

Grub Fortress Balance Changes list

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Note! This list with balance changes is on the version 0014 Alpha, this list will be updated in the future if more balance changes come along!

Mod Information:

So, this is for anyone who comes across this list (somehow) without knowing anything about the mod. Grub Fortress is a mod that is being developed by Grub PL. This mod is a mod focused about rebalancing some weapons, but more importantly, adding new weapons! This mod will mostly be following the vision of how the mod developer would see TF2, and this document will contain all the changes and additions made!

Link to the mod page: <https://grub-fortress.github.io/download.html>

List information:

Now before we start, I want to mention that these changes are mostly logged through reading weapon descriptions, testing in game and questioning the developer. There are chances that there is misinformation, so if there is misinformation, please inform me about it.

Now, i will use different colors for the balance changes, dependent on what the changes do for the weapons, for example:

Buff = Green

Nerf = Red

Rework = Blue

Miscellaneous = Yellow

New Weapons:

Scout, Secondary: The Nailgun

Fires a constant burst of nails, similar to the syringe guns. The nails fire as fast and move at the same speed as the regular needles, though the damage is increased to 14 damage a shot.

Soldier, Primary : The RPG

Pro: +20% damage bonus

Con: -50% clip size penalty

Change: Rockets now travel in an arc, similar to the syringe guns and nailgun

Demoman, Secondary: The Pipebomb launcher

Change: instead of firing stickybombs, it will fire pipebombs that you can detonate

Pro: Pipebombs have very little bounce and with roll

Heavy, Primary : The Perferator

Pro: +100% Damage Bonus

Pro: +35% faster firing speed

Pro: +50% max primary ammo on wearer

Change: Fires out nails instead of bullets similar to the nailgun

Heavy, Primary : The Big Owen

Pro: 50% faster spin-up time.

Pro: +100% More accuracy

Pro: silent killer: No sound effects while spun up.

Con: -15% damage penalty

Con: 150% Slower firing speed

Con:-75% Primary ammo on wearer

Con: -50% Damage penalty vs buildings

Heavy, Melee: Leadpipe

Pro: +50% Damage bonus

Con: -20% Firing speed penalty

Con: No random critical hits

Engineer, Secondary: Metal Backpack

Pro: +25% maximum metal on wearer

Medic, Primary: The Under Pressure

Pro: +50% Firing speed

Pro: 35% faster reload speed

Con: -15% Damage penalty

Con: -75% Clip size

Medic, Melee: Der Erwecker

Pro: +50% faster deploy time

Pro: upon hitting a teammate: Heal them for 75 health and gain 1% über on a successful heal.

Con: -75% Damage penalty

Spy, Watch: The Quickplay

Cloak type: Speed boost

Pro: While cloaked, gain a speed boost

Pro: decloaking is 50% faster (2 seconds to 1 second)

Con: -25% Cloak Duration

Con: Do not gain damage resistance while cloaked

Con: Can not gain cloak while cloaked

Weapon Balance changes:

All Class:

Change: random critical hits only apply to melee weapons.

Scout:

Primaries: baby face's blaster, Force-A-Nature, Soda Popper and back scatter

Baby face's blaster:

Pro: removed losing boost on hit

Pro: removed the boost lost on double jump

Con: Removed the run speed increase

Rework: Changed the on Hit: effect from gaining boost to gaining a 3 second speed boost

Force-A-Nature:

Pro: gained a 15% faster reload speed

Soda Popper:

Con: Decreased the reload speed to 15%

Backscatter:

Pro: inverted the -20% accuracy penalty to +20% more accuracy

Secondaries: Mad Milk

Mad Milk:

Con: Increased the recharge duration from 20 seconds to 30 seconds

Con: Decreased the debuff duration by 50% (from 10 seconds to 5 seconds)

Melees: Sandman

Sandman:

Pro: The ball will now stun enemies on a moonshot

Soldier:

General changes:

Change: Made the family business equipable for soldier

Primaries: None

Secondaries: B.A.S.E. Jumper and Buff Banner

B.A.S.E Jumper:

Pro: Now has the ability to be re-deployed an infinite amount while airborne

Buff banner:

Pro: added +40% more primary ammo on wearer

Melees: None

Pyro:

General Changes:

Change: Made the Family business equipable for pyro

Primaries: None

Secondaries: None

Melees: Axtinguisher and the Homewrecker

Axtinguisher:

Rework: Instead of doing minicrits on burning and extinguishing them, Now will do 100% Critical hit vs burning players

Con: Removed the minicrits on burning and extinguishes them

Con: Removed the speed boost on kill on burning players

Homewrecker:

Pro: Increased the damage vs buildings to 150%

Pro: Gain a 50% reduction in knockback

Con: Can not remove sappers from buildings anymore

Demoman:

General Changes:

Changes: Made the Gunboats equipable for the demoman

Primaries: B.A.S.E Jumper

B.A.S.E Jumper:

Pro: Now has the ability to be re-deployed an infinite amount while airborne

Secondaries: None

Melees: Scottish Handshake

Scottish Handshake:

Pro: While deployed, Movement speed increases as the users becomes injured

Con: You are Marked-For-Death while active, and for short period after switching weapons

Con: -90% healing received from medic sources

Heavy:

Primaries: Brass Beast And Natascha

Natascha:

Pro: On hit: Gain up to +5 Health

Pro: 20% more accuracy

Pro: +15% Faster firing speed

Con: Removed the slowdown

Con: Removed the 20% resistance while spun up and under 50% health

Con: -50% Healing from Medics

Con: -35% Damage penalty Vs Buildings

Brass Beast:

Pro: Removed the >50% health requirement for the brass beast's 20% resistance while spun up

Secondaries: Buffalo Steak sandwich

Buffalo steak sandwich:

Pro: Removed the +20% damage vulnerability while active

Melees: None

Engineer:

Primaries: None

Secondaries: None

Melees: None

Medic:

Primaries: Crusader's crossbow

Crusader's crossbow:

Con: 50% slower reload time

Secondaries: None

Melees: Übersaw

Übersaw:

Con: Changed the Über to only be gained on kill

Con: Increased the swing speed penalty to 50%

Con: Made it unable to deal random critical hits

Sniper:

General changes:

Change: Sniper will now show a visible laser while aiming, which will show where they are aiming

Primaries: Bazaar Bargain:

Bazaar Bargain:

Con: -10% Damage penalty

Con: 25% Slower firing speed

Secondaries: Jarate

Jarate:

Con: Increased the recharge duration from 20 seconds to 30 seconds

Con: Decreased the debuff duration by 50% (from 10 seconds to 5 seconds)

Melees: Tribalman's shiv

Tribalman's shiv:

Pro: On hit: Gain a 3 second speed boost

Pro: 25% faster deploy speed

Con: Decreased the bleed duration to 3 seconds

Spy:

Primaries: The Ambassador, Diamondback and the Enforcer

Ambassador:

Pro: Headshot damage will now do the same damage regardless of range

Diamondback:

Con: Changed it so you only get critical hits from backstabs

Con: made the critical hits be effected by fall off

Enforcer:

Pro: deploys 50% faster

Pro: holsters 25% faster

Pro: Firing speed has be decreased by 20%

Pro: removed the no random critical hits

Con: removed the +20% damage bonus while disguised

Con: removed the damage resistance piercing stat

Con: deals 25% less damage

Con: -20% clip size

Con: Holds 50% less secondary ammo

Secondaries: None

Melees: Conniver's Kunai And Your Eternal Reward

Conniver's Kunai:

Pro: On backstab: Gain 100% of your health

Pro: +15 Max health on wearer

Pro: Removed the -55 health penalty on wearer

Con: can not use the disguise kit

Con: No damage reduction gained while cloaked

Con: Removed the health absorption on backstab

Your Eternal Reward:

Pro: Made it so you only need a full cloak meter to use normal disguises

Sappers: None