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Subject: Tiberium Wars patches

Posted by [bisen11](#) on Fri, 18 Jan 2008 02:20:11 GMT

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Anyone else think the balancing patches for Tiberium wars are making the campaign a lot harder? It seems like a lot of the time I have nowhere near enough funds. Been having trouble on the first act 3 mission where you have to alternate power between the base defenses. Worst part is when you get the mcv back and they start majorly rushing you. And since when can rocket guys shoot farther than anti infantry base defences? First time I did this mission I beat it without too much trouble :/ .

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