Claysthetics Balance Feedback for Helldivers 2

Balance Update 1.000.301

Overall the current meta for HELLDIVE tier (9) difficulty pushes you towards using the same handful of stratagems. Against the automatons and bugs there is a clear meta that you said you did not want to create and limits playstyle options and choices heavily.

These theorized buffs would move away from that and try to make more fun, cool and interesting thematic loadouts that wouldn't make you feel like you're holding your team back.

A lot of this is objectively based around a 4 man squad and the ability to random que with what you feel like using and being powerful without a meta being projected that shouldn't exist in the first place.

Random queue is how the vast majority of players play the game and they shouldn't feel punished for bringing their favorite loadouts.

- I don't think this is the end all be all to balancing the game I just think this is the most fun way to go about things with balanced kits and what WE would like the most.

Focus on fixing broken things, broken in the literal term of bugged and not working correctly like fire, spear lock etc. Before Buffing, nerfing and balancing the game so that there is a proper baseline to buff and nerf from. In the current state of things we will only see nerfs after fixes.

NO MORE HIDDEN CHANGES

- **Show every change in patch notes more advanced stats for things like (radius reduction)**
- **Enemy changes are very important there is no reason automaton accuracy and damage changes should not be listed.**
- **Advanced weapon stats in game**
- **Proper transparent patch notes**
- **Numeric values over terms like "slightly" in patchnotes. EX. (Crossbow explosive radius slightly reduced, it was not slight at all).**

Think about adding a monthly devtalk similar to warframe so we can understand the direction and what the devs want for the future of the game and how they view the current state of it.

Add tier 10 as a solo/4man que system that always spawned enemies for 4 people as the true endgame diff (No bonus reward just the mega hardmode for flexin)

DAMAGE OVER TIME EFFECTS HAVE BEEN BUGGED SINCE THE GAME LAUNCHED YOU NEED TO FIX THEM TO APPLY TO MORE THAN JUST THE HOST

Add fireproof armor

REPLACE GAMEGUARD

- **Cpu optimization pass to force the game into gpu loading**
- Received headshots should not be crits
- **Stimulants should be affected by armor**
    - **Light armor no change**
    - **Medium+ Armor uninterruptible**
- **Hellbomb call ins have verticality issues and need better lethal hitzone detection**
- Make Resupplies Visible on minimap (maybe dropped primaries as well)
- **Bile Titan Mesh is still broken (too big) and bodies are bugged to send you flying**
- **Improve assisted loading (Teamate should be able to latch onto you while you hold the backpack to reload you) Assisted reload from backpack user not assistant.**
- Stim teammates above 50% hp

Weaponry:

SG - 225 Breaker

- Nothing

Breaker Spray and Pray

- More damage but more falloff, enough to 1 shot a hunter sub 20m

Incendiary Shotgun

- Full auto option
- Fix fire damage?

SG-8S Slugger

- Bring back the stagger sub 20 meters
- Never should have been nerfed revert changes

SG 8 Punisher

- nothing

Scorcher

- 2 more magazines

Scythe

- More weak point damage or light stuff on fire
- or just make it a big flashlight
- Beam weapons miss damage ticks on higher ping

Jar-5 Dominator

- Nothing

Knight

- Cringe paywall remove paywall make it free then balance it

Defender

- Nothing

Liberator

- 1-2 more magazines

Liberator Penetrator

- Sight Rework

Liberator Concussive

- Horizontal recoil adjustment

Diligence

- Sight alignment

Diligence Counter Sniper

- Sight alignment

Sickle

- Nothing

Blitzer

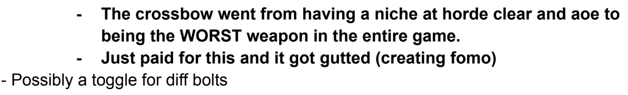
- Not stopped by random bushes/terrain or placeholders
- Arc from bodies

Plasma Punisher

- Hits you if you wear the personal shield (needs fix)
- Hits inside of shield generator as well

Eruptor

- Shrapnel is the identity of the weapon, explosive damage will make the weapon better and more consistent however that's not what it is advertised as. If someone takes this gun in and dies when it says it is trying to kill them. What are we really talking about?
- Revert other changes
- Add numerical values to radial changes



EXPLOSIVE

R-36 ERUPTOR

This bolt-action rifle fires jet-assisted shells that explode shrapnel in all directions upon impact. Not recommended for close-quarters use.

Adjudicator

- Needs more ammo in each magazine +7
- Says peen doesn't peen
- Sight Allignment
- Identity Crisis with lib Peen

Crossbow

- **REVERT THE CHANGES THEY ARE TERRIBLE**
    - **The crossbow went from having a niche at horde clear and aoe to being the WORST weapon in the entire game.**
    - **Just paid for this and it got gutted (creating fomo)**
- Possibly a toggle for diff bolts
- Can blow up in your hands at a bad angle
- Can randomly delete magazines in certain animation cancel scenarios can provide clips

- Can also send you flying through the world??? (swap shoulders aim in + x)(maybe fake news after update)
- Make it one handed for shield memes

Dagger
- Make it more light target focused instead of heavy (kill hunters, scavengers, light bots etc..)
- Can blow mines up and certain other objects up through multiple walls

Grenade Pistol
- 4 instead of 2 for resupply so you aren't a bad teammate when you bring it
- When you pick up grenades on map they should add to this to

P-19 Redeemer
- Nothing

Peacemaker
- 5 extra bullets in magazine

Revolver - Senator
- Better Sight, Heavy Armor Penetration (to be able to kill devastators in the chest)
- ONLY GETS 20 SHOTS FROM RESUPPLY NEEDS FULL

Impact Grenade
- Nothing

High Explosive Grenade
- Nothing

Fragmentation Grenade
- Some problems with consistency inside of radius (still a problem LOS blocked by pebbles)

Incendiary Grenade
- Add it to the list of affected items of the new fire damage ship module

Smoke Grenade
- +2 Baseline

Stun Grenade
- Can cause some clipping issues where player falls through map
- Enemies can slide in the stun ani and sometimes fly out of the world

Thermite Grenade
- No identity
- Should strip armor (charger leg, bile titan back etc..)
- More consistent at bot heatsinks for tanks and hulks 1 for hulk 2 for tank instead of 1.5 etc..

New Weapons: Do not make drastic changes right before a new warbond comes out it creates fomo and is bad for the long term health of the game.

Stratagems:

Railgun
- Revert unsafe mode, with new stuff the old changes don't make sense anymore
- Re add stagger

120mm HE Barrage
- First shot on throw

380mm HE Barrage
- First shot on throw

Machine Gun
- Ability to move and reload

Anti-Material Rifle
- Sight alignment

Stalwart
- Make it a primary again

Expendable Anti-Tank
- Nothing

Recoilless Rifle
- Nothing

Flamethrower
- Nothing

Autocannon
- Nothing

The Spear
- Remove Striders, Brood commanders and shriekers from the available target pool
- Lock on improvement or let us toggle through things
- Or tighten large circle for consistancy
- Add a laser pointer so a teammate could guide rockets and you can just shoot
- There is a dev build version of the spear that you show in game that we still do not have

Eagle Strafing Run
- More shots in the area of effect for consistency
- More uses

Eagle Airstrike
- Nothing

Eagle Cluster Bomb
- Nothing

Eagle Napalm Airstrike
- Nothing

Jump Pack
- Useable mid air
- Useable while diving for technology
- Seems to have longer cooldown (like original pre buff)(possible needs more testos)
- Should be fuel mechanic

Eagle Smoke Strike
- More consistent smoke spread
- Change ball to blue

Orbital Smoke Strike
- 30% lower cdr
- Change ball to blue

Eagle 110MM Rocket Pods
- Need to auto lock the targets it's going towards like freedom seeking missiles

Eagle 500KG Bomb
- Has verticality issues and can be sight blocked by even small terrain to easily
- Aoe size to match the explosion

Orbital Gatling Barrage
- Twice as many shots in the same duration in it's area of effect for a cooler thematic gatling barrage that would have much higher impact
- Currently just using two at the same time would give you a proper idea of how it could feel

Orbital Airburst Strike
- Consistency inside of its radius, The damage area feels terrible. I can provide clips of it landing on top of scavenger bugs and just doing nothing

Orbital Walking Barrage
- Nothing

Orbital Laser
- Make it lock onto enemies hitmass instead of the ground under them
- Strip armor

Machine Gun Sentry
- More ammo capacity

Gatling Sentry
- Target priority on enemies it can damage

Autocannon Sentry
- Can choose to randomly blast teammates probably not intended but still funny other than that fine

Mortar Sentry
- Nothing

EMS Mortar Sentry
- Nothing

Rocket Sentry
- It says that it prioritizes large targets but only shoots the closest available enemy
- Needs more peen (like other rockets)

Guard Dog (Machine Gun)
- Needs a massive base ammo capacity buff
- (Ability to manually holster/recharge the guard dogs)
- Needs to get ammo from random pickups

Guard Dog Rover (Laser)
- (Ability to manually holster/recharge the guard dogs)

Shield Generator Pack
- Should recharge fully by itself and not need to be removed for full charge

Ballistic Shield Backpack
- Slightly higher level of explosive and impact resistance (Theory get hit by a rocket but not a tank)
- Ability to holster

- Should not be dropped on ragdoll (has situations where it still can happen if you go for a slippy)
- Should not be able to be destroyed or if it is allowed to be destroyed should have a lower cooldown
- Let us use this as a sled on snow!!!

Anti Personnel Mines

- Better player visibility

Incendiary Mines

- Better player visibility

Grenade Launcher

- Nothing

Arc Thrower

- More consistent arcs over terrain pieces and bodies
- The Arc to teammates is more aggressive than it is to enemies and needs to be fixed
- Look at stagger vs automatons specifically

Laser Cannon

- Nothing

Orbital Precision Strike

- Instant call in

Orbital Gas Strike

- Consistent damage area to match the cloud (wind can affect it and make it do less damage where it is showing)
- Has fire issues where slot 1 can't do damage with it
- Kills can be applied to the host in situations
- Combo breaker let me light it on fire for big explosion

Orbital EMS Strike

- Lower Cooldown by about 30%
- Be able to stun bile titans

HMG Emplacement

- Add this to the list of turret buffs from the ship upgrades and it will own
- When it is destroyed you shouldn't die instantly

Shield Generator Relay

- Add minigame to keep the shield up longer/recharge it this makes a support role feel a lot better by adding an element of skill that isn't to high to have a cool shield up

Tesla Tower

- Give the same priority to enemies that it gives to teammates as it can zap friendlies at about twice the range it can for those who stand against democracy

Orbital Railcannon Strike

- Should always 1 shot bile titans OR lower cd

Caseoh/Queso Cannon

- Revert nerf, it promotes toxic gameplay and now that the recoilless rifle is fixed to not send ammo to the shadowrealm it won't be as popular by proxy.

Patriot Exosuit

- Fix the missile targeting, Targetting is off.
- Revert missile peenetration changes

Heavy Machine Gun

- Double magazine capacity and remove 1 total magazine
- Align Sight
- Give back 1200 rpm I wanna be a demon
- OR give it a personal belt fed backpack

Final Thoughts

If you took the time to read this I really appreciate it and hope the game continues to grow and improve for all of us.

My channel has all of the testing done live with full breakdowns if you want to see a different perspective than just text. https://www.youtube.com/channel/UCph6_CiHsuMCtrGQaJLgeGg

Random Features/Qol:

- **WEAPON AND STRATAGEM LOADOUTS**
- Kicking restrictions
- **STIM GUN PISTOL**
- Armor Dyes
- Let us use any skin for light med or heavy might not be thematic but paying for something and not being able to use it on the type you want feels bad
- Emote wheel so we can use all of our cool stuff
- On emote wheel add on demand way to scream democratic phrases for hilarious moments
- Improve reloading all weapons
- Training ground/firing range with the ability to spawn or have all enemies in it similar to darktide's training ground for weapon testing
- Cosmetic ship upgrades
- Customize Ship
- Add something for us to spend requisition on
- Weapon customization (Attachments) currently to many weapons have negatives that combined with the difficulty scaler make them not fun to bring in.
- DAMAGE IMMUNITY INSIDE OF SHIP
- Make stims activate on sound
- **Chat box in ready up screen**