
Subject: Yet Again: More new maps

Posted by [zunnie](#) on Tue, 23 Oct 2012 02:53:46 GMT

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We have yet again expanded the rotation with a dozen more "new" maps.

If you do not have TT 4.0 you can manually download them and place them in your data folder.

TT 4.0 players can just connect to the server and download on-the-fly.

New maps installed:

Aftermath

Wasteland

ArcticXP

Permafrost

Sidewinder

WallsEVO

Dawn_Raid

Jungle

The_Woods_Today

Woodland

New Map Rotation:

Toggle Spoiler

rotation:

```
[  
"Aftermath",  
"Wasteland",  
"ArcticXP",  
"Permafrost",  
"Sidewinder",  
"WallsEVO",  
"Dawn_Raid",  
"Jungle",  
"Woods_Today",  
"DomesV2",  
"Hybrid_Forest",  
"Killer_Cove",  
"Last_Stand",  
"LittleHillRumble2",  
"Plunder_Valley",  
"Woodland",  
"Worthy_Classic",  
"TCW",  
"Cairo",  
"Dockside",  
"Alpine",  
"Clan420z",  
"Arena",
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"GlacierTS",
"Madness",
"The_Moon",
"SeasideSunset",
"Tropics",
"Whoreglass",
"Node_War",
"Tomb",
"Hon_DM",
"High_Altitude",
"TiberiumRedux",
"Pacific",
"Oasis_Fly",
"MetroTS",
"Desert_Seige2",
"Damm",
"Battleground",
"Blaat",
"Conquest_Island",
"Bio",
"River_Canyon",
"DesertTunnels",
"Country_Side",
"Creekdale_Fly",
"Quick_Draw",
"Crevasse",
"Mediterranean",
"Arid",
"Niagra",
"Tib_Pit_3",
"Urban_Rush",
"Tropical",
"Tobruk",
"Forgotten_Town",
"Fortress2k4",
"Uphill",
"Snow",
"Siege",
"SeasideCanyon",
"Mars",
"Death_Village",
"River_RaidTS",
"Ocean_View",
"BasinTS",
"BattleCreek",
"Big_Walls",
"BunkersTS",
"CliffsLol",

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"Caverns",  
"BoxedInV4",  
"Gigantomachy",  
"High_Noon_21",  
"HillBilly",  
"Lunar_Landing",  
"Night0X"  
];
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PS: Check your rankstats on <http://ranks.ultraaow.com>

Have fun
