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Subject: [MAP] Temple Of Cervinae (version 1.2.7)  
Posted by [Jerad2142](#) on Sun, 13 Nov 2016 17:25:35 GMT  
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GDI recently discovered that Nod has taken control of an ancient Temple in Egypt. They fear what Nod must have discovered in order to make them want to occupy the temple in the first place and are moving in to clear Nod from its vicinity.

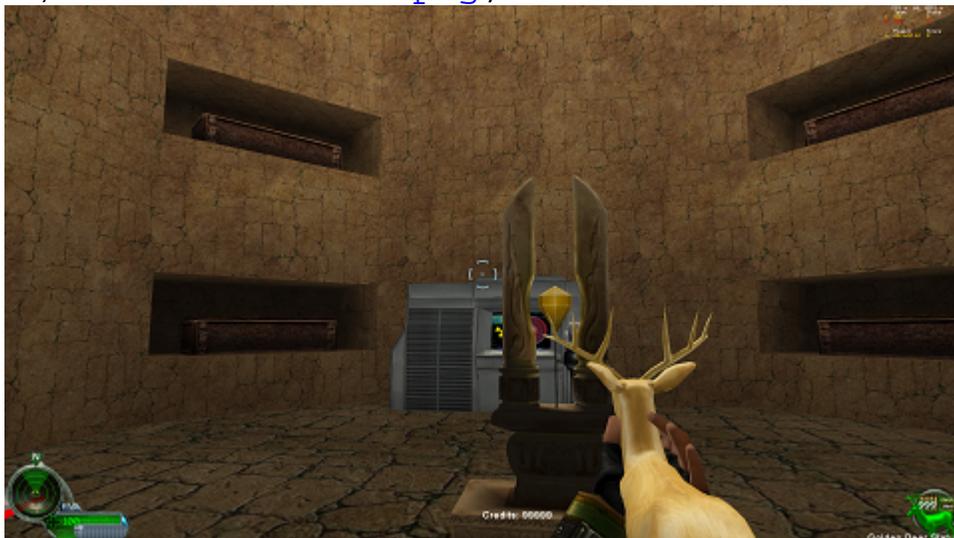
### File Attachments

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- 1) [Temple\\_Of\\_Cervinae.7z.001](#), downloaded 330 times
- 2) [Temple\\_Of\\_Cervinae.7z.002](#), downloaded 343 times
- 3) [Temple\\_Of\\_Cervinae.7z.003](#), downloaded 341 times
- 4) [Temple\\_Of\\_Cervinae.7z.004](#), downloaded 338 times
- 5) [Temple\\_Of\\_Cervinae.7z.005](#), downloaded 345 times
- 6) [Pic1.png](#), downloaded 1076 times



- 7) [Screenshot.403.png](#), downloaded 1170 times



Subject: Re: [MAP] Temple Of Cervinae (version 1.2.7)  
Posted by [sla.ro\(master\)](#) on Mon, 12 Dec 2016 11:59:32 GMT  
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Awesome . Can I host your maps on Mutant Co-Op?

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Subject: Re: [MAP] Temple Of Cervinae (version 1.2.7)  
Posted by [Jerad2142](#) on Mon, 12 Dec 2016 13:18:47 GMT  
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Go for it, then I can take my server down lol.

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