Ethenal you are competently wrong.
You don't need to change the model.
This should be an objects.ddb mod.
There is no need to edit always.dat
Go into LE, change the values highlighted by crazfulla to match that of any other vehicle (as all of the others have rotating turrets. The higher the turn rate, the faster it will turn. The higher the weaponturn(min/max) the further each direction it can turn, these are normally set to some very large number.
Exit LE, it will ask you if you wish to save the presets, say yes, copy the objects.ddb to your server, and as far as i'm aware it should work. If it does not, it will eather have no affect, or it may crash, so you might want to test it.