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Subject: UNServ Mod Maps (updated)

Posted by [Crimson](#) on Sun, 23 Mar 2003 02:37:38 GMT

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In my humble opinion...

I have played Gigantomachy a couple time on The Pits and I have yet to see any base destruction. That's my biggest problem with the map -- no one can get into either base. However, the layout outshines most fan maps out there, though I do feel the ground texture could have been blended a bit more. If more map makers were at that level, we'd have a lot more playable maps besides ACK's. I still think it's better than ACK's first Renegade map, Country Meadows.

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