

Turning tanks

180-degree turn, picture 1 of 2

Pz IVH given a "Rotate" order through 180 degrees takes 1 min 14secs to complete.
(i.e. in a 1-minute turn it will only have pivoted to the 8 o' clock position as shown and will not complete the manoeuvre until 14 secs into the next turn.)



Start

Finish 60 secs

UNT SPICHER 3 VEH. IND. PANZER IVH

5 Veteran

AMMO 56HE 27AP 4S

open ground OK

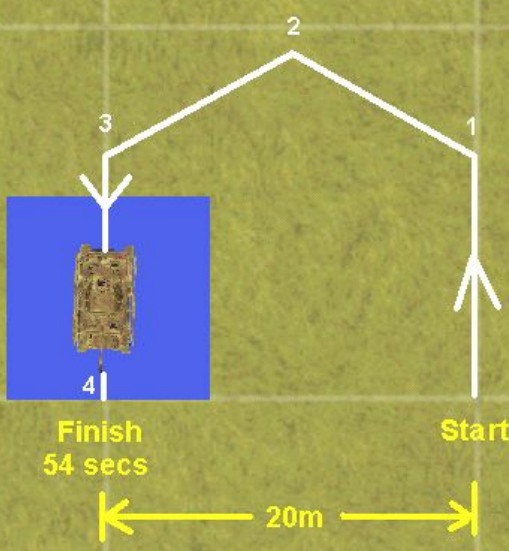
75mm L/48

87 126 126

START PLAY BACK FWD DONE 0:60

180-degree turn, picture 2 of 2

This is the fastest way to turn a tank through 180 degrees.
Issue 4 "fast" waypoints to the approx pattern shown if terrain space allows.
Try to keep the manoeuvre in at least an approx 20-metre box (as shown), as anything smaller will cramp the tank and slow it down
Note the tank turns 180 degrees in only 54 secs including 6 sec delay!



2

3

4

Finish 54 secs

Start

20m

MORALE 100% VICTORY 0% 0%

TURN 1 of 30

JUNE 1943 MID DAY

Hotkeys Briefing Surrender Ceasefire

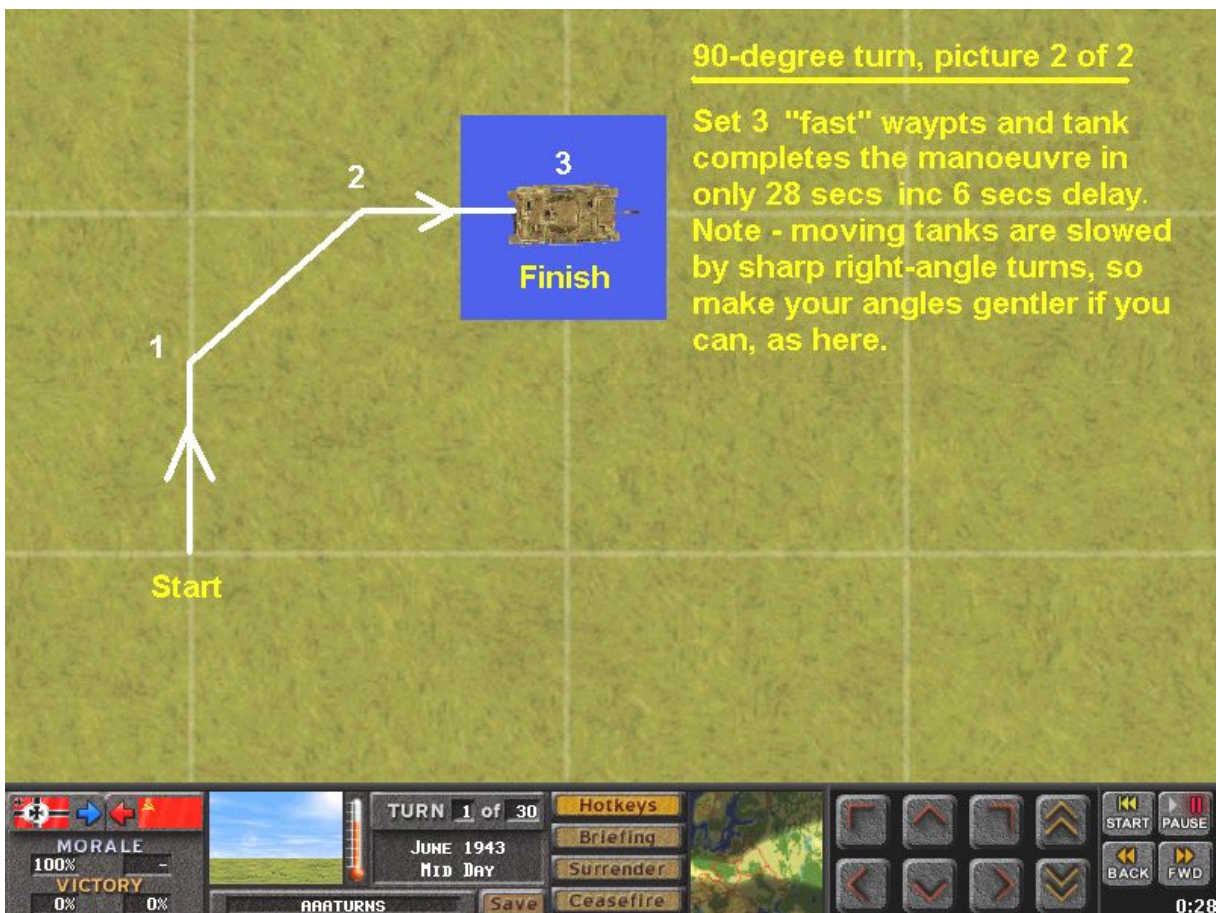
Save

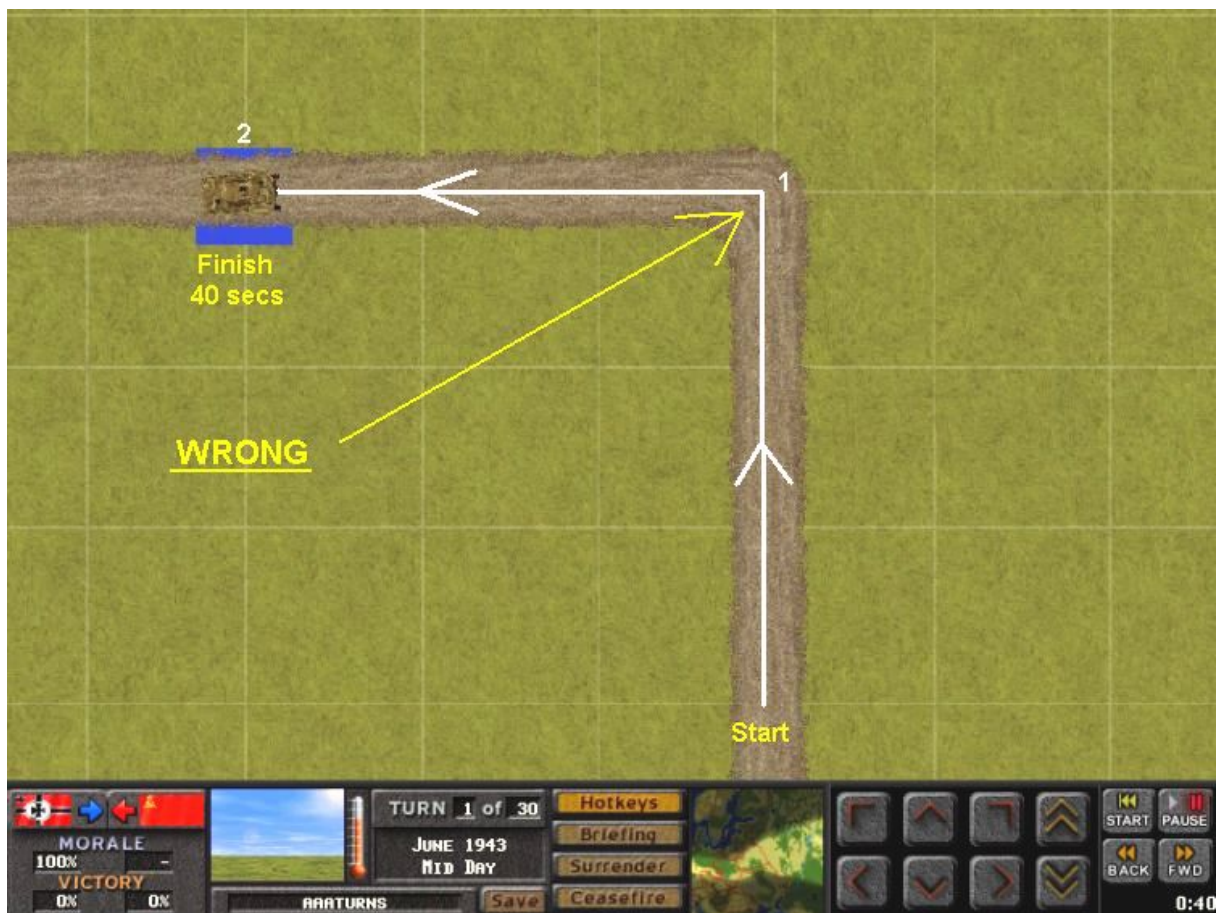
START PAUSE BACK FWD 0:54

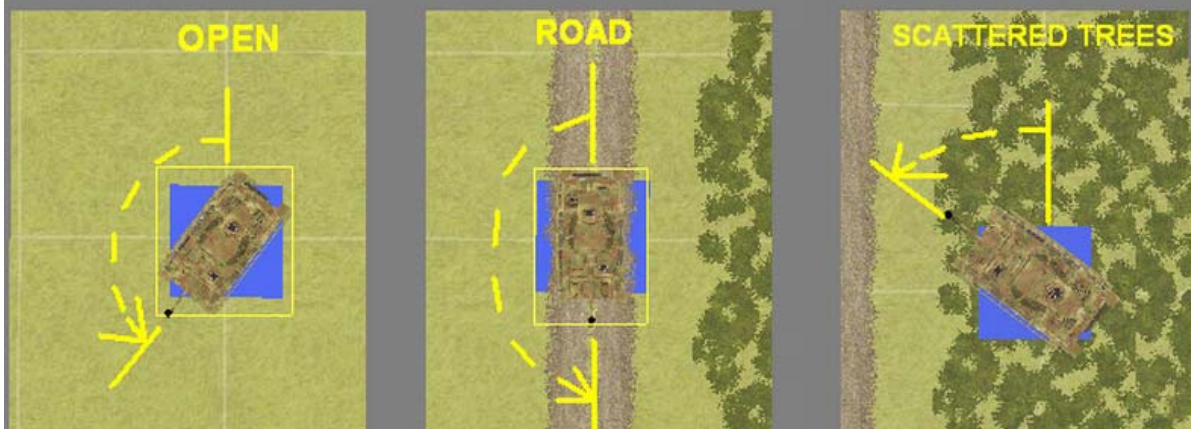
90-degree "Rotate", picture 1 of 2



90-degree turn, picture 2 of 2







PIVOTING ON DIFFERENT SURFACES

I used the same tank in each test, pointed it north towards the top of the screen, then issued a 180-degree 'pivot south' order ('O') and logged how long each tank took to complete the pivot. The 3 pics show how far they'd pivoted in 60secs. (They each had a 4 sec command delay)

Fastest was the tank on the road in the centre, it only took 51secs.

Next fastest was the tank in the open, it completed the pivot in 1min 20secs.

Slowest was the tank in scattered trees, it took 3mins 22secs.

Conclusion - pivot on a road or paved surface if you can.