There is cool weapon model for any game (especially in WWII setting).

It is both enough low-poly (just 1100 tris) to be used even for mobile games and well-modeled and detailed even for big serious game. Use cool Normal and Specular maps form this package to achieve amazing result!

*Similar* [*submachine gun*](http://en.wikipedia.org/wiki/Submachine_gun)s *was widely used during WWII. Most of them are copy of the German SMGs; Weapon as this primarily used by the British Royal Navy during the Second World War, and to a lesser extent by Royal Air Force regiments (for airfield protection).*