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Subject: Renegade Alert Allied AA Gun  
Posted by [Aircraftkiller](#) on Tue, 01 Jun 2004 21:11:29 GMT  
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This is the Allied AA (Anti-Aircraft) Gun. It is equipped with four 30mm cannons that fire explosive rounds. They tear through aircraft with little opposition. Their only weakness is their short range.

AA Guns will be found protecting Allied bases from Soviet airborne threats. They will also be controllable in certain assault levels. If the Power Plant is destroyed, they will no longer function, leaving your base vulnerable to Soviet air strikes.

Model and texture were done by me. It will be upgraded more in the future.

Reference:

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Subject: Renegade Alert Allied AA Gun  
Posted by [flyingfox](#) on Tue, 01 Jun 2004 21:33:52 GMT  
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Pretty accurate.. I'm guessing the system won't let you encave the rotator-things on the sides to leave one bolt and a hollow outer?

Also, how're you supposed to control it? I'm guessing those circled points behind the turrets are scopes to go one-knee behind and aim.

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Subject: Renegade Alert Allied AA Gun  
Posted by [z310](#) on Wed, 02 Jun 2004 04:14:14 GMT  
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I liek

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Subject: Renegade Alert Allied AA Gun  
Posted by [Xtrm2Matt](#) on Wed, 02 Jun 2004 10:15:29 GMT  
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Good job

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Subject: Renegade Alert Allied AA Gun  
Posted by [spoonyrat](#) on Wed, 02 Jun 2004 10:18:45 GMT  
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It's lookin' good

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