








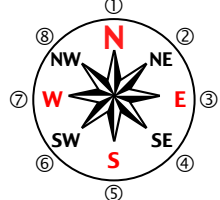










TRACTICS WWII MINIATURES RULES TIME/TURN CHART

Graham Hunt v8 Monday 12th December 2022

TURN 1	TURN 2	TURN 3	TURN 4	TURN 5  Mechanical Check: All except USA	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10  Mechanical Check: All countries		Your Air Superiority		
										<input type="checkbox"/>	Total Air Superiority	Up to 24 aircraft per game.	
										<input type="checkbox"/>	Partial Air Superiority	Ratio of friendly / enemy aircraft 1.5-3:1	
										<input type="checkbox"/>	In Doubt	Use the Random Aircraft Rule for both sides.	
TURN 11	TURN 12	TURN 13	TURN 14	TURN 15  Mechanical Check: All except USA	TURN 16	TURN 17	TURN 18	TURN 19	TURN 20  Mechanical Check: All countries	Percentage Wounded or Killed In Action			
										Small arms 90%, HE shells 80%, AFV crews 50% are wounded, and the rest are generally killed.			
										1d6	Wounded	Medical Attention	# Turns
TURN 21	TURN 22	TURN 23	TURN 24	TURN 25  Mechanical Check: All except USA	TURN 26	TURN 27	TURN 28	TURN 29	TURN 30  Mechanical Check: All countries	1	Light Wound	Return to combat	3 Turns
										2-3	Serious	Ambulatory with aid	0 Turns
										4-5	Severe Wounds	Urgent Medical Attention	<=5 hrs 
										6	Near Fatal	Immediate Medical Attention	<=2 hrs 

Time Required To Setup or Take Down Weapons	# Turns	Engineers and Related Areas	Men Digging	Mech Digger	Camouflage	Rocket Artillery Reload	# Turns
37mm Gun	1 Turn	1 Man Foxhole. (min. 1 man digging)	5 Turns	---	3 Turns	USA 2.5" x 20	2 Turns
Light Mortar	1 Turn	2 Man Foxhole or Light Weapon Fire Position (1)	7 Turns	---	4 Turns	USA 2.5" x 60	6 Turns
50mm Gun	1 Turn	50mm Gun Fire Position or 2" Trench (5)	15 Turns	2 Turns	8 Turns	USA 4.5" x10	2 Turns
Medium Mortar	1 Turn	75mm - 90mm Gun Fire Position (8)	24 Turns	5 Turns	12 Turns	German 150mm x10 Halftrack	1 Turn
75mm - 90mm Gun	2 Turns	100mm or greater Gun Fire Position (16)	30 Turns	8 Turns	15 Turns	German 150mm x6 Carriage	2 Turns
105mm Weapon	3 Turns	Tank or Truck (2 1/2 ton) Fire Position (8)	60 Turns	15 Turns	30 Turns	German 210mm x5 Carriage	2 Turns
Heavy Mortar	3 Turns	Laying AP/AT Minefield (4 x 2) / with Booby Trapped Mines			5 Turns/ 6 Turns	British 7.2" Typhoon x1	2 Turns
150mm or greater Weapon	5 Turns	Laying Minefield (4 x 2) with only Booby Trapped Mines			10 Turns	USA 7.2" x10	6 Turns
Self-Propelled Artillery of 120mm or less	1 Turn	Sweep 1" x 1" path by Hand / with Mine Detector			5 Turns/ 3 Turns	USSR 7.2" Katy/Stalin x7	6 Turns
Self-Propelled Artillery of 150mm or greater	2 Turns	Sweep with Flail Tank or Bulldozer a 1" x 2" Clear Path			1 Turn	German 280mm x6 Halftrack	3 Turns
Bore Sighting per sighting	2 Turns	2 Engineers to lay 1 Demolition Charge and set Fuse/Wires			2 Full Turns	German 280mm x5 Carriage	5 Turns
Light Machinegun	½ Turn	Burn time for Fuse on Demolition Charge			2 Full Turns	German 320mm x6 Halftrack	3 Turns
Medium & Heavy Machinegun	1 Turn	Setting up Portable Obstacles (Spanish Rider, Tree Butts, etc.)			3 Turns	German 320mm x5 Carriage	5 Turns
50mm Recoilless Rifle	1 Turn	Cover over 1st row of Emplaced Projecting Obstacles by bulldozer			3 Turns	German 380mm Halftrack x6	2 Turns
75mm Recoilless Rifle	1 Turn	Cover over each following row of Emplaced Projecting Obstacles			5 Turns	German 380mm Tank x1	2 Turns
105mm Recoilless Rifle when not vehicle-mounted	3 Turns	Setup Snorkel and prepare for water crossing /remove equipment			2 Turns/ 2 Turns		
Units stunned dropping off fast-moving vehicles (3"-12")	1 Turn	Prepare and inflate Flotation Gear /Deflate & remove Flotation			4 Turns/ 4 Turns		

Time Required For Vehicle Damage Repairs	# Turns	To load /unload Rafts and Boats and get in or out of the water	1 Turn	Weather Conditions			
Free jammed turret hit by a weapon of 37mm or less	3 Turns	Additional time To load /unload Men into Boats	1 Turn			<input type="checkbox"/>	
Hit on Drive Sprocket or Idler Wheel	Game	To load/unload Crew Served Infantry Weapons (except LMGs & Bazookas)	1 Turn			<input type="checkbox"/>	
Hit on Bogie Wheel or Track	5 Turns	Assemble a Assault Bridge	1 Turn			<input type="checkbox"/>	
Bogie Wheel or Track repaired by Vehicle Repair Unit	4 Turns	Assemble each section of 2 rafts of a Pontoon Bridge	5 Turns			<input type="checkbox"/>	
Flamethrower hit on Bogies repaired by Vehicle Repair Unit	16 Turns	Burning Buildings & Fires				<input type="checkbox"/>	
Flamethrower hit on Wheels repaired by Repair Unit /wheel	2 Turns	Time Men must exit from within a burning Building or be killed	3 Turns			<input type="checkbox"/>	
Hit on Compartment - Out	3 Turns	Time for interior of Building to be destroyed per story by fire	5 Turns		<input type="checkbox"/>		
Hit on Compartment - Lost	Game	Time for Building to stop burning i.e. burnt to the ground/story	20 Turns	1d6	Wind Speed	Inches/Turn	
Minor Engine Breakdown	12 Turns	Burning Napalm, German 280mm Rockets	5 Turns	1	Still Air	0"	<input type="checkbox"/>
Major Engine Breakdown	Game	Flamethrower fuel fires, CS Smoke or White Phosphorous rounds	3 Turns	2-3	Gentle Breeze	2"	<input type="checkbox"/>
Gun Breech Failure	3 Turns	Vehicle hit by a Flamethrower for 2 consecutive turns is totally destroyed		4-5	Moderate Breeze	4"	<input type="checkbox"/>
				6	Strong Wind	8"	<input type="checkbox"/>