Team Fortress 2 Console Simulator

**Classes:**

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| Scout  Class ID: 1  Health: 125  Equipment Ranges:  - Primary: 1-6  - Secondary: 7-16  - Melee: 17-28 | Soldier  Class ID: 2  Health: 200  Equipment Ranges:  - Primary: 29-37  - Secondary: 38-47  - Melee: 48-54 | Pyro  Class ID: 3  Health: 200  Equipment Ranges:  - Primary: 55-61  - Secondary: 38, 39, 47 & 62-67  - Melee: 68-79 |
| Demoman  Class ID: 4  Health: 175  Equipment Ranges:  - Primary: 80-85  - Secondary: 86-92  - Melee: 93-103 | Heavy  Class ID: 5  Health: 300  Equipment Ranges:  - Primary: 104-109  - Secondary: 38, 39, 47, 117 & 110-115  - Melee: 118-126 | Engineer  Class ID: 6  Health: 125  Equipment Ranges:  - Primary: 38, 47, & 127-130  - Secondary: 7-9 & 133  - Melee: 134-139 |
| Medic  Class ID: 7  Health: 150  Equipment Ranges:  - Primary: 142-145  - Secondary: 146-149  - Melee: 150-154 | Sniper  Class ID: 8  Health: 125  Equipment Ranges:  - Primary: 155-164  - Secondary: 165-171  - Melee: 172-175 | Spy  Class ID: 9  Health: 125  Equipment Ranges:  - Secondary: 176-181  - Melee: 182-189 |

- All-Class Melee Weapons: 200-210

**Weapons:**

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**Status Effects:**

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***NOTE: This is basic information on these weapons and characters. For full information, check their Original Counterparts on*** [***https://wiki.teamfortress.com/wiki/***](https://wiki.teamfortress.com/wiki/)