HOLY SHIT it's over 3k polys!

Hmm.... I realy, realy don't want to go back and re-do it.

Let's face it, this was kind of a learning run for me. I think i'll do what i can with it then ill release it.
If it doesnt work on someone's machine then tough luck i guess lol. For my next model i know to
set a poly buget, put all textures in one file (whick i ended up doing for this).

As for release, i'm going to show you some screen shots when i get home and then you guys can
tell me if you like it enough to release it. I want to work on the fireing sound more and then some
of the hand anims need some work. I'll be sure to keep you guys posted tho.

Thanks alot for the help
JAmie