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Subject: Re: BF3 vs MW3?

Posted by [Jerad2142](#) on Sun, 30 Oct 2011 02:12:49 GMT

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R315r4z0r wrote on Tue, 25 October 2011 14:48Jerad Gray wrote on Mon, 24 October 2011 19:35And is this command system an actual Commander mode where one guy is the leader of the team and he tells everyone where to go, what to defend, launches arty strikes etc.? Or is it just that cheesy thing where you push q and it says "enemy spotted."

I've only ever played one previous Battlefield game and that was Battlefield 2142. But what is so wrong with helping out your team by spotting enemies for them? Why is it "cheesy" to do that? I think that it's much more cheesy to have some omnipotent "commander" giving you aid like they are a hand of god or something.

Granted I think there should be someone with the ability to assist the whole team with supplies and artillery... but the individual soldiers should not have their ability to assist the team removed by taking away their ability to call out the locations of enemies.

Cheesy because it's so dumbed down from the original, the original allowed you to not only let the game detect what you were spotting but choose from a drop down list what you were spotting. You could also choose to call for help, ammo, medkit, and other statements from the same menu system, it was very efficient.

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