



Its purpose is obvious I'm sure, as the name suggests it's intended to be used against those pesky flying enemies/ships.

When thrown, it will call upon eagle-1 who will deploy 2 Homing missiles that will target any flying enemies in the vicinity of the call-in zone or in case of none of those being there, it will try and hit the original spot where it was called.

Each missile will have the same Power, Speed and AOE as 1 Quasar shot.

Design Talk & Balance

This, similarly, to the 1st one shown above, is intended to compete with other stratagems, to offer players more choice, specifically it competes with the Recoilless Rifle, Anti-Tank and Quasar Cannon.

It does so, not only by being able to do a similar job as them, but also by being an "Eagle Stratagem" instead of a "Supply Stratagem". Thus, allowing players the freedom to bring anything else they want with them in those very contested "Backpack & 3rd Item" slots by freeing them up, at the cost of an Eagle Slot.

Balance wise, I think I've been cautious enough. It doesn't really work as well as the Airstrikes or Bombs if used to clear large groups of Ground-Enemies, as it has a fairly small AOE. It also isn't as effective as spamming the Quasar Cannon into a Bile Titan's face to take it down.

And it isn't intended to, it has a "Ground Enemy usage" because it would otherwise feel very restrictive and too niche in my opinion, but when used that way, it is

effectively a worse version of the "110 Rocket Pods", and that's okay, it isn't its main purpose, and it has other advantages compared to the Recoilless Rifle, Anti-Tank and Quasar Cannon:

1. It's throw and forget, since it is homing on the intended flying units, not forcing the player to stop to Aim or Reload, allowing them to keep fighting
2. Doesn't take up the Backpack/3rd weapon slot.
3. It can hit 2 Enemies at once, since it's 2 Twin missiles.

Fun Facts

- HS stands for "High Speed". The missiles are much smaller and faster than normal eagle strike missiles.
- The stratagem is inspired by "The Ex-Wife" from Iron-Man 2, a small missile Justin Hammer sells to the US Government to be installed on War-Machine.
- The input code is the similar but inverse of the 500KG bomb, as while the 500KG is all about annihilating a target on the ground, this is about annihilating airborne threats, as such UP UP UP, instead of DOWN DOWN DOWN.
- I initially wanted to call the stratagem "Eagle Talon Strike" to reference the speed and precision real eagles use when diving on a prey to snatch them, just as the missiles fly in at supersonic speed and precisely track the enemy. Unfortunately, I felt it didn't quite fit with the naming scheme.