
Subject: Fan Maps

Posted by [Gen_Blacky](#) on Sat, 19 Jul 2008 10:58:42 GMT

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

Everyone Post there top 10 fan maps Ill have post mine later need to go play some maps

Subject: Re: Fan Maps

Posted by [Lone0001](#) on Sun, 20 Jul 2008 00:53:40 GMT

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

1. C&C_VolcanoEVO
2. C&C_Field
3. C&C_Volcano
4. C&C_Glacier_Flying
5. C&C_FieldTS
6. C&C_Walls_Flying
7. C&C_Roleplay
8. C&C_Night0X
9. C&C_Niagra
10. C&C_Duel_Arena

PS. I haven't even tried all the maps that are in the ubermappack tbh

Subject: Re: Fan Maps

Posted by [HeavyX101- Left](#) on Sun, 20 Jul 2008 02:15:31 GMT

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

Roleplay2_RC_1.2.pkg
C&C_Walls_Flying.mix
No more

Subject: Re: Fan Maps

Posted by [SlikRik](#) on Sun, 20 Jul 2008 03:37:28 GMT

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

My list will be slightly biased, but...

1. Roleplay2 (whatever the latest is, although I suppose technically it's a mod now, but w/e)
2. C&C_Roleplay
3. C&C_Duel_Arena
4. C&C_Carnage_Club

That's about all I can think of.

Subject: Re: Fan Maps

Posted by [GEORGE ZIMMER](#) on Sun, 20 Jul 2008 04:13:05 GMT

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

Well, Rp2 I consider a mod, so I won't count that.

So instead, here are my votes:

- 1: C&C_Ancients.mix
- 2: C&C_Flight_Deck.mix
- 3: C&C_MedicalLevel.mix
- 4: C&C_Duel_Arena.mix
- 5: C&C_Airbase.mix
- 6: C&C_Lightwave2.mix
- 7: C&C_Lightwave.mix
- 8: C&C_Last_Stand.mix
- 9: C&C_Mutant_Lab.mix

Fun times on those maps. There's more I like, but yeah.

Subject: Re: Fan Maps

Posted by [renohol](#) on Mon, 21 Jul 2008 05:01:41 GMT

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

I like C&C mode fan maps, most of which were made by ACK and Titan1x77.

10. River Canyon, (ACK)
 9. Snow, (dunno)
 8. Terrace, (Titan1x77)
 7. BunkersTS, (ACK)
 6. Cario, (Titan1x77)
 5. BasinTS, (ACK)
 4. Dust Training, (Tiatn1x77)
 3. Tropics, (ACK)
 2. Tib_Pit_3, (Titan1x77)
 1. Lunar Landing, (dunno)
-