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Subject: Re: Rotatable MRLS 'Turret'

Posted by [R315r4z0r](#) on Fri, 02 Jan 2009 00:33:46 GMT

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Because since the MRLS can't rotate it's turret, it allows users to curve their shots around corners without hitting the wall. If the turret turned, then you wouldn't be able to do that, unless you made it turn really slowly.

It isn't exactly needed for it to turn anyway because you can already steer the rockets. It is better for it to not turn that way you can fire the shots over obstacles. If you could rotate the turret, that means you would have to always stay in an open line of sight as you wouldn't be able to avoid possible obstructions.

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