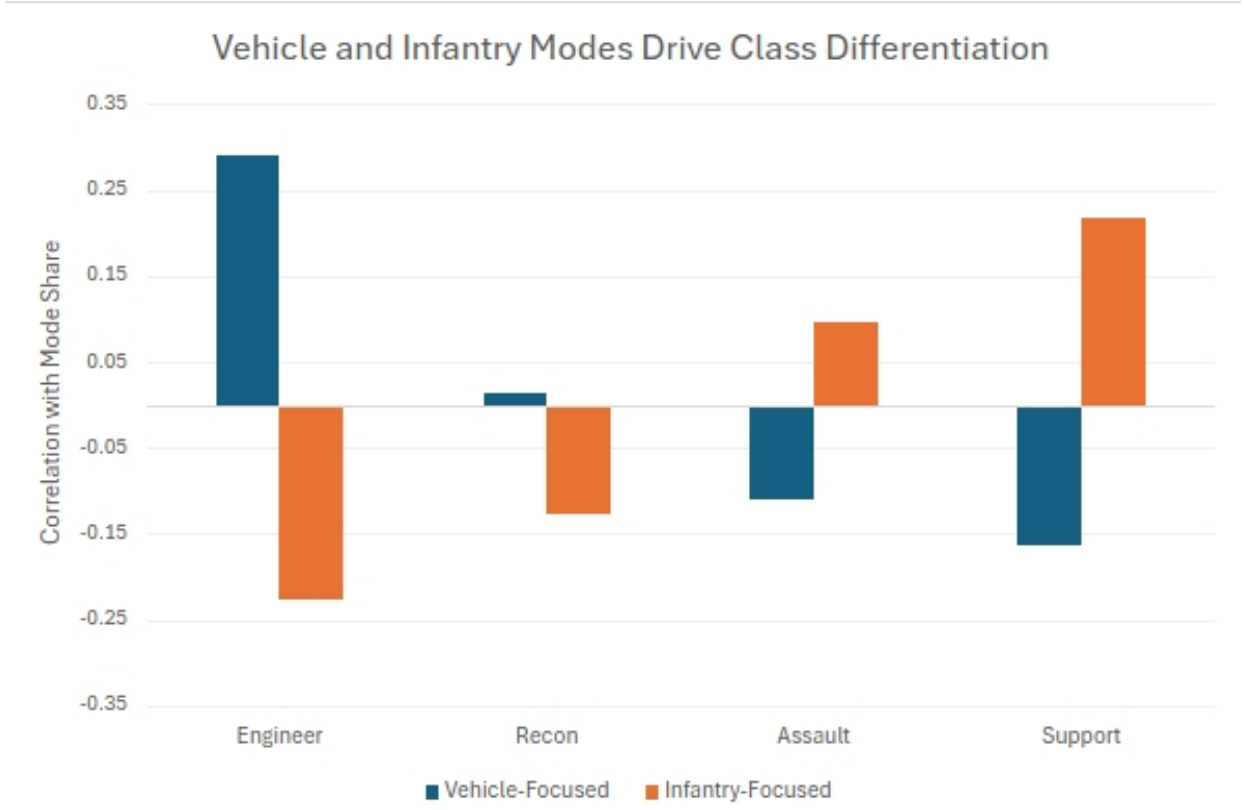
Battlefield 6

Class Balance Analysis

Objective

Examine how game modes influence class selection and how gadget adoption reinforces class identity.


Vehicle and Infantry Modes Drive Class Differentiation
Correlation with Mode Share
0.35
0.25
0.15
0.05
-0.05
-0.15
-0.25
-0.35
Engineer
Recon
Assault
Support
Vehicle-Focused
Infantry-Focused

What This Suggests About Class Roles

- **Engineer** selection is strongly associated with vehicle-focused modes and inversely associated with infantry-focused modes, indicating role specialization driven by vehicle presence.
- **Support** selection is strongly associated with infantry-focused modes and inversely associated with vehicle-focused modes, suggesting greater value in sustained infantry engagements.
- **Assault and Recon** exhibit low correlation across mode types, indicating more consistent class selection independent of mode context.

Data-Driven Design Principles

- High selection rates must be evaluated for behavioral, structural, and systemic drivers before balance intervention.
- Address dominant outliers before broad systemic changes.
- Preserve class identity while improving intra-class diversity.
- Adjust for slot structure when evaluating selection dominance.

Engineer – Usage & Structural Insight

Usage Rate	Insight
Gadgets 1. RPG: 94% 2. M15 Mine: 60% 3. MBT Law: 20% 4. PTKM-1R: 12% **Grenades** 1. Frag Grenade: 93%	• RPG's 94% selection rate indicates structural dominance and reduced intra-class diversity. • Even with frequent air threats, lock-on and anti-air tools remain underrepresented, indicating that general-purpose explosives sufficiently satisfy vehicle counterplay demands.

Recon – Usage & Structural Insight

Usage Rate	Insight
Gadgets 1. C4: 84% 2. M18A1 (Claymore): 67% 3. Recon Drone: 18% 4. Laser Designator: 7% **Grenades** 1. Frag Grenade: 88%	• Recon selection patterns show preference for direct damage tools over utility options, reinforcing offensive flexibility. • Elevated C4 usage may reflect systemic vehicle pressure extending counterplay responsibilities beyond the Engineer class..

Assault – Usage & Structural Insight

Usage Rate	Insight
Gadgets 1. M320A1 HE (Grenade Launcher): 73% 2. QLINK (Deploy Beacon): 54% 3. Weapon Sling (or SS26): 39% 4. Assault Ladder: 11% **Grenades** 1. Frag Grenade: 96%	• No single gadget exceeds extreme dominance, indicating healthier intra-class diversity relative to Engineer. • Mixed adoption across utility and damage tools suggests flexible role positioning independent of mode.

Support – Usage & Structural Insight

Usage Rate	Insight
Gadgets 1. Defibrillator: 60% 2. Deployable Cover: 38% 3. Supply Pouch: 37% 4. M320A1 SMK (Smoke Launcher): 12% **Grenades** 1. Smoke Grenade: 69% 2. Incendiary Grenade: 30% 3. Frag Grenade: 16%	• Support exhibits infantry-focused reinforcement through smoke and revive tools. • Grenade diversity (Smoke 69%, Incendiary 30%, Frag 16%) suggests situational flexibility rather than explosive dominance.

Cross-Class Balance Takeaways

- Class with strong mode dependency (Engineer, Support) exhibit clearer role identity, while flexible classes (Assault, Recon) maintain consistent selection regardless of mode.
- Gadget adoption generally reinforces existing class roles rather than compensating for weaknesses, indicating that core class identity drives player behavior more than individual tools.
- High overall gadget adoption across classes suggests players engage with multiple tools per class, supporting balance approaches that emphasize situational tradeoffs over hard specialization. However, Engineer shows a 94% RPG selection rate, indicating a dominant default choice and reduced intra-class diversity.
- Balance opportunities are more likely to emerge from addressing dominant outliers than from broad systemic changes.