

# GAMER GUIDE

HELLDIVERS 2  
EDITION



the need to know you didn't know you needed



# WHAT IS IT?



Helldivers 2 is a 2024 cooperative third-person shooter game developed by Arrowhead Game Studios and published by Sony Interactive Entertainment. The game is the direct sequel to Helldivers, a 2015 top-down shooter. It was released for PlayStation 5 and Windows on 8 February 2024. It received positive reviews from critics and sold over 8 million units within the first 2 months of its release.



Helldivers 2 takes place a century after the first game. Humanity faces a renewed threat: escaped Terminid "farms" and a new mechanical army, the Automatons. Players control Helldivers, elite soldiers dropped into battle to reclaim lost colonies. Environmental storytelling through logs and messages unveils the situation. This sequel ditches the top-down view for third-person action but retains the core gameplay of strategic attacks and friendly fire.

# BREAKDOWN THE BASICS

The core gameplay of strategic attacks (Stratagems) and the ever-present danger of friendly fire remain from the first Helldivers game. Online co-op for up to 4 players replaces the shared-screen option of the original. While there's no single-player campaign, progress unlocks weapons and stratagems as planets are liberated. Acquiring in-game currency through gameplay or microtransactions grants access to the never-expiring battle pass.

## Mechanics



## Campaigns

In Helldivers 2, planetary liberation is a team effort! To free a planet, players must complete Operations, steadily increasing the liberation percentage. Full squads and higher difficulties boost progress. Completing all missions within an Operation locks the planet as successfully liberated.

Defence Campaigns are time-limited events focused on preventing an enemy takeover of a planet. Players complete special Defend Planet Operations to push back the encroaching forces. These operations often feature unique mission types and shorter time limits.



## Difficulty Levels

Helldivers 2 starts off very welcoming for new players, but later difficulties ramp up the challenge significantly. New enemy types appear, objectives multiply, and sheer numbers can overwhelm solo players. Trivial feels like a different game compared to Helldive. Players must begin on Trivial and work their way up by completing Operations on each difficulty level to unlock the next one.

### Trivial

- Mission & Enemies: Primary Objectives, Enemy Patrols
- Rewards: Common Samples, 1 Medal

### Easy

- Mission & Enemies: Allied Tactical Objectives, Light Outposts
- Rewards: Common Samples, 2 Medals

### Medium

- Mission & Enemies: Allied Tactical Objectives, Light Outposts
- Rewards: Common Samples, 6 Medals (for full completion)
- XP Multiplier: 25%

### Challenging

- Mission & Enemies: Enemy Tactical Objectives, Heavy Outposts, Heavily Armoured Enemies
- Rewards: Common Samples, Rare Samples, 8 Medals (for full completion)
- XP Multiplier: 50%



## Hard

- Mission & Enemies: Operation Modifiers, Massive Enemies, Heavily Armoured Enemies
- Rewards: Common Samples, Rare Samples, 18 Medals (for full completion)
- XP Multiplier: 75%

## Extreme

- Mission & Enemies: Tactical Objectives Increase, Massive Enemies, Heavily Armoured Enemies
- Rewards: Common Samples, Rare Samples, Super Samples, 21 Medals (for full completion)
- XP Multiplier: 100%

## Suicide Mission

- Mission & Enemies: Tactical Objectives Increase, Massive Enemies, Heavily Armoured Enemies
- Rewards: Common Samples, Rare Samples, Super Samples, 24 Medals (for full completion)
- XP Multiplier: 150%

## Impossible

- Mission & Enemies: Increased Enemy Presence, Multiple Operation Modifiers, Heavily Armoured Enemies
- Rewards: Common Samples, Rare Samples, Super Samples, 29 Medals (for full completion)
- XP Multiplier: 200%

## Helldive

- Mission & Enemies: Increased Enemy Presence, Multiple Operation Modifiers, Heavily Armoured Enemies
- Rewards: Common Samples, Rare Samples, Super Samples, 33 Medals (for full completion)
- XP Multiplier: 250%



## Missions

Players can expect a variety of missions across the 9 difficulty levels. These diverse objectives provide a constant challenge for players, and the developers frequently add new content to keep players on their toes.

These missions appear on both the Terminid and Automaton fronts of the Galactic War Map. Objectives and sub-objectives remain consistent regardless of the faction faced, offering a taste of diverse operations:

- Terminate Illegal Broadcast: Silence the enemy's propaganda machine.
- Pump Fuel to ICBM: Refuel and launch the Intercontinental Ballistic Missile.
- Upload Escape Pod Data: Extract valuable information from a downed escape pod.
- Conduct Geological Survey: Scout for precious Retore resources.
- Launch ICBM: Prepare and unleash the Intercontinental Ballistic Missile.
- Retrieve Valuable Data: Secure and transmit critical research data.
- Emergency Evacuation: Rescue stranded civilians from hostile territory.

These missions, found on the right side of the Galactic War Map, target the Terminid threat:

- Spread Democracy: Plant the Super Earth flag and claim the territory.
- Eliminate Brood Commanders: Eliminate the Terminid Brood Commanders.
- Purge Hatcheries: Eradicate the next generation by destroying Terminid eggs.
- Activate E-710 Pumps: Restore functionality to vital E-710 resource repositories.
- Blitz Search and Destroy: Locate and seal weak points in enemy lines (bug holes).
- Eliminate Chargers: Track and eliminate these fast-moving Terminid brutes.
- Eradicate Terminid Swarm: Thin the Terminid ranks through sheer firepower.
- Eliminate Bile Titans: Conquer these monstrous Terminid bosses.
- Enable E-710 Extraction: Assist shuttles in collecting crucial E-710 resources.

These missions are exclusive to the Automaton threat and are found on the left side of the Galactic War Map:

- Eliminate Devastators: Target and eliminate these powerful Automaton units.
- Sabotage Supply Bases: Cripple enemy logistics by destroying Automaton stockpiles.
- Destroy Transmission Network: Silence the Automaton communication network by obliterating their antenna.
- Eradicate Automaton Forces: Decimate the Automaton ranks through strategic use of firepower.
- Blitz Search and Destroy: Locate and eliminate Automaton Fabricators, the core of their production lines.
- Sabotage Air Base: Ground the Automaton air force by destroying their airbase.
- Eliminate Automaton Factory Strider: Eradicate this mobile Automaton production facility.
- Destroy Command Bunkers: Sever Automaton communication by destroying their central command bunkers.

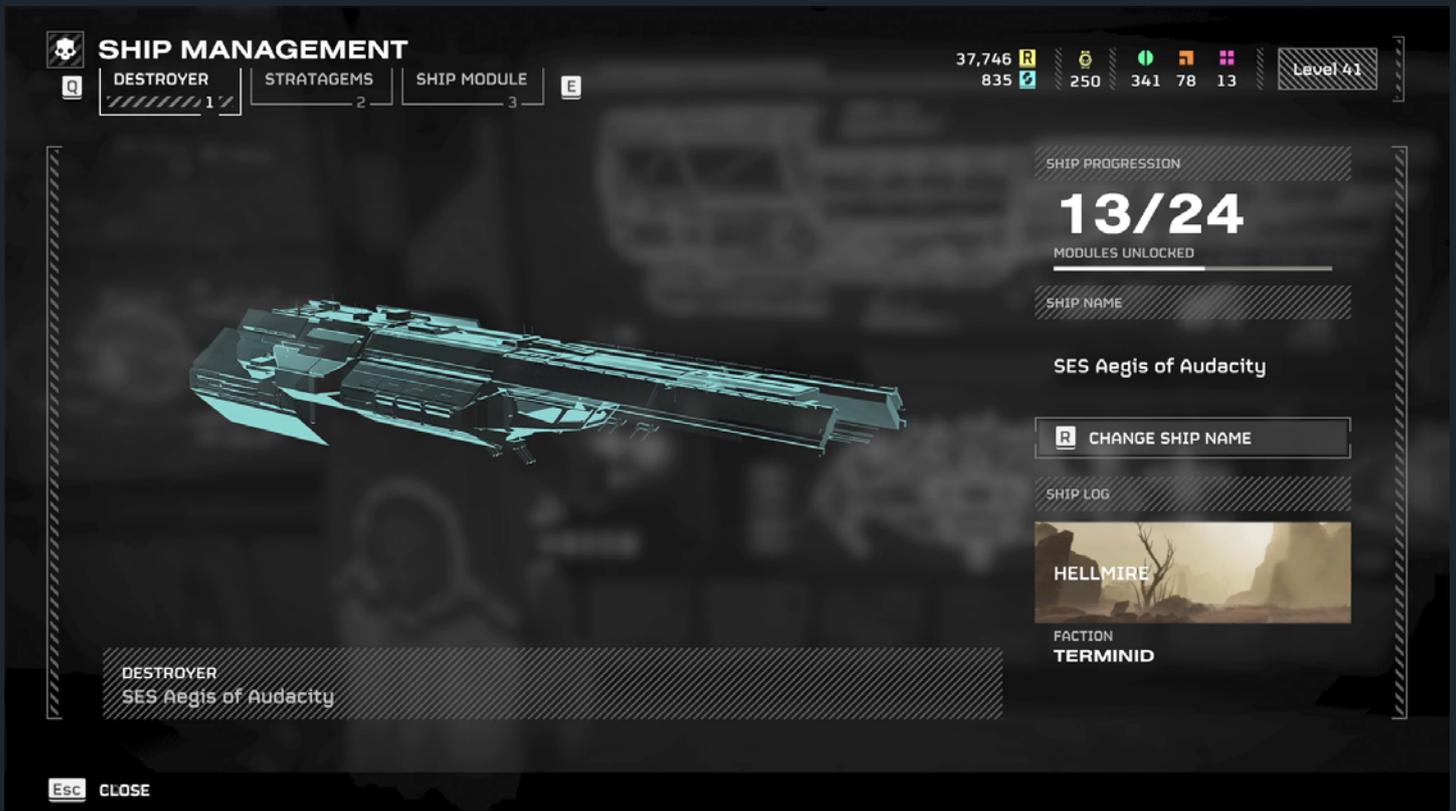


## Stratagems

Stratagems are powerful tools players can call down during missions. There are basic Stratagems available to all, and more powerful ones can be unlocked as players progress. Players can equip 4 of these on each mission, strategically choosing their arsenal. Once on the ground, Stratagems can be called down at any point, but have cooldown times so planning is crucial. They become unavailable after the mission timer runs out. Activating a Stratagem involves entering the code and placing a beacon (sometimes automated) to mark the target location.

Stratagems fall into 4 categories, each serving a distinct purpose on the battlefield:

- Offensive Stratagems: Unleash a torrent of firepower with airstrikes, firebombs, and heavy weaponry, bringing the fight directly to the enemy.
- Supply Stratagems: Bolster your defences or enhance your squad's capabilities. Call down automated drones, utility backpacks, ammo supplies, and heavy weapons.
- Defensive Stratagems: Fortify your position with deployable turrets and mines, creating a wall of automated defence against the enemy onslaught.
- Mission Stratagems: These specialised tools, granted by Helldiver Command, address specific mission objectives. Some are permanently available, while others unlock upon fulfilling specific requirements. Cooldowns for these are shared by the entire team, and they can typically only be deployed near relevant objectives.



## Ship Upgrades

Upgrading goes beyond just weapons and armour. The Ship Management console offers Ship Modules that enhance your Stratagems. These Stratagems also have upgrade levels, unlocked by investing Samples (a rare resource) in the Ship Modules. There are 6 categories, 1 for each Stratagem type, with 4 upgrade levels each. These levels must be unlocked sequentially, level 1 before level 2, and so on.

Samples are crucial but scarce. Focus on exploring all map points of interest during missions to maximise your sample collection. This strategic investment will significantly improve your Stratagem effectiveness in tougher missions.

## Gear

Success hinges on the gear loadout selected before each mission, including choosing the right armour. More gear with extra passive abilities can be unlocked via Warbonds or purchased in the Super Store. Passives often outweigh stats in importance, providing powerful buffs like reduced recoil or increased grenade capacity. There are 3 armour categories that cater to different playstyles:

- Light Armour: Ideal for snipers and recon specialists, offering agility and speed for quick movement and escapes.
- Medium Armour: This balanced option provides moderate protection and mobility for adaptable fighters.
- Heavy Armour: For those who prefer the frontlines, heavy armour offers maximum defence.

Boosters are great for increasing team effectiveness. Unlocked via Warbonds, they offer buffs like stamina enhancement or injury resistance. There are 9 Boosters available and players cannot equip duplicates in a squad, so strategy and communication is important.



## Weapons

Helldivers 2 equips players with a robust arsenal for galactic domination. While initial missions begin with industry-standard weaponry, Warbonds unlock a diverse selection of weapons that fall into 3 categories. With the ability to equip 1 weapon from each category per mission, players can tailor their arsenal to their preferred playstyle and mission objectives.

**Primary Weapons:** The workhorses of any Helldiver's loadout, offering a variety of options for diverse combat situations.

- Assault Rifles
- Marksman Rifles
- Submachine Guns
- Shotguns
- Explosive
- Energy-Based

**Secondary Weapons:** Compact and reliable, these provide backup firepower or specialised utilities.

- Pistols
- Grenade Pistol

**Throwables:** Grenades, smoke canisters, and other tactical tools add another layer of strategic depth to a Helldiver's approach.

- G-12 High Explosive
- G-6 Frag
- G-16 Impact
- G-3 Smoke
- G-10 Incendiary
- G-23 Stun
- G-123 Thermite



Helldivers 2's arsenal extends beyond standard weapons. Players can call down heavy weapons via Stratagems during combat. Players can only carry one heavy weapon at a time. These heavy weapons fall into various categories:

#### Anti-Personnel:

- MG-94 Machine Gun
- MGX-42 Machine Gun
- AC-22 Dum-Dum
- LAS-98 Laser Cannon

#### Incendiary/Chemical:

- FLAM-40 Incinerator
- TOX-13 Avenger

#### Explosive:

- Obliterator Grenade Launcher
- MLS-4X Commando Mortar

#### Anti-Tank:

- RL-112 Recoilless Rifle
- EAT-17
- REC-6 Demolisher
- M-25 Rumbler

#### Non-Damaging:

- REP-80 Repair Tool
- ME-1 Sniffer Metal Detector



## Combat

Mastering combat requires not only a diverse arsenal but also seamless cooperation with your squad. Stratagems return from the first Helldivers game offering a wide range of support options. From orbital strikes to deployable turrets, they are a core component of combat. The game ditches the magical ammo-recycling of other shooters. Reloading discards any remaining ammo in the clip, mimicking real-life mechanics. Use bullets wisely, especially with heavier weapons that take longer to reload.

Coordination is crucial as Helldivers 2 is a team game at its core. Success hinges on your ability to work together. Build complementary loadouts with your squadmates, collaborate on missions, and move as a cohesive tactical unit to achieve objectives. Communication is key so use pings, voice chat, or text chat to ensure everyone is on the same page. A stray bullet can be just as deadly as an alien horde, so be mindful of friendly fire! However, death is a common occurrence. Fallen Helldivers can be reinforced and continue the fight, as long as there is a squad member alive to activate the Stratagem.

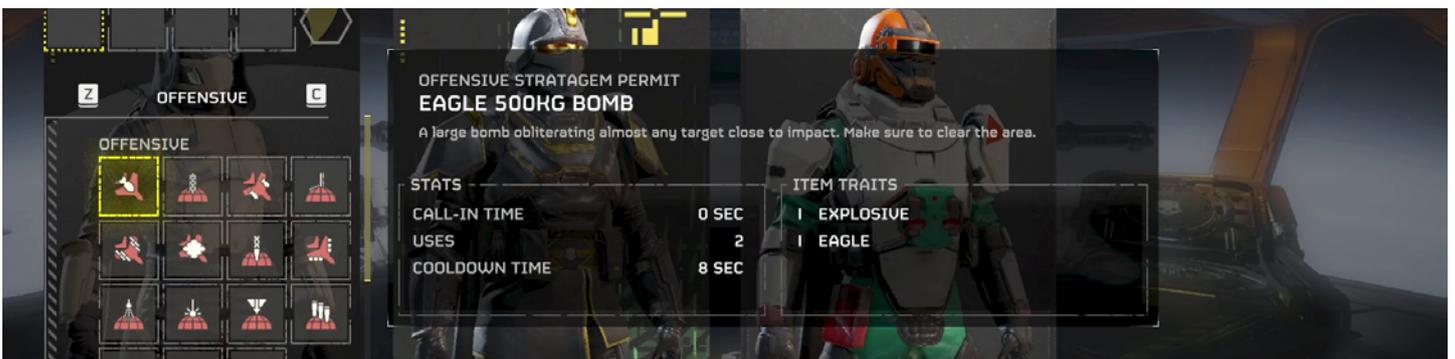


## Enemies

There are 2 enemy factions players will face in their quest to liberate the galaxy:

**Terminids (The Bugs):** Found on the right-hand side of the Galaxy Map, these monstrous insects overwhelm with swarming tactics and corrosive bile attacks. While some Terminids have armour, they're generally vulnerable to fire and less well-protected than their robotic counterparts.

**Automatons (The Bots):** These deadly steel robots, located on the left-hand side of the Galaxy Map, pack a punch with ranged firearms and heavy armour. Automatons are particularly resilient against energy weapons, making them a tougher nut to crack compared to the bugs.



# Environment



## Environmental Hazards

The battlegrounds are riddled with environmental hazards. These ever-present dangers add a layer of complexity and tactical decision-making to every mission. From weather phenomena to planetary upheavals, each hazard presents unique challenges that players must overcome:

- Acid Storms: Occurs on planets with Intense Heat. Reduces visibility, but not as severely as Sandstorms.
- Blizzards: Dense fog and deep snow hinder movement and visibility.
- Extreme Cold: Deep snow reduces mobility. Fog is less dense than Blizzards, allowing you to see enemies from afar. However, Extreme Cold slows weapon firing rates (especially automatic weapons). Energy weapons take longer to overheat in these icy conditions.
- Fire Tornadoes: Fiery twisters appearing on hot planets. Avoid them or use Stims to heal fire damage.
- Intense Heat: Energy weapons overheat faster, and Stamina drains quicker. Move out of heated areas to regain normal Stamina regen. Might occur in some localised areas (near bug nests) on planets without this condition.
- Ion Storms: Disables Stratagems for a short time, forcing reliance on core weaponry. These storms cover a large area, making escape difficult.
- Meteor Storms: Brief but intense showers of meteors raining from the sky. Deal heavy damage and knockback to anything caught in their path. Find cover to survive.
- Rainstorms: Reduces visibility, especially at night, but has no other drawbacks. Some consider it aesthetically pleasing.

- Sandstorms: Similar to Blizzards but with even worse visibility and movement reduction. Navigation and combat become extremely difficult.
- Thick Fog: Further reduces visibility, often accompanying other weather effects like Rainstorms and Blizzards. If the fog is green it indicates that there's a Spore Spewer (glowing mushroom) nearby that must be destroyed to clear the fog.
- Tremors: Localised earthquakes that temporarily slow all units caught in their path (including enemies). You cannot sprint during tremors, but you can dive to evade enemies. Tremors only last a few seconds and can be used to stun enemies.
- Volcanic Activity: Volcanoes erupt on hot planets, spewing burning rocks that inflict fire damage. Watch the skies to dodge these fiery projectiles. Getting hit by a burning rock is fatal.



## Points of Interest

Exploring and investigating POIs (Points of Interest) reward players with valuable resources and uncover the lore of the Helldivers universe. POIs can be found in various ways:

- Map Scan: Open the map and scan for diamond-shaped icons representing POIs. These locations hold loot like Medals, Requisition Slips, lore entries, weapons, and other useful items.
- Visual Cues: Look for flashing beacons in the distance, question marks on the compass (appears within 50-100m of a POI), or light beams shooting straight up into the sky.
- Enemy Activity: Light enemy presence can also indicate the presence of a POI.
- Mini-map Hover: (Less reliable) Hover the cursor over areas on the mini-map to check for POI icons.
- Completing the Radar Station Strategic Objective can also reveal nearby POIs on the map.

# TIPS & TRICKS



## Splash damage

During redeployment, you can aim your Hellpod strategically to take out enemy clusters. Remember, everything is a potential tool for a resourceful Helldiver.

## Practice makes perfect

Feeling overwhelmed by input codes during combat? Head to the Stratagem Hero arcade machine, located across from Ship Management. This fun minigame throws timed rounds at you, requiring real Stratagem code inputs. Not only will you compete for high scores, but Stratagem Hero is a fantastic way to practise your code recall and execution under pressure, making you a more effective Helldiver.

## Watch your six

In the heat of battle, it's easy to forget that turrets fire through allies. Position them strategically in front of you, facing the expected enemy approach. Remember, friendly fire (which includes you) is a constant risk, so plan your turret placement wisely!



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# CONCLUSION

Helldivers 2 stands out as a modern gem in the multiplayer shooter world. It offers a vast amount of freedom, responsive and satisfying gameplay, and a well-designed progression system that avoids manipulative tactics. The variety in enemies, objectives, and mission modifiers keeps things fresh. The game delivers an incredible cooperative experience, arguably one of the best in recent years. Players can expect tight gunplay, rewarding feedback, and over-the-top action. Helldivers 2 excels in what it sets out to achieve.