
Subject: New Renegade Alert Models...

Posted by [Anonymous](#) on Sat, 22 Feb 2003 18:58:00 GMT

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The Badger Bomber: Screen 1, Screen 2, Screen 3 Polygon Count: 889 Total Construction Time: 2.75-3 hours (all references used: Picture 1, Picture 2) quote: Originally posted by Nodbugger: It says your a renegade alert modeler. If you are you are under my command and I will tell you what we need. Besides that driganov doesn't even look like a driganov. they are not bolt action. and many other things. And it's a .30 calibre machine gun. You really need to work on your typing skills... Right now ACK's telling me what I need to do. That is a Dragunov, and that machine gun (both what you made and what I made before) are .50 caliber machine guns. (A .30 caliber round is about what most modern sniper rifles fire (around .308 in size)) You really don't want to get into a gun argument with me, but if you do go right ahead, I'll have fun proving you wrong.
[February 22, 2003, 20:00: Message edited by: Sir Phoenixx]
