
Subject: Re: What do you think of battlefield 2?
Posted by [Nukelt15](#) on Sun, 11 Dec 2005 21:24:16 GMT
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BF2 choppers are pure, utter crap. They cannot rotate very well on the Z-axis, can tilt no more than a few degrees off-level forward or backward before losing altitude (even at full throttle)- yet, they can bank more than 80 degrees before losing altitude. They 'naturally' return to level if the controls are released, and will hover with no control input whatsoever. You can slam them down hard at full reverse power and take absolutely no damage when landing.

The chopper physics in BF2 are ass compared to Desert Combat. Go ahead, compare the two- the DC machines are far more responsive and realistic (they are harder to maintain control of, handle more believably, and are touchier on landings).

The planes handle better, though. Afterburners and flares were a nice touch. However, the choppers need LOTS of work.
