I dont know about other physics, but Halo 2 has the Unreal Death Physics engine, and all the corpses slide all neatly and everything. They dont explode, but its still fun to kill someone, and watch their corpse slide down a set of stairs.
I choose Halo 2 over Half-Life 2, since ive seen both games, and although Halo 2 didnt quite match Half Life 2s graphics, it easily made up for it. With the new/remodeled weapons that Halo 2 threw in, aswell as being able to play as an Elite, i personally think that Halo 2 beat Half-Life 2.
In Halo 2, almost anything and everything can be destroyed, or atleast tipped over. I should know about the last one, i grenaded a hall of blocks and they all tipped over. That was a fun level.
Most things that a destroyed actually explode, causing splash damage that can kill others. I admit that 90% of all Halo 2 Xbox Live players that have the headset, are going to act like 2 year olds whenever they die. Ive heard a few adults on there, who act the same way. Ive heard about three people in total that havent whined and complained about being killed.
My judgment: Halo 2 - Half-Life 2
Halo 2 excells in alot of areas, but doesnt live up to CERTAIN expectations.
Half-Life 2 excels in most areas, but doesnt live up to my tastes, or from the things ive heard of Half-Life 1.
Final Judgment: Halo 2 is slightly superior, but Half-Life 2 does have its strong points.