looks like the texture is missing for the hands. Open up f_gm_weaponname.w3d in w3dviewer. Then in 'material' list you can see what textures you need to have in your data. You should find which one it is there.

I would then simply find the original renegade hands texture. I believe it is gdi_wrists or something, I am not sure about that. but if you find it, copy it to your data and REname it to the missing texture for that weapon.