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Subject: Re: UNServ Mod Maps (updated)  
Posted by [Whitedragon](#) on Mon, 24 Mar 2003 02:48:06 GMT  
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Duke of Nukes

1. Boxed In
2. siege
3. tiberium temple
4. hangmans canyon
5. mines
6. secret base
7. dawn patrol 2
8. conquest island
9. delta
10. Tropics
11. River Canyon
12. Duel Death
13. Gigantomachy

Heres my thoughts on these maps:

1. Boxed In - Crappy map, seems to favour GDI.
2. siege - Very nice map, has a few glitches here and there though.
3. tiberium temple - Fairly good, the tiberium mutants are annoying and uh..stupid.
4. hangmans canyon - Havnt played many games on it yet but it seems to favour NOD somewhat.
5. mines - Wonderful map, but has some problems with base to basers.
6. secret base - Strange but fun, very big, a few point whoring problems
7. dawn patrol 2 - horrible map
8. conquest island - Wonderful map, has a few glitches like how you can get on top on the mountains and the repair pad one.
9. delta - Bad texturing
10. Tropics - In my opinion the best map on this list, sorta hard to infiltrate the bases but not so much as to make it not fun, very nicely textured and designed.
11. River Canyon - Medicore map, found no problems but it just dosnt seem fun
12. Duel Death - Uh, we never played this one and ive never heard of it before....
13. Gigantomachy - Very nicely designed and textured, though somewhere hard to infiltrate the bases.