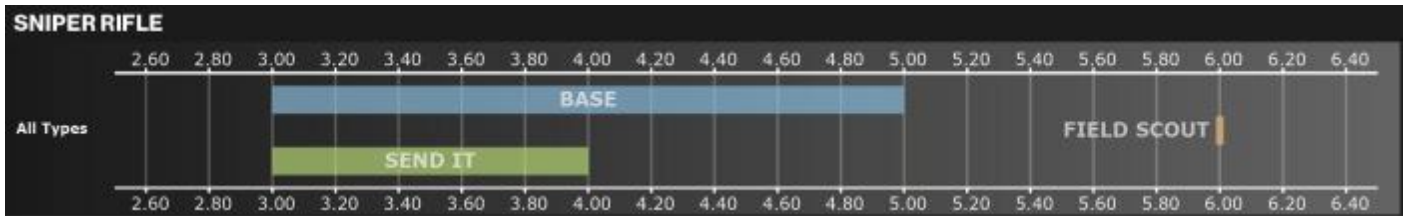
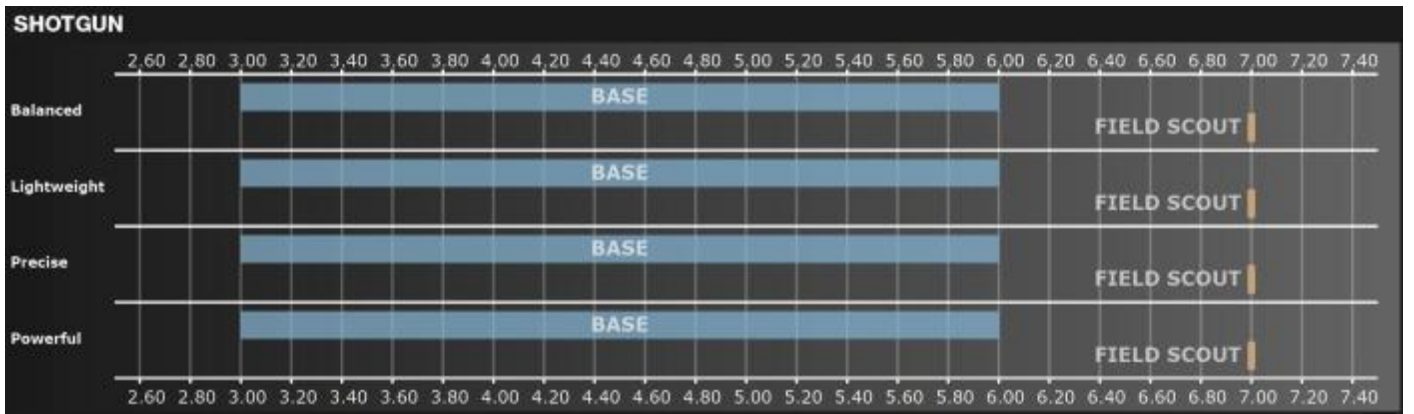
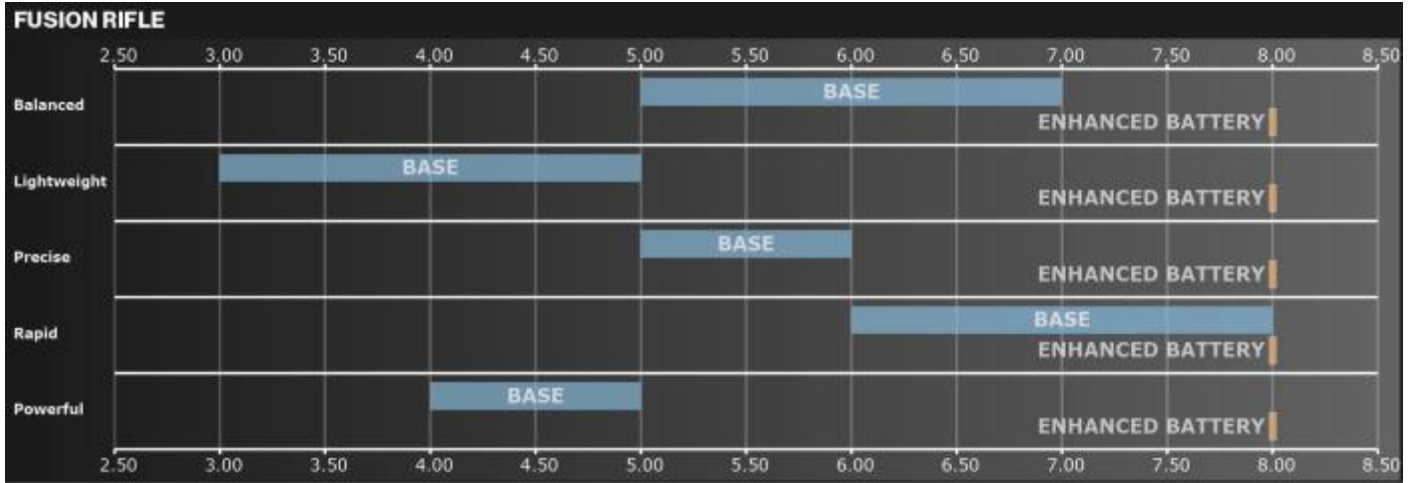
PULSE RIFLE



SCOUT RIFLE



Secondary Weapons



Heavy Weapons



Armory - Mod Descriptions

This is the full list of primary, secondary, and stat weapon mods, arranged alphabetically. Refer to the mod lists for more information about exactly which mods can appear on which weapon classes and rarities, and in which mod slot positions.

Accelerated Coils (Fusion Rifle only)

+50 Charge Time.

Provides a huge boost to Charge Time. This is a very strong mod for Precision and Powerful fusion rifles, as they have naturally low base Charge Time. Lightweight rifles usually benefit less, and Rapid very little.

While this won't let you compete with a shotgun at point-blank range in PvP, it can give you a fighting chance if you're skilled at feathering the trigger to pre-charge your fusion rifle. In PvE, this is a useful mod if you find yourself fighting in the thick of firefights often. The extra charge time can give you a decent bonus to sustained damage output.

Remember that improving your charge time reduces damage per blast, so you lose some burst damage potential, though the tradeoff is increased damage over time.

In PvP, you may actually want a slower charge time if you are most concerned with one-shot kill potential. If you primarily use your fusion rifle as a finisher, a faster charge time is desirable. In PvE, the increase in overall DPS makes a higher charge time desirable for improved damage output, but be aware that you do burn more ammo over time.

Stat Caps

First, a quick rule of thumb for the stat bonuses listed here.

The values for any given stat on a weapon (Range, Handling, Magazine, etc.) are shown as a range of possibilities from 1 to 100 on the tables.

Direct numeric boosts cannot push a stat past 100. If your preferred weapon archetype has a high stat range (say, a Marksman scout rifle that caps near 80 Range), adding a strong Range-boosting mod like Send It may "waste" some of the potential value of the mod.

On the other hand, percentage-based boosts can push a stat past its normal maximum. This makes stat mods like Quick Draw, Single Point Sling, and Snapshot especially noteworthy. This same concept applies to some Class abilities that can provide a percentage-based boost to a weapon's stats, potentially pushing it past its normal limit. Oh, and before you get super excited about the possibility of breaking Destiny's weapon balance over your knee, know that most percentage-based effects apply to Handling and Reload. They're very nice, to be sure, but you won't be finding huge static, always-on mods that boost your damage output. Sorry! Most damage-affecting mods (and abilities) tend to have conditions tied to their bonuses, making you work for your damage increase.

Armor Piercing Rounds

Causes rounds to penetrate targets.

A very useful mod in PvE, this lets your bullets punch through the first enemy you hit, striking anyone behind them. This can significantly boost your damage output in situations where you are fighting large groups of clumped adversaries, or while fighting in narrow hallways.

In PvP, it is less common for opponents to conveniently group up in a straight line for you to shoot, but it does happen, especially around doorways and in narrow halls. Scoring shots on two foes can tilt a fight in your favor.

Cascade

Sets reload speed to 150% of base.

Cascade kicks in after performing melee kills. In PvE, you can use Cascade when facing weak (or weakened) enemies, allowing you to reload incredibly quickly and continue your spree, possibly bolstered by a melee kill ability bonus.

Cascade is a fantastic mod if you make heavy use of melee combat in PvP. You can move into close-range firing, finish your target with a melee strike, and then reload almost instantly, ready for any follow-up targets.

Clown Cartridge

Every reload has a 25% chance of a 20% magazine bonus.

Only appearing on (and particularly nice for) weapons with small magazines to begin with, Clown Cartridge can get you a few extra high-powered shots out of a magazine. This is really nice in PvE for sustained damage over time and added ammo efficiency (say, over the course of an entire Strike), particularly if you happen to reload an extra rocket.

In PvP, this can influence the outcome of a firefight if you are down to your last few shots against a fresh target and have no time to reload.

Cluster Bomb (Rocket Launcher only)

Rocket detonation spawns cluster bombs.

More boom for your buck. This is a straightforward and powerful mod that boosts the damage output of your rockets. Upon impact, your rocket releases four cluster bomblets that deal 50 damage at their blast point with a 2-meter radius. This can easily result in collateral kills, help to briefly suppress an area in PvP, or deal extra damage to a truly heavy target in PvE.



Shot Package (Shotgun only) **Narrows pellet spread while in ADS.**

Shot Package is a high-risk, high-reward mod for shotguns. In effect, it tightens your pellet spread, giving you a better chance of landing all of your shotgun's potential damage on target. The downside is that if you are even slightly off target, you may end up dealing no damage whatsoever.

Shot Package doesn't directly increase damage output. It simply guarantees that if you are on target with your shot, you are more likely to land the maximum possible damage that your shotgun is capable of.

In PvP, this all but guarantees a one-shot kill at short range. In PvE, this can extend the effective distance of your shotgun slightly while ADS, useful for hitting nearby adversaries while remaining in cover.

Counterbalance **Stabilizes recoil.**

Counterbalance provides a 9% bonus to recoil control on top of the weapon's base Stability stat. Note that on Legendary-quality weapons, Counterbalance only appears on machineguns.

On a machinegun with a Stability value that is already near maximum, Counterbalance can push the weapon's Stability beyond what is normally possible. Needless to say, a highly stable machinegun is a highly lethal machinegun.

Crowd Control

Bonus damage for a short time after a kill.

Crowd Control provides a significant 15% damage bonus for three seconds after you score a kill. In PvE, Crowd Control is a very nice and very consistent damage boost, as downing a single enemy can start a chain as you drop one target after another.

In PvP, it won't help you in 1v1 situations, but it can absolutely make the difference in a high-intensity firefight. Crowd Control can also help you score those elusive multi-kills more often.

Custom Optics

+0.5x zoom.

A simple zoom modifier only available on scout and sniper rifles at the Legendary tier, this provides you with a little extra zoom.

You can combine Custom Optics with your choice of scope to adjust your overall zoom. Depending on the weapon in question and the scopes available to you, this might give you exactly the zoom level you're looking for. And if you really, really want the longest-range weapon in the game, a sniper rifle with the most powerful scope and this mod is it.

Damage Types

Arc, Kinetic, Solar, Void.

Not a mod in the traditional sense, every weapon only has one of these damage types. Oh, and if you look long enough and hard enough, you just might find a primary weapon with an element...

Damage types are vital in PvE combat, where you must hit enemy shields with the same element to inflict bonus damage. On Mythic difficulty, hitting a shielded adversary with the wrong element suffers a 50% damage penalty. Bring the correct tools for the mission you're tackling!

In PvP, your damage type does not matter, so feel free to use weapons that have stats and mods that suit your preference, without regard to their element.

Shoot to Loot

Shoot ammo to pick it up!

A fun and occasionally very useful mod, Shoot to Loot lets you "pick up" ammo from long range by shooting it with your weapon. This is particularly effective when you're fighting at long range, and it can be very useful for special or heavy ammo.

With Shoot to Loot, you can lay siege to an enemy group from long distance and keep your weapons stocked without breaking from cover or closing to engage your foes at short range. Shoot to Loot is generally more useful in PvE than PvP, but stealing a heavy ammo pickup from the opposing team at long range is a sweet move.

Double Down

Boosts ammo available when you spawn.

Useful on higher-difficulty missions where ammo efficiency can be a concern, Double Down is also nice if you heavily favor your special weapon in PvP.

Enhanced Battery

+100 Magazine, -30 Reload.

Enhanced Battery gives you the maximum possible magazine size for any fusion rifle. However, the greater weight also reduces your reload speed, with a hefty penalty to your Reload stat. This mod is still quite nice on Lightweight and Powerful archetype fusion rifles, as they have naturally small magazine sizes.

Explosive Rounds

Bullets detonate on impact.

A very unusual mod, Explosive Rounds gives your bullets a 2-meter explosion on impact. Note that this does not increase your damage directly against a single target. However, against multiple targets near each other, it can raise your damage output because the blast will hit the nearby enemies.

This is typically far more effective in PvE, especially against adversaries that love to swarm (say, Hive Thralls in narrow hallways). But there are still situations in PvP where you can inflict extra damage to a group of unwisely clumped opponents.

Remember that all blast damage in Destiny falls off from the center of the impact point, so when you're talking about single bullet damage spread out over 2 meters, you're not going to cause heavy damage at the outer edges of the explosion. That aside, this is a potential boost to AoE DPS, which matters in a good number of PvE encounters.

Extended Mag

+30 Magazine.

A significant boost to your weapon's Magazine stat, this is particularly useful for any archetypes with a naturally small magazine.

Field Scout

+100 Magazine, +80 Inventory.

Only available on Legendary weapons, this powerful mod maximizes magazine size and almost always maximizes inventory ammo! This is a great mod to score on weapons with low magazine sizes, giving you an indirect boost to your sustained DPS output. It is also helpful for lengthy PvE missions due to the inventory boost.



Firefly

Precision kills cause a Solar explosion.

Firefly causes enemies killed with precision damage to explode as a 50 damage Solar blast with a 5-meter radius. Only appearing on Legendary scout and sniper rifles, Firefly is a very nice mod in PvE, as it essentially gives you free bonus damage on nearby enemies when you score precision kills.

As a very fringe benefit, you may occasionally be able to damage an enemy with a Solar Shield with the blast, but certainly don't rely on this as a serious source of Solar damage in higher-difficulty missions.

In PvP, it's less likely for opponents to be clumped up close enough for the explosion to routinely influence the outcome of a fight (though everyone's looking forward to multi-kill videos of exactly that). There are generally more consistently useful mods for boosting your damage potential.

Fitted Stock

+25 Stability.

A powerful Stability mod, Fitted Stock can push a low-stability weapon to the midranges, or a midrange all the way to cap. On weapons with naturally high Stability, some of the bonus is likely to be lost due to hitting your Stability cap.

Note that Fitted Stock only appears on scout rifles at the Legendary tier. As one of the few high-strength Stability mods with no downside, this gives scout rifles a slight edge in long-range stability among Legendary primaries.



Flared Magwell

+100 Reload, -10 Stability.

A massively powerful Reload mod, Flared Magwell instantly maximizes the reload speed of any weapon, albeit at a cost to Stability. This mod is ideal for weapon archetypes with naturally low Reload and high Stability values.

Keep in mind that there are a fair number of reload speed boosts in Class abilities and other mods that can push you past the Reload cap, so you can reach lightning-fast reload speeds with Flared Magwell equipped.

Hip Fire

Increased accuracy when hipfiring.

A strong mod if you favor aggressive mobile combat and melee, Hip Fire cuts your “bloom” circle by 33%. This enables you to fire more accurately while closing the distance for a lethal melee strike, or while moving in the open from cover to cover.

Note that weapons with a high Range stat have smaller bloom circles, and combining that with Hip Fire can give you the best possible hipfire accuracy. At the Legendary tier, Hip Fire only appears on fusion rifles, hand cannons, machineguns, and pulse rifles.

Full Auto

Converts weapon into full auto fire.

Only found on shotguns and pulse rifles, Full Auto simply converts the weapon from semi-auto to fully automatic. Full auto shotgun fire tends to be wildly inaccurate unless you’re shooting into a massive horde of enemies (or a single incredibly tough enemy). For the pulse rifle, think of it as a way to score pulse rifle-specific mods on an auto rifle.

Glass Half Full

Bottom half of magazine does more damage.

One of the few damage-boosting mods that can be easily triggered, Glass Half Full is only found on auto and pulse rifles. Glass Half Full gives a scaling damage bonus that begins with a tiny boost to damage at half magazine, smoothly increasing to a 6% damage bonus at the bottom of the magazine as you empty it. Because the effect is so small, you’re looking at a slight increase to your sustained DPS output, not so much a huge jump in burst DPS.

In PvE, be wary that this can encourage a more wasteful style of play when it comes to ammo management, which can be an issue on higher-difficulty missions. But that aside, as long as you don’t waste rounds, this mod is a solid sustained damage boost in PvE.

In PvP, this mod can reliably give a slight bonus to your damage output, particularly in situations where you transition from a first target to a second (or even third). But be careful: trying to take full advantage of Glass Half Full by running around with a half-empty mag is asking for trouble.

Pair this mod with Reactive Reload for damage bonuses at the start and end of your mag!

Grenades and Horseshoes (Rocket Launcher only)

Rockets gain a proximity trigger.



There are two things in life where a near-miss counts (if you were wondering). Grenades and Horseshoes causes rockets to detonate when they come within 2 meters of a target, instead of when they impact a surface (or enemy).

Note that this can potentially reduce your damage output in some situations, such as a perfectly aimed shot into the heart of a large cluster of foes. Because the proximity fuse triggers the blast early, rather than when it hits ground zero in the middle of the group, it can change the shape (and damage falloff) of the blast. But that aside, a proximity trigger gives you leave to perform some stunts that you can't pull off with a normal rocket, such as firing over or beside cover to trigger an explosion when the rocket passes a target hiding in hard cover.

This is applicable in both PvE and PvP, and it can be particularly nasty against opponents trying to hide from you in an elevated position. Rockets are usually best from high ground, so proximity detonation flips that truism on its head.

Grenadier

Kills add 10% to grenade energy.

A simple and useful mod, effective in PvP and very useful in PvE. If your build is focused around spamming grenades, keep an eye out for this mod, especially for PvE builds.

Outlaw

Extremely fast reload after a precision kill.

The ranged equivalent of Cascade, granting you 150% of your base reload speed after a precision kill. Outlaw is a powerful mod in PvE, where chaining precision kills can give you almost no downtime between reloads. In PvP, a steady hand and sharp eye are rewarded with near-instant reloads, sometimes fast enough to get you a multi-kill instead of disengaging after one kill.

Outlaw is generally more effective in PvP if your playstyle (or the map) gets you into close- to medium-range scraps often. At long range, quick reloads are less vital.

Hair Trigger

Fires the instant trigger pressure is detected.

Hair Trigger is an unusual mod that affects how your weapon fires. Instead of requiring any significant depression on the trigger, Hair Trigger causes your gun to shoot immediately when any pressure is detected.

Hammer Forged

+40 Range, -10 Reload.

A powerful Range mod, Hammer Forged can easily peg the Range stat on several archetypes, or push an otherwise short-ranged weapon out to medium or long range. Hammer Forged is less useful for the archetypes with the best Range values, as some of the boost may be wasted.

You pay for this significant increase in long-distance performance with a penalty to reload speed. This is generally not a major issue if you're keeping your fights at arm's reach, but be mindful of the loss at short range.

In general, this mod is best on weapons that have naturally good accuracy and stability because you get the most benefit in damage output if you can actually land the shots at a distance. If you find yourself fighting at short range frequently, there are other more suitable mods!

Hand Loaded

+20 Range.

Only found on Rare-quality weapons, Hand Loaded is the "baby" version of Hammer Forged. It is still a very significant Range increase, and until you find a Legendary weapon to replace your Rare, it can serve you extremely well on a weapon with a poor or average Range stat. For some specific guns, it can even push your Range out to near maximum, with no Reload penalty.



Headseeker (Pulse Rifle only)

Bonus precision damage on third hit of a burst.

This is a tricky mod to use well. Exclusive to pulse rifles, it provides you with a 25% extra precision damage boost if you can keep your crosshairs on target for the entirety of the burst or get them on target when the last bullet lands.

A quality pulse rifle with a high Stability value is a good choice for making effective use of this mod, giving you more control and margin of error for keeping your crosshairs glued to your target's weak point.

In PvE, this often results in a large sustained damage increase, particularly on tough targets where it matters most. In PvP, it can increase your lethality and time to kill if you're good enough to score consistent headshots.



Heavy Payload

+40 Blast Radius, -10 Velocity.

Slightly slower but much larger rocket blasts. Heavy Payload gives your rockets a devastating extra punch, and on rocket launcher archetypes with poor Blast Radius, this can bump them up to a medium range. On medium- to high-strength archetypes, you can often cap your blast size.

Heavy Payload's Velocity penalty generally isn't a major issue, either, as you aren't significantly affected if an already slow rocket launcher gets slightly slower. On fast-moving rockets, the penalty is minor.

High Caliber Rounds

Boosts flinch effect of your shots.

High Caliber Rounds do not increase damage, but they do increase the amount that your shots cause your target's view to flinch. In PvE, this can cause a literal flinch: it makes your rounds hit enemies harder, even though the rounds aren't doing more damage. In PvP, the effects of this mod are difficult to feel because your opponent is going to be feeling the mod—literally.

As a rule of thumb, don't expect HCRs to save you in a firefight against an equally skilled opponent at short ranges. However, as the distance increases, they can absolutely give you the edge in a firefight.

If you prefer to stay at medium to long range in PvP, High Caliber Rounds can improve your chances in almost every engagement. High Caliber Rounds only appear on scout rifles and hand cannons at the Legendary tier. Keep in mind that scout rifles and hand cannons already have naturally high Flinch values, but High Caliber Rounds push them even higher.

Final Round

Bonus damage at end of the magazine.

This mod gives you a 100% chance of dealing 33% more damage with the last shot in your magazine. In PvP, the last shot of a hand cannon, shotgun, or sniper rifle can inflict some serious damage. This mod is less useful on a scout rifle, as emptying your entire magazine and scoring a kill with the final round's damage boost isn't a common occurrence.

In PvE, this provides a very slight boost to overall damage output, as long as you remember to always dump your magazine. Don't get in the habit of wasting shots and ammo, but do accurately burn your whole mag on hostile targets.

You can also "prime" your shotgun or (especially) your sniper rifle by leaving a single round remaining and using it to deal a heavy hit when you begin an engagement.

Javelin

+40 Velocity, -10 Stability.

A powerful boost to rocket speed, this can aid in landing a rocket on target against enemies at medium range, but you suffer a bit of extra recoil. In general, firing at distant adversaries with a rocket is a waste of ammo, but with high enough Velocity, you can more reliably land devastating shots in PvE or PvP. Avoid wasting Javelin's boost on rocket launcher archetypes that have naturally high Velocity stats.

Unflinching

Heavily reduces Flinch.

A subtle mod, Unflinching reduces the effect of incoming damage on your accuracy—that is, you flinch less when shot. The overall effect is a 33% reduction on incoming "flinch damage." This has a positive effect on your accuracy, though the exact benefit can vary considerably depending on the weapon you are using, how much incoming damage you're taking, and how difficult of a shot you are taking.

In PvE, there are generally better mods for boosting your damage output and accuracy. In PvP, where you are very frequently in a heads-up firefight against another player, minimizing Flinch can absolutely win battles, particularly at medium to long range.

Make a point of securing Uncommon or Rare weapons of different classes and the same name with and without this mod while you level. Test them out in combat, and decide for yourself how much Unflinching helps you.

Feeding Frenzy

Boosts reload speed to 120% of base after a kill.



This instantly sets your Reload stat to 120% of base for a short time after scoring any kill. As a result, it is one of the easiest Reload mods to activate.

As with the others, Feeding Frenzy provides a slight boost to sustained damage output in PvE, and it is more frequently available in PvP, as there are no specific conditions on the kill to trigger it. The boost is a little smaller than the more demanding variants, but the ease in triggering it is generally worth the slight reload speed loss, unless your build and playstyle perfectly suit one of the other options.

Feeding Frenzy appears on auto rifles and machineguns at the Legendary tier.

Kneepads

Enables long slide while equipped.

Specific to shotguns and fusion rifles, this mod gives you a faster and longer-range slide while equipped. This is particularly nasty for corner-sliding attacks in PvP. While sliding is usually less important in PvE, this mod can help you slide to cover from a longer range. Note that this mod does not stack with a Hunter's longer slide ability.

Life Support

Restore 50% of magazine and reload 150% faster after a near-death kill.



An unusual mod, Life Support refills your magazine and boosts your reload speed to 150% of base if you drop below 20% of your max health and manage to kill the enemy you are fighting. (Earning yourself a Close Call medal triggers this mod.)

In PvP, this can give you a surge of ammo to follow up on a second nearby foe and a faster reload right after, but if you are that badly wounded in a fight, pulling off the follow-up is difficult at best. In PvE, this can result in some “free” ammo gained over the course of a mission. However, given the very specific (and dangerous) condition for triggering this, there are safer mods out there to improve ammo efficiency.

Lightweight

+2 Agility when weapon is equipped.

A simple and very useful mod, Lightweight raises your Agility slightly, giving you a boost to movement and jump speed. If you favor Agility as a Class stat, this can push you up to and beyond your normal Agility limit. However, don't expect the slight boost to pull you past sluggish if you totally abandon Agility abilities as a Titan or Warlock.

A quick tip for Hunters: the speed gains are sharper past 10 points of Agility, so max Agility Hunters can get a nice overall speed boost from capping Agility and taking Lightweight.

Luck in the Chamber

33% bonus damage on one round in the magazine.

Feel lucky? If you are, in fact, lucky enough to score the bonus damage when you land a headshot (especially with a slow-firing, high-impact weapon), this can be a decisive kill shot in PvP.

Given the hand cannon and shotgun's normally small magazine sizes, this can be a powerful (if somewhat erratic) damage mod in PvP combat. There's a decent chance you'll get the damage bonus during a fight, sometimes even in a 1v1 fight, and it can tip the odds in your favor. Scout rifles don't benefit quite as much, though a low-magazine, high-damage scout rifle can still land some solid damage with precision shots at long range. And, if you're at long range, you have more time to empty a magazine fully while staying safe.

In PvE, this is a guaranteed damage bonus as long as you drain the magazine, but it is a small one similar to Final Round. There are generally other more effective mods to boost your damage output.

Metal Detector (Fusion Rifle only)

Increased chance for ammo drops.

Only found on Uncommon fusion rifles, Metal Detector simply increases your chances of finding more special ammo. This is a useful mod to find on a fusion rifle while leveling, though you are likely to replace it once you start finding Rare and Legendary weapons.

Mulligan

5% chance to reload a round into the magazine per shot.

Let's try that again... This mod gives you a chance to reload your weapon with another shot instantly, but only when you fire and miss. Don't expect this to trigger often with a rocket launcher, but when it does, it is a sweet feeling indeed.

This isn't a bad mod for sustained damage in PvE. It is functionally a percentage bonus to mag size that combines with Magazine stat mods, giving you the longest possible sustained damage output, particularly with a scout rifle. In PvP, it can occasionally save you from a reload in combat against multiple opponents, and you may earn an extra round every now and again with your sniper rifle or rocket launcher. Here, it's a nice mod.



Perfect Balance

+35 Stability, -20 Range.

A powerful Stability mod with a cost, Perfect Balance gives you a big Stability boost, but you pay for it with a significant Range penalty. Note that when combined with a strong sight, you can still deal full damage out to a good distance, but Perfect Balance isn't ideal if you prefer using iron sights at a medium distance.

Performance Bonus

25% chance to grant bonus ammo into inventory on a kill.

A simple but useful mod for PvE, Performance Bonus can improve your overall ammo efficiency significantly on lengthy missions with a lot of hostiles. The amount of ammo you gain depends on your specific weapon: 6 for pulse rifles, 3 for scouts, 2 for hand cannons, 5 for fusion rifles, 3 for machineguns, and 1 each for shotguns and sniper rifles.

In PvP, it is generally less useful, although landing this mod on a sniper rifle and getting a bit lucky can make for some nice streaks without stopping to refill. Sadly, this mod does not appear on machineguns at the Legendary level. Sorry about dashing your dreams of endless action-movie heroism.

Private Eye

50% bonus zoom when crouched.

Only appearing on weapons at the Uncommon and Rare level, Private Eye gives you a massive zoom boost while crouching. Private Eye is very useful on precision weapons while you're leveling in PvE, giving you added zoom only when you want or need it.

Quick Draw

+100 Handling, +10% Ready, +10% Away.

The queen of Handling mods, Quick Draw maximizes your ADS, Ready, and Away time with any weapon, and it also provides a boost to Ready and Away times beyond the normal cap for your weapon.

Because Handling is generally a subtle stat in terms of its effects on performance, Quick Draw doesn't have the overt power of Range- or Stability-boosting mods. Still, if you find a weapon with this mod on it, you will absolutely find it pleasing to use.

Instantly snappy ADS times and much faster raise/drop times for your weapon make for a smoother gunplay experience all around, help you get on target more quickly, and let you recover from sprinting or switching faster. Quick Draw doesn't have the maximum potential ADS speed of Snap Shot or the maximum potential Ready/Away times of Single Point Sling, but it does provide an all-in-one Handling package that is extremely powerful.

Rangefinder

10% bonus to Range, 20% bonus to damage falloff distance.



A very nice mod for long-range combat, this mod boosts your weapon's performance at a distance while in ADS. The increase to damage falloff essentially means that you'll be dealing 100% of your weapon's damage 20% farther than you normally would with any other Range-boosting mods, and this is an entirely unique effect.

Because this mod boosts Range while ADS, not your zoom factor, this can improve your long-range damage output without influencing your zoom magnification. This is handy if you have exactly the scope you like, with the level of zoom you prefer. This mod also bears special mention for shotguns, as it is a great mod for extending your single-shot kill range in PvP.

Vacuum

Doubles ammo pick-up radius.

A minor mod that only appears on fusion rifles at the Legendary tier, Vacuum simply doubles the range at which you can grab nearby ammo packs. Although this can occasionally help you snag nearby ammo from cover or save you a few seconds in the open, this is generally a dud compared to the other primary mods options.



Reactive Reload

Reloading after a kill grants 33% bonus damage for three seconds.

A powerful but conditional damage boost, Reactive Reload requires you to both kill a target and reload immediately. Paired with mods that boost reload speed, you have a deadly combination of fast reloads and bonus damage after a kill. However, because reloading after a kill puts a stop to your immediate damage output, this does require some adjustments to your playstyle to take full advantage of the power.

In PvP, if you can score a kill and quickly duck out of sight to reload with another target nearby, you can often use the damage bonus to keep your momentum rolling and score a multi-kill.

In PvE, on a weapon with strong reload mods or Class abilities that boost Reload, you can use Reactive Reload to efficiently string together damage bonuses across multiple targets, boosting your ammo efficiency and burst damage.

Return to Sender

25% chance to add a round to your inventory ammo on a kill.

Somewhat similar to Mulligan, though with less direct combat influence, Return to Sender instead offers you a considerably larger boost to ammo efficiency that effectively stacks with your overall Inventory stat.

A nice boost to ammo efficiency in PvE, Return to Sender can give you extra staying power on longer high-difficulty missions or Strikes. In PvP, there are generally better choices that have a more direct effect on combat outcomes.



Secret Round (Pulse Rifle only)

Missing a shot in a burst grants a fourth round.

Specific to pulse rifles, this mod improves accuracy and ammo efficiency. If one of your rounds in a burst misses, a fourth round is instantly loaded and fired, giving you a free extra shot.

In PvP, aiming for precision shots with this mod gives you a slightly better chance of scoring all three hits. Drilling an enemy with multiple bursts to the head can drop them extremely quickly if you can stay on target. In PvE, Secret Round can boost your effective ammo efficiency, and it's a slight bonus to your sustained damage output over time.

Send It

+50 Range, -30 Magazine and Inventory.

A powerful Range mod with a significant penalty, Send It only appears on scout rifles, hand cannons, and sniper rifles. The Magazine penalty is particularly harsh on hand cannons and sniper rifles, so be sure you're getting the maximum benefit from the Range boost. You don't want to clip most of the bonus on a weapon archetype that already has a good Range value.

The Inventory hit is fairly minor in PvP, but it isn't kind to you in PvE. Other mods can give you similar performance benefits without the loss of ammo efficiency.

Single Point Sling

+50% Ready and Away, +10% movement speed.

A powerful Handling mod, Single Point Sling provides a percentage-based boost to Ready and Away times (though it does not speed your ADS), as well as a 10% movement speed boost in or out of ADS! The movement speed benefit is entirely unique to the Single Point Sling, and the Ready and Away benefits make for amazingly quick weapon switching and faster recovery for your weapon from sprinting.

To obtain the maximum benefit from Single Point Sling, seek out a weapon archetype that has a strong Handling value to begin with—Single Point Sling's percentage-based boost can push you well beyond the normal cap. Keep your eye out for a shotgun with a Single Point Sling; fast switching to a shotgun can be quite nice in PvP.

Maxing Your Movement Speed

Single Point Sling and Lightweight both provide a movement speed boost, but Single Point Sling is superior in almost all cases. The only exception is that once your Agility is capped, Lightweight can outperform the sling. So, for Hunters looking for maximum go fast-ness, cap your Agility and bring a Lightweight weapon; otherwise, stick with Single Point Sling. One important note, however: while the Single Point Sling is typically superior for raw movement speed, it does not boost your jump height in the same way that Lightweight does. Ultimately, Lightweight remains a better choice for overall battlefield mobility.

Skip Rounds

Increases bullet ricochet chance.

All regular bullets in Destiny have a chance of bouncing off a surface depending on the material of the surface in question, the angle from which they impact, and a bit of chance. Skip Rounds increase that chance considerably, opening up the possibility for some trick shots that would otherwise be extremely unlikely or impossible.

Skip Rounds is an entirely unique mod. It doesn't outright improve weapon performance in any quantifiable way, but it can let you get some kills that aren't normally possible. Oh, and it makes for a damn nice highlight reel in PvP...send in those online submissions!

Snapshot

+30% ADS speed.

Snapshot provides a large bonus to ADS time, potentially allowing your weapon to exceed its normal archetype cap for Handling's ADS speed. As with Single Point Sling, to get the maximum benefit from Snapshot, seek out a weapon archetype with a naturally high Handling mod. This allows Snapshot to push the ADS time past the normal Handling cap.

Ultra-fast ADS times make a weapon feel incredibly responsive, though the benefit is typically less than that of a more overtly power-boosting mod in PvE. In PvP, it is likewise not an obviously powerful mod, but it can absolutely affect the outcome of a fight (it's particularly strong on shotguns and sniper rifles for quick-aimed shots).

Snapshot also pairs well with the Rangefinder mod on shotguns. The faster ADS time activates the Range bonus more quickly, giving you a better chance of landing a one-shot kill in PvP.

Speed Reload

+50 Reload.

Sadly only appearing on Rare-quality weapons, Speed Reload works as advertised, giving you a very large bonus to reload speeds. This is essentially the little sister of Flared Magwell, and until you can find a Legendary weapon to replace your favored Rare, this mod functions similarly and effectively, with no downside.

Spray and Play

50% faster base reload when magazine is empty.

A useful and easily triggered Reload boost, this mod demands that you fully empty your magazine to gain its benefit. This can encourage wasteful ammo use, but it can also help you reload when you really need it.

In PvE, as long as you're keeping your shots on target, this can be a boost to sustained damage. Dump your mag, reload more quickly, and repeat. In PvP, this can occasionally save your life if you burn your entire magazine on one opponent, and a second comes seeking revenge while you're reloading.

The reload speed bonus is not as large as some of the other Reload mods, but it is quite easy to trigger.

Surplus

Doubles amount of ammo gained from each ammo pickup.

Appearing on sniper rifles, machineguns, and rocket launchers at the Legendary tier, Surplus is an awesome mod for boosting your sustained damage output and ammo efficiency in PvE.

In PvP, grabbing extra heavy ammo is extremely powerful and can give you an edge when the heavy ammo spawns. Just be careful not to give your bonus ammo to the enemy team by rushing headlong into a fight and dying.

Persistence

Accuracy improves as you fire.



Persistence is great for your accuracy, though it's usually not so great for your ammo conservation. Persistence boosts your accuracy by up to 20%, influencing how accurate your shots are as you hold down the trigger, but that value is scaled over the life of your magazine as you shoot. That is, at the beginning of your mag, you're only getting a small bonus. By the halfway mark, it's more noticeable, and it increases to the cap as you reach empty.

If you favor very aggressive play, this can be a nice mod in PvP on auto rifles and machineguns with large magazines. Boosting your accuracy as you hose down multiple targets can score you kills. In PvE, you can mitigate the potential ammo consumption problems if you are skilled at controlling recoil, especially if your weapon has good Stability.

Take a Knee

Accuracy improves when firing crouched.

This doubles your accuracy while crouched, making your shots very accurate at long range. While crouching in PvP is usually a bad idea, you can take advantage of the accuracy boost fairly safely when taking shots at distant targets from behind hard cover. In PvE, this is a great mod for sharpshooting (even with a machinegun) because you can turn it on whenever you want and disable it just as easily.

Take Cover

Don't just take a knee: take a knee behind low cover, ADS to raise your line of sight, and open fire with the accuracy bonus intact and cover between you and your prey!

Third Eye

Grants radar while in ADS.



Exclusive to Legendary weapons, Third Eye is a very powerful situational awareness mod. This is of critical importance in PvP matches, where having your Motion Tracker active while ADS can save your life and let you get the jump on someone trying to sneak up on you. Sniper rifles do not normally gain access to this mod, though a few very lucky and persistent Guardians might find an exception to that rule.

In PvE, Third Eye is generally less important, particularly in a Fireteam. However, if you often play solo, it can still be helpful, especially for tougher missions.

Tripod (Rocket Launcher only)

Add an additional rocket to the rocket launcher magazine.

The only thing better than two explosions is three. About as simple and straightforward as you can get, this mod gives you more boom in your boomtube, granting you amazing destructive power in both PvE and PvP.

Tracking

Lock on tracking while zoomed.

Exclusive to rocket launchers, this mod allows you to lock on to a target while aiming in ADS. The rocket is self-guided once you fire it. This mod is amazing for landing a perfect detonation on distant targets. Just be careful that hostiles don't pick you off while you're aiming.

Who's Next

150% faster reloads after a kill.

This mod gives you a lightning-fast reload after you kill an enemy. Given the ease of triggering this mod, this is a strong mod to have in both PvE and PvP, reducing combat downtime. This can also stack with an already high Reload stat, giving you truly amazing reload times.

Who's Next is a functionally superior version of Feeding Frenzy, but its distribution across weapon rarities and mod slots is a bit different. Who's Next appears on auto rifles, fusion rifles, machineguns, and rocket launchers at the Legendary tier.

For a truly, hilariously, quickly reloading weapon, track down a Legendary auto rifle equipped with Feeding Frenzy and Who's Next.

Zen Moment

Stability increased with each hit.



This boosts your Stability by a percentage, capping at 66% after five hits. This is a significant bonus, and while it doesn't last long, it can ensure that if you're on a hot streak, you become even more lethal as you score hits. The tricky part with Zen Moment is deciding if it's worth relying on when you're using a Legendary hand cannon or scout rifle that has an average or poor Stability value to begin with.

On a weapon with an already strong Stability value, Zen Moment may give you relatively little benefit, but to reap the rewards on a gun with more kick, you need a skilled hand.

Armory - Mod Lists

These lists show you precisely which sights, barrels, and mods can appear on which weapons, at which rarities. Not all mods are available on every weapon at every rarity, so if you're hunting for a specific combination of effects, use these tables to see if it even exists!

Optics and Barrels

The first category of selectable weapon mods, three of these come standard on all weapon types. Most weapons have an optical attachment, and shotguns and rocket launchers have a variety of barrels with unique effects.

Important! Barrel and Sight Stat Effects

Barrels and sights both have slight effects on Range, Stability, Reload, Handling, and Damage stats. These stat value increases or decreases are only relevant for the weapon archetype charts, which show a weapon's possible stat ranges as a 1-100 value for easy comparison.

If a weapon has a stat range of Reload stat of 30-40, adding a SteadyHand IS Sight changes that range to 36-46, a bonus of 20% to 15% depending on the specific weapon you are using and where its Reload stat falls.

The mod stat charts show actual in-game times or numbers as appropriate, so adding "6" to a reload time of 2.5 seconds doesn't mean much! The only exception is Damage: barrels have a slight percentage modifier on the base damage of shotguns and rocket launchers.

| Sight Stats Compare rows: <input type="text"/> | | Optics | Range | Stability | Reload | Handling |
|--|--|--------|-------|-----------|--------|----------|
| Iron Sights | Description | | | | | |
| FastDraw IS | Standard sight. A lightweight design, good for recoil control. | — | — | 4 | 10 | 10 |
| SteadyHand IS | Stable sight. Optimized for excellent recoil control. | — | — | 6 | 8 | 8 |
| QuickDraw IS | Agile sight. Lightning-fast handling. | — | — | — | 15 | 15 |
| SureShot IS | Snapshot sight. Excellent handling. Superb target acquisition. | — | — | 2 | 12 | 12 |

| | | | | | | |
|-------------------|--|--------|-------|-----------|--------|----------|
| TrueSight IS | Flexible sight. Light, with good recoil control. Strong target acquisition. | — | — | 5 | 8 | 8 |
| Long Range | Description | Optics | Range | Stability | Reload | Handling |
| Focus Lens FLS2 | Agile scope. Modest zoom. Light and snappy. | 0.4x | 8 | 2 | — | — |
| Ranged Lens RLR5 | Precision scope. Superb effective range. Heavy, with poor recoil control. | 0.8x | 15 | -2 | -3 | -10 |
| Ranged Lens RLS3 | Mid-range scope. Good effective range and recoil control. Heavy and slow. | 0.6x | 8 | 3 | -2 | -7 |
| Focus Lens FLA5 | Sharpshooter scope. Long range, with enhanced target acquisition. Surprisingly light. | 0.6x | 10 | — | — | — |
| Focus Lens FLAS10 | Heavy-duty scope. Superb target acquisition and recoil control. Awful weight and handling. | 0.8x | 10 | 10 | -5 | -12 |
| Red Dots | Description | Optics | Range | Stability | Reload | Handling |
| Red Dot-OES | Agile sight. For smooth engagement in close quarters. | 0.2x | 2 | 12 | — | — |
| Red Dot-ORS | Accurized sight. For precise fire. | 0.3x | 6 | 9 | — | — |
| Red Dot-OAS | Snapshot sight. Enhanced target acquisition. | 0.2x | — | 14 | — | — |
| Red Dot-ORS1 | Precision sight. Highest zoom in class. Enhanced range. | 0.4x | 8 | 6 | — | — |

Red
Dot-ORES

Flexible sight. Enhances
handling, range, and recoil
control.

0.3x

6

9

4

4

Sight Stats

Compare
rows: Select

Sniper Scop
e

Description

Optic
s

Rang
e

Stabilit
y

Reloa
d

Handlin
g

EagleEye
SLR20

Longest-range scope. Heavy
optics for pinpoint sniping.

5x

20

5

-8

-8

SightSys
SLS20

Very long-distance scope.
Superb target acquisition and
recoil control.

4x

15

8

—

—

TacSys
SLS15

Mid-zoom scope. Useful for
unpredictable situations.

2x

-10

15

5

5

Ambush
SLH25

Agile, snappy scope. Handles
beautifully. Rewards a skilled
hand.

0.5x

-15

20

10

12

LongView
SLR20

Long-range scope. Excellent
target acquisition. Improves
weapon range.

3x

15

-10

—

-3

ShortGaze
SLH10

Short-range scope. Quick to
aim, with good range.

0.5x

5

—

5

5

Hawkeye
SLR15

Mid-zoom precision scope.
Increased range and target
acquisition. Heavy.

2x

10

5

-8

-8

LongView
SLR10

Low-zoom scope. Improved
range and handling.

1x

8

-5

5

5

ShortGaze
SLH15

Long-range scope. Lightweight,
with improved target acquisition
and recoil control.

3x

—

10

8

8

Armory - Mod Stat Charts

The following charts have been created to show you two things: first, the effect that Legendary stat mods can have on a weapon of any archetype, and second, what the stat ranges translate to in terms of actual in-game effects. Some weapons do not have permanent mods for specific stats, but there may be temporary stat effects that you can get from your Primary or Secondary Mod slots that do affect that stat.

Because you can tweak stat mods as you see fit, you can tinker with the overall attributes of your weapon, particularly when you combine the changes by modifying the sight or barrel on your weapon, as well.

Important! Mod Stat Charts

These charts show you the effects of the stat mods in the game, which are the always-active mods that can have a dramatic impact on a weapon's performance. Additionally, these show the base stats for Legendary-quality weapons. If you are using an Uncommon or Rare weapon, its stats will be lower, but still in the same proportions. Remember that primary and secondary mods can affect various stats, but many of them have temporary or conditional effects to trigger their bonuses. To remind you of these effects, the possible primary and secondary mods that can impact the stat in question are listed directly below the charts. All charts shown here reflect stat values and mods available on Legendary weapons. If your Uncommon or Rare weapon has the same mod, the effects are identical, but remember that your weapon's base stats will be lower than those of a Legendary.



Temporary Damage Mods

This is a short collection of mods that can impact your damage. Other than the very small permanent bonuses from barrels on shotguns and rocket launchers, there are no permanently active mods that give large damage bonuses. You have to work for them!

Compare rows: Select

| Name | Description |
|-----------------|---|
| Reactive Reload | Reloading after a kill grants 33% bonus damage for three seconds. |
| Crowd Control | 15% bonus damage for three seconds after scoring a kill. |
| Glass Half Full | Bottom half of magazine does more damage, scaling from 0% to 6% per shot. |

| | |
|---------------------|---|
| Headseeker | 25% bonus precision damage on third hit of a burst. |
| Final Round | 33% bonus damage on last shot in magazine. |
| Luck in the Chamber | 33% bonus damage on one round in the magazine. |
| Reactive Reload | Reloading after a kill grants 33% bonus damage for three seconds. |

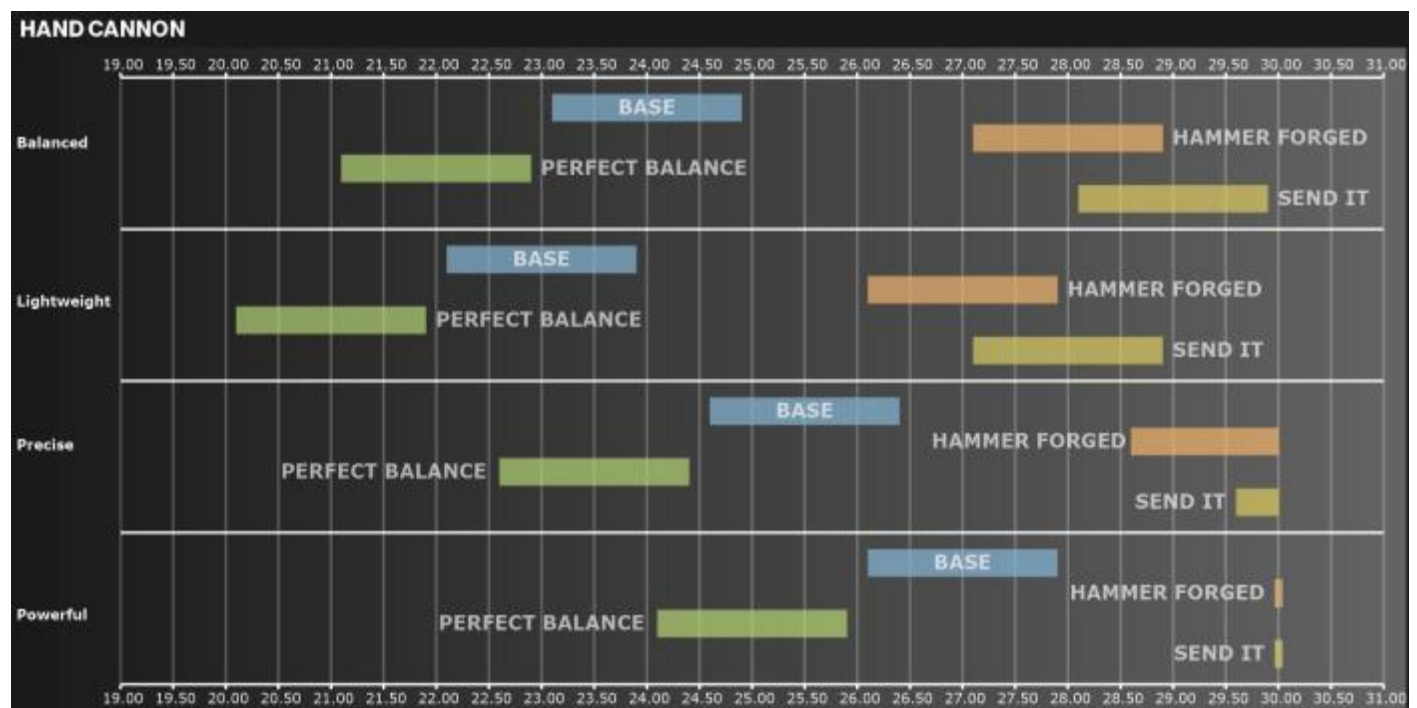
Armory - Range Charts

| Name | Description |
|-------------|---|
| Rangefinder | 10% bonus to Range, 20% bonus to damage falloff distance. |

Note that sniper rifle ranges may seem low, but remember that they have 4x zoom scopes by default. Therefore, their base ranges are 4x these numbers while in ADS, not counting any scope or mods you equip that improve magnification. Just don't bother hipfiring at distant targets.

Range in Meters

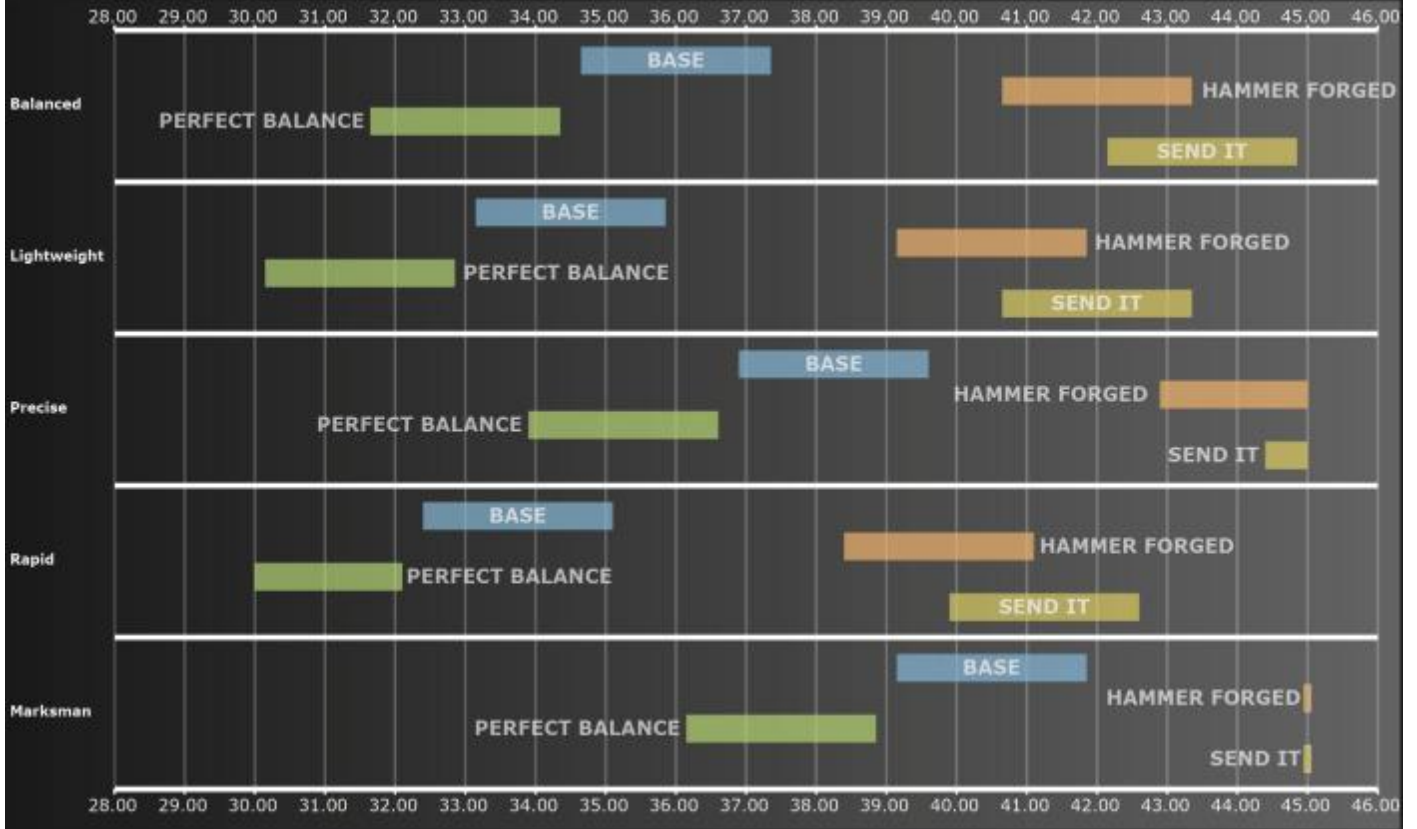
Primary Weapons



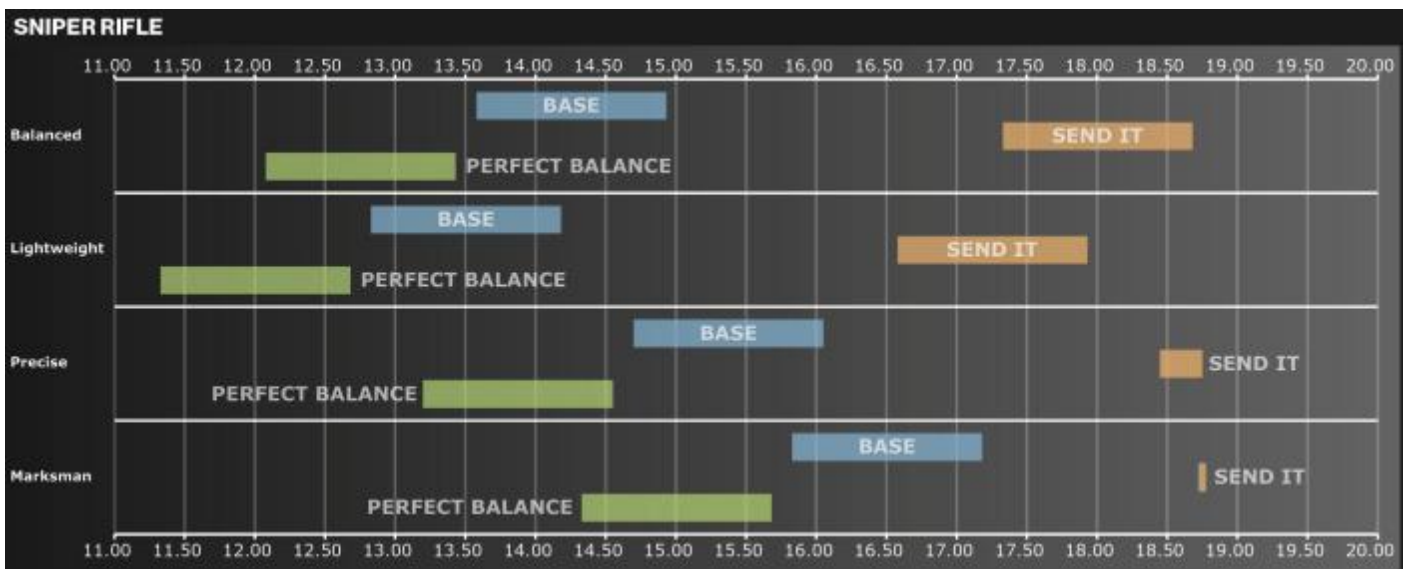
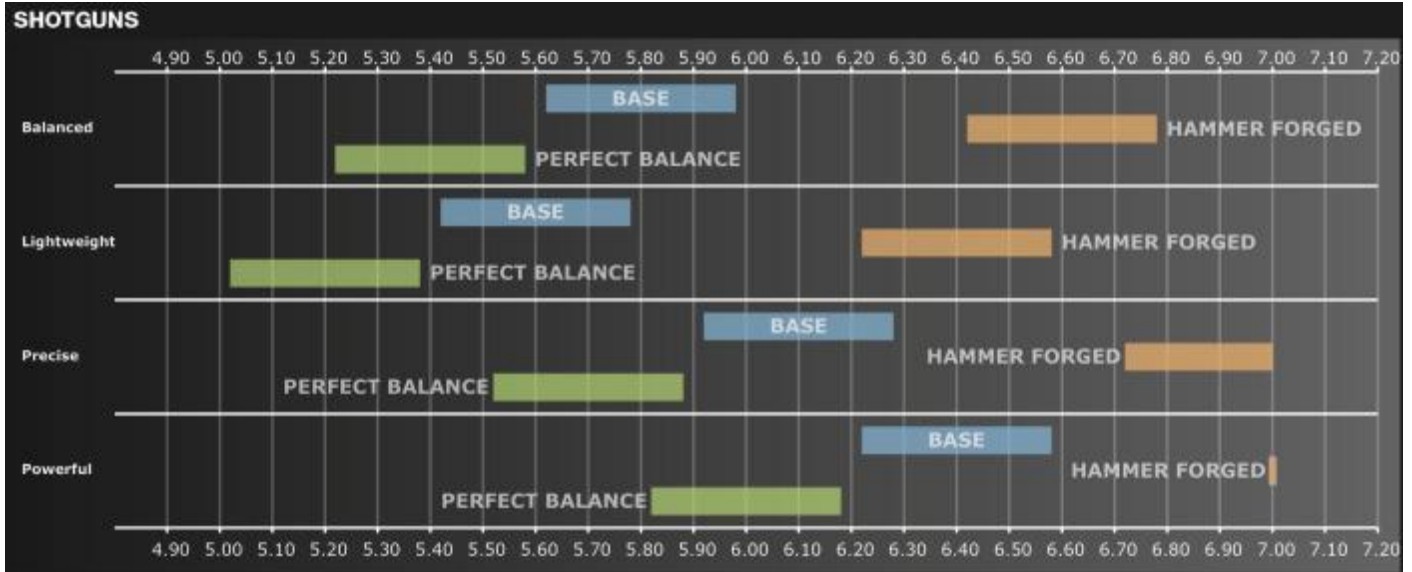
PULSE RIFLE



SCOUT RIFLE



Secondary Weapons



Heavy Weapons



Armory - Recoil Patterns

These recoil patterns should give you a rough idea of the basic recoil intensity and direction for a given weapon. Weapons that have very wide patterns can kick out far to the left or right. Tighter vertical patterns are generally easier to handle.

Remember that improving Stability or moderating your rate of fire reduces overall recoil. There are a few mods that also have an effect on recoil or accuracy but don't explicitly modify Stability.

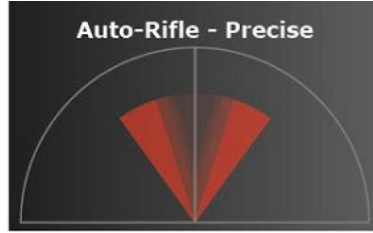
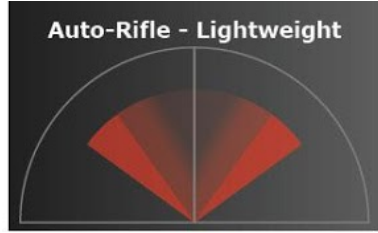
Compare rows: Select

Beneficial Accuracy Mods

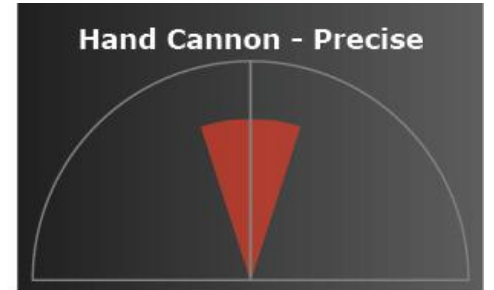
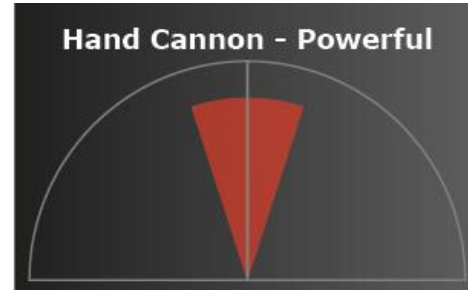
| Name | Description |
|----------------|--|
| Counterbalance | Stabilizes recoil. |
| Hip Fire | Increased accuracy when hipfiring. |
| Unflinching | Heavily reduces Flinch. |
| Secret Round | Missing a shot in a burst grants a fourth round. |
| Take a Knee | Accuracy improves when firing crouched. |

Primary Weapons

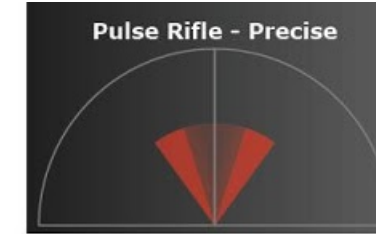
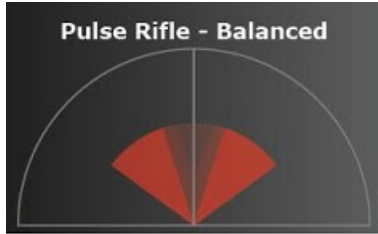
Auto Rifles



Hand Cannons



Pulse Rifles

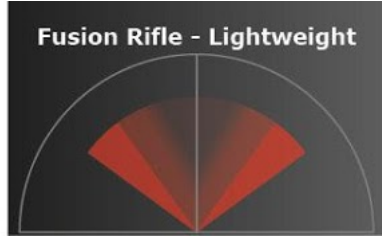


Scout Rifles

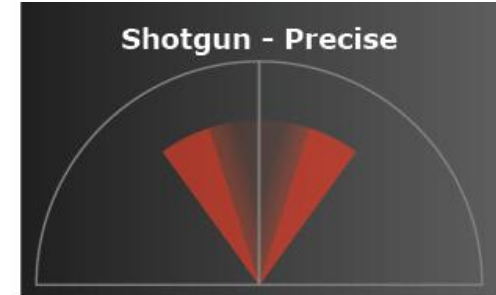
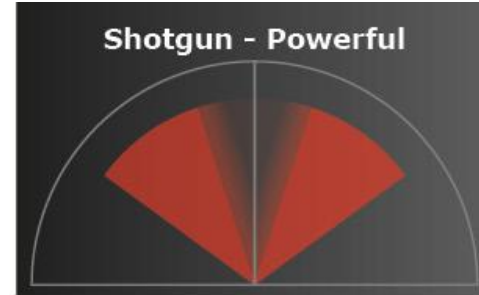
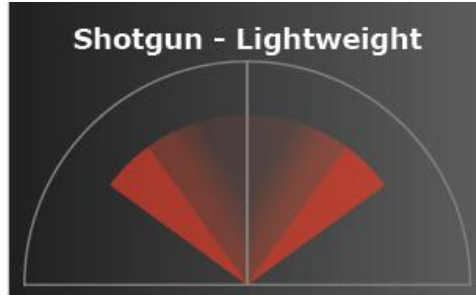


Secondary Weapons

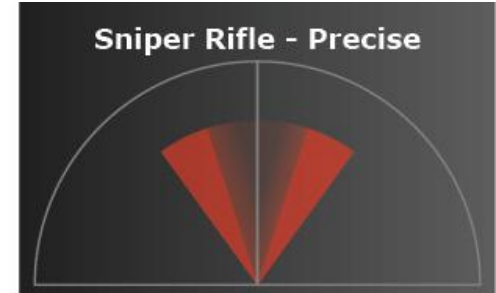
Fusion Rifles



Shotguns



Sniper Rifles



Heavy Weapons

There are no recoil plots for rocket launchers, for obvious reasons!

Machineguns



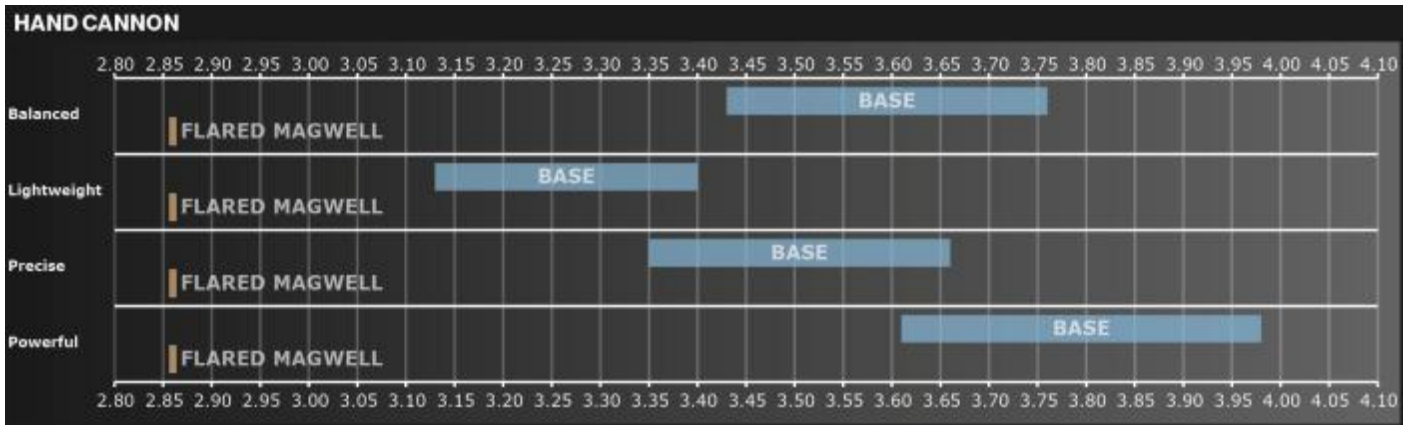
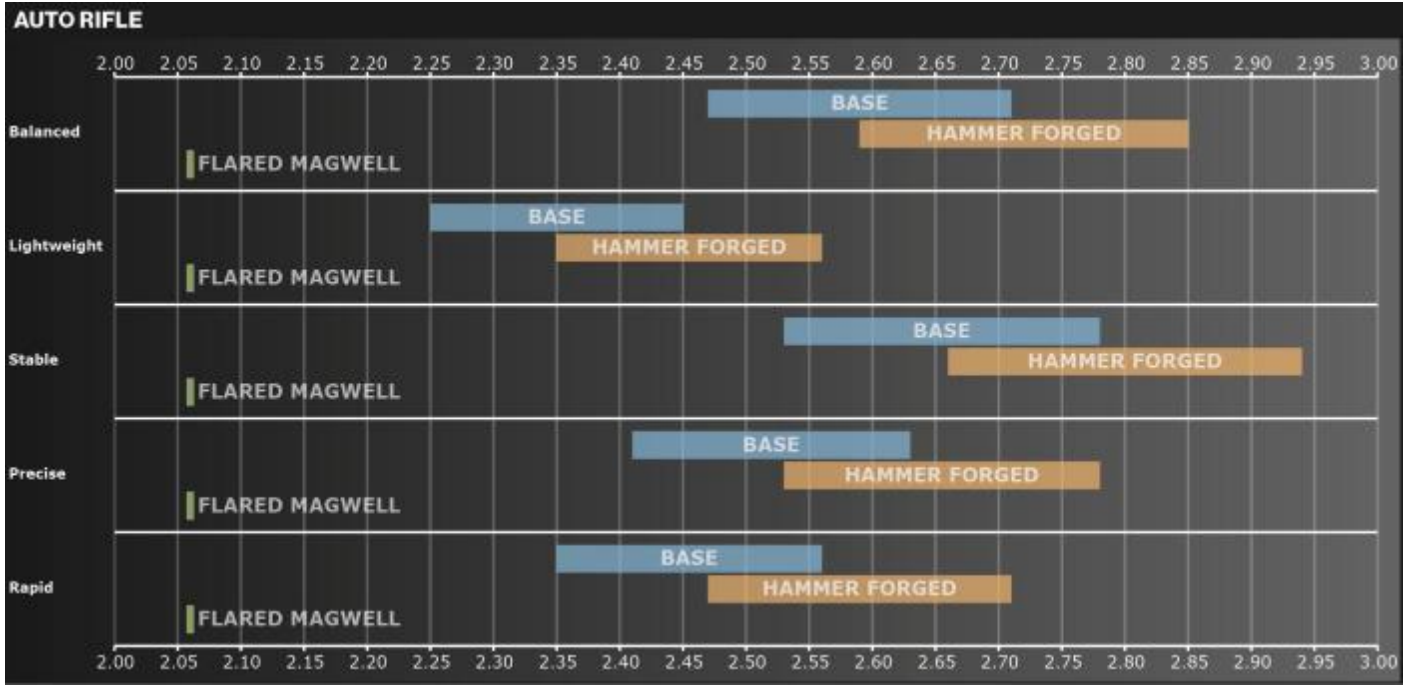
Armory - Reload Charts

Compare
rows: Select

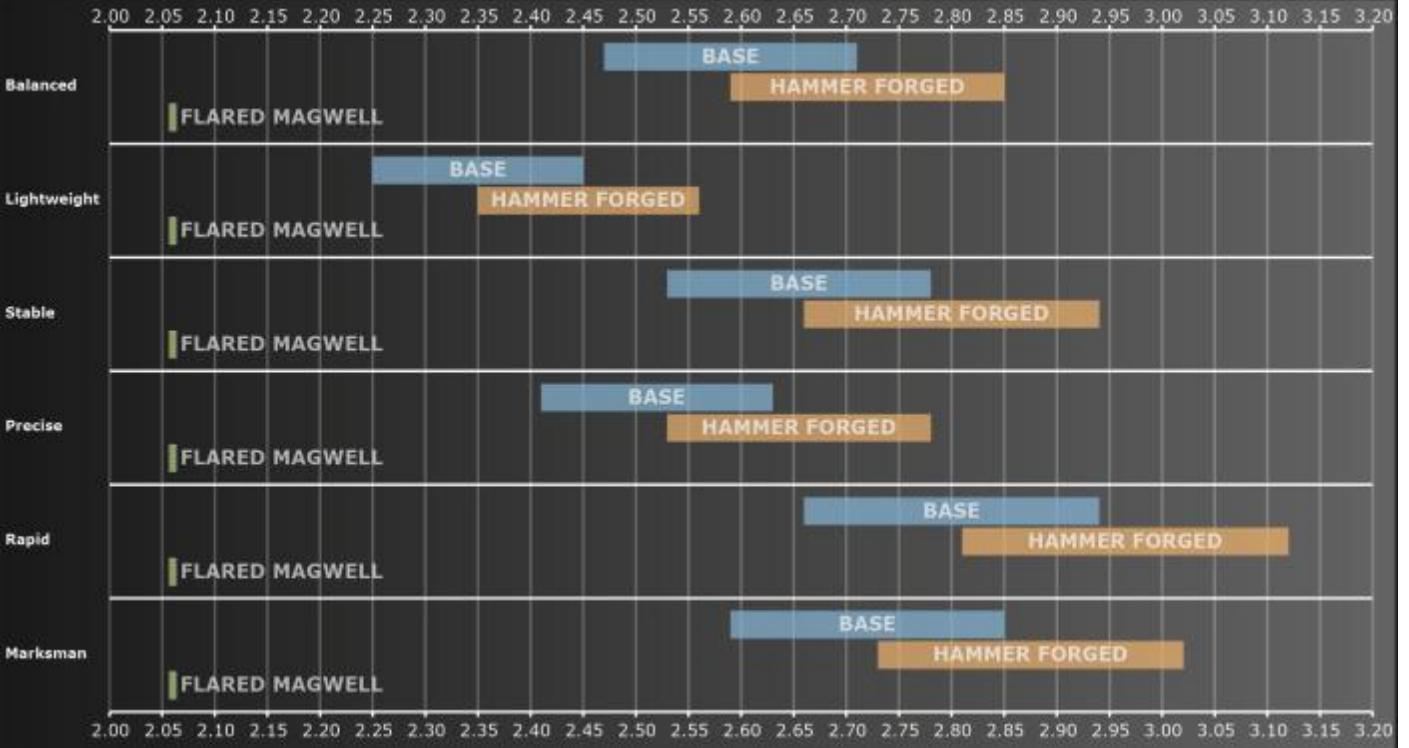
| Name | Description |
|----------------|---|
| Cascade | 150% reload speed after a melee kill. |
| Outlaw | 150% reload speed after a precision kill. |
| Feeding Frenzy | 120% reload speed after a kill. |
| Life Support | Restore 50% of magazine and reload 150% faster after a near-death kill. |
| Spray and Play | 50% faster base reload when magazine is empty. |
| Who's Next | 150% faster reloads after a kill. |

Reload Time in Seconds

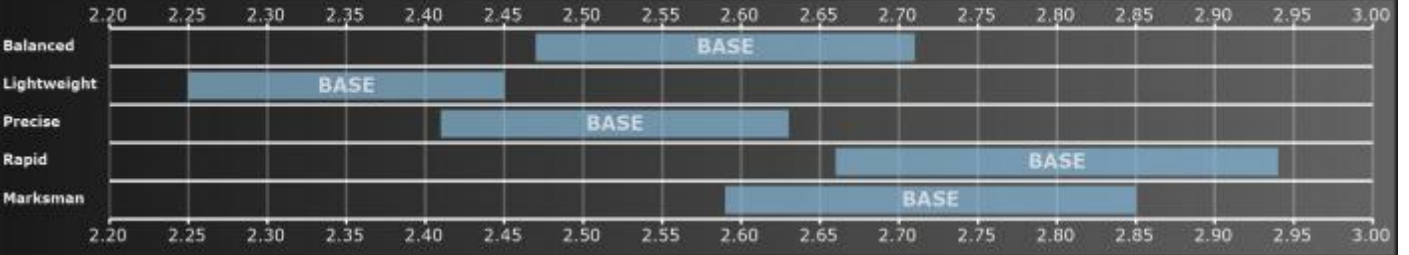
Primary Weapons



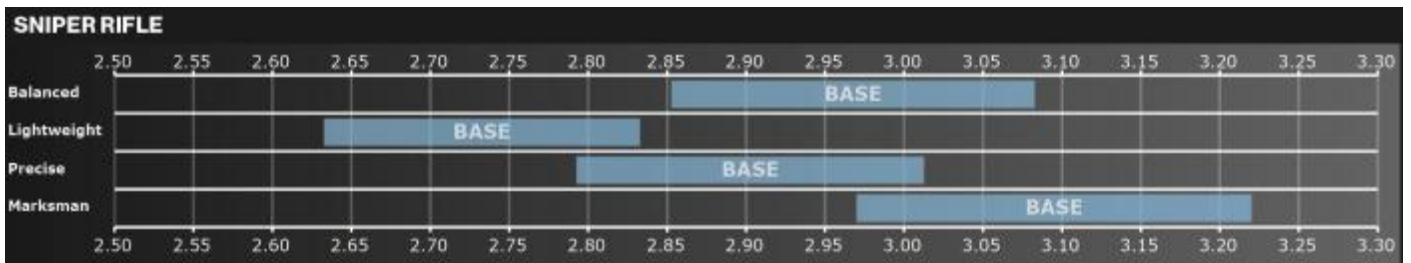
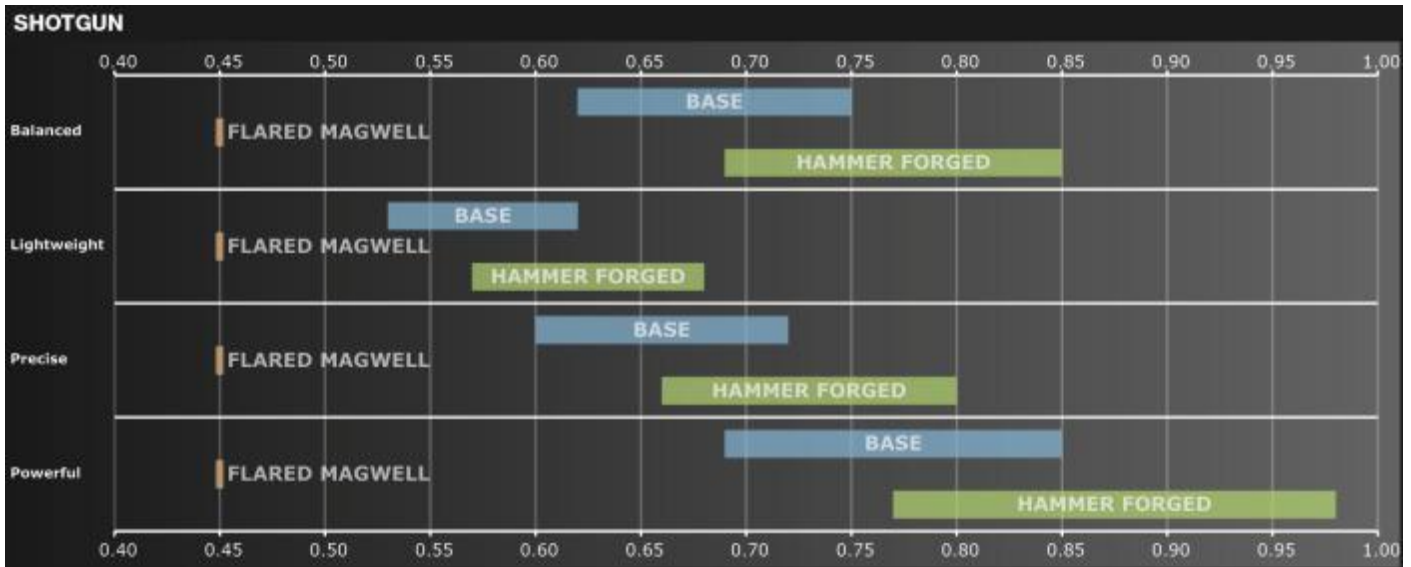
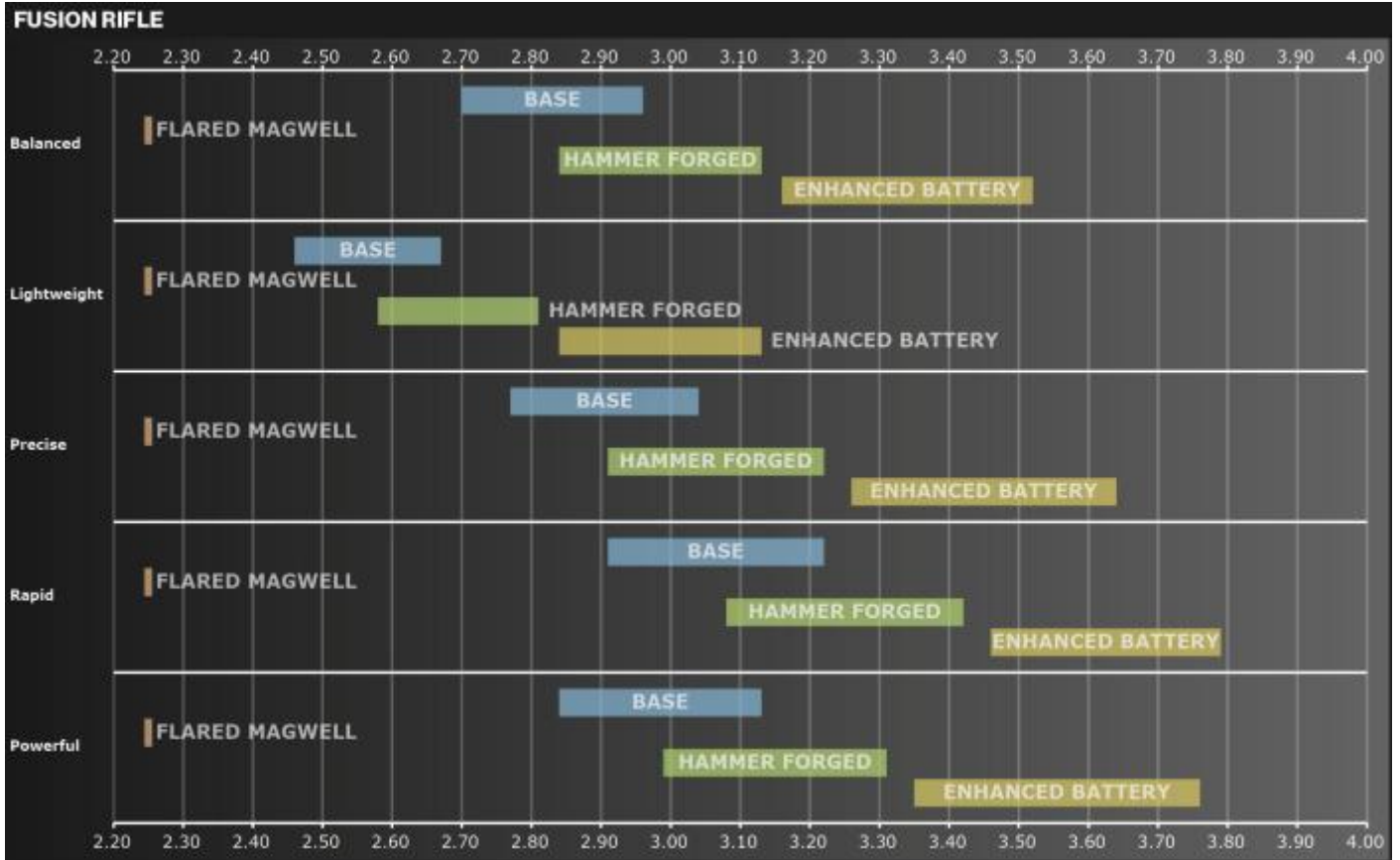
PULSE RIFLE



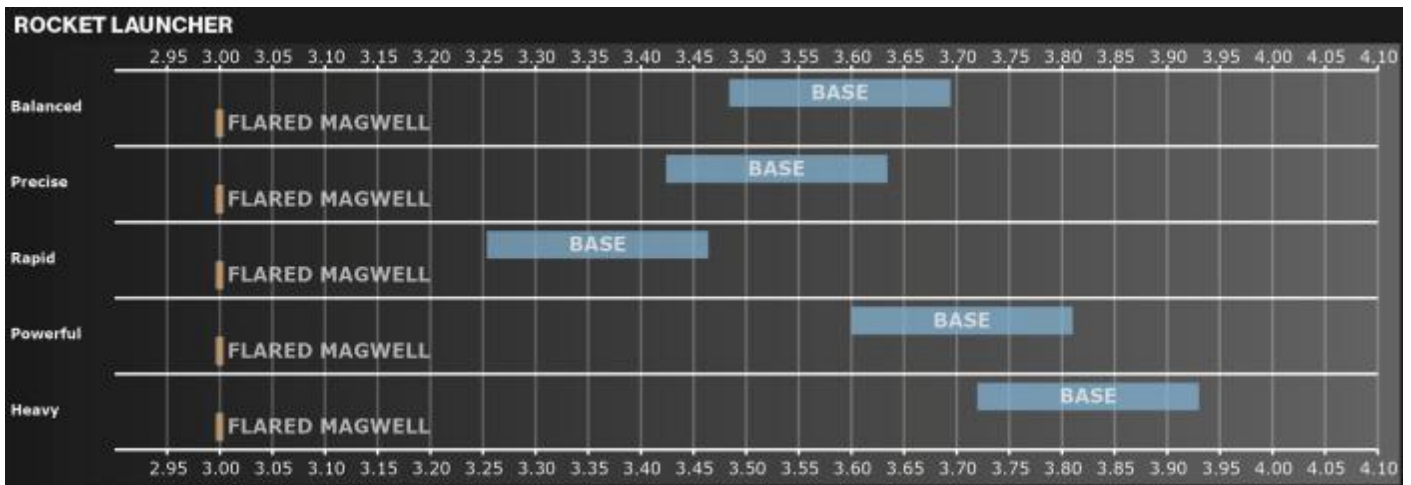
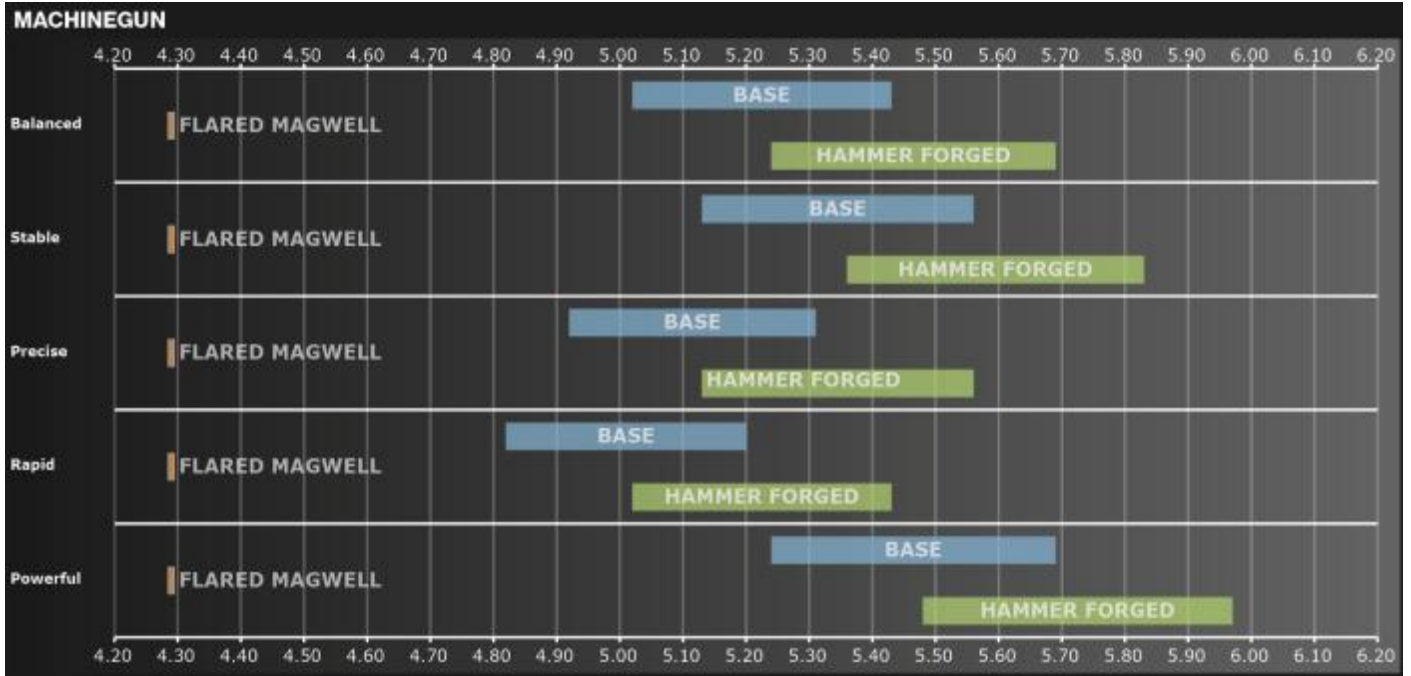
SCOUT RIFLE



Secondary Weapons



Heavy Weapons



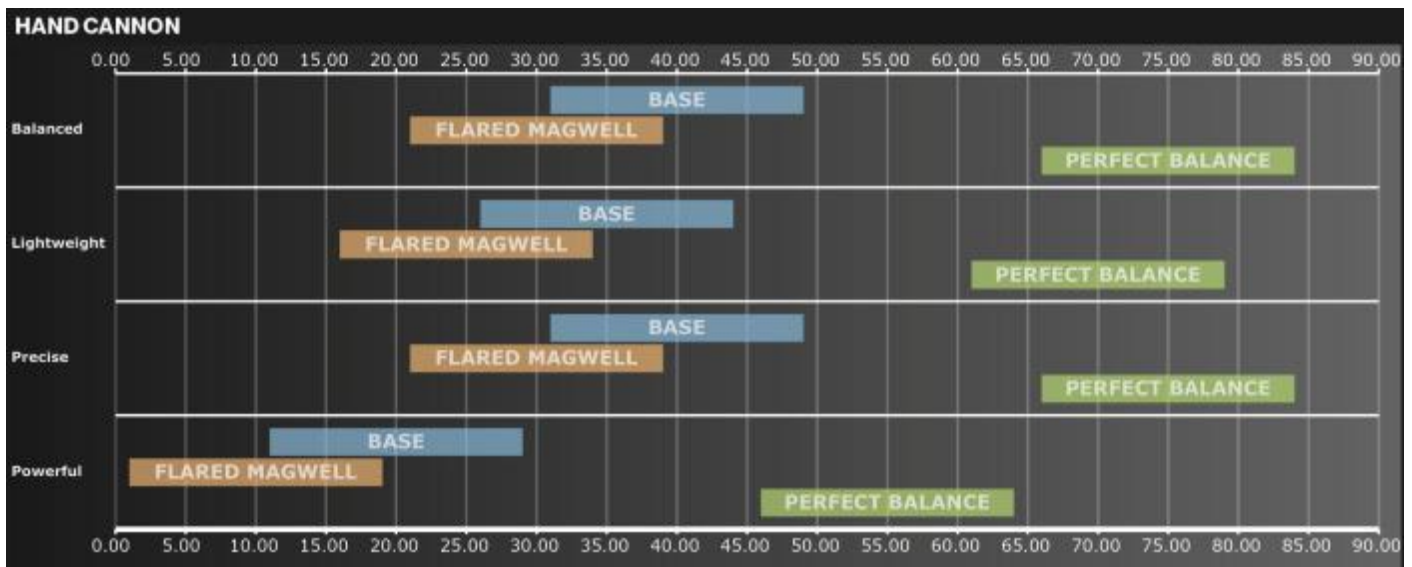
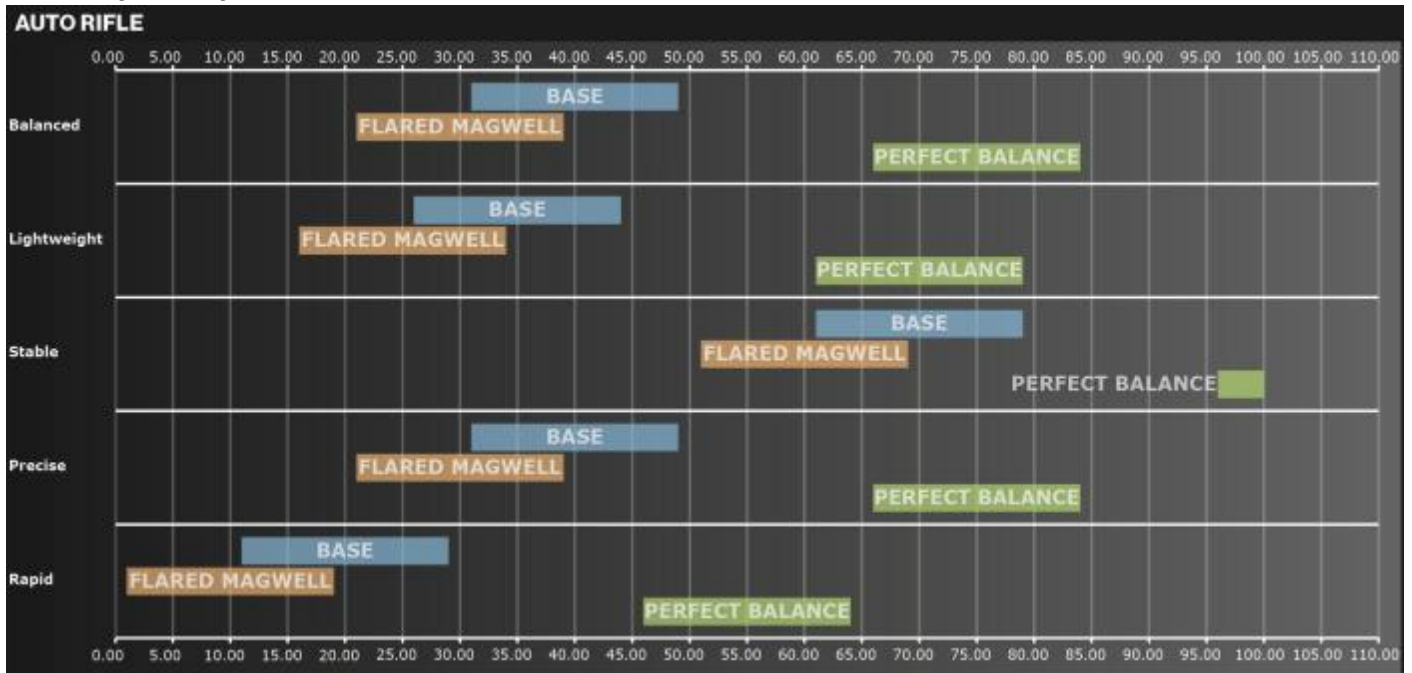
Armory - Stability Charts

Compare rows: Select

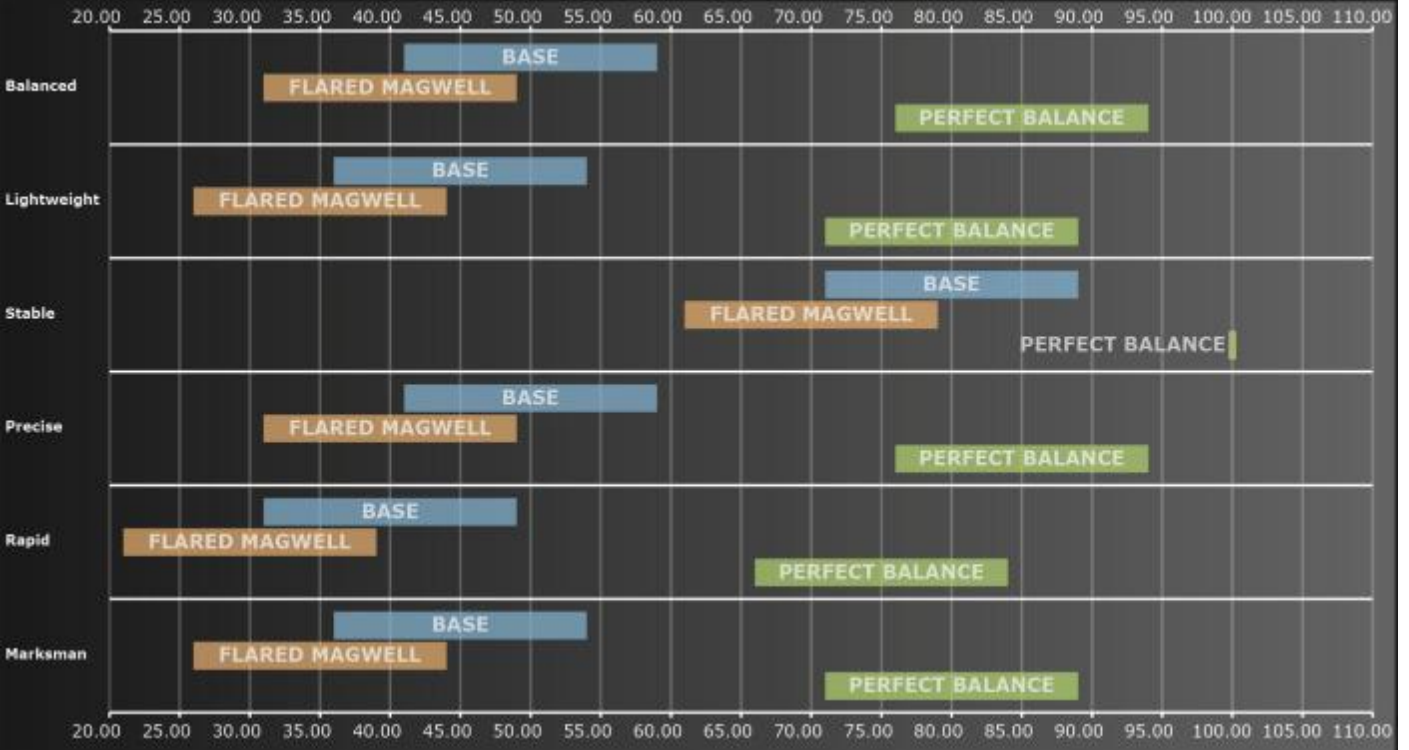
| Name | Description |
|-------------|------------------------------------|
| Persistence | Accuracy improves as you fire. |
| Zen Moment | Stability increased with each hit. |

Relative Stability Values

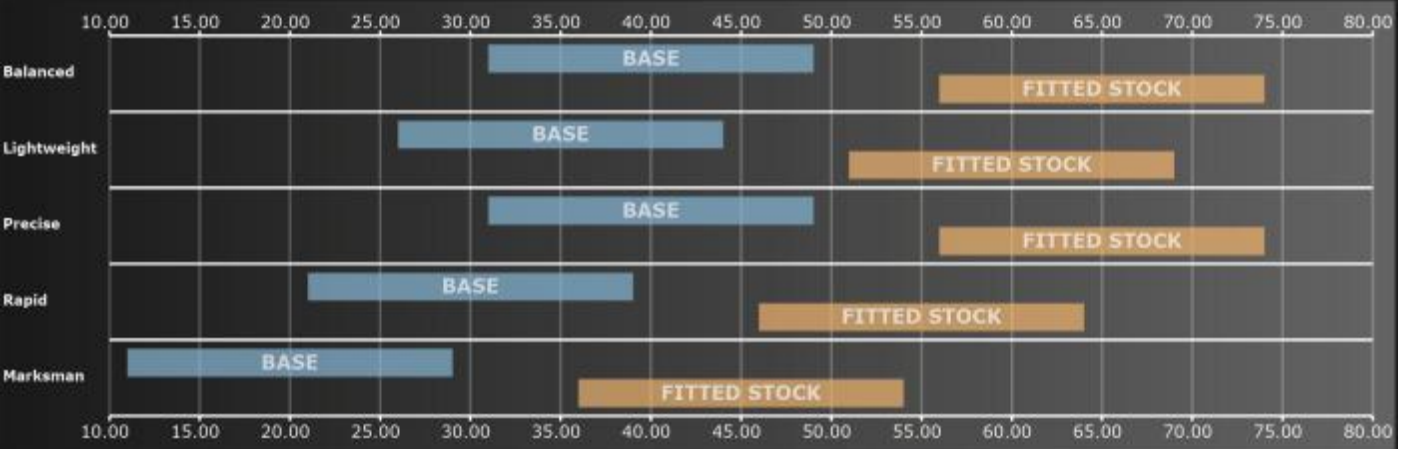
Primary Weapons



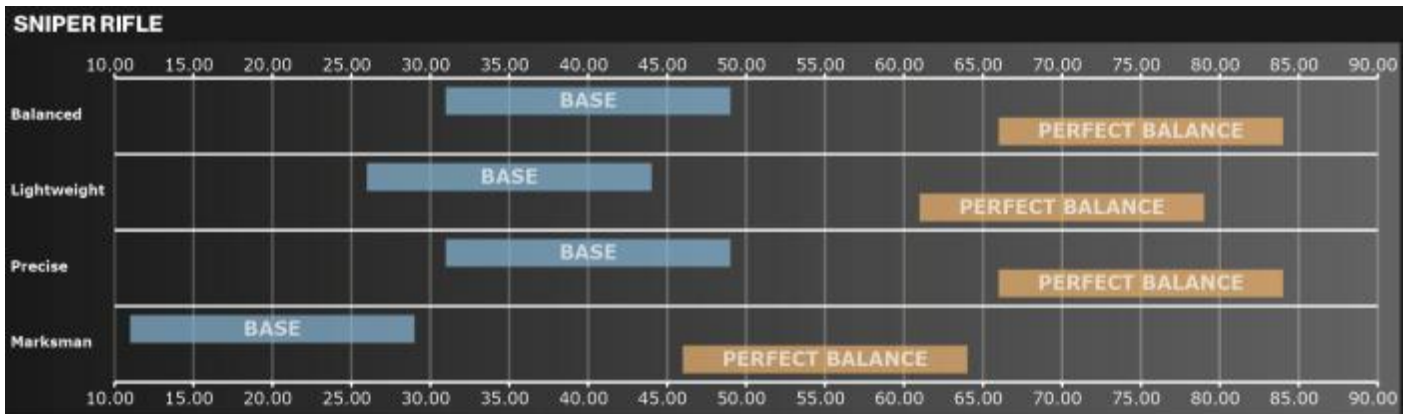
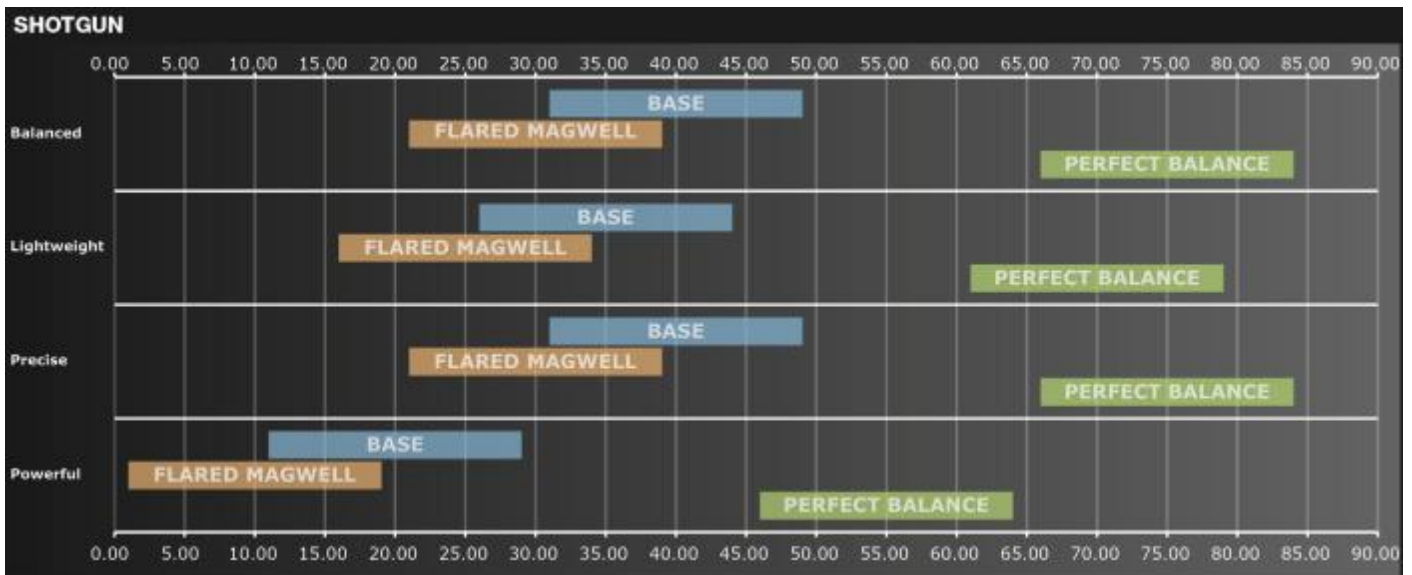
PULSE RIFLE



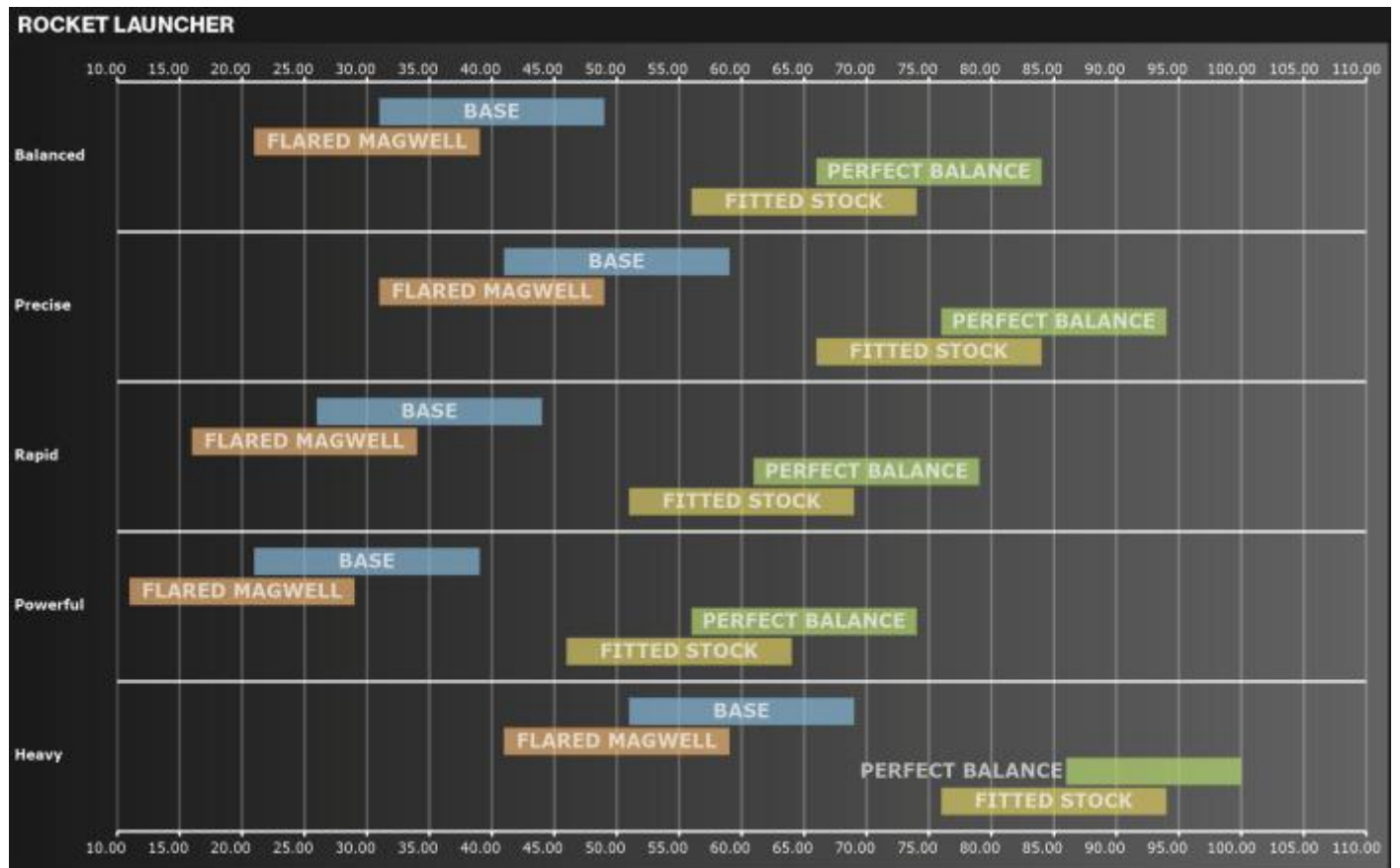
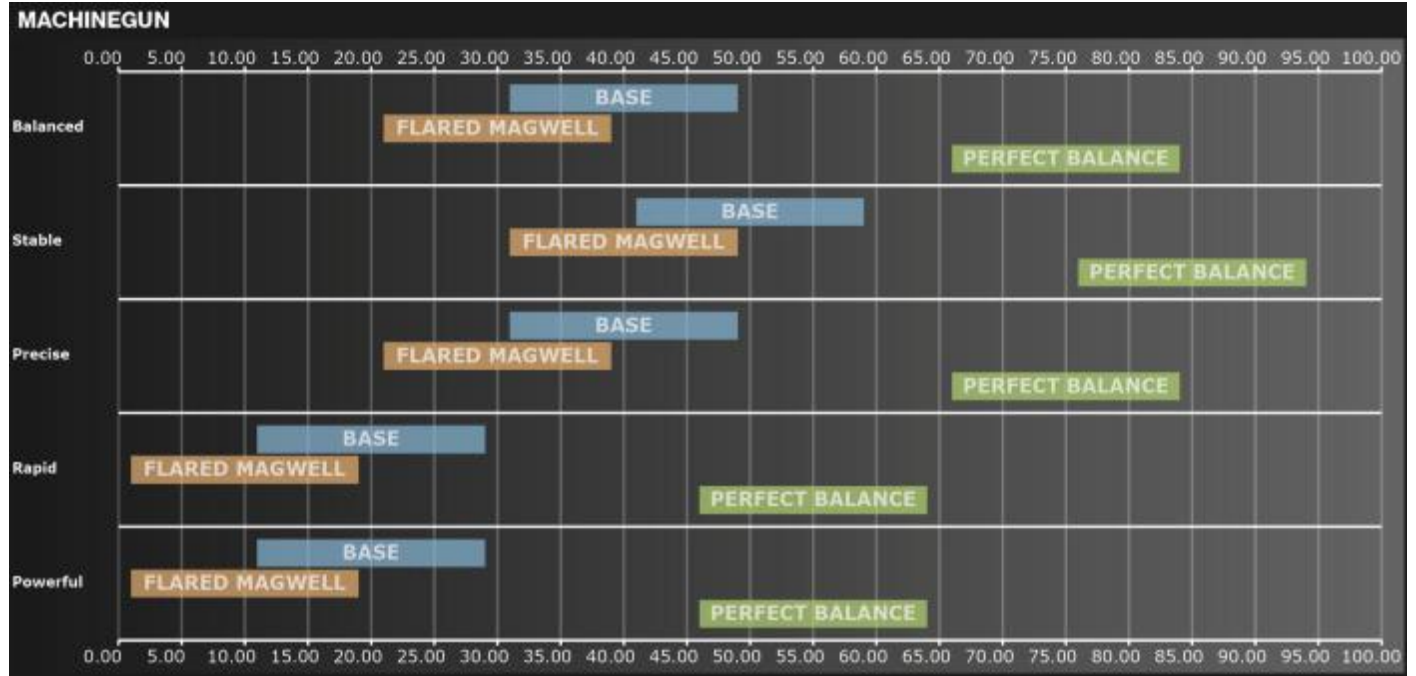
SCOUT RIFLE



Secondary Weapons



Heavy Weapons



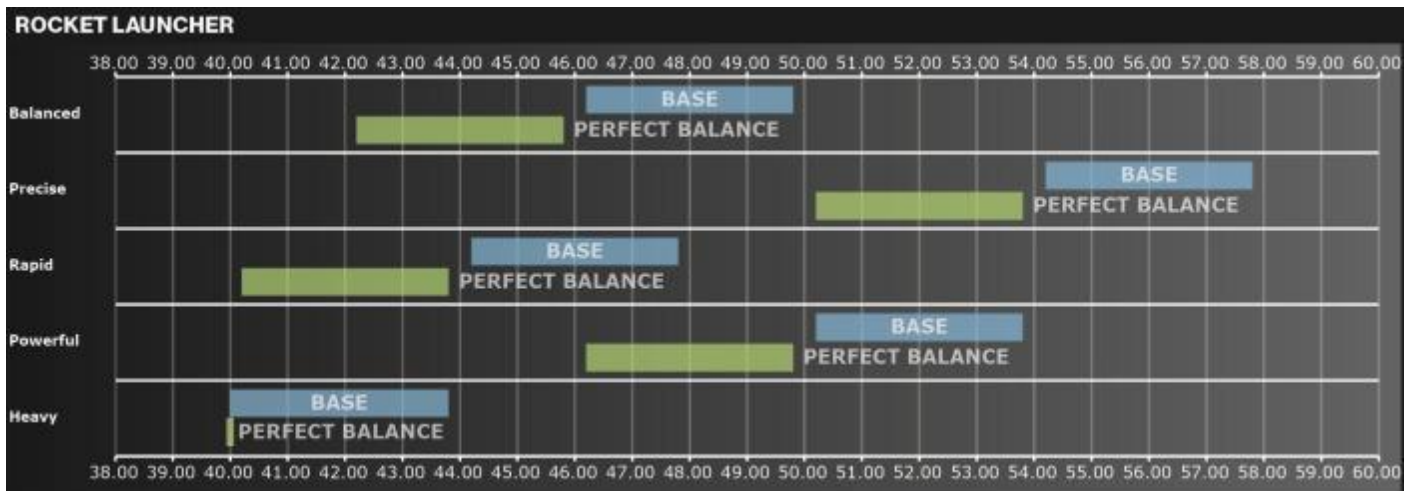
Armory - Velocity Charts

Fusion rifles and rocket launchers don't really have "range," per se. Fusion rifles suffer no damage falloff, though Range stats do affect their bloom reticle size, which is meaningful for hipfiring. Rocket launchers, obviously, fire rockets that don't care about distance.

These charts show the speeds at which fusion rifle blasts and rocket launcher rockets travel.

Speed in Meters/Second

Fusion and Rocket Speeds



Armory - Weapon Charts

The following charts covering all of the weapons in Destiny are designed to aid you in making decisions: which weapon you should buy with limited currency, which mods you should seek out, and which sights, barrels, and stat mods you should equip. You can acquire all of this information and more through a combination of playing the game and examining the charts contained here.

And remember that ultimately, while it is very useful to be able to compare the stats of weapons and see how they stack up to one another, what really matters is how good a weapon feels in your hands while you're playing Destiny.

Use this information to inform your decisions about purchasing new weapons and hunting for the ever elusive perfect gun, but don't let it blind you into assuming that a single superior stat always means a better gun. Tradeoffs is the name of the game, maximizing whichever stats matter most to you and minimizing the ones that affect you less.

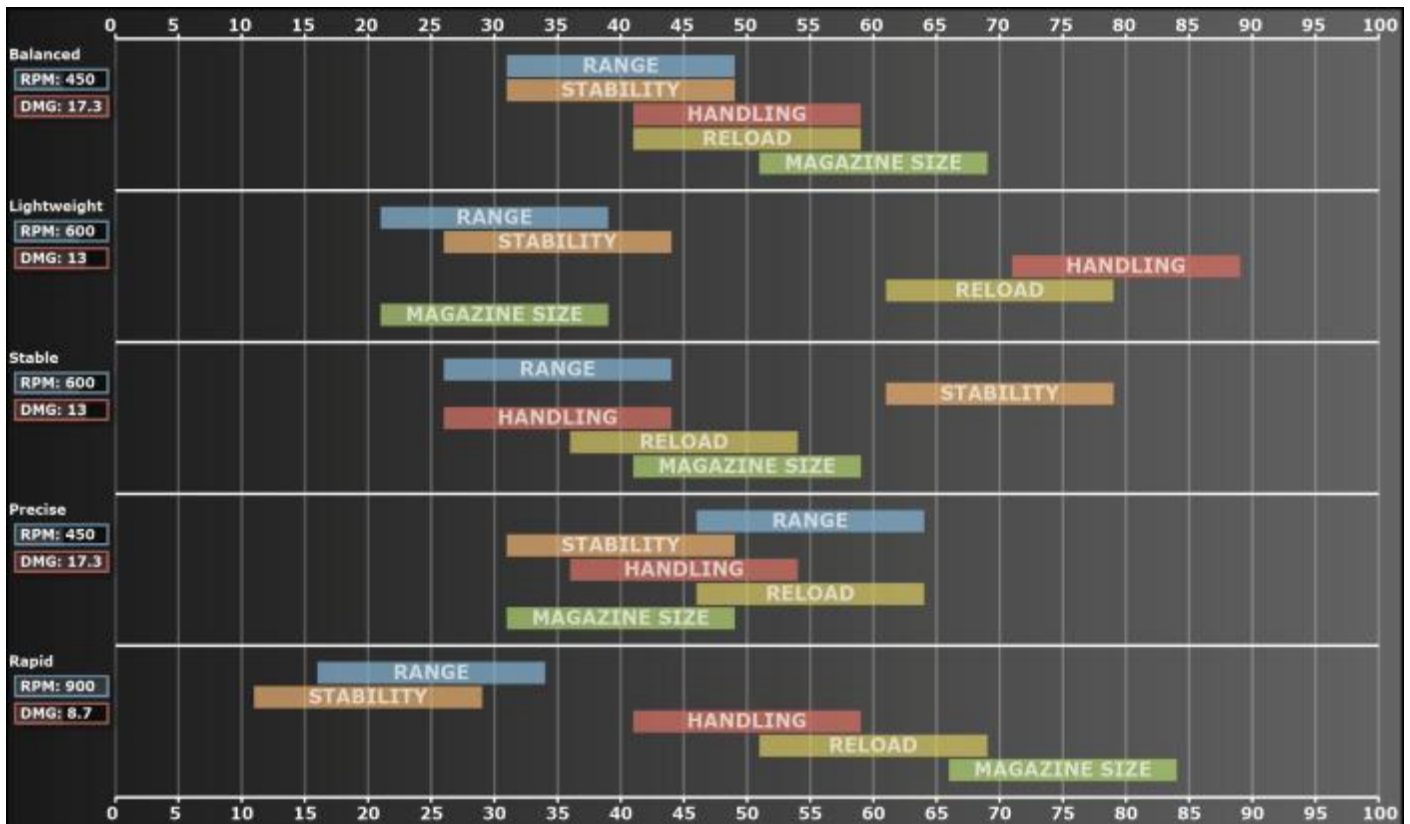
Weapon Archetype Stat Charts

The following charts show the relative stats of every weapon archetype in the game. This allows you to compare multiple stats between the different archetypes at a glance so you can see what makes up a weapon's "personality."

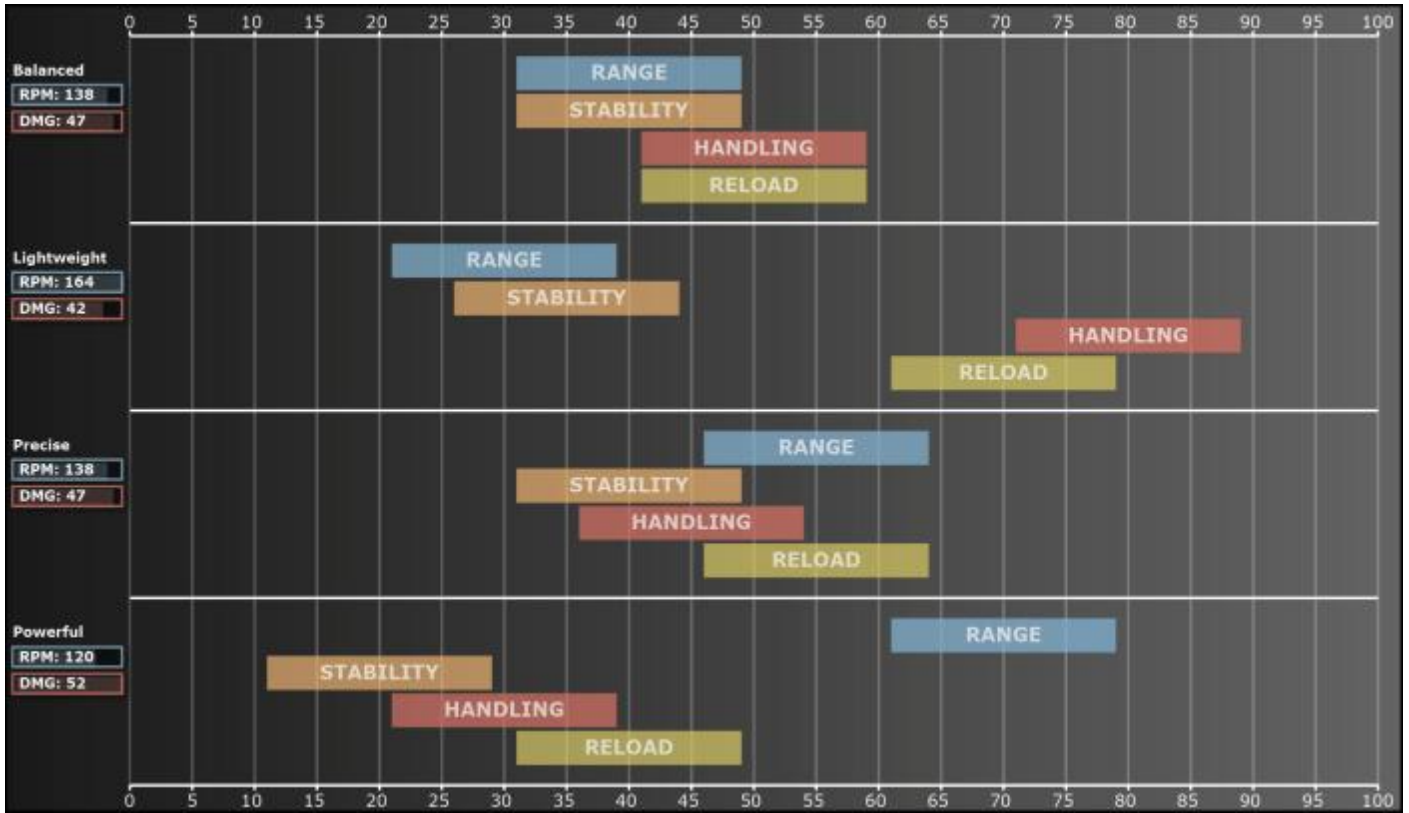
Don't forget that rate of fire, damage, and recoil all play a very important part in affecting the feel of a weapon. Likewise, mods can have a huge effect on the stats of a weapon. The mod stat charts below will outline some of those changes and show you what the stats translate to in-game, rather than displaying relative values.

Primary Weapons

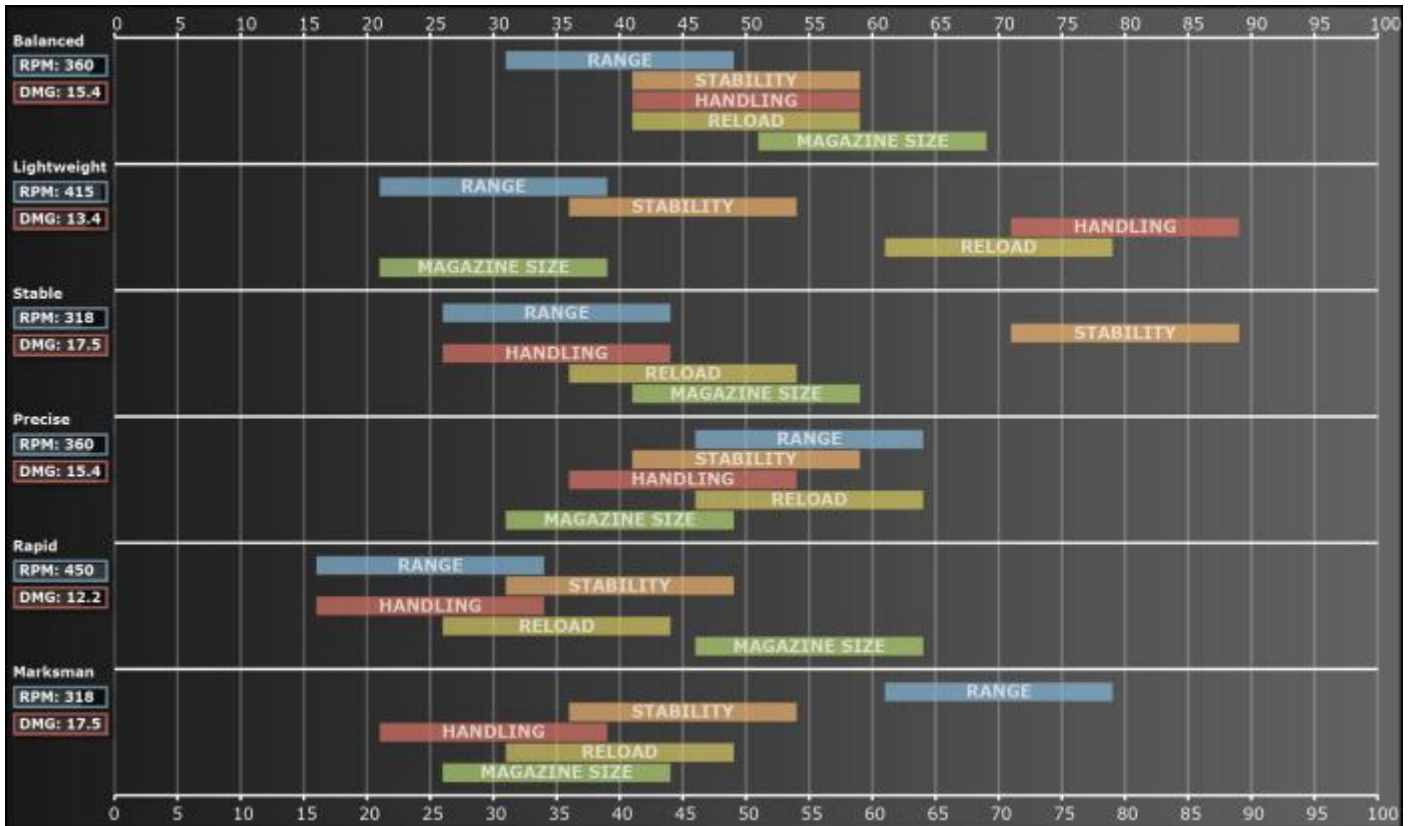
Auto Rifles



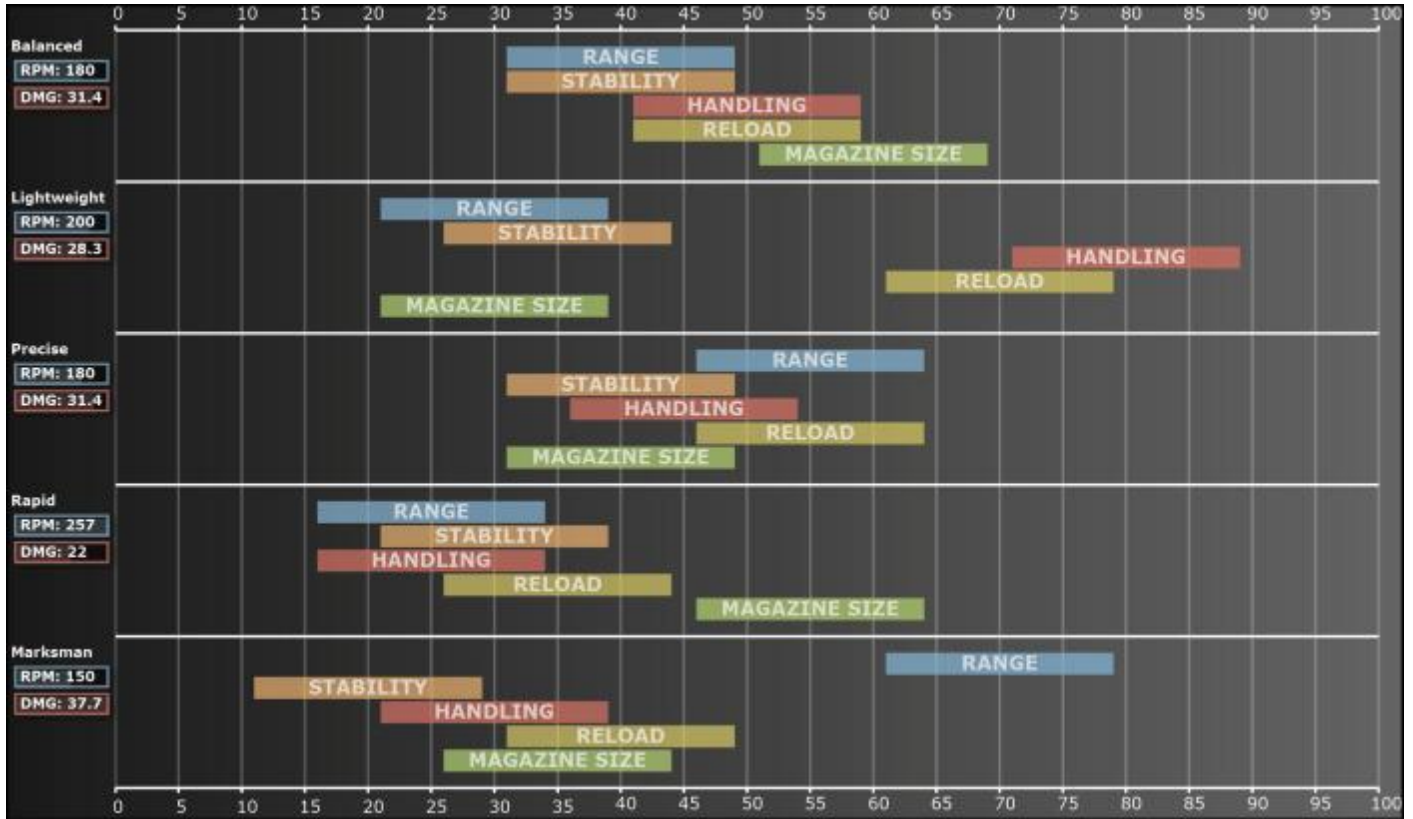
Hand Cannons



Pulse Rifles



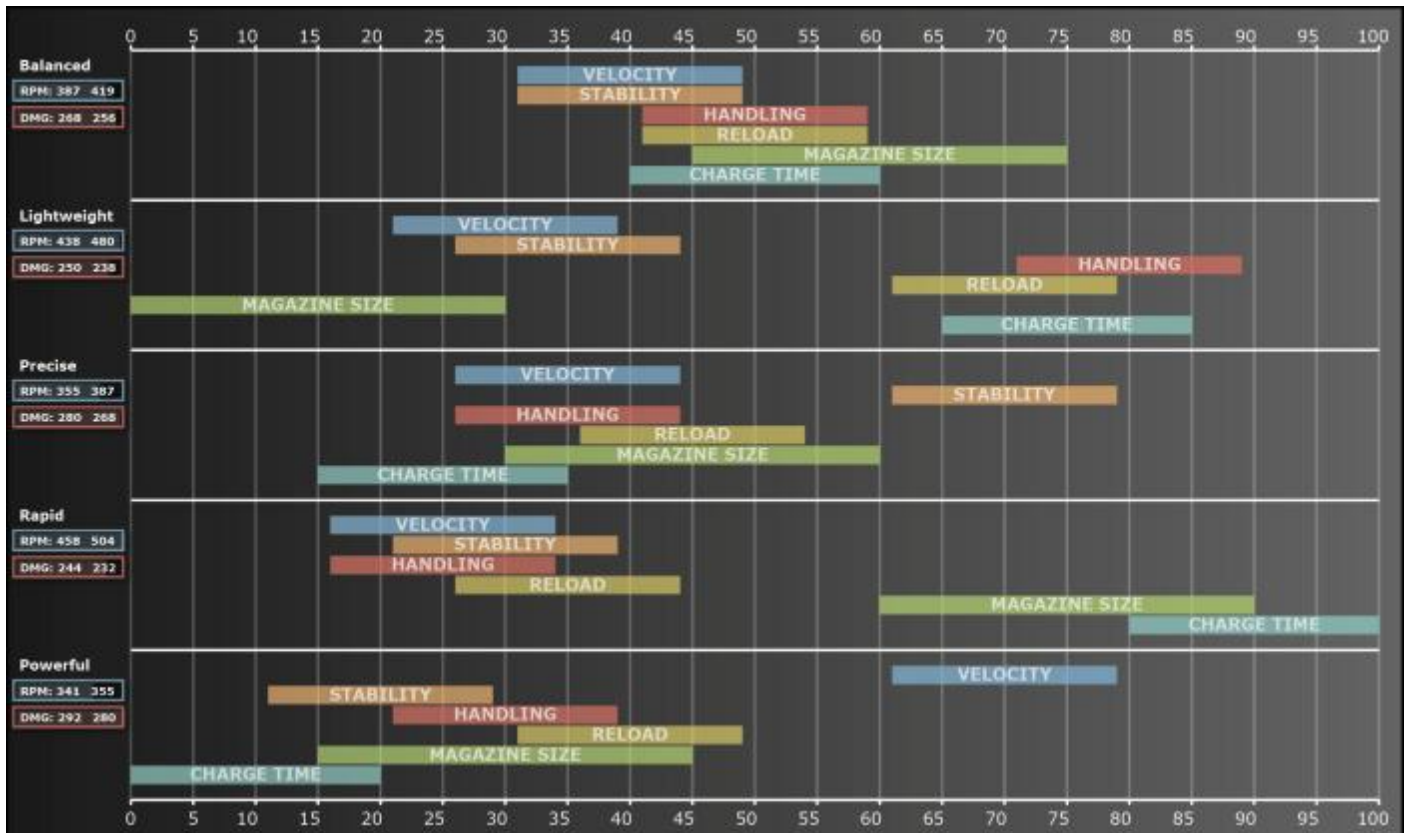
Scout Rifles



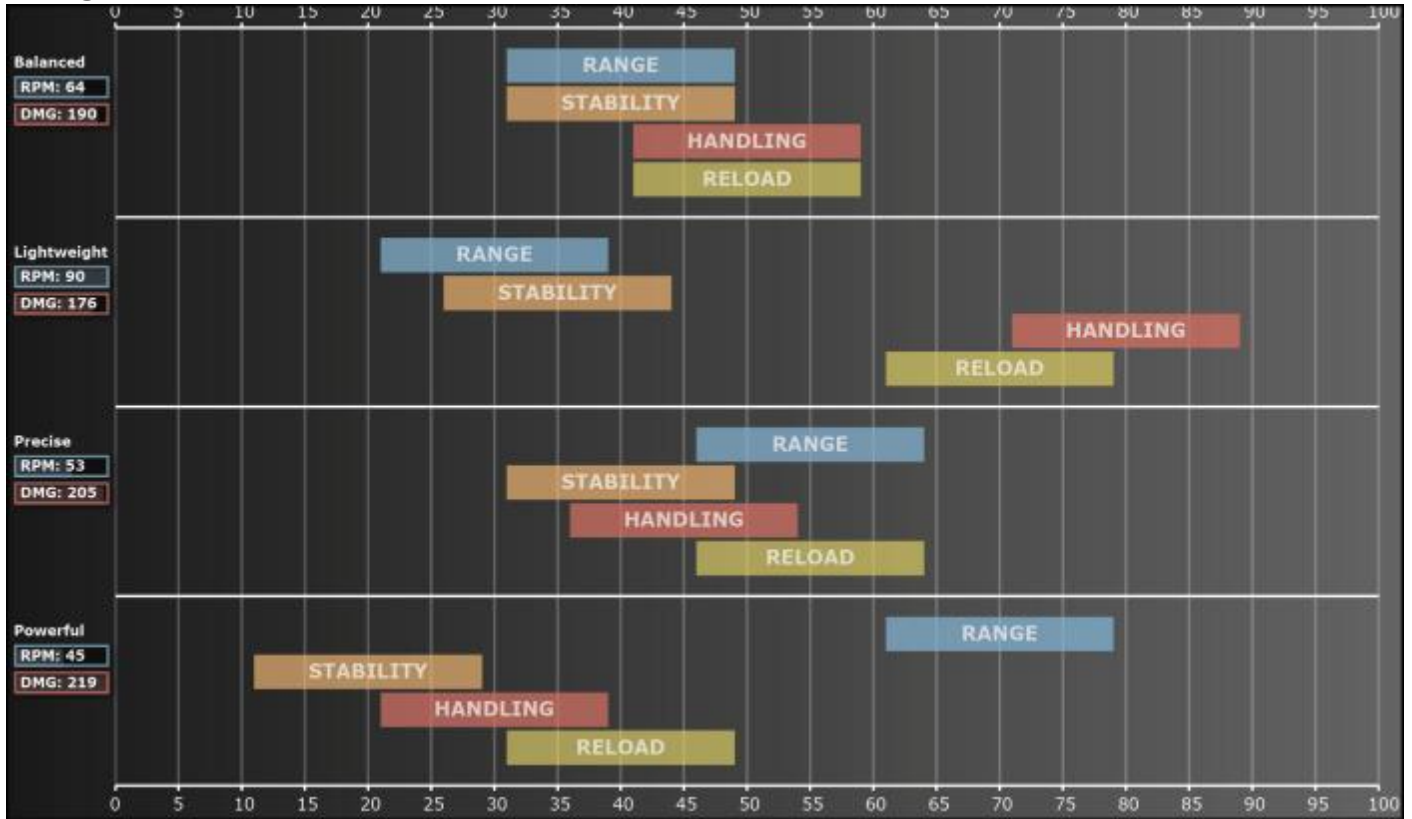
Special Weapons

Fusion Rifles

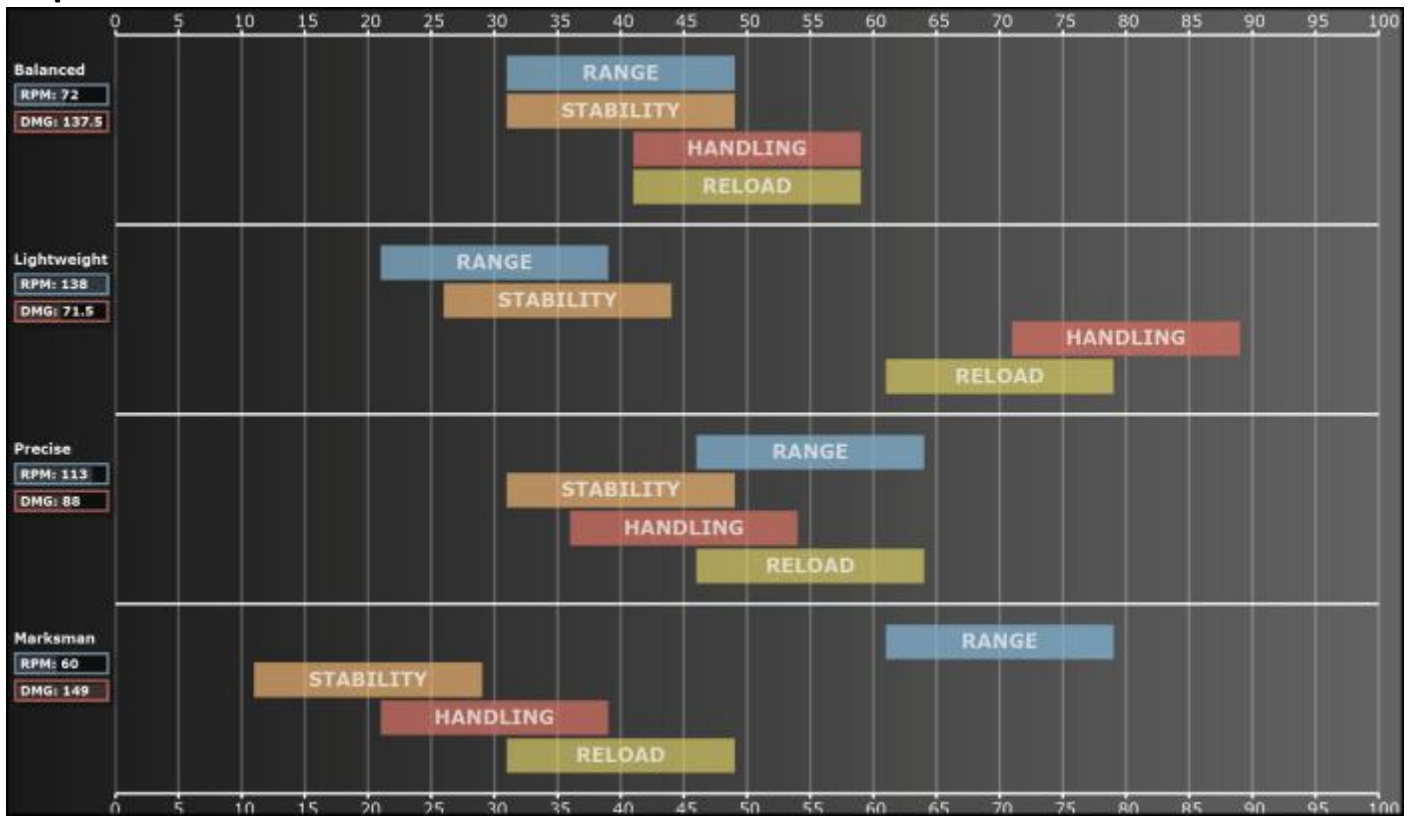
Fusion rifle damage varies based on the charge time of the weapon in question. A faster charge means less damage per burst, but more blasts over time. A slower charge gives you fewer, more powerful blasts.



Shotguns

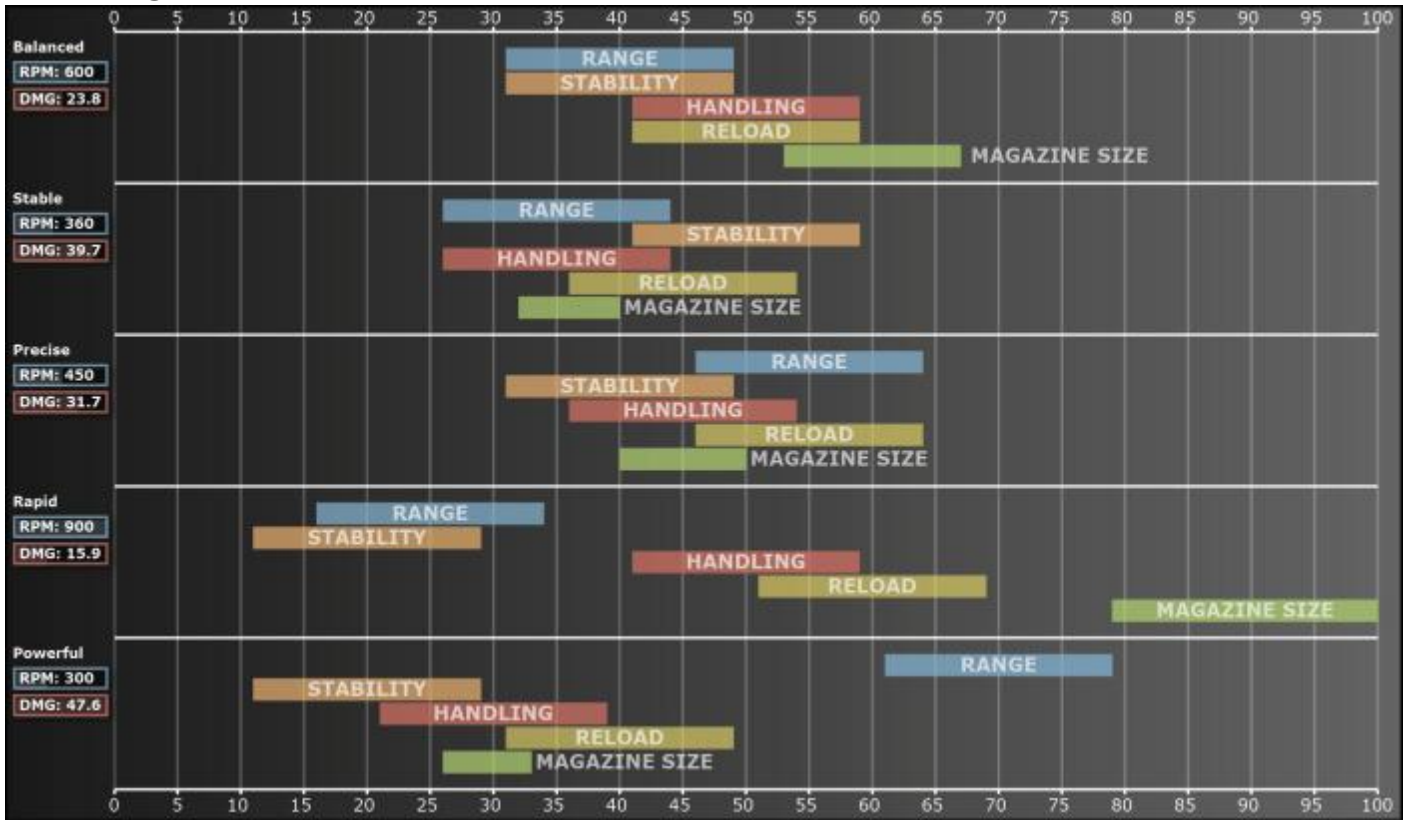


Sniper Rifles



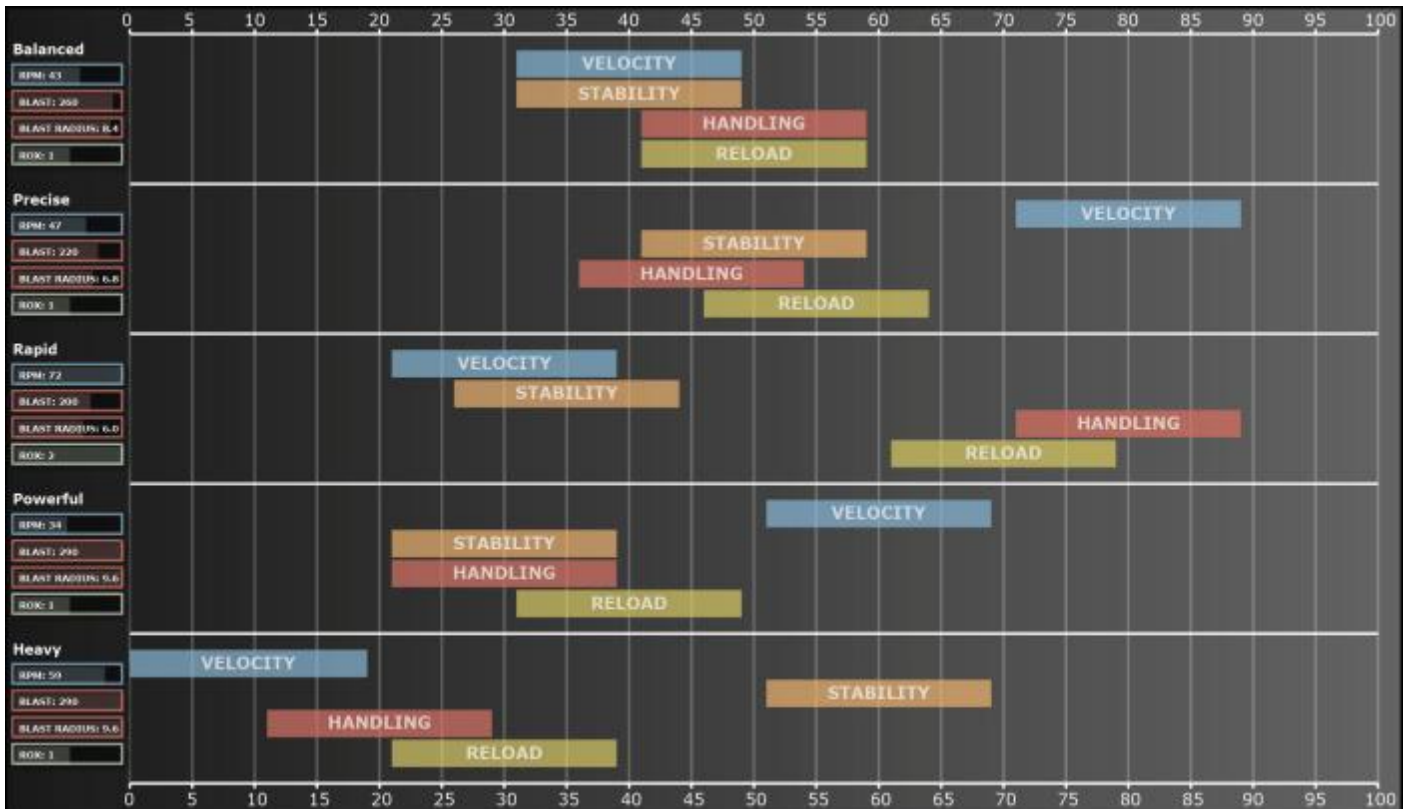
Heavy Weapons

Machineguns



Rocket Launchers

Note that rocket launchers inflict damage differently than other weapons. Their explosions deal a certain amount of impact damage, create more damage as a blast, and have a maximum radius for the damage from the blast.



Armory - Weapon Drop Locations

This set of tables is a quick summary of where you can find certain weapons in the game. Keep in mind that you can find many of these weapons in Engrams, if you're lucky!

Important! Drop Locations

Legendary Crucible vendor items can drop in PvP, and Vanguard vendor items can drop in Strikes. Engrams can potentially contain any Legendary item. Similarly, when you rank up and receive items from a factional vendor, you can earn items they sell. And remember, Engram contents are not 100% guaranteed—you might find a Legendary item in a Rare Engram.



Tower Vendors

Compare rows: Select

| Vendor | Rarity | Weapon | Archetype | Name | Description |
|--------|--------|--------|-----------|------|-------------|
|--------|--------|--------|-----------|------|-------------|

Tower Vendors

Compare rows: Select

| Vendor | Rarity | Weapon | Archetype | Name | Description |
|--------|--------|--------|-----------|------|-------------|
|--------|--------|--------|-----------|------|-------------|

| | | | | | |
|------------------------|-----------|--------------|-------------|----------------------|--|
| Crucible Quartermaster | Legendary | Auto Rifle | Precise | Grim Citizen III | The grief and horror of Twilight Gap drove some of the finest gunsmiths in the City to elevate their art. |
| Crucible Quartermaster | Legendary | Auto Rifle | Rapid | Hex Caster ARC | The engine of devastation slumbers within, waiting for a worthy finger on the trigger. |
| Crucible Quartermaster | Legendary | Hand Cannon | Precise | Lord High Fixer | The Lord will hold court today. |
| Crucible Quartermaster | Legendary | Pulse Rifle | Marksman | Fair and Square | A formidable burst-fire precision rifle, custom-rigged for Crucible combat. Scrupulously devoted to fair play. |
| Crucible Quartermaster | Legendary | Pulse Rifle | Balanced | Strange Suspect | Certainly not one of the usual suspects. |
| Crucible Quartermaster | Legendary | Scout Rifle | Balanced | Cryptic Dragon | Those who doubt the existence of dragons are always the first devoured. |
| Crucible Quartermaster | Legendary | Scout Rifle | Marksman | The Aries Nemesis X4 | Killing's never just business; you have to make it personal. Keep the hate close. |
| Crucible Quartermaster | Legendary | Fusion Rifle | Powerful | 77 Wizard | The Exo called Gaunt is a gunsmith famous for his Wizards. |
| Crucible Quartermaster | Legendary | Shotgun | Lightweight | Invisible Hand M7 | Built so light, it sometimes feels like it's not even there. |
| Crucible Quartermaster | Legendary | Sniper Rifle | Precise | FINAL BOSS | Become the monster. |

Armory - **Weapon Mods**

Now comes the fun stuff: weapon mods influence all aspects of your weapon, from raw stats to functional gameplay changes. If you find two of the exact same weapon with different mods, they can handle completely differently.

Choosing a weapon in Destiny comes down to figuring out which weapons you like to use and which archetypes fit your playstyle. Once you know what you love, you need to find the right weapon, of the right archetype, with the right mods. Needless to say, this can take awhile...

But while you're hunting for the perfect weapon with the perfect mods, take some time to digest the information here. Some mods are well suited to PvE or PvP (or both!), some work better on certain weapon types, and others just come down to personal preference.

Mod Categories

Damage Type

A damage type can be Kinetic, Arc, Solar, or Void. Special damage types are vital when you are dealing with shielded enemies in PvE, but they have no effect in PvP. Remember that on Mythic missions in PvE, damage to enemy shields that is not of the proper element is penalized by 50%!

Sights or Barrel

Most weapons get a choice of three different random optical attachments. Remember, scopes have a dramatic impact on the behavior of weapons due to the zoom multiplier affecting the Range stat!

Shotguns and rocket launchers get a choice of three different barrels. Barrels modify weapon behavior a bit differently than the optics. You can choose and switch between any of the three sights or barrels available on your weapon at any time.



Vendor Weapons

The weapons on offer from the various vendors in the Tower have a fixed set of mods. It is possible to find the exact same weapon out in the field or as a random reward for various activities, but the odds are low, given the huge range of possibilities.

If you see a Legendary weapon of an archetype that you prefer with mods you like, jump on it!

Exotic Mods

One of the things that makes an Exotic weapon powerful and exciting is its Exotic mods. Exotics break some of the rules laid down here—you can find Exotic gear that has completely unique abilities.

How unique? How about a fully automatic hand cannon, or a sniper rifle that cloaks you while aiming? This is one of the reasons why you can only equip one Exotic weapon and piece of armor at a time! You can bend the rules, Guardian, but you cannot break them completely.

Primary Ability Mod

This is a mod from a list specific to the weapon class. Once unlocked, it is permanently active. These mods are generally effects that you must trigger to activate, though some are always effective.

First Upgrade

Boost this weapon's Attack power. Found on Uncommon or better weapons.

Stat Mod

This slot gives you a choice of three different powerful mods that affect the weapon's stats in a major way. While optics and barrels have some minor stat shifts, this slot can peg a weapon's stats in one category all the way to the cap (or beyond, in some cases).

As with optics or barrels, you can switch between any of the three stat mods at any time as needed.

Found on Rare or better weapons.

Secondary Ability Mod

A second bonus mod, also specific to the weapon class. As with the first ability mod, it is permanently active once unlocked. This second mod is only found on Legendary and Exotic weapons.

Second Upgrade

Boost the weapon's Attack power again. Found on Rare or better weapons.

Ascend

Only present on Legendary and Exotic weapons, this is a three-stage boost to the weapon's Attack power—at the cost of some rare Materials.

Armory - Weapons

A Quick Word about Balance

Destiny will change over time. This is a simple truth about the online world of Destiny. It is not a static place, so events will come and go, new content will be added, and old content will be polished. And when it comes to weapons in particular, your deadly tools of destruction on the battlefield in PvE and PvP conflict, you can expect outliers to be tuned, tweaked, and adjusted.

If a weapon is wildly powerful to the point where other choices don't actually feel like truly viable options, expect it to get toned down a touch. Likewise, if a weapon you love consistently underperforms, expect it to be bumped up a notch or two. This is, of course, true across the entire game for all aspects of gameplay, but we're mentioning weapons in particular because they are so critical to the gameplay experience.

When you're playing an FPS, your gun is often the language you use to speak to the game. Speak loudly!



With a few notable exceptions for those weapons known as Exotic, the weapons in Destiny are somewhat fixed but somewhat randomly generated. Two weapons of the same name can have completely different mods. Weapons with different names have different basic stats.

However, while the stats and the mods change from weapon to weapon, all weapons in the game belong to basic templates called archetypes.

Essentially, for each different weapon class in the game (from auto rifles to machineguns), several different archetypes define how a weapon behaves in broad strokes. It doesn't make every weapon of that class and archetype exactly the same, but it does mean that if you enjoy the way a particular archetype handles, you should look out for more weapons of that basic template.

These archetypes are not explicitly shown anywhere in the game, but the name of any given weapon is always a weapon of a certain archetype. This chapter includes tables showing the links between weapon names and their base archetypes.

Additionally, you can learn to recognize the ones you most enjoy using over time, and you can use the charts in this chapter to aid in spotting archetypes at a glance.

What this means as you hunt for the very best gear in the game is that you can search for specific auto rifles that have a fire rate, recoil pattern, and range that feels comfortable to you.

And a Word about Damage...

Before you freak out about the possibility of wildly powerful weapons destroying you in PvP, understand this: every weapon in the game has a tightly controlled damage range. The rule of thumb is that weapons with lower fire rates have higher damage, and vice versa, but overall, all weapons have carefully tuned damage values.

Player abilities and weapon mods can affect damage, but in PvE (and PvP where Level Advantages), your level and your Attack stat are usually the greatest influence on your damage output, rather than the random mods you can find on weapons.

In PvP outside matches where Level Advantages are enabled, level and Attack stats do not affect damage, so whether you are using a Level 5 Common weapon or a Level 20 Exotic, you will deal the same damage. In the case of normal Crucible PvP, temporary damage mods are one of the few ways you can increase damage on your weapon, and almost every such mod requires you to earn the damage bonus.

It is also very likely that two or more of the archetypes for any given weapon class will suit your personal tastes. You may also find that you prefer some weapons for PvE and some for PvP.

Keep in mind that while the archetypes define a range of stat possibilities for a weapon, the combination of the extremes of those ranges and the random mods that appear on a weapon can make one weapon handle very differently from another within the same archetype.

Weapon Attributes

Take a breath, Guardian, it's time to dive deep. This section delves into the specifics of how the weapons in Destiny are assembled. This isn't simply a list of all the weapons that you can find. Instead, it is a look at the weapon DNA for every possible gun in the game.

For general PvE play and casual PvP, you do not need to know every detail about your weapons. But once you reach Level 20 and you begin exploring the upper reaches of PvE difficulty and competitive PvP, you're going to want every edge you can get.

This information is intended to help you make decisions about your weapons for the long haul—what to equip, why to equip it, what to look for, and how to choose the weapons that best suit you (as well as how to find more of them). First, you should learn about the basic parts that make up a weapon.



Weapon Class

A class is what the weapon actually is, such as an auto rifle, a sniper rifle, or a machinegun. All weapons of a given class and rarity have the same potential pool of weapon mods. Two weapons of the same name, rarity, and level have identical basic stats (though they still have random mods).

| | | |
|--|--------------|-----------------|
| Compare rows: Select <input type="text"/> | | |
| Weapon Classes | | |
| Primary | Special | Heavy |
| Auto Rifle | Fusion Rifle | Machinegun |
| Hand Cannon | Shotgun | Rocket Launcher |
| Pulse Rifle | Sniper Rifle | — |
| Scout Rifle | — | — |

Weapon Archetype

As the “heart” of the weapon, the archetype defines the stat ranges a weapon can have. There are many weapons of each archetype in the game. So, while two “Balanced” auto rifles possess similar attributes, within those ranges, one can have a minimum value for one stat and the maximum for another.

Check the archetype charts in this chapter to see all the various stat ranges for the different weapon classes in the game.

Use the archetype name tables to look up which weapons belong to which archetypes as you find them. Also, use the tables when shopping for weapons in the Tower, especially when you are considering spending limited currencies.

Use the mod stat charts to see how you can affect the stat ranges of a given archetype. The correct mods can push a weak stat to a strong one, but they might be wasted on a weapon that already has a good stat range.

Primary Weapon Archetypes

Compare
rows: Select

| Auto Rifle Archetypes | Description | Pulse Rifle Archetypes | Description | Scout Rifle Archetypes | Description | Hand Cannon Archetypes | Description |
|-----------------------|---|------------------------|--|------------------------|---|------------------------|--|
| Balanced | Well-balanced and usable. | Balanced | Well-balanced and usable. | Balanced | Well-balanced and usable. | Balanced | Well-balanced and usable. |
| Lightweight | Quick handling and reload, smaller magazine, and we | Light weight | Quick handling and reload, smaller magazine, and weak range. | Light weight | Quick handling and reload, smaller magazine, and we | Light weight | Quick firing finesse, quick reload, short range. |

| | | | | | | | |
|---------|--|--------------|--|--------------|------------------------------------|----------|------------------------------------|
| | ak range. | | | | ak range. | | |
| Stable | Accurate, solid magazine, lower range. | Stable | Accurate, solid magazine, lower range. | Precise | Steady, accurate, improved range. | Precise | Steady, accurate, improved range. |
| Precise | Slow firing, accurate, improved range. | Precise | Accurate, improved range, puts rounds on target. | Rapid | Rapid firing, short range. | Powerful | Slow firing, long range, big kick. |
| Rapid | Spray bullets, poor range, harsh recoil. | Rapid | Fast firing, deep magazine, poor range. | Marksmanship | Slow firing, long range, big kick. | — | — |
| — | — | Marksmanship | Long range, | — | — | — | — |

man

accurate.

Special Weapon Archetypes

Compare
rows: Select

Special Weapon Archetypes

Compare
rows: Select

| Fusion Rifle Archetypes | Description | Shotgun Archetypes | Description | Sniper Rifle Archetypes | Description |
|-------------------------|-------------------|--------------------|-------------------|-------------------------|-------------------|
| Balanced | Well-balanced and | Balanced | Well-balanced and | Balanced | Well-balanced and |

| | | | | | |
|-------------|---|-------------|---|--------------|---|
| | usa ble. | | usa ble. | | usa ble. |
| Lightweight | Quick charge, short range, quick handling and reload. . | Lightweight | Quick firing, short range, quick handling and reload. . | Lightweight | Quick firing finesse, quick handling and reload. . |
| Precise | Stable, easy to keep on target, slow charge. . | Precise | Slow firing, accurate, improved range. ge. | Precise | Steady, improved range, reduced recoil. |
| Rapid | Excellent charge, short range, ge, | Powerful | Very slow firing, long range, ge, | Marksmanship | Slow firing, long range, big |

| | | | | | |
|----------|--|---|-------------|---|------|
| | de ep ma gaz ine. | | big kick | | kick |
| Powerful | Slo w cha rge , lon g ran ge, big kick | — | — | — | — |
| — | — | — | — | — | — |

Heavy Weapon Archetypes

Compare
rows: Select

| Machinegun Archetypes | Description | Rocket Launcher Archetypes | Description |
|-----------------------|---|----------------------------|---|
| Balanced | Well-balanced and usable. | Balanced | Well-balanced and usable. |
| Stable | Accurate, lower range, reduced handling and reload. | Precise | Fast, accurate rockets with low blast radius. |
| Precise | Long range, accurate, improved reload. | Rapid | Quick firing, small blasts, larger magazine. |

| | | | |
|----------|--|----------|---------------------------------|
| Rapid | Spray bullets, close range, harsh recoil. | Powerful | Powerful rockets, harsh recoil. |
| Powerful | Ponderously slow, devastating bullets, long range. | Heavy | Powerful but slow rockets. |
| — | — | — | — |

Armory Weapon Stats

Weapon stats define how a weapon behaves. All weapons of the same name have the same base stats. Note that because two weapons of the same name can have different mods, they can still end up with different final stat values!



Also, there are a few weapon stats that are “hidden” (that is, not visible on the in-game stat display). Optics, Handling, Recoil, and maximum Inventory ammo stats aren’t shown on your weapon. Note that a higher maximum inventory ammo also boosts the amount of ammo you spawn with when you begin an activity

| Compare rows: Select <input type="text"/> | |
|---|---|
| Visible Weapon Stats | |
| Stat | Effect |
| Rate of Fire | How quickly the weapon fires |
| Impact | Damage dealt per shot |
| Range | Distance at which you can deal 100% of your Impact damage |
| Stability | Dampens recoil |

| | |
|--|---|
| Reload | How quickly you reload |
| Magazine | The size of your magazine |
| Charge Time | Time to charge a fusion rifle |
| Blast Radius | The size of the blast zone from a rocket |
| Velocity | How fast a rocket travels |
| <p>Compare rows: Select <input type="text"/></p> | |
| Non-visible Weapon Stats | |
| Stat | Effect |
| Optics | Zoom factor, multiplies Range stat |
| Handling | How quickly you ADS, raise, and lower your gun |
| Recoil | Affects direction of gun kick |
| Inventory | Boosts ammo reserve, affects initial spawn ammo and max possible capacity |

Rate of Fire

How quickly your weapon fires repeated shots.

Rate of fire applies to full-auto firing mode for auto rifles; for semi-auto weapons, it applies to how quickly you can pull the trigger. High rate of fire weapons can have issues with recoil control. Either seek out weapons with high Stability stats, or use them at shorter distances.

Impact

Base damage dealt per shot.

Remember that in PvE and PvP where Level Advantages are enabled, your Attack and your Level stats modify this amount.

Against higher-level targets, you deal lower damage, and vice versa against lower-level targets. There are very few mods that directly affect the Impact stat. Most have conditional triggers you must fulfill before you can get the damage boost.

As a general rule while leveling, if you have two weapons (of the same class) with Attack values that are similar, the weapon with more Impact will still hit harder on enemies around your level. Once you are looking at weapons a few levels higher that have considerably higher Attack values, even a hard-hitting, slow-firing weapon starts dealing less damage than a weaker but faster-firing weapon.

Also, don't go trying to compare Impact values directly across weapon classes. They are very much apples and oranges (for example, sniper rifles hit harder than auto rifles).

Range

The distance at which the weapon remains effective.

Range determines the distance that your shots hit for 100% damage before they begin falling off to 50% damage. Range also affects the minimum and maximum size of your "bloom" circle when hipfiring (and a small fraction of that circle is used for ADS accuracy, as well).

Range is a very important stat for long-range combat, for obvious reasons. What is not obvious is that sights provide a range multiplier, and so the exact same weapon with or without a long-range sight can perform far, far differently when shooting distant targets. Beyond the maximum range of your weapon, damage falls off steadily until you reach 50% of your normal damage amount. For weapons with poor Range stats, this can make them very inefficient for fighting distant targets. Choose a weapon (and a sight) that suits the mission or PvP map you are entering!

Range also plays a role in accuracy when you are firing your weapon, so weapons with a good Range stat tend to be easier to handle when you're firing at distant enemies.

Fusion rifles do not suffer damage falloff, so sights are not as vital for improving long-range damage. However, range affects fusion rifle projectile speed. The blasts travel more quickly when you have a mod like Hammer Forged equipped, making it easier to hit a target at medium range with more of the shot. "Range" is also essentially the same stat for Rocket Launcher's projectile speed.

Important! Sights Multiply Range while ADS

Don't miss this tip: when you equip your weapon with a sight and go into ADS, the zoom factor provides a direct multiplier to the base range of the weapon. Equipping a 2x zoom sight doubles the distance from which you can deal maximum damage. Unsurprisingly, sniper rifles tend to have the highest zoom factor sights. Combined with a high base damage to begin with, this gives them the best-long range performance of any weapon.

For primary weapons, switching between iron sights or a scope can completely change the character of a weapon. You can switch to irons for close-quarters combat, and use a more powerful scope for long-range outdoor combat. Of course, more intense magnification also tends to harm your ability to fight effectively at close range, and you often pay a cost in Stability or Handling characteristics for more sophisticated sights, or sometimes even Range...

Stability

How hard your weapon kicks when you fire it.

Stability represents how much your weapon jerks in your hand when you are ADS. It also affects view kick when you hipfire a weapon (though Range has control over how large your bloom circle is).

High-stability weapons are generally much easier to handle, and other than Impact, this stat has the greatest effect on your outgoing damage. Landing more precision hits and missing fewer shots both improve your damage output.

Prize primary weapons with high Stability stats and mods that grant bonus Stability, as these make for lethal mid- to long-range tools. Special and heavy weapons don't always need amazing Stability scores. Depending on the weapon in question, you may find that handling the recoil doesn't trouble you.

Reload

How quickly your weapon can be reloaded.

Reload is a simple but important stat. Weapons in Destiny do not reload more slowly whether your magazine is empty or not.

In PvE, Reload can improve your sustained damage output, giving you more time firing and less reloading, and occasionally saving you from a rushing enemy. In PvP, it can save your life if an opponent rounds the corner just as you finished a battle.

There are also quite a few player abilities and weapon mods that interact with Reload, either speeding it up or giving you bonuses for reloading.

Reload Cancelling

Here's a useful trick for speeding reloads: you do not have to wait for the full reload animation to complete before the ammo is actually in the magazine. The instant you see the ammo counter increase, your gun is considered reloaded, even if you cancel the remaining animation time.

For almost all weapons, the time that the ammo actually reloads coincides almost perfectly with the sound effect and the animation of the magazine being inserted into the weapon.

You can cancel the remaining animation by sprinting, switching weapons twice quickly, meleeing, or throwing a grenade. The most practical application of this technique is sprinting. By reloading and then sprinting out of the full animation, you save time that you would otherwise spend walking. This sounds really minor, and it is most of the time—except in PvP, where fractions of a second count.

If you reload-cancel all of your reloads, even by simply "sprinting" one step, you can functionally speed the reload time of all of your weapons. With practice, this technique becomes completely second nature. You won't even think about it consciously, as you'll be performing it automatically after every reload.

Don't try this if you're still actively engaged in combat (whether in PvE or PvP). However, in any other situation, it shaves a bit of time off every reload.

Magazine

The amount of ammunition your weapon can hold.

This is a simple but important stat. Not every weapon of the same archetype has the same amount of ammo, and mods can boost this number even higher. Sniper rifles and rocket launchers have less variance in their magazine sizes; both weapons have much smaller magazines compared to other weapon types.



Charge Time

How quickly the weapon fully charges its lethal burst of energy.

This stat is exclusive to fusion rifles. A quick charge time makes for an easy to use close-range fusion rifle. But in PvP, don't expect to beat a shotgun at point-blank range, even with a very short charge.

In PvE, the charge time can influence how you utilize cover, with longer charge times allowing you to stay behind hard cover while you prime the charge, stepping out for just a moment to unleash a powerful blast.

One critically important point: changing the Charge Time stat affects damage. If you have a slow charge time, you're going to hit harder, but if you have a fast charge time, your shots are weaker. You must decide if you want all your damage dealt in one big, slower burst, or distributed across several weaker but faster blasts.

Blast Radius

Both the size and the potential damage of a blast.

This stat is exclusive to rocket launchers. Blast damage falls off from the center of the explosion. A large blast both increases the number of targets you can hit and improves the damage dealt to opponents not directly at the center of the blast.

Velocity

The speed at which rockets travel once fired.

This stat is also exclusive to rocket launchers. High-velocity rockets are much more effective at hitting nimble targets at medium range, while slower ones can be unreliable when aimed at distant targets.

Keep in mind that fusion rifles do have a “hidden” Velocity value, as well: their Range stat affects the speed of the fusion blasts. Fusion beams travel much faster than rockets, but they are slow enough that hitting distant targets can be difficult.

Handling

A combination of the time it takes to enter ADS fully, and to stow or draw a weapon.

These three traits are referred to as ADS, Away, and Ready. Some mods can specifically modify one of the Handling “children” independently of the whole Handling parent stat. A weapon with good handling characteristics feels light and snappy. You ADS quickly, bring your weapon up from sprinting faster, and can switch to and from it quickly.

In PvE, good handling simply makes a weapon feel good, and comfort matters when you’re fighting hundreds (or thousands...) of enemies. Handling has a very slight and subtle but important role in PvP combat. Fractions of a second can kill in a tight contest, so Handling stats can influence the outcome of a firefight, though this generally has less of a noticeable impact on your performance than the Stability or Range stats.

One note: combining weapons of different classes with high Handling characteristics can make for fast weapon swaps in PvP, and this can enable some nasty weapon-switching combos to secure kills. Experiment with weapon pairs that have good handling or Ready/Away mods on them to test out quick swaps.

Optics

The weapon’s zoom factor while in ADS.

Each base weapon class has a different default zoom level while you are using iron sights, and attaching a scope can completely change the maximum zoom of a weapon. Optics interacts with the Range stat to determine long-range damage and aid in long-range accuracy.

Optic Bonuses

Optic bonuses from sights simply add directly to the base zoom factor of a given weapon.

A 0.8x long-range sight on an auto rifle would give you 2.3x zoom, while a more mild red dot might only give you 0.2x, for a total of 1.7x zoom.

Unsurprisingly, sniper rifles have high base zoom, and their scopes give strong Optics scores, as high as 5x for a total zoom factor of 9x!

See the sights tables for the full list of effects that various sights have—sights can also impact Handling, Range, Reload, and Stability.



Compare rows: Select

Default Weapon Zoom Levels

| Primary | Special | Heavy |
|-------------------|--------------------|---------------------|
| Auto Rifle: 1.5x | Fusion Rifle: 1.5x | Machinegun: 1.5x |
| Hand Cannon: 1.7x | Shotgun: 1.2x | Rocket Launcher: 2x |
| Pulse Rifle: 1.7x | Sniper Rifle: 4x | — |
| Scout Rifle: 2x | — | — |

Recoil

The direction and degree to which a weapon kicks when fired.

Very harsh recoil can bounce constantly left and right of center, while more precise weapons can almost stitch a straight line up center mass. This isn't a stat that you modify directly as much as one that you interact with. The Stability value of your weapon, combined with its rate of fire and your own skill at managing recoil, determine how accurate you are with a given weapon.

What is important to know about the Recoil stat, however, is that direction and intensity are specific to each weapon in the game, and all fall within the Recoil values for each archetype.

Recoil is a very personal preference—how much or little recoil you can tolerate, and which direction you prefer your weapon to kick in. As you accumulate your own personal arsenal of Legendary weaponry, use your knowledge of how a weapon of a specific name kicks to decide if you should spend valuable currency on vendor weapons of the same name, or if you need Stability mods to dampen the base recoil.

You can also use the recoil charts in this section to get a rough idea of how harsh the recoil can potentially be, though there's no substitute for holding and firing the weapon yourself.

Inventory Max Ammo

The amount of ammo you can carry around in reserve.

Inventory is very useful for extended missions on high difficulty—remember, ammo restore consumables have a five-minute cooldown!

Armory Weapon Tables

Weapon Archetypes

The archetype name tables let you tie any Rare or Legendary weapon by its name to its root archetype. This allows you to make use of the archetype stat charts, as well as the mod stat charts.

Remember, while two weapons may share the same archetype, they can and will have different stats within the ranges of that archetype. Likewise, two weapons of the exact same name have the same stats, but they can have different mods.



Important! Weapon Archetypes

These lists outline the current weapons in Destiny, and you will find more not listed here. When you find a weapon not on the list, it is still possible to determine its core archetype if you examine its stats carefully. Use the archetype stat charts, and compare the stats of a new weapon you find to an existing weapon that you know the archetype of. Simply comparing the Rate of Fire stat alone can typically narrow the range of possibilities to two different archetypes, and examining the stats that cannot overlap will usually get you to the final archetype. Once you have a good idea of the archetype, you can then use the mod stat charts to compare the maximum potential stat ranges based on the mods present on your new toy.

Primary Archetypes (alphabetical)

| Auto Rifles | |
|---|-------------|
| Compare rows: Select <input type="text"/> | |
| Name | Archetype |
| Bronzed Miyamoto-D | Rapid |
| Cassiopeia | Rapid |
| Deep Fix T76 | Lightweight |

| | |
|----------------------|-------------|
| Doctor Nope | Rapid |
| Eclipse V/MX2 | Rapid |
| Forcing Function | Rapid |
| Galahad-E | Balanced |
| Grim Citizen III | Precise |
| Her Right Hand | Balanced |
| Hex Caster ARC | Rapid |
| Painted SUROS CGB-47 | Precise |
| Problem 78F | Lightweight |
| Sahara-AR5 | Rapid |
| Shadow Price | Precise |
| Shingen-E | Stable |
| Silvered Hushwind-D | Stable |
| SUROS ADM-50 | Precise |
| Surrender A | Precise |
| Unwilling Soul-09 | Rapid |
| Vanquisher VIII | Precise |

Hand Cannons

Compare rows: Select

| Name | Archetype |
|--------------------------|-------------|
| A Little Voice | Powerful |
| Equuleus | Powerful |
| Hard Luck Mk. 52 | Balanced |
| Hoss Mk.51 | Precise |
| LOCK_ARETE | Lightweight |
| Lord High Fixer | Precise |
| Merciless | Balanced |
| Mos Ganon V | Lightweight |
| NIFTY_BISCUIT | Balanced |
| Painted Big Chief Mk. 45 | Powerful |
| Red Hand IX | Balanced |
| Regulator Mk. 56 | Powerful |
| Renegade Mk.55 | Balanced |
| Silvered Maverick Mk. 41 | Balanced |
| Sir Isaac | Precise |

| | |
|--------------------|----------|
| The Chance | Balanced |
| The Devil You Know | Balanced |
| Venation III | Balanced |

Pulse Rifles

Compare rows: Select

| Name | Archetype |
|--------------------|-------------|
| Bad Seed Down | Balanced |
| Baryon MSc | Precise |
| Black SUROS SWB-42 | Rapid |
| Catena MSc | Rapid |
| Cold Current | Lightweight |
| Corona MSc | Stable |
| Crackerjack.beta | Precise |
| Dead Air 09F3 | Stable |
| Echo 33 | Stable |
| Fair and Square | Marksman |
| Hydrus | Lightweight |

| | |
|------------------------|-------------|
| Lump Distribution | Lightweight |
| Painted SUROS BZL-45 | Precise |
| Payment VI | Balanced |
| Primed Starfall MSc | Balanced |
| Silvered Continuum MSc | Balanced |
| Strange Suspect | Balanced |
| Super Pox VLO | Marksman |
| SUROS JPS-55 | Rapid |
| The Conduit | Lightweight |

Scout Rifles

Compare rows: Select

| Name | Archetype |
|----------------------|-------------|
| A.1F19X-Ryl | Marksman |
| Acheron SR5 | Precise |
| Bronzed Yamaduta SR4 | Precise |
| Caelum | Precise |
| Crusader I | Precise |
| Crypt Dweller SR1 | Lightweight |

| | |
|----------------------|-------------|
| Cryptic Dragon | Balanced |
| Foresight 3 | Precise |
| Gladius 77 | Balanced |
| Naraka SR5 | Balanced |
| Primed Yamaduta S4 | Balanced |
| Proxima Centauri II | Marksman |
| Pulwar V/Ace | Lightweight |
| Rainmaster V4 | Balanced |
| Thanatos SR5 | Precise |
| The Aries Nemesis X4 | Marksman |
| The Calling | Precise |
| Vesta Noblese | Precise |
| Wyestar X9 | Precise |
| Xibalba SR5 | Rapid |

Special Archetypes (alphabetical)

| Fusion Rifles | |
|---|-----------|
| Compare rows: Select <input type="text"/> | |
| Name | Archetype |
| 77 Wizard | Powerful |

| | |
|---------------------|-------------|
| Andromeda | Powerful |
| Angelic Acid | Lightweight |
| Dämmerung FR5 | Lightweight |
| Final Rest II | Balanced |
| Futile Gesture | Precise |
| Helios FR5 | Rapid |
| LIGHT/Beware | Balanced |
| Nox Cantor V | Balanced |
| Nox Fury V | Powerful |
| Painted Helios FR4 | Rapid |
| Primed Nox Revus IV | Powerful |
| Prism Schism | Lightweight |
| Purifier VII | Precise |
| Silvered Eos FR4 | Rapid |
| Solas FR5 | Rapid |
| Spindevil 3AA | Powerful |
| Techeun Force | Balanced |

The Calming

Rapid

Shotguns

Compare rows: Select

| Name | Archetype |
|-------------------|-------------|
| Agnes III | Powerful |
| Black Chasma Esc | Lightweight |
| Chasma Esc | Lightweight |
| Double Nickel | Balanced |
| Her Eyes | Precise |
| Hide and Seek-42 | Balanced |
| Impulse Esc | Balanced |
| Invisible Hand M7 | Lightweight |
| Judgment VI | Precise |
| LOCKJAW | Precise |
| Sagitta | Lightweight |
| Sidewinder Mk.53 | Precise |
| SUROS MKB-51 | Balanced |
| The Comedian | Balanced |

| | |
|------------------|-------------|
| The Crash | Balanced |
| Two for the Road | Powerful |
| Vector Esc | Lightweight |

Sniper Rifles

Compare rows: Select

| Name | Archetype |
|----------------------|-----------|
| Allowance V/C4 | Precise |
| Amina-E7 | Precise |
| Andacht 81 | Precise |
| Avenue A | Balanced |
| Broken Truth-LR1 | Balanced |
| Caracas-LR5 | Precise |
| Doom Echo XI | Precise |
| Epitaph 2261 | Balanced |
| FINAL BOSS | Precise |
| Hieracon-LR5 | Precise |
| Painted Sammuramat-C | Precise |

| | |
|----------------------|-------------|
| Pompeii-LR5 | Lightweight |
| Prudence II | Lightweight |
| Saigon-LR5 | Lightweight |
| Scipio-E | Marksman |
| Silvered Boudicca-D | Marksman |
| Silvered Caracas-LR4 | Precise |
| The Chosen | Precise |
| The Majestic | Balanced |
| Tomyris-E2 | Marksman |
| Vulpecula | Precise |

Heavy Archetypes (alphabetical)

Machineguns

Compare rows: Select

| Name | Archetype |
|-------------------|-----------|
| BFF 2.0 | Powerful |
| Deviant Gravity-A | Stable |
| Formerly Penitent | Rapid |
| Genghis-E | Rapid |
| Genghis-E1 | Rapid |

| | |
|--|-----------|
| Hannibal-E | Balanced |
| Horologium | Precise |
| Painted Artemisia-D | Precise |
| Prestige IV | Rapid |
| Red River Mk. 40 | Precise |
| Spirit of Alliance | Precise |
| SudaZomba-3 | Powerful |
| Tamerlane-E1 | Precise |
| The Culling | Rapid |
| THE SWARM | Stable |
| Wolves' Bane | Powerful |
| Xerxes-E | Powerful |
| Xerxes-E1 | Powerful |
| Zombie Apocalypse WF47 | Precise |
| <h2>Rocket Launchers</h2> <p>Compare rows: Select <input type="text"/></p> | |
| Name | Archetype |

Rocket Launchers

Compare rows: Select

| Name | Archetype |
|----------------------|-----------|
| Admonisher III | Heavy |
| Affentheater C/L-A | Precise |
| Bishop RS/5 | Precise |
| Chamberlain SA/5 | Balanced |
| Despot SA/5 | Rapid |
| Disruptor 5000 | Balanced |
| Duchess RS/5 | Precise |
| Exodus Plan RS/1 | Precise |
| Happy Boomer | Rapid |
| Herald SA/5 | Powerful |
| Lacerta | Powerful |
| Overlord SA/5 | Balanced |
| Painted Camelot SA/4 | Heavy |
| Primed Khan RS/4 | Heavy |
| Steel Oracle Z-11 | Heavy |

| | |
|------------------|----------|
| Sultan SA/5 | Powerful |
| The Cure | Precise |
| The Dreamwaker | Powerful |
| Unfriendly Giant | Balanced |
| Whisper C/L-A | Heavy |

Field Manual - **Builds**

While we were on-site with Bungie, we took the time to ask around the studio for some of their favorite builds. They answered!

Favorite PvE Builds

Cameron Pinard—Bladedancer

“Minimize Blink Strike cooldown with Fast Twitch, and maximize Strength on your armor. With Hungering Blade, stab things for a refreshing restoration of health, or use your super with wild abandon as you cut through your enemies with ease, recharging with each kill.”

Daniel Hanson—Voidwalker



“The Axion Bolt has always been my favorite grenade for the Voidwalker subclass in Story missions and Strikes.

“While the other Voidwalker grenades have the potential to hit more targets, Axion Bolt seekers will consistently do more damage to two targets, making them very reliable at dispatching troublesome enemies.

“Remember to pick up the Vortex Mastery perk to increase the range of your seekers. And, if you manage to earn the Exotic Voidfang Vestments chest armor, you can make Axion Bolt spawn a third seeker!”

Ian Cox, Jon Weisnewski—Sunsinger



Ian Cox has a lot to say, clearly he loves his Warlock.

“Radiance’s ability to spam grenades means that Sunsingers are more reliant on having a good grenade than other builds. With that in mind, the Solar grenade is not a great general purpose grenade, so the build doesn’t really start to sing (if you will) until you get Firebolt grenades. With Radiance active, Firebolt grenades provide a ridiculous amount of wave-clearing potential and can routinely provide as many orbs as there are enemies to kill. Sunsinger has a reputation as a support build, but frankly, what it does best to help teammates is kill everyone in the room and give them a ton of free super energy from orbs.

“The Solar grenade can be useful in encounters when enemies come through predictable chokepoints but really shines in encounters with bosses that have multiple points that can be damaged simultaneously, as many get caught in the AOE. It’s great against Devil Walkers!

“The sticky Fusion grenade does a ton of damage and can be very useful against single-target bosses like Sepiks or Phogoth. Depending on the specific encounter, team composition, and Strike difficulty, it can be more useful to have Fusion grenades for burning down bosses or Firebolt grenades to wipe out adds.

“Oh, and be careful about attaching Fusion grenades to Thralls or teleporting enemies. They will happily detonate your own grenade right next to you...

“Other than proper grenade usage, the big talent choice is whether you take Viking Funeral and Touch of Flame to make your Firebolt grenades hit tough enemies much harder, or if you take Radiant Will and Gift of the Sun to make Radiance even better.

“Stack Discipline to the max to get access to your powerful grenades more often, and to maximize grenade spam during Radiance. Then, stack Intellect to get those supers more often. Generally avoid Strength, even if you take a DoT-focused build; the easiest source of DoT triggers comes from your grenades via Touch of Flame.

“Angel of Light is a fantastic mobility talent, the third really great talent in a column full of great talents. Everyone should play around with it a bit.

“Finally, the ‘more super energy from grenade kills’ mod that can sometimes be found on helmets is really great for this build, as you can frequently come out of Radiance with two grenades, poised to begin refilling your super meter immediately.”

Something about the Sunsinger seems to generate passionate and lengthy responses. Perhaps it’s all that Solar energy in their brains... Here are Jon’s thoughts

“Sunsingers are an extremely flexible class. They can be deadly offensive and a huge support class as well. They don’t have a showy signature super nuke like most of the other classes, but they compensate for it with a wide array of class abilities that make them very adaptable.

“The sheer amount of fire you can throw with Radiance is awesome, but the real cherry on top is the Fireborn upgrade, which allows you to self-revive with Radiance active. In PvE, this ability can be crucial in turning around some of the tougher fights and rescuing your Fireteam from a wipe, or just not endangering your friends when you die in a risky area.

“In PvP, there are few things as satisfying to me as the surprise self-rez after an unfortunate death. When I get killed close-range by a shotgun camp or a ninja flank, and you know that person is smirking on the other end, wait for the enemy to turn their attention away, and then, like a demonic undead inferno, come back to life and end their world.

“Crafty players can also maximize their ability to turn the world to ash with the combination of Viking Funeral and Touch of Flame. These passives mean that any Solar-based attack will set enemies on fire for an extended duration.

“All this greatness aside, my absolute favorite ability is Angel of Light, which allows a player to briefly hover in air when they go into ADS mid-jump. This affords you brief moments of unexpected sniping superiority, and can also seriously throw off aggressors in PvP. Fusion rifles, rocket launchers, grenades, melee: they’re all counting on you returning to the ground after you jump, and when you don’t, it provides the moment of confusion you need to turn a flanking attack into a defensive pie in the face.”

Ben Wommack and Anastasia Tex Mercer, James Haywood—Gunslinger

“Three words: Infinite. Throwing. Knives.

“Provided you’re good enough, of course... With the Knife Juggler talent, whenever you make a precision kill with a throwing knife, the cooldown is instantly reset. You can headshot dregs all day with just throwing knives.

“No self-respecting Hunter will ever admit that they aren’t up to the task, so if you want a little insurance for your throwing knife spree, pick up the talent Gambler’s Dagger. This gives you a second knife to store at all times, which of course you’ll never have to use because Hunters never miss.”

Anastasia has similar opinions:

“Throwing knife + Knife Juggler = pure happiness. If you’re a pro with precision kills, you’ll never run out of knives. Not to mention the ultimately satisfying feeling from strategically throwing a knife across the map that lands dead center on top of your enemy’s skull.

“When playing on higher difficulties, the Golden Gun is an awesome ally against higher-level enemies with more health, stronger shields, and increased aggression.”

And James Haywood, with a name seemingly meant to be a gunslinger...

“Golden Gun never lets me down. If you want to feel like the new sheriff in town, blowing through to make the galaxy safe for law abiding citizens, this is the class to choose. Of course, picking a sweet handgun as your primary is a must. Just crank up the magazine and reload time every way you can.

“Nothing beats the adrenaline rush of being stampeded by a horde of enemies, taking down the first one with a single knife throw, and then one-shotting the rest in quick succession.”

Favorite PvP Builds

Thomas Wiley—Sunsinger



“The one focus that truly makes me feel like a space wizard.

“With the Touch of Flame perk combined with Viking Funeral, I am able to cover the battlefield with fire.

“Combine this with the cooldown reduction and the damage resistance of Radiance, and the Touch of Flame Warlock causes enemies to flee.”

Daniel Auchenpaugh, Eric Carter, and John Favaro—Voidwalker



“Vortex grenade is great area denial; grab it for PvP!

“The Focused Burst talent for Glide gets you across the map faster, while the Vortex augment for Nova Bomb ensures the room stays clear after you space-magic everyone in it.

“The Soul Rip talent for Energy Drain gets you more Nova Bombs, and who doesn’t like that? Grab Arcane Force and Divine Order for toughness, and Vortex Mastery to extend your fields. Wrap that up with Embrace the Void, and you’ll be the unstoppable space wizard you’ve always dreamed of.

“When gearing this build, focus on Discipline first, then Intellect. That extra grenade cooldown rate really helps you control routes.”

Eric shares Daniel’s opinion of the Voidwalker, though expressed slightly differently...

“Glide! Wait for it... wait for it... wait for it... Nova Bomb the control point! Double down! Triple down! Berserker! Slayer! Merciless! Space magic! Neutralizing control point...”

John chimes in with some final thoughts on Nova Bomb augmented with the Vortex talent:

“The ability to land a Nova Bomb that goes through the Titans’ Ward of Dawn is great. Keeping those pesky Titans exposed makes it much easier to kill them.

“It is also great as a capture point denial weapon. Dropping one on a point means the other team has to choose to either stay out of it, allowing your team to counter-attack, or sacrifice themselves to capture the point.”

Peter Hood, Victor Anderson—Defender

Peter has a dissenting opinion on the Voidwalker...

“The Ward of Dawn bubble is an excellent team support super. It can save lives and provide great cover when you need it.

“Blessing of Light gives a shield on entry and exit, so popping in and out of the Ward keeps your shields high.

“It’s great for zone control when defending a point or offense while trying to gain ground, and it also keeps those pesky Warlocks in their place at the bottom of the scoreboard.”

While Victor shares the love of the Defender:

“Rather than using Defender as area denial and map control, I prefer using it offensively. Grabbing the Weapons of Light talent with the Illuminated talent to increase your weapons’ damage and combining that with a Hand Cannon or Sniper rifle allows incredibly fast kill times.

“I do not suggest a shotgun or fusion rifle for Weapons of Light. That would be better suited to one of the more defensive talent choices. It’s important to remember that the Ward of Dawn with Weapons of Light is not meant to be used as a camping tool. The important part is using the damage boost to blitz a position, or put it in a central location to maximize the kills you get from it for the duration. Remember that Weapons of Light cannot save you from something like the burning effect from solar warlocks or Thorn’s effect—don’t waste it!

“I suggest the Magnetic grenade, as you can use it to trade with supers. It will often detonate after the damage reduction activation period ends. It also covers your lack of a panic button. However, remember that you cannot kill someone with Radiance, Arc Blade, or some of the other defensive Ward of Dawn talents in this fashion.

“Using the Magnetic grenade intelligently and stacking discipline to support it can land you many kills on opponents that are otherwise in advantageous positions, such as when multiple foes are standing on a point; a Magnetic grenade can easily attach to someone for an instant kill.”



Alex Velicky, Ian Flower—Striker

“The Striker focus has two of the coolest abilities in the entire game. Fist of Havok with the Death From Above perk, and Shoulder Charge. There is nothing more satisfying in PvP than leaping up high above your enemies only to superhero-slam into the ground, unleashing a deadly blast of Arc energy, killing everyone in the area. It’s dramatic, it’s flashy, and most important, it’s terrifying to the victim and impossible to escape.

“This goes great with another fantastic ability, the Shoulder Charge. Albeit a hard skill to learn, requiring finesse to properly time after the buildup, it’s incredibly satisfying to jump just before using it. This makes you use your knee instead of your shoulder. You heard me right—you leap up and slam your knee into your target’s skull with the force of a thousand bears, instantly killing all but the heartiest opponents. All of this can be augmented with the Flashbang grenade. Throw one into a room, and the enemy is blinded, confused, and afraid when you show up to unleash your deadly attack.

“In addition to the abilities, nothing matches the awesomeness of the armors that the Titans can access. Without a doubt, I will be using DFA/Shoulder Striker Titan at launch, as its utter destructiveness and flashy execution is equaled by no other.”

Ian Flower shares the love of mighty smash:

“When playing solo in PvE, the Striker Titan has all the abilities I need to stay alive when I’m being dumb. The Regenerate Health on melee kill has saved my life so many times, and Fist of Havok is the best “Oh #%%#@” button ever. It has its drawbacks: the extra melee damage skull is particularly dangerous, but I still feel like the Striker Titan has the best mix of “Oh @\$@#” recovery and splash damage.

“Also, aesthetically I love the belt sashes. So many of them are just so pretty. And the armor sets are great. Fist of Havok-ing into the ground is great. And kneeling people in the face with Shoulder Charge. I just love it.”

Anastasia Tex Mercer—Bladedancer

“While some people like going out guns blazing, I prefer the sneaky approach. Creeping around, out of sight with Vanish, and striking down your foes is ever so satisfying.

“Come on, who doesn’t love being a ninja?”

Favorite Strike and Raid Builds



Brendan Thorne— Cloak-Focused Bladedancer

“The ability to disappear and make an enemy combatant kill your buddy instead of you should not be underestimated.

“But in all seriousness, this build has great survivability to get you out of a tight spot. Remember, dead Hunters do no DPS.”

John Shaffstall—Sunsinger

“The respawn penalty makes Strikes and Raids very difficult. Resurrecting yourself can mean the difference between a successful encounter and a wipe.

“The Fireborn upgrade is one of the final unlocks in the Sunsinger specialization, so you’ll have to earn the right to undo your death.”

Mike Lee—Defender

Mike Lee shares a build you can try should you manage to locate a very special and rare Exotic helmet...

“Built around the Helm of Saint-14 exotic helmet’s unique ability, Starless Night. It blinds enemies who walk through the Ward of Dawn, hard countering melee rush waves. Stick to the Flashbang grenade to react to dangerous situations.

“Pair with a high orb-count-generating Sunsinger Warlock and feast upon AI waves of all types. You can accrue meter toward your next Ward of Dawn while the first one is still active. Rely on a high-capacity Exotic primary, along with War Machine’s increased reload speed to keep your heavy weapon slot firing for DPS.”

Field Manual - **Combat**



Combat in Destiny is as simple as point and shoot...mostly. It is that simple on the surface, but once you look a little deeper, complexities begin to unfold. At the beginning of the game and at low levels, your options are severely limited. You have an incomplete set of weapons, your weapons and armor lack stats and mods, and your Class specializations are not yet fully unlocked. As you progress, more options for customizing your performance on the battlefield open up. As this occurs, the complexity increases, as does your ability to form powerful combinations in your Fireteam.

Weaponry

Primary Weapons

Auto Rifles, Pulse Rifles, Scout Rifles, Hand Cannons

As reliable tools of war, primary weapons deal good, consistent damage and have plentiful ammo, both in terms of the amount you can carry and how easily you can find it on the battlefield.

Auto Rifles

Fully automatic



Auto rifles are most powerful up close, where you can maintain nearly perfect accuracy through an entire magazine. Good Stability and a good sight can extend this performance out to a medium distance, but auto rifles generally lack the ability to deal their full potential damage to long-range targets. Also, nailing consistent precision shots is very difficult, even at a close-medium distance.

Pulse Rifles

Three-round bursts, semi-automatic



Pulse rifles work well out to a medium distance. Compared to a perfectly accurate auto rifle, they don't deal quite as much damage up close. At long range and compared to a scout rifle, missing shots in your bursts causes your damage to fall off. Between close-medium to medium-long distances, they perform well. With sufficient Stability and a good optic, you can often land a decent percentage of precision hits.

Scout Rifles

Semi-automatic



Scout rifles are long-range specialists. They are pinpoint accurate, deal good damage per round, and are ideal for scoring consecutive precision shots. If you can consistently land precision shots, scout rifles can perform quite well at a medium distance.

Hand Cannons

Semi-automatic



Hand cannons perform slightly better in terms of potential damage output than either pulse or scout rifles, but they demand excellent accuracy. Hand cannons have small magazines, and missing any shots causes them to fall behind the other weapons in damage output. In general, they work best out to a close-medium distance. Hand cannons deal the highest damage per shot of any primary, so if you can manage to chain precision hits with no delay and no misses, they can inflict heavy damage.

Primary Weapon Notes

Semi-automatic



All primary weapons benefit from good Stability scores. However, this is most critical for auto and pulse rifles, weapons with high rates of fire. To achieve their maximum damage potential, these weapons require a majority of rounds fired in rapid succession to be on target.

Scout rifles and hand cannons can get away with slightly lower Stability simply because they are semi-automatic weapons. You can use the time between shots to ensure that you are on target for the next round.

Keep in mind that that delaying your shots due to poor Stability will result in a decrease in your potential DPS. This is generally only a serious concern in PvP, where fractions of a second count. In PvE, unless you're constantly slowing your damage output, it's usually not as big of an issue. Hand cannons in particular benefit from a good Reload stat, and having bonus magazine capacity doesn't hurt, either.

Special Weapons

Fusion Rifles, Shotguns, Sniper Rifles

Special weapons are your backup weapons, your close- and long-range specialists, and your most reliable source of elemental damage.

Fusion Rifles



Fusion rifles are strong out to a close-medium range, and the high Stability, high Range, low Recoil models can be used out to a medium distance. You must charge fusion rifles to fire by holding the trigger. The amount of time you must hold the charge varies based on the rifle's Charge Time stat. Once you fully charge a fusion rifle, it instantly shoots. You cannot hold the charge, so make sure you're on target when the rifle fires!

It is possible to "pre-charge" your fusion rifle by feathering the trigger, tapping and holding it until just before it fires, releasing, and repeating. Doing so can cut the effective Charge Time in PvE or PvP, but recognize that you do make noise when doing this in PvP!

Fusion rifles fire a volley of seven high-damage fusion energy blasts. Unlike all other weapons in the game, fusion rifles do not have damage falloff. That is, a fusion blast inflicts exactly the same damage at any range—other weapons begin to fall off to 50% of their maximum damage at long range. If you can stay on target, you can deal a very high burst of damage to a foe even out to medium range... but the staying on target part is the tricky bit. They kick up with each blast fired, and because all seven are fired instantly and consecutively, the recoil can be significant. Practice firing the fusion rifle while ADS, and learn to wrestle the recoil down as the fusion rifle fires the full volley. With practice, you can land remarkably accurate shots at a greater distance than you might first expect. At very short ranges, you can essentially use the fusion rifle as a shotgun, drilling your target with a hipfired volley. At any greater distance, though, ADS and fight the recoil to get as much of the volley on target as possible. Also, because of its unique mechanic of firing seven consecutive shots in a single volley, you can continue to aim as the weapon fires, placing some number of shots on multiple targets. This is a great way to take down multiple targets with a single charge.

Fusion rifles lack the shotgun's hair-trigger instant damage at short range, and they cannot compete with sniper rifles at long range. They are far more effective on targets too far for a shotgun and too close for a sniper rifle. In PvP, you can use the fusion rifle as a shotgun substitute in the sense that you can score a one-shot kill at close range (or even farther if you are on target). However, the charge time required to fire the fusion rifle means that up against a real shotgun, you're not likely to come out on top. Likewise, because of the lack of damage falloff, a fusion rifle can kill in one shot out to a surprising distance. Still, the greater the range, the harder it is to get the full volley on target, and if you miss, few PvP opponents allow a second chance.

Shotguns



Shotguns are brute force implements designed solely to deal lethal damage at short range and do nothing else. They do not have finesse (or any range, for that matter), but what they do, they do well.

You can easily hipfire shotguns because at the ranges you're using them, accuracy is rarely an issue. However, if you want to ensure that all your damage gets on target, use ADS and line up your shot squarely.

In PvP, shotguns can commandingly shut down other opponents in close-quarters fights, and a sliding shotgun blast or a shotgun-melee combo is extremely deadly. In PvE, shotguns are ideal for missions with many fights in confined spaces, and they are particularly useful for rapidly dispatching multiple lesser minions at short range. Shotguns have intense recoil, poor range, and slow reloads, but when you want a target dead immediately at short range, there is no better tool.

Sniper Rifles



Sniper rifles are long-range finesse implements, demanding a steady hand in exchange for dealing lethal precision damage. These are powerful long-range killing machines, limited by shallow magazines and ammo reserves. Sniper rifles also have a base zoom scope of 4x, so using them at short range is awkward, and hipfiring them is all but useless. However, at long range, sniper rifles are pinpoint accurate and deal heavy damage per shot. Always try to aim for precision shots to maximize your damage output.

In PvE, it's very important to have at least one sniper rifle of an appropriate element around in your Fireteam on any mission that involves long-range combat. The sniper can easily take care of distant threats and, critically, distant enemy snipers.

This also applies in PvP on any large map with long lines of sight. One competent sniper can keep an entire line of fire locked down, forcing opponents to take alternate routes. An uncontested sniper can deal serious damage with little fear of retaliation. In PvP, a single headshot is almost always fatal, while two body shots can usually take down an adversary.

In PvE, precision shots are almost always fatal on weaker enemies, and they deal very heavy damage on tougher ones. Depending on your damage output, you may be able to down weaker foes with body shots, but don't use your ammo for this unless you are sure you won't need it later on tougher or more dangerous long-range attackers!

Sniper Scopes in PvP

While ADS in a sniper rifle scope, you have a very visible gleaming laser sight that any player looking anywhere in your direction can see.

Be very careful about remaining stationary for too long in one spot while ADS, as you make a very easy target for counter-snipers.

Sight a target, scope in, take the shot, and move on.

Special Weapon Notes

All three weapons in the special weapon class are useful for different range bands, and they are also your primary source of elemental damage. Pairing a special weapon that complements your primary weapon range is a good idea. A shotgun can help make up for the scout rifle's weakness at close range, and a sniper rifle can assist you if you're using an unstable auto rifle or hand cannon.

The fusion rifle occupies a middle ground; unsurprisingly, it is the most broadly usable of the three. Keep in mind that while a fast-charging fusion rifle can (mostly) replace a shotgun for short-range combat, it cannot replace a sniper rifle for extremely long-range shots. If you know that a mission requires dealing with targets at long range, either bring a scout rifle with a good sight, or bring a sniper.

In PvE combat, having a mix of range bands in your Primary Weapon and Special Weapon slots lets you deal with a variety of situations. By spreading the necessary elements around your Fireteam's special weapons, you can efficiently deal with shielded enemies. In PvP combat, you should choose your special weapon based on the map and mode in question, as well as your own personal playstyle preferences.

Quick Switching

Remember that you can switch from a heavy weapon to a special weapon instantly. Just double tap the Weapon Switch button when you switch off your heavy weapon.

Heavy Weapons

Machineguns, Rocket Launchers

Heavy Weapons are your power weapons. Limited in ammo but devastating in effect, they can take down a dangerous target faster than any other weapon.

Machinegun



Machineguns are high-powered, high-recoil, fully automatic weapons. While they are broadly similar to auto rifles, they hit much harder per bullet and generally have higher recoil, making them more difficult to use at a distance. Machineguns also have slow reload times, so once you drain a belt of ammo, you need time and cover to reload safely. But when you need sustained damage output, machineguns are the heavy weapon of choice. Rockets are more powerful, but their ammo is even more sharply limited, and they can suffer from overkill. With a machinegun, on the other hand, you can use exactly as many bullets as necessary.

Elemental machineguns are particularly useful in PvE for agile shielded targets or for mobile shielded targets that are difficult or wasteful to hit with rockets (such as Wizards or Shanks on Mythic difficulty).

In PvP, machineguns lack the instant lethality and explosive AoE power of rockets, but they can potentially kill more targets per heavy ammo drop if you are careful. Prize Stability on machineguns, and hunt for a Legendary machinegun with a good set of mods. The right gun with the proper mods can be a truly lethal piece of hardware.

Rocket Launcher



Rocket launchers offer destructive firepower. Instantly lethal in PvP and devastating to vehicles and enemies in PvE, rockets are ideal when you need an entire room of enemies gone immediately.

A word of warning: rocket explosions don't have any friends, so if you are too close to the blast, you can take yourself down with your shot. Don't do that.

Rocket launchers vary in the speed of the rocket and the size and damage of the blast. Some are more suitable for mid-range targets (particularly with a tracking mod), while others are best used at close to close-medium distance.

It is often a good idea to use your Jump ability to get some altitude before you fire. A rocket's splash damage means that aiming down from above lets you get a perfect angle and drop the rocket directly at your target's feet.

In PvP, if you care more about clearing clumped enemies or an objective area in Control or Salvage than sustained damage, a rocket launcher is preferable to the machinegun.

In PvE, rocket launchers are vital for quickly clearing waves of adds during certain encounters. Also, having at least one member of your Fireteam packing explosive firepower is a good idea.

Heavy Weapon Notes

Heavy Weapons are generally a less reliable source of elemental damage than Special Weapons, though a machinegun can work well if you are accurate and frugal with its use.

Otherwise, which Heavy Weapon you prefer largely amounts to personal preference, as both are highly damaging and effective. Rocket launchers excel at instant demolition but are often overkill against individual targets. Machineguns lack the AoE potential but offer you more sustained damage and ammo efficiency.



Remember to bring heavy ammo synthesis packs for difficult PvE missions, as you may need something heavy at a critical moment. Enemies in PvE rarely drop heavy ammo, but there are mods that can aid your ammo efficiency with heavy weapons. Keep an eye out for them.

In PvP, heavy ammo spawns randomly within a 30- to 45-second window every several minutes, with an announcer message occurring 10 seconds before it spawns. Most Crucible maps have two heavy spawns, but a few have three. Control those positions whenever possible.

Important! Heavy Ammo Sharing in PvP

When you open an ammo container in PvP (special or heavy), it creates additional ammo packs for any friendly teammate within 20 meters or so. When playing with an organized Fireteam, always wait for teammates to get in range before you pop a heavy crate, unless you need the ammo immediately. Even in public games when you are playing solo, delaying a heavy pickup until you spot a friendly player or two moving closer can help tilt a match in your favor.

When you kill an enemy in PvP, they always drop heavy ammo if they had some in reserve. However, each time heavy ammo drops in this manner, the amount is cut in half, and if the amount drops too low, no ammo pack is created. Don't kill yourself by playing foolishly if you have heavy ammo. This can be worse than missing your shots, as giving the opposing team extra heavy ammo is a terrible thing to do to your team.

Accuracy

A simple but important topic, accuracy is vital for using any weapon efficiently in Destiny. There are several factors that influence your accuracy:



Firing while in ADS is the most accurate.

Shooting from the hip is less accurate, and each shot causes your “bloom” reticle to expand, indicating the area where your shot may travel. The Range stat on your weapon affects the size of this bloom.

The Stability stat on your weapon helps dampen recoil while you are firing.

Holding down the trigger on an automatic weapon or mashing the trigger on a semi-automatic weapon is guaranteed to make your weapon bounce heavily. Only maximum Stability weapons with good recoil characteristics or mods can hope to stay on target when you fire them rapidly. Getting hit jostles your aim, and getting hit hard causes you to flinch hard. Some mods can affect this, and some weapons cause more flinch than normal when they hit in PvP. Jumping instantly causes your hipfire bloom reticle to maximize, and it kicks you out of ADS. If you attempt to ADS while in midair, you immediately drop out of any movement ability and fall to the ground.

Damage

Damage in Destiny is calculated differently depending on where you are in the game and what activity you are doing.

In all places, your weapon class and the impact value of your weapon set your base damage. That is, all scout rifles of a given impact deal the same basic damage per shot. The general rule of thumb is that the faster a weapon fires, the less damage it deals per shot.

A higher rate of fire is more forgiving of misses, as you’re losing less damage from each miss (for example, an auto rifle). A slower-firing weapon with high damage harshly penalizes you for misses (for example, sniper rifles and hand cannons).

In normal Crucible PvP, that’s the extent of the calculation! You deal exactly the same damage with any weapon of the same class, rate of fire, and impact value no matter the level of the weapon in question, your level, your target’s level, or your Attack or Defense values. That isn’t to say that higher-level weapons are exactly the same, however.

Although damage stays the same, high-level Rare and Legendary weapons can have more powerful mod combinations that you can't get on a low-level weapon.

In PvE and PvP where Level Advantages are enabled, however, Level, Attack, and Defense stats all play a role in the calculation. Additionally, in PvE, powerful enemies may be resistant to damage, while weaker foes may take more damage from precision shots.



Starting with your basic damage value, your level is compared to your target's level, then your Attack stat is compared to their Defense stat. If you are a higher level, with higher Attack, you deal considerably more damage, and vice versa if you are on the wrong end of that calculation.

But no matter where you are fighting, the only thing you really should worry about is having up-to-date weapons and armor. As long as you have level-appropriate gear and keep it upgraded, you always stand a good chance against enemies around your level. Note that the Level part of that calculation is handled differently in PvE and PvP where Level Advantages are enabled.

In PvE, enemies too far above your level can be outright immune to your damage. The general rule of thumb here is that at lower levels, you can fight adversaries several levels higher with difficulty, but as you approach Level 20, fighting foes more than three levels above you becomes increasingly suicidal. In Iron Banner PvP, the extreme ranges are clamped. You don't need to worry about opponents becoming immune to your damage or killing you with a single auto rifle bullet.

Precision Damage

Precision damage occurs when you strike a target in its weak point (if it has one). Doing so makes the damage number float up in a yellow color, slightly enlarged from its normal white display.

In PvP, an opponent's weak point is their head. Aiming for precision shots in PvP with primary weapons is absolutely vital to your survival. If you get into a heads-up firefight with an equally skilled player using a similar weapon, whoever aims for (and hits) the head will win the fight.

In PvE, most hostiles have weak points in their heads, with some exceptions. Various special creatures and robotic units have weak points in their "eyes," or in the case of the Vex, in their stomachs.

Some creatures in PvE do not have weak points, and neither do vehicles. This means that you cannot score precision damage shots against them, which is important for some Class abilities and weapon mods that trigger off precision damage or precision kills. Weaker enemies in PvE also take additional damage to their weak points, making them particularly susceptible to accurate weapons and a steady hand.

Most weapons have a 1.5x base multiplier, but a few weapons stray from that value.

Important! Shields Block Precision Damage

Foes with an elemental shield, such as a Fallen Captain with its Arc Shield, do not take any bonus precision damage until you destroy their shield.

This is one more reason that bringing correct elemental weapons on difficult PvE missions is crucial: you're losing out on a lot of damage potential against shielded enemies.

This is doubly true on Mythic difficulty, where hitting a shield with anything but the correct element reduces damage by 50%. If you deal sufficient damage in one shot to break a shield and the shot was on-target as a precision hit, you do get the increased precision multiplier for any remaining damage from that shot.

Elemental Damage

Special and heavy weapons, grenades, and super moves deal Arc, Solar, and Void damage. Most primary weapons deal Kinetic damage, although special or heavy weapons can deal it as well. Kinetic damage has no special attributes; it is simply "normal" damage.

Compare rows: Select

Precision Damage Multipliers

| Weapon | Multiplier |
|--------------|------------|
| Baseline | 1.5x |
| Fusion Rifle | None |
| Shotgun | 1.25x |
| Sniper Rifle | 2.5x |

Certain enemies in PvE have elemental shields, and if you hit a shield with the same element, you deal double damage. When you hit your target's shield, a larger critical damage style number in the color of the element floats up from it. Blue signifies Arc, red stands for Solar, and purple represents Void.

Bringing the correct element for the adversaries you expect to face in a given PvE mission is important, especially on higher difficulty levels.

On Mythic difficulty, each hostile enemy race gains one new elemental shield, and hitting a shield with anything but the correct element suffers a 50% damage penalty!

Consult the Codex chapter for specific details about which enemies have which elemental shields. In short, all you need to know to handle them is to bring appropriately aligned elemental weapons. In PvP, the element of your weapons or abilities has no effect on other players.

Elemental Skulls

Higher-difficulty PvE missions can have a variety of Skulls active, each of which makes the mission more difficult. One set of Skulls is oriented around increasing specific enemy elemental damage types.

Each enemy weapon and attack in the game has an associated element. While normally they do not have any special effects, with the elemental Skulls active, it's good to know which foes are especially dangerous! The Codex has details about enemy damage types for each enemy race.



Flinch

Flinch is simply the effect of incoming damage on your accuracy. When you are damaged, your view is shaken. This harms your ability to land shots accurately, particularly when you're firing at long-range targets.

In addition to the small flinch that always occurs when you take damage, there is another larger flinch that occurs if you take a large amount of damage in a single hit or enough small hits in a short period of time.

Both flinches cause your view to jerk significantly, which can completely foul your aim, even at medium range. This is particularly devastating in Crucible matches when you're firing at long range.

Certain available mods can reduce Flinch. Keep an eye out for these on weapons that demand consistently high accuracy to perform well. Similarly, there are mods that can increase the flinch effect of your weapons. This is particularly nasty in PvP, but it is also useful in PvE to stagger enemies.

The following table gives you an idea of how hard each weapon hits in terms of its flinch effect. A weapon with a 2x multiplier causes twice as much stagger effect for the same amount of damage dealt. This has no effect on damage; it is simply an increase in how much a given weapon shakes your target.

Compare rows: Select

Flinch Multipliers

| Weapon | Flinch Amplification |
|-----------------|----------------------|
| Auto Rifle | 1x |
| Pulse Rifle | 1x |
| Scout Rifle | 1.5x |
| Hand Cannon | 1.75x |
| Shotgun | 1x |
| Fusion Rifle | 1x |
| Sniper Rifle | 2x |
| Machinegun | 2x |
| Rocket Launcher | 2x |

Grenades

In both PvE and PvP, many grenade types are ideal for damaging groups of enemies. Opening a battle with a well-aimed grenade can soften your targets, giving you an edge in the firefight that follows.

There is a wide array of grenade types, so practice with all of the grenades available to your specializations. Some are more useful in PvE, while others fare better in PvP.



Blast grenades, the closest to a “normal” grenade type, deal the bulk of their damage in a quick explosive burst. These are perfect for dishing out instant damage to multiple targets, and they can deal more damage against alert and agile opponents than persistent-style grenades.

Persistent grenades leave fields of damaging energy or traps in their wake, harming any foes that remain within them or pass through them. These are great for blocking off hallways, chokepoints, and doorways, or for covering objectives in PvP. They tend to be less effective in open spaces, where enemies can easily avoid or move away from the affected area.

Seeker type grenades automatically track and attack nearby enemies. These are perfect for scoring hits on adversaries when you aren’t certain of their exact location. They are especially useful in PvP for pinpointing an opponent’s position that you’ve detected on the Motion Tracker. Seeker grenades have lower single-target damage potential than other grenades, but have very consistent and reliable damage delivery.

Sticky grenades can literally stick to their target, dealing more damage. These grenades are almost always lethal if you score a direct hit in PvP, and they are useful for dealing focused damage to single tough targets in PvE. They do require more throwing accuracy, and although they have a slight amount of tracking, you still must be fairly on target to score a stick.

Health

Classes in Destiny have total health values ranging from 150 to 180. The exact amount varies depending on your Armor stat, which you can adjust by changing abilities in your Class specialization.



Note this is distinct from the Defense stat found on armor that you have equipped. Instead, the Armor stat is a specific bonus to your health determined by the specialization you choose.

Your health is shown in-game as a meter at the top of the screen that appears when you take damage. It is divided into thirds: the two-thirds on the right show your shields, while the last one-third represents your actual health value.

Your basic health is 85, and your shields start at 65 (for a total of 150), but they can increase or decrease based on your Armor value. When your shields break, your health meter and screen begin flashing, and a warning alert sound plays. This is a very firm message that you better seek cover and recuperate!

In PvP matches, you need the nerve to stand and fight when you're in a close-range firefight no matter how low on health you get. You cannot afford to be distracted by the visual or audio warnings. In PvE, however, having your shields broken is almost always a sign that you should fall back and seek cover.

Health and shields regenerate after not taking damage for a few seconds. Your Recovery stat sets both the time before they begin to regenerate and the speed at which they regenerate. If you take damage again while healing, your regeneration stops, so be wary of enemies wielding splash damage weapons or grenades. Foes can cut your healing short by damaging you while you're behind cover.

Health and Damage Numbers

Throughout this guide, whenever specific damage values of abilities and weapons are listed, they are relative to this basic health value, and they are exactly the amounts that you can expect to encounter in Crucible PvP matches. However, in PvE and PvP where Level Advantages are enabled, Level, Attack, and Defense stats all come into play, affecting incoming and outgoing damage. Also, in PvE, the toughness of a specific enemy and the difficulty settings of the mission can influence how much damage you deal (or take).

Because damage is scaled, the relative power of a weapon or ability stays the same. That is, if one grenade deals more damage than another, it's going to deal more damage in PvE and PvP where Level Advantages are enabled. For this reason, you can use these damage values to help inform your decisions about Class spec, weapons, armor, and mods. The damage numbers you see on your screen won't match up precisely, but their performance will.



Movement

Movement might seem like a simple topic, but skilled movement is vital in PvP, and it's also extremely important in difficult PvE missions. The basics of moving and aiming are quite simple, but you must be aware of your options.

Basic Movement

When walking or sprinting, your Agility Class stat affects your movement speed. Agility influences both your maximum speed and your acceleration to that speed. Likewise, Agility affects your maximum jump height and your aerial acceleration with any jumps and Jump abilities. Moving sideways or backwards slows your movement, and moving while in ADS also causes you to move slower. Carrying a heavy weapon in hand slows you slightly, as well. Sprinting allows you to move more quickly, but it also causes you to drop your weapon. In PvE, this is rarely an issue, but in PvP, sprinting into a fight with your gun down is a good way to get killed. It is important to note that the Handling stat on weapons affects how quickly your weapon comes up from a sprint.

Jumping

The Classes section discusses Class-specific Jump abilities in more detail, but as far as basic mobility is concerned, jumps are critical for getting around swiftly in Destiny.



There are many, many multi-level areas in the game, with features ranging from buildings to boulders. Also, you can jump over and onto a great many objects in the world, or use them as escape routes in PvE and PvP.

Jumping during combat can throw off an opponent in PvP, or help you evade melee enemies in PvE. In both settings, be careful about using movement abilities to extend your jump in midair if multiple hostiles are nearby. You make a very easy target in the air.

Jumping is also useful for gaining elevation, because the best place to be in a gunfight is up high with an unaware opponent below you. You can always move back from a ledge to recover, but enemies below you often cannot escape behind cover if you have enough of a height advantage.

Crouch and Lean

Crouching lowers your profile slightly, potentially allowing you to hide behind short cover.

Crouching is usually a bad idea in PvP, as it slows your movement and makes you an easy target, but there is one exception. While crouched, your Motion Tracker signature is muted, making you more difficult to detect.

Lean from behindCover!

Crouch next to a piece of cover, and hold ADS to poke up over the cover. You can use this tactic to take fire from a covered position, which is useful in both PvE and PvP.

There is one other key use for crouching: you can lean over cover. Crouch near any obstacle, and enter ADS to lean. With the correct position, you can peek over hard cover and open fire. Crouching also serves as a trigger to activate a few specific weapon mods.

Sliding

Hold Crouch while sprinting to trigger slides.

Slides cause you to accelerate rapidly for a moment, and they can be quite useful when you need to move the last few meters into cover. Sliding into low cover and immediately leaning over it is also very useful in some situations.

You can sprint out of a slide immediately, but there is a bit of timing required, as you must tap Sprint again just as the slide finishes. Experiment with it to get the rhythm down.

Sprinting and sliding are very important in PvP. If a distant enemy has a bead on you, you can easily throw their aim off. Skilled players track your head, and sliding causes your head to suddenly change position.

You can also use slides in PvP to round a corner or get into melee range with a shotgun. A one-two punch from a shotgun and a melee attack is lethal.

User Interface

The user interface in Destiny is sparse and informative, showing you just what you need when you need it. There is little that requires additional explanation, but there are a few points of note. From any place in the game, you can tap the Navigator button to bring up your Ghost. In all locations, this allows you to summon your Sparrow for quick transport and to return to your ship in orbit if you want to leave your current activity. As a Fireteam leader, going to orbit brings your Fireteam with you. As a Fireteam member, going to orbit leaves your Fireteam. Your Navigator also causes location icons to pop up in PvE for Beacon missions in Patrol mode. During Story or Strike missions, nav pointers appear, which guide you toward the next objective.

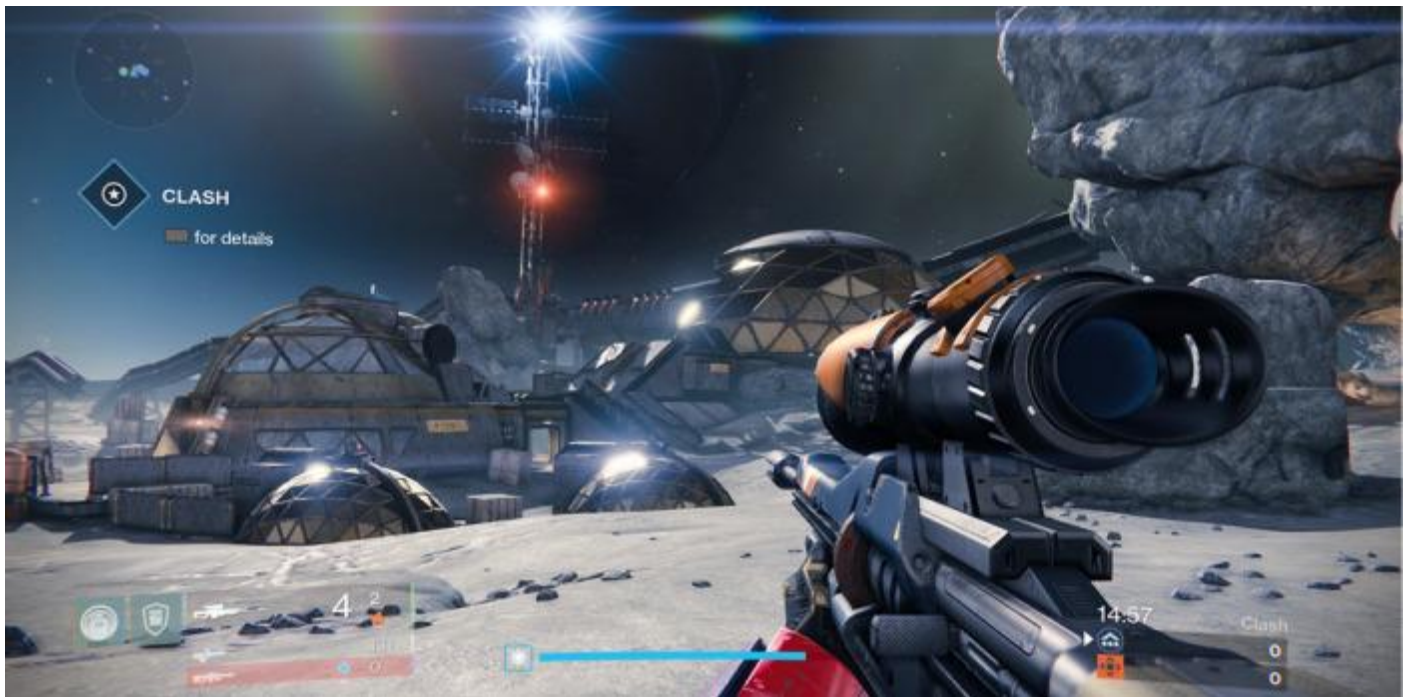
Motion Tracker Nav Pointer

Your Motion Tracker has a small arrow on the outer ring that always points toward your current objective in PvE missions. You don't need to bring up your Ghost unless you want to pop up the nav icon for your next destination, as well. The arrow is always active for your current objective.

Motion Tracker

Your Motion Tracker is a powerful weapon in PvP and a very useful tool in PvE.

It is made up of a central ring, six outer wedges, and an outer ring. The center, the wedges, and the edges of the outer ring outside the wedges all light up in red when an enemy is present in that direction. The central ring represents about 8 meters of space and flashes red when an adversary is very close to you, within melee striking distance. If you see this in PvP or PvE and don't know where your assailant is, consider jumping immediately to avoid a nasty melee blow.



The outer wedges represent targets between 9 and 23 meters of distance away, while red lines that appear outside the outer circle are targets that are 24 or more meters away. If the wedge is lit up brightly, there are multiple enemies in that region. You can use the directional wedges to triangulate the location of a foe in PvP, and it also serves as an excellent threat assessment tool. If three wedges in front of you are lit up and you don't have teammate support nearby, it's time to retreat. If the wedges are dim, the target is either above or below you. In PvE, use the Motion Tracker to quickly locate and attack any nearby adversaries. If you see that you are being flanked on the Motion Tracker, deal with the flankers, or fall back so they are in front of you again.

Managing the Motion Tracker largely comes with practice. You want to glance at it occasionally to get a sense of where enemies are relative to your position, but you can't monitor it constantly, or you risk being blindsided.

In PvP in particular, once you know roughly where an opponent is, pay attention to your screen, get your crosshair where it needs to be in advance, and trust your instincts to track your target's movement. Practice will improve your guesses. The more time you spend on each PvP map, the easier it becomes to read the tracker. You can soon identify the only possible routes from which an incoming "wedge" can attack you. When you're on the offensive, you can also detect the most likely spots where your target is waiting to ambush you from.

Hiding from the Motion Tracker

In PvP, there are only two ways to reduce your Motion Tracker signature: crouch or cloak. While Cloaking is only available for a Bladedancer Hunter specialization, anyone can crouch. Pay attention to your own arrow inside the Motion Tracker. When it flares, you know that nearby enemies can see you.

Field Manual - Customization

In addition to the arms and armor necessary for a Guardian to survive on the battlefield, you are also outfitted with your companion Ghost, a Sparrow to traverse the planets of the solar system with speed, and a ship to travel between the planets.



To ensure that you stand out from the crowd, you can customize your Guardian with unique armor colors by using Shaders, adorn yourself with Class-specific Class Armor, and choose an Emblem for your player card.

Your Ghost

Companion, mentor, hacker, transport aid, restorer of life, your Ghost is your best friend on and off the battlefield.

Ghosts are fragments of the Traveler's Light, and they choose you to carry on the task of the wounded Traveler in protecting the remnants of humanity.

The least you can do is get your Ghost a nice paint job...

Your choice of Ghost shell is purely cosmetic. It appears in the world during any cutscene where your Ghost is active, and your Ghost always shows up when you bring up your Navigation menu in the field.

Traveling in Style with Your Sparrow



Unlocked early in the Story campaign, your Sparrow can be generated instantly to you anywhere in the open via transmat.

If your Sparrow is destroyed, you must wait a short time before another can be regenerated.

Unlike Ghost or Ship upgrades, Sparrow upgrades are not cosmetic.

Better Sparrows have slightly better durability and top speed, and truly exceptional models can even come with special mobility tools, such as strafe capability or overcharged thrusters.

Solar Travel in Your Ship

Your ship may be a cosmetic choice, but it is a major one. You hover above every planet in the game in your ship, form Fireteams in space in your ship, and travel to and from every destination in the solar system in your ship.

You see your ship a lot, so why not splurge some Glimmer on a custom ride? If you are particularly lucky, you can find or earn rare ships with unique appearances and color schemes.





Class Armor



Class Armor is a mostly cosmetic armor slot that all three Classes have access to. Titans wear waist cloths of unique design, Warlocks adorn themselves with armbands, and Hunters garb themselves in cloaks. While it has no in-combat effect, wearing Class Armor of a specific Faction is how you represent that Faction on the battlefield.

If you wish to earn reputation for Dead Orbit, the Future War Cult, the New Monarchy, or the Iron Banner, you must purchase and equip a Class Armor item of their Faction. Without such a Faction-specific armor piece equipped, all reputation gains you get on the field go toward Vanguard reputation, the catch-all Faction that represents the entirety of the Guardian forces in the Tower.

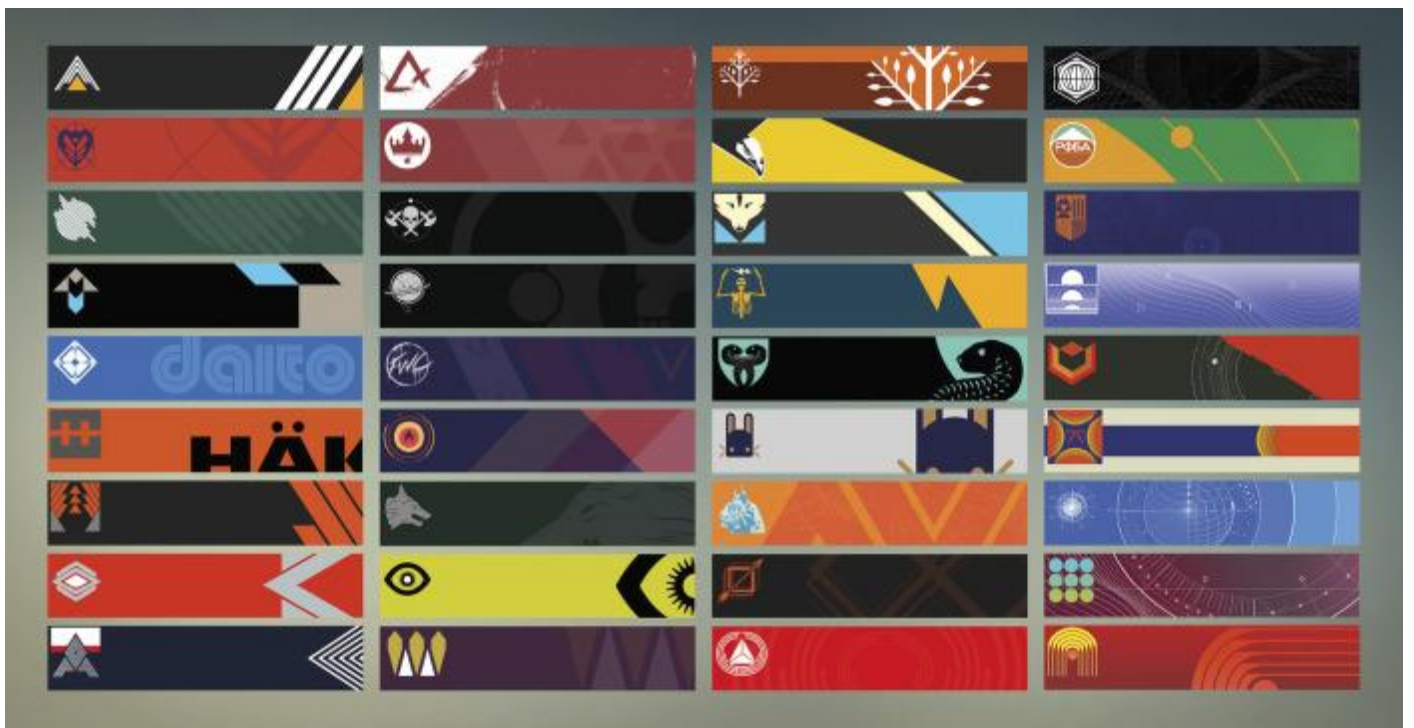
Shaders



Shaders are paint jobs for your armor. You can find, purchase, and earn these from the various vendors and Factions in the Tower, or obtain them by completing various events and activities in PvE and PvP. Shaders have a quality level that determines which armor you can apply them to. High-quality, high-level armor of great rarity requires rare and expensive Shaders and does not accept lower-quality Shaders. Shaders are not applied to each piece of armor individually. Instead, they are a full body paint scheme that gives you a unified appearance. While early, cheaper Shaders tend to be basic colors, more sophisticated Shaders can have complex patterns or material types in their designs.

Emblems

Emblems are a totally cosmetic item that affects the appearance of your player card to other players in the game. Whenever you interact with other players through the menus (such as joining a Fireteam or adding a friend), you can see their Emblems. Emblems also show up in the top-right area of the screen any time you are together in a Fireteam in orbit over a planet. You can purchase and acquire Emblems from various vendors in the Tower. You can also discover them as loot in the field, or earn them as a reward for various events and activities.



Field Manual - Difficulty



There are two main factors that influence the difficulty of a mission in PvE: the level of the mission and the Skulls active for that mission.

Mission level is set to a certain baseline for Story missions and Strikes, but once you hit 20, all missions can be scaled up to (and beyond) Level 20.

There is also a special set of Vanguard Strikes that allow you to play a random Strike at Level 18, 20, 22, or 24.

Two Skulls in particular serve as a sort of mission-wide difficulty setting—the Heroic and Mythic Skulls.

On Heroic, encounters are changed, and all enemies are more dangerous.

On Mythic, the encounters are changed, adversaries are yet more dangerous, and an additional enemy combatant for each race in the game gains a new elemental shield. On top of that, elemental shields take 50% less damage if you hit them with the wrong element.

High-level Mythic missions with multiple Skulls active are hard.

Enemy Behavior



The difficulty tier for a mission sets the base level of aggression for all of the enemies in a mission. This affects how fast, accurate, and dangerous the basic foes you encounter are.

Also, all adversaries improve their basic behaviors: dodging your gunfire, diving away from grenades, suppressing you in cover with weapons or grenades, flanking you, chasing you behind cover, rushing you in melee, hiding and retreating to recover shields, or jumping away if suddenly ambushed. The specific behavior depends on the exact enemy type you are battling, but all of them are more dangerous on higher-difficulty missions.

Majors and Ultras



Majors and Ultras are the special hardened versions of normal enemies that you may encounter during a mission.

Majors show up with a yellow nameplate. They have more health, possess stronger shields that recharge faster, and are more aggressive and dangerous than their normal brethren. You may see these foes show up in the game with a name like "Elite Fallen Captain," but you can always identify them by their nameplate color.

Ultras appear with a skull mark on their nameplate. They are tougher still than Majors and more dangerous, and all of them have a 360-degree knockback to push you away if you get too close.

Skulls

Skulls act as special difficulty modifiers for PvE missions. These added effects are on top of the basic difficulty for any mission in the game at any level. If you tackle a Strike that is three levels above you and has multiple Skulls active, expect a very, very tough fight.



Special daily and weekly missions can often have Skulls active. You can also adjust the difficulty on a mission to change its level and sometimes the Skulls that it has active.

Nightfall bears special mention. During a Nightfall mission, if your entire Fireteam wipes, you are returned to orbit instantly. You only get one shot at these missions, so play smart!

Compare
rows: Selec
t

| Skull | Effect |
|--------------|---|
| Juggler | No ammo drops for your equipped weapon. |
| Anger Issues | Minions of the Darkness display heightened aggression. |
| Angry | Minions of the Darkness won't flinch, even after massive damage. |
| Arc Burn | Arc damage from any source is greatly increased. |
| Solar Burn | Solar damage from any source is greatly increased. |
| Void Burn | Void damage from any source is greatly increased. |
| Lightswitch | Minions of the Darkness deal much more melee damage. |
| Nightfall | You will face a relentless army that has never known defeat. If all players die, you will be returned to orbit. |
| Heroic | Enemies appear in greater numbers and are more aggressive. |
| Mythic | Heavily shielded and highly aggressive enemies appear in great numbers. |

Field Manual - Inventory

Your Inventory is where you store all of your non-weapon, non-armor items. These items range from basic currency types (Glimmer and Marks) to consumable items that you can activate for a battlefield boost and Materials necessary for upgrading your armor and weapons.



Currency

Currency is the catchall term for the different currency types that exist in Destiny. You can earn Glimmer from many places, but it caps at 25,000 total.

On the other hand, you can earn Marks only by completing specific activities, and these cap at 100 earned per real-life week.

You use Marks to purchase powerful Legendary equipment from vendors in the Tower. Because you are limited in how much you can earn every week, if you are trying to maximize your character's arsenal as quickly as possible, you want to cap your Vanguard and Crucible Marks every week.



However, keep in mind that any item you can buy in the Tower can potentially appear out on the battlefield. Don't feel that you have to grind out Vanguard or Crucible Marks if you prefer playing mostly PvE or PvP.

There are vendors in the Tower who accept large quantities of Materials in exchange for Marks. You can use them as an alternate method of earning Marks, which is particularly useful if you do not play PvP at all.

Motes of Light are a very special currency that can be earned only once you are Level 20. At 20, you no longer gain levels by earning experience; instead, you earn a Mote of Light each time you would have gained a level.

Glimmer

Glimmer is programmable matter valued by Guardians, and the various artisans and forgemasters of the Tower definitely value it.

To purchase goods from the vendors and to upgrade your gear, you're going to need Glimmer—a lot of Glimmer. You can find Glimmer on the battlefield, loot it from enemies and chests, or earn it by completing bounties and events.

Glimmer is account-wide, so all of your characters have access to your Glimmer pool. This is handy if you're starting a fresh character. Glimmer acquired from specific enemy races can be boosted for a short time by using certain consumable items.

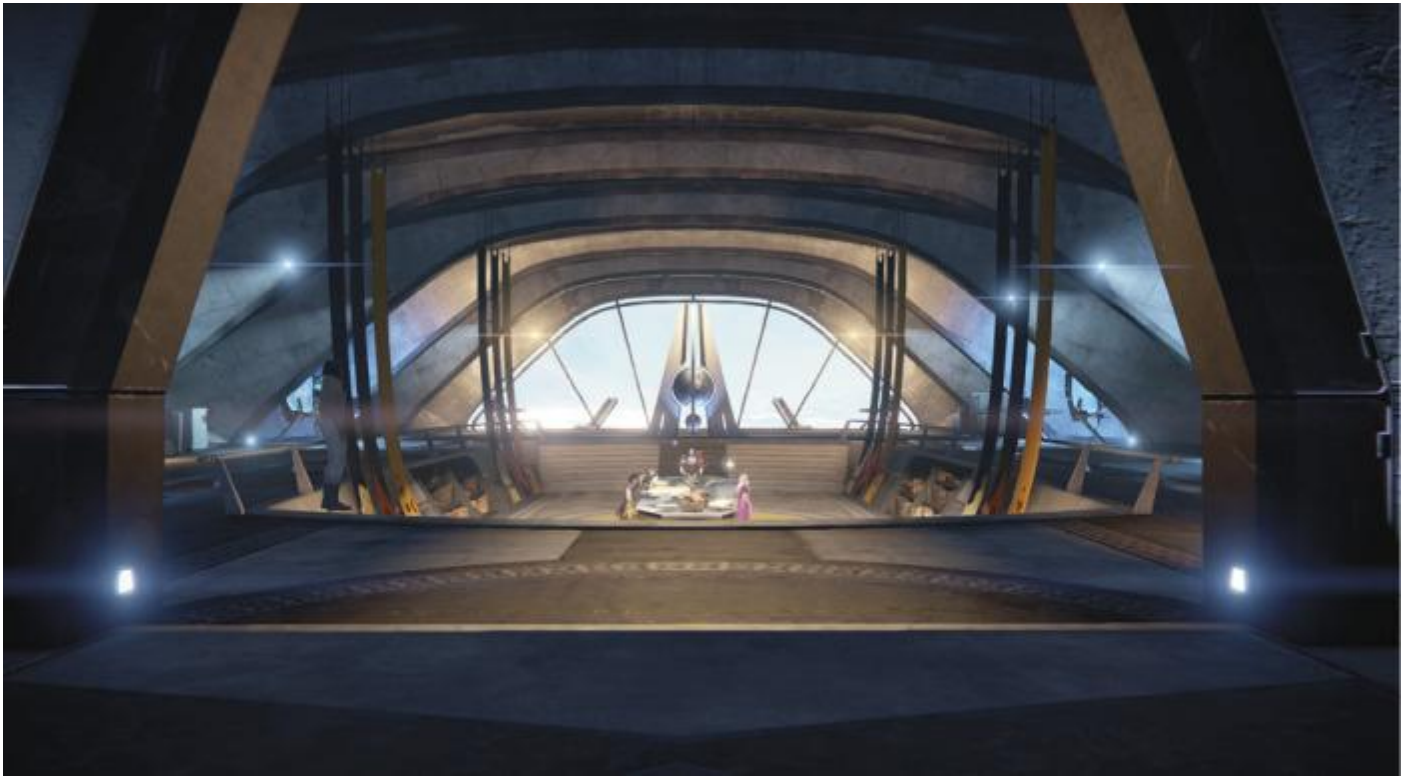


Vanguard Marks

You are rewarded Vanguard Marks for completing tasks directly for the Guardians of the Tower. You can use these Marks at the Class and Faction vendors in the Tower.

Note that Faction vendors (including Vanguard) have reputation requirements to buy their more powerful items, so even if you have enough Marks, you cannot buy them without the required reputation level.

Just about any activity that earns you Vanguard Marks tends to earn you Vanguard reputation, as well. If you want to improve your reputation with a specific Faction other than Vanguard, find and equip a Class item of that Faction to focus your reputation gains toward that specific Faction.



Crucible Marks

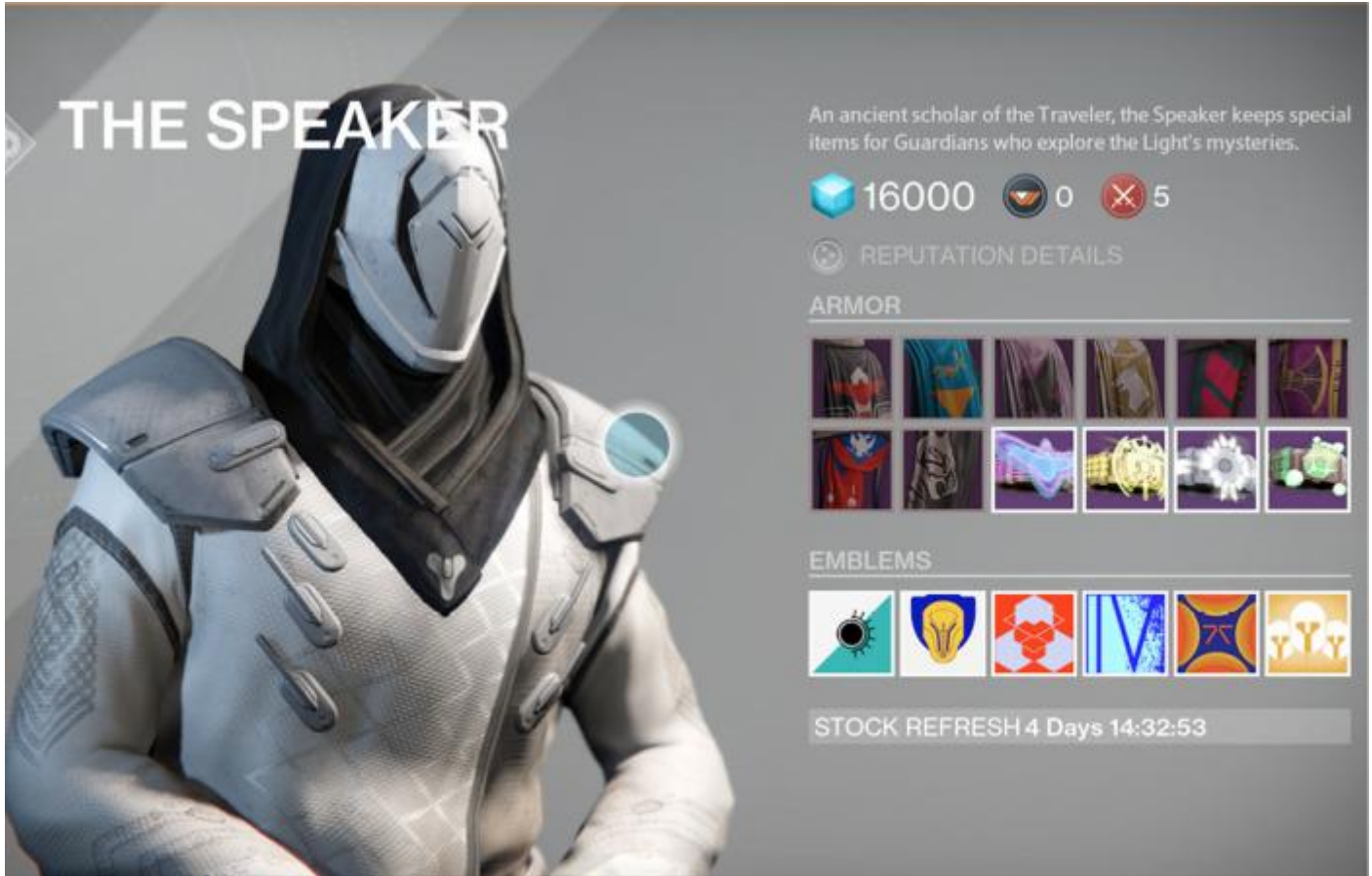
You earn Crucible Marks for completing PvP activities in the Crucible. Winning matches earns you more Marks than losing, but simply competing will eventually cap you for the week.

Specific PvP Factions such as the Iron Banner have reputation requirements to purchase their equipment, much like the PvE Factions. You may be required to complete Faction-specific bounties or special activities to raise your reputation with them.



You can also earn Crucible Marks by trading in large quantities of planetary Materials to a vendor in the Tower.

Motes of Light



You begin earning Motes of Light at Level 20. Each time you would normally gain a level from experience at Level 20, you are instead granted a Mote of Light.

The Speaker in the Tower desires this special and precious type of currency, so you can trade them with him for various rewards.

Materials

Materials are all the items you can find in the game that are used for upgrading your weapons and armor.

Planetary Materials



Planetary Materials are so named because they exist on the planets in the solar system. You can find Spinmetal on Earth, Helium Filaments on the Moon, Spirit Bloom on Venus, and Relic Iron on Mars. You can also gather Planetary Materials in the wild, discover them as treasure, or earn them as a reward.

Patrol activities on each planet are ideal for exploring and gathering Materials. You can search the planet at your leisure, gathering raw Materials in the wild and looting chests to find more.

Spinmetal is usually found near old human structures, Helium Filaments near buildings on the Moon, Spirit Bloom near plants and overgrown areas, and Relic Iron near Cabal structures.

Much like treasure chests, Planetary Materials don't always spawn every time you visit a given area on a planet. Don't be surprised if you find a gather location on one mission and not the next.

Weapon and Armor Materials

Weapon and Armor Materials are the specific parts required by either weapons or armor to unlock upgrades.

Weapon Parts

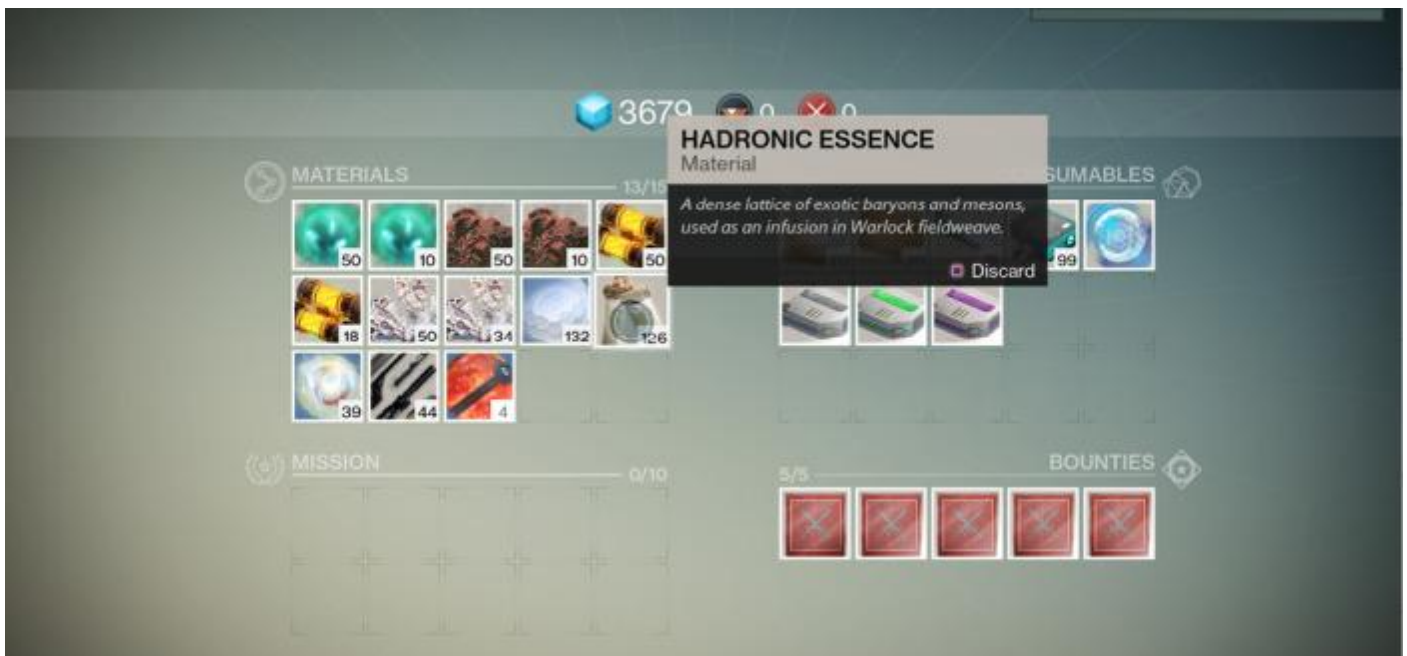
Weapon Parts come from breaking down any weapon, and any Class can use them to upgrade a weapon.



Class Armor Parts

You acquire Class Armor Parts by breaking down each Class's armor. They are Plasteel Plating for Titans, Sapphire Wire for Hunters, and Hadronic Essence for Warlocks.

Like Weapon Parts, breaking down any piece of Class-specific armor yields Class Armor Parts. Unlike Weapon Parts, you can use them only to upgrade armor specific to that Class.



This means that if you split your time playing a Titan and a Warlock, you can share Weapon Parts between them, but you cannot share Plasteel Plating or Hadronic Essence.

Ascendant Materials

Ascendant Materials is the catchall name for powerful Materials necessary to upgrade powerful weapons and armor. Ascendant Energy is necessary to upgrade high-level weapons, while Ascendant Shards are needed for high-level armor. Dismantling high-level equipment or completing challenging activities can earn you Ascendant Materials.

Compare rows: Select

| Name | Use | From |
|--|--|---|
| Relic Iron | Used primarily to upgrade high-level gear. | Gathered and looted from chests on Mars. |
| Spinmetal | Used primarily to upgrade high-level gear. | Gathered and looted from chests in the Cosmodrome. |
| Helium Filaments | Used primarily to upgrade high-level gear. | Gathered and looted from chests on the Moon. |
| Spirit Bloom | Used primarily to upgrade high-level gear. | Gathered and looted from chests on Venus. |
| Ascendant Energy | Used to upgrade weapons to the highest levels of Attack. | Obtained as a reward from high-level activities and from dismantling high-level gear. |
| Ascendant Shard | Used to upgrade armor to the highest levels of Defense. | Obtained as a reward from high-level activities and from dismantling high-level gear. |
| Mote of Light | A currency used to purchase special gear in the Tower. | Obtained by earning XP beyond the level cap and completing high-level activities. |
| Armor Parts(Plasteel Plating, Hadronic Essence, Sapphire Wire) | Used to upgrade armor. | Obtained by dismantling uncommon and higher-level armor. |
| Weapon Parts | Used to upgrade weapons. | Obtained by dismantling uncommon and higher-level weapons. |

Consumables



Consumable items provide you with an instant ammo restoration on the battlefield or a time-limited boost to XP or Glimmer gain.

Ammo restore items have a five-minute cooldown time, so choose when to use them carefully.

Once you have a decent stash of Glimmer, stock up on ammo restoration consumables, as they're extremely important in high-difficulty PvE missions.

XP and Glimmer boosters last for 10 minutes once activated, and that is active in-mission time; they don't count down while you are in orbit.

| Compare rows: Select <input type="text"/> | | |
|---|-------------------------------------|---|
| Consumables | | |
| Item | Effect | Location |
| Ammo Synthesis | Restores primary weapon ammunition. | Available from the Gunsmith in the Tower. |

| | | |
|------------------------|--|--|
| Special Ammo Synthesis | Restores special weapon ammunition. | Available from the Gunsmith in the Tower. |
| Heavy Ammo Synthesis | Restores heavy weapon ammunition. | Available from the Gunsmith in the Tower. |
| Weapon Telemetry | Increases XP gained by specific weapon types. | Sometimes obtained when dismantling high-level and upgraded weapons. |
| Ether Seeds | Generates Glimmer when killing Fallen enemies. | Drops from high-ranking Fallen and found in Fallen loot caches. |
| Black Wax Idol | Generates Glimmer when killing Hive enemies. | Drops from high-ranking Hive and found in Hive loot caches. |
| Resupply Codes | Generates Glimmer when killing Cabal enemies. | Drops from high-ranking Cabal and found in Cabal loot caches. |
| Blue Polyphage | Generates Glimmer when killing Vex enemies. | Drops from high-ranking Vex and found in Vex loot caches. |

Mission Items



Mission items is a category for specific items awarded during Story missions. You usually turn them in to a specific NPC in the Tower for a reward. See the walkthroughs for details on all the mission items you can find in the game... for now! Expect new ones in the future.

Mission items are generally a one-time reward for your first completion of a Story mission.

Bounties

Bounties are PvE and PvP tasks that award you with experience, Glimmer, and occasionally items upon completion.

A daily rotation of PvE and PvP bounties are available in the Tower from Xander 99-40.

You may also occasionally receive bounties from the Postmaster. Once in a great while, if you are extremely lucky, you may stumble across an Exotic bounty. Completing such a rare find is guaranteed to award you with an Exotic item.



You can hold up to five bounties total, and bounties that you are carrying do not expire. You can, however, discard them at any time (say, if a day or two has passed and you spot some bounties on Xander that you'd rather pursue).

It's worthwhile to stack up a set of PvE or PvP bounties that you want to tackle with your Fireteam. If you can dovetail bounties together with daily events, you can reap a rich harvest of rewards at the end of your daily play session without much extra effort.

Field Manual **Navigation**

Navigating between the planets and the Moon takes place in the Director.

Using the Director



Whenever you return to orbit, click Set Destination to bring up the Director screen. This shows which areas are accessible to you at the moment. At first, you can only choose between Earth and the Tower, but as you progress through the game, more options appear. Choosing a planet brings up a map of that location, along with its available missions. Once you have chosen your next destination and set up the difficulty, if applicable, click the Launch button to fly to the landing zone.

An exclamation mark appears on a location if there is something new available or an objective to complete. The Director also displays whether your friends are currently playing at each site. Next to the Tower, another icon lets you know if there are items waiting for you at the Postmaster.

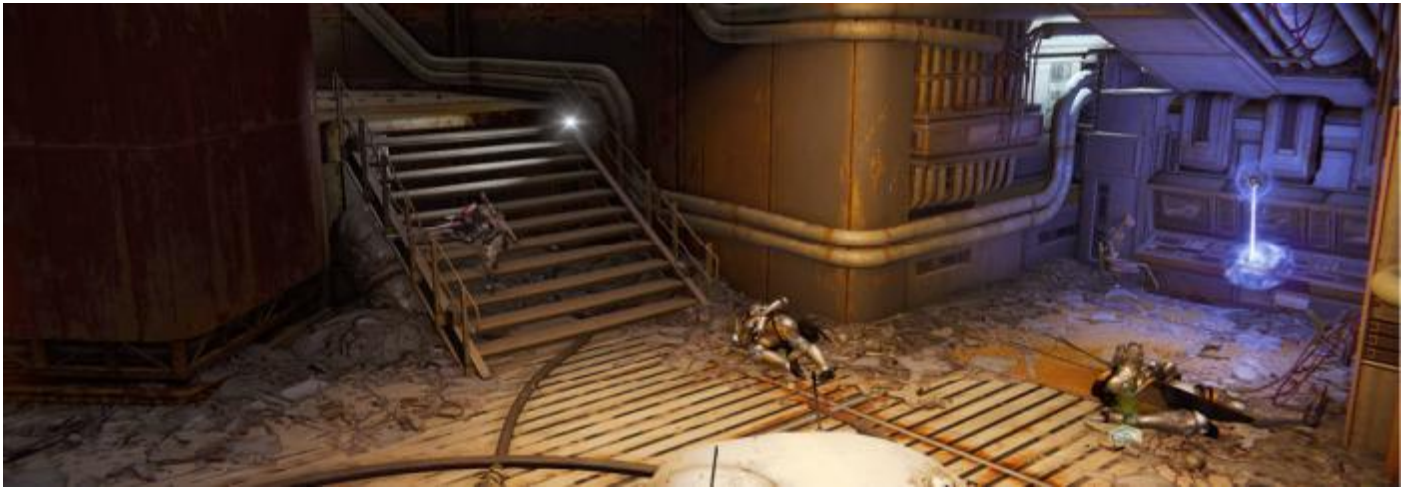
Mission Types

Within the Director, you can select from a wide variety of gameplay modes: Story, Patrol, Strike, Raid, and PvP (Crucible).

Story Missions

Fireteam: 1-3

Cooperative



Story missions take place on Earth, the Moon, Venus, and Mars. Story and Patrol missions make up the single-player portion of Destiny, but they can be played with up to three players cooperatively. Major nodes must be played so you can understand the story and advance the fastest. Minor nodes are voluntary missions.

Patrol Missions

Fireteam: 1-3

Cooperative



Access one of the many Guardian Beacons on a planet's surface to acquire a mission from the Tower. You can acquire Patrol missions by locating beacons that friendly Guardians placed on the surface of each planet. Use your Ghost's Navigation overlay to locate nearby Patrol Beacons.

Several Public Events also occur on each planet. If you see one pop up while you're exploring a public area, simply join in to participate. Help your fellow Guardians with the objective, and earn a Bronze, Silver, or Gold Tier based on how well the group does.

Be sure to grab a reward from the Vanguard for completing your first Gold Tier Public Event each day. You can collect this from the Postmaster up at the Tower.

Strike Missions

Fireteam: 1-3

Cooperative



Strikes are challenging PvE missions, and you can select them in a few ways. Each planet has Strikes that can be accessed, and there is a special category of Vanguard Strikes visible on the main Director screen that lets you tackle a random Strike at a fixed level: 18, 20, 22, or 24.

You may also have access to a special Strike that has additional difficulty settings enabled and distributes bonus rewards if completed. This shows up on the Director beside other daily missions.

Raid Missions

Fireteam: 6

Cooperative



Raids are the toughest PvE content in the game, and they require a full Fireteam of six players to tackle. Raid content is timed in the sense that your progress resets weekly, so you have a full week to complete and earn the rewards from a Raid.

Raids contain checkpoints that store your progress after each major encounter. You can use checkpoints to tackle a difficult Raid over the course of several play sessions. Bring your best buddies for Raids, since you must be coordinated in order to complete them!

The Crucible

Fireteam: 1-3 or 1-6

Competitive



The Crucible is a single entry in the Director that leads to a set of playlists for competitive PvP. You may also occasionally encounter special time-limited PvP events, such as the Iron Banner PvP sessions. There are multiple PvP modes; see the Crucible chapter for more details on each.

Public vs. Private Zones

While exploring planets, you may pass between areas that are public or private.

Public areas are almost all planetary surface areas, though a few are set within interiors. In a public area, you can encounter other friendly Guardians roaming the world. Private areas are typically interior areas that are used for various Story and Strike missions. Within these, only players in your Fireteam are present, and you won't encounter other Guardians.



Fireteams



You can create Fireteams by joining another player on your friends list, or by having a friend join you.

Fireteams are normally limited to three players in most mission types, but Raids and PvP both allow you to enter with up to six players.

You can invite new players to your friends list directly in-game. To do so, target another player, and bring up the Options menu to send a friend request. The Fireteam leader decides which missions to launch, as well as their difficulty.

Travel



While on the surface of a planet, you can travel anywhere you want during any mission. However, some areas are inaccessible if you are not on the specific Story mission, Strike, or Raid that involves them.

Story, Raid, and Patrol missions all start you at different places on the surface of the planet. If you want to meet up with friends, it's easiest to join their Fireteam while they are on the surface of the planet, or join a Fireteam in orbit and launch a mission together. Use your Sparrow to travel quickly across the surface of the planets!

Field Manual - Progression



Once you have unlocked each of the destinations in Destiny and gained a few levels, the number of potential activities that you can participate in can become a bit overwhelming. If you're wondering how and where to progress, heed these words of advice.

While you are leveling, you never need to bang your head against a mission that feels too tough or too high-level. You can always go back and play a lower-level mission. You can even select a tougher difficulty setting for a normally low-level mission to make it more appropriate for your level.

A good approach to your daily session is simple: tackle the daily missions, complete any daily bounties you have time for, and try to earn gold in at least one Public Event. If you have more time on your hands, go after Vanguard or Crucible Marks if you aren't at your cap for the week. If you're done with that, as well, try raising your reputation level with one of the Tower's Factions.

Finally, going chest and Material hunting in Patrol mode while tackling Beacon missions and Public Events is a great way to earn some experience, rep, Glimmer, and Materials.

Timed Events



Destiny has a variety of events that change over time (in real time): some are daily, some are weekly. Some are special events only available for a specific amount of time, some are constant cycles.

Most vendors refresh their stock every several hours. You can revisit the Weaponsmith or the Cryptarch and find new gear frequently.

Bounties are refreshed daily, though any bounties you are carrying are not reset; only those on the bounty vendor are reset.

The Featured Story mission resets daily.

Featured Strikes update weekly. These are typically high-level Strikes with the Nightfall and higher-difficulty Skulls active.

Crucible bonus playlists are updated daily, and some special events like the Iron Banner playlist have time-limited access.

Most special events occur weekly, but keep an eye on Bungie's social media for updates.



Your first gold score in a Public Event each day rewards you with some nice goodies mailed to you by the Postmaster. Public Events can occur anywhere in open public areas (that is, any place in the world where you can encounter other Guardians not in your Fireteam), and they have a chance of occurring periodically. If you're hunting for Public Events, have your friends split up and spread out. You can then have everyone join a Fireteam when you locate one.

Out in the world on Patrols, you can find Chests, Materials, and Patrol Beacons. Chests and Materials aren't always present in the same locations. Sometimes they spawn, sometimes they don't. Patrol Beacon locations are the same, but the specific mission they grant can vary.

If you want to share Chests and Materials with your Fireteam, be sure they're nearby to grab the goods, as they vanish from the world a few seconds after they are opened or picked up. Gold Chests don't follow this rule, but they are one-time rewards for each of your characters.



Tackling the various timed events, particularly daily ones, is a good way to focus your efforts for your daily play session with your friends. Timed events almost all give bonus rewards, and if you piggyback bounty completions on top of them, you can maximize the returns on your time investment.

Experience and Level

The most basic progression comes from earning experience.



You can acquire experience from defeating enemies, completing missions, completing bounties, or turning in mission items in the Tower. All experience that you acquire goes toward raising your level, and leveling your weapons, armor, and specialization.

If you have any Uncommon or better weapons or armor equipped, any experience you earn goes toward unlocking mods on those pieces of equipment. Similarly, if one of your Class specializations is equipped and not yet fully maxed, earning experience unlocks new talents in the equipped specialization.

Remember to equip non-maxed weapons and armor before turning in a bounty or mission objective so you can get the most benefit from the experience! The same goes for swapping specializations if you have one maxed and equipped, but your second is still not complete.



As you gain levels, you unlock basic features, including bounties and the Crucible PvP mode. At Level 15, you unlock your second specialization. Finally, once you reach Level 20, you stop gaining levels normally from experience. Any further levels that you would gain from experience earn you Motes of Light, one for each “level” gained.

Equipment Upgrades

In addition to leveling your character (and your equipment), you need to continually upgrade your weapons and armor as you level.

You want to be looking out for improved rarity items (Uncommon, then Rare, then Legendary, and finally Exotic), as well as higher-level items.

While you are leveling, it’s enough to keep an eye on the Attack stat of weapons and the Defense stat of armor. As long as your current gear isn’t too far behind a new piece, you can keep the current piece if it has mods that you prefer to use.



Simply equipping new gear with better Attack/Defense stats and higher rarity as you find it will get you to 20 comfortably.

Don't worry too much about investing a lot of experience, Materials, and Glimmer into fully upgrading weapons before Level 20. Barring a few very specific exceptions for PvP, all of them will be replaced with Level 20 Rares and Legendaries. You're going to need every scrap of Material and Glimmer you can hoard to upgrade your Level 20 gear.

Once you reach Level 20, however, you need to start looking at outfitting yourself fully in Legendary equipment.

Save Your Gauntlets

Save Your Gauntlets

Gauntlet armor of Uncommon or better rarity always has a reload bonus for a primary weapon class on it. While you are leveling, try to keep a set of gauntlets for each weapon type in your Vault. At the very least, they are useful in PvP, and it's nice to be able to get a slight reload bonus no matter which primary weapon you have equipped. This is necessary to tackle higher-difficulty missions in PvE, but it is also just plain fun. All the cool mod combinations are available to you on Legendary weapons and armor.

Beyond that, tracking down Exotics is your last gearing goal. Finding your first Exotic is an exciting moment, and later, when you have assembled an arsenal with multiple Exotic and Legendary pieces, fine-tuning full sets of complementary equipment will occupy your time.



Light Level



Your Light level is your level beyond 20. Once you stop earning levels through experience at 20, the only way to progress is to find armor with the Light stat on it.

Move your cursor over the Light stat in your Equipment screen to see how many points of Light you need to reach the next level.

High-level Rare, Legendary, and Exotic items can provide you with Light points, and raising your level is necessary to unlock the most difficult PvE missions in the game, including Raids. Raising your level also has an impact in matches where Level Advantages are enabled, though it is not quite as critical there as it is for PvE.

Light, Light, and Light

The word "Light" is used in quite a few places in Destiny, and it can get confusing at times.

Motes of Light are a currency you earn with experience once you reach Level 20. At 20, you no longer gain levels normally; instead, every time you would have gained a level, you earn a Mote of Light instead.

Light levels come from the Light stat on your armor, which is how you gain levels past 20. Light shows up as a stat just like any other, so you can have a piece of armor with +5 Light or +10 Light. You can see exactly how much Light you need to earn another Light level by moving the cursor over your Light stat.

Orbs of Light grant super meter energy. These are created when a Guardian kills an enemy with a super move, or when a Defender Titan absorbs damage with the Ward of Dawn. Note that you cannot see your own Orbs of Light; only other Guardians can see and pick them up. If you killed several enemies with a super move and saw the message that you generated Orbs of Light and couldn't figure out what or where they were, that's why!

Light as a concept is the literal energy granted by the Traveler to the Guardians. The Ghosts are a manifestation of this energy, as are many of the superhuman abilities that Guardians can perform.

Loot

Loot is the good stuff, all the weapons and armor and goodies you can find or earn out in the wide world of Destiny.

You can find such items in the world dropped by enemies, looted from chests, awarded for completing missions or Crucible matches, awarded for ranking up a reputation level, mailed to you for finishing your daily Gold Public Event, completing a special bounty, or given as a reward for turning in mission items. As a general rule of thumb, the more difficult the loot is to acquire, the better it is.

You Can't Lose Loot!

The kindly Postmaster in the Tower will mail you any Engrams that you failed to pick up in the field after a mission. Very difficult Vanguard Strikes and other PvE missions have a good chance of awarding you rare items upon completion, and the reward for gaining a reputation level can also be a quality item.

PvP varies depending on the mode in question. Normal Crucible matches rarely award you high-quality gear, but time-limited Iron Banner matches have better odds of granting excellent equipment.



Raid loot and loot purchased with Marks is guaranteed to be of excellent quality, but both are time-limited rewards, and you can only earn raid rewards and Marks up to your cap once every week.

You may find a certain special vendor in the Tower from time to time with particularly excellent equipment on offer, though he does not accept common types of currency...

Equipment Rarity

THE SPEAKER Compare

STRENGTH OF THE PACK Hunter Cloak *Legendary*

A pattern worn by Ana Bray during the fateful battle of the Twilight Gap.

Mote of Light 15 / 10

Hunter Class

Acquire Details

EMBLEMS

STOCK REFRESH 4 Days 10:35:09

All equipment, weapons, and armor progress from Common white items to Uncommon green items, then to Rare blue items, and finally to purple Legendary items. There are also exceptionally rare orange Exotic items, but don't expect to acquire those quickly without some amazing luck.

Engrams

Weapons and armor may be located within coded Engrams. Engrams share the same rarities as other items in the game, and they appear as glowing crystals in the world.

Any enemy can potentially drop an Engram, though Majors and Ultras have a better chance of doing so. A coded Engram displays the basic type of item within, but to discover the exact item, you must take these coded Engrams back to the Cryptarch in the Tower. You may find an Engram for a primary, special, or heavy weapon, or for a helmet, chest armor, gauntlets, leg armor, or Class Armor. The Cryptarch can analyze and decrypt Engrams, discovering the pattern for the weapon or armor contained within. Decrypting Engrams also has the pleasant side effect of raising your reputation with the Cryptarch. You can even buy Engrams directly from the Cryptarch. This instantly identifies the item within and grants you bonus reputation with the Cryptarch immediately. Very rare Engrams may contain additional bonus items, such as Glimmer or Ascendant Materials.

Engram Rewards

Engrams sometimes contain items of a different rarity than the Engram. This means that it is possible (albeit very rare) to find a Legendary item inside a Rare Engram. Unfortunately, this also means that you may not get a Legendary item from a Legendary Engram...

Vendors



You can purchase items from vendors in the Tower with various types of currency.

Some vendors sell basic items of Common or Uncommon quality, but you may also find Rare Engrams from the Cryptarch, or Legendary items that are purchasable only with Marks from various Factional vendors.

Some vendors refresh their stock every few hours, while others take longer or may not normally refresh them at all (until Bungie decides to change them, that is!).

Factions

Factions are groups of like-minded Guardians and other citizens of the Tower and the City who have banded together around a certain philosophy. It was not always so; Faction wars once raged in the City's earliest days...



Factional Rewards

Each of the different Factions has different rewards, though there are a few gaps in what they offer.

| | |
|-------------------------------------|---|
| | Compare rows: Select <input type="text"/> |
| Dead Orbit | |
| Offers no auto rifles | |
| 1 Legendary of each other archetype | |
| | Compare rows: Select <input type="text"/> |
| Future War Cult | |
| Offers no pulse rifles | |

1 Legendary of each other archetype

Compare rows: Select

New Monarchy

Offers no pulse rifles

1 Legendary of each other archetype

Compare rows: Select

Iron Banner

2 Legendary pulse rifles

1 Legendary of each other archetype



Vanguard

The order of veteran Guardians devoted to the protection of the City, the best of the Titan, Hunter, and Warlock orders. All player Guardians belong to the Vanguard initially, as it is the Faction that you automatically represent when you begin the game. All reputation rewards for completing Vanguard Strikes, bounties, and Patrol Beacons go to the Vanguard Faction, unless you choose to represent another Faction.



The Crucible

Not a Faction precisely, but an organization formed to test the Guardians in battle against their most dangerous opponents—other Guardians. This live-fire training hones Guardians into lethal weapons against the Darkness. Sometimes being dead and having a Ghost that can revive you is convenient...

The Iron Banner

A Faction led by Lord Saladin, a veteran of the Battle for Twilight Gap, the Iron Banner seeks the mightiest of Crucible combatants to lead the war against the Darkness.



Dead Orbit

Dead Orbit believes that the Guardians' destiny lies not with the Traveler, but out amongst the stars. They seek to leave the Earth and travel to a new home.



Future War Cult

The Future War Cult believes in the inevitability and, indeed, the necessity of conflict. They seek not to leave or to rebuild, but to wage war, in all its forms.



New Monarchy

New Monarchy believes that together, the Guardians can rebuild their lost Golden Age, and that true leaders for the City can be found...or forged.

Reputation

For PvE Factions other than the Cryptarch, reputation is earned in PvE by completing Vanguard Strikes, bounties, and Patrol Beacons, as well as special events.

You can earn Crucible reputation by completing Crucible bounties and competing in PvP special events.

Earn enough reputation with a Faction, and you can gain a reputation level. Reputation levels are required to purchase certain powerful equipment. Once you reach the cap for reputation level (generally 3 for most Factions), every level past the cap earns you rewards!

There is no upper limit to a reputation level past the cap; you can continue to earn rewards every time you achieve a new level.

By default, all PvE reputation you earn goes toward the Vanguard Faction. To represent another Faction, you must purchase a Class Armor item of that Faction and wear it while completing missions that award reputation.



Cryptarch

The Cryptarch is a unique character. Serving as the crypto-librarian for the Tower, he can identify Engrams that you find in the wilderness. Identifying Engrams, bringing him special items from each enemy race in the game, and purchasing Engrams from him all serve to increase your reputation with the Cryptarch. Earning sufficient reputation eventually allows you to purchase Rare Engrams from him, and further levels earn you rewards just as they do for any other Faction in the game.



Field Manual **Vehicles**

Fighting Vehicles



In no particular order, heavy weapons, grenades, and super moves are all powerful weapons against vehicles. Sniper rifles can also instantly dispatch a driver, and this is a powerful method of securing an Interceptor in PvP.

However, turrets are custom-made to destroy other vehicles. Primary Weapons can deal meaningful damage to vehicles, particularly if multiple players focus fire, but try to avoid situations where you are fighting a vehicle in the open with a Primary Weapon.

If you spot a vehicle at long range and you have a clear shot, or if a vehicle is involved in a firefight with someone else, go ahead and open fire. Otherwise, seek cover, and avoid them. A vehicle can kill you only if you let it get you in its sights in the first place. In both PvP and PvE, about 10% of the damage that a vehicle takes bleeds through to the driver. Although it's possible to kill a driver by shooting the vehicle, if you specifically want the driver dead, it's a better idea to target them with a sniper rifle or other precision weapon.



Vehicle Health

Vehicle health is split up into thirds similar to how your health meter is, but unlike your health, vehicles only regenerate to the nearest third. This means that once a vehicle is heavily damaged and on fire, you know it's going to blow soon no matter what you do. In these cases, getting out before it explodes is usually the wise course of action. If you don't want to leave a vehicle for hostiles to pick up, jump out and destroy it yourself. When a Sparrow blows up, you are simply knocked off, but all other vehicles kill you when they explode! Vehicles deal blast damage when they explode, and it is possible to kill other nearby enemies by destroying a vehicle in their midst.

Sparrow Detonation

If a Sparrow takes critical damage and is unmanned, it goes into an uncontrolled forward boost and detonates on impact with any target or obstacle. This is tricky to engineer, but you can indeed kill adversaries with your Sparrow.

Ramming Speed

You can kill your opponents by ramming them. With your Sparrow, you must hit them directly and press Boost just before you impact. With the Pike, sideswipes or using a boost will do the trick. Sideswipes in particular are fairly easy to land if an enemy gets close to you. The Interceptor's boost is sluggish, but it is very powerful—an Interceptor will destroy any Sparrow or Pike in a head-on collision. Two Interceptors boosting destroy each other, along with their pilots.



Boost

While on a Sparrow, Pike, or Interceptor, pressing and holding the Aim button allows you to use the vehicle's boosters, speeding you up considerably. The Interceptor can boost for only a short time, but the Sparrow and Pike can cruise indefinitely at a higher speed after performing a boost.



Sparrow

Fast-moving transport



Your Sparrow is unlocked early in the Story missions, and it is your primary means of fast travel around the planets (and on some larger PvP maps). Unlike other vehicles, Sparrows are equipment that is personal to you, so you can find and buy new Sparrows that have superior stats (and cooler paint jobs). Upgraded Sparrows have increased health, speed, and better air brake maneuverability. Legendary-quality Sparrows can outpace a Pike. With some hunting, you may even be able to find new colors for your engine contrails.



You can perform an air brake turn on the Sparrow by holding the trigger, aiming the camera where you want to go, and then releasing the trigger.



Long Jumps

For both the Sparrow and the Pike, if you launch yourself off a jump and hold back on the analog stick, you can get some extra height and hangtime.

Pike

An agile Fallen combat craft



The Pike is a hover vehicle like the Sparrow, but it is armed with rapid-fire Arc cannons and has a built-in sideswipe ability. While on the Pike, hold the trigger to fire the cannons. They overheat after a moment, firing slowly. However, they can be recharged to full speed very quickly. Simply releasing and pressing the trigger is enough of a delay to get full speed barrages back. You can tap the Melee or Grenade buttons to strafe right or left. Use this maneuver to dodge incoming fire or smash nearby enemies on the ground.

In the air, strafing causes you to perform a barrel roll. Instead of air braking, you can perform a hard turn by turning in one direction and then using a strafe to kick the Pike around in a curving arc. The Pike has a small glass shield at the front that can occasionally protect you from a few incoming shots, but enemies can destroy it. Don't expect it to save you from an accurate sniper in PvP.

Interceptor

A brutish Cabal war machine



The Interceptor is a rocket-armed hover vehicle. Sluggish and slow-moving compared to the Sparrow or Pike, it nonetheless has a powerful boost that you can use to ram and destroy lighter vehicles or enemies.

The Interceptor is armed with twin rocket launchers, and as they have no ammo limitations or cooldowns to worry about, you can bombard an area with them continuously. When you obtain an Interceptor, use it carefully, and you can go on long sprees in both PvE and PvP.

The Interceptor's rockets fire in a left/right pattern from its twin mounts at the front. This is important because you can damage yourself with the blast from the rockets, and because shooting around cover is possible if you keep track of which rocket is loaded. There is no on-screen indicator of which rocket is loaded. Pay attention when you're firing, and you can strafe in and out of cover to launch them around the edges.

The Interceptor has better frontal protection from snipers than the Pike, and it generally provides its rider with a bit more protection. When facing an Interceptor yourself, if you can't snipe the driver, break out your super moves, heavy ammo, and grenades to take it down as quickly as possible.

Turret



A turret is a special “vehicle” only encountered on the Bastion and First Light Crucible maps in PVP.

Armed with twin rapid-fire rotary machineguns and protected by a frontal energy screen, they are a powerful anti-vehicle weapon.

Turrets wreck other vehicles, and while they are vulnerable to the Interceptor’s rocket fire (or the usual anti-vehicle tools), they can destroy Sparrows, Pikes, and Interceptors extremely quickly. The turret’s machineguns overheat if fired continuously for too long. Either fire in bursts, or expect a lengthy delay while they cool off. A small energy screen protects the turret’s operator. You can destroy the screen, but it regenerates after 15 seconds or so.

THE TOWER - Bounties

Check in with the Bounty Tracker to get Bounties that earn you Vanguard and Crucible Reputation when you complete them.

Vanguard Bounties

You can complete the following Bounties through the Story Missions, Strikes, and Patrol Missions. Once a Bounty is complete, return to the Bounty Tracker at the Tower to receive your reward.

| Name | Objective | Description |
|----------------------------|---|--|
| Relic Harvest - Cosmodrome | Collect 200 Sensor Mites in Cosmodrome. | Collect Golden Age sensor mites from our enemies in the Cosmodrome. They're drawn to power, so stronger enemies will contain more. |
| Relic Harvest - Moon | Collect 200 Impact Shards on the Moon. | Our enemies on the Moon gather strange meteor shards. Claim them for the City. Powerful enemies serve as collection points; they'll have more. |
| Relic Harvest - Venus | Collect 200 Pumice Threads on Venus. | Our enemies seem to value the pumice thread found on Venus. Gather it from the enemy dead. Powerful foes likely carry more. |
| Relic Harvest - Mars | Collect 200 Olympus Tears on Mars. | A lost machine fills Mars' air with Olympus Tears. They attach to Vex and Cabal tech, particularly if it's powerful. Kill enemies and harvest their Tears. |
| Patrol Cosmodrome | Complete 6 Patrol missions in the Cosmodrome. | There are problems out in the wilderness that only a Guardian can solve. |
| Patrol the Moon | Complete 6 Patrol missions on the Moon. | There are problems out in the wilderness that only a Guardian can solve. |
| Patrol Venus | Complete 6 Patrol missions on Venus. | There are problems out in the wilderness that only a Guardian can solve. |

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|----------------------|---|--|
| Patrol Mars | Complete 6 Patrol missions on Mars. | There are problems out in the wilderness that only a Guardian can solve. |
| One for All | Achieve Gold Tier rating in Public Events. | The only path to victory is cooperation. Show that you can work with other Guardians to achieve goals and eliminate threats. |
| Unstoppable | Earn 9000 Experience without dying. | It is not enough to simply fight. Guardians must survive. Show the Vanguard you have what it takes to maintain your resolve against all threats, and you will be rewarded. |
| Walking Tall | Complete any Strike without dying. | Guardians are powerful, but confidence can lead to recklessness. Prove you understand the value of control by not falling against our greatest threats. |
| It's All in the Head | Kill 100 enemies with precision damage. | Show your skill by removing threats with precise, measured aggression. |
| Cabal Command | Kill 10 Cabal Majors or Ultras. | There are countless targets on the battlefield. Focus on the Cabal's command units to weaken their resolve and test your own mettle. |
| Fallen Leaders | Kill 10 Fallen Majors or Ultras. | There are countless targets on the battlefield. Focus on the Fallen leaders to sow fear. |
| Exalted Hive | Kill 10 Hive Majors or Ultras. | There are countless targets on the battlefield. Focus on the Hive's champions to weaken their resolve. |
| Vex Minds | Kill 10 Vex Majors or Ultras. | Target the powerful Vex Minds to disrupt their command network. |
| Cleansing Light | Kill 3 or more enemies with a single super use, 20 times. | The Light is a gift with which to burn away the Darkness. Use it wisely, and your path forward will always be clear. |
| Body Dropper | Kill 100 enemies without dying. | If we are to defeat the Darkness, you must be able to face the hordes, unblinking. Venture into the wild and send our enemies a message they won't forget. |

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| Knuckleduster | Melee-kill 30 enemies without dying. | Firearms are simply a tool. YOU are the weapon. |
| Predator and Prey | Kill 20 enemies without taking damage from them. | All Guardians can fight, but only the truly skilled can face our greatest dangers and walk away unscathed. |
| Overcharge | Kill 2 enemies at once with a Fusion Rifle, 20 times. | The technology used to create Fusion Rifles is volatile and open for experimentation. Push the limits to see what kind of trouble you can cause. |
| The Bigger They Are | Complete any Strike with the Heroic or Epic modifier active. | Greater challenges come with greater rewards. |
| TARGET: Sepiks Prime | Defeat Sepiks Prime in "The Devils' Lair" Strike on Earth. | There have been reports of an exalted Servitor hidden in the ruins of the Cosmodrome. Join with a Fireteam and eliminate this threat. |
| TARGET: Phogoth | Defeat Phogoth, the Untamed in "The Summoning Pits" Strike on the Moon. | The Hive are breeding a terrible abomination in their Summoning Pits. Join with other brave Guardians and face this horror. |
| TARGET: Sekrion | Defeat Nexus Mind Sekrion in the "Nexus" Strike on Venus. | Somewhere below the Academy on Venus, a powerful Vex Hydra is infecting the planet. Take a Fireteam to the Ishtar Sink and stop this machine before it spreads further. |
| TARGET: Aksor, Archon Priest | Defeat Aksor, Archon Priest in the "Winter's Run" Strike on Venus. | The House of Winter has liberated an Archon Priest from prison on the Reef. Rally a Fireteam and hunt him down. |
| TARGET: Valus Ta'aurc | Defeat Valus Ta'aurc in the "Cerberus Vae III" Strike on Mars. | Valus Ta'aurc, the Fleet Commander of the Cabal Siege Dancers, has been located outside of Freehold. Join with a Fireteam and eliminate Ta'aurc and his lieutenants. |
| TARGET: Sardok, Eye of Oryx | Defeat Sardok in the "Shrine of Oryx" mission on the Moon, with the Heroic or Epic modifier active. | Vanquish Sardok, custodian of the dread Shrine of Oryx. |

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| TARGET: Merok, Eir Prince | Defeat Merok in the “Sword of Crota” mission on the Moon, with the Heroic or Epic modifier active. | End the malignant existence of Merok, whose every step is a transgression. |
| TARGET: Telthor, Unborn | Defeat Telthor in the “Chamber of Night” mission on the Moon, with the Heroic or Epic modifier active. | Find the abomination called Telthor, Unborn and release the universe from the burden of its existence. |
| TARGET: Frigoris, Exiled Baron | Defeat Frigoris in the “Shrine of Oryx” mission on the Moon, with the Heroic or Epic modifier active. | Frigoris, an exiled Fallen Baron, has risked an assault on the Hive. It will be risky, but there may never be a better chance—track him through the Hellmouth and eliminate him. |
| TARGET: Grayliks, Winter Baron | Defeat Grayliks in “The Archive” mission on Venus, with the Heroic or Epic modifier active. | Grayliks, a baron of the Fallen House of Winter, has been sighted near the Archive on Venus. Hunt him down and end his reign of terror. |
| TARGET: Simiks-3 | Defeat Simiks-3 in “The Archive” mission on Venus, with the Heroic or Epic modifier active. | The Fallen Servitor, Simiks-3, is attempting to plunder the secrets of the Archive. Get to Venus and stop it, before the Academy’s secrets are lost forever. |
| TARGET: Zydron, Gate Lord | Defeat Zydron in the “Eye of a Gate Lord” mission on Venus, with the Heroic or Epic modifier active. | Zydron protects the massive Vex portal at the apex of the Endless Steps. Find the portal, ascend the steps, and kill the Gate Lord. |
| TARGET: Primus Sha’ull | Defeat Primus Sha’ull in “The Garden’s Spire” mission on Mars, with the Heroic or Epic modifier active. | The Consensus has sanctioned the assassination of Cabal leader Primus Sha’ull. |
| TARGET: Bracus Tha’aur | Defeat Bracus Tha’aur in “The Buried City” mission on Mars, with the Heroic or Epic modifier active. | A heavily armed Cabal expedition has made its way into the Buried City. Find them and defeat their leader, Bracus Tha’aur, before they find what they’re after. |
| TARGET: Prohibitive Mind | Defeat the Prohibitive Mind in the “Rising Tide” mission on Mars, with the Heroic or Epic modifier active. | The Prohibitive Mind is a danger to any Guardians brave enough to challenge the Vex. Journey to Mars and destroy it. |

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| TARGET: Divisive Mind | Defeat the Divisive Mind in “The Black Garden” mission on Mars, with the Heroic or Epic modifier active. | As long as the Divisive Mind stands guard over the Black Garden, we will never be safe. Find it, kill it. |
|-----------------------|--|---|

Exotic Bounties

Once in a great while, you may find an Exotic Bounty, the completion of which is rewarded with an Exotic weapon or armor. The following table lists three possible Exotic Bounties.

Compare rows: Select

| Name | Objective | Description |
|---------------------------|---|--|
| Shattered Memory Fragment | Track down Fireteam Tuyet’s last stand. | One of our Venus patrols found a memory fragment on the remains of a destroyed Vex. This fragment concerns the final mission of Fireteam Tuyet, lost long ago on Venus’ Shattered Coast. Perhaps one of their Ghosts can be recovered. |
| A Voice in the Wilderness | Search loot caches on Mars for clues. | A Hunter returning from Mars claims to have heard a voice coming from a sealed cache. |
| A Dubious Task | Talk to Ikora Rey. | The Warlock Vanguard, Ikora Rey, left a posting here - signed, handwritten, and asking for you. |

Crucible Bounties

The following Bounties are accomplished through Crucible gameplay. Once you complete a Bounty, return to the Bounty Tracker at the Tower to receive your reward.

Compare rows: Select

| Name | Objective | Description |
|------|-----------|-------------|
|------|-----------|-------------|

Compare rows: Select

| Name | Objective | Description |
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| Shake the Pillars | Defeat 25 Titans in the Crucible. | Combat skills are honed through experience, and Guardians know there is no greater test than the trials of Crucible. Face your fellow Guardians in combat and prove your might. |
| The Wild Hunt | Defeat 25 Hunters in the Crucible. | Combat skills are honed through experience, and Guardians know there is no greater test than the trials of Crucible. Face your fellow Guardians in combat and prove your skill. |
| Broken Scholar | Defeat 25 Warlocks in the Crucible. | Combat skills are honed through experience, and Guardians know there is no greater test than the trials of Crucible. Face your fellow Guardians in combat and prove your worth. |
| Longshot | Defeat 15 Guardians with headshots using a Sniper Rifle. | Patience and a keen eye are hallmarks of an expert marksman. Teach your fellow Guardians that they cannot hide. |
| Ash and Dust | Defeat 15 Guardians with a Rocket Launcher. | Command the battlefield with heavy munitions. Familiarize yourself with Crux/Lomar's array of rocket launchers and teach your fellow Guardians how to take punishment. |
| Pull the Pin | Defeat 20 Guardians with Grenades. | Learn how to use your grenade abilities for maximum effect. |
| Headhunter | Defeat 50 Guardians with headshots. | To eliminate a threat quickly, you must have unwavering focus and no mercy. Aim for the head; your enemy will surely do the same. |
| Never See You Coming | Defeat 10 Guardians from behind. | Learning to strike at the opportune time will go a long way toward ensuring your continued survival. |
| Throw Down | Defeat 20 Guardians with your melee attack. | Anyone can face adversity with an arsenal at their disposal. Close-quarters combat is a true reckoning of grit. |
| Light the Way | Defeat 15 Guardians using a Super. | Channel your Light to unleash devastation on your enemies. Show them what true power is, so they can truly understand what it means to be a Guardian of the City. |

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| Dominion | Complete 5 Control Matches. | Compete for honor. For pride. For survival. And master the strategies of battlefield control to become an even greater Guardian. |
| Reclamation | Complete 5 Salvage Matches. | Compete for honor. For pride. For survival. Learn to salvage the secrets of our past by challenging your fellow Guardians in a hunt for relics. |
| Stay Golden | Complete 5 Rumble Matches. | Compete for honor. For pride. For survival. Test yourself in unrelenting combat to sharpen your resolve and find the limits of your courage. |
| Death or Glory | Complete 5 Clash Matches. | Compete for honor. For pride. For survival. Join with other Guardians to test your teamwork and combat skills. |
| All For One | Complete 5 Skirmish Matches. | Compete for honor. For pride. For survival. Band together and face a rival Fireteam in heated combat to test your mettle. |
| First Blood | Earn 3 First Blood medals. | There is no room for fear. Advance without hesitation. |
| In the Zone | Capture 10 Zones in Control. | Skill is important, but teamwork and the ability to control a combat zone are the keys to victory. Show your fellow Guardians that strategy is as powerful as any weapon. |
| Relic Hunter | Participate in 10 Salvage Zone captures. | You cannot afford to be distracted by thoughts of glory. Prove that you can stay focused on the mission. |
| Forged in Fire | Win 3 Crucible Matches. | Claim victory in the fires of the Crucible. |
| Back Scratcher | Earn 50 Assists in the Crucible. | Fight as a unit and protect your Fireteam. Individual glory will only lead to defeat. |
| Stopping Power | Earn 10 Buckshot Bruiser medals. | Find a nice little room and start a massacre. |
| Target Practice | Earn 10 Gunslinger medals. | A quick draw and true aim will serve you well. Show you've got the reflexes and steady hand needed to survive in the wild. |

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| Electrocutioner | Earn 10 Fusion Rifle Sprees in the Crucible. | It takes patience and unwavering nerve to expertly wield a fusion rifle. Test your resolve. |
| No Riding Zone | Defeat 10 Guardians on Vehicles. | Track enemy vehicles, and learn to dismount the riders by force. |
| Party's Over | Earn 5 Enforcer medals. | Removing hardened killers from the battlefield is key to victory. Track down your main threats and put an end to their sprees. |
| That's How I Roll | Earn 5 Multikill medals. | Eliminate threats en masse to break their spirits and gain the momentum. |
| Revengeance | Earn 5 Postmortem medals. | Violence breeds violence. Take your revenge on anyone who defeats you. |

TOWER



EARTH





Patrol Beacons are available only during the Patrol activity.



Public Events frequency: 25-35 minutes

The Divide





Patrol Beacons are available only during the Patrol activity.



Public Events frequency: 60-80 minutes

The Steppes



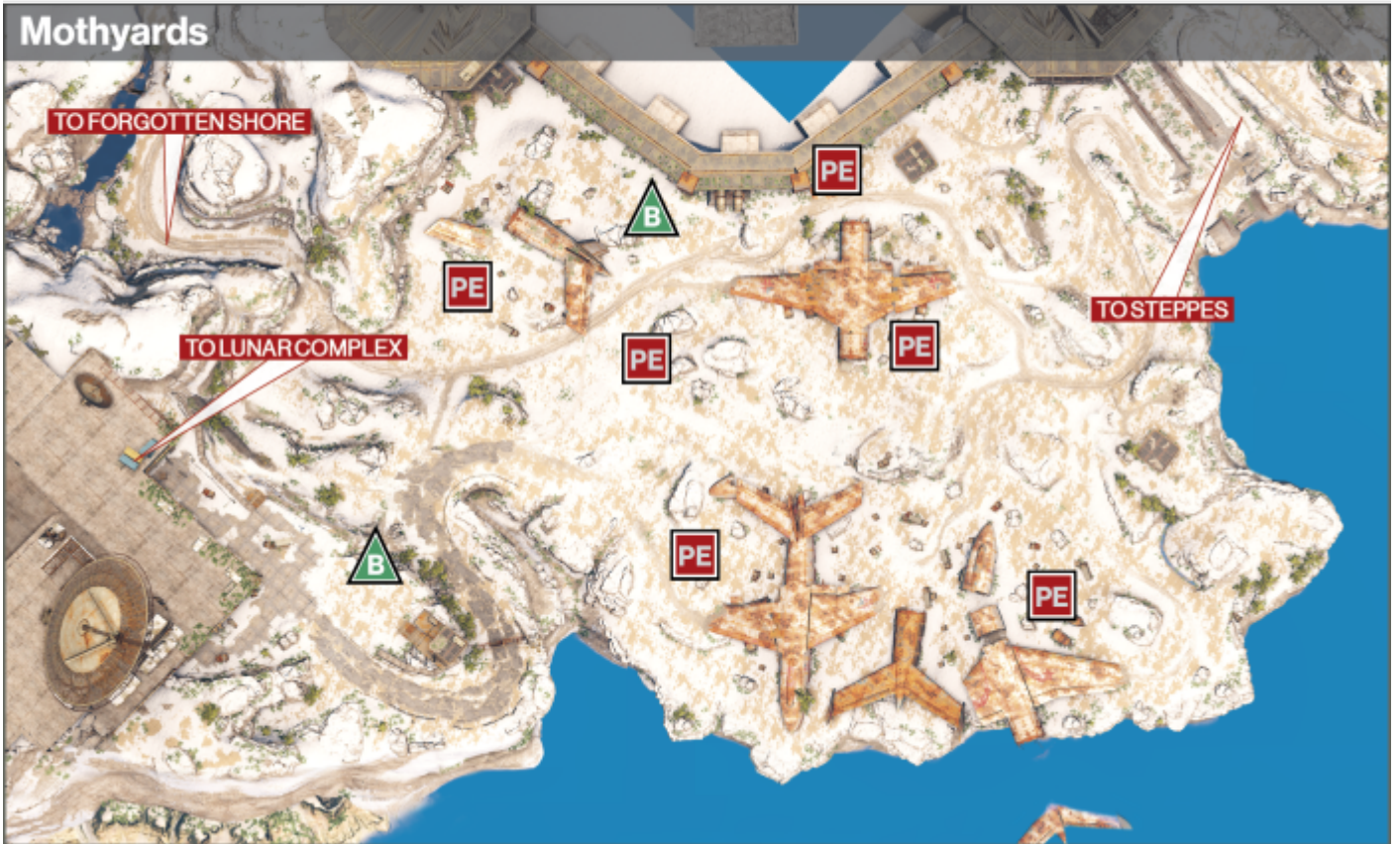


Patrol Beacons are available only during the Patrol activity.



Public Events frequency: 25-35 minutes

Mothyards



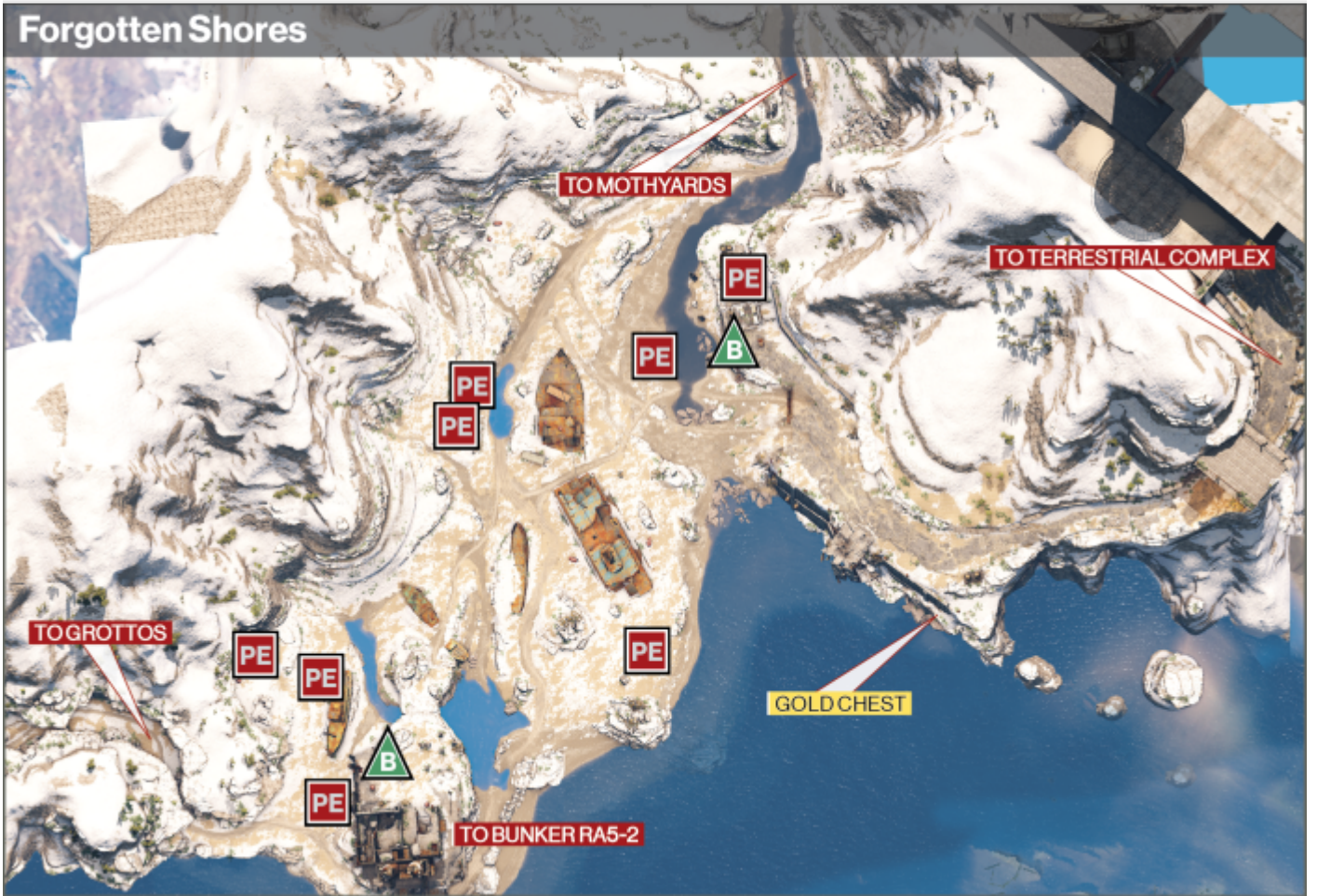


Patrol Beacons are available only during the Patrol activity.



Public Events frequency: 25-35 minutes

Forgotten Shores





Patrol Beacons are available only during the Patrol activity.



Public Events frequency: 25-35 minutes

Skywatch





Patrol Beacons are available only during the Patrol activity.



Public Events frequency: 25-35 minutes



The Blast



The Devil's Lair

FROM THE BLAST



The Grottos



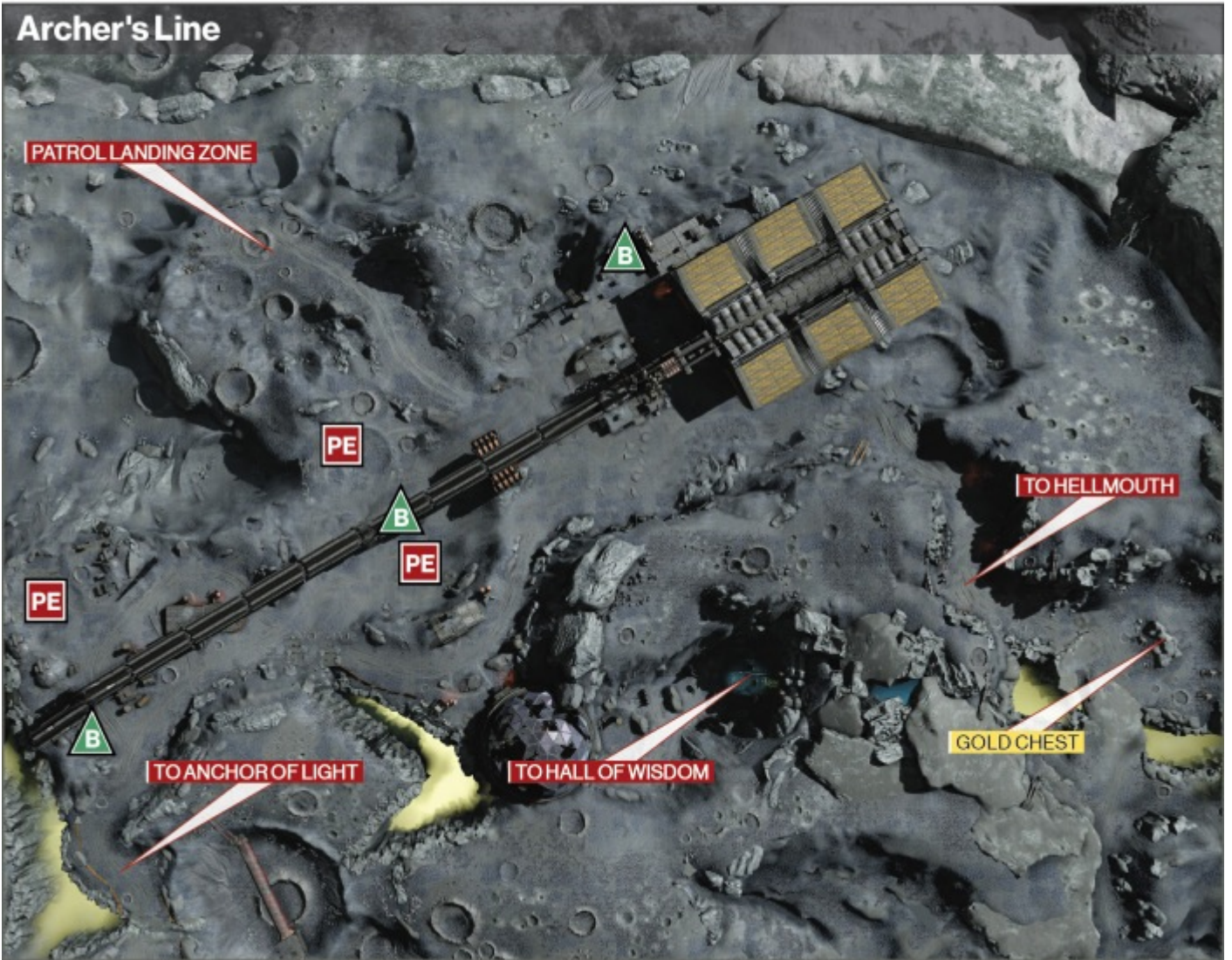
THE MOON



Patrol Beacons are available only during the Patrol activity.



Public Events frequency: 36-44 minutes

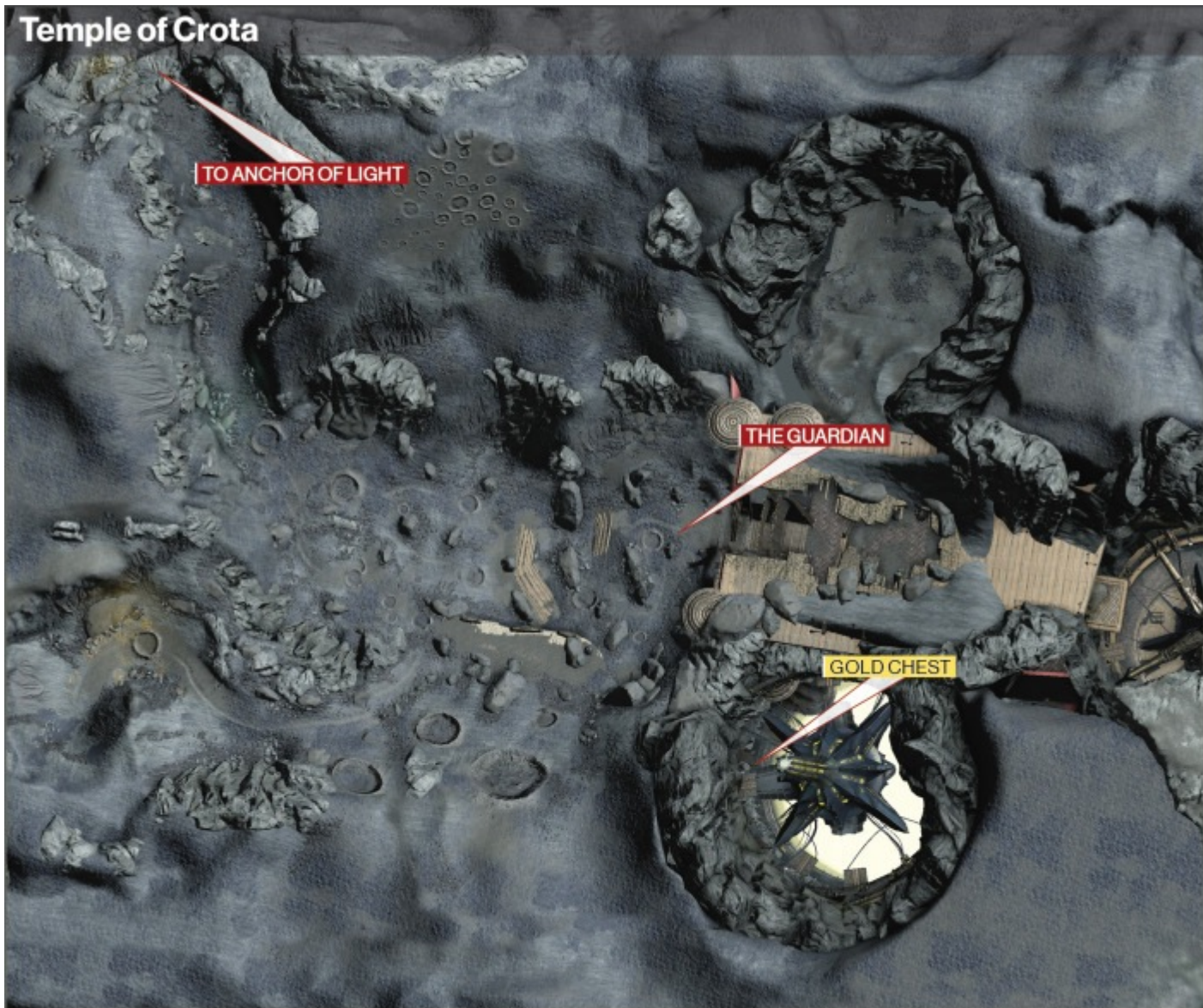


Temple of Crota

TO ANCHOR OF LIGHT

THE GUARDIAN

GOLD CHEST





Patrol Beacons are available only during the Patrol activity.



Public Events frequency: 25-35 minutes

Hellmouth





Patrol Beacons are available only during the Patrol activity.



Public Events frequency: 38-42 minutes

Anchor of Light

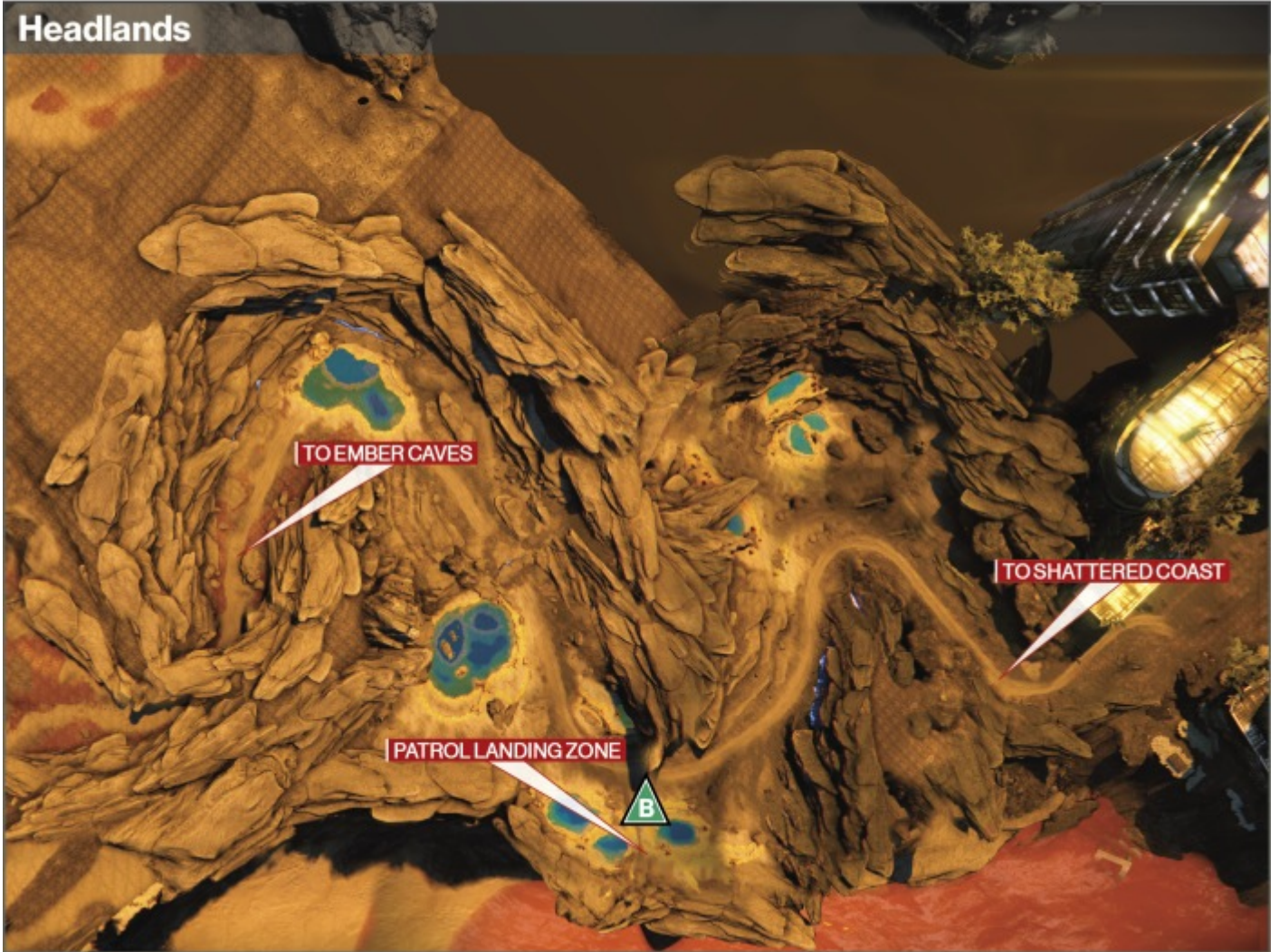


VENUS



Patrol Beacons are available only during the Patrol activity.

Headlands





Patrol Beacons are available only during the Patrol activity.



Patrol Beacons are available only during the Patrol activity.



Public Events frequency: 25-35 minutes



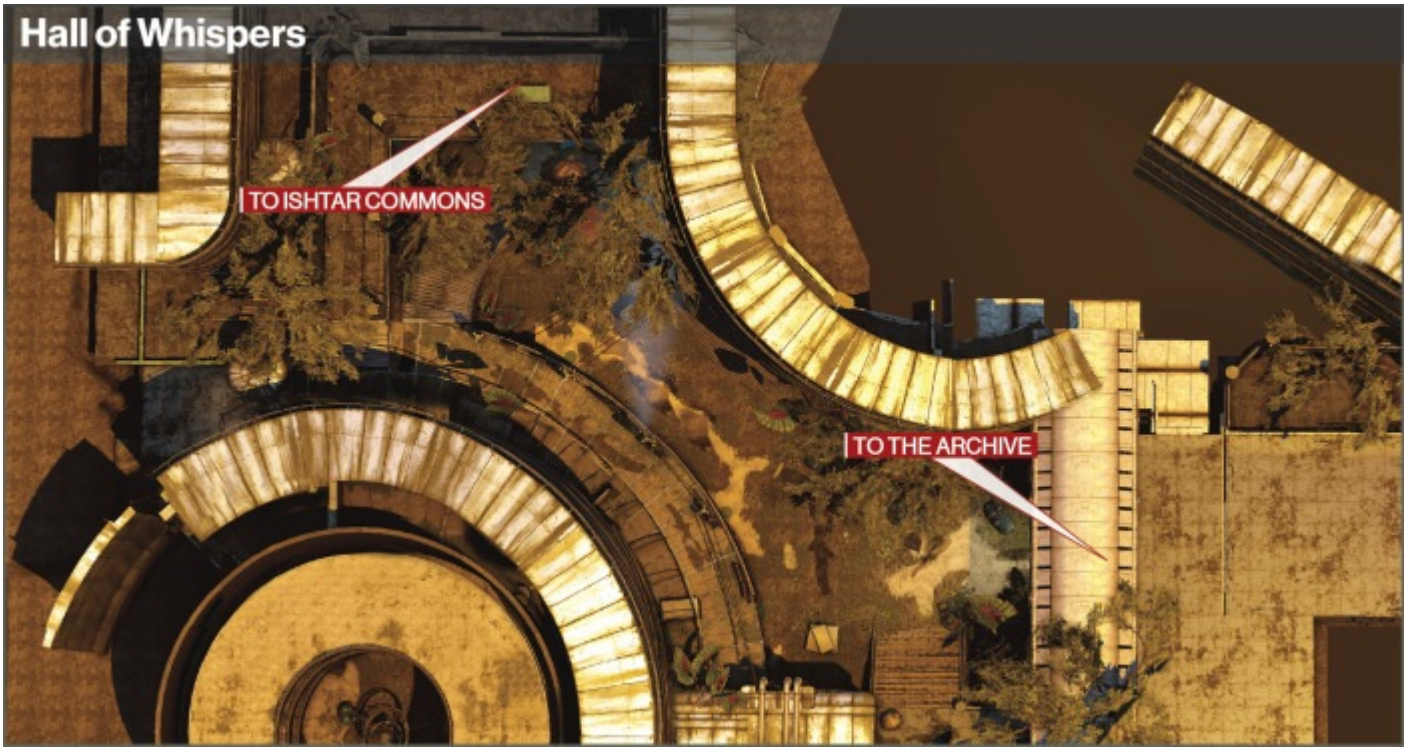


Patrol Beacons are available only during the Patrol activity.

Waking Ruins



Hall of Whispers



Patrol Beacons are available only during the Patrol activity.



Public Events frequency: 25-35 minutes

Ember Caves





Patrol Beacons are available only during the Patrol activity.



Public Events frequency: 25-35 minutes

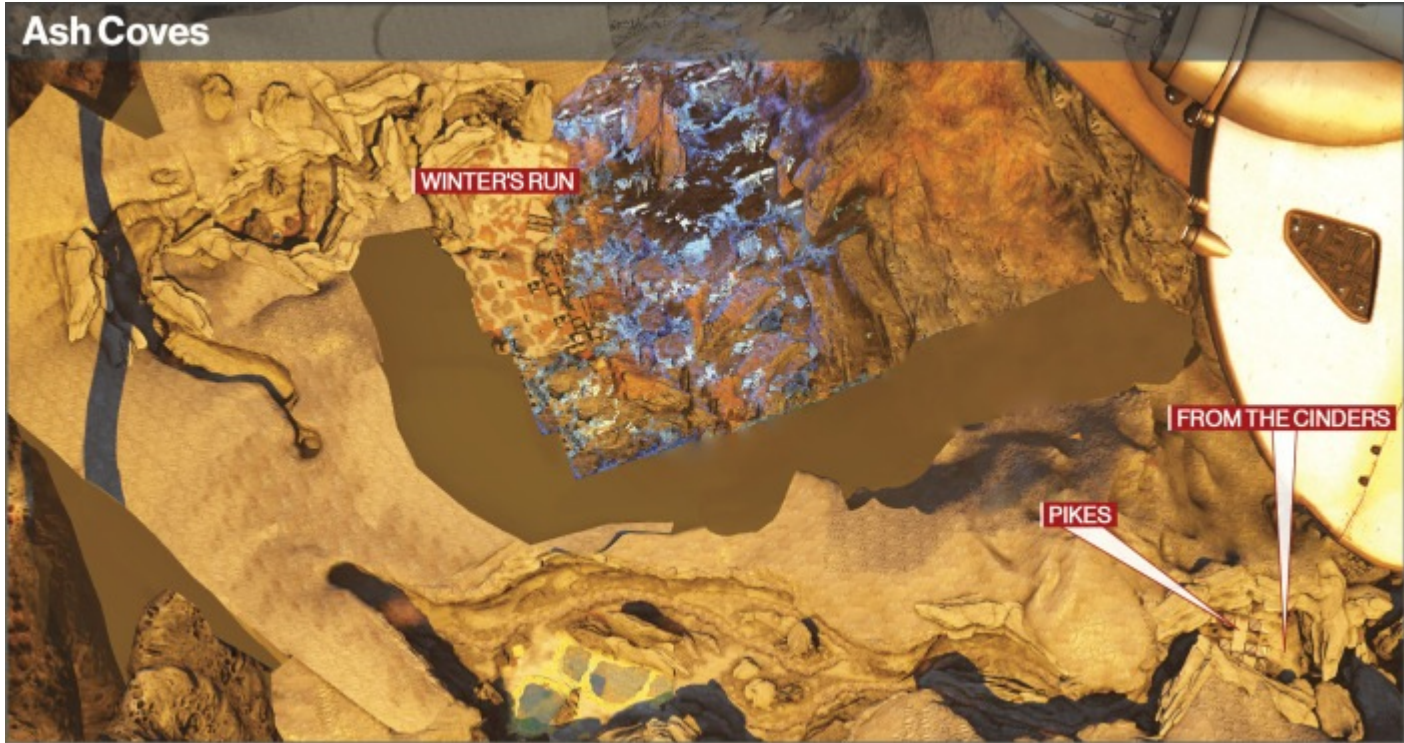
The Citadel



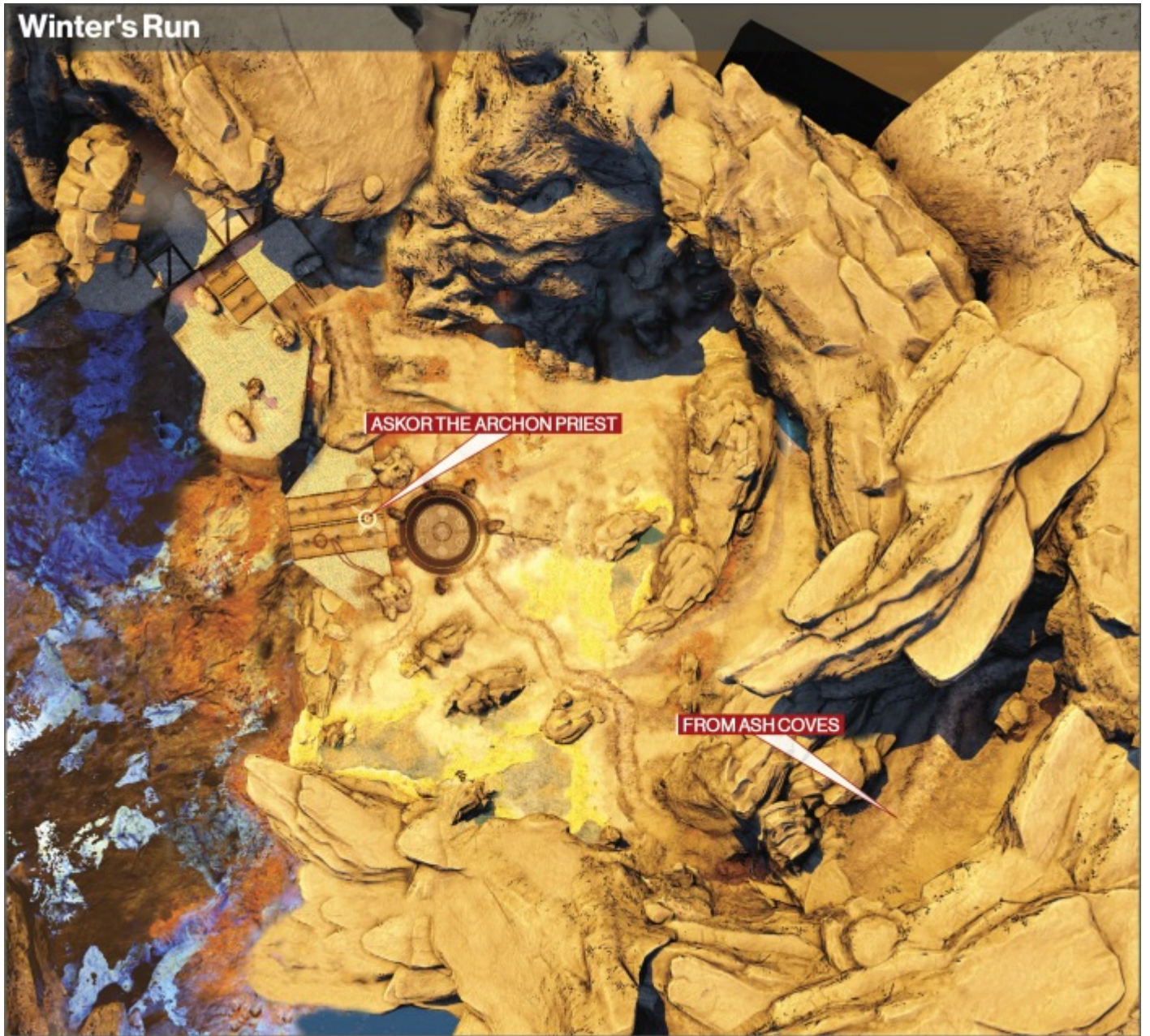
Endless Steps



Ash Coves



Winter's Run



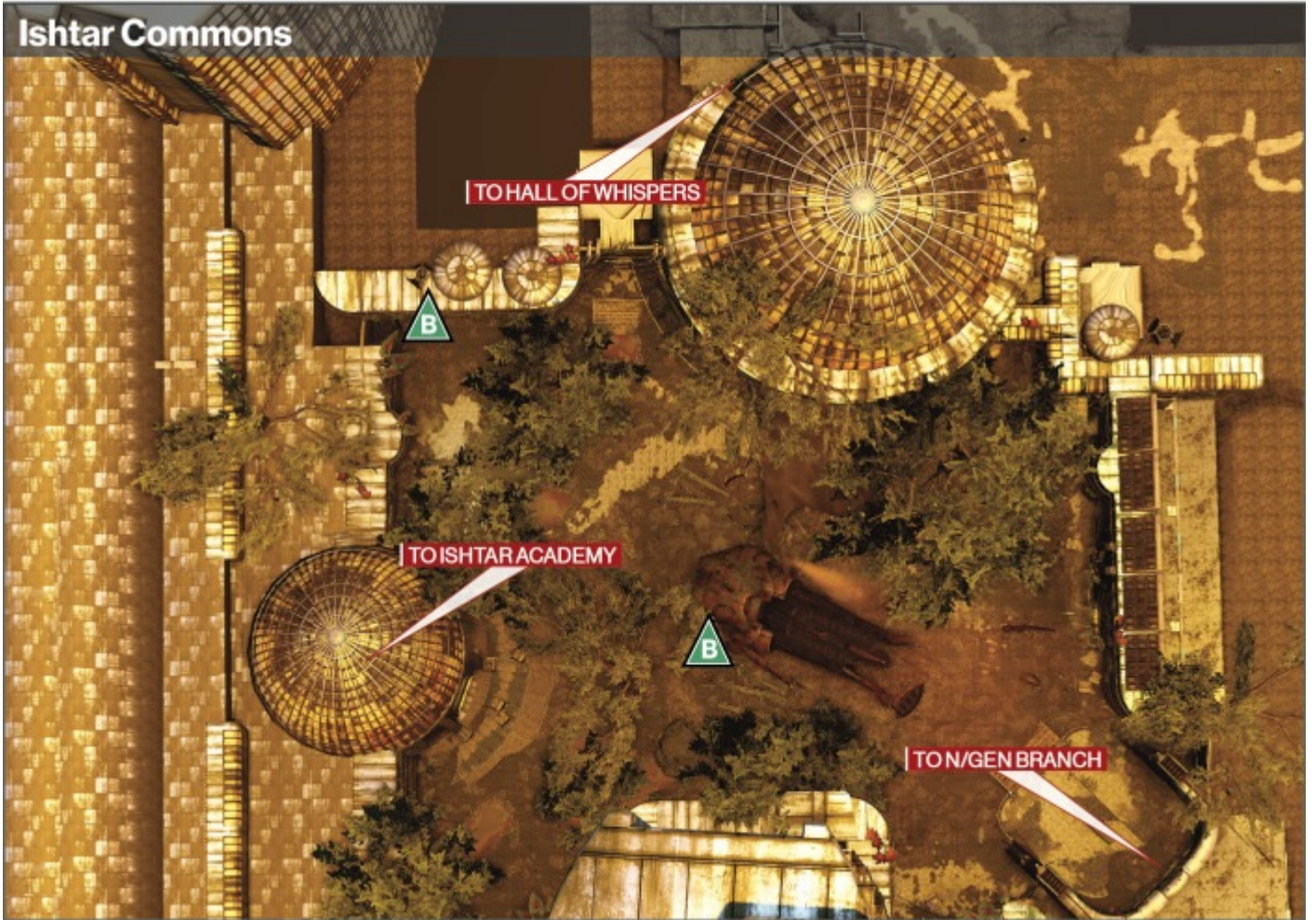
ASKOR THE ARCHON PRIEST

FROM ASH COVES



Patrol Beacons are available only during the Patrol activity.

Ishtar Commons



MARS



Patrol Beacons are available only during the Patrol activity.



Public Events frequency: 25-35 minutes





Patrol Beacons are available only during the Patrol activity.



Public Events frequency: 35-45 minutes

Scablands



Giant's Pass



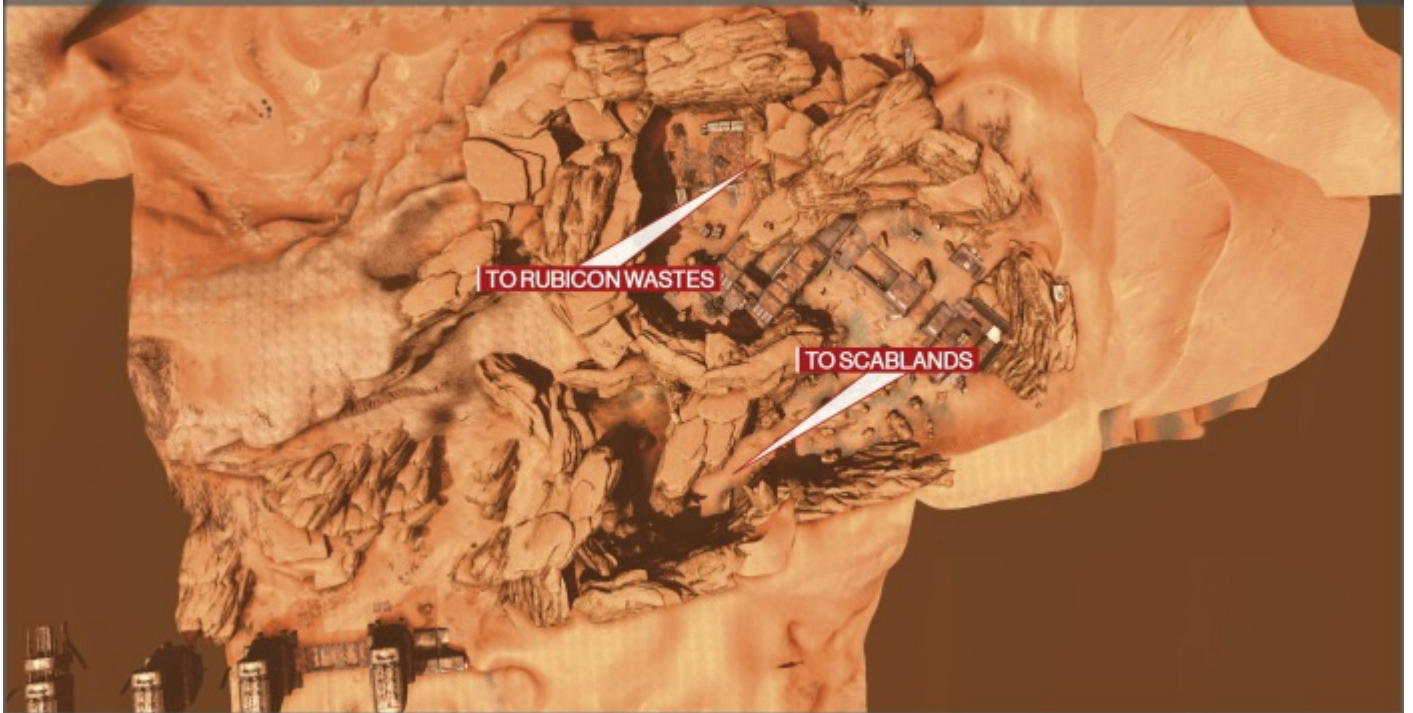


Patrol Beacons are available only during the Patrol activity.

Valley of the Kings



Firebase Rubicon





Patrol Beacons are available only during the Patrol activity.



Public Events frequency: 25-35 minutes

Rubicon Wastes



Legion's Keep



FROM IRON LINE

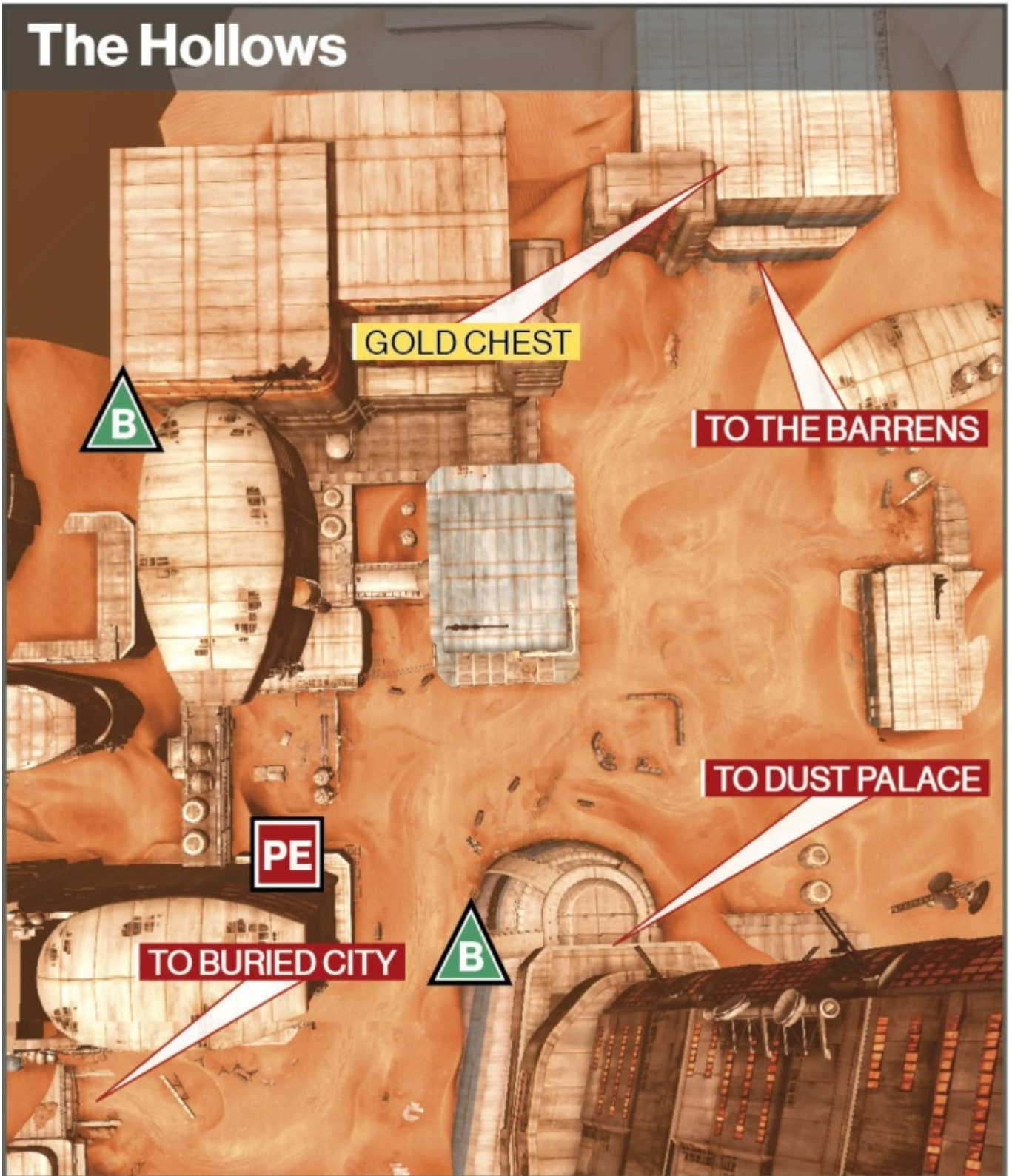


Patrol Beacons are available only during the Patrol activity.

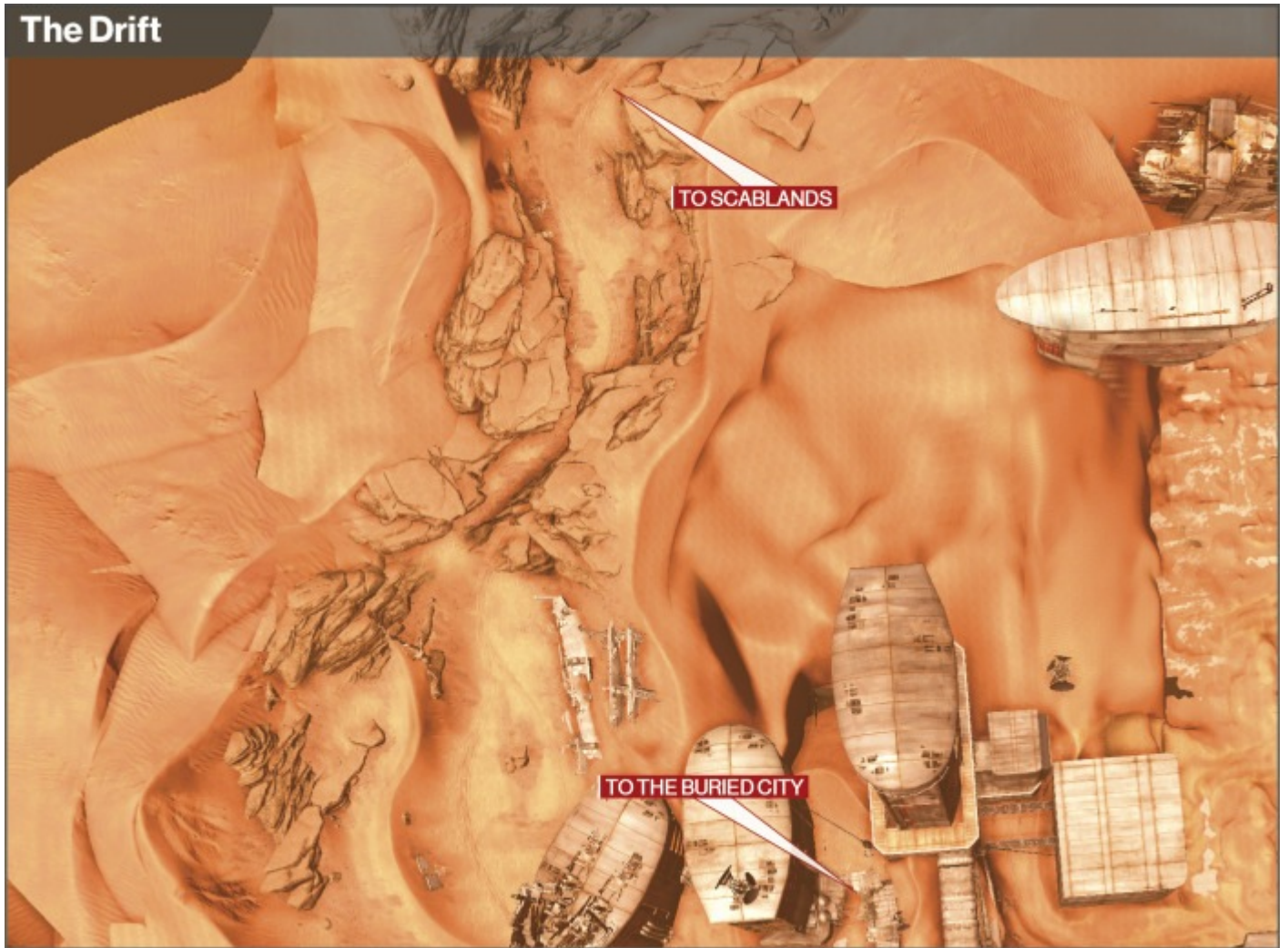


Public Events frequency: 25-35 minutes

The Hollows



The Drift

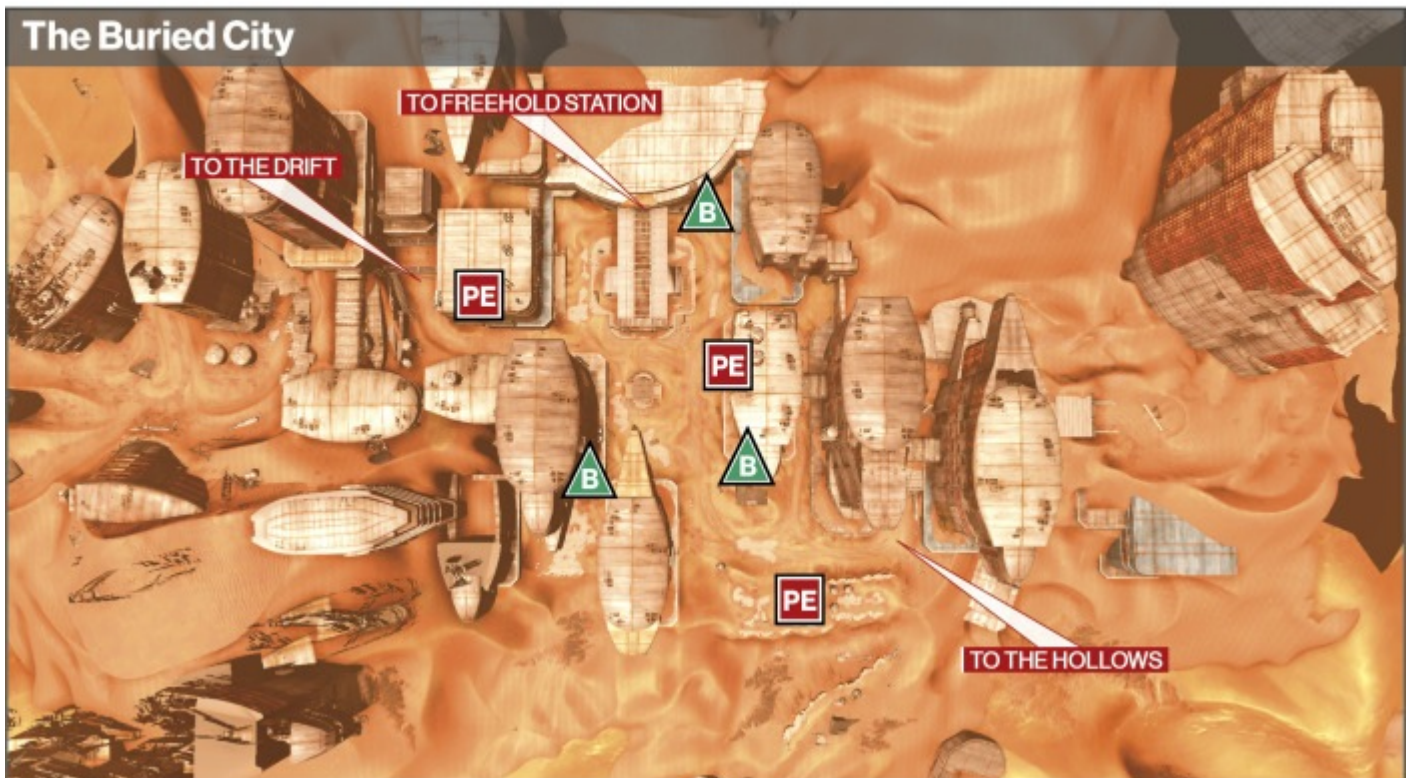


Patrol Beacons are available only during the Patrol activity.

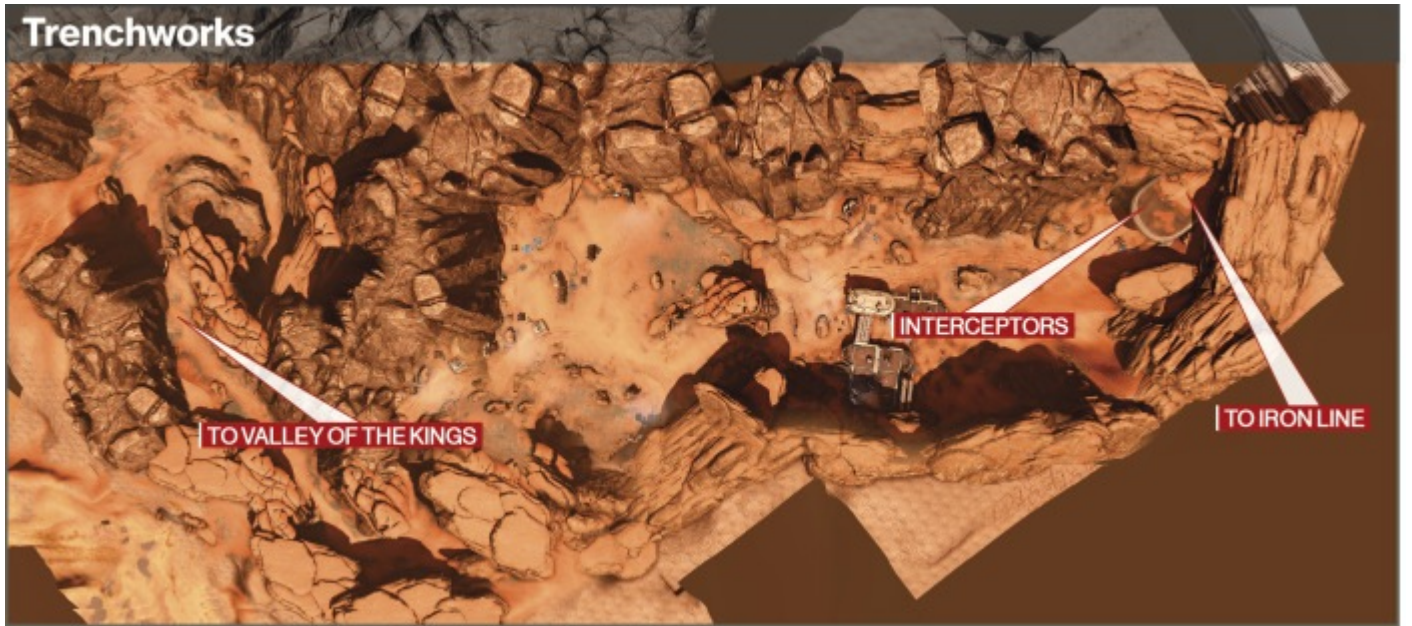


Public Events frequency: 25-35 minutes

The Buried City



Trenchworks



Anomaly

110 meters

120 meters




SCALE:  = 10 meters

Asylum

120 meters

90 meters




SCALE:  = 10 meters

Bastion

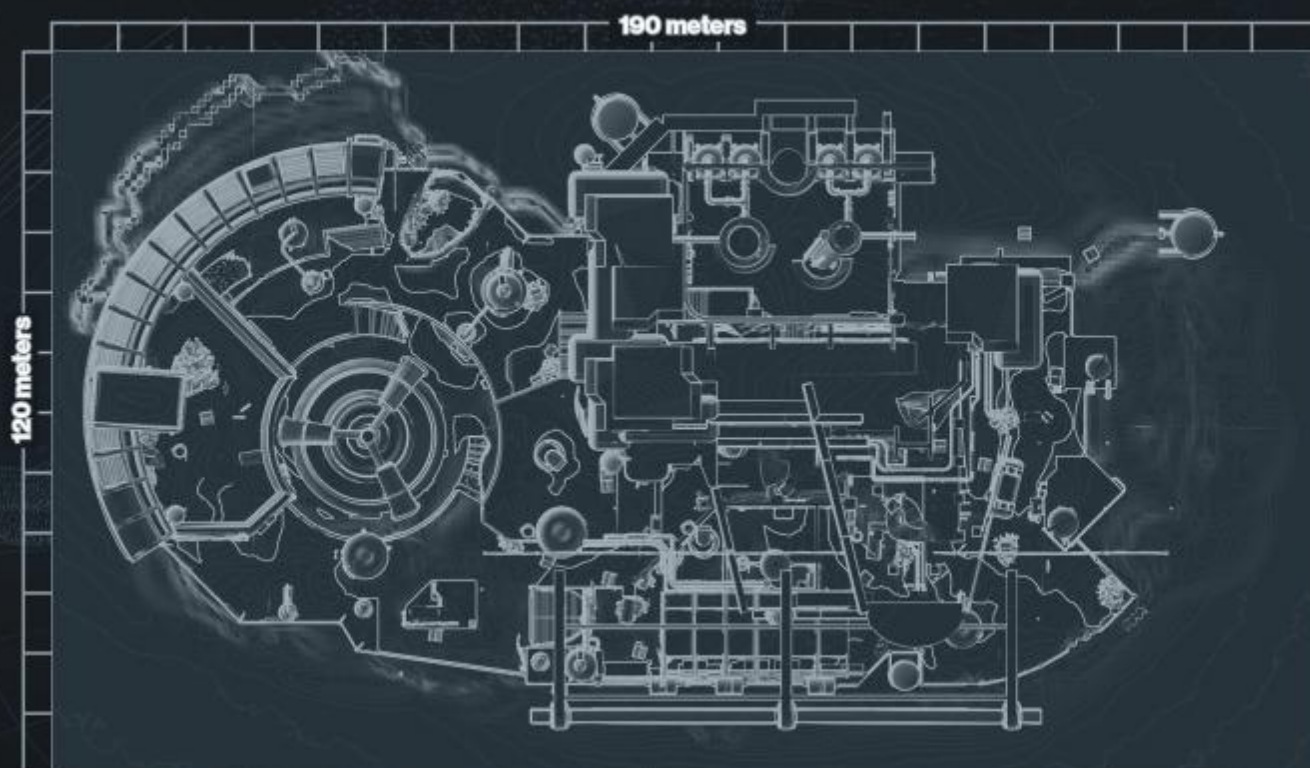
200 meters


250 meters



SCALE:  = 10 meters

Blind Watch

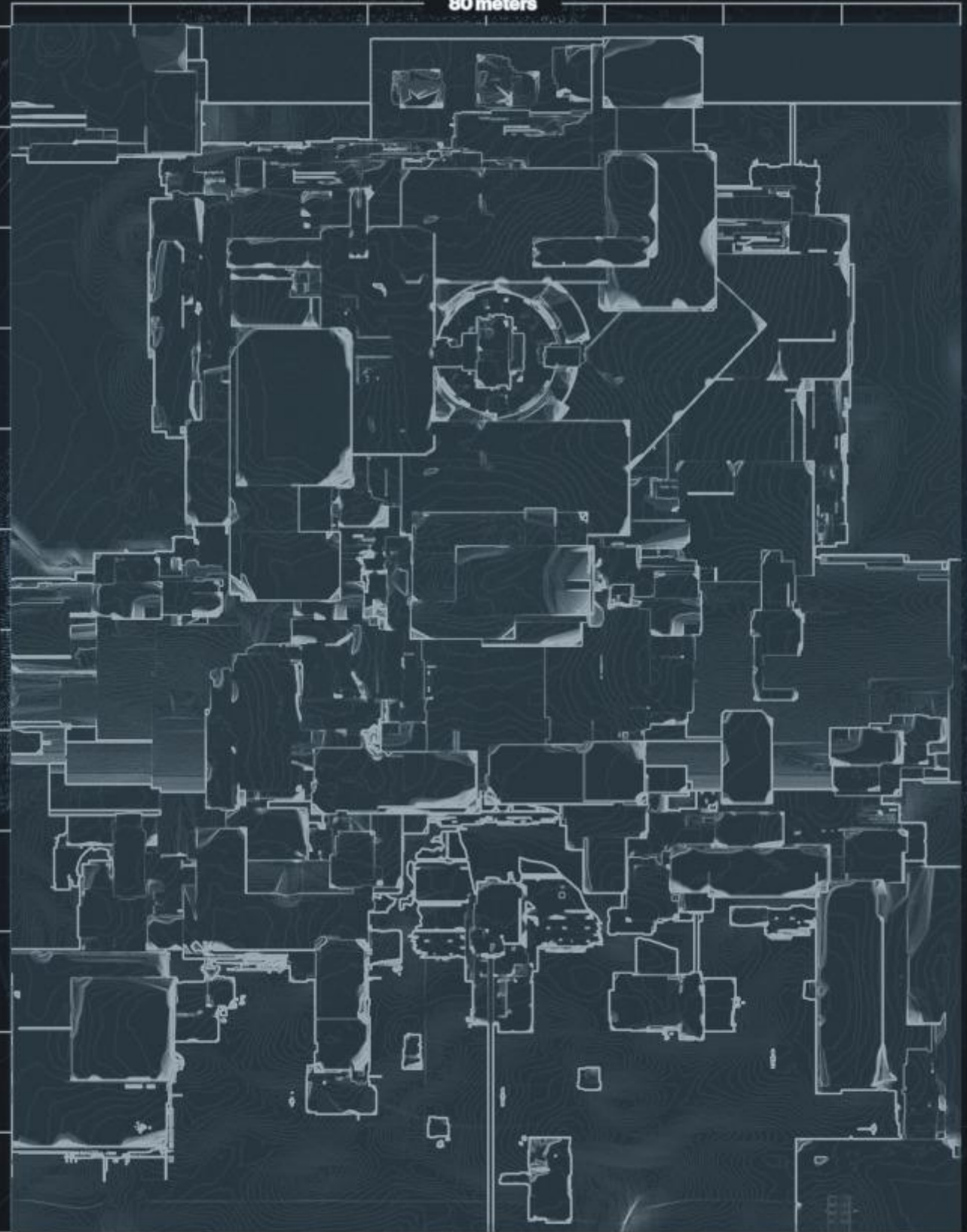


SCALE:  = 10 meters

Burning Shrine

80 meters

120 meters

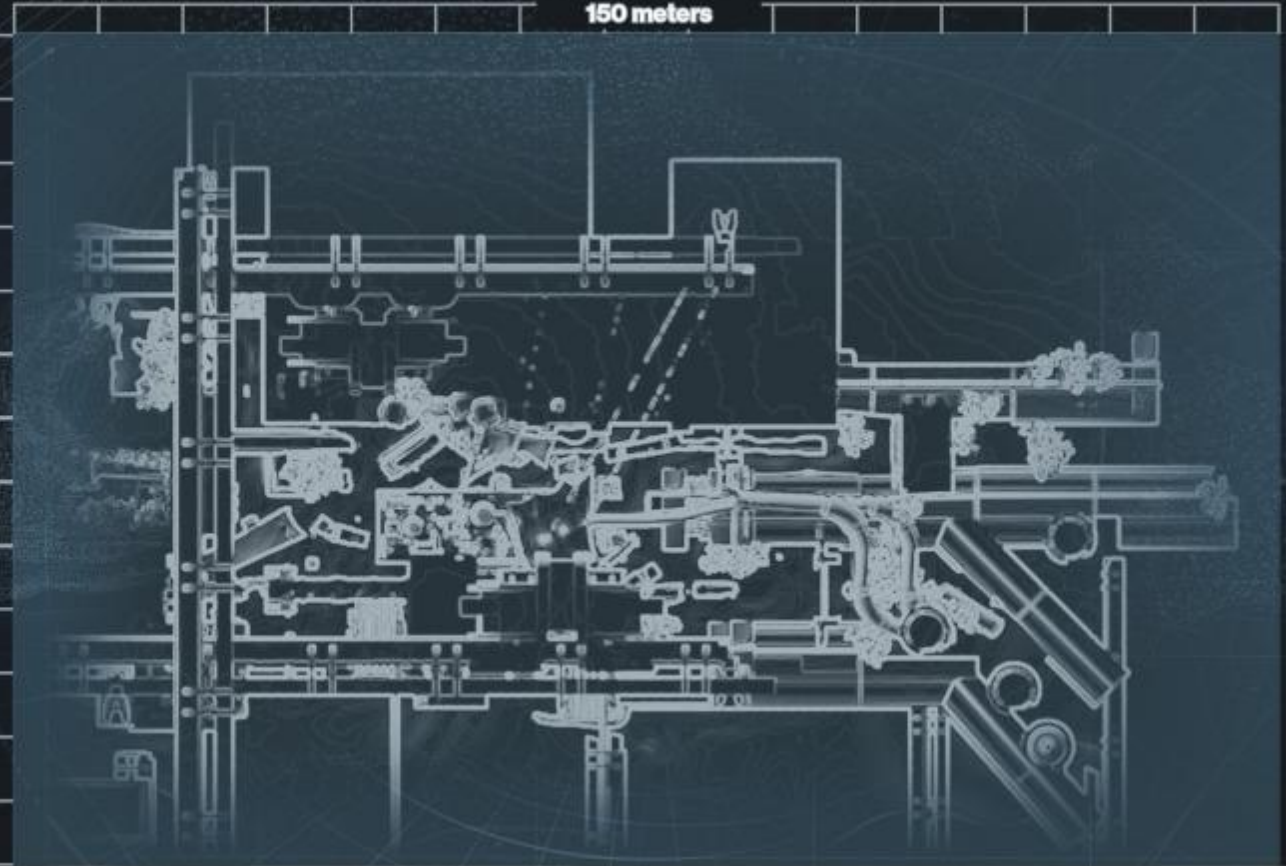



SCALE:  = 10 meters

Exodus Blue (timed PlayStation exclusive)

150 meters

80 meters



SCALE:  = 10 meters

Firebase Delphi

120 meters

110 meters



SCALE:  = 10 meters

First Light



SCALE: \square = 10 meters

Rusted Lands

160 meters

200 meters



SCALE:  = 10 meters

Shores of Time

190 meters

100 meters




SCALE:  = 10 meters

Twilight Gap

160 meters

90 meters



SCALE:  = 10 meters