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Subject: Re: Rotatable MRLS 'Turret'

Posted by [Reaver11](#) on Fri, 02 Jan 2009 13:53:11 GMT

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There is go to the petroglyph forums. I did it before and if you are lucky you will get a reply of a former worker on renegade.

For the MRLS please leave it as it is. If it gets a turret then the price should be higher which alters renegade to much. (Nod will really pwn the first secs in a game)

Internaly the MRLS is setup for a rotatable turret. Only some parts are poorly done. The two poles under the launchingequipment and the turret bone is not in the middle.

As said before TT is for bug fixing not gameplay changing.

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