

Dear Battlefield 4 developers at DICE.

As longtime Battlefield fans, we, the community from Battlefield-4.net are eagerly looking forward to your newest DLC Naval Strike and the new Carrier-Assault-Mode. Many of us already had the opportunity to test the new weapons and gadgets.

Even though we do like the new weapons and gadgets very much, we feel that something is missing. There are many people from our community who are not familiar with the new weapons from other games or from the BF franchise at all. For some it is even hard to get excited about the new weapons because they cannot recognize them as they have never heard or seen them before.

Of course it is interesting to try out new guns and get used to them, but many fans of our community miss many classics from former titles and other infamous weapons. Some even wish for a sheer weapon DLC.

So after a long discussion we formed a list of the “most wanted” weapons. We know you can’t just put in a bunch of weapons only because we like them, but we would be glad if only one would find its way into an upcoming DLC or maybe even in a pure weapon DLC (just in case you ever decide to make one).

Here’s the list of weapons our community would like to see in Battlefield 4:

G36A2

The G36 isn’t only the standard issue assault rifle of the German army, but it is also used by various other armed forces, special forces and security forces. The assault variant differs much from the G36K or the G36-LMG. It could be implemented as a normal assault rifle with good precision hence the small 5.56 caliber and the rather high bullet velocity, a normal fire rate and rather low recoil. Stats-wise it could be close to the M16A4 but with “full auto”. Maybe it could also get its own sight like the F2000.

MP5A5

World’s most famous SMG. It just belongs in a modern shooter.

USP45

Same as the MP5. One of the most known pistols with a beautiful design.

M95

It was a very popular weapon with very high damage in Battlefield Bad Company 2. The whopping bass combined with the low fire rate and the huge damage gave the feeling of firing a really deadly weapon - a quality that some of the bolt action sniper rifles currently available in Battlefield 4 lack a bit. The M95 does not need to have OHK capability. It would be enough if it had a high bullet velocity with a low bullet drop so that it would be a pure long range rifle. It

could have a rather long bolt action animation and a smaller magazine to define its long range role even more and make it less attractive on closer engagements.

G3A3

A traditional weapon. 7.62mm caliber with a mighty kick and huge damage for an assault rifle. It would be a nice alternative to the SCAR-H.

XM8

A wonderful prototype assault rifle that could also be implemented as a carbine. A rather high pitched firing sound and a high rate of fire that provides good controllability due to its high stability are the core attributes of this weapon. Like other rifles, the 5.56 caliber with its lower damage could be a possible downside of this weapon.

Walther P99

Beautiful design as an alternative to the P226.

MG42/MG3/MG74

Still undisputed as the best MG for its intended role on a bipod to lay down high volumes of suppression fire. 72 years of service should be reason enough to have a place in a modern shooter. We really would like to see a MG that is implemented as the MG was back in the day. With fire rates of 1.500 RPM (MG42) / 1.200 RMP MG3 / 850 RPM MG74, none of those weapons should be controllable at all while not on bipod except the MG74.

Some other guns that our community members mentioned as "nice to have":

DSR 50 as a heavy sniper rifle (Maybe as a battle pickup rifle?)

The crossbow from BF3 (maybe in a different form)

M24 from Bad Company 2

AN94 and/or KH2002 with its unique 2 shot burst fire

AK74 or AK47

Desert Eagle

TAR-21 as assault rifle (the MTAR-21's big brother so to speak)

Mini-Hecate .338 as a heavy bolt action sniper rifle

M1 Garand just because it is a beautiful rifle and it is a kinda nostalgic weapon.

Kriss VECTOR as a PDW

IMI Galil as an assault rifle.

Those are the wishes of our community members and hardcore Battlefield fans so far. Maybe you can bear some of those in mind when you think about implementing "new" weapons in upcoming DLC's. Any feedback to this letter - even if it is only a small explanation why some or none of our wishes can be considered or not - would be very appreciated.

Kind regards,

Battlefield-4.net - Community