

## **BF2-World Battlefield 2 Interview**

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**BF2-World:** Can you give us a list of the tanks and planes, which are 100% in BF2

**Sean Decker:** Well, there are over 35 vehicles in BF2, here's a taste of what to expect:

Tanks like the M1A1

Fighters like the F-35 and Su-34

Transport vehicles like the FAAV and Blackhawk

APCs like the LAV-25 and BTR-90

Boats like the RIB and LCAC

Attack helicopters like the SuperCobra and Havoc

**BF2-World:** Is there a reason, that you can revive the teamplayers? For example, you only have one life.

**Sean Decker:** Two reasons:

The medic will get a score for reviving team-mates

The revived team-mate does not use up a team ticket

**BF2-World:** What can the commander of a team do? Can he forbid anybody to enter in a jet, so that the jet is locked for this player, but the other players can take it?

**Sean Decker:** The commander's main role is to coordinate his team and provide them with support and information. To that end he can view the map in-detail and provide information to his squad leaders. He can provide artillery support, reconnaissance, and supplies. He cannot lock players out of vehicles.

**BF2-World:** Is it easy to fly a helicopter or a jet? Is the control the same as in BF Vietnam?

**Sean Decker:** Both vehicles follow our core philosophy of easy-to-learn but hard-to-master.

**BF2-World:** What for features will the Demo of Battlefield 2 has? Is there only one Map? Is the demo without jets or tanks?

**Sean Decker:** We're still determining the status of our demo.

**BF2-World:** Have the jets and helicopters an ejection seat that you can leave them fast?

**Sean Decker:** Well, there's no actual ejection seat but wait until you see the free-fall animation classic Battlefield.

Courtesy of [BF2-World](#)