

Battle tips in Destiny 2 gamers need to know

Destiny 2 battle tips gamers need to know, Important tips Destiny 2 gamers need to know to get off to a good start and win every battle

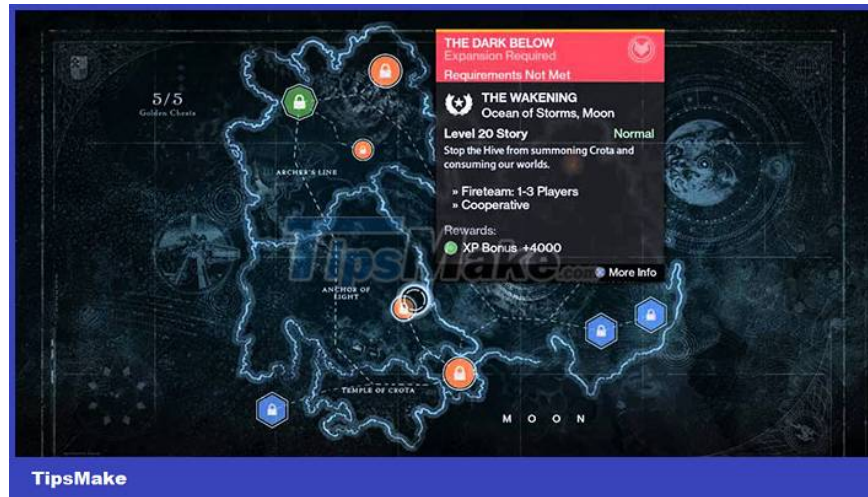
Destiny 2 is a first-person multiplayer shooter that puts the player in the role of a Guardian whose mission is to protect Earth's last safe city with the power of Light to keep humanity safe from alien races. different planets, while at the same time fighting the threat Darkness lurks.



With so much in-game content, weapons, gear, and powers, new players can be overwhelmed and confused at the start of Destiny 2. The game features a multitude of different mechanics, game modes, and missions. for players to discover. In this article, learn the key tips Destiny 2 gamers need to know to get off to a good start and win every match.

Complete the campaign first

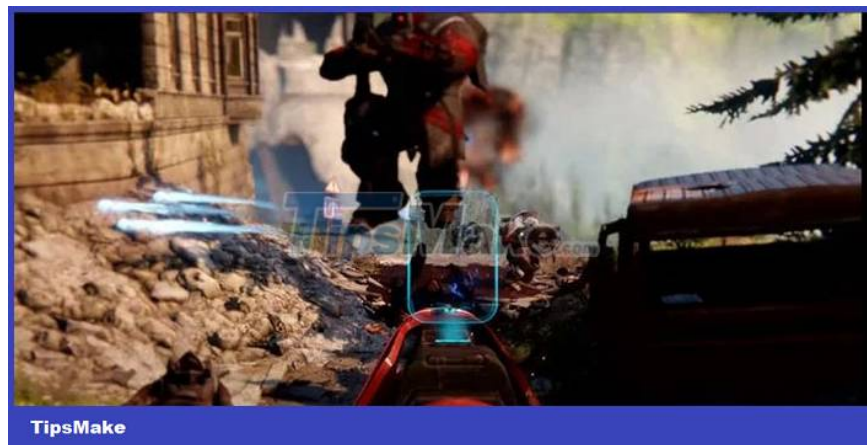
Whether you are a rookie or a veteran of the Destiny series, completing the campaign is a top priority. In addition to Destiny 2 having more cinematic storytelling than the first game, the campaign builds on current Guardians and updates on current mechanics and gameplay.



Furthermore, the campaign offers enough variety in terms of how to fight the different opponents that the player may encounter in PvE. And as an added plus, Guardian can get the right starter gear for his raids.

Don't try to shoot headshot

Fans of the FPS genre might look at Destiny 2 and think headshots are the most important thing in this action game. However, Destiny 2 offers more complicated options when dealing with a variety of mobs and bosses. Enemies take more damage when the Guardian hits certain points on their body. The damage count becomes yellow when the player touches those weak points.



Furthermore, enemies, especially in PvE, have certain shields and weaknesses. . These shields come in the form of Arc (electricity), Solar (fire), Void (gravity, darkness) and Kinetic (physical). In the game's final raids, if the weapon is used incorrectly, these shields will stop the damage by half.

Remember the weapon's empty position

Guardian has space for 3 weapons, with each slot corresponding to a specific weapon. Example: Primary Weapon - primary weapon (first slot) deals kinetic damage and players should stock automatic or semi-automatic weapons in this slot.



Meanwhile, Special Weapon - special weapon (second slot) uses green or energy bullets and usually special weapons like shotguns and sniper rifles. Guardian should contrast main weapon and secondary weapon. For example, a suitable primary weapon when having mid-range encounters would be a sniper rifle for long range or a shotgun for continuous damage.

Finally, Heavy Weapon - heavy weapon (third cell) that uses purple bullets or power to deal with large AOE (Rocket Launcher) or melee (Sword) with mobs and bosses.

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