
Subject: New maps?

Posted by [zunnie](#) on Sat, 13 Aug 2011 00:45:24 GMT

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Hi people,

i need to know if there were any new maps released recently.
I will be updating the UberMapPack with it then.

Please do not post maps i already have

If you do have a map not in the mappack then please provide me
with a download for it

Current UberMapPack Map Content:

C&C_AD_Gateshead
C&C_Airbase
C&C_AI_can
C&C_AI_Garden
C&C_Alpine
C&C_Ancients
C&C_Antarctica
C&C_Aqua
C&C_Arctic
C&C_Area51_DM
C&C_Arena
C&C_Arid
C&C_AwpMap
C&C_Base
C&C_Base_DM
C&C_Basin
C&C_BasinTS
C&C_BattleCreek
C&C_BattleField
C&C_Battleground
C&C_Beach
C&C_Belagerung
C&C_BetaV3
C&C_Big_Walls
C&C_Bio
C&C_Blizzard
C&C_Bot_Islands
C&C_BoxedInV4
C&C_bridge
C&C_Bridge_The_Gap
C&C_BunkersTS
C&C_Cairo

C&C_Canada_CTF
C&C_Carnage-Club_Xtreme
C&C_Caverns
C&C_Caves
C&C_Christmas_special
C&C_City2
C&C_City2_extended
C&C_City2_flying
C&C_City3
C&C_City_AI
C&C_City_Flying_Exp
C&C_City_Flying_Re
C&C_Clan420
C&C_Cliffs
C&C_CliffsLX
C&C_Clover
C&C_Colossus2r1
C&C_Complex_AI
C&C_Complex_Revisited
C&C_Complex_SB
C&C_Compound
C&C_conflicts
C&C_Conquest_Island
C&C_Conquest_Winter
C&C_Country_Meadow
C&C_Country_Side
C&C_CrashSite
C&C_Creekdale
C&C_Creekdale_flying
C&C_CTFCY
C&C_CTF_Canyon
C&C_CTF_Complex
C&C_CTF_Islands
C&C_CTF_Map1
C&C_CTF_Volcano
C&C_CTF_Walls
C&C_CYTeamDM
C&C_dam-tastic2
C&C_Damm
C&C_Damm1.0
C&C_Dawn_Patrol
C&C_Dawn_Patrol2
C&C_Dawn_Raid
C&C_Death_Pass
C&C_Death_Rally
C&C_Death_Village
C&C_Delta
C&C_DesertTunnels

C&C_Desert_Seige
C&C_Desert_Seige2
C&C_Deth_Islands
C&C_Deth_River
C&C_Divergence
C&C_DMCenter
C&C_DMCenterTS
C&C_DMConYard
C&C_DMForest
C&C_DM_Ancients
C&C_DM_Cambodia
C&C_DM_Snow_Summit
C&C_DM_Suntemple_beta2
C&C_DM_Tiberium_Refinery
C&C_DM_Utah
C&C_DM_Wash_Canyon
C&C_DM_Yodeller
C&C_Dueling_Islands
C&C_Duel_Arena
C&C_Duel_Death
C&C_Dusk
C&C_Dust
C&C_Dust_Training
C&C_Eglin_AFB
C&C_Egypt
C&C_EKIsland
C&C_Epocilation
C&C_EVA_Relaunch
C&C_EXPO
C&C_FieldsRev
C&C_FieldTS
C&C_Field_AI
C&C_Flight_Deck
C&C_Forest_Trail
C&C_Forgotten_Town
C&C_Fortress
C&C_Fortress2k4
C&C_Frag_City
C&C_Freaky_Castle3
C&C_Freaky_Castle_Sniper
C&C_Frost
C&C_FudPlex
C&C_Fusion1
C&C_Garth3
C&C_Gigantomachy
C&C_GlacierTS
C&C_Gobi
C&C_Godwana

C&C_Golf_Course
C&C_GrasslandAssault
C&C_Greenlands
C&C_Halloween_Fog
C&C_HandDM
C&C_Hangmans_Canyon
C&C_Haunted2
C&C_HauntedHouse_DM
C&C_Hell
C&C_High_Altitude
C&C_High_Noon
C&C_High_Noon_2.1
C&C_High_Noon_2
C&C_HillBilly_Valley
C&C_Hilly
C&C_Hourglass_Flying
C&C_Hrglss_bots
C&C_hurr
C&C_Hybrid_Forest
C&C_Iceworld
C&C_Illusions
C&C_IslandsEVOs1
C&C_Islands_KOTH
C&C_Islandwars
C&C_Jungle
C&C_Jungle2
C&C_Kanes_Castle
C&C_Kanes_Castle_DM
C&C_Killer_Cove
C&C_Killer_Cove_v2
C&C_L01_Beta
C&C_Land
C&C_Last_Stand
C&C_Lightwave
C&C_Lightwave2
C&C_Lightwave_Koth
C&C_LittleHillRumble2
C&C_Lunar2
C&C_Lunar_Landing
C&C_Lunar_Landing_Race
C&C_Mall
C&C_Mars
C&C_Marsh_BETA
C&C_Marsh_BETA2
C&C_MedicalLevel
C&C_Mesa_AI
C&C_Metro
C&C_Metropolis

C&C_MetroTS
C&C_Militia
C&C_Mines
C&C_Mineshaft
C&C_MinesTS
C&C_Miracle
C&C_Miracle_2
C&C_Mountain
C&C_Mountainforce
C&C_Mutant_Lab
C&C_Mutation
C&C_MutationRedux
C&C_Niagra
C&C_Night0X
C&C_Nightclub
C&C_Nightfly2
C&C_Nightmare
C&C_Night_Mesa
C&C_No_Exit_DM
C&C_Oasis_Flying
C&C_Ocean_View_B1
C&C_Outpost
C&C_Overlook
C&C_Overlord
C&C_Pacific
C&C_Paradox_Harbor
C&C_Pillars_AI
C&C_Pillars_DM
C&C_Pillars_Fly
C&C_PipeFight_Evolved
C&C_Plunder_Valley
C&C_Pluthera
C&C_Port
C&C_Portals
C&C_Port_AI
C&C_Port_Rev
C&C_Prison_Camp_DM
C&C_Quick_Draw
C&C_Radiation
C&C_Raid
C&C_Ravine
C&C_Ribcage_Canyon
C&C_Riverfalls
C&C_RiverValley
C&C_River_Camp
C&C_River_Canyon
C&C_River_Raid
C&C_River_RaidTS

C&C_Roleplay
C&C_RP_Vesuv
C&C_Ruins
C&C_Ruins0X
C&C_Sand
C&C_Sand_2b
C&C_Sean_Battle
C&C_SeasideCanyon
C&C_SeasideSunset
C&C_Secretbase
C&C_Sewer1.0
C&C_Sidewinder
C&C_Siege
C&C_Silent_Dawn
C&C_Slash0x_Hideout
C&C_SniperField
C&C_Snipers-Revenge
C&C_Snipers-Revenge2
C&C_Snipers_Canyon
C&C_Sniperwood
C&C_Sniper_Islands
C&C_Sniper_Islands_weather
C&C_Snow
C&C_Snow_Arena
C&C_SNP_Cryo
C&C_Stalingrad
C&C_Storage
C&C_Storm_Walls_Flying
C&C_Strip_Mine
C&C_SunFusion
C&C_Sunken
C&C_Sunken2
C&C_Sunken_AI
C&C_SUSR_Infintry_Wars
C&C_TankWars
C&C_Tech_City
C&C_Temple_Classic_V2_2
C&C_Temple_Classic_V2_2_AI
C&C_Temple_DM
C&C_Terrace
C&C_The_Final_Conflict
C&C_The_Woods_Today
C&C_TiberianWars
C&C_TiberiumPit
C&C_TiberiumRedux
C&C_Tiberium_Cave
C&C_Tiberium_Pit_2
C&C_Tiberium_Temple

C&C_Tiber_River
C&C_Tib_Pit_3
C&C_Titanic
C&C_Tobruk
C&C_Tomb
C&C_Toy_Box
C&C_Tropics
C&C_TwistedSystem
C&C_T_Garden
C&C_Underpass
C&C_Under_AI
C&C_Uphill
C&C_Urban_Rush
C&C_Volcano_Flying
C&C_Volc_AI
C&C_Walls_AI
C&C_Walls_Reloaded
C&C_WasteFacility_DM
C&C_Wasteland
C&C_Wilderness_DM
C&C_Woodland
C&C_Worthy_Classic
C&C_ZapValley
C&C_Jonwils_Lair_b1
C&C_Intro
C&C_M01
C&C_Tutorial
C&C_Ship_Beta
C&C_Nimrod
C&C_Evening_Light_b6
C&C_Evening_Light_b7
C&C_Evening_Light_b10
C&C_Midnight_Light_b1
C&C_Midnight_Light_b2
C&C_Midnight_Light_b3
C&C_Midnight_Light_b4
c&c_enterway
