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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.

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### File Attachments

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- 1) [Temple\\_Of\\_Cervinae.7z.001](#), downloaded 256 times
- 2) [Temple\\_Of\\_Cervinae.7z.002](#), downloaded 257 times
- 3) [Temple\\_Of\\_Cervinae.7z.003](#), downloaded 258 times
- 4) [Temple\\_Of\\_Cervinae.7z.004](#), downloaded 252 times
- 5) [Temple\\_Of\\_Cervinae.7z.005](#), downloaded 255 times
- 6) [Pic1.png](#), downloaded 826 times



- 7) [Screenshot.403.png](#), downloaded 898 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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