

## New Class Lineup

Change the order in each category to show how classes lean to one side or another.

**Offense:** Pyro (support-leaning w/ airblast), Scout (hyper-offense), Soldier (defense-leaning w/ spam)

**Defense:** Demo (offense-leaning w/ jumps & stickybombs), Heavy (hyper-defense), Engi (support-leaning w/ teleporters & dispensers)

**Support:** Sniper (defense-leaning by holding sightlines), Spy (hyper-support), Medic (offense-leaning on the front lines with power classes + Übers)

## General Changes:

- o **ONE OF THE MOST IMPORTANT THINGS TO KEEP IN MIND: BALANCING FOR COMP  $\neq$  BALANCED FOR CASUAL. (They are 2 completely different environments)**
- o In Payload, the cart automatically moves after it's been touched by BLU. Maintains the current cap rate, decaying at 1x/3sec. Instantly stops if touched by RED. Doesn't cap the point on it's own, initiating a 3sec rollback timer just before. Rollback timer goes down to 15sec by default, from 30. (Creates new strategies and speeds up the gamemode in general)
  - Add smaller PL maps for 6s.
- o Add vestibules, AKA a room between spawn and the last point, to all 5CP maps. (Resupply abuse isn't possible. Easier to attack.)
- o Make b4nny config (at 30 minutes, it's winning team score +1 to end) the default for tournament mode for 5CP maps
  - Cut a good chunk of the boring/underplayed 5CP maps from the pool, IOT add more 3CP maps ala Powerhouse (but better designed)
- o A/D maps need to be redesigned to either: have more open space, open access to new areas slowly like cp\_steel, more flank routes to approach a point, upped capture speed, multiple objectives to focus on. (Favor attackers so it's less of a "meat grinder" & faster)
- o All Arena maps now use 'Arena:Respawn' mechanics.
- o Pass Time Valve servers now use 8v8 teams, ban hitscan weapons, ban Stickybomb Launchers/Short Circuit/Huntsman, doesn't allow Sentries to be placed, Crusader's Crossbow/Rescue Ranger bolts reset the JACK, airblast no longer affects the JACK.
- o Open up the skybox on existing maps & prevent hitting invisible walls so often.
- o In general, don't give Snipers ridiculous sightlines. Provide flank routes.
- o **Remove random bullet spread.**
- o **Random crits don't scale. Remains 2% for most weapons & 10% for melee weapons, down from 15%. The "No Random Crits" downside is removed from every weapon. (CHAOS!!!)**
  - Isn't the default on Valve servers.
- o **Teammates don't absorb melee hits.**
- o **Give players 9 loadout presets.**
- o **Remove team outlines on respawn. (Reduces clutter, buffs Spy)**

- o **Make all projectiles check if they actually need to be deleted on ramps/slopes.**
- o **Holster penalties stay active until another weapon is fully deployed, but can be reduced by deploy speed buffs. Penalty does not apply if the first wep wasn't fully deployed. (Prevents bypassing)**
- o If the Promotional weapons need to be removed, replace the Half-Zatoichi, Widowmaker, & Eureka Effect with TF2 unique weapons. Same stats.
- o Add the Hair Trigger from Po10tial's video, and make the C.A.P.P.E.R. a reskin of it. (Machina/Shooting Star are now fire damage, Batsaber is unchanged)
- o Reserve Shooter replaces mini-crits with -30% damage from rocket jumps & +100% push force from airblast jumps. BUT, it has 3 shots/clip. (Makes it useful on Pyro & less frustrating to fight against, instead giving a buff to the user)
- + Pain Train now grants a 6sec speed boost upon defending an objective. Increases movement speed by 10% when carrying intelligence, PASS time jack, PD pickups, etc. (To give it a use in all game modes, except niche ones)
- + Half-Zatoichi now brings the user up to 93% speed when fully deployed. (Gives Soldier a use by matching Demo's base speed)
- + B.A.S.E. Jumper can now be re-deployed once before touching the ground. (Makes it better with plenty of hitscan classes, able to stop fall damage)

### Scout:

- Sandman replaces slowdown with “Strikeout” status for 4sec regardless of distance, causing the Cleaver to crit & outlining enemies for your team, unless they are invisible. Takes 15sec to recharge, up from 10. (Revives the Sandman/Cleaver combo in a more fair way)
- + Sun-on-a-Stick's damage penalty now only applies to non-burning enemies. 3 consecutive hits will light your target on fire for 8sec. (Allows you to get \*stronger\* crits, without Pyros)
- + Baby Face's Blaster now takes 50 damage to completely drain the ‘Boost’ meter, up from 25 & double jumps reduce the meter by 50%, down from 75%. BUT, it now requires 150 damage to fill, up from 100. (Less punishing, filling at a 3:1 ratio VS. 4:1)
- + Backscatter clip size reduction is removed. (Only Scattergun without a clip size penalty, giving it more sustain)
- + Candy Cane explosive vulnerability is now 15%, down from 25%. (Prevents being one-shot by pipes/slight ramp-up rockets)
- + Fan o' War now holsters 25% faster & has the same melee range as swords. (Quicker/easier "mark-shoot" combo)
- + BONK! Atomic Punch removes the slowdown effect after use. (Doesn't do much good balance-wise in 12v12)
  - IN 6s: Always slows you down for 12sec & makes you unable to capture objectives for the entirety of said slowdown. (Mindlessly using it to brute force chokes sucks, so this is a solution)
- + Shortstop reload takes 1.1sec, down from 1.52. Shoving doesn't interrupt reloads & the shove cooldown is 1sec, down from 1.5. Grants 25% increased max ammo. (Makes up for lack of damage, makes the shove at least usable, allows you to chip shot from a distance for longer)
- + The Force-a-Nature now reloads 25% faster. (Matches the Soda Popper, less downtime)
- + Atomizer deploy penalty is removed. (Able to use the upside more often)
  - IN 6s: The Soda Popper grants 2 mid-air jumps when HYPE is activated, down from 5. (As it stands, it disables 3 classes in 6s)
- Mad Milk takes 40sec to recharge. It's unaffected by the ReSupply cabinet. Cooldown is 20sec when extinguishing a teammate or yourself. (Takes longer to get the “instant fight winner”)
- The Flying Guillotine's base charge time is increased to 8sec, from 5. (Less spamable)
  - IN 6s: Deals 40 damage to the user when thrown. (Makes up for the long-range spam potential)
- Pretty Boy's Pocket Pistol now has a 15% damage penalty. (Still allows you to sustain yourself in a pinch, while compensating for the extra/faster DPS than Stock)
  - IN 6s: Launching the Wrap Assassin bauble deals 25 damage to the user. (Makes an actual tradeoff to inflicting bleed)
- Recharge time is 8sec, up from 7.5. (Matches Cleaver)

- IN TOURNAMENT MODE: Crit-a-Cola now grants marked-for-death for 12sec upon drinking, not just by attacking. Its effects are stopped when Übered. (Ensures the downside is felt, while preventing a degenerate strategy)

### Soldier:

- o The Cow Mangler's charge shot takes 1.5sec to charge, down from 2. BUT, it has 120 base damage without a mini-crit. (Makes the c.s. less clunky to use, while preventing one-shotting Medics across the map)
  - IN 6s: Charge shot takes 2sec again & first reload takes 1sec, up from 0.92. (Reduces power without Engineers)
- + Righteous Bison now counts as fire damage, penetrates teammates, has the same firing speed as a shotgun, & the projectile speed is 2,000HU/sec, up from 1,200. (WAY more consistent to use)
- + Buff Banner now provides 25% more primary ammo. (It's overdue for a passive bonus)
- + Remove the "Smaller blast radius while blast jumping" stat from the Air Strike. (Doesn't reduce the weapon's ALREADY SMALL blast radius doing what it is supposedly good at)
- + Liberty Launcher now has 40% faster deploy speed, 25% faster holster speed, and a 22% damage penalty, down from 25%. BUT, the blast jump resistance is removed. (Makes it the "combo" rocket launcher while not having too many upsides)
- + Mantreads make you take 75% less fall damage. (Provides an alternative form of damage prevention to the Gunboats)
- + Equalizer now switches from 33 damage to 85 after half health. When below that threshold & active, you take 30% less damage from all sources. (Damage numbers more consistent, trades speed for tankiness)
- IN 6s: Disciplinary Action doesn't grant a speed boost to the teammate hit, only the Soldier using it. (It's perfectly fine in 12v12, but would be a detriment to 6s as a whole without this)
- IN 6s: Market Gardener has a 20% deploy speed penalty. (So the Medic is more able to react)

### Pyro:

- + All non-D.F. Flamethrowers' particles each deal their own damage w/ no ramp-up except for afterburn duration @ 21particles/sec & 7damage/particle meaning a DPS of 155 with a.b., up from ~132 at max ramp up. Hitboxes travel in a straight line without random spread, speed, or lifetimes. BUT, hitboxes are 15% smaller. (Makes the FT more consistent & incentivizes aim)
  - o Hitboxes fall instead of rise, at the end. Reduce opacity of the flames slightly.
- + Airblast provides self-knockback while airborne, similar to the FaN. (Small movement tool without requiring specific secondaries)
- Airblast now lets enemies airdrop when being pushed. (Reduces power for the mobility it now provides)

- Backburner has more yellow-ish flames to distinguish from Stock.
- Remove the Sharpened Volcano Fragment.
- Third Degree now hits all enemies connected via Dispenser/Payload cart beam, banners effects, and Amputator auras. Mini-crits with 3 consecutive hits on connected targets. BUT, it has a 33% damage penalty VS. non-connected targets. (Has more uses)
  - When you kill someone other than the player you're hitting, it makes the Machina crowd cheer noise.
- Homewrecker gives the user 50% knockback resistance to Sentries while out. BUT, it disables Sapper damage/effects for 6sec on hit, rather than breaking them. (Allows Pyro to close the gap on sentry nests. Prevents completely fucking over Spy)
- The Plogistinator M2 allows you to delete projectiles instead of reflecting them & doesn't push enemy players. BUT, you can't be Übered by a Medic. (Gives it some way to deal with spam, while preventing a brainless strategy)
- + Axetinguisher now deals full Crits, damage penalty is decreased to 30% from 35%, and removes the "damage based on afterburn" stat, dealing a flat 137. (More consistent & better for combos)
- + Detonator deals half damage to the user when explosive jumping, retaining the same height. (Allows you to make use of the mobility more often)
  - IN 6s: Has a 33% afterburn penalty. (Helps the game flow when pushing last)
- + Neon Annihilator replaces the damage penalty with a 40% slower swing speed. BUT, it no longer removes sappers. (More akin to the Market Gardener, better with the Gas Passer changes)
- + Dragon's Fury removes the "Bonus damage requires center of fireball to make contact w/ target's hitbox" hidden stat. (Damage is less wildly inconsistent)
  - Dragon's Fury bugs are fixed (deleting on contact w/ other projectiles). Displays "Pressure" meter on HUD. Reduced fireball opacity.
- + Hot Hand has a "SLAP" meter that fully heals a teammate when you hit them. Recharges after 45sec, unaffected by ReSupply. Healing does not show up in the killfeed.
  - The Hot Hand shows up on the player model when using other weapons.
- + Gas Passer cloud now lingers for 8sec, up from 5. Takes 40sec to charge, down from 60sec. Extinguishing teammates makes cooldown 20sec. (More effective)
- + Picking up a large health pack with the Back Scratcher grants max overheal at 260. (Allows you to circumvent the Medic downside, somewhat)
- + Thermal Thruster doesn't play the holster animation when not in use. Its deploy animation is 0.5sec, down from 0.8. The hidden knockback vulnerability is removed. (More versatile movement tool, allows you to change your mind)
- + Manmelter can now extinguish enemies as well. (You aren't reliant on the enemy team having Pyros & can do a reverse puff-n-sting)
  - Extinguishing doesn't cover your screen, and firing removes the explosion effect in your face.
  - Adds a reload animation.

- Scorch Shot deals 50% less afterburn & doesn't affect enemy movement. (Less annoying to fight)

### Demo:

- + Fix the Demoknight "extender" bug, where swinging mid-charge makes it 128HU long. (Was an intended feature, slight Demoknight buff)
- + Fix FPS determined charge, or make it so you always have the highest turn radius, as if you're playing on 60 or 600 FPS. (Fixes inconsistencies, makes it better for lower settings users)
- Laser weapons \*minus the Cow Mangler\* diffuse Stickybombs. (Buffs them a bit)
- All Stickybombs have a 25% larger hitbox, and appear bigger to match. (Harder to hide traps, easier to break individual stickies)
  - o Applies to stock, Quickiebomb Launcher, Scottish Resistance, and the Sticky Jumper
- Visually fix the amount of barrels on the stock Grenade Launcher & Loch n' Load
- Fix the Scottish Resistance bugs such as an ERROR texture appearing or bomb outlines not showing. Maybe shrink the ring around the crosshair to detonate.
- Loch n' Load now has a flat 10% damage bonus, rather than against buildings. BUT, the projectile speed boost is 15%, down from 25%. (Brings it closer to the OG design, where the damage can be felt in more situations. To compensate, make it so you aren't sniping across the map for even MORE damage)
  - IN 6s: Reverts to the old "+20% against buildings". (Unsure if this would be necessary with the changes, just need to see if the lower speed boost/110 is fair)
  - o Makes a louder firing sound & its pipes have a team-colored glow around them. (Improves visibility / communicates when it's being used)
- + Scotsman's Skullcutter now provides a 50% resistance to knockback & 75% resistance to airblast while active. (Gives a reason to use it w/o Random Crits, that being to close the gap more easily)
- + Sticky Jumper allows you to have 8 stickies deployed. (Pointless nerf)
- + Allow the Ullapool Caber to recharge after 60sec, or by killing an enemy with a used caber. (More interesting, useful on Demoknight)
  - o Fix the inability to deal mini-crits and it appearing as broken when not. Has a Taunt kill.
- + Persian Persuader reduces ammo by 25%, down from 80%. (Allows you to run Hybrid-knight sets)
- + Claidheamh Mòr reverts to old design by removing the damage vulnerability while reducing max health by 15. (Makes it viable on full Demoknight)
- + Loose Cannon has a 7 x 7 x 7HU hitbox, up from 4x4x4. (Slightly buffs the weakest primary, consistent with the cannonball appearance)
- The Eyelander doesn't affect your max health. Instead, you regenerate 1 health/sec while the weapon is active, doubling after 10sec out of combat. Each head increases this rate

before capping off at 7 heads with 8 health/sec (Makes it less annoying to fight & distinguishes its sustainability from the Zatoichi)

### Heavy:

- **\*\*\*Set Heavy's max HP to 275, down from 300. To compensate, bring them up to Soldier movement speed & 60% while revved, up from 37%. (Gives a chance to out-maneuver incoming damage, having a bit more survivability. Less of a "health sink" for Medics)\*\*\***
  - ^ Might not be a good change, would have to test. This would effect the GRU & Second Banana
- + **\*\*\*Give Heavy a 4th weapon slot for lunchbox items specifically. Sandvich is now a stock item, multiple unique ones are converted to keys. (Shotguns don't need to contend with the better option, bare minimum. Allows you to defend yourself if caught eating)\*\*\***
  - ^ Shouldn't be too OP, but would need playtesting to see. Or to substitute out one of these other changes.
- + **Revert the Love & War Mini-Gun accuracy + damage penalty. (Was a pointless nerf)**
- + **Heavy can now holster their Primary during spin-down. Spin-down time is reduced to 0.88sec, from 1.16. (Allows for easier combo-ing into a sidearm, matches spin-up time)**
- Replace the Natascha with the jetpack joyride idea below.
- + Reduce eating time for the Dalokohs Bar to 2.5sec, down from 4.3sec. BUT, it restores 70 health, down from 100. (Quicker eating to stay topped off/in the fight)
- + Brass Beast's damage resistance is 30% below half-health, up from 20%. (Gives you more effective health, since you're left vulnerable by the slow down)
- + Remove the 20% damage vulnerability on the Buffalo Steak Sandvich & you're immune to knockback under its effects. (Makes it more viable)
- + Eviction Notice replaces the max health drain with a 15% damage vulnerability while deployed & they cause the enemy to bleed for 5sec. (Becomes a GRU-lite, or speed buff without affecting your max health)
- + Warrior's Spirit removes the damage vulnerability. BUT, it deploys 50% slower & swings 25% slower. (Suits Heavy more)
- + The Huo Long Heater's flame ring is taller, where you can't jump over it & there is now a "Firework" meter that charges after 500 damage that you launch with R. Has an explosion to set enemies on fire for 8sec. (Ring is more of a deterrent to Spies, provides a way to gain the damage bonus at longer distances/without Pyros)
  - Make the flame ring less visually disruptive.
- **Fists of Steel now apply the "BRITTLE" effect while out, which causes the 2x damage from melee stat. Lingers for 3sec after holstering. (Provides a bigger window for other classes to counter the insane tanking potential)**
  - Fix the bugs, so taking them out reduces your current overheal from 450 to 390 & reduces Medic's Über build rate, like the Razorback. (Makes the last nerf actually impactful)
  - **IN 6s: Ranged damage resistance is 30%, down from 40%. (Less tanking potential)**

\*\*The Anti-Aircraft Cannon from TF2C, so Heavy has a single-fire weapon & explosive damage type; Shounic's vid: [LINK](#) that has 25% increased deploy speed, let's you jump while revved, always grants KB resistance, & applies knockback to the user even while grounded to let you fly! BUT, you have -25 max health w/ a 10% accuracy penalty; Grenade secondary that you can use to jump; 'Mini-mini gun' where you stay at 77% movement speed while fully revved, with a -50 max health penalty\*\*

### **Engie:**

- + **Added ability to construct jump pads from TF2C & Speed Pads that increase base movement speed w/ 2 new PDAs. (Allows for more flexibility on certain maps/gamemodes)**
- + **Dispensers and Teleporters now take 14sec to construct at their base rate, up from 21. Redeploy speeds remain the same. (Doesn't take forever without actively hitting it, still a longer time than Sentries)**
- + **Dispensers now provide crit heals at 2.5x rate. Lvl1 goes up to 25 health/sec, Lvl3 up to 50. (Speeds the game up, Medic remains the best healer)**
- **You can only spend 13 metal at a time upgrading other Engineers' buildings & you heal them at ½ rate. (Discourages engineerS from setting up an unbreakable nest on last)**
- **Payload carts now provide 10metal/sec, down from 40. (Makes it so you have to be smarter about metal management & reduces Short Circuit spam)**
- Southern Hospitality ignores previous stats to grant 25% more metal from ammo boxes/building gibs & dispensers. BUT, with an 8% damage vulnerability. (Makes it into a more interesting wrench)
  - OR, make it grant 100% increased dispenser range, but only give ½ metal to the Engineer.
- Pomson 6000 counts as fire damage, has the same firing/reload speed as the shotgun, penetrates teammates + enemies, & travels at 2,000HU/sec, up from 1,200. BUT, removes the Über/Cloak drain. (Now usable)
- **The Wrangler's resistance shield is now applied to the Engineer, instead of the sentry. Mini-sentries provide 5% damage resistance, Lvl1s provide 10%, Lvl2s provide 15%, and Lvl3s provide 20%. The shield de-activates as soon as holstered, but the sentry is still disabled for 3sec without a repair penalty. No shield if a sentry isn't built. (Makes it less defense-focused, more fun to fight against)**  
**\*\*\*You can also just reduce the resistance and repair penalty to 25% & remove both in 6s\*\*\***
  - + **BUT, the Engineer gets immunity to self-Sentry damage w/ some backpack cosmetic. (Enables Sentry jumping)**
- **The Short Circuit prevents you from gaining metal from payloads or dispensers \*while out\*, the ball lasts 1sec, down from 1.2 & its speed gradually decreases from 700HU/sec to 350. (Slightly less spammable & covers less area)**



- + BUT, the primary fire costs no metal & without an enemy around + hitting a surface, the ball deals damage to the Engineer letting you S.C. jump anywhere. (PF isn't a waste of metal & you get cool new movement tech)
- IN 6s: The ball lasts 0.5sec. (Makes it worse at defending a gun)
  - o Reduce the opacity on the ball, to make it less distracting.
- Jag repair rate penalty is 25%, down from 20%. (Cementing its inability to effectively KEEP buildings alive)
- IN 6s: Rescue Ranger repairs 30 health max, down from 60 & metal is spent at a 3:1 health-to-metal ratio, down from 4:1 \*on Sentries only\*. Teleporting a building to you requires a full clip & depletes all 4 shots when done. (This weapon is fine in 12v12, but in 6s there would be no reason NOT to use the R.R. on defense since the Engie doesn't get in harm's way to tank the Sentry)

\*\*Portable Dispenser backpack 2nd-ary like in Dane's vid: [LINK](#) that provides half the health/ammo of a Lvl1, has 100% increase in range, and gives 2 metal/sec. Can't build dispensers while equipped. The Engi's self-healing scales from 4-10; Revolver secondary w/ 50% smaller clip, 250% firing speed penalty. Consecutive hits on the same target increase base damage from 35-50. Right-click "fans the hammer" for 100% firing speed & 33% accuracy penalties; Pistol with a pair of mini Jet engines strapped to it. Alt-Fire consumes 20metal/sec to bring you up to 115% base movement speed, similar clip/damage to Winger; Secondary replacement that lets you haul buildings at normal speed & makes them re-deploy 30% faster, including upgrade animations (except Sentries, at a 15% increase); PDA replacing teleporters with a 150 metal cost (unaffected by Eureka Effect) radar that outlines enemies and their buildings through walls for your team. Upgrades increase its range, pinging every 5 seconds with loud sounds and wave particles. Enemy spies aren't highlighted\*\*

### Medic:

- If a teammate with crit heals calls for Medic, the bubble will have 3 crosses instead of 1. If some uses the "Active Übercharge!" voice command, the bubble has a special icon.
- + All Syringe Guns now reload 1/2 of the clip every second while holstered, random spread is removed, and projectile speed is 1,050HU/sec, up from 990. (Now more consistent, but not good damage dealers that can combo into the Medi-Guns)
  - o Shows Medic reloading the big cylinder.
- Except by the Vita-Saw, Medic cannot be overhealed. (You're already providing more Übers & healing more efficiently. Nerfs an already good strategy)
- Kritzkrieg has a backpack different from stock and uses a different beam sound.
- Vita-Saw removes the Über retention mechanic. Organs can also be collected after healing 1,250 health, which are then used on teammates by hitting them to grant 150 health, going up to a class's max overheal. You can also press MOUSE3 while out to use an organ on yourself, granting 75 health including overheal. Dying resets your heal counter. (Provides

burst healing in the melee slot & an interesting playstyle to work around the max health penalty)

- o The vial attached shows the progress towards 1,250 health.
  - Quick-Fix Über's time no longer decreases by flashing multiple teammates & you can toggle mirroring blast jumps with R. BUT, the build rate is reduced when the patient is above 121% health. (More viable to use an Über to quickly make your whole team healthy, while increasing skill expression via build rate/flashing)
    - IN 6s: You cannot mirror blast jumps/charges. (Makes it so coordinated Medics in 6s can't constantly avoid damage)
  - + Stock Syringe Gun now reduces teammates' crit heal timers by 4sec on hit, playing a distinct sound. (Gives SOME purpose to using this weapon, makes for interesting quick-switch gameplay)
  - + The Blutsauger removes the passive regen reduction & grants 20% longer beam range. (Leans into the survivability role, with a passive bonus)
  - + You may cancel the Amputator taunt by jumping, putting it on a 5sec cooldown which doesn't apply if finished. The aura now connects at 540HU, up from 450. (Less committal, better at reaching groups of teammates)
  - + Overdose now works in reverse, where low Über % makes you fast & full % puts you at normal speed. You now stay at 135% base speed during an entire Über, even when switching weapons. (Encourages playing more carefully as you get closer to having & lets you escape post-Über. Allows you to easily take a solo Solly or Demo Über in comp)
  - The Vaccinator builds Über 33% faster, down from 67%. When a charge is popped, Über doesn't build until that 2.5sec is over. Neither you nor your patient can cap/block objectives when Übered. Laser weapons count as fire damage. (Makes the Über less spammable, slightly less effective, & provides counterplay with damage types)
    - o IN 6s: 33% faster build rate is removed. (Ensures it can't be abused for last holds)
  - Crusader's Crossbow deals 60 max damage, down from 75 & its reserve ammo is brought down to 20, from 38. (Reduces Medic's power at long range while making ammo management an actual consideration for the insane burst healing it provides)
- \*\*Primary replacement that provides a 20% increase in push forces, fall damage immunity, & crouching doubles your gravity; Medi-Gun that provides 5health/sec, but increases connected teammates damage by 15%. Über causes all surrounding teammates to reload at 2x speed & bumps up patient's damage bonus to 40%\*\*

### Sniper:

- Add a "Sniper Ahead!" voice command for all classes.
- Reserve Ammo is 24, down from 25. (Multiple of 4)
- All Sniper Rifles now give off Classic-style tracer rounds. (Informs you a Sniper is present/watching an angle)
- A laser gradually appears the closer you are to an ENEMY Sniper's crosshair, while they are scoped. (Gives an opportunity to dodge/interact at long range)

- **The Sniper Rifles have a clip of 4, taking 3sec at base to reload. This reload makes a loud clanging sound & isn't passive. (Gives downtime in exchange for the immense long-range power the class provides)**
- Delete the Razorback.
- Darwin's Danger Shield goes back to the pre-rework +25 max health, minus bullet resistance. Reduces debuff timers by 20%. (Doesn't serve to only fuck over Pyros anymore)
- Machina now has a -25% clip size penalty & it removes the damage bonus. BUT, it always penetrates enemies + buildings & is now considered "fire" damage. (At the moment it's a straight upgrade)
- Hitman's Heatmaker does not fire tracer rounds out of FOCUS mode. 'FOCUS' makes you draw from reserve ammo first. BUT, it has a 20% slower reload speed. (Fits the theme as a "stealth" Sniper Rifle. More interesting)
- + Cleaner's Carbine is now 20% more accurate & lets you activate 'Crikey' while reloading. (Makes up for its damage, Tomislav-esque sidegrade. More consistent)
- + Tribalman's Shiv now grants a 2sec speed boost on hit & the hit/bleed pierces resistances. (Gives it more utility than "anti-Spy")
- + Huntsman now has passive reload. (Less clunky to use)
- + Sydney Sleeper now applies 5sec Jarate on headshot & 2sec on bodyshot, regardless of charge. Jarate \*secondary\* recharge is reduced by 2sec, from 1. Has 50% clip size bonus. BUT, the increased charge speed is removed. (Encourages the supportive aspect, while making spamming charged bodyshots weaker)
  - o Fix the bugs related to extinguishing teammates. Allow it while out of scope.
- + The Classic is now able to be fired while airborne/underwater & it deals mini-crits on non-fully charged headshots. (Keeps the nerf on quickscoping while not being as punishing)
- Jarate takes 40sec to recharge. It's unaffected by the ReSupply locker. Cooldown is 20sec when extinguishing a teammate or yourself. (Less spamable, for the power it provides)
- Bazaar Bargain charged shots reach a max of 2.4x damage, down from 3x. Heads increase charge speed by 15%, down from 25%. BUT, base charge penalty is removed. (Prevents it from being a straight upgrade to stock past 2 heads, as you can't quickscope/bodyshot kill light classes)

\*\*Melee that is a boomerang; Secondary that builds charge similar to a banner. When full, you place a campfire that provides overheal in an aura. Breaks after 15sec; Melee that lets you scale walls like in VSH\*\*

### Spy:

- **Fix disguise bugs: Body groups not appearing, Wrong weapon in hand, etc.**
- **Disable automatic responses for Spy while they are near an enemy player.**
- + **Allow Spy to hold MOUSE3 to run at normal speed while disguised.**

- + Press R while disguised to fake a reload animation. Hold it down for multiple reloads. Certain weapons will have other functions, such as Mini-Guns revving, Wrenches hauling, or Sniper Rifles scoping-in.
- + Cloak blink from damage depends on distance until about 1800 HU away, where you don't blink at all. (Makes navigating the map easier & getting caught less luck-based)
- + All revolvers gradually shrink their bullet spread over 1.25sec, rather than immediately after that time passes. (More consistency/accuracy)
- Conniver's Kunai now has a -25 max health penalty, down from -55. BUT, minimum health gained is 50, down from 75 & max overheal is 190, down from 210. (Makes its playstyle more selective, so it's better for equal skill players & worse against F2Ps)
- During the first 3sec of Dead Ringer's cloak, you're immune to soaking effects. Uses the stock decloak sound. BUT, decloaking drains the entire meter & it always recharges in 20sec, up from 10-20. (Encourages stealth & using the full meter IOT reduce spam)
  - No longer drops to 50% 'Feign' upon activation, meaning a -30% cloak duration stat.
- + Enforcer now grants 50% faster disguising. (Gives you access to the damage boost sooner)
- + Your Eternal Reward removes the 33% cloak drain rate. (Consuming the entire meter to disguise is punishing enough as is)
- + Red Tape Recorder now has 135 health, up from 100. Takes 3 wrench swings or 4 w/ Jag. (Allows it time to finish a deconstruction cycle)
  - Bug is fixed, where removing it from a Dispenser or Teleporter doesn't immediately re-activate those buildings while still playing the reconstruction animation.
- + Ambassador headshots beyond 1,200HU still deal critical hits. (Prevents "diet Sniper" while still rewarding Spies with good aim)
- ^ Diamondback crits have falloff, same as the Amby. Sapped teleporters don't grant crits. (Easier to obtain, but limited. Now on equal footing)

\*\*Sapper that outlines nearby enemies/buildings for your team for 10sec. BUT, highlights you and makes a pinging noise for 2sec. Takes 20sec to recharge; Watch that replaces cloak with a throwable teleporter you can active at any time. 15sec throwing cooldown. Removes all debuffs when used; Sapper w/ an AoE & 30sec cooldown. Causes health packs/food items to deal -25 damage to the enemy team, bringing them to 1 health if below that threshold. Causes all ammo packs to empty the clip on each of the enemy's weapons. Packs go back to normal after 20sec; Throw-able sapper with a 6sec cooldown; Primary replacement: much weaker/slower version of the grappling hook from Mannpower. Removes disguises & you can use it while cloaked\*\*

### Other things that would be epic:

- Give each class a PROPER tutorial going over their mechanics.
  - Organize the loading screen tips and make them viewable.
  - Clean up your character loadout screen to display your abilities on the side.
- Have a competitive mode that isn't garbage
  - Ranked with badges that you can equip as a cosmetic.
  - Have a variety of 5CP, KOTH, (smaller) PL, & (less) A/D
  - ^ Then either let ppl vote on what map is played, or let you queue for certain maps like current Casual.
  - Don't cancel a match & punish everyone just because 1 person left. Enforce a cool down on the leaving player & use an "expert" bot until the spot is filled. (Add a toggle to join in-progress matches)
  - Don't force weird graphics requirements. Seriously.
  - Class limit 2 on everything except Medic (1)
- Achievement unlocks are now tradeable. In exchange, the Contracker now has the same system of renting and using weapons to earn a non-tradable version of every unlock in the game. Advanced contracts are added to re-implement some older war paints. (Prevents idle bots from inflating the player count, while allowing new players to get a specific item they're missing)
  - Rare drops such as hats, Objectors, etc. can be earned in exchange for blood money, as well.
- Have the queue like it is now. But remove the stupid MMR system, don't reserve slots at all, don't reload the server if it's the same map or make people wait a long time at the beginning or end.
- Allow people to join any team at any time, including Spectator.
- Bring back voting to enable All-Talk.
- Automatically Scramble teams if there's a difference of 2 wins. Add the option to vote for it at any time.
- Add map nominations to Valve servers, and change maps after 30 minutes, not after a certain number of wins.
  - RTV needs to be a feature for this to work.
- Clean up the vote process (Votes can be changed for a short time, votes end when a majority is reached, etc.)
- Update the default settings. (90 fov, smaller viewmodels, interp stuff, etc.)
- Give every weapon a strange variant, and re-add Stragifiers.
- Add some kind of "Refined Metal sink" to keep the economy in check. (EX: 'New Zealandium Weapons' or 'Universal Strangifiers')
- In MvM, 'Boot Camp' allows infinite refunds while 'Mann Up' returns to the Refund Upgrade Token system used before, while fixing the exploit.

- Disable using 'retry' for MvM lobbies.
- Change "Explode on ignite" for the Gas Passer in MvM to not exponentially raise the damage it deals to each robot. Goes up to 1,500 damage after 4 upgrade ticks
- In MvM, increase the AOE on Spy's sappers & make them temporarily stop a tank.
  - Red Tape Recorder makes robots walk backwards, instead of disabling them.
  - Slightly reduce the credits needed to upgrade Armor Penetration.
- Remove most non-Valve made Smisshas, Scream Fortress, and summer maps.
  - Remove the less-iconic bad maps in general.
  - Update the gameplay in old as sin maps.
- Re-release old cosmetics in giant crates, with a chance to get any unusual effect on them.
- Allow badges to be equipped in the Action slot.
  - Similarly to unusual effects, add a slider to adjust their position for "coat" cosmetics.
- Delete every gaudy cosmetic/unusual effect/usual taunt & awful map. Delete or change cosmetics that have giant paint regions/remove large default team-colored regions + warpaints that are mostly red(ish-orange) or blue(ish-purple/green).
  - Compensate players in some other way for the loss in backpack value. (Give a random unusual or random killstreak kit in place of those items)
- A Color Similar to Slate & Mann Co Orange are now a new team-specific paint. A much more desaturated Orange can be added in MCO's place.