Hello everyone,
Today I'm back with another LTCTF, and this time it's about Soldier.
(What's this?) This is a series that every day until Friday, May 22 I will be covering *all classes*, and their unbalance. Please be open-minded.

Soldier

Soldier is commonly referred to an extremely annoying class to fight. It can exit a skirmish at will, which carries over to the flag room. No matter the amount of people, it has the potential to escape without any drawbacks. There is no reason *not* to simply fly away. It has the option to "skip" the mid-field, and thus most of the damage.

This of course is not only a fault of Soldier, but of maps, and I will get to those later.

In result of Soldier there was another monster created. Pyro. Pyro is the only class that can consistently stop Soldier. Having no true way to counter Pyro, it also makes for very frustrating gameplay for the Soldier.

CTF is a mainly-melee gamemode (I'll touch on this too, later) and having a class that can basically fly according to its needs; is horribly unbalanced.

Most of us realize this, but in order to help CTF; we all need to be on board.

That's all for today, check back tomorrow for another LTCTF. It will probably be quite lengthy because the next topic is not usually accepted as unbalanced. But in the meantime, here are my...

Questions for you

1. Do you agree about what I said? Why/Why not?
2. What are your thoughts on Ninja?