The turret is off center (the center of the turret should be over the center of the base, right now it's too far back), it's way too many polygons (remove those silly holes in the sides (which don't even look like real holes) and it'll be about 500-600 instead of almost 1000), and the texture isn't that good... :rolleyes:

edit...

The blue line/x/dot is where it should be, the center of the base, the red line/x/dot is where the turret is. (approximately...)