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Subject: C&C Reborn: Umagon's Sniper Rifle, GDI Machine Gun

Posted by [Sir Phoenixx](#) on Thu, 14 Oct 2004 19:26:13 GMT

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The sniper rifle looks badly designed, and is way too short to be a sniper rifle. The end of the buttstock looks like it's too long. The model could use a lot more work and detail. The texture is decent, although there is almost no damage or dirt of any kind in it, it looks like it just came off of the assembly line just a few minutes ago.

The machine gun has a better design, but it's not without it's design flaws. Currently, that gun is missing the rear iron sight, so there is no way it can be aimed. The front iron sight is up too high, the part it's sitting on should be lower and level with the rest, otherwise the rear iron sight would need to be quite tall, which would make the "walls" on the sides pointless. Also, the front iron sight needs a pin inside the ring, the rear iron sight needs to just be a box-like object (or something similar) with a groove in the middle top of it to align with the front iron sight. It's also missing a cocking lever (to eject the current round and load the next) and a ejection port (unless that small black hole on the left side is it, in that case, it just needs to be larger and on the other side). Also, what's that thing under the barrel in the front?

Looks like you just took the Aliens assault rifle (Which, for those of you who don't know, was made from a M1 Thompson.) and kept the design of it except for the shotgun (which they used as a grenade launcher in the movie) with few changes.

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