

~ Proposal to Remove the ‘Battalion’s Backup’ on 100% Crits ~

For your consideration, I believe that the Battalion’s Backup secondary for Soldier should be removed as an option on 100% Crits servers. The main reason for this is its ability to remove critical hits done to the user, which is the main reason for playing on these types of servers to begin with. Alongside its other ability to negate 35% damage done to the user, as well as its passive bonus of +20 HP to the user, this secondary makes this class type extremely unfun to play against purely due to a technical standpoint.

A). The ‘Vaccinator’ Counterpoint

Now, you may be thinking that the ‘Vaccinator’ primary for the Medic should also be banned if the Battalion's Backup were to be removed, but the Vaccinator is a different case entirely because:

- a).** Only one type of damage can be negated at a time, meaning the medic could be rushed by multiple class types in a given moment.
- b).** Medic cannot fire a weapon while using the Vaccinator, meaning they rely on the one they are healing to deal damage for them.
- c).** No matter which resistance is used, melee damage is not resisted.

Compared to the Battalion's Backup, you are dealing with:

- a). Every type of damage is negated against the soldier, on top of his immunity to crits, meaning he takes less than normal damage even without the crit damage.
- b). Soldier can fire his weapon while the Battalion's Backup is deployed AND he has access to critical hits.
- c). Soldier also gains +20 HP when equipping the Battalion's Backup, making the class even tankier.

B). Potential Counters

In regards to potential counters, the Sniper class is the only option that can deal relatively large chunks of damage, but even then it's slim. For example, using a stock Sniper Rifle against an activated Battalion's Backup:

- No charged shot = 33 Dmg
- Halfway charged shot = 55 Dmg
- Fully charged shot = 98 Dmg

You could also make an argument for Pyro being a counter to the Battalion's Backup Soldier, however this is more of a 'push them away until they lose their ability' strategy, but that's something no one wants to do. Plus, reflected damage is still negated by crit immunity and damage reduction by the Battalion's Backup.

C). ‘Opening the Floodgates’ Problem

A major concern that I can foresee is the worry that this removal opens the floodgates for discussion on removing other weapons such as the ‘Sniper Rifle’ or the ‘Enforcer’. I view these problems from two perspectives:

- Is it unfun to play against?
- Is it a skill issue?

While the Sniper Rifle and Enforcer are unfun to play against, they are able to be countered with the same weapon so long as you have a quicker draw. With the Battalion’s Backup, it is unfun to play against AND it’s not dependent on skill to counter. With Soldier’s rockets dealing enough damage to one-shot most classes as well as the splash damage that comes with it, most teams can’t stand up against a Soldier using the Battalion’s Backup. In short, the case of removing the Battalion’s Backup from play is special compared to other requests, since it can’t be countered against unlike other suggested removals.

D). Conclusion

While the majority, if not all, removal suggestions are discarded or not considered at all, I please ask that you think on what has been discussed within this proposal. It would help to make playing on 100% Crits BlackWonder servers more enjoyable and fun. If nothing else, just remember that NavyGuy loses a major crutch if this is accepted. Thank you for taking the time to read this and have a good day. Cheers!