
Subject: Re: What do you think of battlefield 2?
Posted by [Nukelt15](#) on Thu, 15 Dec 2005 00:10:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Exactly. It took some serious practice to get really good at flying DC choppers, which made it all the more enjoyable when you actually did learn how to fly them- it was an accomplishment, not something any joe newbie could do (though I do understand why a professional developer would make it easier for newbs to fly). I and a number of my squadmates got good at flying choppers- and I mean REAL good. Good to being able to take on fighters and win, flying into and out of hangars, station-keeping above the most constricted flag zones, and knowing the performance of the machines to a point where we knew exactly to what point we could push any maneuver. A particular favorite move of mine was to cut throttle, roll hard, then go full throttle while inverted, executing a sort of corkscrew-ish maneuver that was extremely hard to follow (roll combined with yaw...if you'd never seen it done before, you would swear it was about to crash).

My favorite ride was the small four-seater Opposition chopper- it carried a number of different loadouts (including none), including dual cannon pods, quad WAFARS packs, quad anti-tank missiles, and a mix of two anti-tank and two WAFARS packs. The AT/WAFARS and the cannon pod variants were my favorites. Nice and maneuverable (and fast), but still packing a punch and having enough armor to take a stinger hit or two (the Little Bird and MH-500 could barely take one before going down).

Good times...Those birds could do things the BF2 choppers couldn't even dream about. And all the weapons were 100% skill- nothing with lock-on. If you couldn't fly and aim, you couldn't make a difference.
