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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

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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

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

Posted by [Creed3020](#) on Fri, 04 Apr 2003 22:17:02 GMT

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I will hope to see you there. Leave some space

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

Posted by [Aircraftkiller](#) on Sat, 05 Apr 2003 00:55:38 GMT

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Wow, only one crappy map today! I'll skip Tiberium Cave if I can get enough time to come on the server.

The rest of it is fine.

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