To be more precise: the turret was not properly updated, causing all turrets to load way slower. At least twice as slow as normal, oftenly slower depending on server settings & your connection. This caused the turrets/vehicles to seemingly miss you completely whereas they actually shoot pretty close/hit you. Turret lag fix fixes this by making the turrets rotate using the right speed.

Both turret lag fix and wall lag fix are indeed available in scripts.dll 3.x.