In the model file, change the collider to the right size. You can do that under “Collision” and then under “Primitives”

How to make and use Physics Material

1. Create a Physics Material in the content browser and open it

2. Set the friction (wrijving)

3. Check “Override Friction Combine Mode” and set “Friction Combine Mode”

4. On your Tank.bp, select your tracks and add the Physics Material you just created

5. Change the “Max Driving Force” so that the tank can move