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Subject: sorry if ya all know but i aint been here for a while, i hav  
Posted by [Anonymous](#) on Fri, 01 Nov 2002 10:50:00 GMT

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I've wanted to turn Fallout II into a 3D shooter for a loooonnggg time. Renegade's Tiberium sold me, and the mutant team is a HUGE plus. I am working on terrain, towns, buildings, and vehicles. Think you can model a .223 Full auto sniper rifle (Bozar) and some Adv. Power Armor? If anyone has spent hours playing this game, and has experience in character modeling please contact me. AIM = ICMP bulletEmail = xyz\_bullet@crosswinds.net [ November 01, 2002, 19:15: Message edited by: d.o.a\_bullet ]

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