



# Introduction

**Updated for Patch: 13.9.1**

Greetings, this is /u/dumnem, also known as Theorchero, but you can call me Theo. I'm an experienced Tarkov player and I'm writing this guide to try and assist new Tarkov players learn the game, because it has one hell of a learning curve. We'll be going over a lot of different aspects of this guide, **and it is going to be huge**. Feel free to digest this in parts.

**Disclaimer:** Tarkov is a HUGE and complicated game. **This is ALWAYS going to be a work in progress**. Tarkov updates so much that a lot of what I write becomes out of date by the next patch. Keep in mind, that advice inside here is based on my personal experience and the information available to me at the time of writing this. This means that it will frequently be out of date, and to take new information into account when you make your decisions.

Please be patient! **If there is anything I have gotten wrong or may have omitted, please let me know.**

**This is Primarily directed towards Tarkov Novices, but should be useful for even Tarkov Veterans. It hopefully includes everything you need to know to be able to go into a Raid equipped for success and to successfully extract with gear.**

---

**Want to play with friends? Want to have fun and learn Tarkov? Join my discord server to find players to play with and learn the game!**

<https://discord.gg/XSYe5zFpDk>

---

## Changelog

---

12/21/23

- Massive update to current standards



## Table of Contents

- *Tarkov Overview - What is Escape from Tarkov?*
- *Tarkov Resources - Useful links*
- *Tarkov's Maps*
- *Tarkov's Health System*
- *Tarkov's Quest System and Progression*
- *Tarkov's Hotkeys to Know*
- *Getting Started*
- *Player Scavs*
- *New Player's loadouts - LL1 Traders*
- *What to Loot - How to get the most money per slot*
- *Stash Management - How to combat Gear Fear*
- *Tarkov Economy - How do I make money?*
- *What now?*

## Tarkov Overview - What is Escape from Tarkov?

Escape from Tarkov is a tactical, realistic, FPS with MMO elements developed by Battlestate Games. It is currently in closed Beta. The game features several maps in which your primary character, your PMC, goes into Raids in order to find and salvage loot and useful equipment to survive and thrive in Tarkov. Death is very punishing in Tarkov. If you die you lose everything you had on you when you die (with the exception of what's inside your Container and your melee weapon) including any equipment you brought with you or what you found inside the Raid.

**Enemies can be players (PMCs) or Scavengers ('Scavs') that are either controlled by AI or by players.** Unlike many shooters, AI enemies in Tarkov are deadly - they can and will kill you on sight. They have recently been upgraded to act more intelligently, shoot more accurately, and react to situations on the map, such as investigating the noise of gunfire or searching. They will mimic human behavior, and will even loot items off of the map and dead players.

It features beautiful and immersive environments, intricate and in-depth weapon modification system, a complex health system, dynamic and specific loot placement, and multiple options for engagement. Do you want to play slow and stealthy, to avoid fights, or set up a deadly ambush on an unwary foe? Or do you prefer raw combat, where only your quick wit, placements of shots, and tenaciousness determines who gets out alive? It's your Tarkov. You make the rules.



## **Tarkov Resources - Useful links**

**I take no credit or responsibility for any of the content in these links.** To the best of my knowledge, these are updated consistently and are accurate, but user beware.

### **Tarkov Battle-Buddy App**

This app offers loads of resources for individuals who don't have a second monitor to look up ingame - via their phone! [The app is available from the google or apple app store for free.](#)

### **Tarkov Wiki**

Absolutely fantastic resource. [You can visit them here.](#)

It is a massive collection of everything that we players have been able to find.

**They contain trades, user-created maps, lists of ammo, parts, weapons, loot, etc.** If it's in the game, it's on the Wiki, somewhere. **A complete ammo chart can also be found on the [wiki](#).** This can help you determine what ammo to use for any given situation.

**I highly recommend opening the wiki page for the Map that you plan on raiding in.**

[Factory](#)

[Customs](#)

[Woods](#)

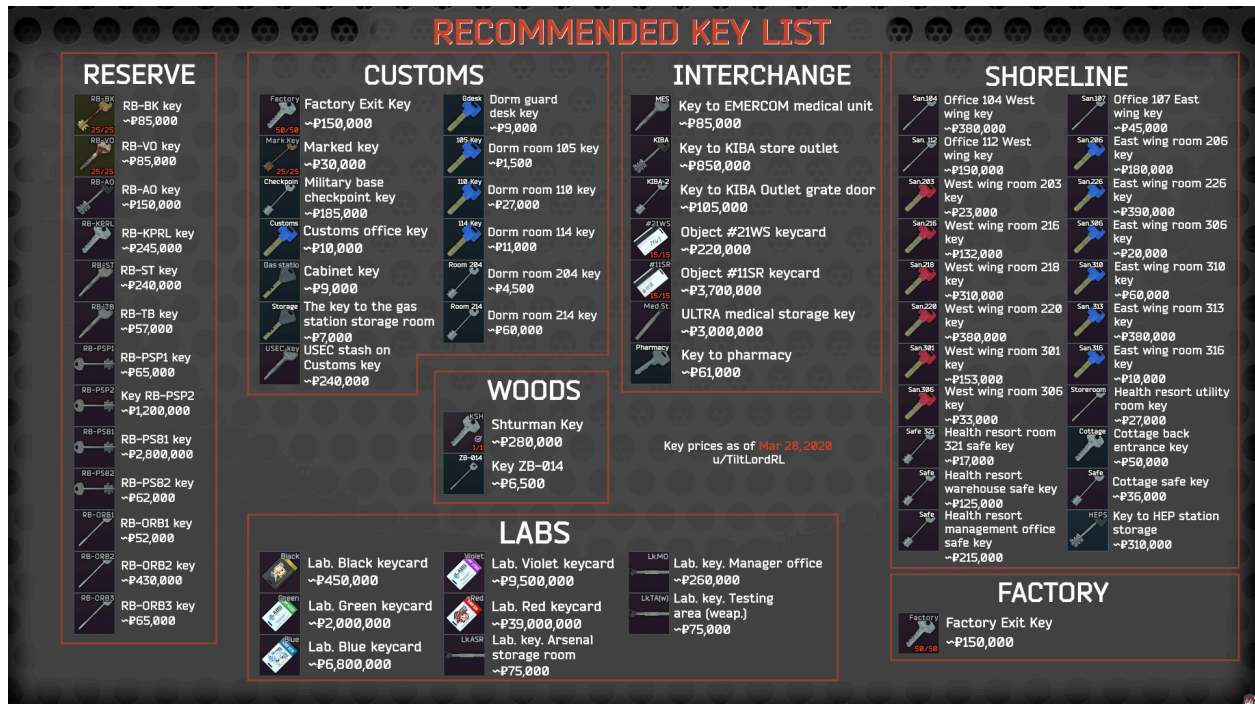
[Shoreline](#)

[Interchange](#)

[Reserve](#)

[The Lab \('Labs'\)](#)

### **Map Keys and You**



Huge collection of all the keys in the game. These are also on the wiki, but this image has them all on one page, and tries to inform the user if the key is worth keeping or using.

This section is open to revision. Mention me in a thread (or in the comments below) about a resource and I'll see about adding it here.

## Tarkov Tracker - Comprehensive Tracker for Quests/Hideout

Want to know what items you need to keep to upgrade/manufacture good shit in your hideout, or for quests? This massive referencing tool lets you track your FIR items, hideout materials, quest progress, etc, all on the road to the Kappa container.

<https://tarkovtracker.io/>

## Offline Raids - Player Practice

Offline raids is a feature added for testing and learning purposes for both new and veteran players alike. It is an incredibly useful tool.

In an offline raid, **your progress is not saved**. This means you don't keep anything you find, keep any experience 'earned' if you successfully extract, or lose any gear when/if you die.

To access OFFLINE Raids, head into a Raid normally [until you see this screen](#):



Then Check the box indicating that you want to do an OFFLINE raid and you're good to go! You even have a choice on whether or not to add AI. You can also control how many AI enemies spawn, fewer than normal or a great deal more! You can even make Scavs fight each other. (Framerates beware.)

You can control how many scavs spawn (if any) as well as a number of other parameters. **New players should use offline raids as a tool to practice shooting, controls, movement, etc.**

## Tarkov's Maps

Tarkov features several maps - ranging from wide, beautiful vistas to ruined factory districts, to an abandoned laboratory where illegal experiments were being conducted. **It is important to learn the maps you intend to play.** In order to keep your gear, you must 'extract' at one of **your** designated exfiltration points. **Not all extracts will be active every game, and some are conditional.**

**To see what extracts are available to you, double tap 'O' to show raid time and your exfils. If it has a ???? it might not be open.**

## Factory

### Gate 3 Extract



A small, fast-paced map that was primarily created for PvP. Scavs spawn all the time. Very close quarters, shotguns and SMGs tend to dominate here. **PMCs can only access one Exit (Gate 3) without the Factory Exit Key.** Good place to go if you need PMC kills as action is pretty much guaranteed. **It is recommended NOT to bring in a lot of gear to the Factory until you are experienced.**

Factory is best played in Duos - due to the layout of the map, a Maximum of 5 PMCs (6 at night) may be present in the game. Due to the split spawn points, you effectively have 'sides' that have up to 3 spawn locations that are close together. **This is why it is recommended to secure/scout enemy spawn locations.** If you go in with a Duo, you at max have 2 players on your side for an even 2v2, and if played smartly you can eliminate them and know your 'side' is secure from aggression for the time being.

Upon loading in, scavs *usually* take a couple minutes to spawn, though this depends on the server in question and isn't super reliable. For new players, the best loadout in Factory is going to be a MP-153 Loadout - using just an MBSS (or similar bag) and ammo in your pocket to fight other players and Scavs. Scavs will often spawn with AKs and other 'vendorable' weapons, so is a good source of income.

You can also go Night time with a cheap flashlight on your shotgun to farm scavs. Night time factory is very hard to navigate without night vision, but if you know the map it's doable with a flashlight. This is a good way to farm EXP early wipe.

Factory is also one of the best maps to Scav into, as Scavs can typically avoid the Exit camping strategy employed by a lot of weaker or newer players in order to secure gear, because they typically have extra exfiltrations whereas PMC's without the Factory Exit Key are stuck using Gate 3.

**If you go in with a modicum of gear, it is recommended to keep at least a flashbang (Zarya) in your container.** This will allow you to quickly slot it into an empty chest rig or pocket so you can throw it into the exit door, this will flash enemies and is cheap to do - the one time you survive because you flashed the 3 exit campers using shotguns will make this strategy extremely valuable.

## Customs



Extract map (Interactive) (Pictured Above)

A fairly large map that was recently expanded and is expected to receive an additional overhaul within a patch or two. Essentially, players spawn either on 'warehouse' or 'boiler (stacks)' side. If you see a large red warehouse ('big red') near you (Customs Warehouse), then you spawned on the warehouse side. If you don't, you likely spawned near Boiler side. Players can also spawn in several places in the woods North of boilers, or east of big red in the woods, near the land bridges.

This map has the most quests in the game. Geared players often come to customs to challenge other squads over Dorm loot and to fight a Scav boss. New players are usually trying to do one of several early quests, such as 'Debut' which tasks them with killing scavs and acquiring shotguns from them. Construction is also a popular hotspot as it has a lot of scav spawns as well as the location for the Bronze Pocketwatch, which is Prapor's second quest.



Customs itself does not offer very much loot on average; the loot on Customs tends to be concentrated in a few key areas.

**Dorms** are the best loot location for Customs. It has two sets, 2 story and 3 story dorms. They each have their own sections of good loot, but the best is considered to be 3 story dorms, due to the presence of the **Marked Room**. The marked room requires a [marked key](#) (pictured right) to open, *and has a good chance to spawn rare loot, such as keytools, documents cases, and high-end weapons*. Due to the nature of the high value of this room, it's almost always contested and **it's one of the best rooms in the game to farm**, albeit with difficulty to successfully extract with the loot found. Note: though the key required has a maximum amount of uses, it is a fairly cheap key, and worth buying if you like to run customs and go to Dorms.



*Dorms* also have a ton of early quests (Operation Aquarius, for one) with some keys being valuable to use, but most dorms keys aren't worth that much on the market. There's too many to list here, but make sure to check the *Map Keys and You* at the top of the guide to determine what the value of a particular key is.



**Checkpoint (Military Checkpoint)** is also a decent loot spot, though not nearly as good as Dorms. If you have the key, it has a grenade box and 2 ammo boxes which can spawn good ammo. The jacket in the blue car also can spawn good medical keys as well as medical items. It is very close to the gas station, so I'll include that here as well.

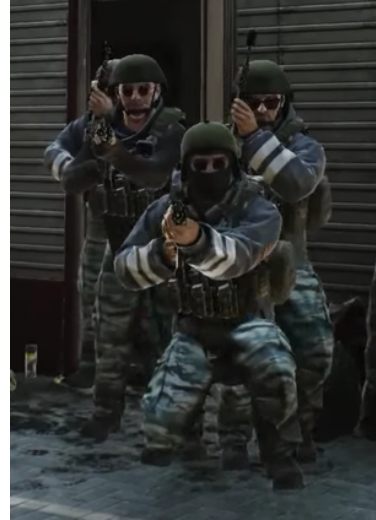
**The Gas Station** is one of the possible spawn locations for the scav boss. It has loose food items, a weapon box in the side room, with two keyed rooms leading to a safe and a med bag and box. Also contains a couple registers and food spawns on the floor. The *emercor* key can spawn on the seat in the ambulance out front.



North of the gas station is the **Antenna**, which contains 3 weapon boxes, a tool box, and a med bag. Possible location for scav boss spawn, albeit rarely, and also spawns regular scavs, like checkpoint and gas station.

Beyond that, there's scattered loot around the map in different places, but usually not enough to warrant going out of your way for. There's also scav caches, mostly around the middle road outside construction and around the boiler area.

The scav boss for customs is 'Reshala.' He has 5 guards that have above-average gear and can be tough to deal with solo. **The guards tend to be more aggressive than normal scavs**, so they can be a lot to handle but are vulnerable to fragmentation grenades or flashbangs due to their close proximity to one another. Reshala himself has a good chance to have one or more bitcoin in his pockets, as well as his unique Golden TT, which is required for a Jaegar quest and used in conjunction with other Golden TT's to purchase a Tactec, good plate carrier. Reshala *may* spawn either Dorms (either bldg), New Gas Station, or rarely the tower north of the gas station. Scav bosses are dangerous enemies with escorts that have above-average loot (sometimes great loot) and are hostile to everyone, **Including player scavs**. Scav guards will approach a player scav and basically tell them to leave the area, and if they walk closer towards the scav boss they turn hostile. (This is actually a good opportunity to kill one as he's alone from the other guards to grab his shit to kill the others)



The 'official' spawn rate for Reshala is 35%.



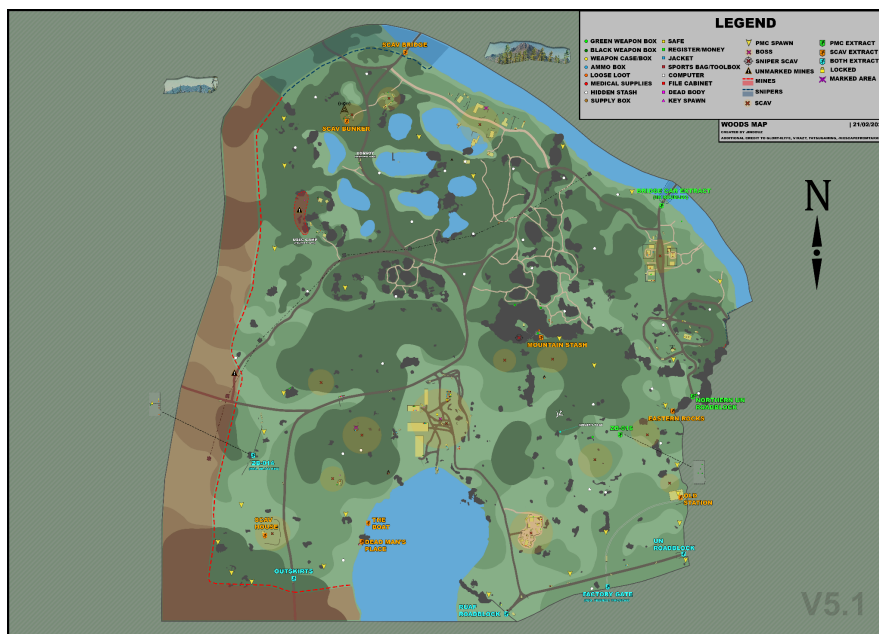
**Fortress** is one of the new locations added on customs during the recent expansion. It is a possible spawn of the scav boss as well as housing an impressive amount of loot spots. Plenty of weapons, weapons parts and hideout items can be found here. However, it is often contested.

*A view of Fortress from upstairs Medical window.*

**Medical ('Crack House')** is also a new location. It houses two stories and an abundance of medical loot, including spawns for syringes, medical kits, and associated barter items. The rooms here are somewhat contested (I'd say about 50% of the time in my experience) but it is largely determined by how much action Fortress receives.

## [Woods](#)

### [Woods Map with Exfil](#)



**Woods** is a very large map that is mostly just a large forest, with the occasional bunker, and the Lumber Mill in the center. The **Lumber Mill** is the primary point of interest, as it contains a couple quest locations and is the primary location to farm Scavs, as Scavs killed on woods are a good source of end-game keys that are hard to find, in addition to being the location of the local Scav boss.



Since the map is so large and open, sniper rifles with scopes usually reign king here. You will see a lot of players with Mosin rifles as they are a cheap way to train the Sniper skill (for a quest later on) and are capable of killing geared players and scavs alike.

An early quest from Prapor sends you here to kill a number of Scavs. Woods is a great map to learn the game with, use the Sun to learn where you are. **The Sun in tarkov is like real life - it rises in the east and sets in the west. The lumbermill is South.**



Woods now houses a **Scav boss** that acts as a Sniper scav. **He is incredibly dangerous** and usually carries a tricked-out SVDS. *The 7.62x54 caliber is not to be underestimated.* That caliber can and will wreck your shit through what most players are capable of wearing, especially early on in a wipe. He may also carry an



AK-105, so he's going to be dangerous at both short and long ranges.

**He has two guards**, and he typically **patrols the area around the Sawmill**, and carries a lot of good loot on him, he's one of the most farmed bosses in the game.

Upon killing him he can drop unique items, namely his key **which unlocks access to his Cache**, which contains rare items aplenty. The key is also needed to turn into Jaeger, so players will often sell the key on the Flea market for a lot more than the stash is probably worth. **He can also drop a Red Rebel, which is required for an extract on Reserve.**



**Woods also has two bunkers**, one of them being an extract and requiring a key. Both bunkers have some moderate loot in them, thus worth visiting, though not necessarily worth going out of your way for them. Several quests occur around the sawmill area, which contains a good couple keys that can spawn, as well as in the bunkers themselves. Both bunkers are quest locations.

**Woods also houses four new points of interest** since the expansion. They are:

Two USEC Camps, Scav Bunker, and Village. All of these areas contain an abundance of loot when it comes to barter items and food items. Especially early wipe, woods are now one of the better loot maps, especially because they are often uncontested! **Be careful of landmines, never approach USEC camp from the west!**

**Woods also now house unmarked landmines.** Most landmines have warning signs, however there are some unmarked ones around the West side of the northwest USEC camp.

## [Shoreline](#)

[Shoreline Map, with Loot, Exfil, etc](#)



**A very large map**, notorious for its FPS hit. Generally speaking, one of the better maps for loot. The primary point of interest is the Resort, but scavs spawn there, and are primarily occupied by questing and geared players. Resort has great loot, but requires keys to access most of it.

**Shoreline** is a great map to use to learn the game for new players as the outskirts still contain plenty of loot and combat opportunities with AI scavs.

You can hit Villa, Scav Island, Weather station, Docks, etc and come out with a backpack full of valuable gear fairly easily.



The Village/Cottages (Not to be confused with villa) contains a lot of toolboxes which can contain lots of parts used to upgrade your Hideout.

Shoreline is the location of many quests, including a large quest chain where players are required to kill many, many, scavs on Shoreline. **For this and other reasons, it is probably the best map for new players to learn the game with.**





A good loot route is to hit the village (caches in it), scav island (2 med bags, 2 toolboxes, 2 weapon boxes, 1 cache), burning gas station (weapon boxes and a safe), pier (potential extract, 2 pcs 2 safes and lots of filing cabinets), and weather station.

Scavs may spawn around these areas, but most players just head straight for resort anyway, so you are much less likely to encounter them, especially if you avoid the power station (most players hit it on the way to or leaving from the resort). Excellent route as a player scav as well. The **Lighthouse** is the best extract for Scavs because you have access to lots of loot and an easy getaway.

Shoreline also now houses a scav boss known as **Sanitar**. He has several spawn locations, but namely Pier, Cottages, and the first floor of East/West wing resort, and occasionally the Admin building.

**He is the most dangerous scav boss in the game.** He's honestly even harder than Gluhar, the Reserve scav boss! He can spawn with VSS with top-tier ammo, **so he shreds players** even in the best gear. He has two guards, both heavily armed and armored, and they all have several powerful syringes in their bags as well as a host of medical items. When threatened they will take these syringes, which often rejuvenate their health and make them take reduced damage. Both the boss and his guards have increased health so they are abnormally tanky, combined with their syringe use they pose a unique threat to PMCs and player scavs alike. They are more dangerous than your average player by far.

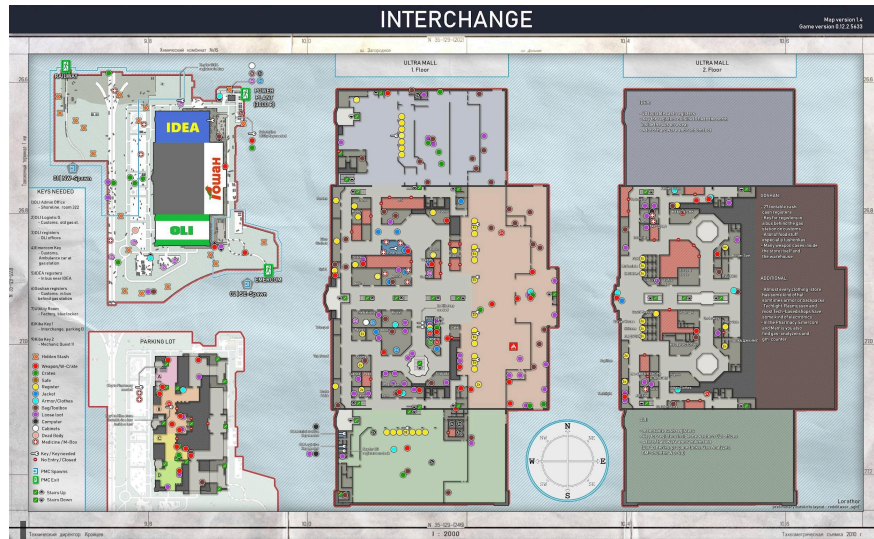


Shoreline also has an incredibly easy escape in the form of **Path to Lighthouse**. **This exit is ALWAYS OPEN** regardless of what side you spawn on, so you can spawn, hit the village for a backpack full of easy loot, then immediately extract without seeing anyone.

This strategy is incredibly helpful in the early game in order to get crucial barter and quest items as you can find Salewas, Nuts, Bolts, and other crucial items that are in high demand early wipe.

## Interchange

### Detailed map



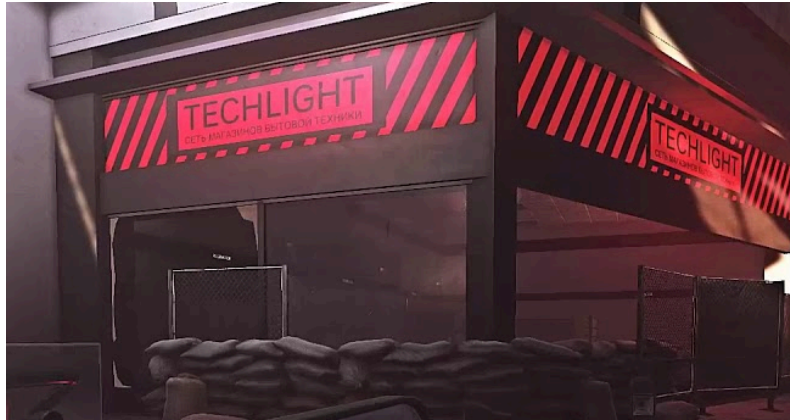
**Interchange** is a great, great loot area, but a very complex map. Old computers might face unique struggles with this map. Features a mostly-binary exfil system like Shoreline, but.. kinda worse. Exfil camping is fairly common on this map, but usually avoidable. Huge map with multiple floors and many many different stores. Communication with teammates is a challenge on this map, but the map is also fantastically detailed.

**Note:** Interchange is due for an overhaul within a patch or two, primarily the exfiltration system due to how rampant camping is. It features a car extract which improves scav karma.

This map features a lot of loot that varies depending upon the kind of store you're in. It's a great place to farm rare barter materials which are valuable to sell on the Flea market or to use for quests or for hideout upgrades. An early quest (from Ragman) sends you here to kill a large amount of Scavs. **I'd recommend getting Ragman to level 2 and accepting his quest asap when going to Interchange**, as getting this quest done can take a while as it is and **you want all scav kills to count towards progress.**



Both the **tech stores** (Techlight, Techxo, Rasmussen) and **department stores** (Groshan, Idea, OLI) are the primary places to hit. There's also Kiba (weapons store) as well as Emercom and Mantis. Players have different strategies, but this map is unique in the sense that it really rewards exploring. Most stores will have things you can grab that are worth quite a bit but are often overlooked. Very popular place to go in as a Player Scav.



Interchange also features its very own scav boss, Killa.

**Killa has no guards, but is incredibly tanky** and wears a unique set of armor that is stronger and lighter than other sets available, allowing you to have superior protection as well as mobility while using it. **The Killa armor set is one of the best available in the game.**



**Killa has insanely high health** and excellent face protection, so **it is recommended that you target his legs** in order to successfully kill him. **An alternative strategy is to hit the top of his head with a mosin round.** His helmet top is Class 4. His face is class 6.

It's not unusual for him to tank upwards of 100 rounds of AK ammunition before dying.

## Reserve

### Reserve Extract Map



A once great map, but it's still chock full of loot. **Has more complex extracts than other maps**, save for Labs. **Excellent place to farm rare barter items, computer parts, and especially military hardware.** PMCs have limited extracts, most being conditional. The three that PMCs can always take are the **Bunker Hermetic Door, Armored Train, and D-2.** D-2 is by far the easiest. **The bunker also houses Raiders.** (Raiders are detailed in the LABS section.)

The **Bunker Hermetic Door** has to have power enabled in order to use, which requires you to press a button across the map. It's a huge risk to make the dash, as scavs can and will often intercept you and players can camp the extract or otherwise watch out for you entering.



The **Armored Train** arrives later on in the raid and announces a loud horn that it has arrived. It sounds off again 1 minute before it leaves, and one last time right before it leaves.

Additionally, Reserve has a scav boss by the name of Glukhar, who has multiple heavily armed guards. He has multiple spawn locations and can arrive with the train. **Glukhar is incredibly dangerous and is more hostile than even your average Scav boss.** He also has very high chest health, so the only real way to deal with him and his crew is to fight in a small hallway, utilize choke points, and **focus on headshots, especially on Glukhar.**



PMCs can also utilize the **Manhole extract**, which requires that you **drop your backpack** to extract. Naturally, this is less than ideal but is better than nothing if the situation is dire. One popular strategy is to go into the raid with no backpack but a large rig. This allows you to have tons of slots for barter items (though not much for actual equipment) and have a convenient extract location.



Additionally, there is the **Cliff Descent extract**, which allows you to extract from the raid by simply removing your body armor. However, this extract **requires a Red Rebel Ice Pick** and a **Paracord** in your inventory (or secure container!) in order to successfully extract. Unfortunately, the RR is very rare and hard to find. It drops from Shurtman (Woods scav boss) as well as his cache and very rarely in other locations. Bottom line is, it's very useful as it enables a safe, reliable extract on one of the most popular maps so it has a high demand and a very high price.. Expect to pay a few million roubles for one.



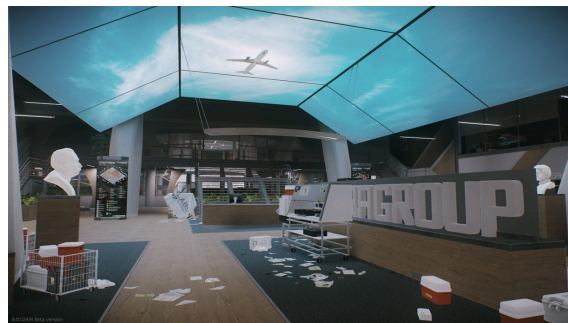
**D-2** is the easiest and most reliable extract for PMCs, however it's also incredibly prone to camping by players, almost as much as factory.

There are so many camping spots in D2 it's virtually impossible to watch for them all.

**Chads often spend several grenades trying to clear all of them.**

## [The Lab \('Labs'\)](#)

[Here's a map.](#)

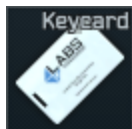


**DISCLAIMER:** Labs, like much of Tarkov, is under **constant development**, so issues may be fixed or created without warning. **Always check patch notes!**

**Labs is a very complex map** compared to the rest of Tarkov. There are a great deal more exits but many of them have requirements to extract from them.

**It is recommended to read the Tarkov Wiki on Labs before raiding there.**

**LABS IS NOT LIKE OTHER MAPS. READ THIS SECTION CAREFULLY.**



**Labs is a lucrative end-game raid location**, comparable to 'dungeons' in other games. They are populated by tougher enemies that give greater rewards. In order to go to labs, you need to acquire a **labs access keycard**; these function like mechanical keys but instead of opening a door, **they unlock your ability to select Labs for a raid.**

They may be found in-raid in various locations, most notably in scavs' backpacks, pockets, and in filing cabinets. **They may be purchased from Therapist at LL4 for Roubles.**



Labs are populated by a **unique kind of AI enemy, Raiders.**

## **Raiders**

**Raiders are the Labs form of Scavs, or AI enemies.** However, unlike other maps, they cannot contain player Scavs. **Raiders are much tougher than your average scav**, they are capable of advanced tactics (such as flanking) and throw grenades and use other consumables as a player would. Once 'locked' onto you, they are typically capable of killing you very quickly, even if you are wearing high-end armor.



In Tarkov, Raiders act like the avatars of Death. They are clad in USEC and BEAR equipment, as they are effectively AI PMCs. Many changes have been made to labs and specifically how Raider AI works and to prevent exploits to easily farm them as well as bugs where they could be deadlier than intended.

A general rule of thumb **is not to fight Raiders directly. They can and WILL kill you.**



Raiders can spawn with 7N9, or 'big boy' ammo. **This ammunition type is incredibly lethal to players, even those wearing the toughest armor.** If you get shot in the head, it doesn't matter what kind of helmet, face shield, kill helmet, etc you are wearing, you will almost certainly die.

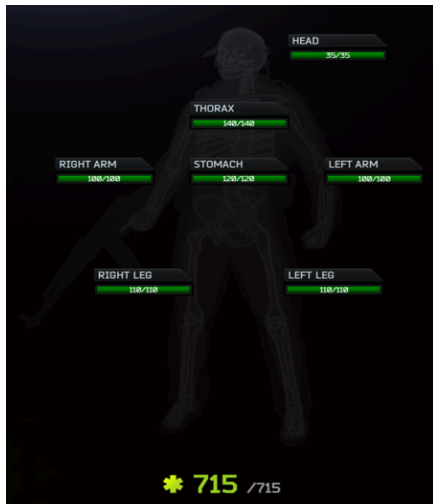
Because Raiders are controlled by AI, they have zero ping. They may also tend to immediately respond as if you were aggressive even if they did not originally know you were there - ESP Raiders effectively will prone and return fire even as you ADS and put them in your sights.

This is why **engaging a Raider must be done very, very carefully.** There are a few strategies that you may employ, most commonly some form of **baiting them towards an area** and then killing them when they arrive. **Players may accomplish this by generating noise - gunfire,**



melee weapon hitting walls, crates, etc, player deaths, players Mumbling (F1 by default) can all attract Raiders to investigate your area.

**Due to the high power of Raiders, players often go in with minimal loadouts** and seek to avoid conflict with other players, especially geared ones. Most players avoid PvP in Labs, though a good portion of the playerbase thoroughly enjoys hunting down poorly-geared players after they kill a few Raiders for them. **Late wipe Labs is a very big PvP hotspot.**



As such, players will lay prone in a hallway, or crouch in a room, and attract Raiders to enter their domicile by opening the door, and immediately headshotting them. Few Raiders actually wear helmets (though some do) so most players specialize in 'flesh ammo' or ammunition that forgoes armor penetration in favor of raw damage in order to kill Raiders more reliably, because **Raiders have slightly higher health than PMCs do.**

**Raiders spawn with a great variety of equipment,** weapons, armor, and materials such as medication or hideout parts. They tend to have chest armor and may have different helmets. **Their pockets can contain Labs keycards,** morphine, Ifaks, cash, and other items. **They're always worth checking.**

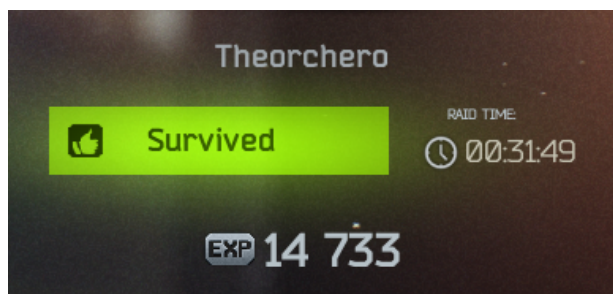
**Raiders are a good source of grenades,** they will often have F-1's and Zarya's in their rig or pockets that you can use to fight off players and Raiders alike.

**Labs are constantly being changed.** Raiders are still a fantastic source of loot, **but the main source of loot in Labs are now the various keycard rooms,** which can spawn rare stims and barter items such as Ledxs. Raiders are still a huge threat.



## Experience Farming on Labs

Labs is one of the best places to farm experience in the entire game. **Killing a Raider with a headshot awards 1100 Experience.**



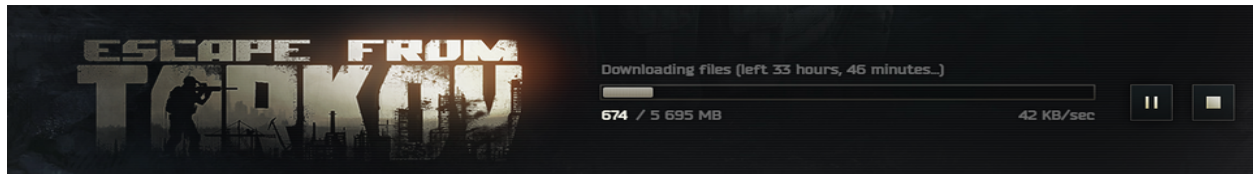
This does not include any looting, inspection (searching bodies), examine, streak, or other experience.

Killing a large sequence of Raiders gives additional bonus experience in the form of Streak rewards, usually 100 bonus exp per additional kill. (This is true of all enemies.)

**Surviving the raid multiplies all of these sources of experience by 1.5x**

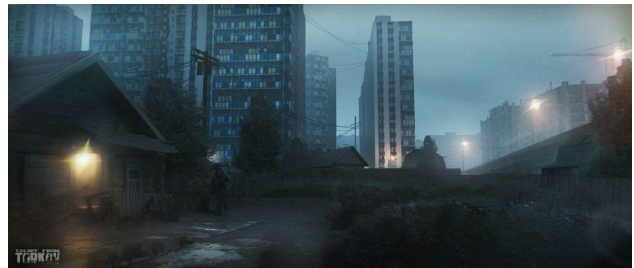
## Changes coming to Labs

**Disclaimer:** *I am not a BSG developer or employee. This is what I have seen on this subreddit and heard elsewhere. Some might be purely rumor, but other points are confirmed by Nikita:*



**Labs are undergoing constant changes.**

Nikita and BSG take feedback seriously, and always consider what the players are telling them. It is known that Labs will eventually be accessed via the Streets of Tarkov map, and will require you to enter that map, make it to the labs entrance, and then extract from Labs to return to Streets of Tarkov and exfil from there as well. This will likely add an additional layer of risk to being ambushed for your goodies along your way out, as well as punishing damage taken in labs more severely.



**Additionally, keycards will have a limited number of uses, and may open more than one room.** As of patch 13.9, this has not yet been implemented.

*The full extent of the changes coming is not known.*



**Remember, you can load a map in OFFLINE mode to practice against bots or to learn the map without fear of losing gear.**

## [Streets of Tarkov \('Streets'\)](#)

[Here's a map.](#)

**Full disclaimer: I haven't played much of streets.** The map itself runs really terrible on my PC, and while it is a cool map, I quit playing Tarkov for a while when it came out (Hence the long ass time it took for me to update this guide) so a lot of this information is straight up from the Wiki and what I can gather from other players. **It is not my personal experience.**

That being said, let's do this, shall we?



**Easy to digest, recommended loot and map guide, courtesy of JesseKazam:**

[▶ The Ultimate Streets of Tarkov Map Guide!](#)

### Points of Interest

Streets have several main areas that are points of interest. The map itself is laid out in the form of **Quadrants**. These are basically **city blocks with each quadrant having its own Points of Interest**. Again, I personally haven't really played the map, but I will do my best to outline them as best as I can. I'll update this section if/when I gain enough experience on the map to add my own opinions.

### Expo/Shopping Mall Quadrant

These Quadrants are the top left/right most area of the map. **It doesn't have a lot going on.** Chances are that will change with the upcoming wipe, but as of now it's mostly just for killing scavs and looting while avoiding players. It does have some decent loot scattered about, including several potential barrel caches and a couple of quest locations.

It does house two permanent (one conditional) extracts - The one at the end of the street near the shopping mall requires you to fire a green flare in order to extract. Don't have one? Don't try it! Invisible snipers will kill you and the exit won't open if you don't fire a green flare into the sky. It must meet a certain minimum height for it to open the exfil.

## Central/Southern Quadrants

These are divided into **four areas**.

However, they all share a few traits:

**High traffic, good loot, usually contested.** Tons of scavs (players and otherwise) wander these areas. **There are many, many ways to move around the map** so you truly can encounter players literally anywhere as the match goes on.

### Concordia

They're basically Resort on another map. Really good loot behind keys, some of which are fairly cheap to find on the flea market. They have a wide variety of loot types, but tend to favor the more valuable end of the spectrum in that they are a great source of streamer items for things like Kappa.

Lots of scavs wander the streets and are inside buildings.



### Lexos



Lexos is the highest density loot area of the game that also **spawns the new scav boss, Kaban**. Kaban is extremely dangerous as he makes local scavs into his guards, spawns with 7-9 heavily armed and armored guards, has lots of sniper scavs and powerful weapons at his disposal. His compound is surrounded by landmines/claymores which will one shot you. The compound also has several fixed mounted gun points which will shred players if you improperly peak.

JesseKazam recommends using grenades to flush guards out of their entrenched positions and then pushing in and holding angles and shooting the guards as they rush towards you. This is a solid strategy that works on all bosses on all maps more or less (depending where they spawn) so be sure to use this elsewhere when possible.

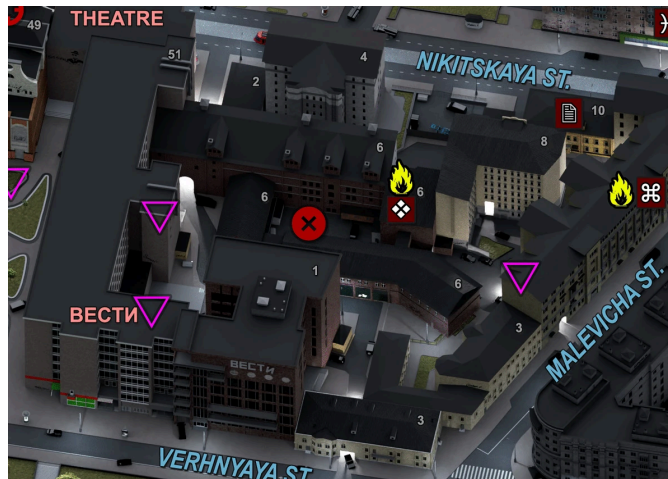
The building itself has lots of valuable loot hidden behind keys and as loose loot. Fighting Kaban is very noisy so expect company. It is almost always contested by players seeking PvP. So if you aren't after PvP or don't want to specifically fight Kaban, it's best to avoid this area until late in the raid.



## Factory District

This district will remind you of the Factory map. Lots of close quarters areas, similar to Resort, it has good loot behind keys. One notable example is the **factory marked key** which can spawn really good loot such as containers and docs cases, etc.

**A great spot early wipe because it has a high abundance of industrial loot**, things you need for the hideout. Such as nuts, bolts, car batteries, things of that nature. Not an insane amount of loot compared to the rest of the map, it's easily the weakest of the four bottom quadrants in terms of raw valuables; however this changes early wipe as the price of hideout items SKYROCKETS in value. Additionally it is worth checking late wipe since it can spawn water filters which are important items in order to make moonshine for their trades.



## Pinewood District

Pinewood will remind you of Resort, and is like Concordia except the loot is worse. Lots of quests take place here, plenty of industrial and technical loot located here but nothing that strikes out as amazing loot spawns.

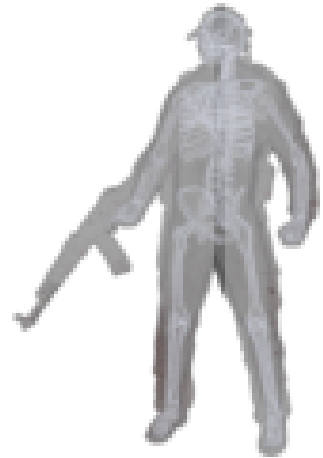
Lots of scavs are around the open area and since up to 3 floors are accessible it's sure to have decent vantage points of open areas for all of you would-be snipers out there.

All in all, Streets as a whole is an amazing map for both Chads and Rats. Easily accessible PvP, avoidable PvP, lots of loot scattered everywhere of various grades is sure to make anyone who survives a happy camper

The map does have several spots that are easy to camp, especially by sniper rifles, but there are, quite simply, WAY too many to name here. (Plus, ya know I'd like to get some free loot myself when I get around to finally playing the map.)

# Tarkov's Health System

[Tarkov Wiki Article](#)



**Tarkov has a very advanced health system**, and while it might seem overwhelming at first, you'll get the hang of it rather quickly.



It features a very wide variety of effects and injury, including hydration, energy, blood pressure, blood loss, fractures, contusion, intoxication, exhaustion, tremors and more.

**Not all of the Health System is implemented yet.**

*Expect changes!*

Your character (PMC, or otherwise) has a combined Health of 440. Each of his limbs have separate health. **Taking damage to a limb that reduces it to 0 'blacks' that limb.** Blacked limbs are a problem. They greatly impair the activities your PMC performs, and taking damage in a blacked limb amplifies the damage by a multiplier and spreads that damage among your other non-black limbs equally. **You cannot heal a blacked limb without the use of a Surgical Kit.**



**Notes:** *Bloodloss* applies damage to the affected limb and can be spread like other damage to a blacked limb. **Treat immediately.** Also causes significant *dehydration!*



Bloodloss also helps level your Vitality skill, which in turn gives you experience towards your Health skill, which is necessary to reach level 2 in order to improve your hideout.

There are TWO forms of *blood loss*. **Heavy bleeds** and **Light bleeds**, each requiring certain items to remove the status. Heavy bleeds are significantly more dangerous in the short term.



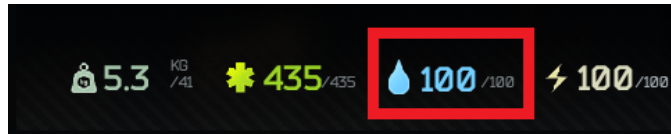
Losing a limb applies additional effects. *Fractures* also apply these effects **but not the damage amplification** (Except for damage if running on a fractured leg.) Fractures require splints or specialized medical kits to heal.



*Dehydration* is what happens when your [Hydration level](#) reaches 0. You can view your

Hydration level in your gear page, at the

bottom left. **Becoming dehydrated is extremely bad.** You take constant damage. Taking dehydration damage can kill you if you have a black chest or head. Restoring hydration helps train Metabolism, which improves positive effects from food and drink.



**This also applies to your Energy.** You can restore energy by consuming food.



**Head/Chest:** Bullet damage resulting in losing your head or chest is **instant death**. Note: *Bloodloss* resulting in your Head/Chest being black does not result in death, but *any* damage to them beyond that point will! A back chest will cause you to cough (much like your stomach!)

*Painkillers:* Prevents coughing **that comes from your chest**. Doesn't help otherwise.



**Stomach:** Massively increased rate of dehydration and energy loss. *You must find liquids or exit the Raid soon.* Additionally, your PMC will cough and sputter loudly, attracting attention. A black stomach multiplies damage taken by 1.5 and redistributes that damage across your entire health pool.

*Painkillers:* Significantly reduces the frequency and volume of the coughs.



**Arms:** Makes activities like searching, reloading, etc, take additional time, as well as adding a sway, reducing accuracy. **Arms have a .7x damage multiplier.**

*Painkillers:* Reduces sway, removes debuff Pain.

**Legs:** Blacked legs cause your PMC to stumble and be unable to run. Blacked legs have a 1x damage multiplier.

*Painkillers:* Allows you to walk at full speed and to run.

**WARNING:** Running while your legs are blacked or fractured **WILL DAMAGE YOU.**

## Health Items

Tarkov features many health items - 'Aid' items, which **can be used to restore your character's health** and to fix ailments or injuries he receives as the result of combat or mishaps. The two most important health conditions to consider are *bloodloss* and *fractures*, which have both been covered above.



Some food items may have ancillary effects, such as losing *hydration*.

Since in the current patch the only ailments to worry about are bleeding and fractures, it changes which health items are most necessary. We'll go over them below.

## Health Restoration

### [Medical Items on Wiki](#)

#### **AI-2 medkit**



The newb's medical kit. You receive several of these when you start Tarkov - they'll already be in your stash. Available from Level I Therapist, they are a cheap and effective way of healing early in the game. **They will not stop blood loss.** Because of this, **you also need to bring bandages** or a higher-grade medical kit.

Affectionately called 'little cheeses' by the Tarkov community. Using it takes 2 seconds, and because of how cheap it is, it's often brought in by higher level players to supplement their healing without draining their main kit (which is capable of healing *blood loss* or sometimes *fractures*). Due to its short use time, it's often very useful during combat as you can take cover and quickly recover damage taken to a vital limb.



They're also useful as you can buy them from Therapist to heal yourself if you died in a raid (and forgot to use her healing services.)



## Bandages



The newb's *bloodloss* solution. Available from Therapist at Level I. A better version, the **Army Bandage** is available at Level II, after a quest.



Mostly obsolete after unlocking the Car Medical kit, but some players value them due to the Car's overall low health pool. Activating takes 2 seconds, and removes *bloodloss* to one limb.

## Heavy Bleed Solutions:



Cat, Esmerch, and Hemostatic all remove heavy bleeding, saving your main kit a large chunk of its health pool. You can also use an advanced Syringe to stop all bleeding.



**Splint** is The newb's solution to *fractures*. Cheap, takes five seconds to use, and takes up 1 slot. Fractures are much more common now, and regularly happen from bullet wounds, and not just falling. Available from Therapist at Level I, no quest needed. Takes 5 seconds to use.

## Alu Splint



More advanced form of the normal splint. Works the same, but has up to 5 uses. Recommended to carry in your container if possible, due to frequency of fractures from gunfire. Takes 3 seconds to use.

## CMS (Compact Medical Surgery) Kit



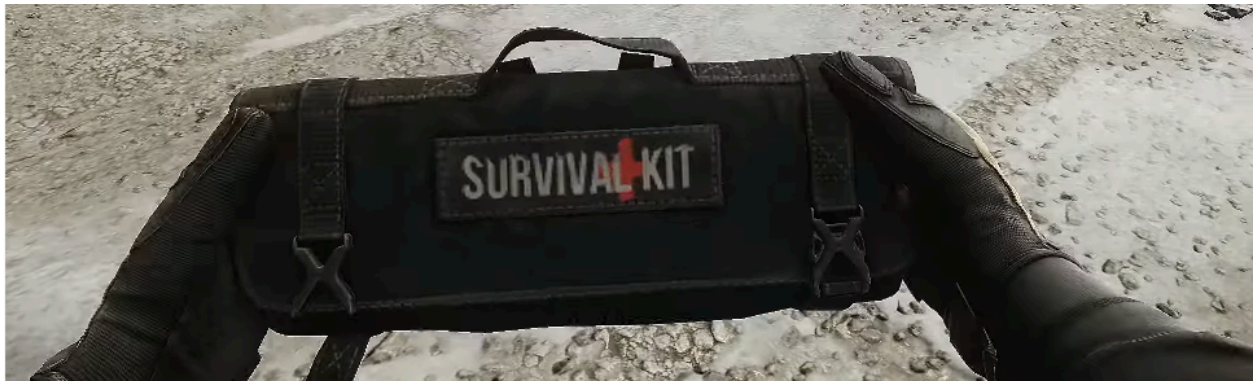
Fantastic medical item. Allows you to perform field surgery, **removing the black limb state** and allowing you to heal it beyond 0 hp. Takes 16 seconds to use, **and cannot be cancelled** so make sure you are safe if you are using it! Will reduce the maximum health of the limb it's used on by 40-55%, but will effectively remove all negative effects incurred by having a black limb, **but not other status effects**.

Highly recommended to carry in your container for emergencies. Can be bartered from Jaeger LL1, and purchased for roubles LL2.

## Surv12 field surgical kit



Same as the compact surgical kit, but takes 4 seconds longer, and the health penalty is reduced to 10-20% max health of the limb and removes any fractures on the limb as well. Considering this kit is 1x3, taking up a huge amount of space, it's probably not worth using for standard players; It's just too large. However, if you have a Keytool/Sicc case and have the space to spare, this kit is very very handy as it can let you restore many limbs across multiple raids. If it's worth buying/keeping depends largely on your playstyle. More cautious players (who rely on their secure container space to store valuables) may not find as much value whereas players who regularly fight other players and seek out scavs will find it very helpful in the long run.



*A player using the Survival 12 Kit to heal a limb.*

## Car Medical Kit



The newb's first real medical solution. Available LL1 as a barter (2 Duct Tape) and available for Roubles after completing Therapist's second quest. Has a larger health pool than AI-2's (220, vs AI-2's 100), **and removes bloodloss**. Takes up a 1x2 slot, so requires to be placed in a tactical rig in order to be used via hotkey. Cheap and fairly efficient, takes a standard 4 seconds to use. Rendered effectively obsolete when the Salewa is unlocked.

## Salewa



Good medkit for use in mid and end-game. Contains 400 total health and can remove *bloodloss*. More rouble efficient form of healing due to its high health pool, costs 13k roubles. Same size as the Car medical kit, so requires a tactical rig to use via hotkey. Because Tarkov does not currently have effects like Toxication in the game at the moment (besides Cultists), this kit is favored by most players who go into a raid with at least a moderate level of gear. **With a high health pool and**

relatively **low cost**, it's also a **more efficient way of healing damage** sustained while in raids. Can be crafted.

## IFAK/AFAK



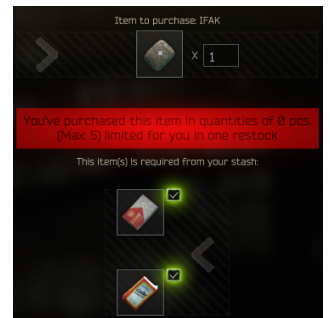
Fantastic medical kit, and is the one preferred by most players. Features 300 health and the ability to remove *bloodloss* and a host of other negative effects that are not yet implemented into the game. It does not, however, remove *fractures*.

Taking up only a single slot, it is favored by players in all stages of gear, and **it is recommended to carry one in your Secure Container in case of emergencies.**

Is available at Therapist Level II for a barter ( Sodium), and may be purchased for Roubles at Level III after completing Healthcare Privacy, Part I.

It is a fairly expensive kit, but due to its durability, its small size, and ability to remove *bloodloss*, it is a very common medical item used by players of all levels. Can be crafted in Lvl 2 medstation.

Fortunately, due to the ability to craft it and its frequency of being found on Raiders, it is usually fairly inexpensive on the Flea Market. AFAK is basically the same except it has 100 more hp.



## Grizzly



The 'big daddy' medical kit, boasting an impressive total health resource of 1800. It is also a very large kit, taking up 4 slots (2x2) - in order to be able to use this quickly, it would require specialized tactical rigs that feature a 2x2 slot. It removes all negative effects (some costing HP resource), including *fractures*.

Used by highly-gearred players who intend on staying in raids for an extended period of time, or by players with additional Secure Container space available in case of emergencies. It is available for barter at Therapist Level II, and purchase at Therapist Level 4.

Due to its price point from Therapist at just under 23k Roubles and its healthpool of 1800, it is by far the most efficient method of healing from raid damage, at a 1.3 roubles per health, dramatically lower than other options available. Can be crafted in Lvl 3 medstation.



## Pain Management



Using any of these items results in your character being 'On Painkillers' which allows you to sprint on fractured and blacked legs, as well as reducing effects of fractures and blacked limbs, and removing the debuff Pain. Essentially, the only difference between most of these items are the speed of use, price, availability, and duration of the effect.



Note that the Hideout has changed how some of these items are used, and because Tarkov is under constant development, **it is very likely that these materials may be used to create higher-grade medkits or to upgrade your medstation.** That being the case, it's best to hoard the unknown items for now as efficiently as possible until you know you don't need them.

### **Analgin Painkillers**



The holy grail of pain medication. "Painkillers" have 4 total uses. The total duration is greater than Morphine and less risk of waste. Takes a short time to use, and is available from Therapist Level 1 for both barter and Roubles. Makes a loud, distinctive **gulping noise**. Can be used to craft Salewa kits.

### **Morphine**



Quick application of painkillers. Favored by some highly geared players as it has greater usability in combat than its typical counterpart, Painkillers. **Has a longer duration, but only one use.**

It is required for a fairly early Therapist (and a late Peacekeeper) Quest, so it is recommended to hoard 4 of them (found in raid) and then sell the rest unless you intend on using them. They are worth a good amount to Therapist and take up little space so they are a valuable loot item. Available from Therapist for Roubles at Level 4, after completing Healthcare Privacy, Part 3.

### **Augmentin**



Basically a cheaper Morphine. One use, 155s. Not recommended over Painkillers due to its cost. No good barter for this item, so usually it's just a fairly expensive, small loot item. **Can be used to cleanse toxification**, which is Cultist Poison.

Can be used to craft in Hideout.





## Ibuprofen



Powerful painkiller. Lasts a long time and has 12 uses. **This item is recommended as your long-term solution for painkillers.** While it is valuable because it's used to trade for THICC items case, it's the cheapest component and is very useful as a painkiller. It has a long duration and a large amount of uses, so keep it in your container for use as a painkiller if your primary painkillers wear off. Don't use it completely, though. Keep the 1/12 bottles for the trade. **Can also be used to craft Propital.**

## Vaseline



Powerful medical item. **Cannot be purchased from dealers.** Has a maximum of 6 uses. Removes Pain, applies Painkillers for 350 seconds (5.8 minutes). Useful to keep in your container as an alternative to Painkillers, though it takes 6 seconds to use, which is longer than other painkillers. Used as part of a barter trade for the Medscase.

## Golden Star Balm



Fairly useful medical item. It can remove Pain and Contusion (not a big deal of a debuff, goes away on its own shortly) and provides a small bonus to hydration and energy. It also removes toxication and Radiation exposure, both of which are not yet implemented into the game.

It has a maximum of 10 uses. Painkiller effect lasts for a very long time, and takes 7 seconds to apply. Recommended to take only if you are going on large maps and you have extra room in your container. **Can be used to craft Propital.**



**Goldenstar is kind of overkill when it comes to painkiller use.** Most people would be better off sticking to the regular painkillers or ibuprofen.

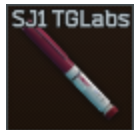
**Medical Injectors** are a wide variety of medical items that take 2 seconds to apply, and have a wide range of effects and nasty side effects that act as



tradeoffs for their powerful benefits. They are usually worth a decent amount of roubles to Therapist.

They are only found in Labs and in Raider backpacks/pockets, though some are sold by Therapist.

### Combat Stimulant SJ1



Grants increased strength, endurance, and stress resistance for 3 minutes after use. Effectively, you are able to move more quickly and are less likely to have tremors in combat. Negative effects include energy and hydration as well as obscured vision. Mostly not super useful, though if you are desperate to extract in time the extra speed gained from lower overall burden of equipment may prove useful, but you are still most likely better off selling this to Therapist.

### Adrenaline Injector



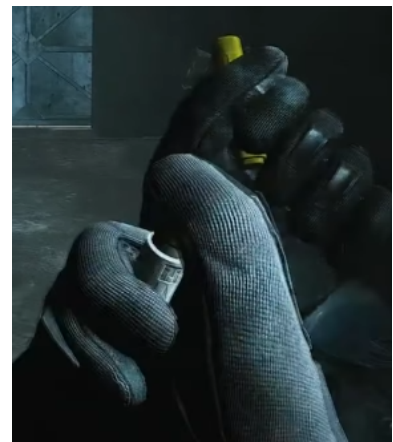
One of the more useful injections, it provides a number of benefits for emergency situations. It removes pain for a brief period (65s) as well as increasing Endurance, Strength, and Mag Drills for 60s, and provides passive health generation for 15s. However, it has bad side effects; You lose almost 1 energy and hydration per second for 30s, which can put you in the danger zone of becoming dehydrated which can easily kill you, especially because it also reduces your stress resistance by 10 for 1 minute, meaning you are much more likely to get tremors if you get shot or are damaged. Tremors are **very bad** as they really fuck up your aim. After the effects wear off, don't try to fight anyone. You'll have a bad time.

Sold by Therapist LL4 after completing the quest Athlete.

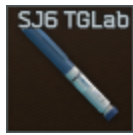
### Regenerative Stimulant "ETG"



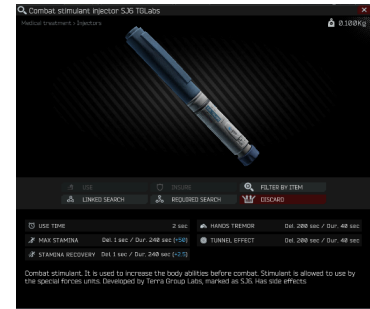
A powerful but dangerous injection. Provides a large healing benefit, 4.5 HP per second for 90 seconds is no joke, it will be hard to kill you. You also gain a boost to your Metabolism and your Immunity for the same duration, in addition to increased energy for a shorter duration. However, your PMC crashes hard. You lose 80 energy over 20s, and losing energy is effectively like being dehydrated. You take damage over time and will eventually die. It also applies a penalty of 10 to your Health and Endurance stats, which greatly hinder your ability to move and run around the map.



## Combat Stimulant "SJ6"



A very interesting injection. On one hand, it makes you run like a crack addict after a little bit of juice hidden under the carpet across the map. On the other hand, you never really get that juice and as a result you end up very sick and very sad. It increases your max stamina by 50 and stamina recovery rate by 2.5 per second for 240s, or 4 minutes.



The side effects start to kick in after 200s, you start to get hand tremors for 60s. You also start to get a tunnel effect which makes it hard as fuck to see after the injection wears off for 30s. The overall result is that you can take this and run much faster and for much longer than what would otherwise be possible, the downside is that once it starts wearing off, you can't really fight for shit. You can't see anything and the hand tremors make it impossible to aim even if you could.

That being said, the duration of the side effects are rather limited. This makes this perhaps one of the best injectors in the game to keep in your container in case of emergencies, such as blacked legs but little time left on the clock.

Better to play around such occurrences and avoid them happening in the first place, but we don't live in a perfect world, we live in Tarkov.

**This item is also amazing if you are rushing one specific area and it's key for you to get there first.** A good example is Resort on Shoreline. Getting there first gives you a huge advantage in being able to hear enemies running up or securing loot in your container.



## Propital

A very useful injection but is a bitch when it comes to side effects.

**The effect is that it removes pain and toxication and applies Painkillers for 245s. It also increases your Metabolism, Health, and Vitality by 20 for 300s, as well as providing a passive regeneration of 1 hp/s.** This means it's harder to get you to bleed and when you do bleed your wounds tend to stop bleeding on their own, and any damage you take from bleeding/running on blacked limbs is going to be quickly healed.

However, the side effects, like I said, are a bitch. During the last 30s of the duration you start to get tremors and the tunnel effect, obscuring your vision, much like the SJ6 stimulant. You also experience pain for 120s after the injection has mostly worn off. What really takes the cake though is that the hand tremors last 300s, as long as the positive benefits of this injection, though the blurry vision only lasts for 60s. The pain can also cause Tremors on their own.

**The overall result is that Propital is best used in conjunction with Combat Stimulant SJ6,** when you **need to exit the raid asap** but are a long distance away. SJ6 will allow you to run greatly, while Propital will greatly slow dehydration and bleeding and heal you for any damage, especially if you have to run for extract on a fractured or black leg. **DO NOT** attempt to fight anyone while you're experiencing the side effects of Propital, you will lose. Only fight if you have absolutely no other choice. Run, if possible. The tremors make it impossible for you to aim and the blurry vision makes it so you cannot see who is engaging you.

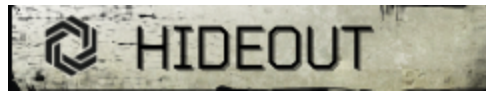
## Zagustin



This injection has limited usefulness. **As a catch-all, emergency solution to stop bleeding, it's extremely useful.** However, it has awful side effects that can kill your PMC unless you extract very soon or have a lot of food and water on you. This injection stops ALL bleeding, even multiple heavy bleeds, so in the short term It can save your life if you don't regularly carry a Grizzly. However, it nukes your hydration and energy level and also reduces the efficiency of food, so you need more food/water that restores less. Basically, if you take this injection you better be ready to extract ASAP.

**To be able to Hotkey a medicine item, they must be in a tactical rig or your pockets.**

## The Hideout



The hideout acts as the player's base of operations, it is used for crafting, passive regeneration, as well as a form of income. It contains many different parts, or 'modules' that each perform a different function in your hideout as well as enabling you to improve those sections to both expand their passive benefits and improve your options with crafting.

The Hideout, like the rest of EFT, is constantly changing, **and as such, is going to be difficult to keep 100% maintained.** I will do my best to adjust for changes, but this section is going to be primarily advice for what to farm, where to farm, and what modules to prioritize.

Early modules are inexpensive, and usually do not take time to construct. Improvements to modules you acquire later will have different prerequisites, often other modules will need to be at a certain level, a trader loyalty level requirement, or you will have to have a soft skill to be a certain level (Ie, Metabolism lvl 3 for Nutrition unit 3)

The hideout has had a massive impact on the economy, as many items, previously useless, are now required to upgrade the hideout. **You can find a (current) exhaustive list of all materials that will be needed for your hideout [Here.](#)**



## **Modules**

For ease of explanation/grouping, we're going to add a few categories to the upgrades. Practical upgrades are going to be ones that are required for very basic parts, or have crafting associated with them.

Prerequisite modules are going to be ones that have no/little use, but are used mostly to enhance the visual aspects of the hideout as well as being required for more advanced upgrades.

Advanced upgrades are going to be ones that provide high level benefits (While typically having high requirements) while also having only one level.

## **Practical Modules**

This section is dedicated to the parts which are required for the very first hideout improvements.

### **Generator**

The Generator is the muscle behind your hideout. It's what powers your hideout and allows you to craft and improve your passive regeneration rate.

Level 1 currently costs roubles and does not have a construction time.

It has two slots (level 1) for fuel tanks - purchase Fuel Tanks off the flea market so you can power your hideout.

Metal fuel tanks are also sold by Jaegar for a barter or for roubles after LL2 with him. Expeditionary tanks can be crafted in the Level 2 Lavatory.

You can turn the generator off and on, in order to conserve fuel if you aren't crafting anything. Note that without the generator turned on, you also reduce your passive regeneration of health, energy, and hydration.



**To max:** Level 3 Security and Vents, Mechanic LL3.

## Medstation



The medstation is going to be your first priority, along with the Generator. The medstation allows you to craft meds so that you can heal yourself during your raids. Since Nikita added off-raid healing, this also helps alleviate this substantially, as it increases your passive health regeneration, in most cases fully healing your PMC in the course of one scav run.

Level 1 medstation can be constructed by paying roubles, and does not have a construction time. This allows you to take med parts (pile of meds) and create AI-2 kits as well as the best craft the station currently offers: The Salwea craft. One split, one bandage, one painkiller, all purchasable from Therapist LL1, creates one Salewa kit. **This is a very good deal.** It's excellent as a source of passive income, med stockpiles, and quest completion.

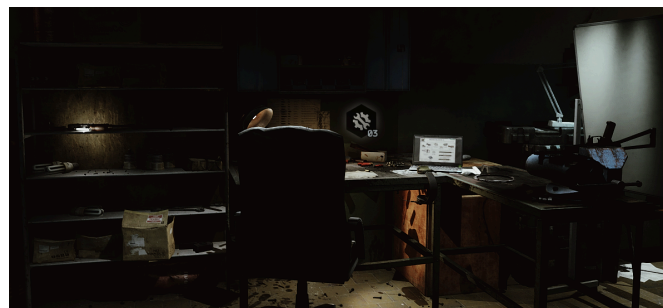
Therapist's first quest, Shortage, tasks you with finding three Salewa medical kits. Simply craft them, use them until they are very low durability, and then turn them in for her quest. Easy-peasy.

**To max:** Health Level 2, Vitality Level 3, Therapist LL3, Skier LL2.

## Workbench

The workbench is your next priority. It can be constructed very cheaply, with 2 nuts, 2 bolts, and a leatherman multitool which can be purchased from Mechanic LL1. Level 1 does not have any construction time.

**It is important to note that without the workbench you cannot mod your weapons.**



This means removing/attaching suppressors, stocks, etc. Nuts and bolts can be found easily in random shelves, in bags, scav containers, etc.

Beyond enabling you to mod weapons, the workbench also allows you to craft weapons (using weapons parts) and ammunition, using a combination of matches, gunpowder, and other items. It also has a few miscellaneous crafting options.

*After the workbench, it's time to craft your baseline passive regeneration structures.*

**To max:** Lvl 2 Illumination, Lvl 2 Stash\* Mechanic LL3.

*\*Stash refers to your stash level. Each edition of the game comes with a larger stash, EoD has level 4, Standard level 1.*



## Water Collector

Baseline hydration module to restore your hydration over time. Hydration falls quicker than energy, but is typically easier to regenerate via low cost hydration items from therapist or items found in raids.

Can be constructed using barter materials. Takes 2 hours to construct Level 1. Can be used to purify water at later levels by using Water Filters, which is a crucial component for Moonshine.

**To max:** Lvl 2 Workbench, Lvl 3 Generator and Attention, Jaeger LL3.

## Nutrition Unit

Baseline energy module to restore your energy over time.

Energy depletes slower than hydration, but is often more difficult to restore.

Best ways to restore energy are through MREs or Lunchboxes, but due to the rarity of the former and the value of the latter (due to trades, requirement for quests, etc) they are more expensive.

You may also use humpbacks and other miscellaneous food items to restore energy but they often come with hydration penalties as a result. Level 1 can be constructed with roubles and barter items. Also requires a Level 1 Generator.

**To max:** Lvl 2 Generator and Stash, Lvl 3 Lavatory and Metabolism.



## Lavatory



Your Lavatory should be your next priority. It has very useful crafts at virtually all levels and does not require your generator to function.

Whereas level 2 has very useful/lucrative crafting available.

**To max:** Lvl 2 Water Collector

## Prerequisite Modules

These modules offer limited use (no crafting) but instead offer regeneration and are required to be upgraded to support other structures in your hideout.

## Rest Space

Your rest space has no crafting uses, but does offer passive regeneration benefits. Level 1 costs ₺10,000, and has no construction time.

Level 1 increases the rate at which negative effects are removed from your PMC, at the moment, primarily fractures, though this will obviously have a better benefit once effects like toxification and radiation exposure are added.



Level 2 provides improved energy and health regeneration (as well as improving the negative effects removal) but costs ₺35,000 roubles, and requires a level 2 Generator and level 2 Heating, as well as LL2 Ragman. Max level has additional requirements, but offers an increase to your maximum energy, raising your maximum energy to 110.

**To max:** Lvl 3 Generator and Heating, Skier LL3, Dollars.



## Heating



Your heating station provides improved energy regeneration, but less than the nutrition unit. Is a requirement for other structures, and Level 3 also improves your injury recovery rate. Level 1 can be constructed for ₱25,000.

**To max:** Lvl 2 Generator and Workbench, Ragman LL2.

## Illumination

Your illumination module provides various forms of lighting for your hideout. It does not provide any form of passive benefit, and although it does improve the aesthetics of your hideout, this module is mostly used to satisfy requirements for upgrades to your other hideout modules.

Can be constructed for ₱10,000. Level 2 requires Lvl 1 Generator and 14 light bulbs.

**To max:** Lvl 2 Generator, Mechanic LL2, roubles.



## Vents

Vents are a prerequisite for a number of modules. Lighting can be toggled as an aesthetic choice. Level 1 can be constructed for ₱25,000. It requires car batteries and small motors which makes it fairly expensive to upgrade.

**To max:** Level 2 Generator, Level 3 Strength.



## Security



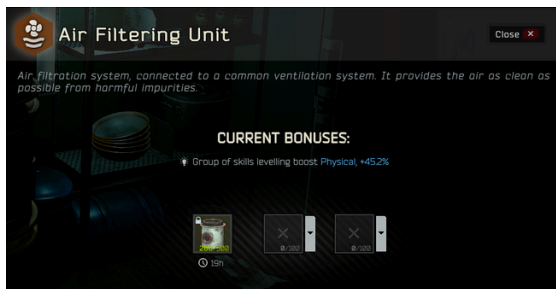
Another prerequisite module. Looks cool, though. Level 2 requires Lvl 2 Endurance, but that's such a trivial requirement it practically shouldn't be in the game. Level 1 can be constructed for ₱20,000.

**To max:** Level 2 Endurance, Level 3 Illumination, Mechanic LL2.

## Advanced Modules

These modules generally have higher requirements, as well as usually being only one level; generally, when you've constructed it, it's finished.

### Air Filtering Unit



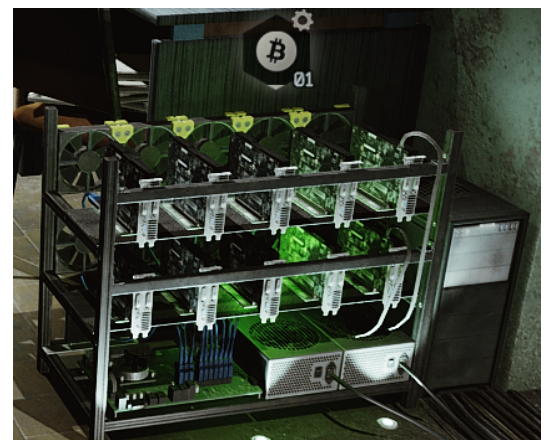
Module which allows you to use a FP-100 filter absorber to activate this unit, increasing the speed of you leveling your physical skills by 40% for 20 hours. **Must be running to have an effect.**

**Due to high cost, overall it isn't usually worth using unless you're desperate for skill increases.**

**To construct:** Level 3 Generator, Vents, Skier LL3, \$10,000.

### Bitcoin Farm

Module which passively farms bitcoin for you over time, as long as the generator is running. **Requires graphics cards** to farm bitcoins, and the more graphics cards you have placed, the quicker bitcoins are generated.



**To max:** Level 2 Intelligence Center, Level 3 Gen, Level 1 Solar.



## **Booze Generator**

Module which allows you to craft moonshine using sugar + purified water. This is a very valuable process, the moonshine is used in the scav case for good random returns, as well as being used to trade for the THICC items/weapons case.

This is why Sugar tends to be about 70k late wipe.

**To construct:** 4 Solicone Tubes, 2 thermometeres, 2 pressure gauges, 5 hoses, Level 3 Water Collector and Nutrition Unit.

## **Intelligence Center**

The brain of the whole operation. Powerful module with passive benefits that makes your life easier and your quests more profitable.

Reduces scav cd, improves quest reward money, reduces insurance time, and flea market commission rates.



**To max:** Level 3 Generator, Security, Med., Nutrition Unit, Attention, Prapor L3, Mechanic LL2.



## **Scav Case**

Gambling money-sink. Can bring back practically anything, and odds of good items increase the more you pay the scavs, can bring anything from a PM pistol to a red keycard. Can pay the scav with moonshine, intelligence, and sometimes other items.



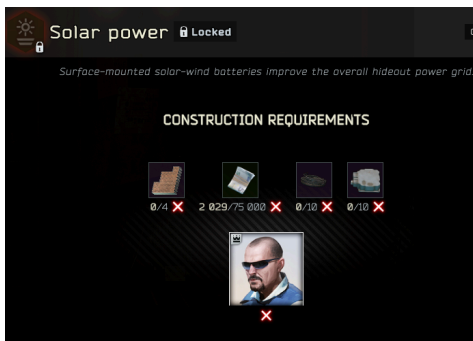
**To construct:** A variety of expensive barter items, Level 2 Intelligence Center.

**Note:** On the current patch the most profitable is the 7000 roubles option. You likely won't be hitting big-ticket items, but you're pretty much guaranteed a profit off cd.

## Shooting Range

Allows you to test firearms and practice your aim without having to go into Offline mode. Does not expend ammunition.

**To construct:** 3 Duct tape, 4 Packs of nails, 5 Screws, 5 Bolts, Level 2 Illumination.



## Solar Power

The hippies have finally won. Dramatically reduces your dependence on fuel. Reduces consumption by 50%.

**Note:** Due to how insanely expensive it is, it's probably not worth building.

It will take far too long to make up the difference in fuel use. This really should be fixed.

**To construct:** A large amount of military-grade barter items, 75,000 Euros, Level 3 Generator and Workbench, Peacekeeper LL4.

## Stash

For the most part, you're either EoD or Standard edition. Bottom line, Stash level 2 is a requirement for some parts of the hideout.

**Upgrading the stash is ungodly expensive.** 12 MILLION Roubles +





150,000 Euros, **for a grand total of about 30 million roubles.**

Stash 2 "only" requires 3.5m roubles, 1 hand drill, 7 packs of screws, and 4 wd-40 100ml.

**To max:** (You're insane btw) 30 Million roubles; Level 3 Generator, Workbench, Heating, and Intelligence Center, Prapor LL3, Ragman LL4, Peacekeeper LL4.

## Gym

The newest module, this allows you to train your strength via a minigame played in the hideout. It also allows you to build Weapon Benches which lets you store weapons outside of your stash for easy use in raids.

It is built by breaking down the wall using a sledgehammer over a fairly long time in order to expand the Hideout

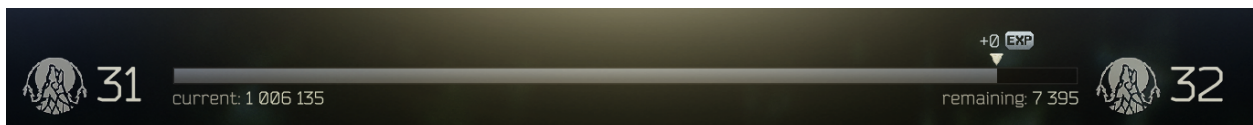


The weapon rack is a low cost way of expanding your storage space while allowing you to view your weapons stashed here.

It requires Illumination to be 3 and Mechanic lvl 2.

Image courtesy of [808in503](#) from Reddit.

## Tarkov's Quest, Progression, and Experience Systems



Tarkov features a very immersive progression system where your main character (PMC) is going into raids to acquire loot - goods that can be sold for a profit to other players, to Dealers (NPC Merchants), or used to fulfill quest requirements in order to complete them and receive your rewards. Additionally, your main character will increase their prowess in a number of skills,

which increases everything from how much they can run, increases the ease of which recoil can be controlled, and even how far you can throw grenades. These are referred to as 'soft skills.'

Additionally, your PMC is assigned a Level. You can increase your Level by earning Experience - which is rewarded by performing numerous tasks throughout the Raid, completing quests, examining new items, killing other players and Scavs, etc. Successfully extracting from a raid will increase the experience you earn from the raid via a multiplier.



Increasing your PMC's level will allow you to complete additional quests, which increases your Reputation with certain Dealers (**and may reduce** your Reputation with others) allowing you access to better equipment to purchase.

Additionally, completing quests will often reward you with large sums of currency and sometimes equipment, and certain quests

unlock items for purchase from that dealer.

A Dealer's arsenal of available weapons, ammo, mods, medication, containers, and etc to purchase by you is determined by their Loyalty Level - or LL, for short. Certain Dealers specialize in different kinds of equipment, **and they will pay different rates or straight up not buy particular items.** In a future release, eventually Dealers will offer discounts to the player based on their Loyalty Level.

## [Article on Dealers](#)

### Increasing Loyalty Level

Increasing your Trader's loyalty level **is extremely important** to your progression and overall success in Tarkov. Being able to purchase better Ammo and Equipment is essential to being able to fight other players and secure their loot for your own. **Owning Prepare for Escape and Edge of Darkness (EoD) editions of Escape from Tarkov will increase your starting Reputations with Traders.** It is unclear if this change will stay after the game's full release.

Typically though, you need **three things** to increase your Trader's level.



## Reputation

This is accomplished via quests. Completing a quest will reward you with an increase in the quest givers' reputation, sometimes an increase in another trader's reputation, **and sometimes will reduce the Reputation of another trader**. Not all Traders need a certain level of Reputation to increase their loyalty Level to II. Peacekeeper and Ragman, for example, just need you to spend a certain amount of money with them.

**Note:** Not to be confused with the Flea Market reputation.

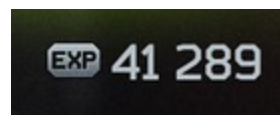


## Character Level and Experience Gain

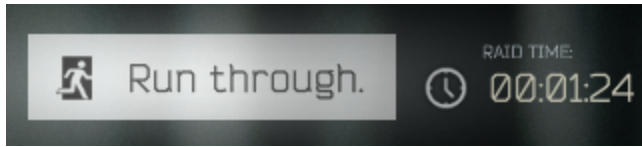


The primary gate behind your trade level (and thus your overall economy and gear leverage) is your Character Level. You increase this by gaining Experience. The easiest way to gain experience is to Loot high value areas, fight players, and kill scavs while completing quests. Generally speaking, your level will advance as you play the game at a moderate pace. One way to farm experience though is to avoid looting all-together and just focus on killing a large number of scavs from a safe distance, after learning where they tend to spawn on any given map. This patch however, **labs are fantastic for experience gain**. (See above.) Another strategy (albeit one that takes longer) is to loot *everything*, then drop what you don't want. You gain experience for finding items and picking them up, so picking them up to drop them is technically the best way to gain the most exp per kill, though not necessarily for actual time invested.

You can receive additional bonuses to Experience earned. Successfully extracting will increase your experience by a multiplier, typically 1.5x the experience gained during the raid, escaping also rewards a 300 exp Escape bonus which is added to your total before the multiplier is applied.



You can also receive experience bonuses for Exploration, so visiting different parts of the map will reward you with sums of experience, usually 100 to 300 or so. Killing multiple enemies in a row will reward you with Streaks, whose rewards increase as you get more kills. **Getting a kill with a Headshot also significantly improves experience gain from kills**. You also receive a (very small) bonus when you survive consecutive raids.



**Note:** Completing a Raid too early (via extraction) will cause you to receive a **Run-Through** status, which **reduces experience earned in that raid by 50% as well as marking items in your inventory as NOT found in raid.**

Most Quests require you to be a certain level to unlock, and upon completion rewards you with a lot of exp and usually the ability to purchase specific equipment.

## Money Spent

This is pretty self-explanatory. As mentioned above, Peacekeeper and Ragman can be increased easily just by selling and buying from them.



If you need to artificially inflate the amount spent, a good idea is to purchase a large amount of cheap items from them and sell them back to the Trader. You still take a significant loss, usually around 50-60% per purchase, but since the money spent counts both items sold to the vendor and purchases, you get about 140-150% credit per item at about half the cost.

## Selling Efficiency



Not all dealers pay the same for certain items. **It is important to note that a lot of this is my personal experience, and prices can fluctuate as the Developers may change them for any reason.** Use your own common sense and check various dealers before selling particularly lucrative items, *especially if you are going to put the item on the flea market.*

### Prapor



Sells AKs, Magazines, many different Ammo types, Grenades, and weapon modifications. I don't tend to sell to him very often, as he doesn't pay the highest for any items that I have personally seen and because you tend to buy most Ammo and mags from him it's not a particular issue to level him up with money spent.

He offers the earliest quests available and resembles a certain S.T.A.L.K.E.R. character.







## Therapist

Sells medical supplies, food and drink, and storage cases, which are items that effectively increase the size of your stash because they have more space inside than they take up. Most storage items are restricted to certain item types. **Pays most for items like Keys, Statues, Rolers, Bitcoin, etc.** Many of these items should be sold on the market instead of to her, but oftentimes it's not worth the hassle. **A lot of items are anchored by her price, so check both.**



## Fence

Pays least for items, sells items for more than other Dealers. Items other players have sold will appear here. **Only sell items to Fence that other dealers will not take!** Basically a placeholder for an expanded Market. You can improve his Reputation and gain benefits through Scav Rep.



## Skier

Sells various weapons, mods, ammo, Euros, and containers. He sells a lot of useful weapons and mods associated for them for gunsmith quests or for general use. If you side with him during quests he's easy to level up.



## Peacekeeper

Deals entirely in Western equipment, UN armor, helmets, etc. Will buy most items, but will pay USD for them. **Deals entirely in USD.** One good way to get his money spent requirement is just to buy USD, which is used for a later quest from Skier, which unlocks his quest chain. He has a lot of good deals, experiment for yourself.

At the moment his MP5 for 'bars' knives (scav knives) is an exceptionally good deal and easy to accomplish for new players. Sell Diaries to him for USD and to level him up.



## Mechanic

Sells mostly completed weapons with various modifications and unique names, and mods. Sells magazines and some ammo. He Offers containers as you progress. His quests are easy to complete, but often are money dumps in exchange for large sums of EXP more than anything

else, at least initially. As long as you're able to complete his gunsmith quests without using too much of the flea market, they are actually very profitable. **He pays the most for any weapons or mod parts. By default, sell to Therapist and then him.**



### Ragman

Sells backpacks, armor, tactical vests, and helmets mostly. Offers aesthetic clothing. **Can obtain LL2 by just purchasing from him, does not require reputation.** In fact, his first quest tasks you with that very objective. Pays the most for any backpacks, rigs, and armored materials within certain % durability. He is a very useful merchant once you have him at level 2. He will sell Berkut Backpacks, which are an extremely efficient backpack to use early on as it's fairly large but very cheap. Once he's level 2 he will offer F5 backpacks, which are basically a very accessible Trizip for fairly cheap. Once your economy is stable, you should switch to primarily that backpack.



### Jaeger (AKA 'Asshole')

Jaeger is basically the epitome of a drunk hardcore survivalist Ruskie man. He sells shotguns, medical equipment, some rations, etc. He pays the most for melee weapons. His quests are fucking retarded. He's also incredibly sadistic, as anyone who has had the displeasure of attempting his quests should know. He's a mad hippie in the woods. To be honest, none of his shit is worth the mental damage taken in order to complete his quests, however he does have a Sicc case on offer at LL3 and you need LL3 to fully progress the hideout. So you have to suffer, at least a little.

### Rule of Thumb for selling items at most value:

Try to sell to Therapist->Mechanic->Ragman. Because Skier no longer pays the best for anything, **stripping weapons to sell is no longer necessary to receive the best price.**

### Character Skills

Commonly referred to as 'soft skills,' your [Character Skills](#) are a set of abilities that increase your effectiveness when performing different tasks, often providing significant quality-of-life bonuses that are worth achieving.

**Most of these are either not worth grinding or are extremely difficult to.** In most cases, the best way to increase your experience in these skills (and thus increase their level) is to play the game normally. However, for some of these since they are so powerful it's worth slightly

adjusting your play to gain experience for these very useful skills. I'll only talk about skills that are worth focusing on. **It is important to note that due to the frequency of Wipes, it is very difficult to achieve high levels of soft skills.**

*Once you've achieved the highest level possible* in a skill, it becomes 'Elite' - providing some powerful bonuses to your skills and overall effectiveness in Tarkov.

BSG are constantly working on ways to improve the soft skill system. One of the most recent additions is designed to counter grinding but improve the frequency that normal playing improves soft skills - **Your skills will receive a positive modifier towards point gain each raid and will gradually decrease as you earn points in the raid.** This means that **you will quickly gain a few points as long as you're playing the game normally**, but **hardcore grinding for them is no longer really possible.**



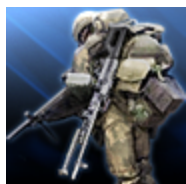
### Strength

By far, the most controversial Skill. Increasing your Strength allows you to jump higher, sprint faster (up to **double**), hit harder, throw grenades farther, and increase your maximum carry weight. Making this Skill 'elite' makes only items in your backpack count towards your weight, \*effectively meaning you can run longer while avoiding the weight penalties.\*

**To Gain EXP:** WALK while overweight. Due to the new weight system, it's very easy to achieve this with normal play. Bring a decent size backpack and loot enough to be full and you're probably overweight, at least a little bit.

Additionally, you gain experience by throwing grenades and damaging enemies with your melee weapon.

**Note:** This skill is considered heavily controversial because of the overall power of this particular soft skill. **Most players will not come close to maxing Strength in any given wipe.**



### Endurance

By far the easiest skill to level and also one of the most noticeable. Endurance increases your amount of maximum stamina, decreases your stamina drain while running, jumping, **and holding breath**. Additionally, it reduces the required 'recovery' time to catch your breath, meaning you regenerate your lost stamina faster and are able to re-hold your breath more quickly.

**To Gain EXP:** Run. That's it. Just run around. Exp gain is very slow, but since you're running in every raid you ever play, it's fairly easy to level over time.

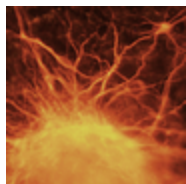


## Health

A difficult skill to level, **because points are not earned directly**. When you earn Experience for Strength and Endurance (among others), you gain about 35% of that EXP in Health as well. **Health is a measure of your PMC's overall fitness and rate of recovery.**

**At the moment, its primary use is to reduce the rate of fractures and drain of hydration and energy.**

The Health skill is used in a couple of quests as well as a gridlock for hideout, but it's rarely an issue to level it to the point that most players will have it at acceptable levels when they need it.



## Metabolism

Very simple skill. Essentially, increases the effectiveness of food and water, reduces the drain of your hydration and energy (again, not usually a problem except for EXTREMELY long raids or a blacked stomach) and at the elite level essentially eliminates the need for food and drink during a raid. Additionally, the

Elite level also makes Physical skills not forgettable.

**Exp Gain:** Recovery of missing hydration and energy. Since fluids are common, a good idea is to hold onto them for a while until about halfway through the raid, as most fluid items restore 20-40 hydration, and then use it once you can get maximum benefit. *You can choose to use only part of it*, but that takes a long time and also leaves the item in your inventory.

**Note:** Rollbacks (skills losing experience after not being used) cannot cause you to lose a level. You can lose allocated points towards the next level, but that's it.



## Vitality

Another simple skill. Essentially a numerical measure of how hard it is to kill you. Leveling Vitality is fairly difficult, but like Endurance, you essentially level it by playing the game normally. As this skill gains levels, you have a reduced chance of *blood loss* to occur after being shot, while reducing your chance of dying by

losing a limb. Raising this skill to the 'Elite' level allows your *blood loss* to **spontaneously stop** after a few seconds without having to use bandages or a medical kit.



**Note:** Everything in Tarkov is experimental. All the tests I have been able to perform **still state that taking any damage on a blacked head or chest results in death**. Naturally, it is hard to test certain things, *so always use common sense and take things with a grain of salt.*

**There are plenty of other Skills, but most aren't practical to level or aren't relevant for a new player's guide.**

## **Tarkov's Hotkeys to Know**

Tarkov has a **lot** of hotkeys and customization. Most of these you would think are fairly explanatory, but quite a few of them are deceptively complex. Below I'll list **the default controls** for a number of important actions and functions, **in addition to my recommended binds** for some things.

### **Loot Management**

Tarkov has an extensive loot system. Naturally, dragging and dropping is a pain in the ass. No longer!

**CTRL + LEFT CLICK** *instantly* puts the item in your inventory (or from inventory to stash) in an available slot. Does not sort it for you, so it may be placed inefficiently.

**ALT + LEFT CLICK** *instantly* puts the item **in an available equipment slot**.

**I recommend rebinding 'discard' FROM Delete key. Personally, I use CTRL + RIGHT CLICK.** It does NOT interfere with normal inventory management, and feels very intuitive to me.

This allows you to loot items much more quickly; you can, for example, quickly drag items from your vest to your backpack, quickly discard your rig, then Alt + click to absorb all their stuff like a discount Majin Buu.

### **Ammo Management**



**CTRL + T** toggles tactical devices. This can be used to enable/disable or cycle options for lasers, flashlights, and more.



**ALT + T** checks your magazine. It gives you *an approximate* amount of ammunition in your magazine (this is improved by your Mag Drill skill) as well as the ammo type.

**Note:** If multiple ammo types are present, it will only display the ammo type at the 'top.'

**ALT** is the default toggle for **Holding your breath**. Holding your breath reduces sway (especially on scopes) and reduces horizontal recoil. Only functions when you are ADS'd (Aimed down sights).

**ALT + Right Mouse Button** Changes your scopes magnification. Not all scopes have multiple magnification levels.

**CTRL + Right Mouse Button** Changes your reticle type. **This may improve visibility.**

**R R (double tap)** is a **Combat Reload**. Combat reload is a much quicker reload than your normal reload, **but you drop your magazine on the ground.**



## Movement

**CAPS LOCK** is the default control to toggle Slow-Walk. **Crouching while slow walking is very quiet.** Slow walking while standing up is slow, but you still make a lot of noise, especially if the enemy is wearing an earpiece. **C** is the default for Crouch. (Duh.) Crouching reduces your noise and speed significantly. Also moderately reduces recoil.

**X** is the default for Prone. (Duh.) Prone dramatically reduces your physical profile and massively reduces recoil. **Going prone quickly is recommended if you have to spray at a target that is a moderate distance**

**away from you.** It is loud and has a very distinctive noise!

**Mouse wheel** is the default for manually adjusting your speed. **Tapping Caps twice will quickly reset your speed to maximum.**

**Q & E** Leans left/right by default.

**ALT + Q or E** Sidesteps + leans in the direction you choose. Useful vs scavs and players as it allows you peek further. It is a bit slower to retreat than using a typical lean, but doesn't expose your arm (and thus letting them know you're peaking) a moment before you see them. If you are stuck in a perspective, tap Q or E to fix it.

**Z** by default **drops your backpack**. This is important in combat situations as with the new weight system, you receive reduced (or even zero if very overweight) regeneration of stamina while walking. This keybind is important so you can drop your backpack quickly and reposition if out in the open.



I also recommend changing *your default binding* for 'check time/exits' - from double tapping O to **tapping it once**.

**Y** is offered in certain situations, depending on the context.

If you are near another player, you will see the option to cooperate.

**This will show your name to the other player.**

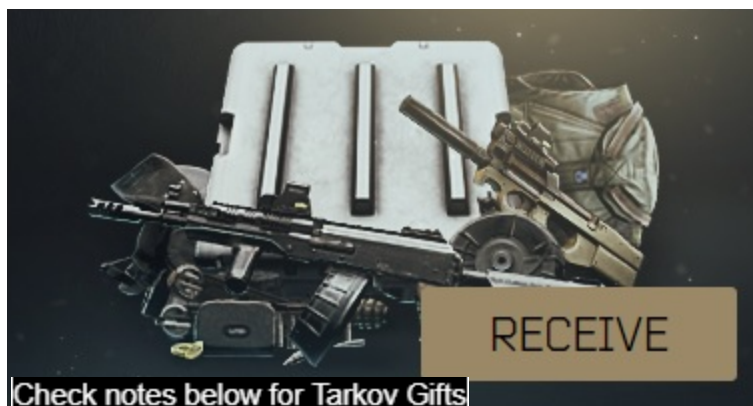
It can also be used to shout out that you're injured, run out of ammo, etc.



**If I've forgotten a keybind that you consider essential, contact me and I'll look into adding it.**

## **Getting Started**

Now that we have a basic understanding of the kind of game Tarkov is, now we can get started and introduce to you the different kinds of guns, ammo, etc that you will have at your disposal!



## **Starting Equipment**

Most people are going to be Standard Edition plebs (like myself) so that's who I'm primarily going to talk about. Standard editions start with some pistols, an AK-74U, some basic meds (AI-2's, bandages, splints), some pistol ammo, and 300k Roubles.

That 300k is going to go fast if you don't know what you're doing. **But that's okay.** Gear comes and goes! **You will die. A LOT.** Dying is OK. Don't be discouraged! This game has a huge fuckin' learning curve. You're basically climbing Mount Everest. It's OK to freeze your balls off at the beginning. But, much like hyperthermia, as you keep going you'll eventually be very much at home and taking all of your clothes off, and calling everyone shivering weak-ass pussies.



Your PMC also is equipped with a **secure container** (also called a Pouch) - it is a container that goes into your Pouch slot. Depending on your edition, you will start with a different Container.

Most players will have an **Alpha Container**. Alpha containers are 2x2, so they have 4 slots. Secure containers do not lose their contents upon death. This being the case, you should always attempt to place extremely valuable items you find inside a raid in your secure container so that you will keep them even if you die.

**High-Value Items like Bitcoin, Rolers, Gold Chains, etc** should be placed there. EoD edition players start with a Gamma (3x3). **You can also keep valuable medical items in reserve in your container.** Your Pouch is critical to maintain your economy.



**Note:** Apparently hatchlings got gutted because if you spawn without a weapon you're Tagged and Cursed. LOL! (Scavs will see you through walls and actively hunt you down like they're poaching a white rhino)

**From level 1, you need to decide where you want to go and what kind of loot strategy you are going to employ.**

If you are **late in a wipe**, then you should prioritize salvaging more than other strategies, but we'll go over all strategies available to us.

**Note:** Tarkov often **has free gifts of weapons/containers for players.** Check [escapefromtarkov.com](http://escapefromtarkov.com), log in, check your profile for any gift and hit 'RECEIVE.'



## Type of PMC Raids





**These are not game modes.** These are basically names that either I or the community have given to raids in which a player goes in *with a certain strategy*. The way you spawn in and how the game is played is entirely the same; it's just about having a different *goal* in mind when you go in, and with different kinds of starting equipment. Your strategy *can and will change* throughout the raid, as battle conditions change. PMCs are the scion of evolution, and we must adapt to ever changing circumstances to be successful.

## Pistol Raids



Before I go more into this, people hate 'hatchet runners.' They're referred to as 'hatchlings' - players who run into a raid **with zero equipment** (except their melee weapon) in search of valuable items to place into their Secure Container.

People despise hatchlings because they aren't worth killing (as in, they have no real reward for killing them as Dogtags got nerfed and aren't worth a ton of roubles) but they are a threat because they can run to hot-spots to grab loot and shove it in their container without risk.

However, fuck that. Don't let random people's opinions determine how you play the game - if you have fun and you're playing without cheating, then all is fair game in my opinion. Just don't expect mercy if you go in as a hatchet - players will shoot you on sight. Your goal as a hatchling is just to get to your quest location or loot hotspot before everyone else and grab whatever you find there.

**Recommended items:** A cheap but effective Pistol: Candidates being, the TT, P226, etc.

**Basically any pistol but the shitty Makarov (PM)** When bringing in a pistol, it's recommended to have one stack of ammo in your container as well. Pistols are mostly recommended to deal with scavs at-need when running for a quest objective. For brand new players, pistols can be a significant chunk of their total worth if they have to constantly keep buying them without understanding how to make money from loot runs.

**Weapons and a variety of high-value attachments can no longer go inside containers.**

**Hatchlings will also spawn Tagged and Cursed.** It's still possible to run with a hatchet for specific purposes, but it's much harder now. Scavs will see you through walls and aggressively pursue you. Generally, you're better off just going with a cheap pistol.

## Zero to Hero (*'Rags to Riches'*)



Play your meme music if you wish, but this type of raid is a favorite of very skilled players and streamers alike; going in with minimum equipment **that they can sustain** in an effort to cheese and kill *players* who are far more geared than they are. Early wipe (or low levels) they will often find a scav and kill them with their pistol, then use the scav's equipment to fight players or other scav.

This should, probably, be your primary raiding method **until you are comfortable with the game's controls and extracts**. Once you have the gunplay down, this doesn't have much benefit unless you are really, really, good and can regularly extract with full loadouts.

This is the recommended loadout for Labs, because of the prevalence of high-level loot on enemy raiders and their tendency to ignore most forms of protection players bring, the return-to-risk ratio is very good on labs.

**Recommended Equipment:** Pistols, Shotguns, or Mosins, primarily. You can also pick an item from the "How to deal with geared players on a budget!" section.

**For labs:** PP-19 setup (Check LABS section in MAPS for more), or an automatic pistol (PBM is 21k from Prapor III), or a strong single-fire pistol (SR1MP). If you're less comfortable risking an early death (from player hunters) then you can go in with a full loadout, though if you die you risk more in gear and gain less from successful raids, as you can't double up on loot using insurance tactics.

## Questing/Salvaging



Effectively, all this is the above, but you typically go in with either a hatchet, or *whatever you can sustain*, usually a shotgun and some shells or maybe a pistol. The latter allows you to take on scav without much problems; Usually killing 2-3 scav without taking a lot of damage is very possible, even without armor, as scav are usually horrible shots and you can quickly murder them with a shotgun blast to the face.

This type of raid often entails either the player waiting in a corner for a period of time (especially on Customs, waiting 20+ mins for everyone to leave your quest area before heading

there, before cleaning up scavcs and grabbing your quests) or visiting the outskirts, avoiding high traffic areas in order to grab some of the more remote loot spots and scavcs as they go, then hitting their quest points of interest, then grabbing whatever leftovers are available. This is most common on Customs, as Scav boss spawns with his elite posse (and a lot of gear) - usually players have difficulty getting away with all the loot and must leave some on the ground, a blessing for the poor hatchling or low level player.

**Recommended Equipment:** Shotgun and ammo in pockets, AI-2 and bandages/hemostatic hotkeyed. If you are going to be fighting scavcs with regularity instead of avoiding them, having meds handy is essential. Fortunately, the quick cast time of the AI-2 is well suited to this. A Mosin is also suitable for this, while being far less reliable against groups of scavcs, it is better vs geared players. Pistols are also viable if you go for headshots but are harder to pull off for obvious reasons. If you want to stand a chance against semi-geared players, SKS with decent ammo (7.62x39 PS at minimum, BP if you have it)

**Note:** This is a much less necessary playstyle in modern Tarkov. The reason being is that caches exist in wide open maps like Woods, so you can often do Stash Runs and make an extremely large amount of money by hitting less-populated areas and avoiding hot zones entirely.

**A big component of this playstyle is bringing the largest backpack you can consistently afford.** It is ALWAYS worth bringing a backpack. Combined with insurance return rate, the potential return from carrying a backpack versus not carrying a backpack, it's ALWAYS worth to bring one. Even if it's just a sling! Slings are dirt-cheap and can enable you to bring out thousands of rubles worth of gear.

## **Juiced Boy**

Essentially, bringing in gear that's capable of killing players! This type of raid varies quite a bit between players. Some only consider 'Juiced' to be a player with Altyn helmets, fort armor, etc. But honestly, it's completely subjective.

**Recommended Equipment:** Not just what you can bring, but **what you are OK with losing**. PP-19's here are OK loadouts but not very good vs geared players. Try a Mosin or an SKS instead, or even an AK with basic modding and some decent player-killing ammo. **Look under the 'New Player Loadouts' section for tips for what to bring.**



Once you are more comfortable, you can start looking to bring tricked-out M4s, AKs, etc.

## Scav Raids



Scav raids **are an excellent way** to learn the game! It is an entirely different way of playing Tarkov for a few reasons, which we'll get into, but the most important thing **is that if you die, you do not lose anything**. Scav raids are an alternative to raiding with your PMC, and it is an especially attractive option if you are a new player or running low on money and equipment. It is very important to note, however, **that Scavs do not grant any Experience to your Character level, nor any Skills**. You also get to transfer anything you find over to your main character's stash!

When you spawn in as a Scav, **it is into an already-existing Raid**. You can spawn in at practically any time, at any location, and with random equipment, including in your bag (if you spawn with one.) **As a player Scav, Non-Raider AI scavs will not be hostile to you**. However, **if you attempt to kill them**, scavs within the area **will become hostile, even if there were no witnesses**. ALWAYS make sure that killing an AI scav is worth it! If they don't have any significant gear, it's likely not

worth the time. **Killing a fellow player scav will have the same result, even if they attacked you first**. (Note: If they previously killed a scav this usually won't happen, though it depends. It's not exactly reliable!)

The best maps to go into as a Player Scav are Customs, Woods, and Shoreline. Customs is usually for PvP due to the fairly linear design of the map. Additionally, you can find the remains of scav bosses and loot what's left there.

**Scav bosses WILL be hostile to you, even as a player Scav!** If you approach a boss, they will run to you and yell at you (in russian, naturally) to immediately leave the area. Walking towards the boss after this warning will make them hostile.



**Player Scavs have different, distinctive hands.**

Woods is a good map because Scavs' backpacks can spawn Labs keys (very rarely) and are often farmed. There's usually loads of gear laying around, albeit not of the best quality, but this is a great source of shotguns to work with. Shoreline is a good place to go for outskirts-loot! (Check Shoreline in the Maps section for more details.) Additionally, Resort also often has dead players to loot as well. Reserve has lots of loot everywhere as well.

**Player Scavs have different extracts** than PMCs, but they also share some. Check your extracts, and look at the maps carefully. Plan your route, based on the time you spawn in!



## Scav Reputation

One of the newer mechanics added to Escape From Tarkov (since my last guide update, at least) is **Scav Karma**. Scav Karma, is more or less your Fence reputation. **You gain and lose reputation based on your actions** as a Scav. Killing non-hostile scavcs reduces your reputation, killing bad scavcs (player scavcs who killed scavcs), PMCs, completing tasks, taking car & Co-op (Scav & PMC) extracts **increases your reputation**.

## Scav reputation is extremely important!

**It is extremely slow to level but fast to lose.** As a scav if you want to maintain your Scav rep, you're better off not shooting anything. Because if you make a mistake, it is very costly.



**There are a lot of benefits to high scav karma.**

First, **at a high enough scav karma, bosses are no longer hostile to you.** You can walk right up to them and loot dead PMCs or the high value loot they are guarding with no fear of getting killed. They also lower the cost of car extracts.

**Additionally, 6.0 reputation unlocks a new Fence tab.** This allows you to buy, at cost, expensive kits that were lost in raids by other players. A nice perk!

**However, the most important factor is high scav rep improves your scav loadouts.** You get better equipment, spawn with valuables, and you have a lower scav cooldown. **At low karma, the opposite is true. If your karma is sufficiently low AI SCAVS WILL BE HOSTILE TO YOU.**

This makes it EXTREMELY difficult to dig yourself out of a hole if you make a habit of shooting innocent scavcs! Additionally at low karma your scav cooldown dramatically increases and you get worse kits!

**And finally, high scav reputation improves the return and the time it takes to receive goods from your Scav Case, which is a major source of passive income.**

There are a few good ways to level your scav karma:

**Car extracts on each map provide a large bonus to your scav karma**, each **subsequent use** provides **diminishing returns** which increase back over time. CO-OP (PMC & Scav) extracts provide that same benefit, plus a usually easy and accessible extract location.

They are risky but mutually beneficial. You should extract from mutual extracts wherever possible. It's worth voiping enemies to see if they are willing to cooperate! **Fence rewards you with random (potentially valuable) items if you extract through a coop extract.**

## **New Player Loadouts - LL1**

At the beginning of a wipe (or for a new player in the middle of a wipe) you will be presented with the starting equipment granted to all players, based on your Game Edition. Having a higher Edition gives you additional equipment to start off with, such as more guns and roubles.

Generally speaking though, it doesn't really matter. Standard players will start with 300k Roubles, and an assortment of pistols, a couple of rifles, some basic medical supplies, and some backpacks. This isn't much to start with, but we'll go over the preferred starting builds and when to use them.

Your starting pistols aren't super useful - they're mostly going to be for super budget, zero-to-hero builds or you can just sell them. I'd recommend keeping them around for a while until you get the hang of the game and have a decent economy going.

## **Weapons**

### **What makes a good starting weapon?**

We define an overall starting loadout by equipment that may be purchased using Level I traders, on top of providing efficient equipment that can be used versus low level players and well equipped players alike. **Note that some builds are better later into the wipe than others.** This is because some loadouts deal with heavy armor and face shields more efficiently than others, though there are usually drawbacks or caveats as to why they're better vs stronger players.

We tend to favor SMGs and bolt-action weapons because they tend to be cheap, user-friendly, easy to modify, and your starting lineup of fully automatic weapons are AK variants, which tend to have very high recoil until modified by an experienced user. Despite their more powerful rounds, overall usability will lean towards weapons that are much more easily controlled.

## Loadout I - the MP5



The MP5 is arguably one of the best SMGs in the game. With light recoil, high rate of fire, and being very cheap and compact, they are an excellent asset for new players.

The MP5's standard rounds to use are Pst gzh, which provides moderate penetration and damage, and penetrates Class II armor

effectively (PACA, cheap face shields), but requires a full mag dump to penetrate Class III armor (UN vests + Kirasa), which is most face shields. Useless vs Class IV and above. **This means that you predominantly want to go for headshots or leg sprays vs faceshields.**

Later you may opt to use AP 6.3 rounds, which may be purchased from Peacekeeper (or crafted), which dramatically raises your effectiveness vs Class III armor, but still does poorly vs Class IV.

The MP5 may be purchased from Peacekeeper for \$364, or about 42k roubles. It may also be traded for in exchange for Scav knives, which may be acquired from dead scavs or your player scav. It is a recommended loadout because not only is it a good gun, but can be obtained practically for free because of the scav trade. You may attach a Burris FastFire Reflex Sight (FF3) that's also available from Peacekeeper for \$122, or about 14k Roubles (You may need to remove rear sight to attach.) This is a total cost of about 56k, which was recently increased. However, it is still a very powerful SMG, so should be considered a go-to in **medium, full builds.**

The MP5 can accommodate 30 round and 50 round magazines, the latter which can only be obtained from the flea market or Mechanic's barter trades. **Due to the MP5's very high rate of fire, it is recommended to bring in a larger rig, at least a Micro Rig.** Additionally, due to its initial cost, it is also recommended to protect your investment with a cheap helmet (NOT Kolpak!) and vest. I would prefer at least Class III, such as a UN vest or Kirasa, with a cheap helmet, like the 6B. Note that due to the prevalence of the Mosin Sniper Rifle, Class 3 is mostly only useful vs shotguns and pistol players and most scavs.

**Looting note:** When 'swapping' your main weapon slots, you can save space by taking out the magazine out of the weapon, reducing its overall size to a 1x3.

### Loadout II - the Fearsome Kedr



A cheaper MP5, the Kedr is arguably an equal gun, though it uses an entirely different caliber.

It is far worse versus armor, however, PSO GZH is available very early and offers excellent flesh damage, this makes the Kedr an awesome leg-shredder for a very affordable price.

Even though it's a very compact weapon, it's worth so little you almost always get it back, particularly because no one even wants to touch it. Most players consider the Kedr a mongoloid weapon, however those same players don't have leg armor so they will die if you get the drop on them! **This weapon's caliber, even in its best form, has terrible pen. Don't fire center mass.** Unless the target is unarmored, even class 2 armor will probably absorb a ton of shots.

Due to its overall expense, it is recommended to bring in just a backpack and a scav vest with some loose ammo in your container for reloading. Since the weapon is so cheap, we want to make it as easy as possible to turn a substantial profit in the raid. **Note:** Originally I did not recommend armor, but low-class armor is much cheaper now, so you might as well bring it and swap it out if you find something better in-raid. Armor helps substantially versus scavs.

**It is one of the earliest suppressed weapons you have access to! Take advantage of it!**

### Loadout III - the MP-153



A fairly cheap, one size fits all solution. It devastates low armor targets and heavily armored targets alike, if used properly. The MP-153 is available from Skier Level I for a barter trade, but may be purchased at Level II for 30k roubles, though it is often sold for much less on the flea market (as it is a common drop on Scavs.) The MP-153 uses 12 gauge shells, and only is fed round by round, so you need only to keep the shells in your pockets to be able to reload. This is an added benefit as it essentially allows you to have an additional empty slot for you to loot enemies. If you don't bring in a rig, you can take one off an enemy without risking your own.



As a semi-automatic shotgun it has the highest fire rate of all available shotguns. Additionally, you can modify it by adding magazine extensions, increasing its magazine capacity from 4+1 up to 8+1. Note that the +1 is due to the round in the chamber that you may place before the raid.

The MP-153 shotgun is capable of destroying a player's legs in one shot. This being the case, it's possible to kill a player with just two shots (though it's not very likely) in the same leg. So if you're versus a heavily armored player, just shoot their legs, as they are not protected.

Due to its low cost, and lack of requirement for a rig, it's recommended to play cautiously and ambush players in advantageous positions with this weapon, as you likely won't want to take in body armor with you if you are extremely poor.

**Summary: Deadly when using the right ammunition and aiming for the legs.**

### Loadout IV - The Mosin



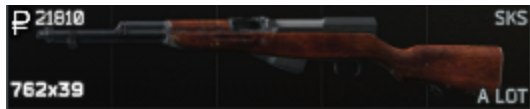
A lightweight, bolt-action sniper rifle, the Mosin is effective vs unarmored targets and armored targets alike. It boasts the 7.62x54R caliber, meaning that it possesses very high damage and penetration. LPS GZH (Your standard Mosin ammunition, available from Prapor Level II iirc) can very reliably penetrate Class IV armor, and is moderately effective vs Class V and VI. Later, you may purchase SNB ammo from Prapor Level IV, which reliably penetrates ALL classes of armor. If you hit them in the head with SNB ammo, it does not matter what protection they have, they will die. SNB can also be found in the world fairly commonly, and is worth a lot of roubles.

That being said, the Mosin's weakness is that it has a slow reload time, since it is bolt action, you must reload (from an internal magazine) after each shot, resulting in a measly 30 rounds per minute. While reloading, you are very vulnerable. Generally speaking, if you miss your first shot, you're probably dead.

Similar to the MP-153, the mosin does not require a chest rig to reload. You can keep the bullets in a pocket instead. Adding to its very low cost, 47k for the mosin infantry (versions available at later trader levels allow for mounted optics), the mosin is naturally a very good low-budget answer to geared players.

I would recommend keeping no more than 20 shots in your pockets, and a full stack in your container. This is because the bullets are actually pretty expensive compared to most, so we want to avoid wasting roubles (especially early) if possible.

## Loadout V - The SKS



One of the last, but certainly not least, the SKS is a semi-automatic dedicated marksman rifle.

Essentially, it's a rifle that's also very good at medium range. That being said, as the SKS (not the OP-SKS) cannot mount optics, it's best used at medium and low range. It may be purchased from Prapor Level I for just under 24k roubles. **Its magazines may be found at Skier level I.**

The default ammunition is 7.62x39 PS, which is effective versus Class III armor, and mostly effective vs Class IV. Its effectiveness diminishes dramatically past Class IV armor. The SKS does not possess automatic fire, but it does host a decent fire rate regardless.

**Note:** The default SKS now has a top-loading internal mag. You can still buy the ProMag 20-round SKS mags from Peacekeeper LL2, and the 35-round magazine from Peacekeeper LL4. Remember that Peacekeeper LL2 only requires money spent, and not reputation, so he isn't locked behind a quest grind.

## Loadout VI - The PP-19

Easily one of my favorite weapons besides the MP5. It is a cheap, lightweight SMG that is very comparable to the MP5 - it uses the same caliber as the MP5 except it's even easier to mod and is cheaper.



You can attach the default Cobra sight to it without needing any tools or any other components. It can be folded or insurance frauded incredibly easily, and it devastates both scavcs and other players in the early game. It more or less counters the other weapons here because it's a fully automatic weapon with a short reload time - the SKS and Mosin and similar weapons will be at a significant disadvantage when fighting one. Go for the face or the legs if the target has armor, otherwise abuse its incredibly low recoil and shred your target!

## Stash Management - What to loot, keep, and sell



**Disclaimer:** As of writing this, Quests are undergoing a lot of changes. BSG is gradually experimenting on changes, and adding more and more quests. Always check the wiki.

**For a Standard player, stash management is key.** There are several ways of increasing your available storage space via containers. At the moment, storage containers, upgrading your Edition of the game, and spending a ton of money in the Hideout are the only ways to increase your available stash space. Due to space constrictions, as a Standard player you will be forced to liquidate a lot of your stash into cash, and then purchase Cases in order to store more. It's a long process, and often is less efficient than just storing full loadouts as-is. This is the primary disadvantage that Standard players have, though regardless due to the flea market most players won't have a problem with their economy in the long term.

Since Hideout has been implemented, Standard players will eventually have the full stash capability that EOD does, after grinding for Hideout upgrades. Beyond the container/stash size, EOD doesn't have any in-game advantages over Standard players, though the price to increase stash size is honestly ludicrous, you're better off just buying more cases.

**You can store weapons more efficiently by taking off pistol grips/magazines (for some weapons) to reduce the overall space taken by the weapon.** (See in above picture.)

### What to loot

Tarkov is *filled to the brim* with random loot. Useful and useless alike, the world you play in will have scattered goods everywhere. **Most** of what you need to determine looting you will learn as you go. There's so many items that it is really difficult to create an exhaustive list of what is and isn't worth picking up, especially as you will get a good feel for it over time.

**NOTE:** It has been stated before, but Tarkov is a game under constant development. Dynamic loot is planned™, but it is unclear when it will actually be implemented.



**Guns** - Most of the time, guns are worth picking up. They're usually a decent value per slot, with only certain exceptions (such as the AKS-74U, aka the shitty/baby AK) - better guns are things like non-mosin sniper rifles, any M4 variant, or heavily modified weapons. (**Note:** 'better' in this context is strictly for loot purposes.)

For modded weapons, you can take off the suppressor/sights to get a large value from the weapon for relatively low space in your inventory. For the most part, I only recommend this when your bag is already full of goods that are actually worth something.



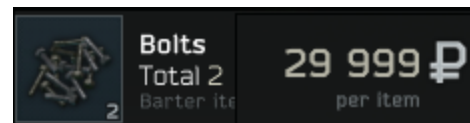
**Gun mods** - Most of the time, worth picking up. Off of the top of my head, suppressors, AKM 'MOE' grips/stocks, **and sights** are usually worth keeping. Even the worst sights are usually 2k per slot.

This is the one that takes a long time to get the hang of, this comes with experience.



**Trader Goods/Quest items** - Check out the quest items above. Most of the time, they're worth keeping, especially if you're early into a wipe. At the very least, storing them in your stash can dramatically reduce the cost of completing the quest later. Fuel Conditioner, Flat Tushonka, Graphics Cards, etc. They're usually one of the highest items you can get. Avoid screwdrivers, duct tape, and TP. Blue tape is usually worth it because it's for a good trade and for crafts.

**Note:** Nuts and bolts are used for early hideout upgrades and some crafting, so they may be worth anywhere from 4k to 80k per slot, depending on demand and how long the wipe has been around.



These can be found on the ground, in toolboxes, in scav backpacks, and other miscellaneous containers. These typically have blue backgrounds.



**Medicine** - 90% of the time, you want to pick these up. These are things like painkillers, morphine, ibuprofen, various first aid kits, etc. Even bandages are handy to keep around early wipe. You can always drop cheap medicine later if you find goods that are worth carrying, but if you drain your only healing and later start bleeding you're going to feel really dumb that you didn't hold onto that bandage when you had the space. These typically have blue backgrounds. Avoid using the more expensive medicine like morphine if you can, as they're expensive and are required for some quests and trades.



**Valuables** - 100% always place into your container. These are things like Rolers, Bitcoin, Badges, Statues (non horses), etc. They're usually very high value per slot and are often used for high-end trades, and are usually found in safes, but can be found more rarely in most other containers. They often have a purple background, and statues are used for Ragman quests and barter.

## What to keep and sell

As mentioned previously, Tarkov has a crap ton of different items in it. Food, water, medicine, weapons, etc. Most of the time you're only going to want to keep a limited amount of different goods, and as many as another as possible.



## Food

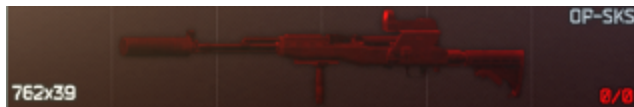


Most food items in Tarkov are not worth picking up, except to use in raid to top off your energy or hydration. There are a few exceptions, though. Flat can tushonka, Redbulls, etc can be used in trades or quests. **Always check available trades and crafts in the wiki and familiarize yourself with them.**

If you know what can be used for trades, you will have a greater understanding of what's worth bringing out of a raid and what's worth hoarding.

Most hydration non-medical items aren't worth keeping, though if your playstyle has you playing a shit ton, they can be worth picking up in Scav runs to reduce the cost to improve one's hydration.

## Guns and equipment



Keep guns in the beginning, unless you're really low on space. If you've already **optimized their space**, (explained in the next section) then you can start selling the

weaker guns and parting them out to get the most out of them. Once you have 2-3 solid loadouts and are fairly confident in your ability to come out of raids alive (if playing it safe) you don't need to worry too much about hoarding low quality gear.

**Generally speaking though, keep or sell high-end armor and weapons until you're more experienced in the game.** It's super easy to piss away your M1A given to you by BSG through sheer bad luck. It's even easier if you're bad at the game. This is explained further later on in the section where I talk about how to combat gear fear.

Mods you can usually sell, as most mods you're going to use you can purchase as-needed from traders. They're also a good source of early capital to finance your raids.

## Medicine and valuables



Keep most medicine, sell bandages and shitty kits if space is really an issue. Sell most valuables on the flea market **as long as they sell for more than you can sell them to Therapist.**

## How to manage stash space

*TLDR: Maintain your space by selling unnecessary equipment, medicine, and other materials. Compress your weapons.*

### Weapon Compression



You can often dramatically reduce the size of weapons in storage by folding stocks, and taking off the handles and grips of guns. Often this can reduce a weapon from 2x8 to 1x8, saving you 7 slots (8 -1 for the part you're storing next to your weapon.)

This can be done for a very wide variety of weapons, including AKs, M4 variants, SMGs, etc.

### Containers



**Buying containers should be your first major priority once you get going.** I generally go for a med case, and then a Scav Junkbox, or vice versa. Those two items alone will massively increase your stash size themselves, especially if you like to hoard trading items like myself.

### How to manage Gear Fear



*"If it's only ever in your inventory and never in the field, then you've already lost it." - Tarkov Philosophy.*

Gear fear is where players are paralyzed by the fear of losing what they have managed to acquire, to the point that they never take anything into a raid and never really learn and improve. **This section isn't to judge you Zero to Hero types.** If you enjoy running around with nothing but a hatchet, hey, more power to you. You do you.

But most of the time players that do this aren't really fully enjoying Tarkov. Fear of losing is stronger than the prospect of gaining gear. It's something that every player must overcome.

The advice I give most players is to avoid using weapons unless you can easily replace them. I.e, you have the income/stash value to purchase an identical (or very close) loadout off the flea market. Once you are more comfortable, take in your heavier loadouts, but don't be too worried if you lose them. Gear comes and goes.

*"If it's sitting in your stash and not shooting bullets at nerds, then what's the fucking point?"* - Theorchero

**TLDR, use your shit or liquidate.**

## Tarkov Economy - How do I make money?



Roubles, gold, cash, mulah, cheddah, grease, whatever you call it, you need money. Money purchases goods and services within Tarkov. Equipment, insurance, quest items, hideout upgrades, you name it. And standard players (Over 60% of the playerbase) need a ton of cash to afford the Hideout.

In this section we'll go over some basic money-making strategies. **The most effective ways are super boring, forewarned.**

We basically have three tiers of money making:

**Basic Tier** - This is the tier that every pleb who has never read this guide, doesn't visit [/r/wallstreetbets](#), runs in with the 'tank' build involving a kolpak and paca, buys empty gas cans on the flea market, and plays Tarkov with crusted cheetos sticking to their keyboards. Ultimately, these are going to be strategies used by your average newbie to try and make money. They're basic, not super efficient, though it can work.

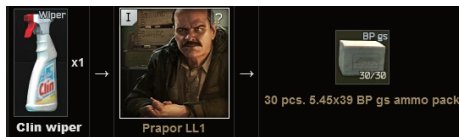
**Advanced Tier** - This is the tier that your average Tarkov veteran is at. They watch [/r/escapefromtarkov/top/](#) memes for financial advice, and as one might expect, it serves them well in life, love, and tarkov. They try basic tricks to improve their cash flow, but don't really utilize the best economic tools within Tarkov to achieve success. They basically play the game at a somewhat competent level and utilize the Hideout to achieve a basic, if competent, level of income.

**Cheese Hoarding Rat Tier** - Like General Sam, these players are so good at making money the only thing that fills them with anything related to happiness is watching that number in their stash go UP. These players fill their pockets with the best items they can get their gubby little

hands on and have already extracted before you've finished shooting at the other dumb chads in the raid.

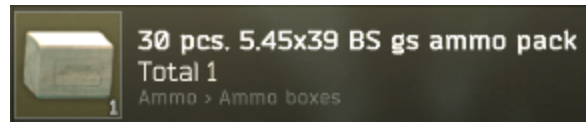
## Basic Money Making Techniques

**Sell goods to the right Dealer, learn the barterers.**



The reason being (as explained in the Dealers section) is that Traders pay different amounts for different goods, including weapon parts. Some barterers are worth doing, others not so much.

## **Utilize Marketplace for Barterers**



The marketplace is one of the best places to liquidate your goods. Note that the fee for using it makes SOME trades non-viable, the market price just isn't high enough to make it worth it, but this is where the majority of your barter items will be going. Make sure that the amount that you are getting for an item is at LEAST the maximum vendor value + the tax + 10% - most of the time I won't even bother with selling an item on the marketplace unless the increase is at least 20% as the vast majority of people will undercut even without understanding how the market works - they can charge more for a vendor but get less due to the tax, and most people only have 3 slots.

## **Utilize scav runs effectively**

Scav runs are amazing for good sources of income. You can run Scav on interchange, hit tech stores, run Scav caches on many maps, scavenge boss leftovers, etc. There's zero risk to what you carry with a Scav so if you are struggling financially you should be running these 24/7. **If you do not have ANY loadouts or few loadouts for your PMC, just run 2-3 of these and immediately extract** so you can store and build up some gear for your PMC to use for free.

Good players can make 500k+ minimum off a good scav run!

## Advanced Money Making Techniques

### **Utilize Hideout efficiently**





Your Hideout is a good source of income once you start investing in it a little. Your earliest form of income is going to be crafting.. **Shutting off the power when you**

**aren't crafting** is a good way to sustain money in Tarkov early. Once you unlock Lavatory level 2, you can start crafting Ammo Crates with an initial investment of around 160k to make 200k+ regularly, effectively making 40k a day for your purposes. After your first bitcoin farm and Scav Case you'll start rolling in passive income to the point that you'll always have money for a loadout.

## **Better Loot Routes**

Veteran players **know maps**. They know where loot is. If you can, either pull up maps on a separate screen or have them printed from your local staples or some shit for like \$1. They're super valuable. There's loads of good maps linked in the Maps section!

To add to this, Veteran players know what 'Hotspots' attract other players, where they are going to come from, and to be prepared for them. The only real solution for this is to know the map like the back of your hand. Offline is a fantastic tool for this. Online maps will also show you where loot spawns and where PMCs and Scavs can spawn - this lets you prepare common routes and how to ensure, or avoid, conflict with players.

## **Labs runs**



As mentioned in the Maps section, labs are potentially a very very lucrative raid opportunity. It takes a very good player to routinely take advantage of this though; there will, of course, be games where cheaters or bad luck or what not ends up murdering you, but labs make so much money that it's worth the risk.

You can easily make 1 million+ roubles off a 30m raid if it goes right. Key cards are 200k a pop though, which hurts for sure. Fortunately, the raiders in Labs can drop key cards for free entries.

## **Money-Lender level money maker techniques**

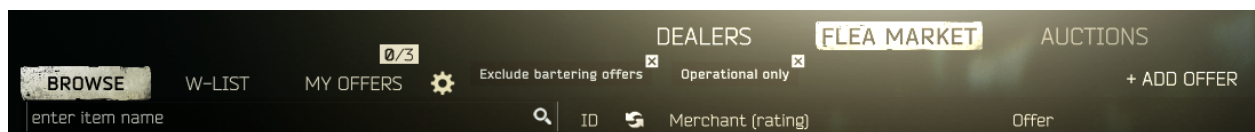
### **Quest rushing**

Some quests are more lucrative than others, but more importantly, **they provide experience**. EXP and REP are the primary gatekeepers for trader levels. Trader levels allow you access to higher level weapons and equipment and parts that you can resell on the market (huge income stream in and of itself) but are also used to give one an edge in combat vs people who are less well armed. This means more successful extractions, and much higher profit margins for their average raids.

## Playing the Marketplace

The most efficient method by far to earn roubles; there's a reason scumbags use bots to do this. The easiest way to do this is to buy items that sell below the price Therapist buys them. All kinds of items will sell far lower than market average, but it's hard to make a profit on those items as it is hard to predict if random barter items will resell after you purchase; however, if you buy below a vendor price, you are guaranteed to make money if you simply purchase the item.

Perfect example: Fuel conditioners. They sell to Therapist for 40k, I regularly see them posted for below that amount, so every single time I buy one, I basically print roubles. This regularly happens with items like gphones, books, cat statues, etc.



## What now?

Keep playing Tarkov! Improve your gunplay, find out good loot routes, hoard loads of equipment, and painkillers, whatever you want. Remember, it's your Tarkov. You make the rules.

This concludes my guide, but I don't mind expanding, improving, and correcting the guide as necessary. If you have any questions or concerns, please comment or send me a PM. Thanks for reading!

## Can I support you?

Making guides like these takes a lot of time and effort. I do it solely for the community and to see a good thing added for other people. It's an awesome hobby of mine! There's no real way for me to do so as a full-time job, however. It does take quite a lot of work to research, write, and review the content that goes into these guides so they are as useful as possible.

The best way to support me is to share this guide with your friends and to new players! Another way you can support me is by [buying me a coffee](#). Donations are not expected or required. Donate if you want to! Or don't! That's fine too! I sincerely hope you enjoyed reading!

## Special thanks given to:

**Tarkov Subreddit Community** including its mods, for allowing this post to be reposted occasionally with new updates as the game improves and expands. **I also want to extensively thank each and every one of you that left feedback. It's invaluable, thank you.**

**The Tarkov Wiki Team** - without them none of this guide would be possible.

**And thank you for reading!**

Administrators		<a href="#">[ edit source ]</a>
 Corr	<a href="#">talk</a>	<a href="#">•</a> <a href="#">contribs</a>
 Im Going Space	<a href="#">talk</a>	<a href="#">•</a> <a href="#">contribs</a>
 Orbb09	<a href="#">talk</a>	<a href="#">•</a> <a href="#">contribs</a>
 Sardukk	<a href="#">talk</a>	<a href="#">•</a> <a href="#">contribs</a>
 Titi4600	<a href="#">talk</a>	<a href="#">•</a> <a href="#">contribs</a>