

Shield Module Expansion

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This is another short and sweet proposal addressing the lack of module variety offered by the shield tanking side of DUST 514. We believe the current imbalance stems partially from a direct weakness of shields, but also a lack of module variety, making shields a one trick pony. This proposal should mitigate this, in addition to the slight but welcome (we hope) reduction of shield fitting costs.

Flux Shield Extender: Developed by Hyasyoda in response to the destructive capacity of the Gallente flux grenades and in competition with the Ishukone Reinforced Extenders, the Flux Hardener is a low-power deflection field which uses an unstable power supply to jump start regeneration of depleted shields as well as provide a direct, moderate boost to shield recharge.

Reinforced Shield Extender: Being forced into close quarters with Gallente Black Eagles time and time again prompted Caldari mercenaries to jury-rig a heavy, hardened shield generator capable of outputting far more power than comparable devices by tearing apart and repurposing a shield emitter node taken from a wrecked Harpy assault frigate. Ishukone engineers patented the design then further refined it for use in combat areas where weaker shield extenders would be a liability. Unfortunately the sheer output of the devices destabilize shield regulation and native recharge, slowing both in exchange for superior damage mitigation.

[Spreadsheet with Tech Specs can be found here.](#)

Secondary Proposal, Shield delays by Race

Going over the potential for a buff of shields, and racial bonusing with an eye on TTK, the following core concepts seem to be held in common:

Racial normalization for shield statistics:

We believe that all Caldari suits should share shield regen features with each other with outliers determined by role. Minmatar should be handled the same seems to be the agreement.

The idea is to remove the seeming requirement to carry multiple regulators on caldari suits and lessen the extended delays on minmatar suits without eliminating the utility of regulators in order

to make room for caldari dropsuits to aim for modules like biotics or dampers without feeling obligated to stack either regulators or ferroscale plates.

Caldari Shield stats:

Assault/Scout/Logi: Shield Recharge Delay 1 second. Depleted Delay, 4 Seconds. 30 HP/s Base Regen.

Sentinel/Commando: Shield Regen Delay 4 Seconds. Depleted Delay, 1 Second. 30 HP/s Base Regen.

Minmatar Shield Stats:

Assault/Scout/Logi: Shield Recharge Delay 4 Seconds, Depleted Delay 6 Seconds, 25 HP/s Base Regen.

Commando/Sentinel: Shield Recharge Delay 6 Seconds, Depleted Delay 4 Seconds, 25 HP/s Base Regen.

Gallente and Amarr are not shield-based suits. They get no love in this proposal.

Author note: I genuinely have no idea how to simulate the shield delay stuff via spreadsheet