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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 316 times
- 2) [Temple\\_Of\\_Cervinae.7z.002](#), downloaded 329 times
- 3) [Temple\\_Of\\_Cervinae.7z.003](#), downloaded 327 times
- 4) [Temple\\_Of\\_Cervinae.7z.004](#), downloaded 321 times
- 5) [Temple\\_Of\\_Cervinae.7z.005](#), downloaded 334 times
- 6) [Pic1.png](#), downloaded 1025 times



- 7) [Screenshot.403.png](#), downloaded 1111 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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