

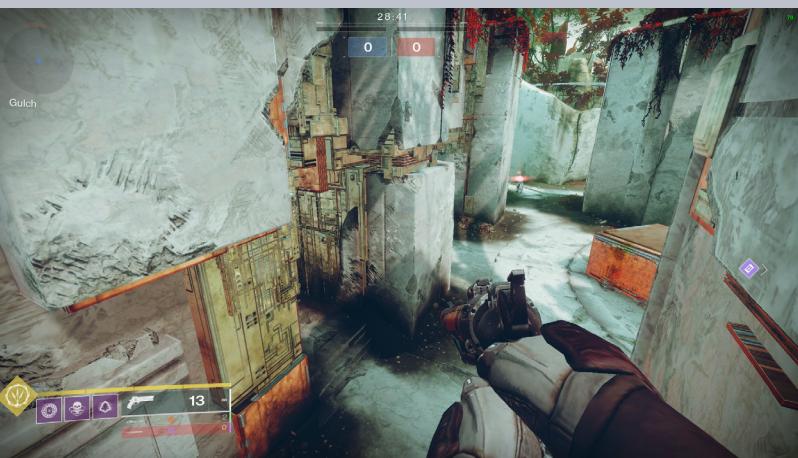


DESTINY[®]

A SIMPLE GUIDE TO PVP
FOR DESTINY 2



Sliding around a corner

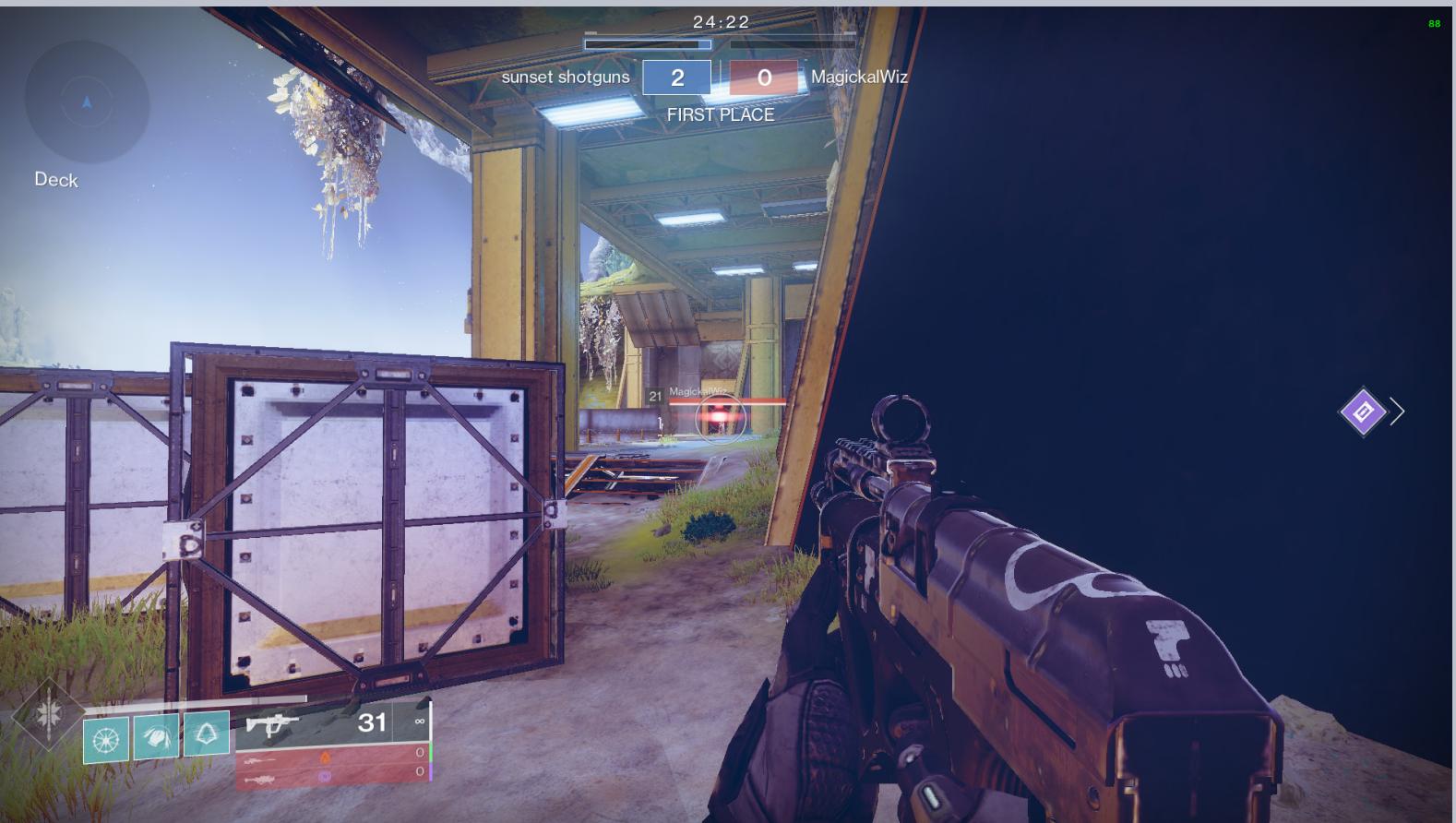


Jumping around a corner

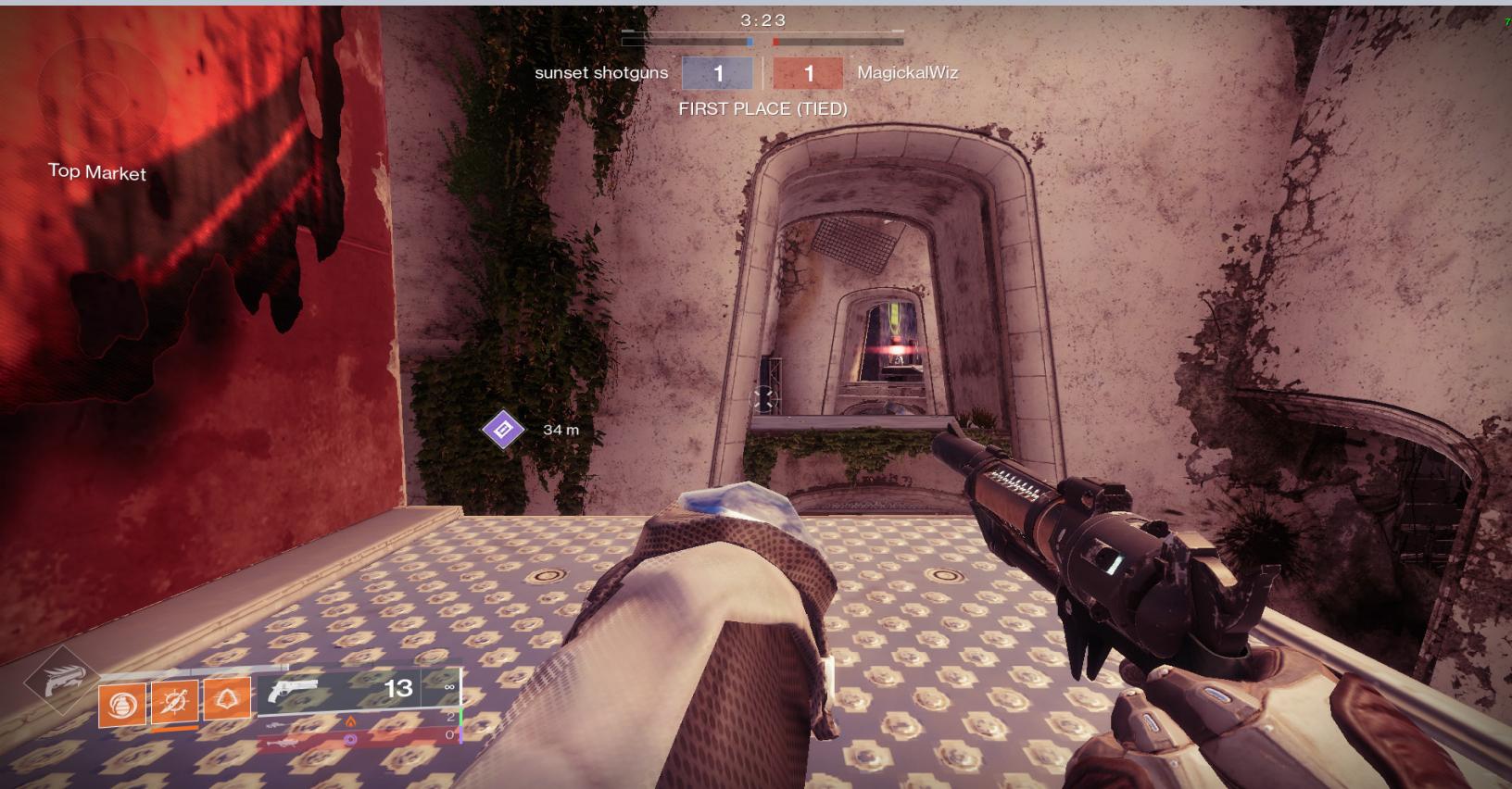
It is all too common to walk around a corner and for a instant see the glint of a sniper right before you die.

Destiny 2 is a very movement based game, more so than most other games, even Call Of Duty. Good movement is not something that many people know how to do, or can utilize effectively.

One mistake many people make in PvP is while peeking a corner. In a game with as much speed and movement capabilities as Destiny walking around a corner is a good way to get sniped.



Whenever you peek a corner, be prepared to instantly slide, jump, or dodge away if you see a sniper. Moving around a corner at the same time as a teammate can lower the chances that you die immediately. Never straight-line at the beginning of the game. There will always be someone who gets there before you. Many maps have a single lane that reaches both spawns, and is always a good spot for laning. A common spot on one map is a ledge where almost everyone jumps up to, and is a prime spot to watch for. This is an example of a place you should never jump up to.



There are three different classes in Destiny, and each has its own selection of subclasses with widely differing abilities and combinations. Too many to go into detail here, but there is an essential ability unique to each class that will change the way you play.

Hunters, the bouncy class, has a dodge. This dodge can either give you a melee charge or reload your current weapon, as well as other buffs that vary with subclass choice and exotics.

Titans, the crayon-eating class, has a barricade. Your tall barricade can save you from death or help you peek a corner in safety. The smaller barricade buffs your weapons range, stability, and reload but lets your opponent shoot the top of your head. Exotics can buff your barricade even more.

Warlocks, the support class, has a rift. You have a choice between a healing or empowering rift. The healing rift is by far more common, as it helps you and your teammates recover immediately after a fight. The empowering rift buffs weapon damage, but requires you to stay in its limited range.

These core abilities are extremely useful if you use them, and there are many builds that are designed to get them back as soon as possible to be used again.



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The screenshot shows the Destiny 2 weapons interface. The left sidebar lists categories: Primary, Auto Rifles (selected), Scout Rifles, Pulse Rifles, Hand Cannons, Submachine Guns, Sidearms, and Bows. The main area displays a grid of weapons under the 'Auto Rifles' category. Each entry includes an icon, the weapon name, its primary stat, and its secondary stat.

Weapon Name	Primary Stat	Secondary Stat
Halfdan-D	Scathelocke	Ghost Primus
Duty Bound	Foregone Conclusion	BrayTech Winter Wolf
Halfdan-D	Ether Doctor	Tigerspite
Hazard of the Cast	Breakneck	Horror Story
Gahrlan's Right Hand	BrayTech Werewolf	Pluperfect
Seventh Seraph Carbine	The Forward Path	False Promises
Chroma Rush	The Summoner (Adept)	Shadow Price

[E] Gear Stats [Esc] Dismiss

Auto rifles, full auto spray-and-pray

Hand cannons, powerful pistols, makes headshots
easy.

The screenshot shows the Destiny 2 weapons interface. The left sidebar lists categories: Primary, Auto Rifles, Scout Rifles, Pulse Rifles, Hand Cannons (selected), Submachine Guns, Sidearms, and Bows. The main area displays a grid of weapons under the 'Hand Cannons' category. Each entry includes an icon, the weapon name, its primary stat, and its secondary stat.

Weapon Name	Primary Stat	Secondary Stat
Better Devils	Pribina-D	The Old Fashioned
Bad News	Midnight Coup	Living Memory
West of Sunfall 7	D.F.A.	Service Revolver
Service Revolver	Better Devils	Ten Paces
Duke Mk. 44	Pribina-D	Warden's Law
Nation of Beasts	Bad News XF4354	Spare Rations
Austringer	Rose	Loud Lullaby

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WEAPONS SPECIAL

SHOTGUNS

GRENADE LAUNCHERS

FUSION RIFLES

SNIPER RIFLES

TRACE RIFLES

GLAIVES

	Hawthorne's Field-Forged Shotgun		Balgiant		Good Bone Structure
	First In, Last Out		Perfect Paradox		Zenith of Your Kind
	Balgiant XU7743		Imperial Decree		Threat Level
	Emperor's Courtesy		One Small Step		Blasphemer
	Astral Horizon		Heritage		Found Verdict
	Found Verdict (Timelost)		Xenoclast IV		Astral Horizon (Adept)
	Retrofuturist		The Comedian		The Comedian (Adept)

Gear Stats Dismiss

Shotguns, holding forward and aping around

Sniper rifles, precise clicking of heads

WEAPONS SPECIAL

SHOTGUNS

GRENADE LAUNCHERS

FUSION RIFLES

SNIPER RIFLES

TRACE RIFLES

GLAIVES

	Shepherd's Watch		Alone as a god		Persuader
	Succession		Praedyth's Revenge		Praedyth's Revenge (Timelost)
	Eye of Sol (Adept)		Adored		Elegy-49
	Show of Force		A Single Clap		Widow's Bite
	Tatara Gaze		Show of Force XF4865		Tranquility
	Eye of Sol		The Long Walk		The Mornin' Comes
	Silicon Neuroma		Belfry Bounty		Maestro-46

Gear Stats Dismiss



Now you have some simple knowledge to help improve your gameplay. Hopefully this helped you, and if not, there are better, more in-depth guides out there.

Guide and (most) images created by MagickalWiz

