

Recommended Multiplayer Maps by [HgW]Neutro

107 Maps + (7 Work in progress (WIP) effective 01.02.2019

Original Map name: (.Lua file same Name)	Latest ver.	Players	Size	Bug fixing and changes (by [HgW]Neutro)	General information	Creator / modifier
(REBS)Day2_6p_V1		3vs3				
(SST)Omaha-Fox-Sector_2p_RE_V1		1vs1		Remastered by [HgW]Neutro Balanced Air-/ ground Units		Unknown
[AF]Battle_2p_V1		1vs1		Terrain (Balance, Appearance) Balanced Air-/ ground Units		Borisich & Thrawn
[AF]Battle_V1		2vs2		Converted to 2vs2 from 1vs1		[HgW]Neutro
[BF]Belgorod-WBT_V1		2vs2		Air support balanced	FUN / UNIQUE MAP	[BF]ChEV
[BF]Brandenburg_MK2_V1		2vs2				[BF]Mad Cat
[BF]Budapest_V1		2vs2		Air support balanced		[BF]Mad Cat
[BF]-DuellMap_2p_V1		1vs1				
[BF]Med_Blitzkrieg_6p_V1		3vs3		Air support balanced	FUN / UNIQUE MAP	[BF]MEDBEDb
[BF]Med_Blitzkrieg_V1		2vs2		.Lua file renamed Air support balanced	FUN / UNIQUE MAP	[BF]MEDBEDb
[BF]Red_Village_V4		2vs2		Terrain (View, Balance) Fixed "swapped squads" Air support balanced		[BF]DIADLOS
[BF]Snowstorm-F1_V1		2vs2		Air support balanced	FUN / UNIQUE MAP	[BF]StalkeR
[BF]Ukraine_V1		2vs2		Air support balanced		[BF]Mad Cat
[BTR]Far Away_V1		2vs2		Air support balanced		[BTR]Harro
[BTR]Kharkov_1943_V1		2vs2		Air support balanced		[BTR]AF Thrawn, Borisich
[BTR]Kulikovo_V1		2vs2		Terrain (View, Balance) Air support balanced	Balance Test: passed	[BTR]Batler
[BTR]Operation_Ring_2p_V1		1vs1		Ussr Sniper removed for balance Air support balanced		[BTR]NazGul
[BTR]Stalingrader_Schlacht_V1		2vs2		Air support balanced		[BTR]Kirasir
[BTR]Vilnus_V2		2vs2				
[EF]Ukraine_2p_V1		1vs1		Terrain (Balance, Appearance) Balanced Air-/ ground Units		[EF]Romill
[Generals]-Pillau_V1		2vs2		Air support balanced		General Juin
[HH]_Iron_Impact_V2		2vs2		.Lua file renamed Air support balanced	FUN / UNIQUE MAP	team HH
[RF]-Kiev(1941)_V1		2vs2				

[RF]Stalingrad_V1	2vs2	Air support balanced	Realism at its best!	[RF]Mad Cat
[RF]Winter-Path_6p_V1	3vs3			
[RUS]Underfire_V1	2vs2	Terrain (Balance, Appearance) Air support balanced		[BTR]S_Flot
{UJ}Desert_Heat_V1	2vs2	Air support balanced		UncleJ
{UJ}Russian_Winter_V1	2vs2	Air support balanced		UncleJ
Altstadt_2p_V7	1vs1	Terrain (Balance, Appearance)	Balance Test: passed	Batler
Altstadt_V4	2vs2	Terrain (Balance, Appearance)		Batler
Another Bocage_V1	2vs2	Air support balanced		Rocko
Bergwald_V1	2vs2			
Berlin_1945_Outskirts_V1	2vs2		(probably unbalanced)	[HgW]Neutro
Berlin_1945_Citiy_V3	2vs2		(probably unbalanced) FUN / UNIQUE MAP	[HgW]Neutro
Birel_Gobi_2p_V1	1vs1	Fixed broken Warehouse and Depos Air support balanced		KAOZ
BK_RedBarricades_6p_V1	3vs3	Air support balanced	FUN / UNIQUE MAP	Wiking
BK_RedBarricades_V1	2vs2	Terrain (Appearance) Air support balanced	FUN / UNIQUE MAP	Wiking
BK_WeissPoland 1939_V1	2vs2	Air support balanced		[BTR]Raskat
Bloody_Factory_6p_V1	3vs3	Air support balanced	FUN / UNIQUE MAP	Unknown
Bloody_Factory_Final_V4	2vs2	Air support balanced	FUN / UNIQUE MAP	Unknown
Budapest_V1	2vs2			Moe
Bytheriver_2p_V1	1vs1	Fixed .Lua file Air support balanced		Unknown
-CK-Attacke_6p_V1	3vs3	Air support balanced		-CK-Ritterkreuz-
-CK-Kharkov_6p_V1	3vs3	Terrain (Balance, Appearance) Air support balanced		CK-Ritterkreuz
-CK-Konfrontation_RE_V1	2vs2	Remastered by [HgW]Neutro Balanced Air-/ ground Units		-CK-Hetzer
-CK-Turniermap_2p_V1	1vs1	Balanced Air-/ ground Units		-CK-von-List
-CK-West_Germany_RE_V1	2vs2	Remastered by [HgW]Neutro Balanced Air-/ ground Units Converted to 2vs2 from 3vs3		-CK-von List
Cold_Steel_V2	2vs2	Terrain (Balance, Appearance) Balanced Air-/ ground Units Fixed broken Warehouse and Depos Fixed broken Flags and Pillbox		[btr]LANCER
CZD_Stalingrad_V1	2vs2	Air support balanced		[CZd]Kuna
DGW-Eindhoven_1944_RE_V1	2vs2	Remastered by [HgW]Neutro .Lua file renamed	Balance Test: passed	Unknown

		Balanced Air-/ ground Units	
DivS-Alpen_Festung_V2	2vs2		
DivS-Das_Lager_V1	2vs2	Converted to 2vs2 from 3vs3	
DivS-Dessau_V2	2vs2	Converted to 2vs2 from 3vs3	
DIVS-Holiday_6p_V1	3vs3	Air support balanced	DivS-T-REG
DivS-Tank_Factory_V2	2vs2		
DIVS-Zitadelle_6p_V1	3vs3	Air support balanced	DivS-Schrotti
DIVS-Zitadelle_V1	2vs2	Air support balanced	DivS-Schrotti
Eisige_Zeiten_1944_V1	2vs2		(probably unbalanced) [HgW]Neutro
El-Alamein_1942_RSKT_V1	2vs2	Air support balanced	[BTR]Raskat
El-Alamein_1942_6p_V1	3vs3	Air support balanced	[BTR]Raskat
Flammennebel_V1	2vs2	Air support balanced	Balance Test: passed milknova
French_Bocage_V1	2vs2	Air support balanced	Rocko
Frenchfields_44_V1	2vs2	Air support balanced	Rocko
Gazala_Historical_6p_V1	3vs3	Last reinforcement at: 113 minutes	Realism at its best! Dzanic
Gazala_Historical_V1	2vs2	Converted to 2vs2 from 3vs3 Last reinforcement at: 113 minutes	Realism at its best! [HgW]Neutro
Gimpfrenchfields_44_V1	2vs2	Air support balanced	Rocko
Icerus_V1	2vs2	Terrain (Balance, Appearance) Air support balanced Fixed broken Warehouse and Depos	[btr]DeLuxis
Kalinin_1941_(Drilak)_V1	2vs2	.Lua file renamed Air support balanced	Drilak
Kharkov_V3	2vs2	Terrain (Balance, Appearance) Air support balanced	Gerfaut & Moe
Koenigsberg_V1	2vs2		
Kreta_by_HC_V1	2vs2	Air support balanced	FUN / UNIQUE MAP HC_genAntonescu
Kursk_RSKT_V1	2vs2	Fixed Train Tracks Air support balanced	FUN / UNIQUE MAP Raskat
La_casa_Russia_V1	2vs2	.Lua file renamed Air support balanced	Drilak
La_France_V1	2vs2	Air support balanced	Unknown
Last_Battalion_2p_V1	1vs1	Air support balanced	Shimakaze
LeBocage_V1	2vs2	Air support balanced	Rocko
Memel_ESP_V1	2vs2	Air support balanced	ESP-Wittmann ESP-Guderian
Memel_V1	2vs2	Air support balanced	ESP-Wittmann
Moppingup_V1	2vs2	Air support balanced	Unknown
Northafrica_RSKT_V1	2vs2	Air support balanced	[BTR]Raskat
Novgorod_1944_V1	2vs2	Air support balanced	[BTR]Raskat

Operation_Bagration_[FS]_V1	2vs2		Fixed pillbox direction Air support balanced		Moe
Operation_Bagration_[LTSmash]_V1	2vs2		Fixed pillbox direction Air support balanced		Moe
Operation_Bagration_6p_V1	3vs3		Fixed pillbox direction Air support balanced		Moe
Operation_Bagration_V1	2vs2		Fixed pillbox direction Air support balanced		Moe
Operation_Barbarossa_V1	2vs2			(probably unbalanced)	[HgW]Neutro
Operation_Liberation_V1	2vs2		Terrain (Balance, Appearance) Balanced Air-/ ground Units	Balance Test: passed	Moe
Operation_Lightning_V1	2vs2		Air support balanced	FUN / UNIQUE MAP	General Juin [LS]Tiger Shimakaze
Pakfront_2p_(Final)_V1	1vs1		Air support balanced		
-PK-Turniermap_2p_V1	1vs1				
Radzehov-Ukraine_V1	2vs2		Air support balanced		[BTR]Raskat
Railwaytohell_2p_V1	1vs1				Unknown
Road_to_Moscow_Flag_V1	2vs2		Converted to Flag Control from Assault		Nival
Shock-Troops_V1	2vs2		Air support balanced		Drecksau Marodeur Twillerbee`s KAOZ
Sinelnikovo_2p_V1	1vs1		Terrain (Balance, Appearance) Heavily balanced Air-/ ground Units Fixed .Lua file		
Smolensk-1941_RSKT_V1	2vs2		Fixed Train Tracks Air support balanced		[BTR]Raskat
Stalingrad_no_REINF_V1	2vs2	32x32	no REINFORCEMENT no .Lua file Assault Map Small bug fixes	FUN / UNIQUE MAP (largest possibly map size 32x32)	Unknown
Thefirstbocage_V1	2vs2		Air support balanced		Rocko
TheRedWave_2p_V1	1vs1		Air support balanced	Balance Test: passed	Rocko
Uferstrasse_2p_V1	1vs1		Converted to 1vs1 from 2vs2		[HgW]Neutro
Uferstrasse_V4	2vs2		Balanced Infantry .Lua file updated Relocated Warehouses and Depos		DivS-Schrotti
Vitebsk_6p_V1	3vs3		Terrain (Balance, View, Appearance) Air support balanced		Moe
Vitebsk_ALT_V1	2vs2		Terrain (Balance, View, Appearance) Air support balanced		Moe
Vitebsk_ORIG_V1	2vs2		Terrain (Balance, View, Appearance) Air support balanced		Moe

[HgW]Berlin Outskirts_ V2	2vs2		[WIP> not included]	[HgW]Neutro
[HgW]Cold Steel_ V2	2vs2		[WIP> not included]	[HgW]Neutro
[HgW]D-Day_ F02	2vs2		Final	[HgW]Neutro
[HgW]Battle of Tunisia_ V3	2vs2	Missing Texture Only Pack <u>required</u> !	[WIP> not included]	[HgW]Neutro
[HgW]Dunkirk_ V1	2vs2		[WIP> not included]	[HgW]Neutro
[HgW]Foy_ V1	2vs2	Missing Texture Only Pack <u>required</u> !	[WIP> not included]	[HgW]Neutro
[HgW]Monte Casino_ V1	2vs2		[WIP> not included]	[HgW]Neutro
[HgW]Prokhorovka_ F01	2vs2	Missing Texture Only Pack <u>required</u> !	Final	[HgW]Neutro
[HgW]Stalingrad_ V1	2vs2		[WIP> not included]	[HgW]Neutro

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