
Subject: Map list and rotation for FRIDAY 4.04.03 at THE PITS server

Posted by [Jarhead](#) on Fri, 04 Apr 2003 20:34:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

MapName00=C&C_Field.mix
MapName01=C&C_River_Canyon
MapName02=C&C_City_Flying.mix
MapName03=C&C_Tiberium_Cave.mix
MapName04=C&C_Complex.mix
MapName05=C&C_Conquest_Winter.mix
MapName06=C&C_Canyon.mix
MapName07=C&C_Walls_Flying.mix
MapName08=C&C_Hourglass.mix
MapName09=C&C_Basin
MapName10=C&C_Mesa.mix
MapName11=C&C_Siege
MapName12=C&C_Volcano.mix
MapName14=C&C_Deth_Islands
MapName15=C&C_Under.mix
MapName16=C&C_Mines.mix
