There are three ways to get the cartoony look you guys want.

You can use little detail. This, however, also has the effect of making a project looked rush.

You can use a shader. There was a cartoon shader released a while back. However, it cuts into FPS, and it does not work with 4.0. Go Figure.

Lastly, you can over-detail. This is the best one. Still using the small textures you guys have, because that improves performance, add every detail you can think of in your heads. This Renegade X turret has a lot of greebles, so it makes it look cartoony: