
Subject: Renegade Alert - Allied Sniper Rifle
Posted by [Renx](#) on Sun, 18 Jul 2004 15:56:52 GMT

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The Allied Sniper Rifle, modeled after the L42a1 Enfield, will be the primary weapon for of course the Allied Sniper.

The Rifle takes about 2 shots to kill any basic infantry, and more depending on which infantry you're trying to kill. A headshot will kill any infantry, and if you're a sniper you're most likely going to be aiming for their head anyway.

The model was done by Sir Phoenixx, and the texture was made by Darkblade.

<http://dynamic6.gamespy.com/~renalert/forum/index.php?showtopic=3223&view=getnewpost>

Subject: Renegade Alert - Allied Sniper Rifle
Posted by [SuperFlyingEngi](#) on Sun, 18 Jul 2004 15:58:18 GMT

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VERY awesome. I especially like what Darkblade does with the wood texture. Are we going to get a model update every day now?

Subject: Renegade Alert - Allied Sniper Rifle
Posted by [Renx](#) on Sun, 18 Jul 2004 16:03:55 GMT

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There's only a few left to be done, but they'll all be ready for .993b.

Sir Phoenixx can model these things like lightning, and he's been trying to figure out what all he has left to model lately. Darkblade gets the textures done pretty fast too. So that's why there have been so many

Subject: Renegade Alert - Allied Sniper Rifle
Posted by [gendres](#) on Sun, 18 Jul 2004 16:48:47 GMT

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Now THAT is an excellent model with an excellent Texture

Subject: Renegade Alert - Allied Sniper Rifle
Posted by [bigwig992](#) on Sun, 18 Jul 2004 17:42:25 GMT

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Best weapon model ever. I'm going to enjoy using that.

Subject: Renegade Alert - Allied Sniper Rifle
Posted by [Hav0c](#) on Sun, 18 Jul 2004 17:49:18 GMT

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Looks really good, both model and attention to detail on the texture. Nice Work

Subject: Renegade Alert - Allied Sniper Rifle
Posted by [YSLMuffins](#) on Sun, 18 Jul 2004 20:41:59 GMT

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Ooooooh, now that is pretty!

Subject: Renegade Alert - Allied Sniper Rifle
Posted by [Havoc 89](#) on Sun, 18 Jul 2004 22:06:27 GMT

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That is pretty kool, only, i dont see the purposed of the rear to be highlighter, its the same wood as the rest.

and sorry about your grandad DarkBlade.

everything looks pretty good excpt that highlight area.

Subject: Renegade Alert - Allied Sniper Rifle
Posted by [Sir Kane](#) on Sun, 18 Jul 2004 22:07:40 GMT

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That highlighted area is where you grab the rifle, gives that area an used look.

Subject: Renegade Alert - Allied Sniper Rifle
Posted by [Sanada78](#) on Sun, 18 Jul 2004 23:41:55 GMT

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Have to say it's very nice, and the best looking weapon so far IMO.

Subject: Renegade Alert - Allied Sniper Rifle
Posted by [NeoX](#) on Mon, 19 Jul 2004 01:55:15 GMT
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This is what some of the guns actually look like.
<http://www.n00bstories.com/image.view.php?id=1097728366>
But i think the hilight on the back of the butt should be removed.

Edit
Fixed

Subject: Renegade Alert - Allied Sniper Rifle
Posted by [Havoc 89](#) on Mon, 19 Jul 2004 02:18:53 GMT
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Umm, Silent kane, that is not the place where you grab the gun.

Here is a picture of it in my opinion.

Everything looks great excpt that highlighted part, if your tring to make it as that place where you rest your head, than shouldn't that be rubber?

Subject: Renegade Alert - Allied Sniper Rifle
Posted by [Renx](#) on Mon, 19 Jul 2004 03:59:19 GMT
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NeoXThis is what some of the guns actually look like.

But i think it still should be removed.

Why would we remove a perfectly good weapon?

Subject: Renegade Alert - Allied Sniper Rifle
Posted by [sniper12345](#) on Mon, 19 Jul 2004 04:13:23 GMT
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Because NeoX is a immature kiddy and hates everything about ACK/RenAlert?

Subject: Renegade Alert - Allied Sniper Rifle
Posted by [jd422032101](#) on Mon, 19 Jul 2004 04:33:51 GMT
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great job

Subject: Renegade Alert - Allied Sniper Rifle
Posted by [bigejoe14](#) on Mon, 19 Jul 2004 04:45:53 GMT
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Subject: Renegade Alert - Allied Sniper Rifle
Posted by [NeoX](#) on Mon, 19 Jul 2004 05:18:23 GMT
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I didnt mean remove the gun i meant remove the hilight on the back i posted a picture too but i never showed up.
<http://www.n00bstories.com/image.view.php?id=1097728366>

When I do the img tags it shows a broken link:S Anyways there sorry for the misuderstanding.

And I guess its too much to ask for an apology.

Subject: Renegade Alert - Allied Sniper Rifle
Posted by [Aurora](#) on Mon, 19 Jul 2004 05:38:18 GMT
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Very nice. I'd snipe with it.

Now give us the Dragunov!

Subject: Renegade Alert - Allied Sniper Rifle
Posted by [exnyte](#) on Mon, 19 Jul 2004 11:30:18 GMT
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Havoc 89Umm, Silent kane, that is not the place where you grab the gun.

Here is a picture of it in my opinion.

Everything looks great excpt that highlighted part, if your tring to make it as that place where you rest your head, than shouldn't that be rubber?

It should be highlighted. The reason it would be rubbed down is not because you would rest your head there, but because that portion of the gun, when firing, would be under your arm. After repeated use, that is how it would look like.

Subject: Renegade Alert - Allied Sniper Rifle
Posted by [Sir Phoenixx](#) on Mon, 19 Jul 2004 11:39:26 GMT
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NeoX, you do realize that in that picture you posted of the sniper rifle, it has the same highlight?

Subject: Renegade Alert - Allied Sniper Rifle
Posted by [NeoX](#) on Mon, 19 Jul 2004 14:59:59 GMT
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Yea I know but it still looks kinda messed and some other pictures didnt have it. I think it looks better without. I just posted the pic to let other people know that thats actually on some of the guns.
Read my other post...

Subject: Renegade Alert - Allied Sniper Rifle
Posted by [KIRBY098](#) on Mon, 19 Jul 2004 16:04:41 GMT
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The rifle looks beautiful.

Any concept art for the Dragunov?

Subject: Renegade Alert - Allied Sniper Rifle
Posted by [Aimbots](#) on Mon, 19 Jul 2004 19:07:28 GMT
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note the pic of the handle on the renalert forums and the memorial thingy

Subject: Renegade Alert - Allied Sniper Rifle
Posted by [Sir Phoenixx](#) on Mon, 19 Jul 2004 20:46:11 GMT
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KIRBY098The rifle looks beautiful.

Any concept art for the Dragunov?

Um, yeah...

Top version: <http://world.guns.ru/sniper/sn18-e.htm>

<http://dboy.cpgl.net/russain/svd/svd.htm>

Subject: Renegade Alert - Allied Sniper Rifle
Posted by [SuperFlyingEngi](#) on Mon, 19 Jul 2004 22:00:32 GMT
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Are you gonna go for wood or polymer?

Subject: Renegade Alert - Allied Sniper Rifle
Posted by [Sir Phoenixx](#) on Mon, 19 Jul 2004 22:15:29 GMT
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Wood.

Subject: Renegade Alert - Allied Sniper Rifle
Posted by [U927](#) on Mon, 19 Jul 2004 23:59:53 GMT
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I notice that the Dragunov has a clip, while the Enfield simply has bolt action. Is that the way it is going to be in RenAlert, with the Soviets having a clip for their sniper rifle, but the rounds doing less damage?

Subject: Renegade Alert - Allied Sniper Rifle
Posted by [Sir Phoenixx](#) on Tue, 20 Jul 2004 10:42:37 GMT
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They both have magazines.

They also fire the same caliber bullet, the Dragunov SVD's bullet being slightly longer.

Maybe, maybe not...
