

New Class Lineup



Pick = Single-Target Damage - Power = Crowd Control

Alternatively, change the order. **Offense:** Pyro (support-leaning w/ airblast), Scout (hyper-offense), Soldier (defense-leaning w/ spam, banners)

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

Support: Sniper (defense-leaning by locking down areas), Spy (hyper-support), Medic (offense-leaning as they'll be seen on the front lines with power classes + Ubers)

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 The round timer in 5CP is converted into a "shot clock", while the map timer stays the same. When a team caps mid or the enemy second, they have 3 minutes to take the next point. If the timer hits 0, the point before the one you own resets to neutral. It takes twice as long to capture, but is extremely fast at 3x cap speed and up. (Prevents stalemates, forcing you to send 2 players back to deal with it quickly.)
 - Cut a good chunk of the boring/underplayed 5CP maps from the pool, IOT add more 3CP maps ala Powerhouse.
- 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!!!)**
 - Also 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 **Change character collision boxes to imperfect cylinders.**
- o **Make all projectiles check if they actually need to be deleted on ramps/slopes.**
- o **Holster penalties stay active until any weapon is fully drawn. (Prevents bypassing)**
- 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 ignores previous stats to grant -30% damage from rocket jumps & +100% push force from airblast jumps. BUT, it has 3 shots/clip. (Makes it actually useful on Pyro while providing an interesting distinction from the Panic Attack for both)
- + 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 put away and re-deployed twice before touching the ground. (Makes it bare-able with plenty of hitscan classes)
 - IN TOURNAMENT MODE: This change is reversed. (So that it works in 6s)

Scout:

- + Sandman ignores previous stats to give "Strikeout" status to the target for 4sec, regardless of distance. During this window, the Cleaver will crit. BUT, it has a 20% slower firing speed, holsters 25% slower, & the ball takes 12sec to recharge, up from 10. (Revives the Sandman/Cleaver combo in a fair way)
- + Wrap Assassin recharge time is 8sec, up from 7.5. (Such a nothing change, but I like that the bleed weapons have the same timer now. More below)
- + 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. Replaces fire resistance with an afterburn immunity while deployed. (Allows you to get crits without Pyros, and increases survivability VS. 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, but no longer able to fill instantly as a trade off)
- + Backscatter clip size reduction is removed. (Still a worse Scattergun unless you are behind someone)
- + Candy Cane explosive vulnerability is now 20%, down from 25%. Touching a small pack at full health picks it up, where you can launch it like a baseball. Heals teammates, deals 15 damage to enemies, breaks upon hitting a surface. (Prevents being one-shot by pipes/slight ramp-up rockets & creates a more supportive role)
- + 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)
 - o IN TOURNAMENT MODE: Slows you down for 8sec now & makes you unable to capture objectives for the entirety of said slowdown. (Mindlessly using it to brute force chokes then go backcap sucks, so this is a solution)
- + Make the Shortstop reload take 1sec, down from 1.52. Shoving doesn't interrupt reloads & the shove cooldown is 1sec, down from 1.5. (Makes up for lack of damage, makes the shove somewhat effective)
- + The Force-a-Nature now reloads 25% faster. (Matches the Soda Popper, less downtime)
- IN TOURNAMENT MODE: 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 & the cooldown is cut in half when extinguishing teammates. (Takes longer to get the "instant fight winner")
- The Flying Guillotine's base charge time is increased to 8sec, from 5. (Less spammable)
- 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 TOURNAMENT MODE: Crit-a-Cola now grants marked-for-death for 10sec 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. (Makes the c.s. less clunky to use)
 - o IN TOURNAMENT MODE: It's first reload takes 1.1sec, up from 0.92 & consecutive reloads take 0.9sec, up from 0.8. The charge shot has 120 base damage without a mini-crit. (Gives a tangible downside when Engineers aren't a factor. Prevents one-shotting Medics across the map)
- + 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. 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 also take 30% less damage from all sources. (Damage numbers more consistent, trades speed for tankiness)
- + IN TOURNAMENT MODE: 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)

Pyro:

- All sources of afterburn appropriately apply the 20% healing reduction, except with health packs. (Including Crusader's arrows)
- Fix the airblast hitbox to be a cone. (Less "luck-based" reflects on projectiles outside your POV)
- 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)
 - o 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 allows you to delete projectiles instead of reflecting them. This M2 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)
- + **All non-D.F. Flamethrowers' particles each deal their own damage w/ no ramp-up except for afterburn duration @ 22particles/sec & 8damage/particle meaning a DPS of 184 with a.b., from 173. Has a stationary range of 400 HU, up from 340 & travels in a straight line without random spread, speed, or lifetimes *0.7sec*. BUT, the hitbox size is reduced by 20%. (Makes the FT more consistent, require more aim, increases Pyro's effective range slightly)**
 - **Make fire hitboxes fall instead of rise, at the end. Reduce the opacity of the flames slightly.**
- + **Airblast provides self-knockback while airborne, similar to the FaN. (Small movement tool without requiring specific secondaries)**
- + 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)
- + Neon Annihilator replaces the damage penalty with a 35% 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, as is)
 - Dragon's Fury bugs are fixed. Displays "Pressure" meter on HUD. Reduces 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. (More effective)
- + 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)
- + Degreaser goes back to the old +65% universal switch speed buff. (Already worse now that all weapon switch speeds were buffed, might as well)
- + 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.

- **Airblast now lets enemies airdrop when being pushed. (Reduces the power of airblast for the mobility it now provides)**
- **Scorch Shot deals 50% less afterburn & doesn't affect enemy movement. (Less annoying to fight)**

Demo:

- Visually fix the amount of barrels on the stock Grenade Launcher.
- 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 10%, 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)
 - o *****IN TOURNAMENT MODE: Reverts to the old "+20% against buildings". (Unsure if this would be necessary with the changes, just need to see how impactful that 110 is)*****
 - o Makes a louder firing sound & its pipes have a team-colored glow around them. (Improves visibility / communicates when it's being used)
 - o Give it 3 barrels.
- + **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)**
- + Scotsman's Skullcutter now provides a 40% resistance to knockback while active. (Gives a reason to use it w/o Random Crits)
- + 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. BUT, it consistently deals 75 explosion damage without falloff/ramp-up, totalling 140 to whoever you hit. (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 removes the damage vulnerability, BUT reduces max health by 15. (Makes it viable on full Demoknight)
- + Loose Cannon has a 7 x 7 x 7 hitbox, up from 4x4x4. (Slightly buffs the weakest of the primaries, consistent with the cannonball appearance)
- **Laser weapons *minus the Cow Mangler* diffuse Stickybombs. (Buffs them a bit)**

- **All Stickybombs have a 25% larger “destroy” 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**
- The Eyelander doesn't affect your max health. Instead, you start by regenerating 1 health/sec, which doubles after 10sec out of combat. Each head increases your regen 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 80% movement speed, from 77% & 55% while revved, up from 37%. (In this game, Speed > Health. This gives Heavy a chance to out-maneuver incoming damage, having a bit more survivability.)**
- Replace the Natascha with either the jetpack joyride or “mini-mini gun” ideas below.
- + **Revert the Love & War Mini-Gun accuracy + damage penalty. (Was a pointless nerf)**
- + **Heavy can now holster his 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)**
- + Reduce eating time for the Dalokohs Bar to 2.5sec, down from 4.3sec. BUT, restores 75 health, down from 100. (Quicker eating to stay topped off/in the fight)
- + Brass Beast's damage resistance now applies while revved up, not just below half health. (Leaves you less vulnerable while in-use)
- + Remove the 20% damage vulnerability on the Buffalo Steak Sandwich, it now restores 100 health when eaten, & you take 75% less 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 6sec. (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 40% slower. (Suits Heavy more)
- + GRU now drains 18 health instantly and 9HP/sec, from 20 & 10. (To account for lower max health)
- + The Huo Long Heater's flame ring is taller, preventing jumping over it & there is now a “Firework” meter that charges after 500 damage that you launch with R. Works like the Scorch Shot w/o the bouncing flare. (Ring is more of a deterrent to Spies, provides a way to gain the damage bonus at longer distances/without Pyros)
 - o Make the flame ring less visually disruptive.
- **Second Banana now restores 175 health, down from 200. (Accounts for new max health, now -36% to bring it down slightly)**
- **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)**

- o Fix the bugs, so taking them out reduces your current overheal from 410 to 355 & reduces Medic's Über build rate when healthy, like the Razorback. (Makes the last nerf actually impactful)

The Anti-Aircraft Cannon from TF2C, so Heavy has a single-fire weapon & explosive damage type; Riot Shield secondary that you need to charge with damage. When enabled, it can be taken out/put away like a normal weapon until it takes a certain amount of damage & breaks; Shounic's vid: [LINK](#) that has 25% increased deploy speed, let's you jump while revved, & applies knockback to the user even while grounded to let you fly! BUT, you have -25 max health w/ a 10% accuracy penalty; "Mini-mini Gun" that allows you to move at full speed while revved. Max health is reduced to 220 w/ 8% damage penalty

Engie:

- Southern Hospitality ignores previous stats to grant 25% more metal from ammo boxes/building gibs & dispensers while deployed. BUT, with a 10% damage vulnerability while deployed. (Makes it into a more interesting wrench)
- + **Added ability to construct jump pads from TF2C & Speed Pads with 2 new PDAs. (Allows for more flexibility on certain maps/gamemodes)**
- + **Dispensers and Teleporters now take 15sec 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)**
- + 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)
- **You can only spend 15 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)**
- The Wrangler's resistance shield is now applied to the Engineer, instead of the sentry. Mini & Lvl1 sentries provide 10% damage resistance, Lvl2s provide 15%, and Lvl3s provide 20%. The shield de-activates as soon as holstered, but the sentry is still disabled for 3sec. No shield if a sentry isn't built. (Makes it less defense-focused, more fun to fight against)
 - + 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 0.9sec, down from 1.2. Meaning its distance is also reduced to 630HU, from 840. (Slightly less spamable & covers less area)
 - o BUT, the primary fire costs no metal & without an enemy around + hitting a surface, the ball deals 30 damage to the Engineer letting you S.C. jump anywhere. (PF isn't a waste of metal & you get cool new movement tech)

- Reduce the opacity on the ball, to make it less distracting.
- **IN TOURNAMENT MODE: *On Sentries only*** the Rescue Ranger repairs 30 health max, down from 60 & metal is spent at a 3:1 health-to-metal ratio, down from 4:1. 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 4 metal/sec. Can't build dispensers while equipped. The Engi's self-healing scales from 4-10 & he gets no metal himself; 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 penalty; Pistol with a pair of mini Jet engines strapped to it. Alt-Fire consumes 20metal/sec to bring you up to 115% movement speed, similar clip/damage to Winger; Secondary replacement that lets you haul buildings at normal speed & makes them re-deploy 50% faster (except Sentries, at a 20% increase)

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, a special icon will appear above their head.**
- 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)
 - 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 TOURNAMENT MODE: It removes the 10% increased build rate & mirroring blast jumps is on a 4sec cooldown, shown on your HUD. (There was no way to reach a middle ground between 6s and 12v12 with this weapon. This is the only solution I can see that address the issues in both arenas)**
- + **All Syringe Guns now reload 1/2 of the clip every second while holstered, random spread is removed, and projectile speed is VERY SLIGHTLY increased. (More consistent damage dealers compared to the Crossbow)**
 - Shows Medic reloading the big cylinder.

- + Stock Syringe Gun now reduces teammates' crit heal timers by 5sec on hit, playing a distinct sound. (Gives SOME purpose to using this weapon, that being a really good one)
- + The Blutsauger removes the passive regen reduction & grants 20% longer beam range. (Doesn't make you easier to kill, like it arguably does now. 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)
- **Medic cannot be overhealed, except by the Vita-Saw. (You're already providing double Übers & ensuring your whole team is healthy w/ 2 meds. It was overkill)**
- The Vaccinator builds Über at the default rate. 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 spamable, slightly less effective, & provides counterplay with damage types)
- Crusader's Crossbow deals 60 max damage, from 75 & its reserve ammo is brought down to 18, from 38. (Reduces Medic's power at long range while making ammo management an actual consideration for the insane burst healing it provides)

Secondary that returns damage dealt as Über % and AOE healing to teammates, with a much slower passive AOE. Increases clip size by 10 (except on the C.C. at 2), max health by 15, & move speed by 5%. Über makes everyone in range reload twice as fast; Primary replacement that provides a 20% increase in push forces, fall damage immunity, & crouching doubles your gravity; Medi-Gun that provides 4health/sec, but increases connected teammates damage by 15%. Über causes all surrounding teammates to deal Mini-Crits

Sniper:

- **Add a "Sniper Ahead!" voice command for all classes.**
- Delete the Razorback.
- Darwin's Danger Shield goes back to the pre-rework +25 max health, minus bullet resistance. Reduces debuff timers by 25%. (Doesn't serve to only fuck over Pyros anymore)
- Machina max charge time is now 5.5sec, up from 3.3 & it removes the damage bonus. BUT, it always penetrates enemies & is now considered "fire" damage. (At the moment it's a straight upgrade)
- Hitman's Heatmaker does not fire tracer rounds & the laser isn't visible. BUT, it reloads 100% slower while not in 'Focus' mode & can't passively reload. Enabling FOCUS temporarily removes the reload penalty, while showing tracers. (Fits the theme as a "stealth" Sniper Rifle. More interesting)
- + Cleaner's Carbine is now 20% more accurate. (Makes up for its damage. Tomislav-esqe sidegrade)

- + Tribalman's Shiv now grants a 2sec speed boost on hit & the hit/bleed pierces resistances. (Gives it more utility and more use than "anti-Spy")
- + Huntsman now has passive reload, like the rifles. (Less clunky to use)
- + Sydney Sleeper now applies 5sec Jarate on headshot & 2-3sec on bodyshot. Jarate *secondary* recharge is reduced by 2sec, from 1. Has 40% more ammo. BUT, the increased charge speed is removed & it deals 20% less damage on bodyshots, meaning 40-112. (Encourages the supportive aspect, while making spamming bodyshots overall 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)

*****Hopefully the below changes address Sniper's main issues: No interactivity at long-range & a less active playstyle*****

 - **All Sniper Rifles now give off Classic-style tracer rounds when shot & have a sound effect if they whizz past you. (Gives away the Sniper's location and the fact you're being shot at)**
 - **A laser slowly appears the closer you are to an enemy Sniper's crosshair, while they are scoped. Friendly Sniper lasers don't show. (Gives an opportunity to dodge/interact at long range)**
 - **Reduce Sniper's reserve ammo to 14, down from 25 for the rifles. (Forces Sniper to reposition)**
 - **Shots now charge for 50-140 damage, making fully charged headshots deal 420. (Quickscopes are untouched, you can still one-shot Heavies with their new overheal max, & it prevents Medics from being bodyshot killed at full health)**
 - Jarate takes 40sec to recharge. It's unaffected by the ReSupply locker & recharge is cut in half when extinguishing teammates. (Less spamable, for the power it provides)
 - Bazaar Bargain now has a 10% damage penalty. (Prevents it from being a straight upgrade to stock past 2 heads, still able to quickscope/bodyshot kill light classes)

****Melee that is a boomerang; Secondary that builds charge similar to a banner. When full, you place a healing campfire that provides overheal. 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.**
- Conniver's Kunai now provides a base health of 100 & prevents overheal decay from stabs. BUT, minimum health gained is 50, down from 75 & max overheal is 185, 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 & it uses the stock decloak sound. BUT, decloaking drains the entire meter & it always recharges in 22sec, up from 10-20. (Encourages stealth & using the full meter IOT reduce spam)
 - o No longer drops to 50% 'Feign' upon activation, meaning a -30% cloak duration stat.

- + 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 2000 HU away, where you don't blink at all. (Makes navigating the map easier & getting caught less luck-based)
- + Decloak volume isn't increased if you use the entire meter. (Not as punishing to run out of cloak)
- + All revolvers gradually reset their bullet spread over 1sec, rather than immediately after 1.25sec. (Slightly more consistency/accuracy)
- + Enforcer now grants 50% faster disguising & pierces sapper armor. (Gives you access to the damage boost sooner, while letting you more easily take down buildings)
- + 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 150 health, up from 100. Takes 3 wrench swings or 4 w/ Jag. (Allows it time to finish a deconstruction cycle)
 - o Bug is fixed, where removing it from a Dispenser or Teleporter doesn't immediately re-activate those buildings while still playing the reconstruction animation.
- + The Ambassador can headshot at any range, dealing 54 damage at extremely far distances. (Prevents "diet Sniper" while 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. 10sec throwing cooldown. Removes all debuffs when used; Sapper that's thrown 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 30sec; Much weaker/slower version of the grappling hook from Mannpower. Removes disguises & you can use it while cloaked; Watch replacement that grants +25 max health for Gunspy

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
- 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.
- Go back to quickplay. Allow it to filter for only Valve official servers.
- 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 45 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.)
- Let F2P accounts talk again.
- 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 for the more iconic 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.