
Subject: new server and map rotation

Posted by [MSNSazabi](#) on Thu, 19 Jun 2003 01:00:31 GMT

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i just made a new 10 player server called lots o maps. the map rotation is:

city_flying

alpine

basin

battlecreek

bunkersTS

city flying exp

conquest island

conquest winter

cover of night 1.2

delta

deth island

forest trail

fortress

garth3

gigantomachy

hangmans canyon

high altitude

iceworld

jungle

metro

mines

mountain

nightmare

overlord

paradox harbor

pipefight evolved

port

radiation

ravine

river canyon

river raid

ruins

sean battle

secret base

seige storage

sunken

tiberium cave

tiberium pit 2

tiberium temple

tropics

urban rush

worthy classic

ysl database

all maps can be gotten off of <http://www.renmaps.com>
