OFFENSIVE STRATAGEM PER EAGLE 500KG SH-4 Bit A large bomb unleashing a mass in a large area and slows survivo Communication with fellow He	OMB sive shockwave (ors to a craw).	↑ → ↓ → → upon impact. Obliterates all lightly armored targets eploying is heavily advised.
STATS		STRATAGEM TRAITS
CALL-IN TIME	0 SEC	I EXPLOSIVE
USES	2	I EAGLE
COOLDOWN TIME	8 SEC	
		OWNED

This unique 500KG Bomb, sacrifices raw explosive power, for insane AOE due to the shockwave it creates upon detonation.

This is effectively a much bigger but less versatile version of the "Eagle Cluster Bomb", that shines with extremely large enemy groups or bases, and has non-Hard crowd control attached.

It's to note that the stratagem effectively has 2 Zones the "Blast Zone" and the "Shockwave Zone".

- The blast zone is relatively small in both range and power, equal to 1 Eagle
 Air Rocket
- 2. The Shockwave zone is extremely large, same as a 380MM barrage, and is able to deal as much damage as a Cluster Bomb

Due to this, the stratagem has effectively 2 Phases, as the 500KG Bomb detonation, and the Shockwave propagating and damaging everything in its path. It is NOT instantaneous.

Design Talk & Balance

Unlike the other two, this stratagem intended purpose isn't really to compete with the Cluster Bomb or 500KG bomb, but instead to mostly side-grade, trading X Benefit for Y drawback, and is balanced accordingly.

- 1. It has a much bigger AOE, but with that comes risk of self/ally kill, and much less versatility, as usage on the fly is much more risky.
- 2. It is more powerful overall but has 2 Charges instead of the 5 of the Eagle Cluster bomb.
- 3. Its damage is consistent across the whole Shockwave, but it has travel time, it isn't instantaneous.
- 4. The small center explosion can destroy a Bug Hole/Bot Factory, but it's obviously nowhere as strong as a Standard 500KG bomb.
- The effective AOE is much bigger than a standard 500KG, but it isn't nearly as
 destructive nor as powerful, as the shockwave itself cannot destroy
 buildings and deals little damage to heavily armored units.

Fun Facts

- SH stands for "Super-Heated". The bomb's core is Superheated before detonation, to allow for a much faster and cleaner explosion, which in return creates a much more powerful and even Shockwave all around.
- 2. "4" is in reference to the 4th iteration, wonder what happened to the other 3 prototypes... : D
- 3. The input code is a mix of the Cluster Bomb and 500KG bomb codes, as the stratagem mixes them both, so i found that to be quite fitting.