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Subject: Re: Renegade X - Pre-Release Update!  
Posted by [R315r4z0r](#) on Wed, 02 Sep 2009 01:47:47 GMT  
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There is one new ability for vehicular combat that might change the way the game plays in a slight portion.

The MRLS turret does, in fact, rotate in Renegade X. That means you don't have to curve your shots to hit your targets. They did say that they are planning to make a button that locks the turret in a specific place, but I'm not sure if it will be in the build or not (I'm not a dev).

However, even if damage points are the same, the rotating turret does give the MRLS a much better chance at survival when in one on one combat with an artillery.

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