

---

Subject: Re: Rotatable MRLS 'Turret'

Posted by [Caveman](#) on Fri, 02 Jan 2009 01:45:10 GMT

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

---

It is clearly not a bug... Dont you think that even EA would have noticed that the MRLS couldn't rotate the turret? Its not exactly something small now is it? Why dont we just make the flamer have like damage range cos its only good at very close combat...

Stop your whining and just the MRLS how it is.

---