Quote:
Map01=C&C_Deth_Islands.mix

Map02=C&C_City_Flying.mix

Map03=C&C_Tropics.mix

Map04=C&C_Walls_Flying.mix

Map05=C&C_Volcano.mix

Map06=C&C_River_Canyon.mix

Map07=C&C_Mesa.mix

Map08=C&C_Siege.mix

Map09=C&C_Conquest_Winter.mix

Map10=C&C_Complex.mix

Map11=C&C_Conquest_Island.mix

Map12=C&C_Secretbase.mix

Map13=C&C_Hangmans_Canyon.mix

Map14=C&C_High_Altitude.mix

Map15=C&C_Canyon.mix

Map16=C&C_Glacier_Flying.mix

thats our map list and we are never empty..even tho BR only rotates 10 of them maps (complex is last map then it restarts)
but befopre BR.net we ran them all and server was mainly full

time: 35 - 40 mins people seem to like
money: 150 is pretty good