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Subject: Re: Battlefield 2142 vs. Enemy territory: quake wars...

Posted by [Nukelt15](#) on Wed, 26 Jul 2006 20:10:07 GMT

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The Scout class in BF2142 reminds me of our beloved badass commando from C&C. Sniper rifle, C4... all he's missing is the crude humor and pixelated beret.

BF2142 looks like a big improvement over the buggy, poorly balanced waste of \$50 that is BF2. The jury's still out, but I'll definitely be downloading the demo to see just how much of an improvement it really is. The infantry portable anti-air weapon the latest interview mentions can only be a good thing after BF2's endless chopper and plane rape, though.

Quake wars looks pretty damn good, I have to say. I'm more inclined to trust its quality of production over BF2142 (BF2 having been shoved out the door, IMHO months before it should have been, puts EA/DICE in very poor favor indeed), but it remains to be seen which is the better game.

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