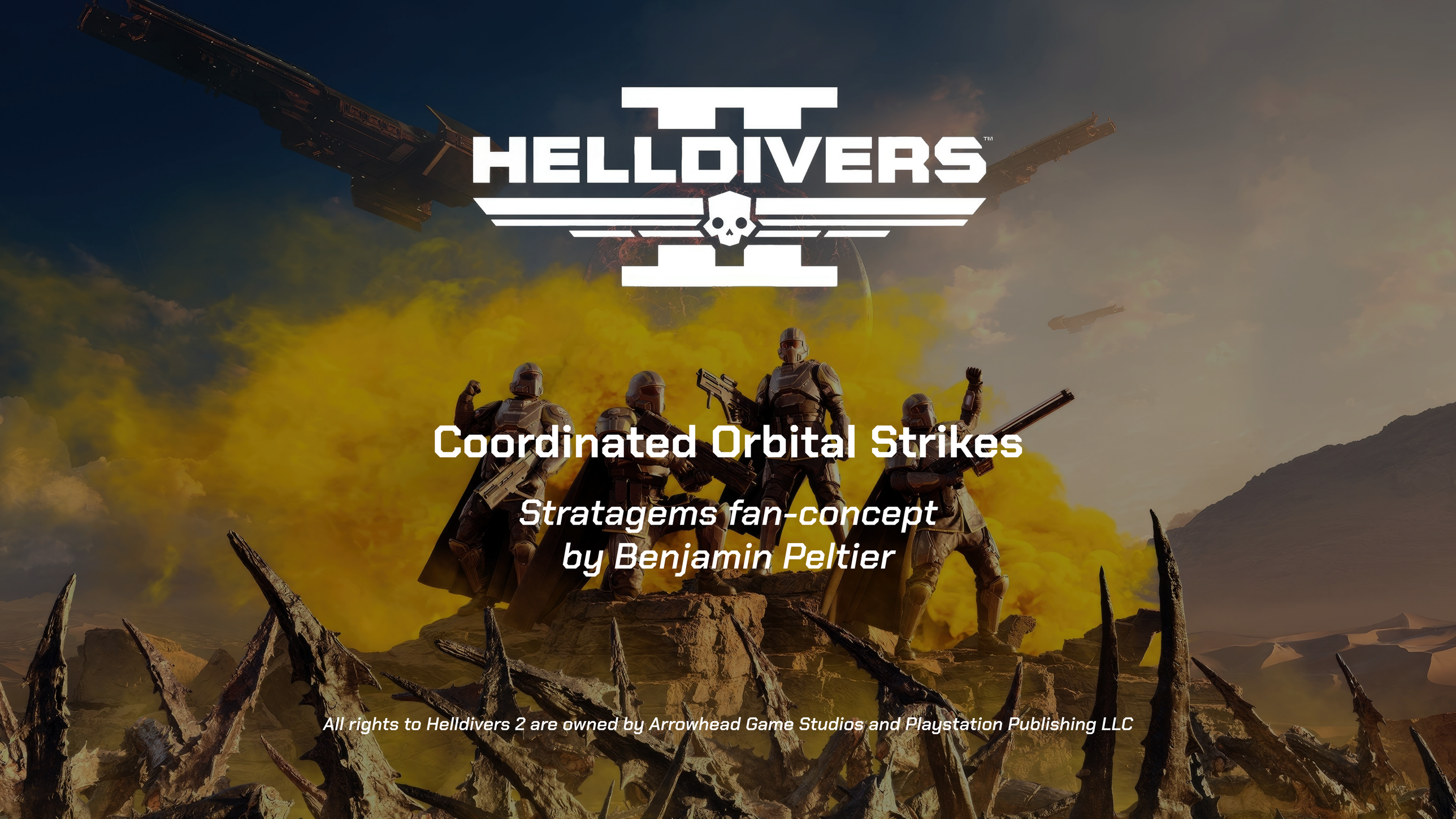


Coordinated Orbital Strikes

Stratagems fan-concept
by Benjamin Peltier

Coordinated Orbital Strikes - What does science say ?

Scientific Breakthrough – Super Earth Military Research Division Report

Recent studies conducted by the brightest minds of Super Earth have revealed a revolutionary application of our Super Destroyers' orbital laser cannons.

Through complex battlefield simulations (and one regrettable live test), researchers have confirmed that when multiple Super Destroyers synchronize their targeting arrays and fire in unison, their individual laser streams can merge into a single, exponentially more powerful beam, capable of vaporizing entire enemy formations in a matter of seconds.

However, this operation requires extremely precise calibration. Before the beam can be fired, Super Destroyers must align their trajectories using a series of preliminary orbital shots. The accuracy and timing of these shots determine the strength and spread of the resulting beam.

Helldivers are required to coordinate beacon placement and timing, ensuring that all shots reach the convergence point at the right moment. Success results in a beam that embodies the wrath of Super Earth. Failure results in... valuable data for the next squad.

HELLDIVERS II

Fan-concept
by Benjamin Peltier

Coordinated Orbital Strikes - What are they ?

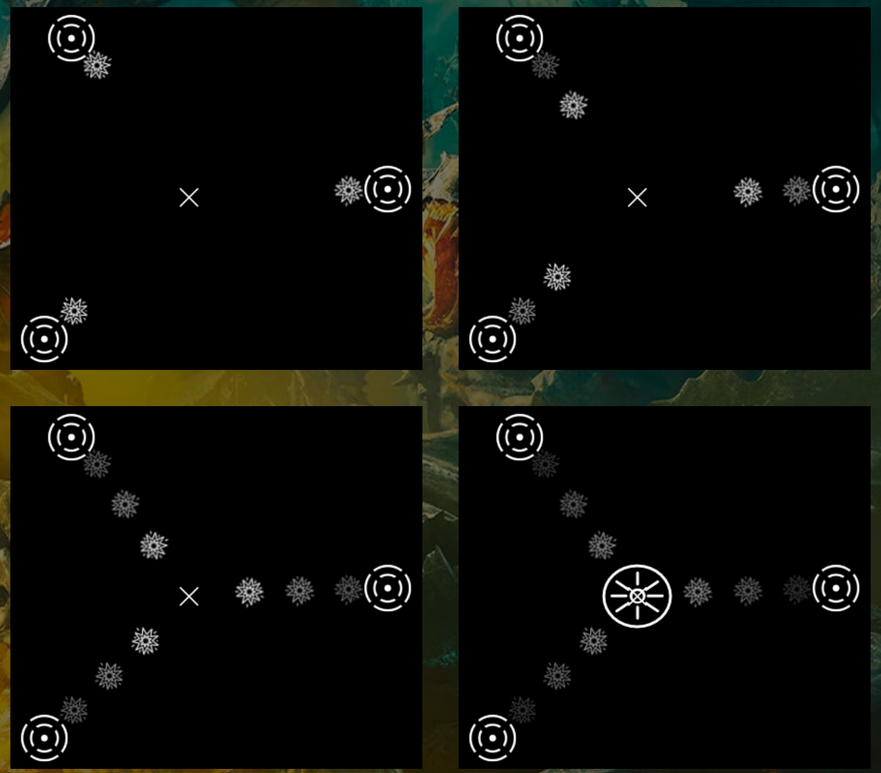
“Coordinated Orbital Strikes” are a new type of stratagems that can be deployed by a single Helldiver, but become significantly more powerful through coordinated use. They are designed to reward precision and teamwork with a huge damage potential.

When one Helldiver deploys a beacon, other squadmates have a limited window to throw theirs. If no additional beacon is thrown in time, the stratagem simply fires in a straight line from the initial beacon’s position.

If at least one additional beacon is deployed, they act as triangulation points. Super Destroyers then fire from each beacon toward the center of the formation. If all shots successfully reach the center before the strike concludes, a devastating energy beam is unleashed at that location.

While the final beam effect is always the same, the shots during the convergence phase vary depending on the selected stratagem (e.g. 120MM HE, Napalm, Gatling...).

Coordinated Orbital 120MM HE Barrage initiated by three helldivers



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Coordinated Orbital Strikes - How do they work ? 1/2

- While only one Helldiver is required to equip a Coordinated Orbital Strike stratagem, multiple Helldivers may do so. When the stratagem is initiated, the cooldown is applied to the initiating player's stratagem. All other instances are temporarily locked for the duration of the strike.

- When a Helldiver deploys the initial beacon, all other squad members temporarily gain access to a matching stratagem, similar to mission-based stratagems. A unique voice line signals the team that a Coordinated Orbital Strike is in progress and need their cooperation.

- If at least one additional beacon is deployed within a short time window, the strike becomes coordinated: Super Destroyers fire from their respective beacon toward the center of the formation. If no other beacon is deployed in time, the stratagem simply fires in a straight line from the original beacon, with no final beam at the end.

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Coordinated Orbital Strikes - How do they work ? 2/2

- Orbital shots travel toward the center over time. Once they all reach the convergence point, all Super Destroyers cease their barrage and channel their energy into a unified laser strike, creating a cataclysmic beam at the center position.

- The damage/radius of this final beam is determined by how much of the stratagem's duration or number of shots successfully reached the center. (Calculation formula explicited further below.)

- If beacons are placed too far apart, the shots may never converge—preventing the full destructive potential of the strike.

Example with a stratagem of four shots initiated by two helldivers:

Beacons too far apart, shots never converge, no final beam.

Beacons close enough, shots converge, final beam triggered.

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Coordinated Orbital Strikes - What data rules them ?

Parameter	Description
Type	Determines firing behavior: • Continuous – Fires for a fixed duration. • Strike – Fires a fixed number of shots.
Duration	Only for Continuous type, determines the duration of the stratagem.
Number of Shots	Only for Strikes, determines how many shots the stratagem shoots (per beacon). For salvo based stratagem (e.g. 120MM HE) each salvo only shoots one shell.
Travel Speed	Speed at which orbital shots move toward the convergence point.
Accuracy	Percentage determining how closely shots follow a straight trajectory from beacon to center.
Window Time	Duration during which additional Helldivers can deploy beacons after the first.
Beam Radius (Min-Max)	Determines the radius of the final beam effect. • Minimum radius occurs when all beacons are deployed in the same location. • Maximum radius is achieved if the convergence point is reached with the final shot or at the end of the stratagem's duration.
Beam Damage (Min-Max)	Determines the damage of the final beam effect. Min and Max use the same rules as radius values
Beam Duration	Duration during which the beam is active.
Accepted Gap	Distance accepted to trigger the final beam when the duration or the last shot is reached. The final beam is only possible if the stratagem ends within this distance or if it passes the convergence point.
Call-In Time	Delay between successful activation and the first shot being fired.
Cooldown	Time before the stratagem can be reused after activation.
Uses	Maximum number of times this stratagem can be used in a single mission.

Note: The convergence shots data (damage, radius, fire rate...) are identical to the original not coordinated stratagem versions.

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Coordinated Orbital Strikes - How do the numbers work ?

Damage and radius formula:

$$V = T_{reach} / T_{max}$$

or

$$V = S_{reach} / S_{max}$$

$$Rfinal = Rmin + (Rmax - Rmin) \times V$$

$$Dfinal = Dmin + (Dmax - Dmin) \times V$$

- T_{max} and S_{max} represent the total potential duration or number of shots across all deployed beacons.
- T_{reach} and S_{reach} are the actual sum of duration or shots that successfully reach the convergence point.
- The final beam damage and radius are then computed using linear interpolation.

Example with a stratagem of four shots:

Accepted Gap

× Convergence Point

- In this example there is only 3 shots that successfully reach the convergence point, the 4th exceeds it and therefore, is not shot.
- If the 4th shots land before the accepted gap, the strike is not coordinated.
- If it lands in the accepted gap, the strike is perfectly coordinated, at least for this beacon.

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