

Claysthetics Community Balance Feedback for

Helldivers 2

June 18th 2024

The game should not receive any balance changes until all bugs and broken mechanics are fixed so that there is a correct baseline to balance from. Without the correct baseline changes are effectively random and in a constant state of change which will always feels bad for the player.

Overall the current meta for HELLDIVE tier (9) Has more diverse options than ever and more build paths to counter enemies than ever before the improvements to this from may 14th are drastic and need to keep going in this direction.

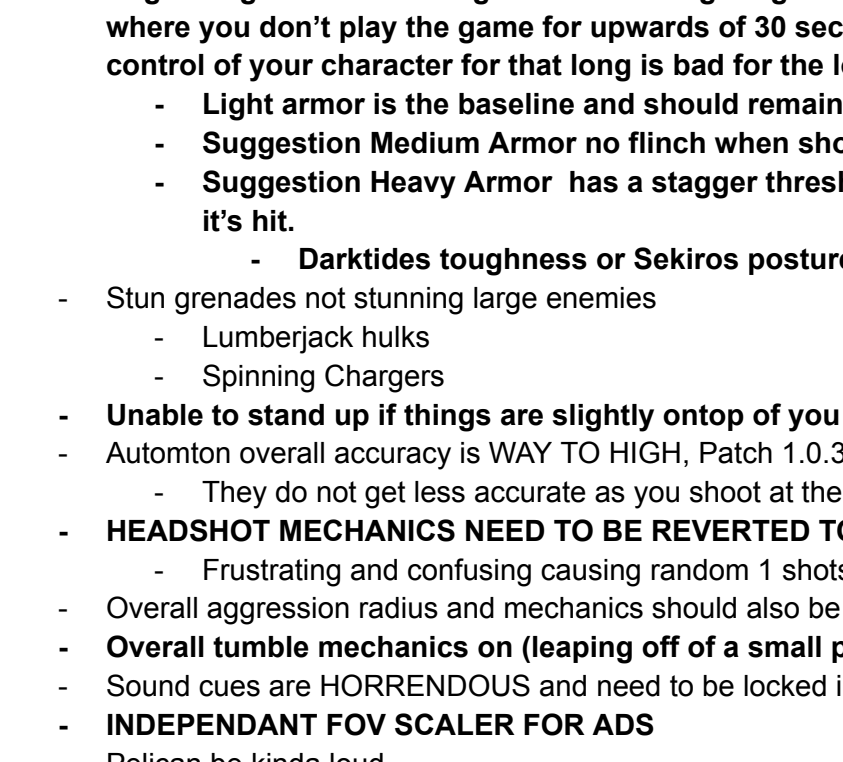
These theorized changes are only to try and make the game more interesting by adding more playstyles with interesting thematic loadouts don't make you feel like you're holding your team back.

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.

- 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.

Resource Dump

- Add the ability to spend medals/requisition on 1 time use stratagems (arbitrary number based on power level) for the bonus slots that we usually get the free weekend stratagems in



SPAWN CHANGES AND BUGS

With the 1.0.4 changes there has been complaints about the new spawns. We have found after testing that the new spawns are not the problem but the broken mechanics of some enemies that are causing the real frustration. Anyone who wants the spawns nerfed at this stage doesn't understand why they are struggling.

THE MAIN PROBLEM IN THE GAME RIGHT NOW IS THAT YOU LOSE 1 DAMAGE FOR STANDING STILL OR MOVING BACKWARDS THIS RUINS THE BREAKPOINTS THAT ARROWHEAD BALANCED AROUND AND YOUR AVERAGE PLAYER WILL NEVER BE ABLE TO UNDERSTAND IT. SO EVERY WEAPON NEEDS A +1 DAMAGE BUFF TO COMPENSATE.

(Known and being worked on)

Major offenders that make the game feel bad:

- Automotons shooting through walls has been a problem since the march update and needs to be fixed this is the most frustrating mechanic. I can provide endless clips of every automaton enemy shooting through tons of different terrain pieces.
- Hunters jumping through walls
- Explosions ragdolling you through cover
- Ragdolling needs to be reigned in. When fighting the automotons there are times where you don't play the game for upwards of 30 seconds of ragdolling. Losing control of your character for that long is bad for the longterm health of the game
 - Light armor is the baseline and should remain as it is now.
 - Suggestion Medium Armor no flinch when shot.
 - Suggestion Heavy Armor has a stagger threshold to not get ragdolled until it's hit.
 - Darktides toughness or Sekiros posture bar for stagger only.
- Stun grenades not stunning large enemies
 - Lumberjack hulks
 - Spinning Chargers
- Unable to stand up if things are slightly ontop of you
- Automaton auto accuracy is WAY TO HIGH, Patch 1.0.3 was the perfect balance.
 - They do not get less accurate as you shoot at them.
- HEADSHOT MECHANICS NEED TO BE REVERTED TO PATCH 1
 - Frustrating and confusing causing random 1 shots
- Overall aggression radius and mechanics should also be reverted to patch 1
- Overall tumble mechanics on (leaping off of a small pebble ragdoll)
- Sound cues are HORRENDOUS and need to be locked in
- INDEPENDANT FOV SCALER FOR ADS
- Pelican be kinda loud
- Stim does not activate on sound like it is supposed to
- AoE needs to be reworked it is to frontloaded and falls off too quickly in a lot of cases when it comes to being effective at killing enemies.
- Aim Protocol for the automotons has been bugged since patch 2
- Not being able to drive forklifts
- Drowning Mechanics are to aggressive

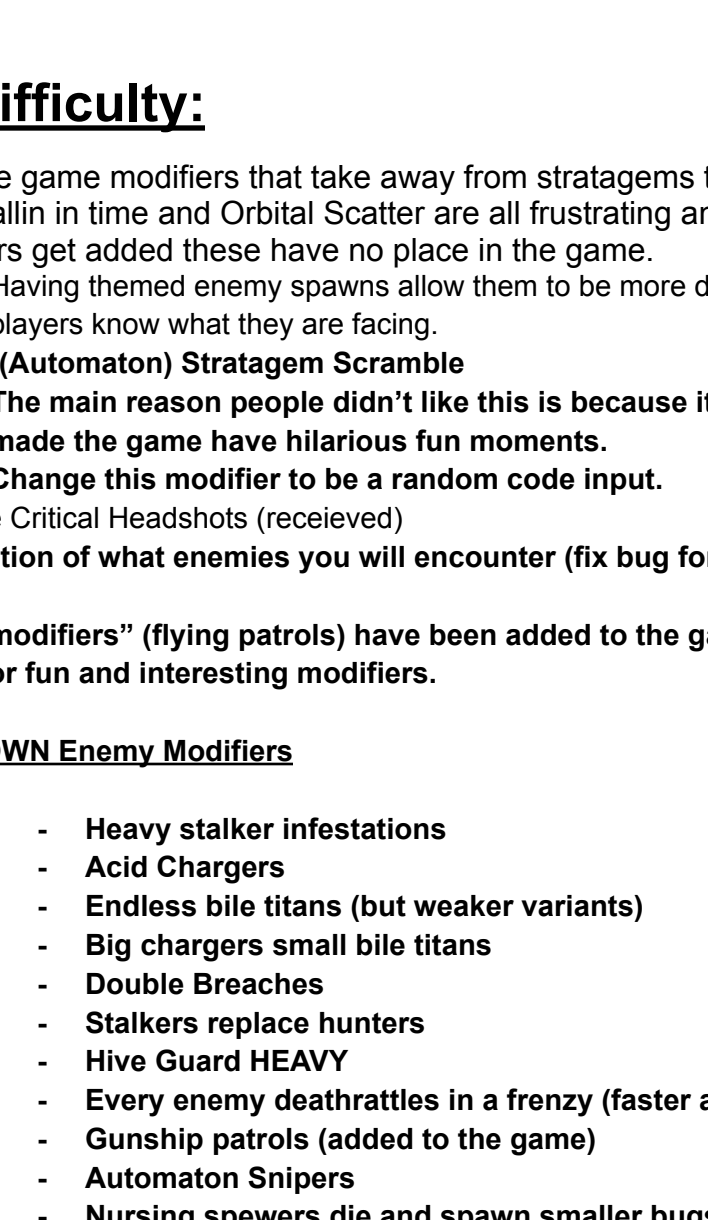
Enemies:

Gunships are an example of an enemy that needs to be nerfed because of how oppressive they are. They can also fly through walls which is frustrating. The overall armor value limits playstyle options. Directly compared to shrieker patrols that are fun, cool and interesting Gunships are not.

- Proposed change to allow something like a regular liberator to be able to shoot the engines out.
- Lowering the Armor and durability of the thrusters to allow 1 magazine of liberator is a good example of something that would make the game feel a lot better to play.

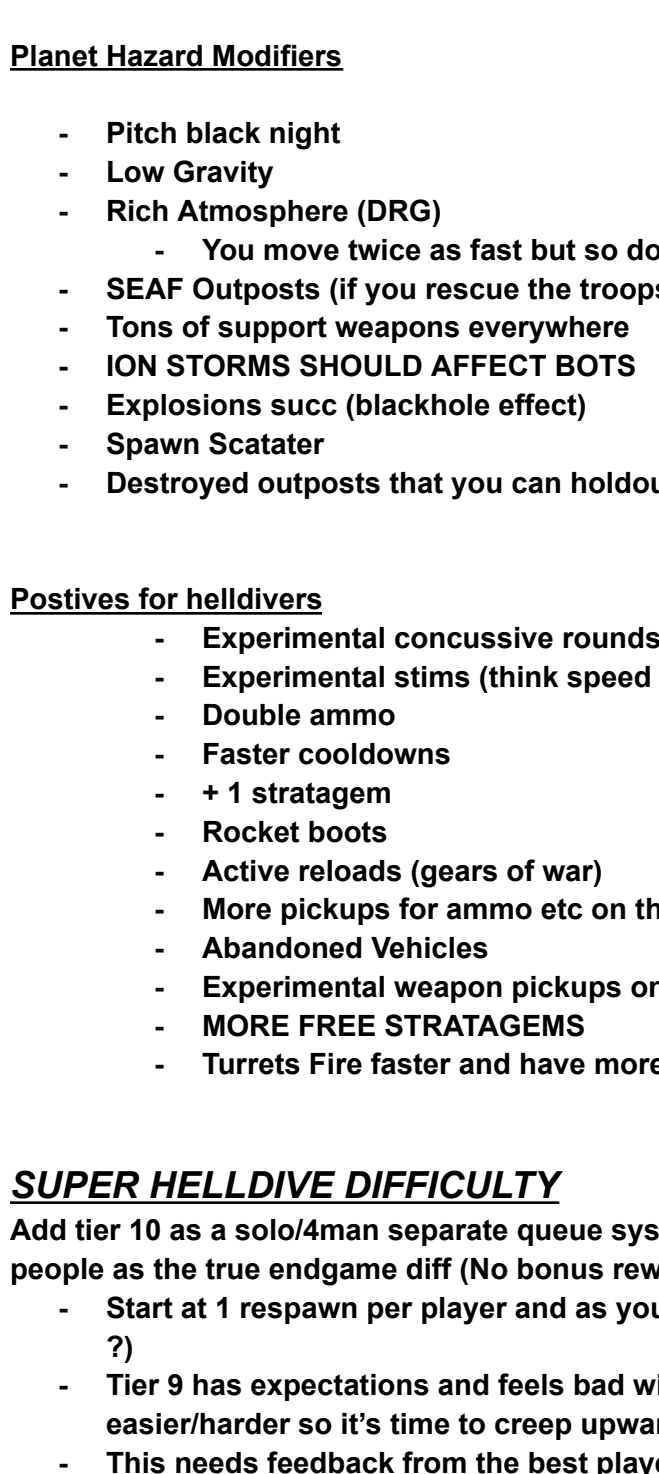
Bile titans spew is WAY to big as of 1.0.4 and hits things well out of the visual range.

Example of a good spawn change was the behemoth charger, it's obvious you wouldn't shoot for it's head and need to hit the other weak points.



Example of good change with bugged execution that confused people

- There is 2 operation modifiers active here as the two circles imply. The one with no description is shrieker/gunship patrols and the first time you are able to choose a spawnset so you can counter the enemies in the mission set. This is a good direction for the game and because of a bug people got angry and confused.



NO MORE HIDDEN CHANGES

- Show every change in patch notes more advanced stats for things like (radius reduction)
- PUT PATCH NOTES IN THE GAME ON A CONSOLE IN THE SHIP
- 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).

Not a prio: Possible weapon polling in game for each tier this would let players rate weapons from 1-10 creating a pseudo tierlist and let you see what each tier of player thinks is good and bad.

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.

Game Difficulty:

- Remove game modifiers that take away from stratagems things like -25% CDR, 50% Callin in time and Orbital Scatter are all frustrating and as more enemy modifiers get added these have no place in the game.
 - Having themed enemy spawns allow them to be more difficult because the players know what they are facing.
- Re add (Automaton) Stratagem Scramble
 - The main reason people didn't like this is because it was confusing but it made the game have hilarious fun moments.
 - Change this modifier to be a random code input.
- Remove Critical Headshots (received)
- Description of what enemies you will encounter (fix bug for unshown mods)

As "Mutation modifiers" (flying patrols) have been added to the game these are suggestions for fun and interesting modifiers.

To Clarify SHOWN Enemy Modifiers

- Heavy stalker infestations
- Acid Chargers
- Endless bile titans (but weaker variants)
- Big chargers small bile titans
- Double Breaches
- Stalkers replace hunters
- Hive Guard HEAVY
- Every enemy deathtrails in a frenzy (faster and more damage)
- Gunship patrols (added to the game)
- Automaton Snipers
- Nursing spewers die and spawn smaller bugs
- Martyrdom (Automatons drop grenades on death)
- Heavy Tanks
- Heavy Hulk (fabricators spawn hulks instead of soldiers)
- Bug Emergence holes that become a dynamic objective to take out or get overwhelmed
- All bugs explode in acid
- Heavy minefield
- Fire resistant enemies
 - EX: Hellmire Mutation but also adds weakness to something else)
- Bile Artillery and Nurse Should just be a shown modifier
- More invisible enemies
- Heavy Berserker / Hulk (Melee Automaton)
- Side arms only (ONLY LIGHT ENEMIES)

Planet Hazard Modifiers

- Pitch black night
- Low Gravity
- Rich Atmosphere (DRG)
 - You move twice as fast but so do enemies
- SEAF Outposts (if you rescue the troops they will assist you)
- Tons of support weapons everywhere
- ION STORMS SHOULD AFFECT BOTS
- Explosions succ (blackhole effect)
- Spawn Scatter
- Destroyed outposts that you can holdout in

Postives for helldivers

- Experimental concussive speed for all weapons
- Experimental stims (think speed buff or instant death)
- Double ammo
- Faster cooldowns
- + 1 stratagem
- Rocket boots
- Active reloads (gears of war)
- More pickups for ammo etc on the planet
- Abandoned Vehicles
- Experimental weapon pickups on planet
- MORE FIRE STRATAGEMS
- Turrets Fire faster and have more ammo

SUPER HELLDIVE DIFFICULTY

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

- Start at 1 respawn per player and as you complete objectives you get more (cap it ?)
- Tier 9 has expectations and feels bad with any buffs or nerfs making it easier/harder so it's time to creep upwards.
- This needs feedback from the best players who can prove they consistently clear the hardest difficulty. The devs have shown they are incapable of understanding what truly makes the game hard and I have a feeling it will be way too easy or cheesy.
- The completion rate for random teams should be 5-10% as an example
- Our average farm game is 3500 kills on bugs and 1400 kills on bots
 - Bug baseline should be about 100 enemies per minute
 - The vast majority of the playerbase struggles with hunters so this alone would be the best start point filter
 - Bot baseline should take weight off of devastators to spawn more soldiers, scout striders and tanks

(side note)

Add a unlimited wave horde mode for FUN

(no leaderboard because of the amount of hackers in the game)

REPLACE GAMEGUARD

- Cpu optimization pass to force the game into gpu loading
 - On higher difficulties the more enemies that spawn make it lag more
 - Hellmire fire tornados also cause insane lag alot of this happens when gameguard turns on
- Uninterruptible stims by crouch or prone
- Hellbomb call ins have veritically issues and need better lethal hitzone detection
- Make Resupplies Visible on minimap (maybe dropped primaries as well)
- Bile Head fix
- Improve assisted loading to allow 1 handed weapon and grenade usage while attached to teammate (you cannot shoot while actually loading)
- Why team reloading should stay the same (it is very powerful) an forces you to work together and make friends

Weaponry:

SG - 225 Breaker

- Revert Nerf less fun to play just reloading all game

Breaker Spray and Pray

- Damage should be enough to 1 shot a hunter sub 20m
- Higher Rate of fire
- More ammo per magazine
- This should be the goto shrieker and hunter removal

Incendiary Shotgun

- Nothing

SG-8S Slugger

- Never should have been nerfed reverting changes
- Slamfire (toggle)

SG 8 Punisher

- Slamfire (toggle)

Scorcher

- 2 more magazines

Scythe

- More weak point damage or light shot on fire
- Beam weapons miss damage ticks on higher ping
- Sickie Scope

Jar-5 Dominator

- Nothing

Knight

- Cringe payroll remove payroll make it free then balance it
- Add this to super credit store for purchase (exclusive items create exclusivity)
- Laser, Flashlight like other smgs
- Resupply all ammo on resupply

Defender

- Nothing

Liberator

- Nothing because you need to stop balancing the game around this weapon
 - This is the starter weapon and should STAY a starter weapon

Liberator Penetrator

- WAY More Ammo
- More Magazine Capacity
- More durable damage

Liberator Concussive

- Horizontal recoil adjustment
- Overall kill pressure because of ROF in real situations just doesn't exist
- This should go back to explosive
- Not fun to use.
- More Ammo

Diligence

- Should have more damage than the counter sniper
- Larger Magazine

Diligence Counter Sniper

- Suppressed sound profile

Sickie

- Nothing

Blitzer

- Not stopped by random bushes/terrain or placeholders
- Still has inconsistent targeting issues
- Needs weak point prio
- Should apply damage to ALL large target pieces and be able to hit them

Plasma Punisher (Curved PP)

- Hits inside of shield generator as well
- Slamfire (toggle)

Eruptor

- Even after the recent changes it still feels bad to use
- Just Re add Shrapnel and reduce the damage it deals to 25-50
- The next time something this is this extensively tested please post video of it.
- Do not witch hunt him this is an example to prevent problems in the future.

- ONLY GETS 20 SHOTS FROM RESUPPLY NEEDS FULL

Bushwacker

- Bladed for melee (themed warbond)

Impact Grenade

- Nothing

High Explosive Grenade

- Timed grenades need a larger explosion radius and less damage falloff then the Impact

Fragmentation Grenade

- Some problems with consistency inside of radius (still a problem LOS blocked by pebbles)
- Timed grenades need a larger explosion radius and less damage falloff then the impact
- With shrapnel being removed this grenade lost a total potential of 2400 damage something needs to be done to make it relevant again and a bleed over time or a massive area of ap 2 damage to remove light enemies would make sense

Incendiary Grenade

- Add it to the list of affected items of the new fire damage ship module
- Timed grenades need a larger explosion radius (more fire spread in this case)
- Longer fire duration

Smoke Grenade

- +2 Baseline

Stun Grenade

- Stun is not working correctly and some enemies just flat out ignore it. Hulks and chargers have been spinning rotating and in some cases attacking while stunned.

Thermite Grenade

- More consistent at bot heatsinks for tanks and hulks 1 for hulk 2 for tank instead of 1.5 etc..
- Can bounce

Impact Incendiary

- Add it to the list of affected items of the new fire damage ship module
- Longer fire duration
 - Impacts do the same thing but better

Throwing Knife

- Add a melee attack to it
- Recoverable after being thrown
- Throwing arc is not centered
- Can knife yourself

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:

- Add the FARMER SHOTGUN AS A STRATAGEM
- Railgun
 - Remove safe mode
 - Regular unsafe mode gets 125-150 Durable damage
 - Super Unsafe mode can randomly blow up but have time to drop it for faster charge
 - This explosion should be substantial
 - Should have a (zone) for perfect fire to increase damage
 - This zone is randomized each time but if you do not hit it you lose
 - Re add stagger for perfect shot

120mm HE Barrage

- First shot on throw
- Gatling Barrage treatment for more shots and longer duration or lower CD

380mm HE Barrage

- First shot on throw

Machine Gun

- Nothing buffs were solid

Anti-Material Rifle

- Double ammo bug fix

Stalwart

- Make it a primary again

Expendable Anti-Tank

- Arming time can bug out when you aim in and force you to reswap weapons

Recoilless Rifle

- Nothing

Flamethrower

- Nothing

Autocannon

- Nothing

The Spear

- Remove Striders, Brood commanders
- Otherwise buffs fixed everything else

- Can have issues locking through fences

Eagle Strafing Run

- More shots in the area of effect for consistency
 - Possibly slightly wider
- The main issue is approach angles on certain planets cause it to be inconsistent
 - needs to be str8ight all the time
- NEEDS BETTER BRRRT SFX

Eagle Airstrike

- Nothing

Eagle Cluster Bomb

- Has issues with consistency in strike zone as of recent update

Eagle Napalm Airstrike

- Nothing

Jump Pack

- Useable mid air
- Useable while diving for technology
- Seems to have longer cooldown (like original pre buff)
- 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

- Needs to be able to 1 shot tanks again (consistently)
- Improved target priority
- Add to eagle upgrade list (ship module)

Eagle 500KG Bomb

- Has vertically issues and can be sight blocked by even small terrain to easily
- AoE size to match the explosion

Orbital Gatling Barrage

- Buffs were perfect this is goated now

Orbital Airburst Strike

- Nothing

Orbital Walking Barrage

- CDR needs to be looked at
- The first shot is always to far behind the main throw and is annoying to use

Orbital Laser

- Strip Armor
- Remove 3 limit use this creates bad gameplay by holding it for the perfect moment that never comes
- Cooldown is to long for what it does with the newer enemies

Machine Gun Sentry

- Buffs were solid no changes needed

Gatling Sentry

- Target priority on enemies it can damage
- Can still just shoot bot buildings and do nothing

Autocannon Sentry

- Can choose to randomly blast teammates probably not intended
- Prio Armored Targets

- Can still just shoot bot buildings and do nothing

Mortar Sentry

- The last shot can shoot basically in melee range of itself and needs to be fixed

EMS Mortar Sentry

- The last shot can shoot basically in melee range of itself and needs to be fixed

Rocket Sentry

- Can still just shoot bot buildings and do nothing

Guard Dog (Machine Gun)

- Needs a massive base ammo capacity buff
- Make it a STALWART Guard dog
- (Ability to manually holster/recharge the guard dogs)
- Needs to get ammo from random pickups
- Better target prio can just shoot buildings and chargers
- Has a chance to bug out and stay at the location that you die at even if you drop the backpack and pick it back up

Guard Dog Rover (Laser)

- (Ability to manually holster/recharge the guard dogs)
- These also just blow each other up now creating a cascade of insta no mines
- Has a chance to bug out and stay at the location that you die at even if you drop the backpack and pick it back up

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 slipy)
- 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!!!
- Shield Bash

Anti Personnel Mines

- Better player visibility
- These also just blow each other up now creating a cascade of insta no mines
- Not trigger enemy aggro from infinite range

Incendiary Mines

- Better player visibility
- Not trigger enemy aggro from infinite range

Anti Tank Mines

- Only explode on heavy enemies, Charger, Bile Titan, Worm, ATAT, Tank, Hulk
- Not trigger enemy aggro from infinite range

Grenade Launcher

- Needs an extra magazine

Arc Thrower

- The Arc to teammates is more aggressive than it is to enemies and needs to be fixed
- Look at stagger vs automatsn specifically
- Damage needs to be improved vs the bugs because of where it hits things and applies damage it becomes inconsistent
 - Should be able to shoot leg over head
- Needs to have range re added to deal with gunships

Laser Cannon

- Nothing

Orbital Precision Strike

- Good changes, but there is 1 spot it can hit on a bile titans back to not 1 shot it making it inconsistent.

Orbital Gas Strike

- Consistent damage area to match the cloud (wind can affect it and make it do less damage where it is showing)
- Combo breaker let me light it on fire for big explosion
 - Only with fire that lights the ground
- Inconsistent damage ticks on higher ping

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 extend the duration of the shield and recharge the shield. 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 (DDR to recharge)

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

- Lower the cooldown by 50%
- The upgrade should make it shoot twice
- Shouldn't be able to target anything but (LARGE)

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.
 - Juggling multiple quasar cannons across the map is the (toxic gameplay)

Patriot Exosuit

- Needs first person mode and zoom for rocket blatin
- Revert missile penetration changes
- Double the ammo of both guns
- Remove limit of uses
- Add an interaction to climb atop
- Stratagem Launcher

Emanceapator Exosuit

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- Needs first person mode and zoom for rocket blatin
- Add an interaction to climb atop
- Stratagem Launcher

Heavy Machine Gun

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

Airburst Rocket Launcher

- Needs staged reload

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.

This is the livestream vod of the entire talk and breakdown:

<https://youtube.com/live/kk7MyPEAFyc>

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.
- Make stims activate on sound
- Make hellbombs explode instantly if you press the buttons wrong
- Something to burn medals and requisition on for fun like a bonus 1 use stratagem
- (add retriever guard dog (real dog) to pick ur strats up and bring them to you)
- Scope alignment
- Liber-tea Dispesner
- More hud options
- Mini map icon improvement