

# Energy Assault February Update

## Valentine's Collection Event

**Collect hearts from killing other players and cash out on exclusive cosmetics during this limited-time collection event!**

Each kill will reward you with 5 hearts, and every assist 3. Getting headshots, killing a flag holder, or killing an artifact holder will grant you 5 hearts for each bonus you obtain.

Items may be bought in the new event tab and with **both** credits and hearts.

Not enough hearts? You can buy extra for some robux.

### **20 new weapon skins:**

- Pink Digital Camo
- Red Camo 2
- Red Camo 3
- Pink Camo 2
- Heart Sticker
- Pink Crystal
- Red Electric Camo (Awton4k)
- Neostorm (Awton4k)
- Ethereal Fire
- Shatter 2
- Pink Shatter
- Pink Graffiti
- Aug Aug
- Bathbomb (Awton4k)
- Warped Purple Smoke (Im\_Linus)
- Steampunk 2
- Cold Mapped
- Heat Mapped
- Graffiti
- Guilded Damascus (Im\_Linus)

### **5 new outfits:**

- Valentines Trooper
- Valentines Maid
- Teddy Bear

- Unicorn
- Crazy Zee

## Gun Game V2

- Amount of kills needed to win is now 26.
- Secondary guns have been added to the “Gun Game” game.
- Attachments and Skins for weapons in the “Gun Game” game mode are now randomized.

## Weekly Balance Changes

Every week on Wednesday we will post a vote about weapon balancing and update balancing on Sunday based on the vote results.

### Balance Changes

- All sub-machine gun aim time changed to 0.4 seconds (UMP changed to 0.35 seconds)
- All pistol aim time changed to 0.35 seconds.

**For a full list of balance changes look below.**

### Bug Fixes

- Temporary Virtual Reality band-aid fix for the “Gun Game” game mode.
- Settings added in the last update now save.
- The “Gun Game” game mode is more stable than previously.

Note about adding more guns: More guns will be added when battle rewards finish their cycle.

Happy Late Valentine's!  - EA Team



## Balance Changes

### PRIMARIES

#### Non-poll changes:

m4 -  
recoil .25 > .4 -

sawed-off +  
spread .1 > .08 +

G11 -  
bullet speed 930 > 900 -  
recoil .2 > .4 -  
damage 20 > 17 -

tec-9 -  
damage 24 > 22 -  
auto fire rate 650 > 600 -

MP7 +  
reload speed 3 .3 > .1

L85 +  
reload speed 3 .3 > .15

Groza +  
reload speed 3 .3 > .15

M1 Grand +  
hip spread .028 > .016 +  
rpm 150 > 200 +  
damage 50 > 60 +

XM8 +  
aim spread .015 > .01

### **Poll changes:**

Benelli +  
spread .07 > .065 +  
recoil 4.5 > 4.75 -  
damage 14 > 16 +  
bullet count 7 > 8 +

Dragunov +  
damage 40 > 45 +  
bullet speed 830 > 900 +  
recoil 1.4 > 1.6 -  
rpm 175 > 225 +

PKM +

damage 24 > 22 -  
walkspeed 11 > 12 +  
switchTo 1 > .8 +  
switchFrom 1 > .8 +

Ak-12 +  
damage 18 > 20 +  
recoil .35 > .5 -

mp5 +  
aim spread .009 > .007 +  
spread .018 > .016 +  
damage 19 > 20 +

SKS +  
bullet speed 735 > 775 +  
aim spread .002 > .001 +  
spread .02 > .025 -

G36C -  
bullet speed 800 > 750 -  
spread .02 > .025 -  
recoil .2 > .25 -

AS Val +  
damage 20 > 23 +

AK-12 -  
bullet speed 715 > 700 -  
aim spread .005 > .007 -  
spread .02 > .022 -

UMP +  
walkspeed 17 > 18 +  
rpm 700 > 800 +  
bullet speed 460 > 550 +  
zoom strength 1.5 > 1.3 +  
aim speed .5 > .35 +

M240 +  
spread 0.045 > 0.04 +  
rpm 650 > 700 +  
damage 27 > 26 -  
switch from 1 > .8 +

switch to 1 > .8 +

SPAS +

spread .1 > 0.075 +

recoil 2.8 > 3 -

GOL + (more tactical)

damage 72 > 63 -

bullet speed 900 > 925 +

mag capacity 5 > 6 +

walkspeed 16 > 19 +

aim speed .5 > .35 +

Kriss -

damage 15 > 12 -

aim spread .001 > .002 -

spread .002 > .006 -

recoil .15 > .2 -

L85 +

damage 25 > 27 +

spread .02 > .018 +

M60 +

damage 28 > 15 + (sounds bad, but shoots 2 bullets that do this much now)

bullets fired 1 > 2 +

switch to 1 > .8 +

spread .04 > .035

FAMAS -

recoil .25 > .22

damage 21 > 20

Honey Badger -

spread .017 > .019

damage 22 > 21

AA-12 +

recoil 6 > 4 +

spread .07 > .06 +

damage 15 > 12 -

rpm 300 > 275 -

VSS +

recoil 3.2 > 2.2 +  
spread .15 > .055 +  
1k headtap reverted -

AUG -  
bullet speed 970 > 900 -  
rpm 700 > 650 -  
damage 24 > 23 -  
spread .02 > .025 -

G3A4 +  
rpm 600 > 650

MG3 +  
bullet speed 820 > 850  
switch to 1 > .8

## SECONDARIES

### Poll changes:

M9 +  
rpm 560 > 625 +  
bullet speed 381 > 400 +  
damage 25 > 27

MP443 +  
rpm 520 > 550 +

Makarov +  
aim spread .05 > .013 + (why was scoping spread higher than hifire :skull:)  
damage 30 > 32

five-seven +  
damage 27 > 34 +

G17 +  
damage 28 > 30 +  
rpm 600 > 650 +

936 +  
damage 18 > 20 +  
bullet speed 380 > 400 +  
walkspeed 17 > 18 +

Desert Eagle +  
aim spread .01 > .001 +  
rpm 150 > 175 +  
recoil 6 > 4 +

Secrets Secrets Secrets...