
Subject: Re: Rotatable MRLS 'Turret'

Posted by [DutchNeon](#) on Fri, 02 Jan 2009 02:02:49 GMT

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Explain me then, why there is a 'rotate' platform under the 'Missile Box'. Next to that, they based the MRLS of the real MRLS...

Also, I wouldn't find it strange if they actually forgot it, because they also fucked up the point system, the secondary fire glitch with the flame tank, certain flaws in maps, and to go on...

Next to that, I had my thoughts about the MRLS. It first costed \$750. Wouldn't the \$750 be worth it, for a rotatable 'turret' MRLS? The price might have been right for the MRLS, if it had a rotatable turret. They might have forgotten to add the rotate function of the 'turret', and therefor the MRLS wasn't worth the price (or they just fucked up the price, or damage/splash of the MRLS, who knows). GDI would have lacked starting vehicles then if the MRLS was \$750, because they would have had Humvees and APCS vs Arties and (possible) Lights.

Also, I'm not whining, I'm wondering what the thoughts are of the public of this idea/change. You obviously find it a bad idea, and I can live with that...
