afaik the barrel controlls up and down and the turret left and right.

I suppose you already got up and down working? If so you'll probably notice you linked both your barrels to it. Do the same with you turret bone (you'll have to find out how to position it to get it to work properly) and you should have it working.
However to prevent the barrels to rotates 360 degrees, you'll have to modify some settings for your vehicle in LevelEdit.

I can't check this in detail atm but I MIGHT have some time when i get home.

EDIT: Oh about the positioning, everything attached to the turret bone will (afaik) rotate around the turret bone's pivot.
You could set the turret bone at the base of 1 of the barrels (A) and let the other barrel (B) copy the rotation. I'm more of a programmer then modeler but it think those modeling programs have some function called instance that makes the copy do the same as the original?