

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.

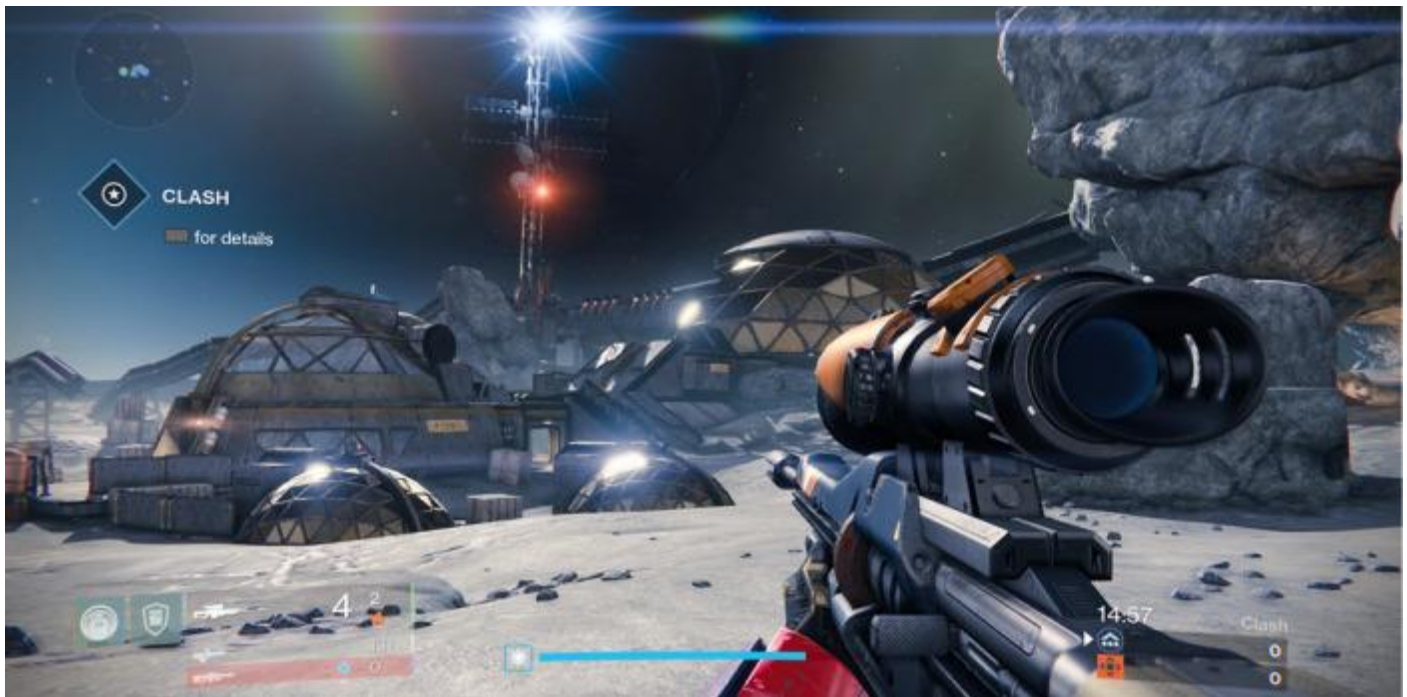
Motion Tracker Nav Pointer

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.

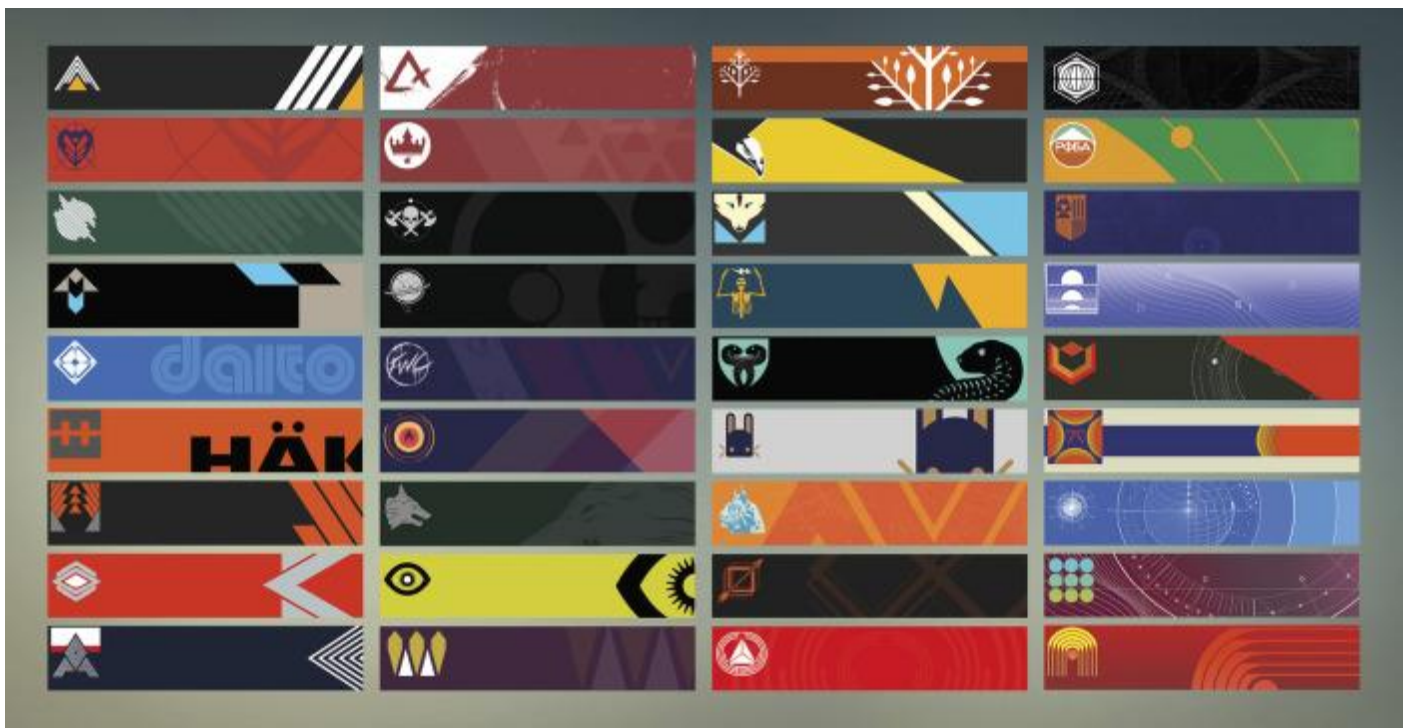
Shaders



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
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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.

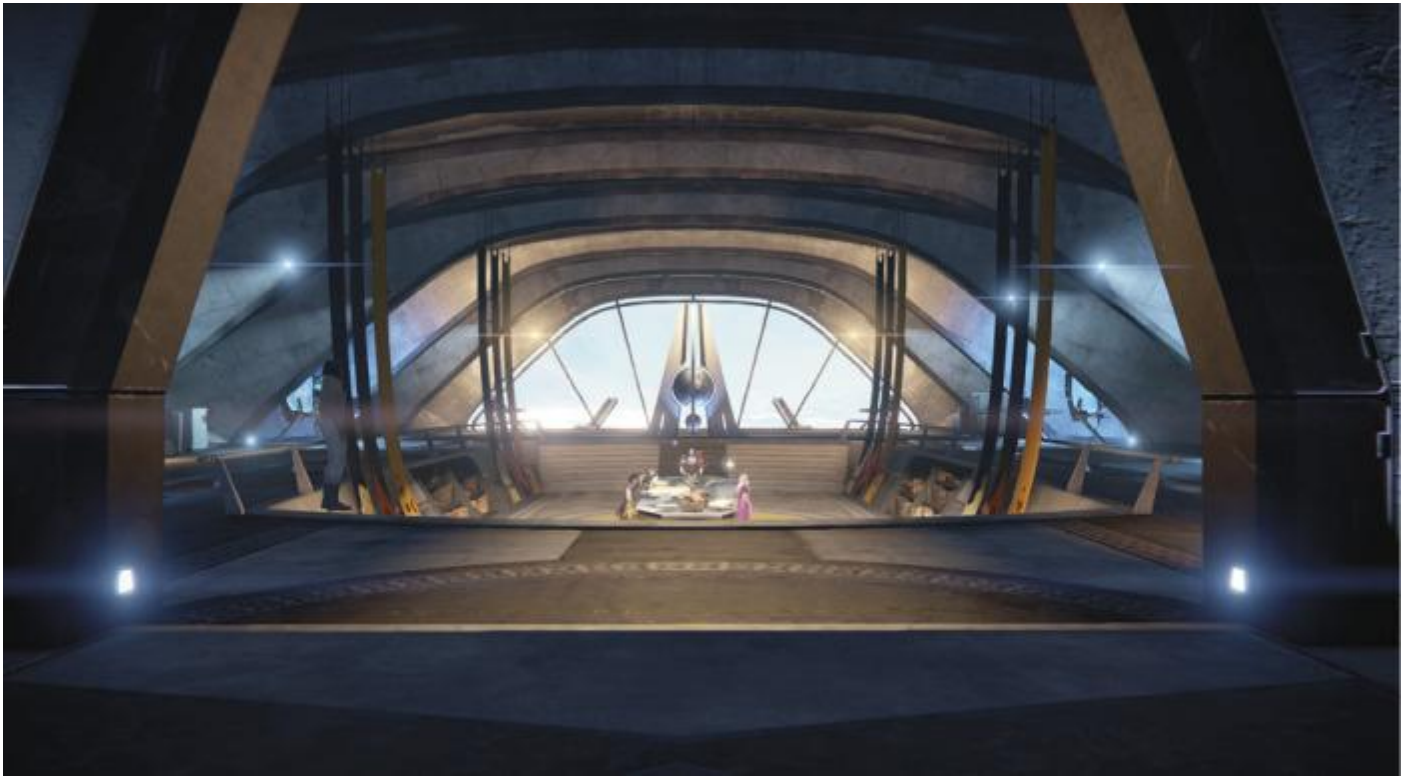


Vanguard Marks

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

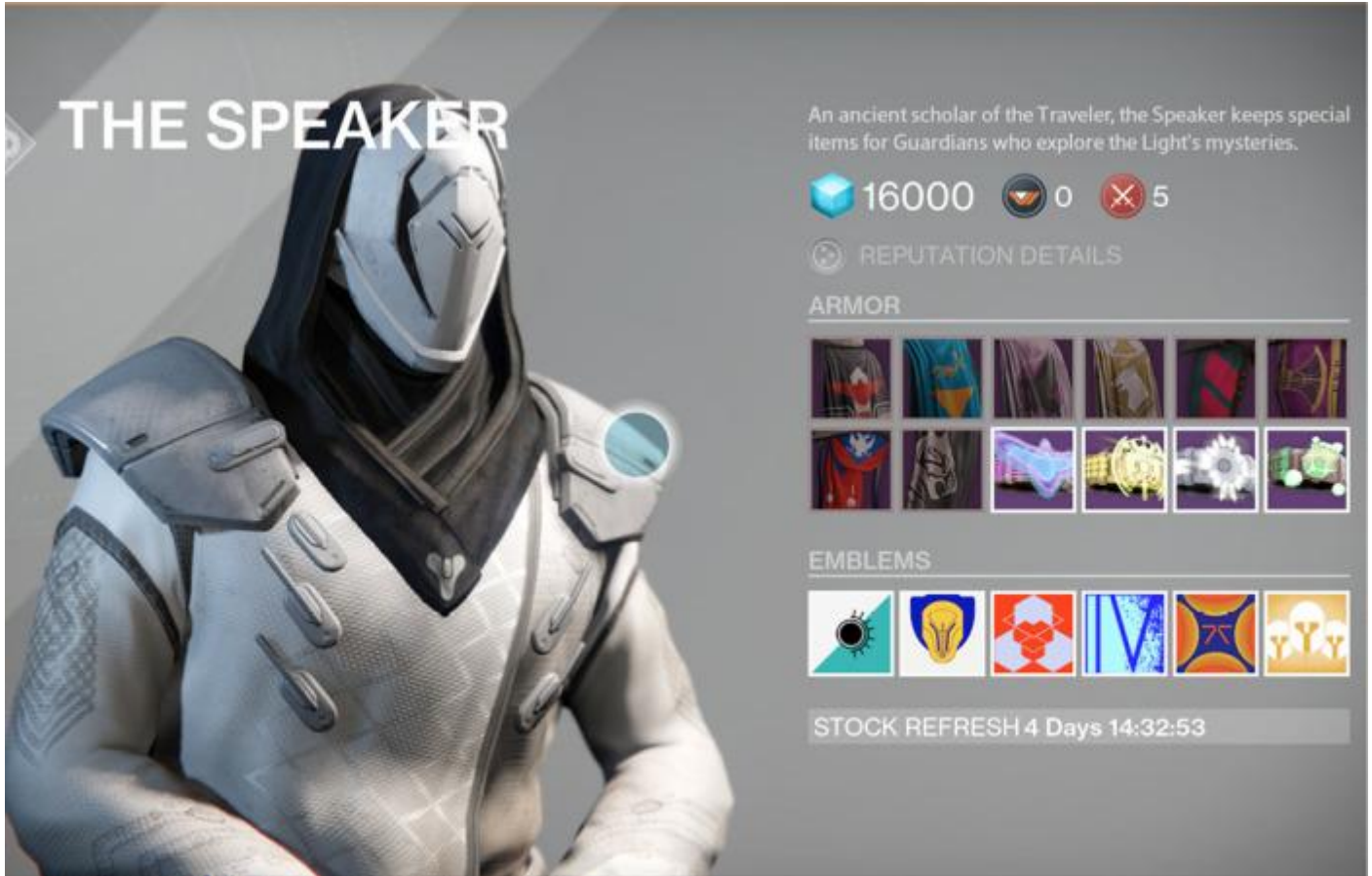
You earn Crucible Marks for completing PvP activities in the Crucible. Winning matches earns you more Marks than losing, but simply competing will eventually cap you for the week.

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

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.

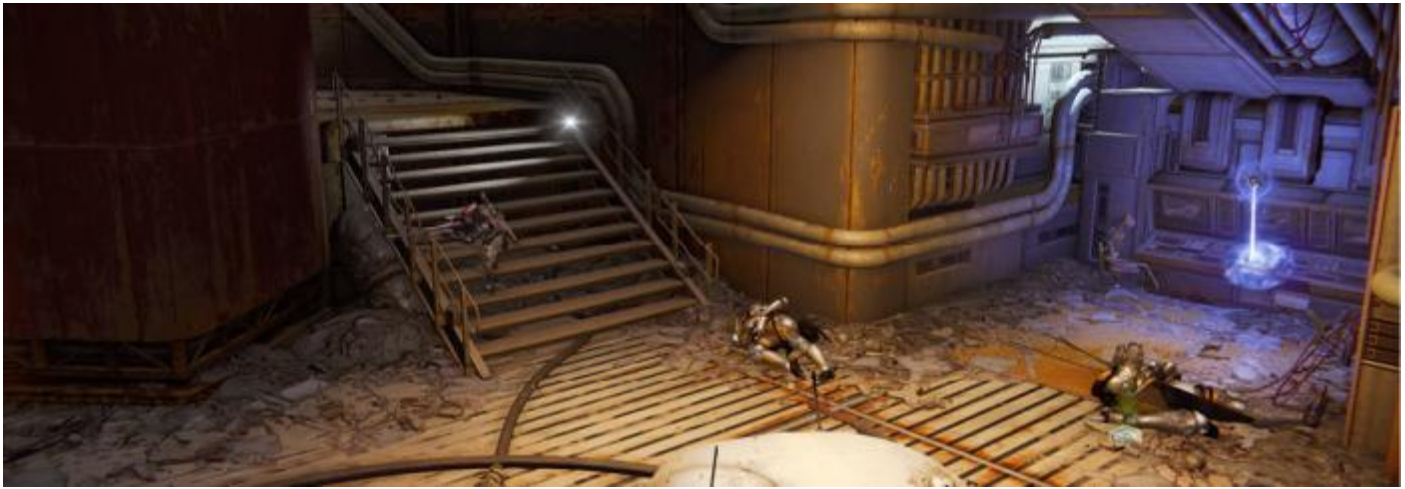
Mission Types

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.