

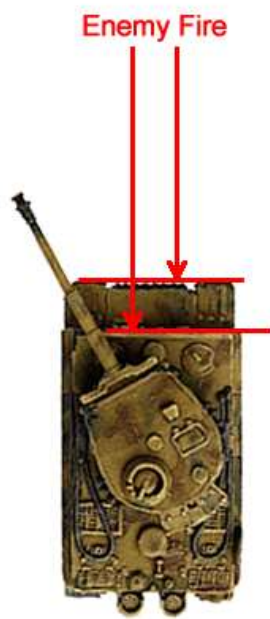
载具模拟游戏中的常见战术的运用有助于玩家防御敌方攻击，同时进行有效的进攻，与队友的合作往往能够获得更好的效果。

1 目录

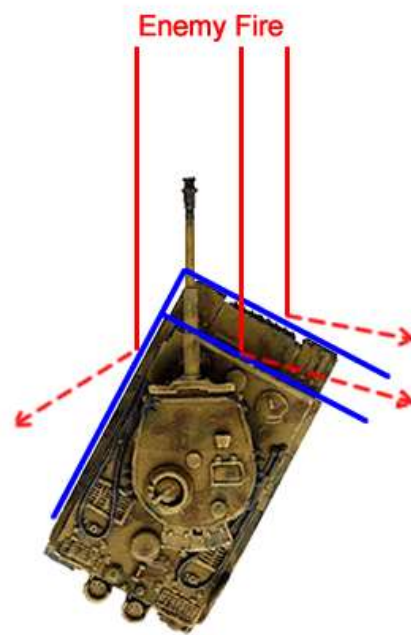
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1 摆角度

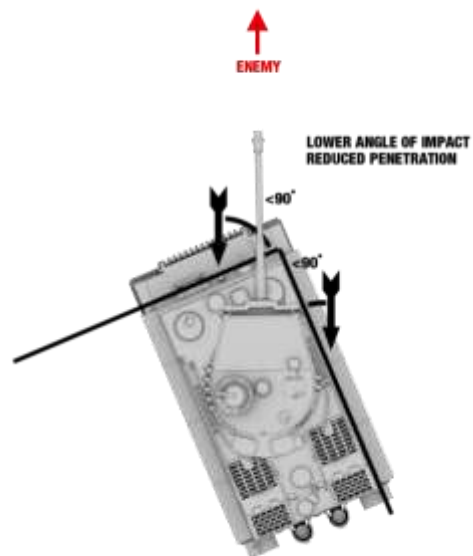
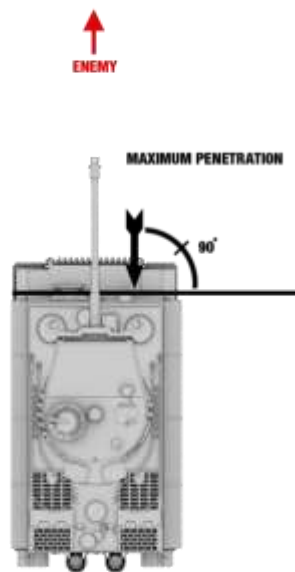
和来袭炮弹方向形成一定角度，提高装甲的等效厚度。该方法适用于正面迎击装甲不足，同时侧面有一定防护的载具。典型代表虎式，垂直的正面装甲在摆出一定角度后可以有效增大等效厚度，提升己方防御。



Hull armor not angled increasing the chance of a penetrating hit



Hull armor is angled decreasing the chance of a penetrating hit



### Effective Armor Angle

Tank Example: Tier 7 - Panther I

Standard Hull Armor (Front/Side/Rear): 85mm / 50mm / 40mm

Enemy Round



Hull Angled: 0 Degrees

Effective Armor Value

Front: 85mm  
Side: >500mm  
Rear: 40mm

Enemy Round



Hull Angled: 30 Degrees

Effective Armor Value

Front: 98mm  
Side: 100mm  
Rear: 46mm

Enemy Round



Hull Angled: 60 Degrees

Effective Armor Value

Front: 170mm  
Side: 58mm  
Rear: 80mm

## 2 卖头

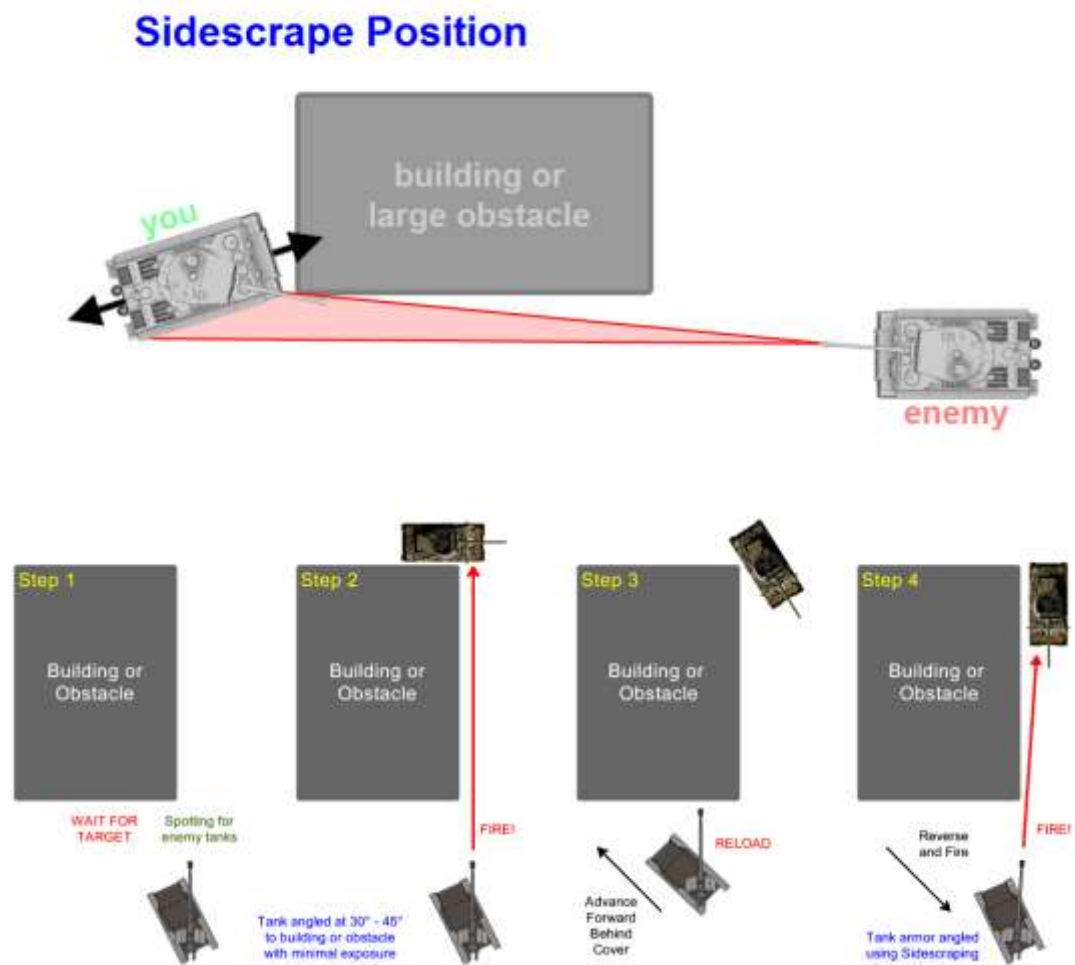
利用地形起伏，隐藏自己的弱点部位，使敌方无法攻击，仅仅露出炮塔等部位进行攻击。要求载具具有较好的炮塔防御能力，同时车体较为脆弱，必须寻求遮蔽。



## 3 伸缩

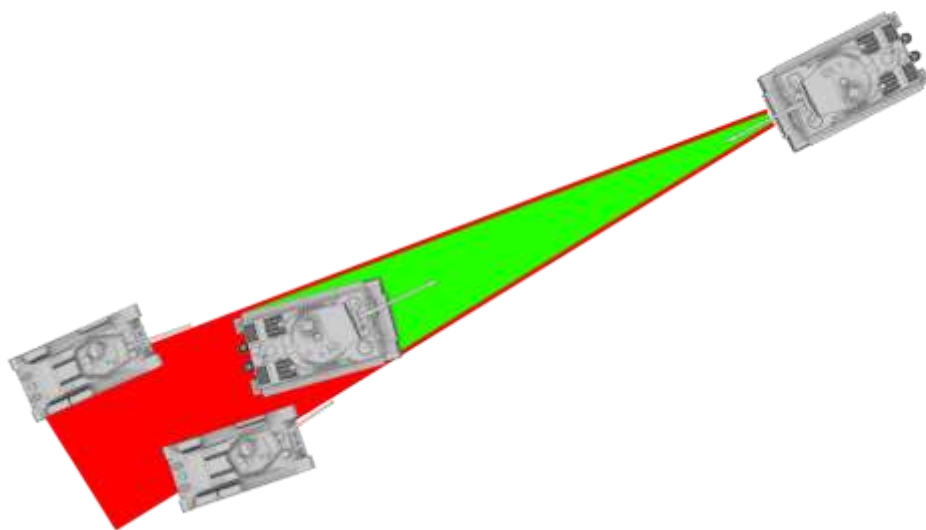
利用有利的遮蔽物（石头/建筑）隐藏车体，装填完成时离开掩体攻击，装填中回到掩体后，在不被攻击的情况下完成装填。要求载具的加减速性能好，由于

伸缩通常发生在近距离对战中，也要求近距离较好的防御性能，对于装填速度慢的载具来说，该方法可以有效避免装填期带来的劣势



## 4 抗线

为队友分摊伤害，吸引敌方火力，实现战线推进。拥有较好的防御力，且机动能力较差的载具（重坦）可以通过走较近距离的路线，主动暴露给对方，利用优秀的防护在自己不受太大伤害的同时为队员提供输出走位的机会

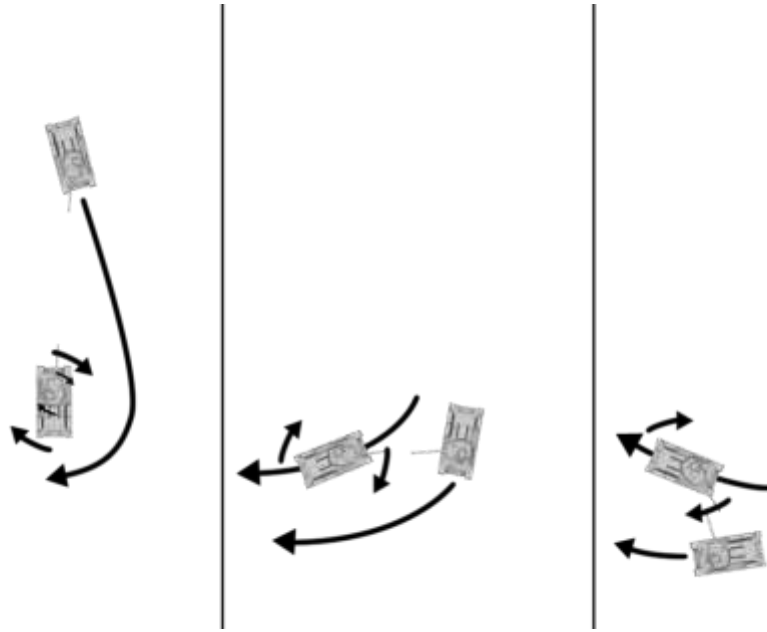


## 5 黑枪

在隐蔽自己的同时在远距离攻击敌方。部分炮塔转速慢，炮的精度好，远程穿深高的载具（坦歼/敞篷车）在中远距离对队友进行支援。

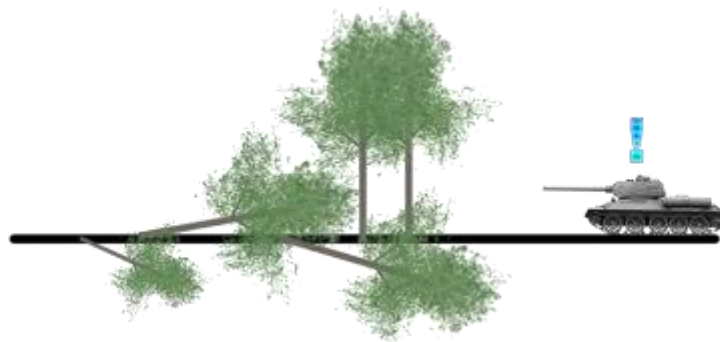
## 6 狗斗

在非常近的距离上，双方进行快速激烈的机动，同时迅速完成瞄准和射击，在绕到对方侧面后，抓住机会造成大量伤害。拥有较高的机动性和炮塔转速的载具可以一定程度通过绕道对方的侧面抵消自己火炮穿深不足的劣势，在激烈的近距离战斗中胜利。这种高风险高回报高要求的战术需要玩家对双方载具特点，操作细节等要素的较高水平，也是最为刺激的部分



## 7 点灯

快速占据有利位置，为队员提供视野。载具要具有较快的极速来快速到达位置，优秀的隐蔽来尽量贴近敌方且自己不被发现，由于为队友提供视野而非主动攻击，特别需要给予其助攻奖励。

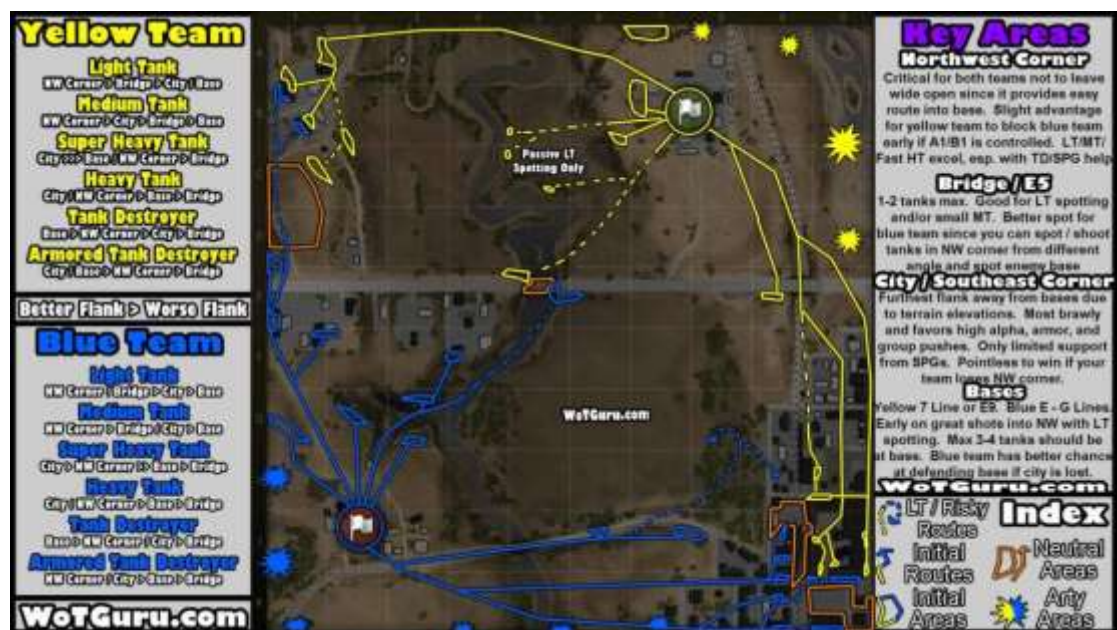


## 8 换血

利用防御血量攻击优势换取更高战损。当双方可以互相造成有效伤害时，相对输出更高，防御更好，血量更高的一方在互相攻击的过程中率先击杀对方

## 9 抢山

通过占据制高点，获得视野和射击范围优势，从高处打低处，降低对面的等效厚度。爬坡能力强的，俯角差的远距离输出型在山上可以更好的作战。





### Yellow Team

**Light Tank**  
NW Ledge / Swamp / South Hill / Base

**Medium Tank**  
NW Ledge / South Hill / Swamp / Base

**Super Heavy Tank**  
South Hill / NW Ledge / Base / Swamp

**Heavy Tank**  
South Hill / NW Ledge / Base / Swamp

**Tank Destroyer**  
South Hill / NW Ledge / Base / Swamp

**Armored Tank Destroyer**  
South Hill / NW Ledge / Base / Swamp

**Better Flank > Worse Flank**

### Blue Team

**Light Tank**  
NW Ledge / Swamp / South Hill / Base

**Medium Tank**  
NW Ledge / South Hill / Swamp / Base

**Super Heavy Tank**  
South Hill / NW Ledge / Base / Swamp

**Heavy Tank**  
South Hill / NW Ledge / Base / Swamp

**Tank Destroyer**  
South Hill / NW Ledge / Base / Swamp

**Armored Tank Destroyer**  
South Hill / NW Ledge / Base / Swamp

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### Key Areas

**Northwest Ledge**  
The NW Ledge is a primary flank that can be played two ways. Offensively pushing the B2 corner with 3+ tanks. Or defensively with a couple tanks holding just outside of the B2 brawl zone and TDs support behind them near the base. Usually this flank is easier to play offensively due to less tanks being there than in south.

**Center / Swamp**  
High risk and only useful early for LT or MT. More useful mid-game to break open stalemate. Early on fast tanks can push into D4 or G6/7 for alt route to those areas. Typically the risk outweighs the reward.

**Southern Hill**  
Usually sees largest amount of tanks and is the primary flank. Mobile tanks can contest hill. Slower heavy armor tanks jockey for position on G5/7 corners. TDs stay hidden and snipe in F0 or K6. Hard to win without P's.

**Base Support**  
Usually sees largest amount of tanks and is the primary flank. Mobile tanks can contest hill. Slower heavy armor tanks jockey for position on G5/7 corners. TDs stay hidden and snipe.

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### Yellow Team

**Light Tank**  
Hill / Trenches / Town Square / C-Block

**Medium Tank**  
Hill / Town Square / C-Block / Trenches

**Super Heavy Tank**  
C-Block / Town Square / Hill / Trenches

**Heavy Tank**  
C-Block / Town Square / Hill / Trenches

**Tank Destroyer**  
Field / Trenches / Hill / Town Square / C-Block

**Armored Tank Destroyer**  
C-Block / Town Square / Hill / Trenches

**Better Flank > Worse Flank**

### Blue Team

**Light Tank**  
Hill / Trenches / Town Square / C-Block

**Medium Tank**  
Hill / Town Square / C-Block / Trenches

**Super Heavy Tank**  
C-Block / Town Square / Hill / Trenches

**Heavy Tank**  
C-Block / Town Square / Hill / Trenches

**Tank Destroyer**  
Hill / Trenches / Hill / Town Square / C-Block

**Armored Tank Destroyer**  
C-Block / Town Square / Hill / Trenches

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### Key Areas

**Field Hill (1-2 Lines)**  
Very important spotting position for TDs positioned behind and SPGs. Very limited hand cover. Gun depression & turret armor very useful.

**Field / Trenches (3-6 Lines)**  
TD needs in C3 / H3 looking over trenches & field. Difficult to scout early, wait until mid-game & then push too far in trenches & then get killed easy. LT / MT work best to surprise attack TDs or town late.

**Central Block (6-8 Lines)**  
Extremely versatile area that influences both field & town square flanks. Favors high alpha & armor but MT can work if in support role. Only push if your team isn't going to lose Town Square flank.

**Town Square (9-9 Lines)**  
Important flank to hold, but not that important to win decisively. 3 tanks max. Push if you outnumber enemy, retreat back to central block if no help from team. Very easily locked down by enemy campers when exiting. Requires Central Block flank to hold.

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### Yellow Team

**Light Tank**  
Center > Hot Springs > N.W. > Base

**Medium Tank**  
Center > N.W. / Hot Springs > Base

**Super Heavy Tank**  
N.W. > Hot Springs / Center > Base

**Heavy Tank**  
N.W. / Center > Hot Springs > Base

**Tank Destroyer**  
Base > Hot Springs > Center / N.W.

**Armored Tank Destroyer**  
N.W. / Center > Hot Springs > Base

**Better Flank > Worse Flank**

### Blue Team

**Light Tank**  
Center > Hot Springs > N.W. > Base

**Medium Tank**  
Center > N.W. / Hot Springs > Base

**Super Heavy Tank**  
N.W. > Hot Springs / Center > Base

**Heavy Tank**  
N.W. / Center > Hot Springs > Base

**Tank Destroyer**  
Base > Hot Springs > Center / N.W.

**Armored Tank Destroyer**  
N.W. / Center > Hot Springs > Base

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### Key Areas

**Northwest Brawling Area**  
Favors big guns, heavy armor, and numerical advantages. Flat ice with only rocks to play off of for cover. Beware of being hit by tanks on carrier from above.

**Carrier > Center Hill**  
Usually most crucial part of the map for your team to contest early. Helps to have 8" gun depression and turret armor. 1-2 tanks tops on carrier. D4/F6 areas more useful.

**Southeast Hot Springs**  
Can be difficult to push due to small path along edge of playable area. Slow methodical pushes while supporting center work best. Usually bogged down by campers and unseen tanks. GT route can be very useful.

**Base Support**  
2-3 tanks max along base edges to help provide support in center and hot springs. Help prop up weakest flank to stop enemy pushes. Easy to stay outside max view range.

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