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Subject: Re: Renegade: A New Hope Update  
Posted by [YSLMuffins](#) on Sat, 27 Nov 2004 01:09:10 GMT  
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htmlgodHere is the remodeled and retextured Scout Pistol, a multipurpose blaster used by the Imperials in a variety of circumstances. The model and texture were made by Exdeath and Prometheus respectively. The model is 1412 polygons, and the texture map is 512x512 TGA. This will be the secondary weapon of all Imperial characters in our mod.

[img]http://newhope.conquergaming.com/newsadmin/data/upimages/scoutb\_full.jpg[img]

I like it. :thumbsup: But for all purposes nonetheless, people tend to be a lot pickier with renders, since they probably show off the most detail you'll ever see. I have to say, though, that the lack of a trigger does stand out in a render.

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