

## Light

**Cloaking Device:** Reworked to be completely invisible and silent. Decloaking will have a 1s window where you can not shoot or use gadgets. Cloaking still makes a sound when activated. There is now a 3s cooldown between decloaking and recloaking.

**Grappling Hook:** Now has 2 charges. Now recharges your jump.

**Evasive Dash:** Now recharges your jump.

**Glitch Grenade:** Duration reduced to 5s. Fuse time set to .75s upon hitting the ground.

**Pyro Nade:** Now has 2 charges.

**Motion Sensor:** No longer flashes or tells enemies when they are detected.

**Breach Charge:** No longer does play damage when attached to a prop. Can now be picked up off of props. No longer explodes when shot. Still explodes when destroyed by an explosion.

**Stun Gun:** No longer allows stunned enemies to shoot their gun. The stun effect will now end the moment the stunned enemy takes damage.

**LH1:** Reduced visual recoil.

**V9S:** Reduced visual recoil.

**M11:** Reduced visual recoil.

**Dagger:** Right click now has the option to be held.

## **Medium**

**Recon Senses:** Reworked to be a 2s long ping on a 20s cooldown. Nearby players will be notified when they are revealed. Outlines are clearer and unaffected by fog.

**Healing Beam:** Reworked to be a healing shotgun. Pump action shotgun with 6 shots that heals for 75hp on a full shot. No fall off distance but decent spread.

**Guardian Turret:** Removed the holes in the turret's hitbox.

**Defibrillator:** Removed.

**New Gadget "Revive Machine":** 200hp placeable that can only be placed on friendly totems. When placed, the revive machine will automatically start reviving at 125% normal speed. You can still carry your teammates' statues while it revives. 30s cooldown.

**Pyro Grenade:** Now has 2 charges.

**Tracking Dart:** Tracking dart now activates an AOE effect upon hitting a player. Revealing the hit target as well as other enemies nearby.

**FCAR:** Removed

**AKM:** Now has the option to use the FCAR sights. Damage reduced from 20 to 15

**Model 1887:** Range severely nerfed.

**Riot Shield:** Bullet blocking hitbox changed to be more accurate to swing animation.

## **Heavy**

**Charge 'N' Slam:** User now has 50% damage reduction during usage.

**Goo Gun:** Goo burn time is now consistent. Set to 7.5s.

**Dome Shield:** Health set back to 350.

**Pyro Mine:** Now triggered by gas.

**Barricade:** Now has the option to be placed on walls and ceilings.

**C4:** No longer explodes when shot. Still explodes when destroyed by an explosion. No longer does player damage when attached to a prop. Can now be picked up off of a prop.

**RPG:** Maximum player damage reduced to 75. Minimum player damage reduced to 40. Cooldown decreased to 30s. Now does player knockback.

**Lewis Gun:** Damage reduced from 25 to 20. Recoil reduced. Damage falloff reduced.

**SA1216:** Damage reduced from 91 to 70. Spread tightened by 1.5x. Now has a hard cap on range of 35m.