
Subject: Re: What do you think of battlefield 2?

Posted by [_ToXiN_](#) on Sat, 24 Dec 2005 16:00:14 GMT

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Nukelt15 wrote on Wed, 14 December 2005 19:10 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.

Man, I'm in ridiculously full agreement with you. The thing with me is that I can zip through the streets of Urban Siege in a little bird or that opfor chopper with a big deal like a mofo while shooting everything up that gets in my way.

Then I buy BF2 and try fly the choppers on there, I absolutely suck with them, they don't handle at all like I'm used to, the throttle is confusing, the whole control system with them is just more jerky and unresponsive. I mean where in DC I could get a Apache to spin around on a dime and do a barrel roll at the same time, I can't do anything with the choppers in BF2.

I trained till I bled from the tips of my fingers with the DC choppers when I really got in to DC, to the point where I would go on to a server, find one of the choppers I really liked (I never did quite get the hang of the Hind, I always thought it flew like one of those big yellow school buses) take out the majority of the oppositions armour out on the field and cap a few flags and then act like I was king of the world.

Some of my favourite stuff to do while flying was along the lines of buzzing anything the enemy had with my light helicopter, pretty much just dive at them like a crazy motherfucker while unloading like hell and hoping like hell you've calculated how much distance you need to level out unless you want to end up splattered across the sand. Once I did this to an enemy Hind pilot who wasn't all that good at flying, I managed to freak him out so much that he slammed in to the side of building and killed himself and someone in the back (no clue why the guy wasn't in front gunnin', coulda gotten me.)

Also a personal favourite will always be flying really low while weaving through obstacles, my favourite chopper to do this with was the opfor helicopter that had the huge tail, you'd take that thing really high, let it drop down and pick up a shitload of speed, so much speed that nothing else could match it and then zip through streets or anything you could find.

So, what were your favourite choppers to use in DC? My favourite was definitely that Iraqi bird, the one with the big tail, it was a bit tricky to handle at times... but once you got the hang of it, it dominated the skies for a nice long while.

BF2 flying on the other hand? You get none of the same satisfaction from it, I mean c'mon they're 'easier' to fly yet also they are much more restricted and I kid you not, you can take the biggest, fastest transport chopper in BF2 and do a loopity-loop with it, no problem and no skill needed.
