
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

- 1) [Temple_Of_Cervinae.7z.001](#), downloaded 128 times
- 2) [Temple_Of_Cervinae.7z.002](#), downloaded 123 times
- 3) [Temple_Of_Cervinae.7z.003](#), downloaded 128 times
- 4) [Temple_Of_Cervinae.7z.004](#), downloaded 125 times
- 5) [Temple_Of_Cervinae.7z.005](#), downloaded 121 times
- 6) [Pic1.png](#), downloaded 415 times



- 7) [Screenshot.403.png](#), downloaded 465 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?

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.
