

New Class Lineup

Keep the class lineup as is, but label classes under multiple categories if needed.

Scout = Offense, **Soldier** = Offense/Defense (w/spam), **Pyro** = Defense/Support (w/ airblast & Spy-checking)

Demoman = Offense/Defense (w/ sticky jumps & spam), **Heavy** = Defense/Offense (w/ highest DPS in the game & tankiness), **Engineer** = Defense/Support (w/ building functions)

Medic = Support, **Sniper** = Defense (w/ holding sightlines), **Spy** = Offense/Support (w/ backstabs & sappers)

General Changes:

- **ONE OF THE MOST IMPORTANT THINGS TO KEEP IN MIND: BALANCING FOR COMP =/= BALANCED FOR CASUAL. (They are 2 completely different environments)**
- In the 6s config, allow Demoman a class limit of 2. But if both have a Stickybomb Launcher-type secondary equipped, force the last joining player to switch classes. (Makes it so Demoknight isn't taking up such an important team slot)
- 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 5sec rollback timer just before. (Creates new strategies and speeds up the gamemode in general)
 - Add smaller PL maps for 6s.
- Add vestibules, AKA a room between spawn and the last point, to all 5CP maps. (Resupply abuse isn't possible. Easier to attack.)
- Make b4nny config (at 30 minutes, it's winning team score +1 to end) the default for tournament mode in 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)
- Competitive A/D maps need to be designed 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" & goes by quicker)
- All Arena maps now use 'Arena:Respawn' mechanics.
- PASS Time Valve servers now use 8v8 teams, ban hitscan weapons, bans Stickybomb Launchers/Short Circuit/Huntsman, doesn't allow Sentries to be placed, Crusader's Crossbow/Rescue Ranger bolts don't reset the JACK, airblast no longer affects the JACK. (More reminiscent of community PASS Time, but accounting for larger Valve map sizes)
- Open up the skybox on existing maps & prevent hitting invisible walls so often.
- In general, don't give Snipers ridiculous sightlines. Provide flank routes.
- **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.
- Teammates don't absorb melee hits.
- Give players 6 loadout presets, up from 3.
- Remove team outlines on respawn. (Reduces clutter, buffs Spy)
- Make all projectiles check if they actually need to be deleted on ramps/slopes.
- 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 drawn. (Prevents bypassing)
- **When a team has 4 or more of a class, the players stacking have their respawn timers increased. Four = +1sec, Five = +2, Six = +3, etc. (Encourages good team composition, while still allowing for funny moments)**
- If the Promotional weapons need to be removed, replace them with TF2 unique ones.
- 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)
- 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, 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 now prevents you from taking fall-damage. (Mostly a quality of life change, so you don't have to commit to using the parachute to not take damage)

Scout:

- Sandman replaces slowdown with “Strikeout” status for 5sec regardless of distance, causing the Cleaver to crit & outlining enemies for your team. Takes 15sec to recharge, up from 10 & has 25% holster penalty. (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 empty the 'Boost' meter, up from 25 & double jumps reduce the meter by 25%, 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 20%, 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: Now sets your base speed to 100%, makes you unable to capture objectives, & doesn't let you double-jump for 15sec after the effect wears off. (Provides a tangible downside to getting behind for free)
- + Shortstop reload takes 1.25sec, 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 for longer)
- + The Force-a-Nature now reloads 25% faster. (Matches the Soda Popper, less downtime)
- + Atomizer deploy penalty is 20%, down from 50%. (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)
- When Übered, Crit-a-Cola removes mini-crits but keeps Marked-for-death. (Prevents a degenerate strategy)

- IN 6s: Now grants marked-for-death for 20sec upon drinking, not just by attacking. Recharges in 30sec, up from 22. (Ensures the downside is felt)
- 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 to Stock)
 - IN 6s: It heals +2 per hit, down from 3. (Doesn't boost the strongest class's survivability too far)
- The Flying Guillotine's base charge time is increased to 8sec, from 5. (Less spammable)
 - IN 6s: The recharge time is 10sec, isn't decreased by long-range hits, & the bleed lasts for 4sec, down from 8. (Reduces its impact)
- Mad Milk takes 40sec to recharge and starts empty on spawn. It's unaffected by the ReSupply cabinet. Cooldown is 20sec when extinguishing a teammate or yourself. (Takes longer to get the "instant fight winner")
- IN 6s: The Wrap Assassin recharge rate increase is removed & bleed lasts for 4sec, down from 8. (Reduces impact for how free it is)

Soldier:

- + 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 & deployed, you take 30% less damage from all sources. (Damage numbers more consistent, trades speed for tankiness)

- IN 6s: Consecutive reloads with the Cow Mangler take 0.9sec, up from 0.8. Charge shots deal 112 base damage without a mini-crit. (Provides a trade off with infinite ammo and lessens the impact of such a free ability)
- 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: While blast jumping, the Market Gardener causes the user to be mini-crit by projectiles. (So the enemy has more stopping power against really good MG users)

Pyro:

- + **Fix bugs/amounts related to the 20% afterburn healing debuff. It now applies to Crusader's Crossbow bolts.**
- + **All non-D.F. Flamethrowers' particles each deal their own damage w/ no ramp-up except for afterburn duration @ 20particles/sec & 7damage/particle meaning a DPS of 148 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 10% smaller. (Makes the FT more consistent & incentivize 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 Force-a-Nature. (Small movement tool without requiring specific secondaries)**
- **Airblast now lets enemies airstrafe when being pushed. (Reduces power for the mobility it now provides)**
- **Heavy now has 25% knockback resistance to airblast. (Slightly buffs Heavy Übers VS. a Pyro)**
 - 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, banner effects, and Amputator auras. Mini-crits on consecutive hits with 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 removes Sappers in 3 hits, down from 1. (Allows Pyro to close the gap on sentry nests. Prevents immediately un-doing a Spy's work)

- The Plogistinator M2 allows you to delete projectiles instead of reflecting them which doesn't push enemy players, but DOES let you airblast jump. BUT, you can't be Übered by a Medic. (Gives it some way to deal with spam, while preventing a brainless strategy)
- Detonator deals ~28 damage to the user when explosive jumping, down from ~37 while retaining the same height. BUT, afterburn lasts 5sec, down from 7.5. (Allows you to make use of the mobility more often, while providing a trade-off to hitting groups around corners)
 - IN 6s: Doesn't destroy enemy stickybombs. (Pyro is already a strong class on last holds)
- + Axtinguisher 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 30% 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. BUT, Crusader's Crossbow arrows are also affected by the healing penalty. (Allows you to circumvent the downside, somewhat)
- + Thermal Thruster doesn't play the holster animation when not in use. Its deploy animation is 0.5sec, down from 0.8. (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 pseudo puff-n-sting)
 - Extinguishing doesn't cover your screen, and firing removes the explosion effect in your face.
 - Adds a reload sound.
- Scorch Shot afterburn lasts 3.5sec, down from 7.5 & doesn't affect enemy movement. (Less annoying to fight)

- IN 6s: Doesn't destroy enemy stickybombs. (Pyro is already a strong class on last holds)

Demo:

- + Fix the Demoknight “extender” bug, so 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)
- + All “on kill” effects of the swords now apply when getting a shield bash kill. (Helps you utilize your entire skillset when playing as a weaker version of stock Demo)
- Laser weapons *minus the Cow Mangler* diffuse Stickybombs. (Buffs them a bit)
- All Stickybombs have a 20% 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)
 - IN 6s: Reverts to the old “+20% against buildings”. (Not having damage falloff & being able to deal it from farther ranges is already very powerful)
 - 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 removes the damage vulnerability. BUT, it reduces max health by 20. (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 removes your head count when swapping secondaries. (Prevents easily obtaining 210 health stock Demo)
 - IN 6s: Quickiebomb Launcher can no longer break enemy sticks. (Removes the annoying aspect of this weapon)
- **Sticky Launcher where left clicking explodes bombs in order of placement with 0.5sec delay between & makes them invulnerable; Molotov Cocktail that sets you and your target on fire; Primary that gives damaged targets the "Painted" effect for 4sec, where the next source of damage from the user deals a crit! 75% clip size penalty, 90% smaller blast radius, grenades explode on contact with a surface**

Heavy:

- + Give Heavy a 4th weapon slot for lunchbox items specifically. Sandwich is now a stock item, multiple unique ones are converted to scrap metal. (Shotguns don't need to contend with the better option, bare minimum. Allows you to defend yourself if caught eating)
- + Revert the Love & War Mini-Gun accuracy penalty, keep the damage penalty. (Was pointless at the time. It's still a slight detriment unless the enemy is in your face)
- + 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)
- + Remove the 20% damage vulnerability on the Buffalo Steak Sandwich & 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)
 - o Make the flame ring less visually disruptive.
- Fists of Steel now apply the "BRITTLE" effect while out, which causes the 2x melee damage. 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 450 to 390 & reduces Medic's Über build rate, like the Razorback. (Makes the last nerf actually impactful)
 - IN 6s: Ranged damage resistance is 20%, down from 40%. (Less tanking potential)

The Anti-Aircraft Cannon from TF2 Classified (without mini-crit airborne targets); 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 TF2 Classified (taking 1.5sec to recharge for every use) & Speed Pads that increase base movement speed w/ 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 12 metal at a time upgrading other Engineers' buildings. (Rewards the attacking team for destroying a Sentry by making it so they don't instantly face a Lvl3 again when going back)
 - 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 give your Dispenser 100% increased range. BUT, it only gives $\frac{1}{3}$ or 13metal to friendly Engineers + yourself. (Makes it a more interesting design)
 - Adds a radar dish attachment. Deploys/falls off when switching wrenches.
- o When deployed the Wrangler grants immunity to self-Sentry damage while still taking knockback & the gun is disabled for 1sec after holstering, down from 3. BUT, the resistance shield and repair penalty are removed. (Not cancerous to fight while legitimizing Sentry jumping)
 - IN 6s: Lvl3 guns fire bullets 20% faster, down from 33%. Rockets aren't fired faster. (Makes it easier to spam out the gun before a last push)
 - Engineer gets heavy-duty boots when equipped, like the Gunboats.
- Pomson 6000 counts as fire damage, has the same firing/reload speed as the shotgun, penetrates teammates, & travels at 2,000HU/sec, up from 1,200. BUT, removes the Über/Cloak drain. (Now usable)
- Teleporting to spawn with the Eureka Effect refills your health and ammo automatically. (Saves a bit of time/walking)
- The Short Circuit prevents you from gaining metal from payload carts or dispensers *while out* & the ball lasts 0.75sec down from 1.2. (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 & you get cool new movement tech)
 - IN 6s: The ball lasts 0.5sec, down from 0.8. (Makes it worse at defending a gun or disabling $\frac{1}{2}$ the 6s roster)
 - o Reduce the opacity on the ball, to make it less distracting. The ball checks to delete projectiles every 0.08sec, down from 0.105.
- Jag repair rate penalty is 25%, down from 20%. (Cementing its inability to effectively KEEP buildings alive)
- IN 6s: Rescue Ranger bolts can't heal a Sentry. (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 to the user. Can't build dispensers while equipped. The Engi's self-healing scales from 4-8; 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 & gives you a mini-dispenser; PDA replacing teleporters with a 150 metal cost (Eureka Effect makes it 75 w/ standard upgrade cost) 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. (Now a more consistent combo into Medi-Guns, but not good damage dealers)**
 - **Bug is fixed, where the needles coming out visually match what is happening server-side.**
 - **Shows Medic reloading the big cylinder.**
- 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 175 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/charges with R. (More viable to use an Über to quickly make your whole team healthy, while increasing skill expression via build rate/flashing)**
 - **IN 6s: You can't mirror blast jumps/charges & its heal rate increase is 30% down from 40%. (Makes it so coordinated Medics can't constantly avoid damage and isn't a post-Über menace)**
- + **Stock Syringe Gun now reduces teammates' crit heal timers by 2sec on hit, playing a distinct sound when they can be healed at max rate. (Gives SOME purpose to using this weapon, makes for interesting quick-switch gameplay)**
- + **The Blutsauger regen reduction removes 2health/sec ONLY when deployed. Medi-beam range is passively increased by 20%, connecting at 540HU & disconnecting at 648HU. (Leans into the survivability role)**
- + **The Amputator now has a looping taunt that you can end instantly & its aura connects at 540HU, up from 450. The regen increase no longer ramps up, instantly adding +3health/sec**

to your current rate. (Less committal, better at reaching groups of teammates, and the bonus is more useful)

- + The Overdose speed boost is now passive. During an Über, you stay at 133% movement speed. (Allows you to get more use out of the bonus. Allows you to take a solo Solly or Demo Über in comp)
 - o Gives the Medic orange boots that glow increasingly brighter as they near 100% Über.
 - The Vaccinator builds Über 33% faster, down from 67% & doesn't build until 2.5sec have passed after popping. Übers resist 60% of the chosen type, down from 75%. Neither you nor your patient can capture 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: You & your patient can't block objectives during its Über, either. (Ensures it can't be abused for last holds)
 - o You can bind specific resistances to buttons in the settings.
 - Crusader's Crossbow deals 50 max damage, down from 75 & it no longer builds Über. (Reduces Medic's threat from long range & gives a semblance of downside to the insane burst healing)
 - Übersaw now has a 25% damage penalty. (Gives an actual downside to free Über)
- **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.
- A laser gradually appears the closer you are to an ENEMY Sniper's crosshair, while they are scoped. (Gives an opportunity to dodge/interact with the Sniper)
- 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 being the only class that can deal meaningful damage from long-range)
 - Reserve Ammo is 24, down from 25. (Multiple of 4)
- Delete the Razorback.
- Darwin's Danger Shield goes back to the pre-rework +25 max health, minus bullet resistance. (Doesn't serve to 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's 'FOCUS' mode makes you draw from reserve ammo first. Its laser is more subtle. BUT, it has a 25% slower reload speed. (More interesting, as it lets you bypass the new change while incorporating stealth)
- + 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 damage 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. BUT, the increased charge speed is removed. (Encourages the supportive aspect, while making spamming charged bodyshots weaker)
 - Fix the bugs related to extinguishing teammates. Allow it while out of scope.
 - IN 6s: It only applies Jarate on headshot, and for 3sec. (Prevents raising the skill floor of Sniper)
- + 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, and starts empty on spawn. It's unaffected by the ReSupply locker. Cooldown is 20sec when extinguishing a teammate or yourself. (Less spammable, for the power it provides)
- Bazaar Bargain charged shots reach a max of 2.4x damage, down from 3x. (Prevents it from being a straight upgrade to stock past 2 heads, as you can't bodyshot kill light classes or full-charge headshot kill a Heavy)

Melee that is a boomerang; Secondary that builds charge with headshots. When full, you place a campfire that provides overheal in an aura. Breaks after 15sec; Melee that applies 50% increased knockback, but deals 50% less damage

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. Minimum health gained is 60, 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)
 - + Ambassador headshots beyond 1,200HU still crit, but with the reduced damage. (Prevents "diet Sniper" while still rewarding Spies with good aim)
 - ^ Diamondback crits have falloff, same as the Amby. Only sapped sentries/dispensers grant crits. (Easier to obtain, but limited. Now on equal footing)
 - IN 6s: It takes 2 backstabs to gain a crit. (Makes the effort required less trivial)
- **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.
 - Have a button you can press in-game to view your current abilities/stats via class & weapons.
- 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 with good nav meshes until the spot is filled. (Add a toggle to not join in-progress matches)
 - Don't force weird graphics requirements. Seriously.
 - Class limit 2 on everything except Medic (1).
 - Uses new 6s weapon balancing.
- 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.
- Get rid of Casual matchmaking & bring back Quickplay.
- 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.
- 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 & Valve Comp 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.
- 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. Change cosmetics with giant paint regions/remove non-team dependant warpaints that are mostly red(ish-orange) or blue(ish-purple).
 - 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)
- Turn down the saturation on colors such as Mann Co Orange, Defeat & Lime, Pink as Hell, etc.