
Subject: CnC Reborn :: Nod Kerubim
Posted by [Renardin6](#) on Sat, 03 Dec 2005 17:52:02 GMT
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Here we are again, with yet another update. This time we have a new addition to the Brotherhood. We call him the Kerubim Elite Guard. He will toat the Nod Plasma Rifle, which was finished a few months back.

Model/Texture: Ray Pinit

Enjoy!

Credits:
Model > Ray Pinit/Sod.X
Textures > Ray Pinit/Renardin
UVW map > Ray Pinit
Renders > Exdeath7

Who is the Kerubim ?

Recent developments in plasma technology have forced Nod for create new faction of forced, dubbed Kerubim. This infantry unit is highly trained to make maximum use of the new plasma rifles. The rifles themselves are light weight and fire damaging plasma balls at a high rate of fire.

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [Chronojam](#) on Sat, 03 Dec 2005 22:34:18 GMT
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As I really have no references to go by other than the flared-skirt one (good call not flaring it in-game).. it uh.. hmm. It's pretty okay. Not in any way shape or form does it even rhyme with "Tiberian Sun" but it looks a lot better than that Lllith atrocity for sure.

If you can convince the engine to properly animate and deform that skirt while he's running, this might be rather pimp, complete with pink plasma cannon.

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [Renardin6](#) on Sat, 03 Dec 2005 22:44:23 GMT
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Jesus, I love 'ignore' option.

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [bandie63](#) on Sat, 03 Dec 2005 22:45:45 GMT
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How lightweight are we talking here? Those plasma rifles look WAY to big to hold like that.

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [Chronojam](#) on Sat, 03 Dec 2005 22:47:31 GMT
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I love Jesus. I also giggle when I realize that you've missed a compliment. He's like a Nod Samurai Pimp with a baby Cyborg Commando gun; as long as it doesn't shake the screen where it hits or anything, this might be a bitchin' unit. Completely nonpresent in and pretty much unrelated to TS though.

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [Venom Pawz](#) on Sat, 03 Dec 2005 22:47:40 GMT
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GTA: Reborn with those pimped-out guns <3
http://moddb.com/images/cache/mods/63/631/gallery/water_3408_8.jpg ESPECIALLY that pic.

Renardin, ChronoJames didn't say anything mean, he actually said something nice. =P

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [CnCsoldier08](#) on Sat, 03 Dec 2005 23:35:36 GMT
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Lol..funny that he complimented you and you think he is insulting you.

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [Renardin6](#) on Sun, 04 Dec 2005 00:11:02 GMT
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It is funny that I have to contact IGN to have leaked work removed of renalert website. Leaked material hosted by Chronojam.

So he can take his good comment and put it into his big 2 faced-ass.

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [Aircraftkiller](#) on Sun, 04 Dec 2005 00:46:15 GMT
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IGN won't take it down since you have no proof that anything was stolen from you or that your site was hacked... Your team is just a bunch of idiots and you have no one but yourselves to blame for having leaked material on the Internet.

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [Chronojam](#) on Sun, 04 Dec 2005 03:08:51 GMT
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Renardin6 wrote on Sat, 03 December 2005 19:11It is funny that I have to contact IGN to have leaked work removed of renalert website. Leaked material hosted by Chronojam.

So he can take his good comment and put it into his big 2 faced-ass.

Well, when you ignore and block people, it's hard to contact them yourself; isn't it?

How was I supposed to know the work was leaked stuff? I've never participated in any leak, despite the fact you insist I have been responsible for every small delay/leak/site error you fools have. Take some damn responsibility and initiative, please. For the record, that was all cleared up before I made my comments, Mr. Propaganda.

I dunno about the people on this forum, but if you can ID a 1024x1024 texture by a 50x50 segment that shows nothing in particular, and identify it as leaked content you never knew about, you deserve a medal because I sure as hell can't see a little icon-sized square of crap and go "Oh, hmm. I think that's leaked."

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [Jecht](#) on Sun, 04 Dec 2005 04:00:05 GMT
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I love the creativity the Reborn team has done here. It's not an actual unit in TS, but they made it look as if it could have been. Keep in mind, Westwood implemented units we never saw before when we first played Renegade. I agree with Cronojam, if you can make some sort of a fabric movement for his leather jacket, it would be amazing. He reminds me of Sephiroth, only noddied up.

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [Aircraftkiller](#) on Sun, 04 Dec 2005 14:10:46 GMT
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Creativity? It looks like a woman wearing a Nod soldier's mask and nothing more.

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [Jecht](#) on Sun, 04 Dec 2005 14:25:26 GMT
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That's because you have a blind hate towards reborn.

btw, that "dress" is probably a leather jacket type thing. Like Sephiroth has:

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [Renardin6](#) on Sun, 04 Dec 2005 16:55:54 GMT
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I like the nod concepts that were done for Generals:

I think it's good to innovate on certain point. It gives a unique touch to our work.

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [Aprime](#) on Sun, 04 Dec 2005 18:40:48 GMT
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Aircraftkiller wrote on Sun, 04 December 2005 09:10Creativity? It looks like a woman wearing a Nod soldier's mask and nothing more.

The Matrix meets Reborn, basically.

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [reborn](#) on Sun, 04 Dec 2005 18:42:22 GMT
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I have always been a great supporter of this mod. I think all the stuff you show looks great. Including the above pictures. But seriously.. when are we all gonna get to play it? Anyone who asks this question is normally greeted with a tirade of "it will be done when it's done" or "when it's

ready" by the fanclub. But please, could you give an estimate of when i will acyually be able to host a server for this and play it?

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [Ryan3k](#) on Sun, 04 Dec 2005 18:49:51 GMT
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gbull wrote on Sun, 04 December 2005 09:25That's because you have a blind hate towards reborn.

btw, that "dress" is probably a leather jacket type thing. Like Sephiroth has:

Yeah, then you have to ask yourself, why in the world is a soldier on the battlefield doing wearing a damn well frilly leather jacket?

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [pulverizer](#) on Sun, 04 Dec 2005 18:52:49 GMT
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Looks cool. he looks a bit like that guy from star wars though, that dark vader thing.

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [Spice](#) on Sun, 04 Dec 2005 21:05:57 GMT
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Well, to tell you the truth. I'm trying to get a new beta out to the team. We just had a recent beta test with all the of the GDI characters, weapons and about 8 vehicles. I'm adding contacts and working out bugs.

Right now, It's only me getting everything in-game. Especially since no one was putting the assests in-game as they were made, It's a gigantic task for one person.

We are slowly getting there.

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [Renardin6](#) on Sun, 04 Dec 2005 21:17:02 GMT
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Ryan3k wrote on Sun, 04 December 2005 13:49
Yeah, then you have to ask yourself, why in the world is a soldier on the battlefield doing wearing a damn well frilly leather jacket?

who said it was leather? lol!

Hey omg, I found a jacket of the same kind maybe... Just imagine that it can be black.

Oh and yes, where the fuck did you see that dude in Red Alert?

Show me. Right, You can't. KTHXOWNED.

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [Aircraftkiller](#) on Sun, 04 Dec 2005 21:29:50 GMT
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Officers are in armies of all nations; adding an officer unit with a trenchcoat (Not unlike what German officers liked to wear during WWI and II) is keeping with the series and exploring into the world of C&C, not making it up because you don't like the limited story path it has.

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [Gernader8](#) on Sun, 04 Dec 2005 21:40:57 GMT
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And don't forget it was cold as hell in Europe during the winter where the allies were fighting. You have to keep warm somehow.

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [Renardin6](#) on Sun, 04 Dec 2005 21:43:25 GMT
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I live in Europe. It's not cold as hell in winter. (and hell is not cold if I might add...)
And to mention a point: Tib sun battles are in snowy or deserty environment because Tiberium is everywhere else.

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [Aircraftkiller](#) on Sun, 04 Dec 2005 22:16:57 GMT
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No, they're in those kind of climates because of how Tiberium is changing the face of the world and altering the atmosphere and surface through leeching of minerals that plants depend on to live.

Don't you know anything about C&C? It was explained in the first game that Tiberium leeches minerals and causes nearby plant life to die because of it.

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [Jecht](#) on Sun, 04 Dec 2005 22:29:36 GMT
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Tiberium

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [TankClash](#) on Sun, 04 Dec 2005 23:22:19 GMT
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That looks so retarded... Those two large "plasma rifles" he carries must not weigh very much for their size.

And a lot of the story in Red Alert did take place in Russia.

It's cold there in the winter I'm guessing.

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [Renardin6](#) on Mon, 05 Dec 2005 00:05:53 GMT
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Well, it's russia on your pic as you say.

I am talking about Europe as Eu not as a continent.
We all know that Eurasia has some cold places. And except for the end missions of Allies, Red Alert takes place out of Russia.

It takes place in Europe as soviets invade the place:

As for the weight of the gun, I suggest you read first post. There aren't only pics...*

And as I explained above, people and battle in Tib Sun are in desert or in snowy place because there are less tiberium there and so they can survive without being infected by the toxic tiberum.

See the map of tiberium, no tiberium in desert of sahara, no tiberium on polar caps:

<http://www.planetcnc.com/images/image.asp?/features/encyclopedia/cnccanon/nodharvesting.jpg>

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [Aprime](#) on Mon, 05 Dec 2005 00:25:10 GMT
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Moscow is in Europe, Western Russia is in Europe while the rest is located on the Asian side of the Eurasian continent.
And it gets cold during the winter in many countries of the European Union...

[http://www.nwriu.co.uk/Strategic/IMAGES/European%20Union%20M ap2.jpg](http://www.nwriu.co.uk/Strategic/IMAGES/European%20Union%20Map2.jpg)

Might aswell mention the freaking Alps while I'm at it.

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [Chronojam](#) on Mon, 05 Dec 2005 00:40:33 GMT
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Renardin6 wrote on Sun, 04 December 2005 11:55I like the nod concepts that were done for Generals:

I think it's good to innovate on certain point. It gives a unique touch to our work.

Yes, like having Nod units wear GDI gear. I too love the Nod concept that looks just like a GDI anti-tank soldier. It's incredible how well Nod copied the GDI logo even.

Renardin6 wrote on Sun, 04 December 2005 16:17Ryan3k wrote on Sun, 04 December 2005 13:49

Yeah, then you have to ask yourself, why in the world is a soldier on the battlefield doing wearing a damn well frilly leather jacket?

who said it was leather? lol!

Hey omg, I found a jacket of the same kind maybe... Just imagine that it can be black.

Oh and yes, where the fuck did you see that dude in Red Alert?

Show me. Right, You can't. KTHXOWNED.

That's not a jacket of the same kind. That's a trenchcoat/officer's jacket. Guys in the various branches for Reserve Officers Training Corps here are issued one actually, and it's considered part of their uniform. And considering that's an Allied Officer, it makes sense he should wear that, don't you think? During the war, it was often cold and wet, just like it is here. Perfect for that.

That is a normal jacket. Your guy has a SKIRT, with a completely unrelated top and backpack apparatus. It's kept flared open for some reason, ridiculously flared in the concept; and it's really quite thick. It's like an armored skirt that purposely leaves the front exposed, it's nowhere near a trenchcoat.

Do you want me to show you soldiers wearing similar style jackets in Red Alert? Because I don't think you want me to. I don't think you would want me to show you officers of any kind really because it'd screw your argument.

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [Coolrock](#) on Mon, 05 Dec 2005 00:45:54 GMT
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Renardin never stops making me laugh

^5 Chronojam. I think I have some pictures of those also =P

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; s=505dd1a910113aa56326a3e28d237882

http://www.cnc-source.com/gallery/details.php?image_id=1982& 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.

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [Venom Pawz](#) on Mon, 05 Dec 2005 01:06:05 GMT
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Definitions of trench coat on the Web:

A military waterproof coat invented by the British trade at the request of the British War Office during World War I. Overcoats soaked with rain and mud were too heavy and uncomfortable, normal raincoats inadequate. Tested against hose-pipes, the proofed material was double thickness across the back and high storm collars buttoned tight across the front via special straps. Various metal hooks and D-rings allowed the hanging of equipment, and a tradition was created.

...

www.bensilver.com/style04/about_clothingTerms.htm

Coat of military origin, rainproof, buttoned and tied with belt usually of same fabric. The coat has many details with pockets, flaps and sometimes epaulettes. examples
www.catwalking.com/editorial/GLOSS/glossary.html

a military style raincoat; belted with deep pockets
wordnet.princeton.edu/perl/webwn

A trench coat is an enduringly popular item of clothing worn round the world. It is generally made of heavy duty cotton, drill or poplin, and has a lining which can be removed depending on the weather. It is a descendant of the heavy serge coats worn by British and French soldiers in World War I. The classical trench coat was a creation of Thomas Burberry, inventor of gabardine fabric, who submitted in 1901 a design for an army officer's raincoat to the UK War Office. ...
en.wikipedia.org/wiki/Trench_coat

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [Chronojam](#) on Mon, 05 Dec 2005 01:11:22 GMT
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Kay Renardin.

Yeah, they're called trench coats because they were made for the heroes serving out there in the trenches =P

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [Coolrock](#) on Mon, 05 Dec 2005 01:14:45 GMT
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Venompawz gets a cookie for stealing my post by 5 seconds -_-

The guy isn't that bad

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [Sir Phoenixx](#) on Mon, 05 Dec 2005 02:20:54 GMT
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Renardin6 wrote on Sun, 04 December 2005 19:57The 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.

Those aren't Uzis...

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [Ryan3k](#) on Mon, 05 Dec 2005 04:23:25 GMT
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Renardin6 wrote on Sun, 04 December 2005 16:17Ryan3k wrote on Sun, 04 December 2005 13:49

Yeah, then you have to ask yourself, why in the world is a soldier on the battlefield doing wearing a damn well frilly leather jacket?

who said it was leather? lol!

Oh, I'm sorry, Renardin my dear! It's made of rubber, then?

It looked like leather to me, so you've obviously failed in your duties as texture artist. OOPS!

Why? You can't get your artistic point across. Oh, and while we're talking about points, MY POINT STILL STANDS.

Renardin6 wrote on Sun, 04 December 2005 16:17Hey omg, I found a jacket of the same kind maybe... Just imagine that it can be black.

Oh and yes, where the fuck did you see that dude in Red Alert?

Show me. Right, You can't. KTHXOWNED.

OH NOES! Have I insulted the great Renardin? LMFAO. Yeah, man! You totally woulda 'OWNED' me if THAT HAD ABSOLUTELY ANYTHING TO DO WITH MY ARGUMENT IN THE FIRST GODDAMN PLACE. Fucking moron. Can you tell me where, in my post, I said, "OMG KERUBINKERBBQ WERNT IN TIB SUN1!1!"

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

<http://www.gamingeye.com/skarmdumpar/bilder/1871/29845-large .jpg>

http://www.cnc-source.com/gallery/details.php?image_id=1983& amp; amp; amp;s=505dd1a910113aa56326a3e28d237882

http://www.cnc-source.com/gallery/details.php?image_id=1982& amp; amp; amp;s=505dd1a910113aa56326a3e28d237882

Well, there's a big difference, chief. The "Kerubim" is a soldier who fights on the battlefield, ridiculous as that may seem based on his appearance, unlike Kane (more about that later). Soldiers don't usually want to draw attention to themselves by wearing an article of clothing that FLARES OUT like that of your "Kerubim" does.

It doesn't matter if Kane wears a trenchcoat, because he's not going to be in the middle of the battlefield gunning people down with a pair of ridiculously large "plasma" guns. LOL... Unless Reborn has already decided to make him a playable character?

In conclusion,

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [Sir Phoenixx](#) on Mon, 05 Dec 2005 13:48:06 GMT
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Quote:How about you not post it? That sounds like a better idea.

This is not a debate about the Command and Conquer Series, Take it someplace else. Maybe the one that started the arguing in this thread, wait who was that... Oh, Renardin, shouldn't have derailed his own thread.

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [Spice](#) on Mon, 05 Dec 2005 17:42:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

Sir Phoenixx wrote on Mon, 05 December 2005 08:48Quote:How about you not post it? That sounds like a better idea.

This is not a debate about the Command and Conquer Series, Take it someplace else. Maybe the one that started the arguing in this thread, wait who was that... Oh, Renardin, shouldn't have derailed his own thread.

I agree, He shouldn't have. Let's drop it now, Please.

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [Ma1kel](#) on Mon, 05 Dec 2005 21:42:41 GMT
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Renardin, I think he means a little bit more to the east, like Sweden and Poland.

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [YSLMuffins](#) on Tue, 06 Dec 2005 02:54:24 GMT
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I actually really like this image:
http://moddb.com/images/cache/mods/63/631/gallery/thumb_3408_8.jpg

The only thing is that it doesn't seem like he could hold those guns like that.

And under normal circumstances I would've just locked this thread. I don't see why this has to happen every time, but I can understand why people would want to be defensive. All I can say is that the best thing we can do is let go of the past and try focusing on the now.

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [Jecht](#) on Tue, 06 Dec 2005 05:14:33 GMT
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Too bad others don't possess your maturity Muffins.

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [Spice](#) on Tue, 06 Dec 2005 06:51:31 GMT
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YSLMuffins wrote on Mon, 05 December 2005 21:54I actually really like this image:

http://moddb.com/images/cache/mods/63/631/gallery/thumb_3408_8.jpg

The only thing is that it doesn't seem like he could hold those guns like that.

Thanks! I do agree, there is not way he could hold both of those weapons. I thought the pose was too cool to throw away. I made about 5 poses with him a few months ago, I tosses two.

Here is an old render I made, which was supposed to be for the public, but I don't think it was ever shown.

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [Spice](#) on Tue, 06 Dec 2005 19:44:29 GMT
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Also, here is the original render, which I was told was too dark.

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [Jecht](#) on Wed, 07 Dec 2005 01:25:44 GMT
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I like the original more.

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [terminator 101](#) on Wed, 07 Dec 2005 18:19:59 GMT
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Off topic: Wow, Venom Pawz changed her font color, Incredible!!

[Edit by YSL: No stupid pictures]

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [Aprime](#) on Wed, 07 Dec 2005 22:42:09 GMT

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ABANDON SHIP!

I somewhat prefer the older one.

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [Nineball](#) on Wed, 14 Dec 2005 11:46:18 GMT
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Renardin6 wrote on Sun, 04 December 2005 19:57

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.

Too bad that's not an Uzi; that's a modified MP7.

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [Renardin6](#) on Thu, 15 Dec 2005 12:31:45 GMT
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As it's not a 'real' weapon, we call it how we want.

So it's an uzi.

It has similar stuff as an MP7 but it's not a MP7.
It has also similar stuss as what you can find on an uzi.

Use google search : uzi or mp7 (look for pics).

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [Sir Phoenixx](#) on Thu, 15 Dec 2005 13:57:18 GMT
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<http://mods.moddb.com/gallery/image/29803/>

HK MP7 PDW:

IMI Uzi:

Besides adding very small details like grooves to a couple places, they didn't design it at all, it's not some gun they made up, and it has nothing at all in common with the Uzi, and obviously isn't a combination of the two. It isn't an Uzi, it is an MP7.

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [Chronojam](#) on Thu, 15 Dec 2005 15:30:26 GMT
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Doesn't Reborn have about 3 or 4 different Uzis that all look incredibly not the same?

Edit: It also appears Renardin finally realized that's a GDI concept, based on the quote at the top of the page.

Subject: Re: CnC Reborn :: Nod Kerubim
Posted by [Nineball](#) on Thu, 15 Dec 2005 23:09:49 GMT
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Wow, Renardin. I didn't think your skull could be any thicker.
