

Dust 514 notes

Dust514 Sony ps3 exclusive, move, dedicated home space, vita support
persistent ground combat shooter
linked to eve, plays on tranquility
tanks (madrugar most likely gallente and gunnlogi caldari)
trucks (limbus gallente and the saga caldari)
dropship (prometheus gallente)
squad/team based
dust players (bunnies) can join eve corps/alliances
hire dust mercs through contracts to take planets
chat text and voice in real time
pod pilots, will not translate, you'll need a new bunny
skill training will be similar to eve, if not the exact same
Fitting is almost exactly like eve, mid slots high slots low slots, possibly even rig slots.
Defensive systems work the same as well with resists and both shield and armor tanking possible.
planetary bombardment, and anti space arty are in game
game features will be turned on slowly
bunnies can also run PI
no AI constructs fighting in game, some npc contracts may exist
MCC (mobile command carrier) are sector control ship used to deploy troops to the battle field
The battle barg will be the staging point for corps assaulting new planets
scope of dust will be similar to eve
no single player content
not subscription model
digital download
cover charge, probably 1 plex worth
micro-transaction
isk and aur (isk standard eve isk) (Aur a converted plex currency)
most fighting will take place on temperate planets, but barren and ocean are hinted at
dust514 name means something, but not yet revealed
bunnies are all clones, death is fun
private trails begin winter time (an open closed beta)
to control a planet in eve, you'll need bunnies to take it on the ground
planets will contribute to sov mechanics
each planet will be generated individually, thus each planet will be different
fighting will take place on the less well known planets to begin with, not amarr prime or jita 4-4
tony Gonzales is writing a new novel, woot woot
Sony is hands off, with it's own home space, dust will not be running at any time on Sony networks
Eve players will be able to supply front line dust troops with arms and armorments in real time
Fluid routers are cool
Corporate and alliance meta gaming will be allowed and encouraged just like eve