
Subject: Map list and rotation for WEDS 3.19.03 at THE PITS server
Posted by [NeoSaber](#) on Thu, 20 Mar 2003 00:12:33 GMT

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I think Paradox Harbor has too many technical problems. For instance, the bridge's collision wasn't done right. When the bridge collapses the collision becomes very screwed up. Vehicles fall right through it, infantry gets jammed on it, etc.
