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Subject: Re: BF3 March patch

Posted by [Dave Anderson](#) on Tue, 03 Apr 2012 04:06:04 GMT

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I don't know why everyone constantly points fingers at EA. DICE themselves including their lead gameplay designer did podcasts and interviews, and stated themselves that they are fully responsible for the changes and were not under any real time constraints other than community pressure.

Things like the suppression tweak, was dialed up way more during their internal testing than it is in the current patch. They also have some new people stepping up to the plate to take charge of gameplay balances.

Stop hating on EA just because they're the publisher and have a bad rep with their own developed titles. BF3 is not one of them. Command and Conquer, sure thing, BF, no I don't think so.

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