Physics & Quality of Life

- Tank turret traversal rate especially in first person is far too slow.
- Tank acceleration and deceleration is too far too slow.
- IFVs TOW missile ammo is too low. Should be doubled from 5 to at least 10 missiles.
- The anti-aircraft is very weak against infantry and vehicles and cannot effectively defend itself.
- Resupply station takes an extremely long time to resupply vehicles. e.g. It takes up to 2 minutes for IFV which promotes resupply station camping.
- Jets don't seem to have a clear optimum speed for their turn radius e.g. BF3/BF4 at 310 km/h. This makes dogfights extremely boring and whoever shoots first wins.
- Jet yaw is weak.
- Stealth jets have an exploit with their thrust vectoring in which if you spam tap it you can dramatically increase your turn radius making attack jets useless.
- The first person bomb indicator for the attack jets is unusable. BF4's JDAM. BF1's Bombers and BF2042's Draugr did this well.
- Increase first person zoom and add 3rd person zoom for the jets.
- Helicopters have weak roll, pitch and throttle.
- Helicopter tow missiles should follow the centre of the screen dot rather than below and it is making it difficult to aim.
- Allows us to disable the mouse locking to aim point when ADS the gunner seat in the attack and transport helicopters.
- Helicopter gunner seat should remember it's last saved position.
- Mouse turning persistence for jets and helicopters makes turning feel laggy. There needs a setting that allows us to adjust the length of time aircraft follows your mouse input.

Vehicle to Vehicle Balance

- Helicopter and jet flare duration is too short making it very difficult to flee.
- Helicopters currently get instakilled by a single AA missile. It should take 2 rockets like every other Battlefield.
- Increase the damage of the light rockets for the attack helicopter.
- Add a medium rockets loadout to the attack helicopter.
- Add loadout to the attack helicopter gunner seat to increase the ammo count from 15 to 30 but with reduced damage.
- Give loadout customization to the jets.
- Jet cannon DPS against other aircraft is somewhat too fast.
- Jet cannon spread is too high.
- Air radar doesn't work.

Infantry to Vehicle Balance

- Increase the rockets for the engineer. 3 rockets is barely enough to kill a tank when it takes 7 shots from the front and 4 to the side. Battlefields 3 & 4 allow you to carry 8 and 7 rockets for the engineer respectively.
- Decrease the number of rockets tanks can take from the front from 7 to 5.

- Increase the number of rockets tanks & IFVs can take from the rear from 2 to 3 rockets to prevent them from being instantly killed by two engineers.
- Decrease the velocity of the RPG.
- Decrease the base repair speed of the engineer repair tool. An engineer can repair tank vs tank and IFV vs IFV battles faster than they can damage each other prolonging battles indefinitely.
- C4 is very weak. 3 C4s can't kill a single tank. 2 C4's to the rear of a tank should always kill it and a maximum of 3 should kill any vehicle from any angle.
- Increase the splash radius of the C4.
- Reduce the resupply time for C4.
- Increase the maximum C4 capacity to 6 like in BF3 and BF4.
- Give the support class access to C4.
- Limit the maximum number of mines you can place to 3. There are way too many mines.
- Increase the resupply time for mines.
- Mines can't be placed close together. Remove the crowded space mechanic it's annoying.
- Give a clear visual and audio warnings for the PTKM-1R mines. They should not be able to instantly kill a tank from full health with no warning whilst leaping from behind cover.
- Since there are open weapons why don't you make throwables open to each class as well?
- Allow infantry to use weapons and gadgets while parachuting.