
Subject: Re: Westwood lives on
Posted by [Dover](#) on Sun, 29 Aug 2010 20:34:42 GMT
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JohnDoe wrote on Sun, 29 August 2010 11:04did ya have any trouble beating the campaign on brutal? im already having trouble escorting these fucking civilian convoys

Some missions are definately much harder than others, at least the first time through when you're not sure what the best thing to do is exactly.

I don't recall doing anything special for the escort mission, just lots of medic/marine like a lot of the other missions in the first half of the campaign. I do remember giving up in frustration with the "Don't lose any structures" achievement. Just a bigass ball of marines and medics following the convoys around should be enough. You can throw in some firebats if you need something to tank, but I never felt the need to.

Some of the tougher ones you'll come across are "In Utter Darkness", where weapon/armor upgrades are key and nessessary to have a fighting chance, and "All In", of which there are two varients depending on your choices through the campaign, and which can range from rage-inducingly difficult to pleasently challenging, depending on which varient you're playing and what tech choices you've made.
