Game Update Notes

Manus AI

August 9, 2025

The mercs just hit the vault and came back loaded with fresh content, and plenty of goodies to go around!

SEASONAL BATTLEPASSES

- You ever wish there was more to do outside of pushing carts, standing on control points, and spending your precious time defending? With this update, we're unveiling a brand new seasonal pass system alongside a new premium currency, Intel!

- The seasonal battlepasses are a new means to earn items and our newest currency. Each tier holds a reward that requires XP to be claimed. You automatically progress onto the next tier and can claim your items whenever.

NEW CONTRACT SYSTEM

- Contracts have been completely overhauled!

- Contracts are split into three different sections: Daily, Weekly, and Seasonal

  - Daily contracts are contracts you receive every day, and are generally easy objectives that do not take long to complete. These contracts only reward you with funds.

  - Weekly contracts are contracts received every week, and these contracts are a little more difficult than daily contracts. These contracts reward you with XP for your seasonal pass.

  - Seasonal contracts are contracts received every season, and these contracts are the hardest of them all. They give huge boosts of XP for your seasonal pass.

INTEL STORE

- Just because you weren't there, doesn't mean you miss out! The Intel store has finally opened and with it, comes a whole list of items you've probably been dying to get your hands on! Spend your Intel here but be warned, Intel is *much* harder to obtain than Funds.

- The archived section of this store contains items you might've not gotten, whether it be reskins or cosmetics. Any item purchased from here will be in Unique quality, not be sellable/giftable, and will be marked with a "Purchased from Fitten Co.'s Archived Store" tag.

UGC SECTION

- Ever wanted to show your support for RED or GRN? Maybe even have yourself a Dorcus Cap or a Typical Colors Cap on the go? We've now expanded our gamepasses section to include new UGC that provide in-game rewards! All of our UGC will only be purchasable in-game, and will reward you upon purchase. More UGC will come soon, so keep an eye out for any more UGC we release!

- The Dorcus Cap UGC will reward you with the Beetle Brooch, the RED, GRN, and Typical Colors caps will reward you with the Team Cap. Every item you are rewarded in-game will be in Genuine quality.

MAPS

- Financial (Attack/Defense)

- Deadfall Ridge (Attack/Defense)

- Pervade (Payload)

- Waterbog (TDM)

- Highlands (3CP)

- Doublefort Table (VS. Bosses)

- Cliffhanger (Attack/Defense)

COSMETICS

- Summer 2025 Brown Cosmetic Cooler

  - Detonator's Do
  - Field Ready
  - First Impression
  - Infiltrator

- – Marketeer Munch
- – Medibun
- – Off The Case
- – On The Case
- – Senza Vista
- – Unpaid Time Off
- – Vogue Vagrant
- – Warranty Void

- New Seasonal Battlepass Cosmetics

  - – Dollar Maker
  - – Happy Hare
  - – Designated Runner
  - – Safe Cracker
  - – Raid Ready
  - – Faux Fawkes
  - – Sector Protector
  - – Extra Prep
  - – Floor Plans
  - – Back Up
  - – Damage Control
  - – Ladra

- New Community Created Shop Cosmetics

  - – The Eggsecutive
  - – The Law
  - – Night Watcher
  - – The Paper Craft
  - – Rangini Rango
  - – Rugged Looks

- Cosmetic Remodels

  - – Dead Eye
  - – Outlaw Hunter
  - – Squared Shades
  - – Batter's Helmet
  - – Hard News
  - – Beetle Brooch

UNUSUALS

- Criminal Network (Seasonal Track)
- Decrypted (Intel Shop)
- Disruptive Wave (Intel Shop)
- Robbed Riches (Intel Shop)
- Secured (Intel Shop)
- Thermite Charge (Funds Shop)
- Digital Invader (Funds Shop)
- Summer Dew (Funds Shop)

TAUNTS

- En Garde (Funds Shop)
- Termination Sequence (Funds Shop)
- The Comic Relief (Funds Shop)
- Blood Money (Seasonal Track)
- Stolen Valor (Seasonal Track)

WEAPONS

- Sumatran Claw (Seasonal Track)
  - Reskin of the Knife
- Counter Service (Seasonal Track)
  - Reskin of the MAC-10

WEAPON CHANGES

- Aerial Bomber
  - Redesigned into the Stellar Carpet
- Loose Cannon
  - Redesigned into the BlunderBrass
- Blackbox
  - Redesigned into The Great Unifier

- Bushman's Bushcutter

  - Redesigned into the Gustabe

- Bloody Bracer

  - Redesigned into the Bloody Blossom
  - Bloody Blossom includes 2 different styles

- Stickybomb Launcher

  - Resized to be smaller

- Rocket Launchers, Poacher's Pride, Boonie Blaster, Katana, Coils, Machetes, Saws, and Fists

  - New viewmodel animations

- Shotguns, Pistols, Boonie Blaster, Lever Shotguns, Grenade Launchers, SMGs, Stickybomb Launcher, Poacher's Pride, and DB Shotguns

  - New worldmodel animations

- Homewrecker, Cozy Camper, and The Avenger

  - Renamed to Hotwire, Hermits' Haversack, and Avengeance respectively

BALANCING CHANGES

- Miniguns

  - Damage penalty upon initial rev increased from -65% to -50%
  - Damage and accuracy rampup over time is much faster

- Tide Turner

  - No longer grants resistances on wearer

- Wraith

  - Weapon no longer holsters 25% slower
  - Disguising no longer consumes a full cloak meter
  - All backstabs now mini-crit

- Afterimage

  - Speed boost while cloaked reduced from 1.3x to a 1.2x boost
  - Trail now tracks the player

- Disguise Kit

- Can now disguise as classes even if a team does not have a player of that class

- Noisy Cricket

  - Amount of damage that's returned as metal increased from 70% to 100%

- Disciplinary Action

  - Grants a speed boost on kill

- Knockback

  - At lower damages, knockback has been reduced

- Marked for Death

  - Icon no longer shows through walls

- Brute Primaries, Conventional, Tenacious Turkey, Syringe Crossbows, Supersaw, Sandman, Ambassador, Mischievous Machete, Urban Upriser, Your Eternal Reward, Quick Draw, and Liberty Launcher

  - Updated visible weapon stats

EXPERIMENTAL CHANGES

- Barrett's Privateer

  - No longer has a draw speed penalty
  - No longer has an increased healing range
  - Damage resistance reduced from 50% to 30%
  - Pole healing reduced from 75 HPS to 35 HPS
  - Damage resistance's length after leaving the pole radius reduced from 10 seconds to 1.5 seconds
  - -33% SuperCharge duration
  - Allies within pole radius receive -75% SuperCharge effect while contesting an objective
  - Updated VFX for the pole

- World Champion

  - Made Brute's pick up status more apparent with VFX, proper indicators, and prompts
  - Players being carried can press alt-fire to stop being carried
  - Brutes carrying someone can now press alt-fire to drop carried player
  - Weapon's pick up, throw, and carry now all have animations

BUG FIXES AND MISCELLANEOUS CHANGES

- Added new font settings

- Added drop camera VIP option

- Remade Strangifier and Unusualifier icons

- Added new theme for Unfortunate Son

- Added right handed gestures for certain weapons such as Sniper Rifles and Lever Shotguns

- Added additional countdown GUI when rounds are starting

- Increased class limits from 2 to 3

- Mobile and console players under level 40 and 20 respectively get teleported to their own servers

- Added loading bar to shop

- Redid the gamepass section into

- Fixed a lot of achievements being impossible or bugged

- Fixed notification for achievement or achievement progress not showing up

- Fixed a bug where Self-Made and Community weapons' sparkles didn't appear in the viewmodel

- Fixed detection of gamepass purchase on server

- Improved feedback on cloaking and being on fire

- Converted existing Unique/Strange Frying Pans, Three Rune Blades, and Handymans into Vintage

- Fixed Jack-O Roger using older viewmodel animations and missing visible stats

- Updated explosion particles and added setting for transparency

- Added a setting to disable certain ragdoll kill effects

- Fixed an issue where you couldn't delete unsellable items

- Fixed a bug where closing the taunt menu would make you switch to your previous weapon

- Shields no longer delete parts of clothing that're of the same attachment

- Gametypes are now their own server page on the browser

- Rewrote some weapon descriptions

- Fixed some weapons missing sounds

- Fixed Spare Hand not having a projectile model

- Fixed a bug involving buildings not taking stomp damage

- Distance to display subtitles for voicelines in chat lowered to 30 studs for non-teammates, 60 for teammates from 40 & 80 respectively

- Adjusted Nuts and Bolts to make it spawn earlier

- Afterimage particles properly render on all graphics settings