

---

Subject: Re: Rotatable MRLS 'Turret'

Posted by [DutchNeon](#) on Fri, 02 Jan 2009 00:39:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

R315r4z0r wrote on Thu, 01 January 2009 18:33 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.

True, I also do that sometimes, but I doubt it was intended (just a thing you can do because the 'turret' doesn't rotate).

Next to that, I forgot to mention that the missiles sometimes 'home', but it's still not the biggest advantage the Nod Artillery has, a rotatable turret.

The Arty splash is also huge, compared to splash of an MRLS, so the 'home' thing would be the thing GDI had for the MRLS, as the shots of the Nod Artillery got a huge damage splash.

Edit: You can still fire over 'obstacles' with a rotating turret, because the turret itself isn't that fast making a 360 (like the Artillery turret). Therefore, if the turret is still facing a different way then your 'aim', the missiles would make a turn towards your 'aim'.

---