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Subject: Re: CnC Reborn :: Nod Kerubim  
Posted by [Renardin6](#) on Mon, 05 Dec 2005 00:57:21 GMT  
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Well, no jacket like that on the units in-game.

As for the clothes of the Kerubim (actually a trench coat also), it's in the style of this:

[http://www.cnc-source.com/gallery/details.php?image\\_id=1983& amp; amp;s=505dd1a910113aa56326a3e28d237882](http://www.cnc-source.com/gallery/details.php?image_id=1983& amp; amp;s=505dd1a910113aa56326a3e28d237882)

[http://www.cnc-source.com/gallery/details.php?image\\_id=1982& amp; amp;s=505dd1a910113aa56326a3e28d237882](http://www.cnc-source.com/gallery/details.php?image_id=1982& amp; amp;s=505dd1a910113aa56326a3e28d237882)

The gdi concept, showed above, is for the uzi. We copied the uzi from this concept. (see the uzi here: <http://mods.moddb.com/gallery/image/29803/> ) The only concepts used for the Kerubim are showed on the first post.

Now I just wanted to say, I'm sorry for the abuse directed your way at the beginning of this thread, Chronojam. When I recognized my team's work was being used in a mocking way on the RenAlert forums and hosted on the RenAlert site, it just really got to me.

And because it seemed to be you who uploaded it and stickied the thread, I held you responsible for the whole thing; I didn't know you didn't know (that I knew that they didn't know that you knew we didn't know that we knew they didn't know etc. etc.).

I just wanted to apologize for being so rude after you were complimenting us on our latest infantry model, and say thanks for your positive feedback.

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