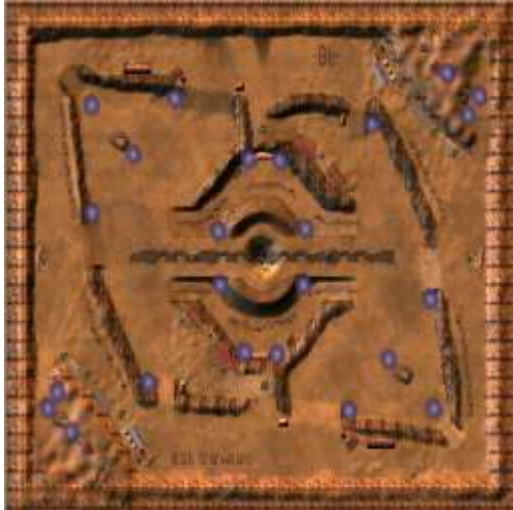


Spielegeier.de MapPack 2

2 Spieler / Players Maps

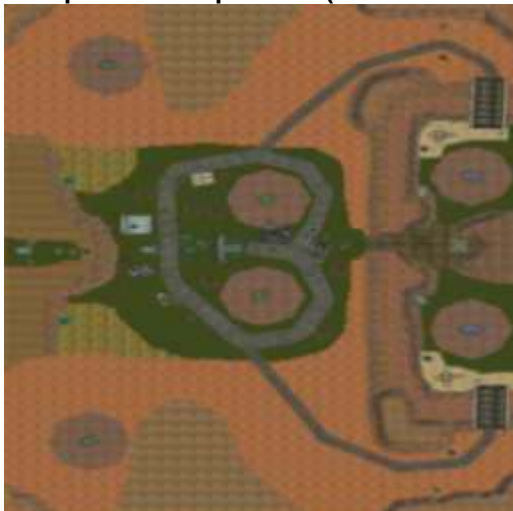
Apocalyptos



Camouflage v3 (by Experiment)



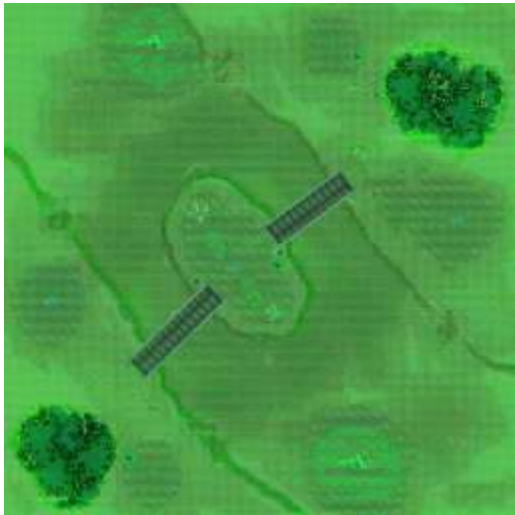
Compression Expansion (Thisnameislame)



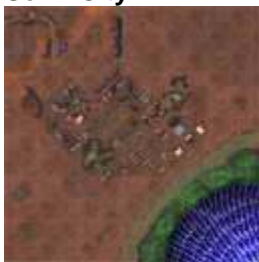
Copperhead Conflict (by [FBX])



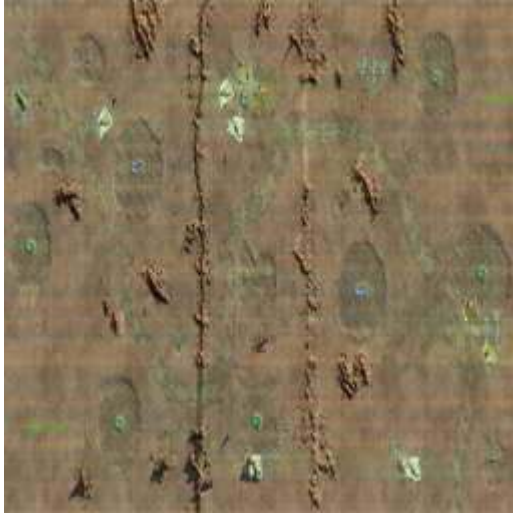
Fields of Green



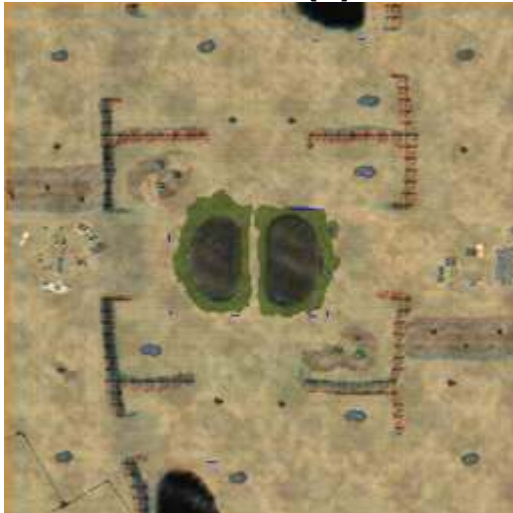
Scrin City



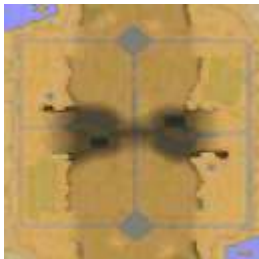
Spike Standoff (by Rolk)



Tournament Desert (by Hetero Hauke)



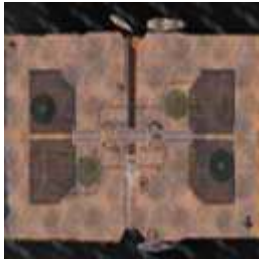
Tournament Desert Classic v2 (by MaDDoX)



Tournament Desert Reloaded (by ReLaX)

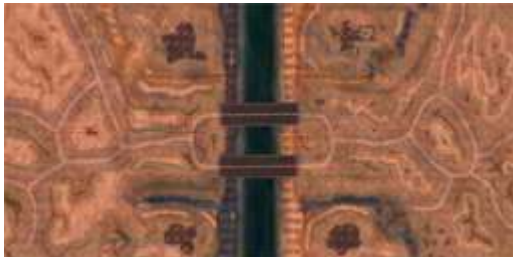


Tournament Waste



4 Spieler / Players Maps

Close Encounters



Coastal Conflict - Yellow Zone (by DarkAlex)

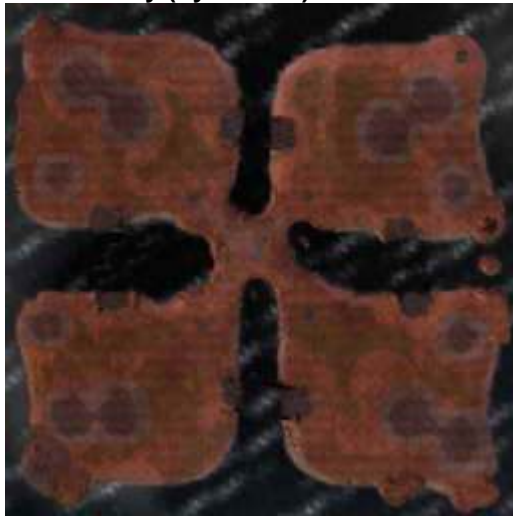


Fatal 4 Way v1.4dc (by Divinecobalt)

Meteora (by Marius)



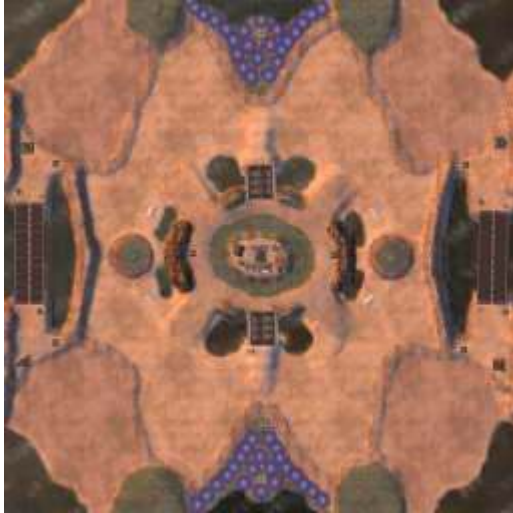
Near Enemy (by ReFlex)



No Escape (by pwdkd)

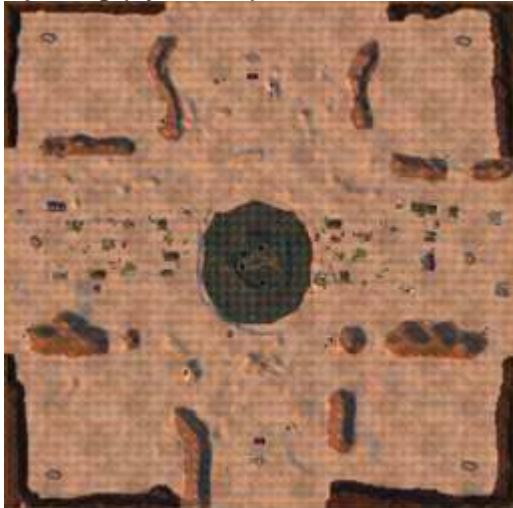


Sunlight Flame NoSW (by Blue Fox)



Tiberium Heaven 1.1 (by DragonFX90)

Uprising (by TheG2)



6 Spieler / Players Maps

Bay of Pigs 2 (by Cyrus Blaze)



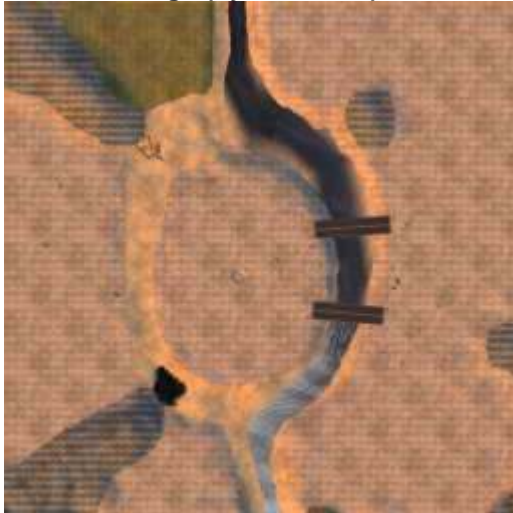
Blitz Ticks



Bridges



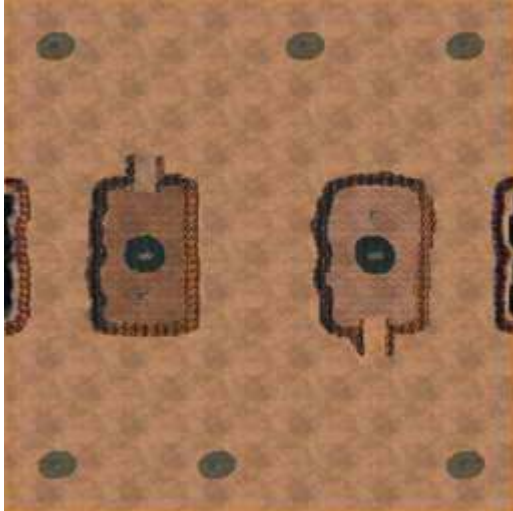
Fair Advantage (by Hexedian)



Hostile Dawn

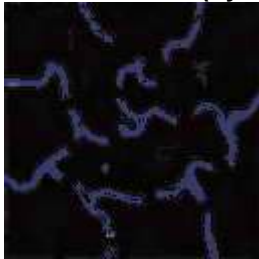


Tour of Egypt 1.0 (by ApogedoN)



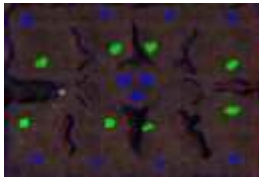
7 Spieler / Players Maps

The Green Hell (by rB.Eagle)



8 Spieler / Players Maps

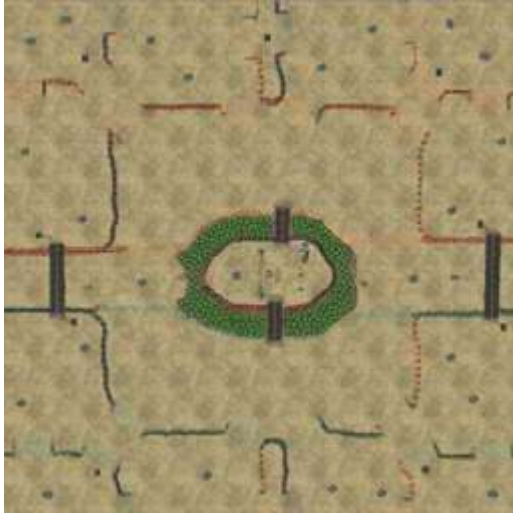
Static



TownFight (by Buccane)



Twilight Flame 2028 (by Hetero Hauke)



<http://www.spielegeier.de>