

Forum:[Hack Forums](#)

Thread: [Battlefield 6's Movement Changes Are "Not Drastic," Says Dev](#)

Stanley - August 25, 2025, 4:20 am

Battlefield 6's Movement Changes Are "Not Drastic," Says Dev

If you've been using the jump button a little too often in the Battlefield 6 beta, then you're going to notice some changes upon launch. DICE has announced that there's now a penalty for making consecutive jumps that lowers the jump height. Momentum carried from a slide into a jump has also been tweaked to reduce its speed. Nevertheless, Battlefield 6 principal game designer Florian "DRUNKKZ3" Le Bihan wants players to know that the movement changes "are not drastic." "Movement is also getting more responsive in general in places that have felt a bit clunky before. so there is a lot more that is getting quality improvements [and] polish in this same area," wrote Le Bihan on X. "Adding diminishing returns to jumping is what we're actually doing, an initial slide or an initial jumps will not be affected. We're still trying to retain depth to movement with some skill curve to it, just making sure it doesn't become insane." The Battlefield 6 devs also recently defended the changes to Rush mode in the beta, including smaller lobbies of 24 players for 12v12 matches. According to the programming team, Rush mode doesn't work as well with more than 24 players at a time. Continue Reading at GameSpot

<https://www.gamespot.com/articles/battlefield-6s-movement-changes-are-not-drastic-says-dev/1100-6534221/?tag=CAD-01-10abi2f>

Rsynced - August 25, 2025, 6:09 am

(Aug 25, 2025 04:20 AM) Stanley Wrote: [\[CITE\]](#) Battlefield 6's Movement Changes Are "Not Drastic," Says Dev

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OMG they ruin it before it even hits the shelves. Imao

Lowkey - August 25, 2025, 9:02 am

Thank you for this valuable insight stanely.

HerrWinston - August 25, 2025, 9:08 am

I hate them, everyone says the game is fun as shit, why change this now all of a sudden? I will never understand some Devs.... maybe someone here can give me the answer

Sam - August 25, 2025, 2:40 pm

I don't understand why people are upset. The developers aren't changing anything. They're just fixing a bug from the beta. It was a series of bugs that when chained together, gave unintended movement advantages during gunfights.

(Aug 25, 2025 09:08 AM)HerrWinston Wrote: [\[CITE\]](#) I hate them, everyone says the game is fun as shit, why change this now all of a sudden? I will never understand some Devs.... maybe someone here can give me the answer

Explain to me when power sliding and giga vault jumping was a battlefield mechanic? This isn't call of duty.

DemonAsylum - August 30, 2025, 2:39 pm

Yeah I saw a whole lot of people complaining about the movement changes on X. Some had seemingly logical complaints and others were seeming to simply bitch for the sake of it or as a bandwagon type of thing. I didn't personally play the beta and am not sure if I'll be picking the game up when it releases, but based on what I read about the changes, I can't imagine them being a make or break thing. Not only that, but surely if the game released and there was a genuine vast majority complaint about whatever movement or other thing, they would be open to assessing that feedback and trying out some change due to it.

Rsynced - August 30, 2025, 2:43 pm

Same pattern people always bitching about changes etc, COD is the biggest troll....

sharn - August 31, 2025, 10:09 am

Excited to see how this plays out in combat.

I hope the gameplay still feels fun and smooth.

Charlie Sheen - August 31, 2025, 1:57 pm

I never could get into Battlefield, I played one back in 2012 and there was just way too much going on.

Sam - August 31, 2025, 4:50 pm

(Aug 31, 2025 01:57 PM)Charlie Sheen Wrote: [\[CITE\]](#) I never could get into Battlefield, I played one back in 2012 and there was just way too much going on.

That's what makes Battlefield amazing. Every match feels like you're inside a movie and nothing is predictable, and anything can happen at any time.

Battlefield 1 is probably my favourite out of all the ones currently available. For players new to Battlefield, I think the main issue is visibility. It can be hard to spot enemies, but that's where spotting comes in handy. Once you understand the basic fundamentals of spotting, the game feels completely different.

The learning curve is surprisingly similar to CSGO, requiring a lot of per-map play pattern memorisation.

Toscan - September 1, 2025, 5:31 am

(Aug 31, 2025 01:57 PM)Charlie Sheen Wrote: [\[CITE\]](#) I never could get into Battlefield, I played one back in 2012 and there was just way too much going on.

Battlefield 6 has modes with smaller maps, close quarters, and limited player maps. Makes it feel

like Call of Duty in my opinion.

I think it's worth the shot for this one.

Sam - September 1, 2025, 5:58 am

(Sep 1, 2025 05:31 AM)Toscan Wrote: [\[CITE\]](#) Battlefield 6 has modes with smaller maps, close quarters, and limited player maps. Makes it feel like Call of Duty in my opinion.

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I think a lot of the player base was worried the maps were too small, especially for that game mode rush. Hopefully on release the larger maps are available too.

Toscan - September 1, 2025, 6:01 am

(Sep 1, 2025 05:58 AM)Sam Wrote: [\[CITE\]](#) I think a lot of the player base was worried the maps were too small, especially for that game mode rush. Hopefully on release the larger maps are available too.

I don't know the other game mode but it was a huge map with like 100 players. But the other mode rush like you mentioned was small map and maybe 10 players 5v5

Was a lot of fun!

Sam - September 1, 2025, 6:04 am

(Sep 1, 2025 06:01 AM)Toscan Wrote: [\[CITE\]](#) I don't know the other game mode but it was a huge map with like 100 players. But the other mode rush like you mentioned was small map and maybe 10 players 5v5

Was a lot of fun!

I prefer rush on the larger scale maps because this opens are more strats for flanking and such. I hope they have both options, small and large maps and you can filter which ones you want to play.

The smaller maps was about who can hold the choke point. If the team is one sided it's incredibly hard to push.

Toscan - September 1, 2025, 6:06 am

(Sep 1, 2025 06:04 AM)Sam Wrote: [\[CITE\]](#) I prefer rush on the larger scale maps because this opens are more strats for flanking and such. I hope they have both options, small and large maps and you can filter which ones you want to play.

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Yeah me personally I like smaller maps with fewer players just because my history has been Call of Duty over Battlefield, and then getting hooked to CSGO for 10+ years. I like the 5v5.

Definitely hope they make multiple modes for big or small game play!

CMZZ - September 2, 2025, 6:03 am

The game is really amazing. Cant wait till it finally releases. As i played the beta it was pretty sick i hope they change it to be better snd not bad

Lefty - September 4, 2025, 5:56 am

I am keen for this to come out. but after how good BFV is.. im scared

DemonAsylum - October 1, 2025, 4:08 pm

(Sep 4, 2025 05:56 AM)Lefty Wrote: [\[CITE\]](#) I am keen for this to come out. but after how good BFV is.. im scared

Only about another week until it releases. Still feeling the same about it? I had some friends that were initially really excited for it and saying they were 100% getting it and then when I talked to them yesterday, they sound so deflated about it and were saying they probably wont pick it up lol. Could be a them thing of course.

Fish - October 2, 2025, 12:17 am

Everyone says changes aren't that drastic, people bitch, then people forget and everything is back to normal

Yanix - October 2, 2025, 1:55 am

I like that they clarified the changes aren't drastic because Battlefield has always been about fluid movement. Adding diminishing returns to jumps keeps things grounded without killing skill-based maneuvers. It feels like a fair middle ground.

Lefty - October 2, 2025, 2:02 am

I hope its good. I love V and I hope we can get something just as good if not better

oRequiem - October 2, 2025, 2:56 am

As far as I know (and heard) that it was mainly for the movement bugs. But we'll see when it releases this month.

Sam - October 2, 2025, 5:09 am

(Sep 4, 2025 05:56 AM)Lefty Wrote: [\[CITE\]](#) I am keen for this to come out. but after how good BFV is.. im scared

I wouldn't consider BFV good, it's poorly optimised and the game is rightfully dead. BF1 is still my favourite and the game is still thriving.

Jamika - October 2, 2025, 5:48 am

Its just steps to improve gameplay feel and fairness

JoshAllen - October 2, 2025, 8:28 am

So excited for this game to come out and make that decision myself.