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It's almost Christmas! We hope you all manage to distance yourself from the naughty list during 2020. There is a good chance if you are reading this, you may be wondering why you quit the website recently. Don't worry, there's nothing wrong with your account. This happened because we
had to delete everyone's active login sessions as part of a routine – but important – database maintenance task. If you have not logged off, make sure your acc Another month, another prize draw in the exclusive We The Players competition for Nexus Mods users! Once again it's time for
TokenGeek to announce the lucky winners of the Nintendo Switch Lite and 5x \$50 Steam Gift Cards in the October sweepstakes. A little late with this month's winner announcement, I'm sorry. We are busy making sure that all titles for the 'next-gen' console are all present and correct on the
site. October is a big month for us here Today we talk to Mangaclub, a longtime member of our modding community and author of some of your favorite weather mods like Vivid Weathers for Skyrim, Skyrim Special Edition, and Fallout 4. Thank you for taking the time to answer our
questions. Before we start the interview: what's the weather like where you are now? Mangaclub: Thank you! It's good to have a chance to answer your questions. The real weather is We are looking for enthusiastic and motivated UI/UX Designers who are passionate about creating
practical, simple and human solutions to complex problems that will help design the future of Nexus Mods – a service used by millions of players around the world. Together with the front-end team, you will be expected to work with our back-end development team to release new features
and also take full responsibility for the look, feel, and user experience of nexus mods prod Skyblivion is a name that most Skyrim or Oblivion modders may have heard at one time or another over the past 9 years. This is a very ambitious project that aims to recreat the entirety of The Elder
Scrolls IV: Oblivion in the newer gaming machines used by Skyrim. The team recently released their first Development Diary which gives us a sense of what's to come. In this feature, we chatted with Rebelzize and the team about this exciting venture. MRLqiCLSehQ We are now entering
the fourth month of the We The Players prize draw specifically for Nexus Mods users, so it is time for TokenGeek to announce the lucky winners of the Nintendo Switch Lite and 5x \$50 Steam Gift Cards starting september. Hey everyone, thanks again for another successful month of the
best reviews, collections, and screenshots. Our community at We The Players is slowly growing and that's not least for you here Nexus Mods. We're ether Today we are talking to two writers Community Witcher 3: wiggolp and Damastor - both have managed to create new search mods
for the game, adding new areas, dialogues, and more! BigBizkit: To start this, let me ask you, wiggolp, about your mod adding a completely new search for the game – Ciri's Sole Memento. How would you describe the mod and search for those who want to know to play it? Wiggolp: The
majority of players who finish the game may be me Recently we have seen a spate of provocative mods and trolls uploaded based on current sociopolitical issues in the United States. As we get closer to the US election in November we expect this trend to increase as it did this time 4
years ago. Considering the low quality of the mods uploaded, the polarizing views they express and the fact that our small but vocal contingent of users don't seem smart or mature enough to be able to debate smart issues We are currently performing important maintenance on the
website notification system, as a result, you may notice that all your notifications before 12:00 GMT(+1) today are no longer displayed in the notification page. Our web developers are working to recover the old notice, however, we're not yet sure if this will be
possible. We understand this is not ideal for many users who rely on site notifications and want to humblely Vortex 1.3.0 has arrived! Over the past few weeks, we have introduced new features, improved existing functionality and destroyed the entire load of pesky bugs. The Vortex team
has eagerly worked through over 2,500 reports of your feedback to give you the most polished modding experience. Here are the highlights of what's new in Vortex's latest release. Vortex UI/UX update Won't be obvious to the naked eye, but Vortex is undergoing a sig In June we
announced our partnership with We The Players run by our good friend and former Nexus Mods staff member – TokenGeek (Paul). He returned once again to reveal the lucky winners of the Nintendo Switch Lite and 5x \$50 Steam Gift Cards in the monthly prize draw – exclusive to Nexus
Mods users. Get rid of it, Paul TokenGeek: Yet another excellent month for reviews with 213 further written game reviews submitted by the Nexus Mods community, over a thousand ratings and users behaving Today we are talking to iRetrospect - a spice modder and special effects
writer overhauling the Arctic and Inferno, as well as the Behavioural Reshuffle Movement for The Special Edition of Skyrim. Thank you for joining us today. First of all, could you please tell me About you? iRetrospect: Happily, I am an educator in real life and most people who know me
would never think I would be someone interested in gaming, let alone game modding. In my argument With our growing site and community, we once again looking for new talent to recruit to the Nexus Mods team. This time we are looking for a mid-level Front End Developer to join us at
our office in Exeter, UK. You can see the full job description on Workable and if you think you'll fit in, feel free to send us your application. If you are interested in joining our team, but do not think this is the right role for you then feel free to keep In this feature, we chat with Kingo64, creator
of the most popular mods for Blade & mp; amp; Sorcery - The Outer Rim. Being a bit of a Star Wars geek myself, this is a mod I've been following for a long time. Thank you for joining me Alex (Kingo64), we will start as we always do, can you tell our readers a little bit about yourself? Hey!
My name is Alex, I am a full time software developer and Blade server member & Sorcery Discord is quite recognizable Last month we announced our partnership with We The Players and raffle their exciting prizes exclusively for Nexus Mods users. The community's response
to this was fantastic and TokenGeek is back with us to reveal the lucky winners of Nintendo Switch Lite and 5x \$50 Steam Gift Cards for July. Before talking about the competition and announcing the winner this month, I just wanted to take a moment and say a big thank you to the
NexusMods community. Without ques In this feature, we chat with KospY. The brains behind the hugely popular VR game Blade & amp; amp; Sorcery, who began his journey into game development as a modder toying with his favorite games. Thank you for taking the time out of your busy
schedule to talk to us, KospY. To begin with can you tell our readers a little bit about yourself? I am a Blade & medieval fantasy VR fighting game released in Early Access Today we spoke with DeserterX a longtime member of our Nexus Mods
community and author of many very detailed armor mods for Fallout 4 and Skyrim. Thank you, DeserterX, for joining us today: as always, we'd like to start an interview with you telling us a little bit about yourself. Well, I'm just a guy with a passion for computer graphics. Recently I discovered
I can paint and design clothes and I am very happy that modding is giv Two weeks ago we added the 1,000th game to the site and launched our 1,000 Games Milestone Quiz where we gave away six Steam Gift cards as a gift to celebrate the occasion. We have been stunned by the
positive feedback regarding our site's 19-year milestone and the quiz itself. almost two thousand entries, this has been the most successful community event to date! Thank you so much to all the participants – we really hope you have fun with the quiz. Without further ado, here In this Mod
Author feature, we catch up with TelShadow as possible for most mode made for Morrowind. Let's start as we always do, please tell us about yourself for those who don't already know you. There's not much to tell. I come from a very creative family, which I'm sure helps me when it comes to
new mod ideas. I am a writer and artist but, to be honest, I haven't really done writing or drawing for much fun in many Party time! To celebrate reaching 1,000 games on Nexus Mods, we give amazing prizes in our 1,000 Milestone Quiz Games. Simply fill out the quiz form until 15 July
03:00 WIB (GMT+1) to submit your entry. Entries with the highest score will be included in the prize draw to win one of six Steam Prize cards worth 2x £50, 2x £25 and 2x £10 respectively. Put on your party hat - it's time to celebrate! We just added the 1,000th game (FIFA 20, 19 minutes
ago Released Jan 14, 2019 Third Person Shooter Total mod conversion that transforms BF2 maps, units, vehicles, weapons, effects update the look of battlefront II while maintaining ONLINE COMPATIBILITY. 47mins ago Released Dec 16, 2020 Third Person Shooter A repository of my
conversion to Star Wars Battlefront II. This includes characters, vehicles, and levels from various other Star Wars games, including 11 hours ago TBD Third Person Shooter Mod replaced the vanilla side model with an improved model and texture 12 hours ago Released Jun 1, 2019
Fighting Reboot from my biggest mod which was removed due to problems But finally the time to return has come with it in a new style 22 hours ago Released Dec 15, 2020 Third Person Shooter Enhancement loadscreen replacement for Galactic Conquest and Campaign. It also works
to replace music and menu sounds. 23 hours ago TBD First Person Shooter Star Wars Battlefront II Legacy was a large-scale conversion mod created for Battlefront II using as many recovered assets as possible available from 15 Dec 2020 Released 15 Dec 2020 Third Person Shooter
Expansion to Original Christmas on Jinglin City map and remaster Back to Jinglin City map! This mod adds a new Hero Assault game mode to the 15 Dec 2020 Released Mar 18, 2020 Third Person Shooter The Galactic Saga Mod brings several new eras into the game with many
characters, weapons, and vehicles. This mod also aims to bring new maps to add Dec 14 2020 TBD First Person Shooter A mod that will bring you a unique map that, for the most part, has not yet been created! Dec 14 2020 TBD Third Person Shooter This will add 2 new eras and maps
that will add new units, skins, and heroes! Dec 13 2020 Released Dec 9, 2020 First Person Shooter Very good, this mod focuses on modifying the old loading screen the newer and HD, currently there is only the full version for 1980 x Dec 13 2020 Released 2016 Third Person Shooter
The Sith Wars II is an era mod for Star Wars Wars II and last year's sequel The Sith Wars. This mod will bring back the power of signatures and sabers Dec 12, 2020 Released Dec 10, 2020 Third Person Shooter A festive village where holiday fun takes place all year round. Have a hot
cup of Christmas spirit! Mmmm It's jingle time! This time with improved visual/audio 12 Dec 2020 Early Access 14 Jun 2019 Tactical Shooter This map package will include all your favorite BF1 maps with completely new settings and or refreshed atmosphere on the classic BF1 Maps 12
Dec 2020 Released Dec 5, 2020 First Person Shooter aborted dk how to remove mods
to 11 Dec 2020 Released August 22, 2019 Third-Person Galactic Shooters destroyed due to 1,000BBY scince conflict and fight as Galactic Republic, Imperial Remnant/Galactic 11 Dec 2020 Released Jun 28, 2020 This Third Person Shooter Mod
adds a new era inspired by DICE Battlefront II 2017 - created by [GT]Delta-1035 Dec 10 2020 Third Person Shooter Shooters
Collection installer that will add Community-made Mod Maps and content to the Original Xbox Version version of Star Wars Battlefront 2 (2005 10 Dec 2020 Access Early August 17, 2019 Tactical Shooter As The Clone Wars returns, as does the Mod The Clone Wars which was removed
from last year's Mod DB (A Galaxy Divided). Revised Clone Wars is based on 9 Dec 2020 Released Sep 19, 2020 Third Person Shooter Realistic and accurately improved movie maps for the original Star Wars Battlefront 2 with HD textures, general redesign, and optimized graphics. 9
Dec 2020 Released Jan 2018 Third Person Shooter As a new year treat and a gift from me to you, the remnants of the community that became 13 years old, I will give you BOB 2.0, with improvements on Dec 8 2020 TBD Third Person Shooter Welcome to Project Battlefront, this is a
mod that focuses on adding unique and fun experiences to Battlefront 05, from Lothal to Scarif, all of them Dec 7 2020 Released Dec 7, 2020 Tactical Shooter Battlefront Extended: the mod upgrades extended clone wars, adding more modes like gcw, mandalorians and more! Dec 4 2020
TBD Third Person Shooter This is my last public mod for SW Battlefront 2 2005 (Since some finished for example: CW Sides or Core of The Galaxy). I've decided to do something Dec 3 2020 Released 20, 2019 Third Person Shooter This Mod is a new era for regular Maps. You can play
Clone-War and Galactic Civil War It has ruffled Sides in each round Dec 2 2020 Early Access Dec 2018 2018 This Person Shooter Mod replaces the original model of the game by others better and more accurate movies, the model comes from different Star Wars games, Most Dec 1
2020 Released August 6, 2020 Third Person Shooter What was originally conceived as a mod to introduce X1's Remnant to Battlefront 2 using assets from cancelled FRD games gradually evolved into common Dec 1 2020 Released August 5, 2019 Third Person Shooter Star Wars
Battlefront III Legacy Era Mod is a massive standalone expansion into the existing Battlefront III Legacy mod, bringing features and content No mods were found that matched the specified criteria. We recommend that you try the list of mods without any filters applied, to browse through
everything available. Add mods and help us achieve our mission to showcase the best content of all developers. Join now to share your own content, we welcome creators and look forward to your comments.
every alling available. And mode and help de defined out mission to showcase the best content of all developers, soin how to share your content, we welcome deducted and look forward to your confinents.

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