

World of Tanks

Beginner's Primer

Version 8.10.1

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Preface

When I started to play WoT (World of Tanks), I didn't have a clue of most of its fundamentals and assets, and it took me quite a while to learn and understand them (I was just too busy playing the game...). This guide comprises much of what I have learned about WoT. You can find all the information gathered here scattered over the forums and the WoT Wiki, and you will also find a lot more in-depth information there. This guide is not here to replace that information. Instead, it is intended to help beginners to quickly understand essential basic features of WoT and to introduce some of the game's more advanced properties and intricacies to them without requiring them to search the internet for days and weeks, getting drowned in tons of information without a clue which is more and which is less relevant at their stage of knowledge.

In the beginning I thought WoT would be "hop in a tank, drive on the battle field with guns blazing and stomp any opposition you would face". In some sense that was true; it was however me who was the opposition that got stomped. After a short while - well, make that "after quite a while" - I understood that I had to use the maps' properties to my advantage, but that did not help me much. My next conclusion was that once I had a big tank, I would be able to rule the battlefield. This lead me to rushing through matches just to quickly gain the experience and credits required for unlocking and purchasing the next tank. Unfortunately, the story kept repeating itself no matter how big my tank was. Since I am a pretty persistent person it took me a long time to finally ask others why I failed so miserably. The essence of their reply was "L2P", which means "learn to play" (now you have already learned one popular acronym in WoT). They were right on the spot.

L2P means that it is you who decides about your success in WoT. Although they can be annoying at times, it's not the game's flaws, the sometimes miserable match making, the game's exaggerated randomness, the tank you are driving, and in the long run it's also not the random teams you are placed in.

It is a matter of fact that WoT is a deep game with a lot of things to understand, learn, practice and master. It will take you quite some time to get to understand the maps and find all the corners and niches offering you cover and places for ambushes. You will also never stop to learn where arty can shoot you despite you believing you are covered from it. Even handling your tank properly, like angling it, or moving it around a bit to make hitting your weak spots harder will take you a lot of practice. You will need to learn not just to focus on your target, but to constantly keep an eye on your environment and the mini map. The key virtues in WoT are patience and caution, paired with the right amount of pushing aggressively at the proper moment.

I am still far from being a really good WoT player, but I have learned a few things that might help newbies to the game to understand it more quickly, avoid the most common pitfalls and have an overall satisfying gaming experience. I will try to cover these things here and explain stuff you will not find in the manual. So here is what I have learned so far and what I wish I had been able to read in a comprehensive way when starting this game.

Overview

Tanks

The game element of World of Tanks are tanks of various nations and classes (light, medium, heavy tanks, tank destroyers, artillery). The tanks have different tasks and play styles depending on their class. The tanks are put into tiers and their combat strength rises from tier to tier.

Combat Strength

A tank's combat strength is determined by its armament, its armor and its speed. By putting equipment (like improved ventilation, shell rammer, gun laying drive) and consumables (e.g. repair kit, first aid kit, fire extinguisher) on it, its fighting capacity and chance of survival can be increased.

Tanks are most vulnerable at their particular weak spots.

Crew

Tanks must be manned by a crew. A crew can improve its training level and learn additional skills by taking part in battles.

Maintenance

The garage is the place where tanks are maintained, supplied with ammunition and where you can purchase equipment and consumables you can equip your tanks with.

Battles

In battles, tanks from up to three tiers are put into teams. This results in significant differences of the participants' tactical effectiveness. Still, each participant has the chance to influence the battle.

Victory Conditions

Battles can have various victory conditions: depending on battle type you need to capture the enemy or a neutral base or defend your own base. Eliminating the enemy team will always cause a win.

Research

To gain access to higher tier tanks, you need to gather experience points by using their predecessors in battles. You often need to research certain modules (tracks, turret, gun, engine, radio) to be able to research a tank's successor on the next tier.

Finances

You earn the in-game money needed to purchase new modules and tanks by taking part in battles. A tank's repair and ammunition cost will be subtracted from the gross income earned with that tank in a battle.

What World of Tanks Is Not

WoT is not a historically or technically accurate tank simulation. Do not expect tanks to behave like their real world counterparts or have realistic fighting capacity in relation to other tanks of their era. A prime example is the famous German Tiger tank: In WoT it is a rather easy to damage tank in the upper mid-tiers, excelling only with its great gun.

The Tanks

Throughout WoT and at every tank tier you play, the basic principle of the game is the same: You face off against other tanks with specific strengths and weaknesses, some stronger, some weaker and some similar to yours. The crucial point is to understand these strengths and weaknesses – both of your own and the other tanks – and exploit them to your advantage. Good knowledge of each tank and map will help you to do that.

Tank Tiers

Tanks are grouped in tiers. Each tier contains tanks of about the same overall strength. There are 10 tank and 10 artillery tiers.

Tank Classes

Tanks are divided into different classes with different strengths and weaknesses. There are light, medium, and heavy tanks. Additionally, there are tank destroyers and artillery.

Light Tanks

Generally speaking light tanks are fast, have weak armor and small, rather fast firing guns.

While in the early stages of the game most tanks are classified as light, taking a closer look at them reveals that there already are tanks that behave more like medium or heavy tanks compared to other tanks of their tier. They are just not named like that to reserve these attributes for higher tanks tiers when the differences between the tanks become more obvious.

At higher tiers, their purpose is not to directly attack enemy forces, but to spot them for the bigger tanks of the team. Surviving as long as possible is a big part of that task. So while in low tier gameplay, light tanks will play an active role in direct combat action, in higher tier games they serve the special role of a scout. This means that you can be put in battles up to tier X (10) with a scout.

Scouts

Only certain particularly fast and maneuverable light tanks are destined to be scouts. The most infamous ones are probably the Russian MT-25 and the smaller T-50; Additionally, there is the A-20. Then there is the German VK2801 with its predecessors Luchs (Lynx) and Leopard as well as the PzKpfw 38 nA, and the American M5 "Stuart" and M24 "Chaffee", as well as the French ELC AMX, AMX 12t and AMX 13 75 (not everybody is however happy about the A-20 or AMX 12t being used as scouts).

Medium Tanks

The main strength of medium tanks is their speed combined with a good gun. Actually you could consider them the light tanks of high tier gameplay. Their purpose is to form fast task forces that can appear quickly, bring disorder to enemy lines, and disappear before the opposing team starts to concentrate fire on them. Medium tanks reveal their true strength when attacking in coordinated packs; alternatively they can stay in the background and support heavy tanks by distracting, harassing, and finishing off their opponents.

Heavy Tanks

Heavies are significantly slower than mediums, but have far better armor, stronger guns and more hit points. These tanks can be considered the kings of the battlefield. Until the advent of the new "OP" tank destroyers (OP = overpowered, another popular abbreviation in WoT), that is.

Tank Destroyers

Tank destroyers are usually well armored only in the front and extremely vulnerable at their sides or rears – much more than heavy tanks. This is balanced by them having very powerful guns with high penetration and tremendous damage values. Due to their low silhouettes, many TDs also have very good camouflage, meaning you will have to get pretty close to them until you can see them. With the exception of a few tanks (M10 "Wolverine" and M36 "Slugger") from the first as well as the entire second U.S. TD line, tank destroyers don't have rotating turrets; they can point their gun left and right at a small angle and have to turn their hull to follow a target.

Artillery

Artillery is different from other tanks. Usually it only fires HE (High Explosive) shells and does a lot of damage where it hits. Artillery can also shoot armor piercing shells; mostly this is true for higher tiers, but can also be seen e.g. on the German Wespe. Artillery is dependent on the team spotting targets for it. Here scouts come into play. Artillery only has weak armor and needs protection from enemy scouts. Artillery shoots its shells in a more or less arched trajectory and has a special top-down battlefield view for targeting. Unlike regular tanks artillery does not have a sniper scope view. On a suitable map, good artillery players can make a real difference.

Tank Properties

Armor

The main tank properties are armor, speed, and armament. For most tanks armor is thickest at the front, so lower tier tanks will mostly be able to damage higher tier tanks at their sides or rears or usually rather small weak spots at their front. Common frontal weak spots are the commander's hatch, MG and view ports, and the lower front plate of tanks. Shooting directly at the gun will often damage or even temporarily disable it. Since the gun itself has no armor, even weak tanks can damage the guns of powerful high tier tanks.

Effective Armor

When a shell hits another tank, it does so at some angle. The farther away this angle is from being perpendicular, the more material (steel) it has to traverse before entering the interior of the tank. This means that sloped armor is harder to penetrate; in a sense the slope makes it "thicker". You can achieve the same effect by turning your tank towards an attacker so that his shells do not hit your armor perpendicular. This is called angling. WoT applies a so-called normalization to shell impacts. This means that a certain value is subtracted from impact angle to make it a bit more perpendicular.

Homogenization

Each tank has a homogenization value that can invisibly improve its armor. That means that a tank that has 100 mm frontal armor on paper can effectively have 120 mm frontal armor in the game.

Guns

Gun properties are penetration, damage, and accuracy; additionally there is reload time. The first values are average values the spread of which is described by a Gauss curve, meaning that sometimes you will not penetrate armor you theoretically could or penetrate armor you usually cannot, will deal more or less damage when you hit, will hit dead on or miss your target. It is important to learn these values for all tanks you are usually facing, since this will give you a good idea of how dangerous they are for you, and how you can handle them. Reload time depends on crew skill.

Penetration

Penetration describes how many mm of armor a shot can penetrate when hitting perpendicular. It depends on ammo type (see below) and is an average value. The actual penetration achieved in game can be up to 25% more or less than the average value.

Normalization

WoT applies a so-called normalization to shell impacts. This means that a certain value is subtracted from impact angle to make it a bit more perpendicular.

Ricochets

Impact angles greater than 70 degrees usually let a projective bounce (exception see below).

Overmatch

If the actual penetration value of a shell is at least double the effective armor at its point of impact, normalization is increased and shell is more likely to penetrate.

If the penetration value is at least three times the effective armor at the point of impact, shells do not bounce even with an impact angle of over 70 degrees.

HE and HESH-Shells

HE and HEAT shells have a special handling. Their penetration does not decrease with increasing distance travelled. Additionally, HE shell hits do not get normalized.

Accuracy

A gun's accuracy is given in meters and tells how many cm away from its desired trajectory a shot can maximally hit at a distance of 100m; therefore, the smaller the value, the more accurate the gun. A better term would actually be dispersion. If e.g. the dispersion is 0.35m, then you can hit up to 35cm away from a target in a distance of 100m you are aiming at. If the target is 200m away, you can miss it by 70cm, and so on.

Damage

WoT distinguishes between several types of damage: structural and critical.

Structural damage reduces a tank's hit points. Critical damage affects a tank's crew and/or internal components: the driver may get wounded, making the tank slower, or the gun may be destroyed, rendering it inoperable (for a while). Critical damage often does not do structural damage (which is widely considered a bad thing in the WoT community, which in turn is disregarded by the WoT developers – usual comment: "Works as intended" a.k.a. "It's a feature, not a bug"). It can happen that you do critical damage with zero structure damage several times at a stretch when firing at the same spot of the same tank. It can also happen that you fire at the turret and de-track the tank even though the tracks are not in your aiming circle. By the way, de-tracking is a very good means to immobilize an enemy tank and expose it to concentrated fire from your team and/or artillery, or allowing you to escape from a superior opponent. Hitting certain modules can set a tank on fire (engine/gearbox, fuel tanks) or destroy it immediately (ammo rack). This is often referred to as "one-shotting" a target.

Upgrading

When upgrading a tank's armament, you should take a thorough look at these four values and then decide which gun you want to use with your tank. A gun that does a lot of damage, but rarely hits and penetrates and takes ages to reload may be a worse choice than an accurate, fast firing gun with good penetration doing less damage per shot - in the end the smaller gun will be much more efficient.

Ammo types

When you look at a gun's penetration and damage, you usually see three values. They relate to standard armor piercing rounds (**APC**), premium ammo (**APCR**, **HEAT**, **HESH**; you need to spend in-game gold or high amounts for in-game money, a.k.a. Credits for it), and **HE** ammo (the one artillery uses too). You will usually employ APC ammo.

HE

HE ammo is good for shooting at tanks you cannot penetrate with AP ammo because your gun is too weak and may do at least a little damage, with the chance to cause critical damage. One important purpose of HE ammo is to reset the capture countdown for the enemy team (to do so, you need to damage one of the tanks capping your base). HE hits may damage internal components and crew of a tank even if not penetrating into the tank's interior, and will do a lot of module and crew damage when penetrating.

AP

AP is the armor piercing standard ammunition every tank is equipped with. It has significantly better penetration than HE, but causes less maximum damage.

APCR and HEAT

Premium ammo gives you significantly higher penetration (it doesn't do miracles though; if you hit massive or angled armor, you may still fail to penetrate).

HESH

High tier British tanks do not use HEAT or APCR with their high penetration values as premium ammunition, but have HESH instead. HESH has less penetration than regular armor piercing rounds, but does more damage. Like HE, it will explode right after penetrating the first layer of armor it hits, so never fire it at spaced armor. It is hence somewhere between armor piercing and high explosive ammunition.

Switching Ammunition

To switch ammunition, double press the key corresponding with the desired ammo type (numeric keys 1 to 3).

Speed

Speed basically means how fast the tank can move full throttle horizontally on perfect ground. On bumpy or soft ground as well as in water it may be slower. Tanks can also get significantly faster when driving downhill. Turn speed is a part of a tank's speed, telling you how fast it can turn around, with turret rotation speed being related to it. Tank speed is influenced by slope and ground – soft ground and water usually slow a tank down. A trick to more quickly follow an enemy tank circling you is to turn both your tank's hull and turret.

Modules

Each tank has various modules: engine, gearbox, gun, ammo rack, tracks, fuel tank, etc. When such a module is hit, the tank's function is hampered in some way. Track hits can destroy the tracks, rendering the tank immobile for a while. Engine hits will slow the tank down and can set it on fire; so can fuel tank hits. Gun hits will cause the gun to be less precise or even completely dysfunctional for a while. Each module has a certain amount of hit points and will only break when its damage exceeds its hit points.

Some modules can be upgraded to make a tank more powerful. These are tracks, engine, turret, gun, and radio. Often upgrading some or all of these modules are prerequisites for being able to unlock the next higher tank. Some modules can also be required before you can equip other ones. Very often your tank needs better tracks in order to be able to mount a heavier turret or gun.

Before selling a tank make sure it doesn't contain any modules you could use for another (usually the next higher) tank. In that case, mount the old, weaker modules before selling your tank, because selling modules will only give you half of the money back you paid for it and you will have to pay the full price again when re-purchasing them for another tank.

When you mount the old, weaker modules back to the tank, the modules they replace go to the depot. When you purchase another tank that can use these stored modules, you don't need to purchase them: you can simply equip them (left click on the module's slot in the particular tank's research screen). Of course you can only equip as many as you have in your depot - if you purchase two new tanks which can both use a particular module, and only have one such module in your depot, you will have to purchase another one for the second tank.

Equipping Available Modules

You do not need to purchase modules you are carrying over from another tank. To directly equip a tank with such a module, do a left click on the module in that tank's research view and select *"equip module"* in the context menu popping up.

Equipment

A tank can be equipped with up to three pieces of equipment increasing its performance. The most important ones in my opinion are improved ventilation (Vents - increasing all skills of each crew member by about 5%), shell rammer (decreasing loading time by 10%) and either enhanced gun laying drive (GLD - decreasing aim time by 10%) or vertical stabilizer (VStab - improving accuracy when firing while driving or rotating the turret by 20%). A rammer or GLD of course do not make much sense for fast firing or aiming guns, but for higher tank tiers they are vital. For a TD or scout you want to use binoculars or coated optics to increase your maximum view distance.

You can also equip a spall liner decreasing ramming and HE damage by 15% - this particularly makes sense by open tanks (most artillery, some TDs), or a repair box to decrease repair time by 25% (you use this one when training BIA as first and repair as second skill and sell or reuse it once your crew's repair skill is sufficiently high).

Equipment is really expensive, with prices ranging from 100.000 to 600.000 credits. Wargaming.net occasionally offers equipment at half price during special events. In that case, purchase as many of them as possible – this will pay off big in the future.

Simple and Complex Equipment

WoT distinguishes between simple and complex equipment. Simple equipment can be removed from a tank at any time without additional cost. Complex equipment on the other hand cannot just be taken out of one tank and put into another one. If you want to sell a tank with such equipment on it, you will either have to spend a small amount of game gold to retrieve it, or sell it together with the tank, losing half of the money you spent when purchasing it (unless you bought it half price at a special event and sell it when prices are back to normal).

So if you happen to have gotten some gold due to some promo or special event, you may want to keep it for such occasions.

It is sufficient to purchase one item per simple equipment device and always install it in the tank you're about to enter a battle with. The only limitation here is that the device will only be available again once that tank has returned to the garage from battle.

Consumables

Each tank has three slots where you can put in useful consumables. Consumables disappear when you use them in battle and in that case need to be repurchased once back in the garage. The most important consumables are small repair kits, first aid kits and manual fire extinguishers. They can help you to keep your tank operable and even alive after critical hits. There also are consumables that will cost you gold and in exchange offer additional benefits, like decreasing the chance of crew injury, module damage, or catching fire. Consumables make more sense as the more expensive your tank is and the more income it generates.

To use a consumable, press the key assigned to its slot (4, 5 or 6) and then the key assigned to the module member or crew you want to use it on (the game will show a bar with all crew members or modules and highlight the injured or damaged ones; you can only select one of these to repaired or healed).

At 3.000 credits a pop, most consumables aren't that expensive, but you will need them quite frequently, so their price adds up. Wargaming.net occasionally offers consumables at half price during special events. In that case, purchase as many of them as possible – this will pay off in the future.

Hints

You should only use the repair kits for fixing tracks if your tank would be destroyed otherwise. Apart from that, use the crew's repair skill for fixing broken tracks and accept the short delay involved. The repair kit should be used for damaged guns or engines because unlike tracks, the performance of these will be diminished for the rest of the battle after a repair done by the crew. Use the first aid kit for the gunner, loader or driver; the radio man and commander are less important in comparison (a wounded commander will however not give his commander bonus to the other crew members). You won't need a fire extinguisher that often, but when you need it, it will help you to avoid massive damage to your tank.

Important Note

At least for higher tank tiers, consumables and equipment are obligatory because they will increase the performance and survivability of your tank. You should therefore always earn enough credits with suitable tanks to be able to afford them. The fast way to make in-game money is to use premium tanks on a premium account, but you can do without these too.

Supplies

You can purchase larger quantities of equipment or consumables (e.g. during special events) in the garage's supply screen. Here you can choose from ammunition, equipment, and consumables among others. For ammo and equipment, you need to select the vehicle you want to purchase goods for in the left part of the supply screen. Click on the ammo type, equipment type or consumable you want to purchase at the right side. WoT will then display a small window where you can choose the desired quantity (and for ammo the currency you want to pay with - gold or credits).

Depot

The depot screen shows the modules (tracks, guns, radios, etc.), ammunition, equipment, and consumables you own. You can e.g. sell modules you do not need any more here (like tracks and tank turrets) - that way you may increase your amount of cash by quite a margin.

Crew

Each tank needs to be manned with a crew.

Roles

Each crew member has a different role. A tank's crew can (but doesn't need to) comprise up to five roles: Commander, gunner, loader, driver, and radio man. On some tanks, crew member can fulfill several roles.

Having a crew member injured or killed will negatively affect tank performance, like slowing it down (driver), making the gun less precise (gunner), increase reload time (loader) or diminish view range (commander). Wounded and dead crew members will also gain less experience from a battle.

Training Level

Each crew member has a training level between 50% and 100% percent. Crew members improve via the experience gathered in a battle. The gain is higher for battles won. The higher the training level, the better the crew member performs.

Crew Training

You can use credits or gold to immediately train a (new) crew to a better skill level (75%: 20,000 credits/crew member, 100%: 200 gold/crew member). Occasionally you can get these services at half price during special events. There may also be offers for crew retraining for a different tank or retraining of skills and perks at half price. You will have to actually be in the situation of needing to retrain though (new tank researched and affordable, or badly chosen crew skills and perks).

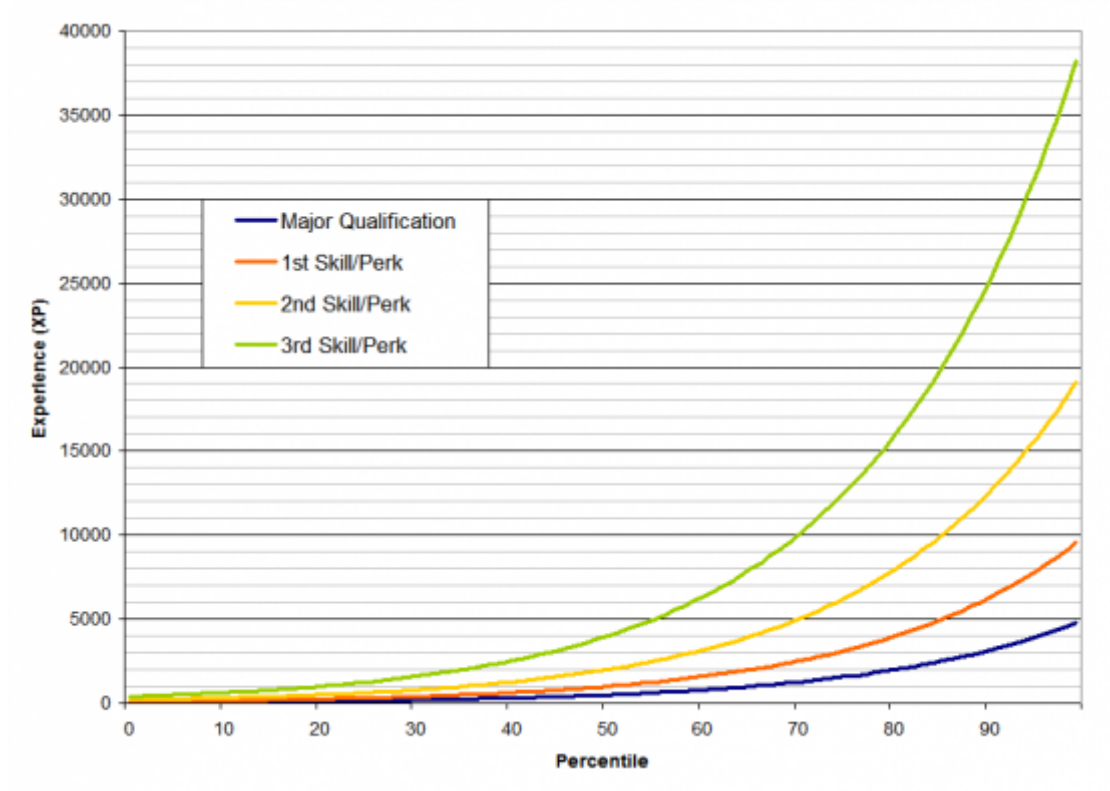
Crew Bonuses

You can get crew members over 100% training level by equipment and various crew, like improved ventilation (+5), commander (10% of his training level), and the Brothers in Arms perk (+5).

Regard that the crew bonuses aren't relative (i.e. a percentage of a base value), but absolute values, and the commander's bonus is computed after any bonuses have been added to the commander's training level. So if the commander has 100% training level, the tank has improved ventilation and the entire crew has the BIA perk at 100%, the commander's effective training level would be $100 + 5 \text{ (vent)} + 5 \text{ (BIA)} = 110$ -> the commander bonus for the other crew members is 11. So e.g. the driver would have a training level of $100 + 11 \text{ (commander)} + 5 \text{ (ventilation)} + 5 \text{ (BIA)} \rightarrow 121$.

Learning Rate

The rate at which the training level, a skill, or perk improve is not linear, but exponential, i.e. for each successive percentile of a skill or perk a crew member needs to gather more experience than for the previous one. So the closer a skill or perk gets to 100%, the longer it takes to improve it by 1%. Additionally, there is a factor of $2^{\text{number of perk/skill}}$ influencing the amount of experience required to advance a skill or perk by 1%, where the basic training is considered the first skill:



Skills and Perks

Once a crew member has reached 100% training level, he can develop additional skills and perks. Some of these are specific to the crew member type (a commander has different perks than a loader), while others are not. (Generic) skills are repair, camouflage, fire-fighting and brothers in arms (BIA). Perks are e.g. sixth sense or snapshot.

Skills are effective right from the beginning and become more the higher it is developed. Some skills are more effective the more crew members have it (e.g. repair or firefighting).

Perks need to be acquired to 100% to become effective. The brothers in arms perk has the additional restriction of only becoming effective when all crew members have it.

My personal choice for the first two skills/perks for a tank crew is BIA and repair. After these are at 100%, I usually start to train crew type specific perks. Commander perks I find useful are jack of all trades and sixth sense. A great loader perk is safe stowage (decreases the chance of ammo blow ups). The driver has several perks improving tank speed and maneuverability, while the gunner can improve accuracy when firing on the move. The most useful perk of the radio man is increased view range.

Recommendations

Role	Skills and Perks			
Commander	 Brothers in Arms	 6th Sense	 Jack of All Trades	 Repair
Driver	 Brothers in Arms	 Repair	 Preventative Maintenance	 Smoot Ride
			 Off-Road Driving	 Clutch Braking
				 Controlled Impact
Radio Man	 Brothers in Arms	 Repair	 Situational Awareness	 Firefighting
Gunner	 Brothers in Arms	 Repair	 Dead Eye	 Snapshot
				 Designated Target
Loader 1	 Brothers in Arms	 Repair	 Safe Stowage	 Firefighting
Loader 2	 Brothers in Arms	 Repair	 Adrenaline Rush	 Firefighting
			 Intuition	

BIA Trick

A trick to get BIA as soon as possible, yet benefit from a perk while on the way to it is to let the crew learn repair as first skill, and a skill that starts to work at the first percent (e.g. camouflage or firefighting) as second skill. As soon as the second skill is at about 40%, retrain your crew and make BIA the first skill. That will go at the cost of the second skill, but will give you a working first skill until you can retrain the crew. If you are willing to spend gold on skill training, you can switch to BIA as soon as the first skill has reached 100% for all crew members. To speed this up a bit, the commander can learn the mentor skill, making the entire crew complete their first skill faster.

BIA Effect

BIA affects the crew's skill level, and hence only indirectly improves crew capabilities such as driving, loading, etc., where it therefore only yields a net improvement of around 2.35%.

Moving Crew

You can only move a crew between tanks of the same nation. When a crew mans a tank it has not been trained for, it will be less effective and cannot use its skills and perks, so you need to retrain them for the new tank (visualized by a crew man's efficiency being printed in red). You can do that in each crew member's personal file. Unless you are using gold for retraining, a crew member's skill level will be reduced when retraining it. You can avoid or decrease that reduction when the crew member has experience for a skill or perk available and no skill or perk has been chosen – in that case, the crew member has a small boxed golden plus sign next to it and in its personal file. Instead of decreasing the skill level, WoT will decrease the XP available for the new skill or perk. This is a nice way to keep a crew member's skill level at 100% w/o using gold for retraining it.

Retrained crew men lose all knowledge about the tank they were previously trained for.

Moving Crew How-to

To move a crew from one tank to another, you first need to send it to your barracks. Make sure you have enough free beds there. To send a tank crew to the barracks, select the tank in the garage and left click on any of its crew members. A popup menu will open. Select '*move entire crew*' to barracks'. Now select the tank you want to move the crew to. Left click on the tank's first empty crew spot. If you have suitable crew members available, WoT will offer you a list of them from where you can choose the appropriate one; otherwise you will be asked whether you want to hire a new crew member. Select the desired crew member and proceed the same way for the other empty crew slots.

Crew Training With Premium Tanks

Premium tanks have a special role in crew training: You can use the crew of another tank of the same nation and class in a premium tank w/o a penalty. So purchase a premium tank w/o crew and swap crews between the premium tank and other tanks the crews of which you want to give additional training so that you increase the speed at which these crews improve their skill level.

Accelerate Crew Training

Once you have researched all modules and all successors of a tank, that tank gains elite status.

Once it has elite status, you can activate crew training acceleration (check box left of and above the tank crew). With accelerated crew training, all experience gained with the tank is spent for crew training (preferably for the least trained crew member, which is marked by a small golden house symbol). That way you can train your crew very quickly with an elite tank.

Premium tanks always have elite status.

Experience

Experience is the key value of this game. You need to gather experience to unlock new tank modules (tracks, engines, turrets, guns) and new tanks, and to make money. The bulk of the experience gathered in a battle comes from the damage you inflict to hostile tanks. Next comes base defense – you can gain a huge amount of experience by constantly damaging enemy tanks capturing your base (you will also reset their capture countdown when damaging them). Capturing a base and killing tanks will also gain you experience, though not a lot. Scouting enemy tanks is another (potential) source of experience income, since you will receive experience for each of the tanks you have revealed that your team subsequently damages.

Damaging tanks of higher tiers will earn you more experience than dealing the same amount of damage to tanks of lower tiers than your own tank.

A good measure for damage output are the hit points of your own tank: You should deal out at least as much damage as your tank has HP, and the more you do in excess of that the better.

Free Experience

Whenever earning experience, a small amount of it (5%) is awarded to you as free experience. Other than regular experience, which you can only spend to research modules for and successors of the tank you earned that experience with, free experience can be spent to research any tank or module in the game (provided you have researched any prerequisite tanks and modules).

Elite Tanks

Once you have researched all modules and succeeding tanks of a certain tank or artillery, that vehicle reaches elite status. From then on, you can either invest all further experience earned with it in crew training or alternatively just gather it. Experience gathered with elite tanks can be converted to free experience using gold (1 gold = 25 XP). This is a fast, but expensive way to quickly gather free experience that can be used for researching new tanks or modules without tediously grinding them.

You can use free experience to make grinding a tank easier by immediately upgrading a new tank; this avoids having to tediously grind a lot of experience with the stock tank until you have all the necessary modules. Grinding the next tank the regular way with its upgraded predecessor will still allow you to learn to play that tier tank and train your crew.

Experience Stays

Experience earned is permanent, i.e. you don't lose it when e.g. selling a tank you have not researched all modules or successors of. You can always re-purchase that tank and continue research with it, or research its successors using free experience. See below "Research Without A Tank".

Research

Upgrading Tanks

When you purchase a new tank, it comes in stock configuration (i.e. with basic equipment) and usually is not very powerful. Before upgrading it with better modules, you will have to research them. The experience required for that is gathered by playing battles with that tank. Alternatively, you can use free experience for it. After you have researched a module, you still need to purchase it with credits (in-game currency) in order to be able to equip the tank with it. Researching a follow-up module does however not require purchasing its prerequisite module, just having researched it.

Armament and mobility are most important for a tank, so you should preferably acquire better guns and engines. Some tanks can however only be equipped with these when their load capacity has been increased by equipping them with better tracks. Unfortunately this often doesn't become clear from the research tree. You can calculate yourself whether you need better tracks by comparing the stock tracks' load capacity with the stock tank's weight plus the weight difference between any stock modules and improved modules you want to equip.

Example:

- The stock tracks can carry 50t.
- The stock tank has a weight of 49t.
- The improved gun is 1.5t heavier than the stock gun.

The total weight with the improved gun would be 50.5t. The stock tracks cannot carry that, so you can purchase the gun, but cannot equip the tank with it; you first need to put the better tracks on it.

Note that equipment has a weight too and contributes to the total weight of a tank, and sometimes even the additional 100 kg of a camouflage net are too much.

However, some tanks can be equipped with improved suspension. These are equipment like improved ventilation or rammer. If you decide to use these, you will however have one less slot for other equipment, and as soon as you have the better tracks, the improved suspension is useless. When considering using improved suspension you should determine whether you want to save the experience needed for the improved tracks, allowing you to research the next tank a bit faster, or whether you want to research the improved tracks because they have additional benefits (like improved turn speed or faster driving on bad ground).

Research Without A Tank

Click on the tank in the research tree to open its research screen to do that. That way you can even research tanks you have never owned. Just start with the tier 1 tank in the tank branch leading to the desired tank and research all modules and tanks that are prerequisites of the target tank.

Research Strategies

There are at least three possible strategies when researching and training crew.

Massive Gold Usage

Crews are immediately brought to 100% when training them for a new tank. Tanks are immediately fully upgraded using free experience.

- Advantages: fastest possible research, crews gain perks and skills as fast as possible.
- Disadvantages: very costly, less gaming experience

Conservative Gold Usage

Crews are immediately brought to 100% when training them for a new tank. Tanks are only upgraded with regular experience plus free experience gathered by playing.

- Advantages: Crews gain new perks and skills as fast as possible, low gold cost, good learning effect due to more challenging games.
- Disadvantages: Upgrading tanks takes longer, stock tanks are inferior to upgraded tanks.

No Gold Usage

Crews are retrained using credits, causing their skill level to decrease. Tanks are only upgraded with regular experience plus free experience gathered by playing.

- Advantage: Doesn't cost any money
- Disadvantages: Requires a lot of time, crews need to be brought back to 100% skill after retraining before being able to gain perks.

Hints

A good player can gather similar amounts of experience per battle on each tank tier. 5% of that experience goes into free experience. Since research cost for new tank modules is very low on lower tank tiers, free experience can contribute significantly to the research cost of such modules. That means that on low tank tiers, you do not need to convert experience gathered with elite tanks into free experience to advance faster.

When you play without spending gold, you can get your crews to 100% skill pretty quickly by using them in an elite tank.

When retraining crews using credits there is a trick. As soon as a crew member has a training level of 100%, it starts to gather experience for additional skills and perks. You can see that when it has a boxed golden plus sign next to it. If you don't choose a perk to learn for it, the game first uses up some of that experience when retraining that crew member before reducing its training level. That way you can achieve a 97% training level for your crew after retraining.

Skipping Tanks

It is possible to skip tanks by immediately researching the desired tank (including any prerequisite tanks and modules). You don't need to own any of the prerequisites; however when doing so you should consider this:

- You will learn something at every tank tier
- The crew will get better while gathering the experience for the next tank. You will lose quite a bit crew skill when completely skipping a tank.

Break Even Point

Provided you are spending gold for retraining crews, there is a break even point when skipping tanks up to which it is profitable. Usually it is between tier 5 and 6.

Example:

With a crew of four retraining to tier 5 costs $4 * 800 = 3200$ gold, which amounts to the equivalent of 80,000 free XP. you may be able to save 400 gold during a special event, but that doesn't make a significant difference for the example.

The Chinese Type T-34 costs around 23,000 XP stock. Add another 15,000 XP for fully upgrading it, totaling 38,000 XP. The next tank, the Type 58 already costs 71,000 XP stock, plus 47,000 for fully upgrading it, resulting in a grand total of around 119,000 XP. If you start with the T-34, you need to take into account that you will have to retrain its crew for the Type 58 for 800 gold worth 20,000 XP. This means that you will need to spend 58,000 XP for a T-34 opposed to 119,000 XP for a Type 58. Since you would have to pay 800 gold for a new 100% crew regardless of which tank you start with, you need not consider that here. So you may want to take the Type T-34. That will offer you the following benefits:

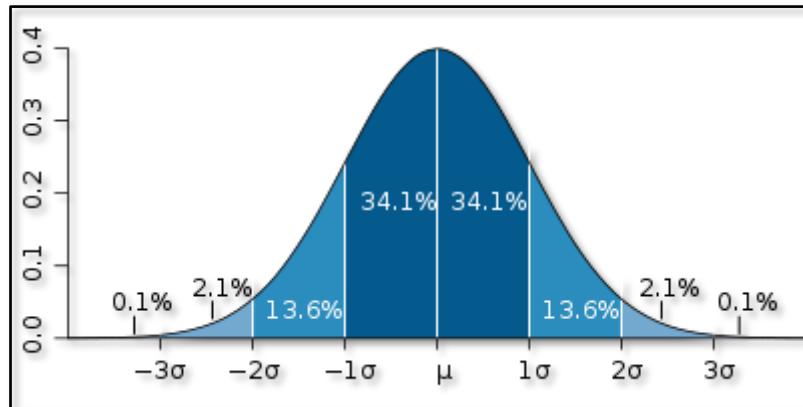
- You will save a bunch of free XP
- You will start at a relatively low tank tier, allowing an experienced tanker to achieve good battle results
- Hence you will quickly reach the Type 58
- You will also have trained the first crew perk a bit

Note: Type 59 owners can retrain the Type 59's crew for the Chinese medium tanks and give them additional training on the Type 59.

Aiming and Shooting

Aiming Circle

The area you can hit is shown by a circle around the reticle (crosshairs). A shot can land anywhere in that area. The probability of a hit at a given location decreases with that location's distance from the reticle and is described by a Gauss curve. This circle gets significantly bigger when driving or rotating the turret, making it much more likely to miss your target. Ideally, you shoot while standing still and after the aim circle has stopped getting smaller.



Improving Accuracy

For some guns, you can improve accuracy by waiting to fire your gun for another second after the aiming circle has stopped shrinking.

Views

Tanks can switch between an external and a sniper view, either with the mouse's scroll wheel or by pressing the shift key. In sniper mode you are looking right through your gun's barrel so to speak and have an enlarged view of your target, allowing you to target particularly weak areas on the enemy tank. Artillery can switch between external view and a special "bird's eye" view on the battlefield with the Shift key.

Reticle (Crosshairs)

The reticle can give a feedback whether or not you can damage an enemy tank at the spot you are aiming at (you need to set it up accordingly in the configuration dialog). Green means you will (usually) damage the other tank, orange means, it may work (if WoT adds the potential bonus of 25% to your shell's average penetration value), and red means that you cannot damage the other tank at that spot. The penetration indicator however neither takes angled nor spaced armor into account; i.e. it may be green, but your shell will not penetrate because it is hitting the other tank's armor at an angle. It is therefore often better to land a perpendicular hit with an orange penetration indication than shoot at angled armor when the penetration indicator is green.

Server Side-Reticle

It is highly recommendable to enable the server-side reticle in the game settings; that will make you see what the server thinks about where you're aiming at.

Sniper View

You should also turn off the concussion effect in the sniper view to avoid having to realign your gun after each shot fired in the sniper view.

Decreasing the additional effects in the sniper view can often improve your frame rate and the visibility of targets.

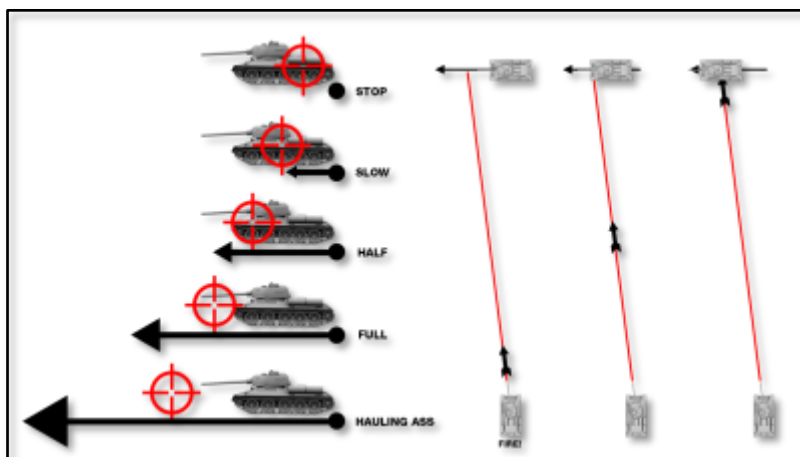
Weak Spots

Particularly when attacking frontally, you should aim at the enemy vehicle's weak spots. When shooting at the side, you either aim at the turret and the ammo rack, which is usually located in the turret's rear, or between tracks and wheels at the hull, as tracks and wheels often just absorb hits without effect.

There are a couple of weak spot mods available which show the weak spots of most tanks in various bright colors and which can help you to learn them by heart. Commander's cupola and frontal MG and view ports are vulnerable weak spots of almost all tanks, as well as special structures on their tops and turrets (like the commander's hatch on top of the Super Pershing or the range finders on the French tank destroyers). Be a bit creative and look for irregularities on hulls and turrets, as these often are weak spots.

Leading Your Shots

It takes a certain amount of time for a projectile to traverse the distance between your tank and your target. If the target is moving, you need to take its movement into account and aim more or less far ahead of the target in the direction of its movement to hit it. The packet travel time between game clients and server ("ping") has an impact here too: the higher the ping, the more you need to lead your shots.



Automatic Aim

You can have WoT target other tanks for you, and WoT will try to keep the target in your aiming circle while you are driving. This only works halfway well with slow and stationary targets (like artillery), so you should practice to hit fast moving targets while driving yourself until you can handle it. Auto aiming at enemy tanks you can only damage at their weak spots doesn't make sense at all.

Visibility and Camouflage

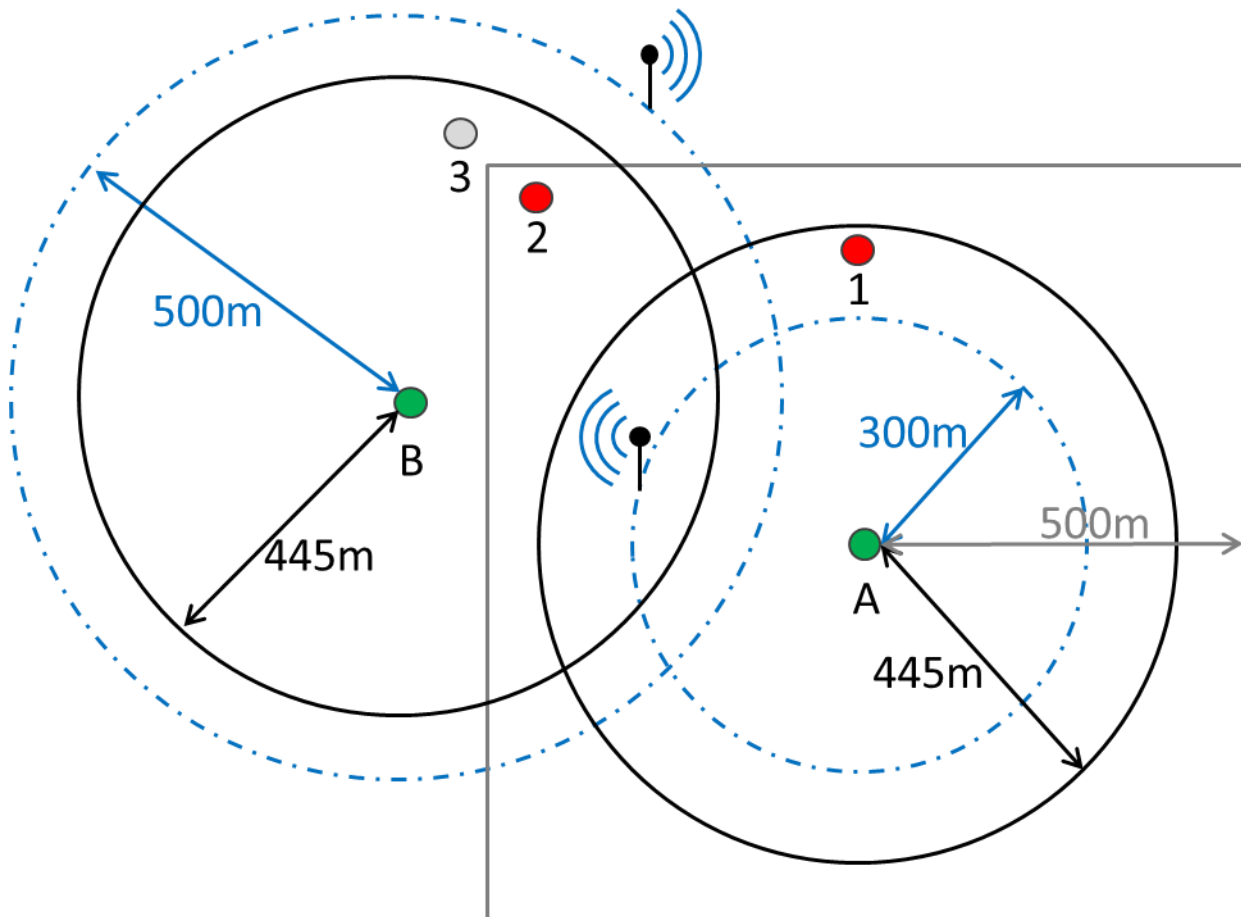
Generally spoken, visibility range and camouflage are working against each other. Camouflage decreases the distance at which a vehicle can be spotted by a certain percentage. This means that with a good range of sight you can decrease the effect of camouflage.

Visibility Range

The visibility of a vehicle is limited by draw distance (up to which distance from the viewer vehicles are being rendered on the screen), view range of the viewer and the maximum spotting range (currently 445m).

Friendly vehicles in radio range transmit the positions of all vehicles spotted by them. These will become visible even when outside your own spotting and view range, as long as they are within the graphics engine's draw distance.

A can see 1 (spotted) and 2 (spotted and transmitted by B);
A cannot see 3 (out of draw distance).

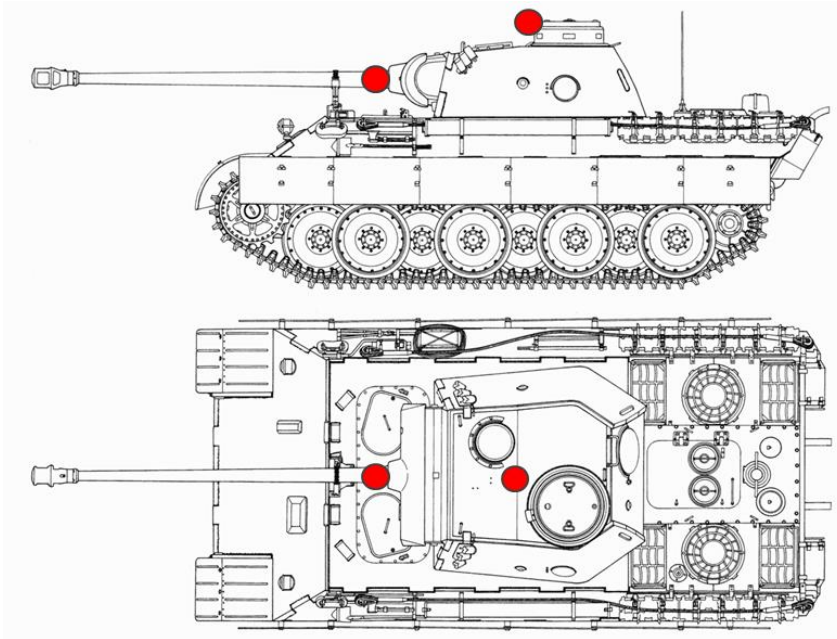


Black circles: Max. spotting ranges
Blue dashed circles: Radio ranges
Grey square: Draw distance

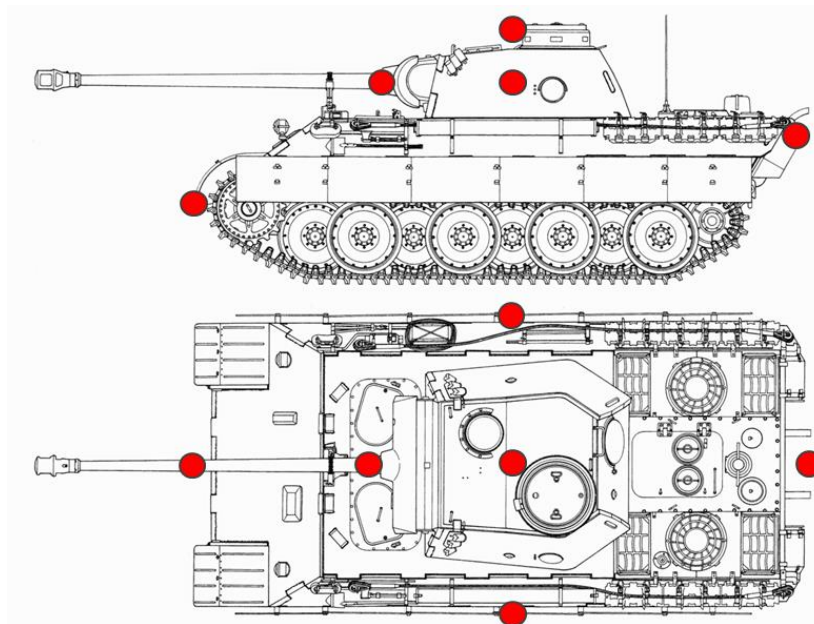
Visibility Checkpoints

You can only see other tanks if certain visibility checkpoints of these tanks can be seen from certain view ports on your tank. If World of Tanks detects that those visibility check points are visible from your tank's view points, the other vehicle will be highlighted with a red (hostile) or green (friendly) silhouette. If those check points cannot be seen from your view points, the silhouettes will not be displayed even though the tank is in range and not completely behind cover.

View Ports



Visibility Checkpoints



Visibility Checks

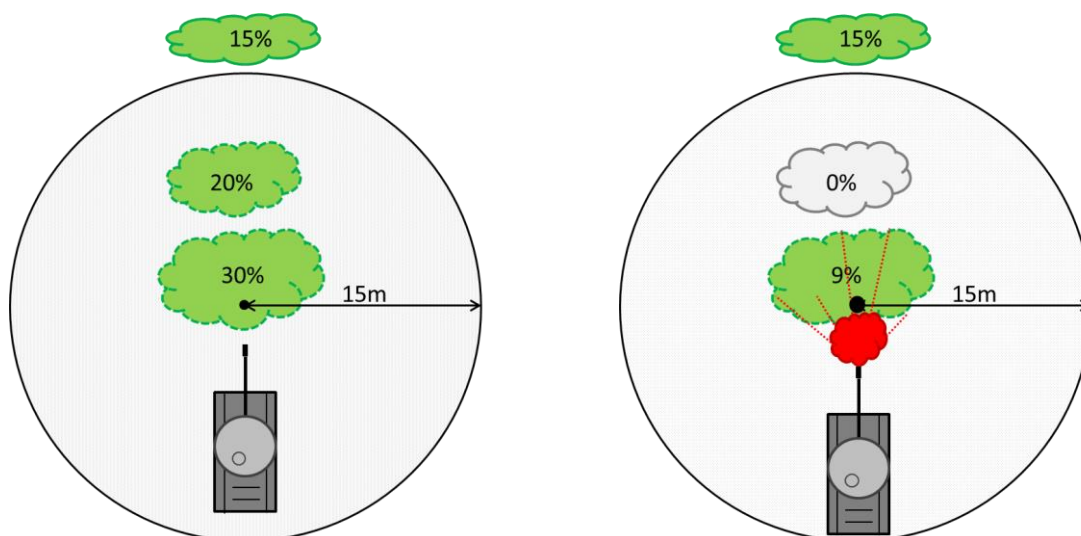
In order to limit CPU load, the World of Tanks server only checks the visibility of certain check points on the other vehicle (see the Wiki). Depending on the distance to your own tank, the visibility check for another vehicle is performed every 0.1 to 2 seconds; this means that sometimes you can just see another vehicle quickly light up when moving from one cover to the next. These are quite strict limits, but they can only be relieved with quite a computational effort on the server (and you have to take into account that a server runs several 100 to 1000 matches simultaneously).

Camouflage

Camouflage depends both on the vehicle and the terrain. Small (like the T-50) or low (e.g. the Obj.704) vehicles usually can be seen only from much closer than big, bulky tanks. Better camouflage values decrease the distance from which you start to see a vehicle. Massive obstacles completely hide a vehicle. Semi-transparent objects like bushes and trees decrease the visibility of a vehicle behind them. The more bushes or trees there are between viewer and vehicle, the closer the viewer has to get to see the vehicle. When the vehicle moves or fires, you can see it from much farther away - particularly when it is firing and some or all of bushes and trees hiding it are closer than 15m to it.

Details (for those who want to know more)

- Depending on the density of a plant, the camouflage factor of a vehicle behind a tree or bush is increased by up to 64%. Every such object between viewer and vehicle increases the camouflage factor.
- When a vehicle moves it another, worse camouflage base value is applied to it; scouts are an exception to that rule.
- With maximum camouflage, a vehicle can only be seen at a distance of 50m or less.
- Trees and bushes will appear transparent for you when you're closer than 15m to them.
- When a vehicle fires, within a radius of 15m additionally only the obstacle with the highest camouflage value will be effective; Additionally, its camouflage value is decreased by 70%. You should therefore be farther than 15m away from trees and bushes you are hiding behind. Objects farther away than 15m from the vehicle will stay fully effective.



Camouflage Formula

Camouflage factor = vehicle camo * firing penalty + camo paint + camo net + environment camo

Vehicle camo = base camo value * camo factor

→ *geringer Grundtarnwert bedeutet geringen Einfluss des Tarnfaktors!*

Camo factor = (0,5 + 0,00375 * crew camouflage skill)

→ *0,5 ≤ Tarnfaktor ≤ 1.0*

Crew camouflage skill = Average camouflage skill of all crew members

Spotting Formula

Generally, camouflage works according to this formula:

Spotting range = 50m + view range - 50m) * (1 - min (camouflage factor, 1))

The camouflage factor is composed of a vehicle's basic camouflage value, the crew's weighted camouflage skill and camouflage factors of camouflage net and camouflage paint. The environment's camouflage value is added to that. The crew's camouflage skill value is computed with another, quite complex formula. The resulting camouflage factor can however never be greater than 1.

Invisible Enemies

You can destroy invisible enemies as long as you know where they are standing and as long as they do not move away from there. You need to aim a bit higher for that though as WoT will only adjust your projectile's trajectory (flight path) and lift the reticle accordingly for visible targets.

Mini Map and Radio Range

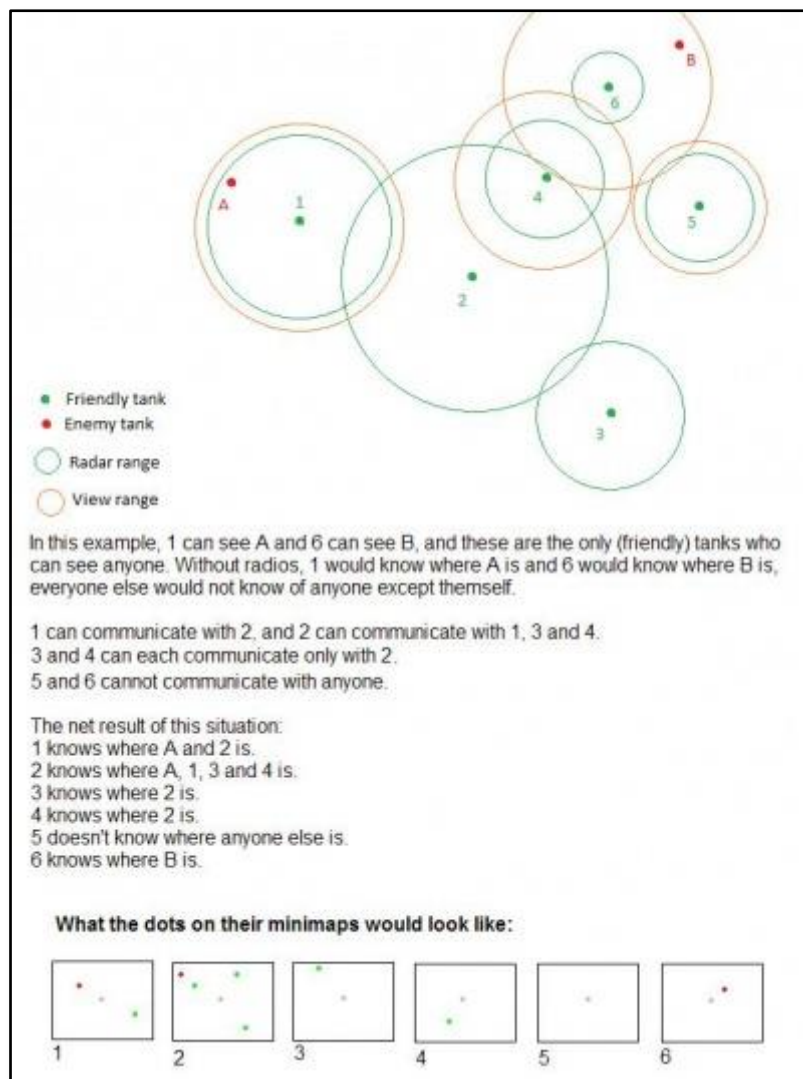
You can see enemy tanks on the mini map not in your visual range as long as another team member in your radio range can see them. You will generally see your own team members on the mini map as long as they are in your radio range.

Trick: Mini map and Spotting

When you can see tank symbols on the mini map, but cannot tell which tanks exactly they represent, you can move the mouse cursor over the entries on the team rosters at the upper left and right of the screen while pressing the Ctrl key. If the tank you're pointing at is visible on the mini map, it will highlight, and you know which tank exactly is located there.

Radio

Another team member is in your radio range when the sum of the ranges of his and your radio exceeds your distance to that team member. Tanks will not serve as radio relays (i.e. you will not see a tank that is out of your radio range, but in the radio range of a tank that is also in your radio range); there is however a radio man skill increasing the radio range of friendly tanks within his radio range.



Match Making

Match making is the process of grouping tanks of certain tiers and classes in a team and a match. WoT often does not balance teams very well. It can happen that one team has a lot of fast medium tanks, while the other one has almost exclusively heavy tanks. It can (rarely) happen that there are six artillery pieces per team. It can happen that one team has a platoon of fully upgraded elite tanks, while your team's top tanks are bad players with stock tanks. This can be very frustrating, particularly if you end up having a losing streak for the whole evening, but you will have to live with that. Comfort yourself with the thought that in the long run random effects like that will get evened out.

Currently, the match making will put regular tanks in matches so that the lowest and highest tier are no more than two tiers apart (e.g. 1-2-3 or 2-3-4, etc. up to 8-9-10).

Scouts are an exception from this rule (see "Platoons" below), and so are certain premium tanks (e.g. Type 59, KV-5, Churchill).

Battle Tiers

Actually, the match making does not consider a tank's tier when placing it in a battle; it uses 12 battle tiers. A tank doesn't have single battle tier like it has a distinct tier; it rather gets assigned an interval (range) of battle tiers, and can end up in battles with all tanks the battle tier intervals of which overlap with that particular tank's battle tier interval.

Battle Modes

There currently are three battle modes. Some of them are only available once you have tanks of a certain tier. Except with standard battle mode, you can turn off battle modes you don't like in the game's settings dialog.

Standard

Each team has a base (white circle around a flag) and needs to conquer the enemy base before the enemy team has conquered the own base.

Encounter

There is a neutral base (white flag). Both teams start at a distance from the flag and the other team. The team that conquers the base wins. The start locations of both teams are shown as green (own team) and red (enemy team) rhombus on the mini map.

Assault

Only one team has a base and needs to defend it against the other team. Green and red rhombi denote each team's start location on the map here as well.

How to Conquer

To conquer a base, at least one tank must be within its cap circle. The more tanks are in there, the faster they will capture the base: Each of these tanks gathers capture points, and once their sum reaches 100, the base has been conquered. There is a delay of five seconds after the capture counter has reached 100 percent before the game is over.

How to Defend

The conclusion from this is that you should damage capturing tanks round robin and always preferably damage the one that is capping or hasn't been damaged the longest.

Hint

You should always destroy the crates and guard tower at the own base; they can be used as cover by enemy tanks capturing the base, and destroying that cover can take precious seconds when you need to reset the cap counter by shooting capping enemy tanks.

Victory

The team that either captures the enemy base or destroys all enemy tanks wins.

Hint

It is possible to win a match when the enemy team has already captured the base by destroying all enemy tanks during the final five second waiting period.

Platoons

A platoon is a way to bring one or two friends into the same match with you. The main purpose of a platoon is to bring more good players into your team; thus increasing your chance to survive, deal lots of damage, and win. To start a platoon, choose platoon game from the drop box below the battle button, then choose the friends from your contacts list you want to come with you, and invite them.

There are a few things about platoons to regard though.

First of all, the highest battle tier range in the platoon determines the tier range the entire platoon will find itself to play with. So “tooning” a tier 8 tank with a tier 1 tank will place the platoon in a match anywhere between tiers 6 (6 - 8) and 10 (8 - 10). Something like that usually isn't appreciated too much by the other players in your team because it will weaken the entire team.

Another dangerous thing is to put scouts or artillery and low tier tanks in a platoon. Scouts and artillery have special match making and will often land in matches with tiers much higher than themselves, together with any low tier tank with them.

The platoon leader will also determine which battle modes the entire platoon can participate in. So if the platoon leader has e.g. assault battles enabled while you have not, your platoon can still end up in an assault battle.

Company Battles

In company battles two companies of players fight against each other. A company is like a platoon with 15 players. The advantage of company battles is that each side can create an optimal team composition. That way you can avoid the disadvantages of the match making in random battles.

Company battles are most commonly organized by clans; there are however open companies every player can participate in. Due to their random composition, inadequate communication and bad coordination of the players these have disadvantages compared to clan organized companies.

Company Levels

There are company battles on four levels:

Type	Tank Tiers					Battle Points
	Heavy Tanks	Medium Tanks	Light Tanks	Tank Destroyers	Artillery	
Junior	4	2 – 4	1 – 3	2 – 3	2 – 3	20 – 40
Medium	4 – 6	2 – 6	1 – 4	2 – 6	2 – 4	40 – 60
Champion	4 – 8	2 – 8	1 – 8	2 – 8	2 – 6	60 – 90
Absolute	8 – 10	8 – 10	1 – 8	8 – 10	6 – 8	90 – 120
Absolute	8 – 10	8 – 10	1 – 8	8 – 10	6 – 8	90 – 120

The sum of the vehicle tiers of all tanks forming a company must lie within a total vehicle tier range. What that range is depends on the type of the company. Depending on what tanks are in a company, that company can consist of a varying number of vehicles.

7/42 Companies

7/42 companies are a competitive battle type where a team can consist of up to 7 vehicles and where the sum of all participating vehicles' tiers does not exceed 42. So you could e.g. have five tier 8 ($5 \times 8 = 40$) and two tier 1 ($2 \times 1 = 2$) tanks, totaling 42 tier points.

The special thing about 7/42 companies is that they are matched based on player skill, i.e. the match maker tries to bring two teams together where the sum of each team's players' skills is about equal.

Vehicle Recommendations

The vehicles participating should

- be of the highest permissible tier
- be fully upgraded
- have a 100% crew
- be equipped with suitable equipment (ventilation, rammer, gun laying drive, etc.)
- be equipped with the vital consumables (repair kit, 1st aid kit, fire extinguisher)

Fast vehicles are to be preferred for company battles. Artillery plays an important role as damage dealer; so it should be protected well and have targets spotted for it. Heavy tanks are the company's backbone and are complemented by fast medium tanks. The most popular tanks here are KV-1S (Senior), IS-3 and T-32 (Master) as well as IS-7, T110E5 and AMX50B (Absolute).

Battle

Company battles usually are fast and aggressive.

Ammunition

Premium ammunition is quite popular in company battles. It is however not required, as the tanks deployed there usually have sufficient penetration; you may occasionally have an advantage from premium ammo when a shot penetrates that wouldn't have done so otherwise.

Communication

Ideally, all players forming the company have headsets and communicate with each other via VoIP (e.g. using Teamspeak, Ventrilo or Mumble). During a battle, discipline is obligatory. Radio silence should only be broken if it cannot be avoided and helps to win the battle.

Command

In companies organized by clans there usually is a field commander. He determines the tactics ahead of the battle, places the players in battle groups, and assigns them to their positions on the map. The entire proceedings are quite military; you have to like that. The field commander's orders during battle are mandatory. The field commander usually takes part in the battle and thus has a double burden. That means that he can occasionally make a wrong decision. You should take that into account when criticizing; just as much as you should consider the fact that this is just a game.

Prize

The winning team gets half of the losing team's experience points and credits on top of what it has earned itself. These are subtracted from the losing team's income.

Team Damage

WoT knows friendly fire, i.e. It is possible to damage tanks of your own team in WoT. Don't worry if it occasionally occurs accidentally. Things like that happen; say sorry and you're good. WoT will keep track of how often and how much team damage you do though, and if it happens too frequently, or if the ratio of normal and team damage is too bad, will assume you did it on purpose and punish you for it. The first thing to happen is that your name in the player roster will turn blue. If you damage team members that are standing in your own or the enemy cap circle, this may happen at once even if up until then you had a clean record (with the exception of collision damage). That means that you are outlawed and that every other team member may now damage and even kill you without being sanctioned for it. You may even get denied access to the game from WoT for a short, or if it happens more often, longer and longer period of time (first a day, then a week, finally a month) until you are effectively permanently banned and your entire investment in the game is lost. When only doing that occasional, accidental team damage, WoT will forget it after a while so you won't build up a negative record here getting you banned in the end despite being an honorable player.

Sanctions may be put in place earlier if team damage is reported to customer support and the case is considered severe enough there or complaints are summing up.

Even if deliberately damaged by other players do yourself and your team a favor and don't shoot back. It's just a single match, and you will probably never see the player again who did that to you. Players like that usually reap the consequences for that sooner or later anyway.

In grave cases, open a ticket in the customer support area, supply a replay (you can put them online e.g. at MyWotReplays.com) and post the link to it in the ticket.

Collision Damage

When two tanks collide, depending on difference in tank size it can happen that only the smaller tank gets damaged. In that case, the bigger tank is considered the culprit if at it had been going faster than 10 km/h when the collision took place – even if the other tank had rammed it deliberately or carelessly. This is annoying, but currently a given.

Penalty and Compensation

Penalty

Up to an amount of four times the repair costs required to fix the damage that was inflicted, limited by the total amount earned during battle.

Compensation

Half the repair costs required to fix the damage or a quarter of the penalty paid by the player(s) who caused the team damage, whichever is lower.

Efficiency

Purpose

What are efficiency ratings good for? Well, World of Tanks is a competitive game, and efficiency ratings are offering a means of player comparison. Besides that you can use your efficiency rating to detect and eliminate weaknesses in your gameplay.

Basics

A player's quality can be reflected by a key number calculated from several input values. A player's global efficiency is the average efficiency of all the tanks that player has ever used. That key number is not a randomly thought out value, but is derived from the game results of a big number of players. These results underlie a normal distribution, i.e. the majority are close to some average value, and the number of values decreases with growing distance from that average. The efficiency rating therefore always relates to an average value and tells whether you are above, below or close to that value.

Formula

The formula for calculating a player's efficiency with a given tank is as follows:

$$\begin{aligned}\text{Efficiency} = & (\text{tanks destroyed} * (350 - 20 * \text{tank tier}) \\ & + \text{damage dealt} * (0.2 + 1.5 / \text{tank tier}) \\ & + 200 * \text{number of vehicles spotted} \\ & + (\text{amount of defense points} + \text{amount of capture points}) * 150 \\ &) / \text{amount of battles with that tank}\end{aligned}$$

WN Rating

The current player efficiency formula has a few weaknesses that make a player's efficiency rating prone for manipulation. You can e.g. improve your efficiency rating by capping a lot, camping at and defending your own base all the time, or by playing a lot of low tier games and bashing newbies as an experienced player. Therefore an improved rating has been developed that is called WN (weighted and normalized) rating. The formula is

$$\begin{aligned}\text{WN7} = & (1240 - 1040 / (\min(\text{tank tier}, 6))^{0.164}) * \text{kills} \\ & + \text{damage dealt} * 530 / (184 * e^{(0.24 * \text{tank tier})} + 130) \\ & + \text{number of vehicles spotted} * 125 * \min(\text{tank tier}, 3) / 3 \\ & + \min(\text{defense points}, 2.2) * 100 \\ & + ((185 / (0.17 + e^{(\text{win rate} - 35) * -0.134}) - 500) * 0.45 \\ & - (5 - \min(\text{tank tier}, 5)) / (1 + e^{\text{tank tier} - 1.5 * (\text{games played} / 220)^{(3 / \text{tank tier})}})\end{aligned}$$

This formula has the advantage that it is significantly harder to manipulate. It weighs damage output and kills rather high and rates high tier games higher than low tier games. The formula is still evolving; the number following "WN" tells its version.

WN8

The WN8 rating simplifies the calculation by weighing a player's results with the corresponding average values of all players. Manipulation the rating by extreme play styles is made harder by capping the factors used in calculating the rating.

Details

The values used and their influence in the WN* rating are based on statistical research about how relevant these values are regarding a player's skill. To avoid manipulation by veteran players who are achieving tremendous results due to their experience by playing low tier games ("sealclubbers"), some of these values are weighted with the player's average tier and number of battles played.

Kills

Statistical research has shown that the number of kills per battle directly corresponds with a player's skill: Good players have high values here. To avoid manipulation of the efficiency rating by "kill farming", it gets correlated with the damage the player has dealt per battle.

Damage

Damage dealt per battle is the second important influence factor of the efficiency rating. Reference point is the normal distribution of the damage dealt per battle of all players.

Reconnaissance

Taking the number of spotted vehicles into account is easy since usually you can spot up to 15 enemies in a battle.

Win Rate

You can prove statistically that a player's win rate increases with his kill. It is used to reflect values that are hard to measure, like damage done due to spotting (no data available) or advantages the team had due to tactical skill.

Defense Points

Defense points are strongly correlated with a player's win rate. The value is capped however to avoid manipulation of the rating.

Capture Points

Capture points are **not** taken into account, because they do not have a statistically relevant influence on the result of a battle. This is due to the fact that many capture points are gained that are irrelevant for winning a battle (i.e. if more than three players are capping).

Limitations

There are limitations in regard to certain vehicle types, like scouts, where the specific relevant match results are not available from Wargaming.net, as well as for players with extreme play styles. However, this are statistically irrelevant and do not apply for the majority of players.

Conclusion

For players interested in it, efficiency ratings are a good means to judging themselves and identifying areas of possible improvement.

A Word On Win Rate

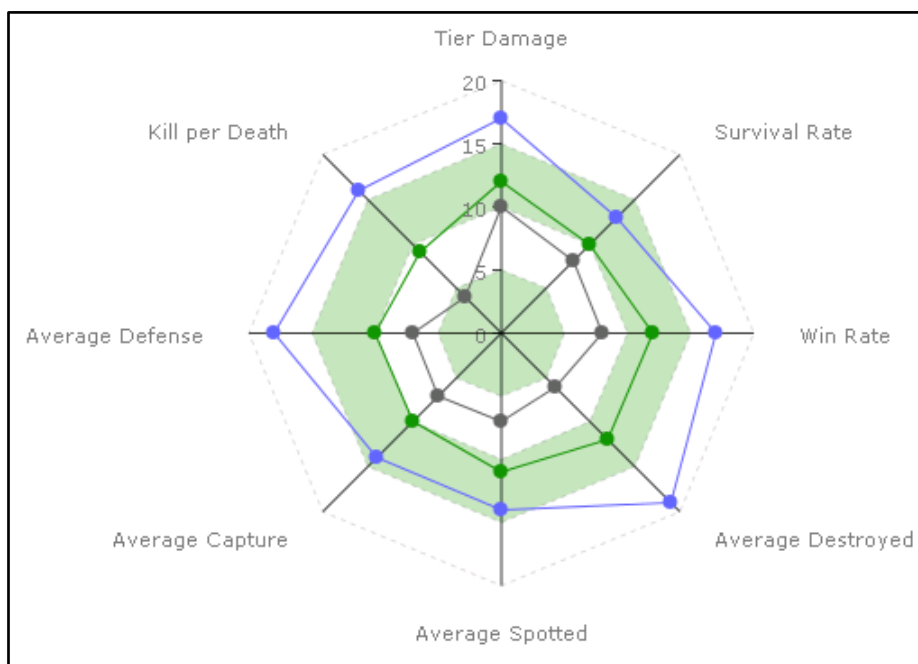
As stated above, win rate reflects intangible elements of player skill. While in the majority of cases the winning or losing team is predetermined right from the start due to the imbalanced team compositions, there are occasions that the teams play on similar level and small advantages and mistakes will decide the outcome of a battle. Players with higher overall skill will decide such battles more often for their team than worse players. This is reflected by the win rate, and that is why some players have above average win rate, while others are below the average here. That is why win rate does play a role in evaluating a player's skill.

Distortions can be caused by excessive amounts of company games. Skilled players who are frequently platooning and coordinating their actions using voice communication tools will also be able to achieve a significantly higher win rate than if they would be mostly soloing. Another distortion can arise for players with a low battle count and low tier players if they win a lot of matches by flag rushes.

However, for solo players with a significant amount of battles at medium or high tiers, win rate is a good indicator of their skill. Ideally, such players' win rate with the tank they are participating in should be considered.

Visualization

You can best detect your own strengths and weaknesses with a visualization of them. The Clan Odem Mortis has a tool in their web site's armory that will display eight key values of player performance in a well laid out and easy to interpret manner and that will also allow player comparisons. The result may resemble the following example:



Dark grey denotes the average of all players. The bad ratio of kills to deaths is most apparent here.

Green is a player of medium efficiency. Performance seems halfway balanced, but there is a weakness in his kills to deaths ratio, which is also indicated by the subpar survival rate. All in all this may hint at too aggressive a play style. Due the rather high damage output the player still has a good win rate positively.

Blue is a very efficient player. The out of average values rather show his strengths. This player makes a lot of kills per battle and thus achieves a very high win rate.

Tactics

There could be (and have been) written books about this topic, so I will just try to mention a few more basic things.

Your tank is not an invincible fighting machine. Get into the concentrated fire of two, three or even more enemy tanks, and your tank will be turned into a smoldering wreck in no time. To avoid that, there are a few ...

Basic Rules

- Fight together with other tanks
- Play cautiously and don't go for a kill regardless of the consequences – you may find yourself being just the next kill
- When outgunned, wait in cover and let the opponents attack, giving you the advantage of having already zoomed in and being ready to fire
- Move from cover to cover
- Understand the cover and visibility mechanics (see the WoT Wiki)
- Retreat into cover between shots
- Use the terrain to your advantage to stay hidden or only show well armored parts of your tank
- Watch the mini map and see how the battle flows
- Cover all flanks and choke points (avoid the so called "Lemming train", where most or all players are going to the same direction)
- Concentrate fire on a single target together with other tanks
- Prioritize targets (how dangerous and how easy to kill is it?)
- Kill enemy tanks unless a team mate will kill it and you can concentrate on the next target – a live tank is a danger even with one HP left
- Stay arty safe when possible, or keep moving

Key Tactical Mistakes

There are a few key tactical mistakes you can observe time and again in WoT random games.

- "Rambo": Attack aggressively, no matter what just to hit and probably kill something. Such players rarely live long and rarely do much damage or achieve many kills.
- "Sissie": Stay back in cover and let other tanks do the work. In such a case, you will just delay your own death: The bigger enemy force will destroy the few tanks it is facing due to its superior firepower and most or all of its tanks will survive and kill you next. Attack in great force, or consequently defend, or like Guderian put it: "Nicht kleckern, sondern klotzen" ("Don't take half measures, but do it in a big way").
- "Lemming": Go with the "Lemming train", where most or all players move to one direction/flank/choke point on the map, leaving an undefended route into their back or to their flag for the enemy team.

Important Tank Techniques

A few important techniques briefly explained.

Hull down

The turret of most tanks is significantly better armored than the hull. This is particularly true for U.S. tanks. To play hull down means to hide the hull behind some obstacle or slight terrain elevation so that only the turret peeks out.

Angling

Angling means to turn the tank a bit so that it doesn't face an enemy tank frontally, but at an angle. This way, shots hit the frontal and side armor diagonally and a projectile has a longer way through the armor, making the armor effectively thicker.

Peek-a-boo

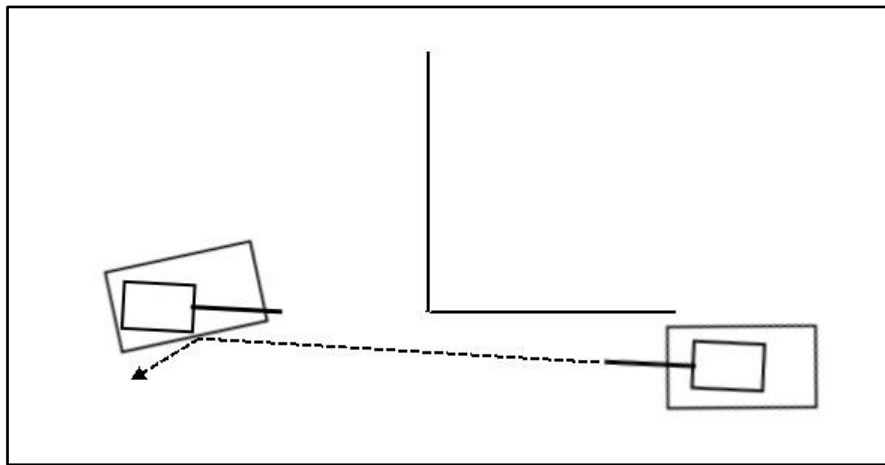
Quickly roll out of cover, aim briefly and shoot, then return behind cover and reload. Try to use the time for your attack while the target is reloading. This way you will damage your opponent while avoiding being damaged. Learn the tanks' reload times and roll out of cover and shoot enemy tanks that have just fired at another target, then quickly retreat.

Medium Tanks

The key to medium gameplay is to stay mobile. Keep moving. Circle around slower tanks and shoot them while you do, constantly staying out of the way of their gun's business end. If you have a fast firing tank, de-track the other tank by shooting its front or rear drive wheel, then shoot its side or rear to damage it, and then de-track it again, and so on until it is destroyed. These tactics work particularly well against high tier TDs with a fixed gun. Here are a [Replay](#) and a [Youtube video](#) showing nicely what coordinated medium action can look like and what effect it can have.

Side Scraping

See [this thread](#) with a great illustrated explanation.



Hugging (German: "kuscheln")

This works well when using a low vs. a high tank. Drive right next to your target's side and keep shooting it in its side while moving forward and backward with it. The other tank will not be able to shoot you because its gun depression (the angle it can point its gun down) is too small.

Squashing Tanks

If you find a chance, drive on top of other tanks standing at the foot of a ledge. That way you will quickly squeeze the tank to death. ([Replay](#), [Youtube video](#))

Ramming and Pushing

Very fast tanks inflict significant damage to other tanks by ramming them (e.g. the E-50, which is both fast and heavy). This is particularly effective against TDs due to their rather weak structure. Heavy tanks can push other tanks off cliffs, bridges or into deep water.

Face Hugging

Tanks with well armored turrets can ram other tanks frontally and shoot them while constantly keeping in contact with them. A counter measure when being face hugged is to shoot the commander's hatch of the other tank (e.g. vs. E-75 or T34) or shooting through its turret roof when your tank is much higher (e.g. IS-3 vs. KV-5).

Staying Arty Safe

This simply means to hide behind an obstacle (building, mountain slope) so that the enemy artillery cannot hit you. If you have to leave your cover, keep moving all or at least most of the time so that artillery cannot reliably target and shoot you.

Artillery Tactics

Counter Arty

Take the area into your artillery view where you suspect enemy artillery to stay. You can detect firing artillery by the smoke trail extending from its location towards your team's direction. Target the point where the smoke trail started and shoot there. If you are lucky, you will destroy the enemy artillery standing there. Skilled arty players therefore move immediately after each shot (you can move while staying in arty view).

Splash Damage

High tier arty can affect other vehicles with indirect hits: As soon as the impact is close enough to the target (around 3m), the explosion's shockwave causes the target to be damaged. Arty can utilize that when targets are standing arty safe. When you're lucky, the target will even assume that it is not arty safe and leave its cover.

Arty Is Mobile

A mistake arty players are making over and over, is to comfortably stay at the same position for the entire match. You have tracks! If the course of the battle requires your support at areas you cannot reach with your shots, change your position while you are reloading and find a place where you are safe and from where you can shoot.

Artillery and In-fights

Simple rule: don't fire at in-fights! When friendly tanks are already about to destroy an enemy tank better find another target, or you will risk massive team damage. To avoid friendly tanks moving into its hit zone, artillery should always mark its targets.

Tank Choice

This chapter is intended to give you a brief overview of what tanks are available in the game and where choosing a particular tank line will eventually get you in the long run to help avoiding you unknowingly making decisions you might regret later on.

WoT offers tanks from 5 different nations (plus two Chinese premium tanks) as of writing this. Most nations have two tank lines within one or more of their classes. Russia e.g. has the IS and KV heavy tank lines. The U.S. of A. has two different TD lines - one with a fixed gun and the other with a rotating turret. Germany has the Henschel and the Porsche heavy tank lines. Each nation has its special advantages and disadvantages. Russian tanks are good brawlers (close combat) tanks with thick and often sloped armor and strong, though inaccurate guns. German tanks are very good long distance snipers, but have comparably low penetration and require skillful angling to preserve their armor. U.S. tanks have mostly weak hulls, but strong turrets and accurate and strong guns. French tanks are very fast and have multi-shot capability in higher tiers, but have paper-thin armor.

Russia

In my opinion the easiest to play tank line is the Russian KV line. The IS line is a bit more difficult because it trades armor for agility, and while its top tank (the IS-7), is widely considered the best heavy tank, its predecessor, the IS-8, actually is rather a medium-heavy hybrid and plays completely different than your common heavy tank. The IS-3 on the other hand is probably the best tier 8 heavy tank. The KV line with its high end tank IS-4 is a bit looked down upon, but I believe unjustly so. The KV-4 and ST-I are beasts that are almost impossible to damage when angled. The IS-4 however doesn't quite fulfill what the ST-I promises, and its greater vulnerability is hardly matched by its higher HP pool.

U.S. of A.

The U.S. tanks are a very good blend of speed, armor and armament, and the T110E5 is probably (almost) on par with the IS-7. The U.S. tier X TDs are probably the best tanks in the game: they are fast, well armored and have brutal guns. U.S. mediums have very good armor and great guns. The new tanks with the multi-shot clips are slower, but better armored than their French counterparts and an attractive alternative to these.

France

The French tanks actually need to be played like mediums, because it is almost impossible not to damage them when hitting, so they are rather something for players preferring the fast, flexible, highly adaptive medium tank style. The BatChat.25t is probably the best French tank. The medium and heavy tanks of higher tiers as well as the French tier 10 TD have multi shot clips; combined with high speed that makes them deadly foes. The TDs have very good frontal armor on top of that. The French tier 8 artillery has the advantage of a multi shot clip - if it manages to detrack a tank, it has good chances to destroy that tank with the next one or two shots before its target can fix the tracks and move on. It is also very fast, allowing you reach locations inaccessible to most other tanks, and has a rotating, closed turret.

Germany

The German heavy high end tanks E-100 and Maus are harder to play than the other nations' tier X tanks. Their huge size and slow speed make them easier targets, and the comparably low penetration of their guns make it harder for them to damage other tanks. However, they are almost invincible when attacking in groups of three or more. The German E-50 and E-50M mediums on the other hand with their speed, weight and super accurate guns are probably the best medium tanks in the game. The German TDs, and particularly the Jagdtiger, are effective and dangerous weapons.

Great Britain

The British tier X medium is decently fast with good acceleration, pretty hard to damage frontally, and has a gun worthy of a tier 10 heavy tank, offering incredible gun depression on top of it. The strengths of the British heavies are very good armor and fast firing guns. The tier 10 heavy is a matter of taste with its well armored, rear mounted turret. It might not be suited well to peek-a-boo style gameplay, but is a great side scraper. The gun has very good penetration and a tremendous rate of fire.

China

Chinese tanks are fast, have great guns and insanely armored turrets. Their drawbacks are their soft hulls and their virtually non-existent gun depression, making them mostly suitable for flat terrain since they cannot use hull-down tactics.

Japan

Japanese tanks are mostly big and soft. Their strength lies in their guns. The only reason to grind them is the tier 10 medium tank which is a nice blend of the British FV4202 (gun depression), American M48 Patton (accuracy on the move), German Leopard 1 (agility) and Russian Object 140 (armor).

Premium Tanks

Generally, premium tanks are less powerful than fully upgraded tanks of the same tier. However, their repair cost is lower and their income significantly higher than those of standard tanks. There are premium tanks from tier 2 to tier 8.

Rentability

In my opinion, a premium tank is only worth it at tier 8:

- It yields higher profits than lower tier premium tanks
- Lower tier premium tanks are more inferior to higher tier opponents
- Lower tier premium tanks often have massive weaknesses of various kinds, such as
 - Bad armament (Churchill, T14)
 - Bad armor coupled with bad mobility (Churchill)
 - Too high ammo cost (SU-100y, SU-122-44)
 - Bad performance (Pz. V/M10)

A premium account will therefore do perfectly well on lower tank tiers, and a well handled, powerful elite standard tank like e.g. the StuG III often is the better “premium” tank.

Personal Requirements

It is not recommendable to purchase a tier 8 premium tank when you have little or no experience with other tier 8 tanks. Players playing tanks of this tier usually know the game mechanics and maps much better than you do and you will usually be of little benefit to your team, die early and won't make much money with your tier 8 premium.

Overview

I will give a brief overview of a few premium tanks together with an evaluation based on personal experience here, either from owning them or having met them frequently in battle. The reasons I own or do not own a tank are purely based on personal preference - other players may see it differently.

Churchill III (tier 5 heavy tank)

Slow tank with nominally well armored, but soft hull and vulnerable turret. Very fast firing gun with low penetration and bad accuracy. You only be able to frontally fight other tier 5 or tier 6 heavy tanks at their weak spots, will need premium ammo for it and still have trouble. This tank is easily shredded to pieces by any tier 6 tank. Even its special matchmaking, making it only encounter tanks of up to tier 6 will not help it much. Doesn't generate that much income either.

Reason I own it: I got it for half the price ... and even that was too much.

T-25 (tier 5 medium tank)

Somewhat sluggish medium bearing a gun with good penetration for a medium tank and with soft armor. Takes long to accelerate and doesn't turn very well. Good gun depression and big HP pool make this tank a good support tank.

Reason I don't own it: Weak gun, slow tank.

Dicker Max (tier 6 tank destroyer)

Hardly armored, not very fast, but has a great gun with enormous gun depression. Needs to be played from a stealthy, rearward position. Due to its negligible armor gets destroyed very fast once detected.

Reason I don't own it: Too vulnerable.

SU-122-44 (tier 7 tank destroyer)

Fast, agile tank destroyer with good frontal armor. Good gun for its tier, offering very high damage and nice penetration as well as a pretty fast reload at the cost of accuracy. Basically a better SU-152 with a slightly slower reload. One of the best tier 7 tank destroyers. Has great trouble with tier 8 and 9 tanks though which cannot even halfway be compensated by using premium ammo. Should get an MM limiting it to tier 8 battles.

Reason I own it: Russian TD crew training. Not worth much on higher tiers though - I wish I had saved my money.

Type 59 (tier 8 medium tank)

Decently fast and maneuverable medium tank with a good gun for a medium and great armor that bounces a lot. This tank is not available for purchase anymore and afaik will never be again, since the game devs consider it overpowered for a tier 8 premium medium tank. When played right, this tank is fantastic and can get you lots of kills and credits.

Reason I own it: Got it at the last occasion where Wargaming.net offered it for purchase because of its awesome reputation and never regretted it.

T-34-3 (tier 8 medium tank)

The T-34-3 is meant to replace the Type 59 which cannot be purchased anymore in the gift shop or in-game. Despite having similar armor, weight and engine power it is far worse than the Type 59. The main difference between them is the gun, which is a variant of the widely used Soviet and Chinese 122 mm guns: It has a huge alpha damage at the quite crucial cost of accuracy and fire rate. The biggest drawback of the T-34-3 is the bad gun depression that is typical for Chinese tanks.

Reason I own it: I wanted to try something new ...I should have saved the money though.

T26E4 "Super Pershing" (tier 8 medium tank)

Slow speed, mediocre gun and since the 8.8 patch also rather bad armor. Angle this tank only moderately, since the sides and tracks are very vulnerable. Due to the low damage the gun deals you need to hit often to achieve a good income, which is made difficult by the tank's slow speed and the bad penetration of its gun, which encourages frequent use of premium ammo. Has special match making and will not encounter any tanks above tier 9. Looking at the comparably low price of this tank, it is however offering quite some bang for the buck.

Reason I own it: I was a great tank and money maker before it got nerfed in patch 8.8.

KV-5 (tier 8 heavy tank)

The KV-5 was a great brawler tank back in the days before WoT 8.0 brought the new physics system, and with premium ammo it still is. It has a huge HP pool, but massive drawbacks like its weak and imprecise gun, huge silhouette, big frontal weak spots and sluggishness. It is best suited for city maps where it can close in to enemy tanks without them being able to fight it from afar. Has special match making, so will not encounter tanks above tier 9. The low price doesn't justify its glaring weaknesses. Only available for purchase at special events, if at all.

Reason I own it: It was a great brawler ... and when firing premium ammo at the right occasion, it still is.

IS-6 (tier 8 heavy tank)

Decently fast tank that bounces a lot of shots when angled and has a gun doing brutal damage when it penetrates. The low accuracy of its gun makes this tank a typical brawler, like all its relatives from the Russian IS line. Penetration is subpar for a tier 8 heavy though, so you may want to have a few rounds of premium ammo with you in case you encounter e.g. a Tiger 2 or a tier 9 heavy. Has special match making, so will not encounter tanks higher than tier 9. Imo a bit overpriced.

Reason I don't own it: Gun has subpar penetration.

112 (tier 8 heavy tank)

The 112 is quite similar to the IS-6. It is quite bit faster though. The upper glacis and the turret are much better armored than those of the IS-6 – however, the sides are weaker, and the tank has no side skirts. The armament is almost identical to the IS-6's, i.e. the gun is inaccurate, but has very high alpha damage. On top of that, it has better penetration with premium ammunition, making it actually useful against heavily armored opponents. In return, it has a slower reload. The 112 also has limited match making and cannot end up in tier 10 battles.

Reason I own it: Speed and great frontal armor are making it an interesting alternative to the IS-6.

T34 (tier 8 heavy tank)

This tank's cons are as big as its pros: It has the strongest gun of all premium tanks and a well armored turret. The commander's hatch is a rather prominent weak spot on this turret though, the tank is rather sluggish and the reload time is pretty long. Played well, this tank still is a force to be reckoned with. Bloody expensive, but I like this tank.

Reason I own it: Awesome gun with great gun depression, great hull-down tank.

Löwe (tier 8 heavy tank)

Big, slow, sluggish tank with a turret that is very tough frontally, and an awesome gun (probably the best tier 8 gun). Played from the second line or a sniper position this tank unfolds its real strength, which is the precise gun with high penetration and good damage. Bounces quite a lot when angled right, but tends to burn and get engine damage when penetrated frontally. Bloody expensive, but imo worth it.

Reason I own it: Awesome gun, great money maker.

FCM 50t (tier 8 heavy tank)

Pretty fast tank (particularly for a heavy tank) with a good gun (good penetration and accuracy, acceptable damage, high RoF), but a rather big silhouette and very soft armor that despite being sloped doesn't bounce a lot. This tank should rather be played like a medium tank, which is encouraged by its speed and good, fast firing gun. Imo overpriced.

Reason I own it: Fast tank with good gun plus training of my French heavy tank crew

Jagdtiger 8.8 (tier 8 tank destroyer)

Slow, huge, and sluggish and while the hit point pool may be appropriate for a tier 8 TD, it is far below the standard Jagdtiger's 1800 HP, yet shares its huge frontal weak spot at the lower front place. The gun's strength is its high RoF, which is somewhat counterbalanced with its comparably low penetration. This tank is a victim for every fast, maneuverable enemy tank and a prime artillery target.

Reason I own it: German tank destroyer crew training. I wish I had saved the money though.

Fun Tanks

This is a brief, incomplete, and personally biased list of a few tanks that are very well to handle and particularly powerful. I am open for (well founded) propositions of additions.

T18 (tier 2 tank destroyer)

The T110E3 of tier 2. By all means equip the howitzer. Caveat: significantly less damage when using premium ammo.

Equipment: Rammer, camo net, GLD (howitzer takes ages to aim).

StuG III (tier 5 tank destroyer)

Very agile, awesome gun.

Equipment: Vents, rammer, binocs.

T49 (tier 5 tank destroyer)

Enormously agile and fast, very weak armor, powerful top gun with high RoF.

Equipment: GLD, rammer, spall liner.

KV-1 (tier 5 heavy tank)

Slow, but heavily armored and with a good top gun.

Equipment: Vents, rammer, GLD.

M18 Hellcat (tier 6 tank destroyer)

High top speed, but weak armor and not too agile; extremely strong and very precise top gun with good depression.

Equipment: GLD, rammer, binocs or spall liner.

SU-100 (tier 6 tank destroyer)

Pretty agile, top gun is inaccurate and has a long reload, but very high penetration and awesome alpha damage for its tier.

Equipment: Vents, rammer, GLD.

KV-1S (tier 6 heavy tank)

Pretty agile and fast, bounces quite a bit frontally, like the SU-100 inaccurate gun with long reload but high penetration and alpha damage.

Equipment: Vents, rammer, GLD.

T29 (tier 7 heavy tank)

Imo the best tank of its tier. Acceptably fast, angled hull bounces quite a few shots, turret frontally almost impenetrable, great top gun with good depression.

Equipment: Vents, rammer, GLD.

IS-3 (tier 8 heavy tank)

Probably the most popular tier 8 tank. Very agile, but also pretty vulnerable. Best top gun of all tier 8 heavies with very high alpha damage, although not too accurate.

Equipment: Vents, rammer, GLD.

E-75 (tier 9 heavy tank)

A better Tiger 2 with insane armor. Top gun has high alpha damage, but sub-average penetration (so you want to take some premium ammo with you just in case).

Equipment: Vents, rammer, GLD.

ST-I (tier 9 heavy tank)

Not very fast, top gun with great penetration and good alpha damage. Heavily armored turret. The hull is a real bouncing wonder if angled a bit.

Equipment: Vents, rammer, GLD.

T110E4 (tier 10 tank destroyer)

Acceptably fast, good frontal armor, gun has insane penetration and alpha damage, turret is partially rotatable.

Equipment: Vents, rammer, GLD.

Premium

A premium account is giving you more experience and credits in each battle and is the cheapest way to advance faster if you want to spend money on this game at all. At higher tiers it also means the difference between earning at least a few credits in a battle and making a net loss (almost) no matter what, forcing you to earn money by playing lower tiers.

A premium tank generates a much higher income and has significantly lower repair costs than regular tanks. This is balanced by premium tanks always having a distinctive weakness to make them inferior to fully upgraded tanks of the same class and tier. Their main purpose is to earn money for your other tanks. Unlike a premium account subscription, a premium tank is a one-time investment. It really pays off when being coupled with a premium account though.

Tier 8 premium tanks will give you the most bang for the buck - but you need to be aware that tier 8 gameplay is quite different from low tier gameplay. Even the bad players usually play better there already due to the things they have learned about the game, and you can have a really rough time there. Once you have learned how to handle your tier 8 premium tank, making 60K, 80K and even 100K and more credits per match (with premium account) can however become a common experience for you.

Gift Shop

The WoT internet site hosts a gift shop where you can e.g. purchase premium tanks directly using various payment options. However, it is usually cheaper to purchase game gold and acquire the desired premium tank in game. Tanks you cannot purchase in game, like the popular Chinese Type 59, are of course an exception.

Mods

Mods are modifications to the game interface making things easier for you or giving you extra information.

There are mods available showing you tank weak spots in special colors, helping you to understand and learn them.

Other mods can show you team and player efficiencies (XVM), give you a better crosshair (Jimbo's crosshair mod), etc.

Cheats

All decisions in the game are made by the game server. All your game client does is to send input device commands to the server. The server decides who you see and hit, and who sees and hits you, where you move, whether you get damaged, etc. etc. and sends that information to your local game client. The game client then renders the image according to the information given to it by the server; therefore; there are no cheats like visibility, damage or accuracy hacks – believe it or not. Every weird effect you may notice can be explained by the game mechanics, properties of the game and client-server communication issues (e.g. lag) or packet travel time ("ping").

Resources

There are very good official video tutorials on simple and advanced tank tactics as well as great tank spotlights on Youtube's World of Tanks channel.

The WoT Wiki has a useful section about the various game mechanics, like the visibility, cover and spotting system. It also has good illustrated information about angling tanks and using terrain and cover to your advantage.

Soviet Tanks - A Brief Overview

The strengths of the Soviet tanks are good armor and guns that deal high amounts of damage at the cost of decreased accuracy; therefore, the typical Soviet tank application is brawling: aggressive, in your face close quarters combat.

Light Tanks / Scouts

The light tanks are a bit scattered over the tank lines, three of them leading to the medium tanks while two being the predecessors of the heavy tanks.

The **BT-2**, **BT-7** and **A-20** lead to the medium tanks. The BT-2 and BT-7 are fast and pretty maneuverable with acceptable top guns for light tanks. They have no armor though. The A-20 is quite fast too, but by far not as maneuverable. Add to that the fact that it can be used as a scout, and you get a rather difficult to play tank.

The **T-26** and the **T-46** are actually closer to medium than to light tanks (the medium tank classification is reserved for higher tank tiers though). They are quite big, and together with their thin armor that makes them pretty vulnerable.

The **T-50** and **MT-25** are the epitome of scout tanks. They are fast and nimble, and when driven well can penetrate enemy lines and escape hostile fire and spot everything on the map. They are both rather passive scouts, i.e. not meant to attack other tanks, but to use their speed to reach good hiding spots and detect enemy tanks, their good camouflage value helping them to avoid being discovered.

Medium Tanks

The Soviet medium tanks start with the famous **T-34**. The Wiki states that this tank has no obvious weaknesses. I would put it the other way round: It has no obvious strengths. Despite being sloped, its armor isn't really worth much on tier 5. While not being outright slow, it also isn't particularly fast or maneuverable. The best thing about it is the 57mm ZiS-4 gun with good penetration and accuracy and a high rate of fire, allowing it to pound enemy tanks from a distance and disappear quickly should they start to return fire. An interesting point about the T-34 is that you can cross over to the Soviet TDs from it.

The **T-34-85** is an upgraded version of the T-34 with similar speed and agility. The interesting part about it is the very good top gun D5T-85BM with a high rate of fire, good accuracy, penetration and damage for its tier. This gun is even the Soviet tier 7 medium tanks' top gun.

The **T-43** and **KV-13** can both be researched from the T-34-85. They are both typical medium tanks with similar characteristics and the same top gun. The KV-13 has better frontal hull armor though and can bounce quite a few shots. It also serves as transition point from the medium tanks to the IS heavy tank line.

The **T-44** is a very nice medium tank. It trades armor for good acceleration, high speed and extreme agility. This is a tank to play with, to quickly come out of cover and place a shot, to circle your enemies and devastate them and then disappear in cover again – a real ninja. It will only reveal its full potential when completely upgraded, but then it is a fun tank.

The **T-54** is the incarnation of a powerful medium tank. It is fast, it is maneuverable, it has a good gun and it has good armor. The turret is particularly hard to penetrate, but the front can be a tough nut to crack, too. Think of it as a Type 59 on steroids.

The **T62-A** again is more like a big T-44. The hull is huge and its armor is negligible, particularly on tier 10. The turret is very bouncy due to its strong armor and rounded shape, making the T62-A a difficult opponent when it is played hull down. It also has a very good camouflage value, making it ideal for ambushing and sniping. The gun finally is awesome, combining good damage with high penetration and an insane RoF. This is a tank walking the thin red line between being delicate and a WMD. If the T-44 is a ninja, I would call the T62-A a katana.

The **Object 140** is almost identical with the T62-A. The turret rotates a bit slower and due to the low height of the tank and the thin roof armor can be easily penetrated by bigger tanks. The Object 140 is a little less agile than the T62-A, but in turn it is a little faster. The gun is identical with the T62-A's, but has better depression.

The **Object 416** is the opposite of the T-44. The gun is about the only plus it has. The rear mounted turret makes it impossible to point the gun down. The tank is not very agile and horribly armored.

The **Object 430** is again almost identical with the T62-A and the Object 140. It has the same gun, is better armored and even a little smaller than the Object 140. Its biggest drawback is the almost complete lack of gun depression.

The **T-28** is somewhat special, as it is the link between the low tiers and the tier 5 Soviet heavy tank KV-1. It is big, soft and ugly – but it can be amazingly deadly when equipped with the 57mm ZIS-4 and played cautiously.

Heavy Tanks

There are two Soviet heavy tank lines, one leading to the IS-7, the other to the IS-4. You can reach both via the light tanks T-26 and T-46, the medium tank T-28 and the heavy tank KV-1.

The **KV-1** is probably the best armored tier 5 heavy tank in the game. Its biggest drawback is its speed: it's slow and sluggish. It has two interesting top guns: one is the 122mm U-11 howitzer with impressive alpha damage and good penetration when used with premium ammo. The other is the 85mm F-30 which is the typical Soviet heavy tank gun with good penetration and damage balanced with low accuracy.

The **KV-2** has a special position in the research tree as it has no other tank as a successor, but serves as link between the heavy tanks and artillery. The KV-2 is a unique tank with its huge silhouette and powerful guns, which can cause massive damage even to tier 8 tanks. It is pretty slow and its guns are rather inaccurate with a pretty low rate of fire, from which particularly the mighty M-10 howitzer suffers, that can deal between 525 and 875 damage per round.

IS-7 Line

The tanks from the IS-7 line are rather agile. This is compensated by their weaker armor compared to the IS-4 line. However, this doesn't mean that their armor is bad: These tanks can bounce a lot, particularly when slightly angled.

The **KV-1S** is probably the most powerful tier 6 tank. It has good armor, good speed, and with the D2-5T an insanely powerful gun with very high penetration and damage for its tier. This gun is actually used for Soviet heavy tanks up to tier 8!

The **IS** is an up-armored version of the KV-1S. The only difference between its top gun and the one of the KV-1S is the significantly higher rate of fire.

The **IS-3** is one of the most enjoyable tanks of the game and probably the best tier 8 heavy tank available. Its top gun again is an enhanced version of the IS line guns and adds good penetration to its high alpha damage. The IS-3's turret is very hard to penetrate, making this tank a very difficult opponent when played right. The IS-3 is very low though, so big tanks can face hug it and shoot through its very vulnerable turret roof. The front is vulnerable to tier 8 guns; guns from lower tiers will bounce quite a lot here. The upper hull resists shots from the side due to its spaced armor, making the IS-3 mostly vulnerable between its tracks laterally. This tank is a very popular company tank and definitely a keeper.

The **IS-8** brings the IS philosophy of comparably light and fast heavy tanks to its extreme. It has very soft armor and compensates this with very high top speed for a heavy tank and an impressive top gun. The IS-8 should be treated more like a medium than a heavy tank and be played hit and run since it will usually not win a sustained firefight duking it out with another heavy tank of its tier.

The **IS-7** once had a reputation of being the best tier 10 tank around. Even Wargaming.net seems to acknowledge that this is not quite the case anymore. It still is an impressive tank, combining good speed with a brutal gun and enormous frontal armor. This tank is pretty hard to damage frontally and almost invincible when face hugging its opponents or meeting them at point blank range. In exchange for that it has weak side and virtually non-existent rear armor.

IS-4 Line

The tanks from the IS-4 line follow the formula of the typical slow, massively armored heavy tanks with good armament.

The **T-150** is a classical heavy tank with good armor and the same top gun the KV-5 has, making it bounce quite a lot of hits at long range, and a nasty, hard hitting opponent at close range.

When fully upgraded, the **KV-3** is a true monster with its huge HP pool, thick armor and rounded turret, making it appear to be built out of “bouncinium” at times. It shares the top gun with the IS. The only tier 7 tank surpassing it is probably the American T-29.

The **KV-4** is the better brother of the KV-5, sharing its massive armor but without the huge weak spots. The KV-4 should be equipped with the upgraded turret and the ZiS-24 gun, giving it better gun depression and a very precise gun with good penetration and alpha damage on par with most other tier 8 heavy tanks. The KV-4 will bounce an amazing number of shots even from tier 9 and some from tier 10 guns when angled (angle the turret between shots, too!). Unfortunately, the XP spent for its top gun is useless as this gun cannot currently be used on any other tank in the game. The KV-4's biggest problem is the huge engine weak spot at its side, extending over the entire length of the tank. When hit there, the tank easily starts to burn.

The **ST-I** once was the unloved step child of the IS-4 line. This has changed with its last buff, and while the KV-3 *may* be built out of bouncinium, this tank *definitely* is. Add to that the powerful M62-T2 gun and you have what I consider the best tier 9 heavy tank around. Its limited speed just helps you not rush into trouble all the time, while the tank is still fast enough to arrive where it's needed in due time.

The **IS-4** is a mixed package for me. I had expected it to be an ST-I on steroids, but that it is not. The IS-4 is an ok heavy tank, but it does not have any particular strengths. It has good armor and a high HP pool, but it appears to be much softer than the ST-I and really needs that HP pool. Its lower front plate is quite a big weak spot, so the IS-4 should be played hull down when possible. Its top gun has good penetration and accuracy and an alpha damage between that of the American T110E5's and the IS-7's guns.

Tank Destroyers

At the low tiers, Soviet tank destroyers have pretty precise guns with a good RoF. At the mid tiers their guns are rather inaccurate, which is compensated by their enormous punch. Their armor is usually rather weak, which is made up by most of them being pretty fast and maneuverable.

The **SU-76** has a very good top gun and a great camouflage value. It has a small gun traverse angle and depression, making it hard to handle and very dependent on finding a good firing position. Once detected, it is dead meat rather quickly due to its thin armor.

The **SU-85B** is quite similar to the SU-76, sharing its strengths and weaknesses. On top of that, its top gun is not all that accurate.

Due to its front mounted gun, the **SU-85** is easier to handle than its predecessors. Unlike these, it shows the common TD design with a front mounted gun. While the top gun isn't all that bad, it isn't really up to par with the SU-85's tier, making the SU-85 a rather lackluster TD.

The **SU-100** is a true highlight at its tier. It is very maneuverable, which together with its brutal yet inaccurate top gun makes it a very good attack tank that can make short work of its opponents. From the SU-100 you can continue research with the "classic" Soviet TDs or the new second Soviet TD branch.

First Tank Destroyer Line

The tank destroyers here have a classic design with a fixed gun mounted to their front. Their guns can deal a lot of damage and have good to extreme penetration, balanced by a long reload time. This line's tanks are very useable and have a high threat potential.

The **SU-152** is nothing more than an up-armored SU-100 with higher RoF and no big differences otherwise. An interesting armament option is the ML-20 stock gun: its accuracy is horrible, but it can do tremendous damage; combined with high penetration premium ammo this makes the SU-152 a deadly threat for any opponent it meets close up.

The **ISU-152** is huge, sluggish and has bad armor, but at least it is acceptably fast; therefore it should avoid being hit at all. The best tactics with it is to support other tanks and come out, hit hard and retreat into cover when the enemy tanks are busy already or have just fired. You can use it with the ML-20 like the SU-152, but its true strength is the BL-10 gun with insane penetration and alpha damage.

The **Obj.704** has what you missed most on the ISU-152: some frontal armor. While it may not be very thick, it is well sloped, giving quite good frontal protection. It trades speed and agility for armor though, so it feels a bit more sluggish than the ISU-152. Better accuracy as well as a faster reload and aim time are quite significant improvements over its predecessor, too.

It is fast, agile, and well armored. It has the same top gun as the ISU-152, but with a bit better RoF and accuracy.

The **Obj.268** is based on the IS-8 chassis and frontally almost as bouncy. It has a brutal gun sporting some of the highest penetration values in the game and quite a fast reload for its tier and gun. The main drawback are the very limited gun traverse and depression angles, forcing you to constantly search for the right spot to hit a tank and making it hard to follow moving targets.

Second Tank Destroyer Line

Most tanks from this line have their guns mounted close to the rear, leading to very bad gun traverse and depression angles, which in turn makes these tanks difficult to play and very terrain dependent. Their guns are more accurate than those from the first line (on paper), but have less - though sufficient - penetration. Their alpha damage is however low – too low. All in all these TDs currently are underpowered.

The **SU-100M1** picks up the SU-85b design with the rear mounted gun. This makes the tank pretty hard to play due to the very limited gun traverse and depression angles. While the top gun's RoF is also quite high, it cannot make up for its lack of punch. This tank is best played sneakily. When in the end stage of a match and the enemy team is decimated, its good speed and maneuverability allow to use it aggressive, too. This is not a TD to quickly take out an opponent, so be careful.

The **SU101** is similar to the SU-100M1 and mostly has a better top gun (which I found not to keep what its specs promised particularly accuracy wise); hence it should be played quite similar to its predecessor. It can bounce shots, but I wouldn't rely on that, particularly with the low HP pool it has.

The **SU-122-54** goes back to the front mounted gun design. While this TD is again quite fast, its top gun is rather underwhelming for a tier 9 TD and it has very weak frontal armor.

The **Object 263** finally half-way delivers with a very fast firing gun with good damage given the RoF and very high penetration. Its thick and sloped frontal armor bounces a lot. It is also very fast and maneuverable. Since the gun is rear mounted again, it suffers from bad gun depression. The open top also makes it very vulnerable for arty fire.

Weak Spots

Soviet heavy tanks are most vulnerable at driver viewports, MG ports and commander's hatches. The medium tanks are either a weak spot entirely, or you should hit them at their lower front plate. Same goes for the tank destroyers.

U.S. Tanks - A Brief Overview

The U.S. tanks put an emphasis on good guns and maneuverability, which they sacrifice some armor for. Lots of the tanks make up for that with acutely sloped frontal hulls, making it difficult to actually damage them. Most U.S. tanks also have very good gun depression, allowing them to use cover and play hull down very effectively and attack enemies across small terrain elevations that cannot effectively strike back because the U.S. tanks weak spots are hidden from it.

Among the U.S. tanks, there are also a few vehicles with oscillating turrets and auto loaders, similar to French tank designs. American auto loader tanks have an edge over their French counter parts since their reload and aim times are smaller. Their better armor also allows them to get exposed to enemy fire while unloading their guns, while the French tanks should avoid being hit at all.

The research branch leading to these is quite inconsistent though: It starts with a medium tank (which from the stats actually should rather be classified as light), then there are two light tanks, after these there are two more mediums, and the branch finally ends with a heavy tank. This makes it impossible to consequently train the crews for this tank branch in the Super Pershing medium tank. I wonder what Wargaming.net did think there – probably not all that much. In my eyes, being able to train my crews is far more significant than any of that “historical accuracy” bollox Wargaming.net is giving us whenever they see fit (and have no real argument). I'd rather have them say “Because we want it that way, period”, but while this would probably be more honest, it would certainly be way less diplomatic and quite a tenuous position that might well provoke a shit storm from the community.

Light Tanks / Scouts

The **M2 Light Tank** is fast and agile. You can equip it with the more accurate, hard hitting 37mm M5 or the fast firing, yet inaccurate 20mm Hispano-Suiza-Birgikt guns.

Like the M2 Light, the **M3 Stuart** is fast and maneuverable and sports a very accurate, fast firing gun with good traverse speed and depression angles. The gun suffers from low alpha damage though. Use the Stuart's speed to whizz past and around enemies, pound their sides and rears, and disappear before they can react.

The **M5 Stuart** is quite fast and maneuverable, but has negligible armor and only a weak gun. This makes it a pure scout that should use its speed to evade enemy fire or hide and scout passively. The M5 Stuart leads to the U.S. top scout M24 Chaffee and to the new mixed light/medium/heavy tank line with the auto loaders at the higher tiers.

The **M24 Chaffee** is the top U.S. scout tank. Its main difference to the other top scouts (VK2801, T-50-2) are a lower speed and maneuverability, significantly larger silhouette that together with its thin armor makes it an easier target, and a very powerful gun making it a threat for every tank in the game. A good camouflage value helps it with passive scouting.

The **T21** is a very fast and agile tank with a good gun for its tier. Its weaknesses are its rather big size for its class as well as the non-existent armor. When played right, that doesn't play too much of a role though since this is an excellent hit and run tank that can bring its opponents down with constant pinpricks. It leads to the first auto loader U.S. tank.

The **T71** is a light tank with an oscillating turret and a 6 shot auto loader. It has no armor to speak of, but is insanely fast and maneuverable. On top of that, its gun reloads pretty fast. This means that this tank can suddenly pop out of cover, run circles around everything, pound it with its good penetration and alpha damage, and disappear again in no time. In the right hands, this tank is pain in the neck for its enemies. Its main drawback is a rather big silhouette that makes it a bit easier to hit it. The T71 is far superior to its French counterpart, the AMX 13 75, and rather on par with the AMX 13 90.

Medium Tanks

Regular Mediums

The **T2 Medium Tank** is rather big and slow for a medium tank. The interesting part about it is the 37mm Browning semiautomatic gun which works like the French drum-feeders, i.e. allows it to rapidly fire a few shots in exchange a somewhat longer reload time. This is the best of two worlds: you get the accuracy and punch of a regular gun and the high RoF and dpm of an automatic gun. That makes the gun quite good and powerful and allows the T2 to move out of cover, quickly hammer an opponent and then retreat to reload.

The main strength of the **M2 Medium Tank** is probably its ability of equipping the 75mm Howitzer M3 which does good damage for the tier and fires quite fast. The drawback draw of this gun is its low accuracy: you need to get rather close to your target, and the M2 has a very low HP pool and not the best armor around.

The **M3 Lee** is the best tank in the game (if you don't trust me on this, just ask Kolaski!). It isn't too fast, but quite maneuverable and has quite a good gun. Its main disadvantage is that it doesn't have a rotating turret, but a fixed gun, which actually makes it a TD rather than a medium tank.

The **M4 Sherman's** strengths are good turret armor and very good gun depression combined with good top guns. It is particularly fun to play with the 105mm SPH M4L23 howitzer, a typical "troll" gun with bad accuracy, but tremendous alpha damage and when used with premium ammo very high penetration for its tier, allowing you to one shot many of the opponents this tank meets.

The **M4A3E8 Sherman "Easy 8"** is a classical medium tank with high speed, good maneuverability and mediocre armor. Its top gun is a bit weak, so you will need to circle and attack your opponents from the sides and rear, particularly at higher tiers.

The **M4A3E2 Sherman "Jumbo"** is a better armored and slower version of the "Easy 8". It has very good frontal and turret armor and can be equipped with the 105mm SPH M4L23 howitzer known from the M4 Sherman, which is just as much fun on this tier, particular when adding the Jumbo's increased HP pool and good frontal armor to the formula. A specialty of this tank is that you can also research the T29 heavy tank from it.

The **T20** is a more of a medium again, sacrificing armor for speed. It feels a bit sluggish though, accelerating slowly and having a big turn radius. The highlight of this tank is its top gun, which is quite precise, has good penetration, and does high alpha damage for its tier. This is compensated by the slow reload of the gun, but still the gun and good speed make this tank a pain in the neck for the enemy team if played well. This medium tank can hurt badly.

The **M26 Pershing** is neither fish nor fowl. For a medium tank it is rather slow and sluggish. Additionally, its armor isn't worth much and doesn't compensate the low agility. The good gun depression that is typical for American tanks allows to play the M26 Pershing hull down, but even the turret isn't very hard. The top gun has good penetration and damage potential, but isn't very accurate – even less than its stats suggest.

The **M46 Patton** is basically an improved M26. It isn't all that fast and has very thin armor for its tier. Its strength is the gun with very high alpha damage and very good accuracy on the move; however, the gun's penetration and accuracy are subpar for the tier.

The **M48 Patton** is huge, soft, and has a big weak spot on top of its turret. On top of that it isn't too fast, although it turns quite well. The gun has good penetration and alpha damage plus an acceptable rate of fire. The M48 Patton looks like a worse T62-A (which has no turret weak spot and a comparable gun with significantly better RoF).

Drum-Feeder Mediums

The **M7** does not have an drum-feeder, but it is the first tank in the research branch eventually leading to these. Actually, the M7 is rather a light than a medium tank. It is fast and agile, but its armor is a joke and the gun is of little use on the tiers it has to fight at. Best use it as a scout.

The **T69** is a tier 8 medium tank with an oscillating turret and auto loader. It loads, aims and fires quite fast, and with premium ammo has an impressive average penetration of 300mm, making it a very dangerous threat for every other tank on the battlefield, being able to dish out almost 1000 HP damage in only around 7 seconds. On the other hand, the T69 is quite tall and rather slow, making it an easier target than other tier 8 mediums.

The **T54E1** is a tier 9 medium tank with an oscillating turret and auto loader. With the stock gun, it can surprise unsuspecting opponents with a 5 shot drum. The top gun is pretty inaccurate with quite a long reload time.

Heavy Tanks

The U.S. heavy tanks have good frontal armor, which particularly on higher tiers is hard to penetrate due to its strong slope. Their guns do not have the highest alpha value around, but usually are very precise and have great penetration.

The **T1 Heavy Tank** is quite well armored frontally and has a good, fast firing top gun making it a dangerous opponent for every other heavy tank in its tier. The tracks have skirts working like spaced armor and being able to swallow hits without comment.

The **M6** is less powerful in its tier than the T1 HT is on tier 5. The frontal armor is rather easy to penetrate. What makes the M6 shine is its very good top gun.

The **T29** is probably the best tier 7 heavy tank bar none. The turret is very hard to damage frontally, the hull front can bounce quite a few shots when slightly angled, and the tracks tend to eat shots without effect. The top gun is the most powerful heavy tank gun on tier 7; actually, the tier 8 T32 uses the same top gun. All in all, this tank is rather tier 7.5 than just tier 7 and definitely a keeper.

The **T32** may look inferior to other tier 8 heavy tanks on paper, but in reality it is not. The frontal hull is incredibly bouncy because the strong slope means the nominal frontal hull armor of 127mm results in much thicker effective armor, and the turret is almost indestructible, particularly at its front. The top gun's penetration may appear a bit low, but actually it is sufficient in its tier and if need be a premium shell or two will help greatly against heavily armored higher tier opponents. All in all this is a much better tank than its stats suggest.

The **M103** is more agile than most other tier 9 heavy tanks. Interestingly, it departs from the common U.S. tank formula of "weak hull, strong turret", sporting very strong frontal hull and rather weak turret armor. The turret is very pointy though and doesn't offer any faces you could hit orthogonally from the front except the reinforced gun mantlet. A lot of frontal shots at the parts of the turret's sides that are visible from the front will bounce. The turret is very huge on the other hand, making it very vulnerable from the sides. The top gun of the M103 has the lowest alpha damage of all tier 10 heavy tank guns. Since it compensates for that with very good accuracy and penetration, this actually isn't much of a disadvantage: a shot from this gun will often penetrate where other tier 10 heavy tank guns fail to do so.

The **T110E5** is one of the best tier 10 tanks around. It is pretty fast and agile, has even more hull armor than the M103, much better turret armor and a turret shape that makes it almost impossible to penetrate the turret frontally except at the prominent weak spot its commander's cupola forms. It has the M103's top gun with a higher rate of fire.

The **T57 Heavy Tank** is an alternative tank design with an oscillating turret and drum-feeder similar to the high tier French tanks. Basically it is an M103 with the T110E5 gun and multi-shot capability. It is slower, but better armored than its French counterpart AMX50B and loads, aims and fires quite a bit faster than that – which is quite an advantage.

Tank Destroyers

There are two tank U.S. destroyer lines, one consisting of tanks with (slowly) rotating turrets, one with mostly fixed gun tanks.

The **T18** is a real fun tank and the T110E3 of its tier. Equipped with the 75mm Howitzer M1A1 it can one or two shot almost all opponents it meets on the battlefield. Consider that the premium shells this tank fires cause much less damage than the HE shells, which in turn have much less penetration.

The **T82** is quite fast, but only turns ok-ish. It has little armor and is quite bulky, making it pretty vulnerable. Combine its speed with the 105mm AT Howitzer M3 and premium ammo, and you get a powerful fun tank able to dish out extreme damage to its targets. Unlike with the T18, premium ammo has significantly better penetration than AP ammo, and it doesn't sacrifice too much alpha damage for that advantage. Since this gun is quite inaccurate, you need to get close to your target, but the good speed will help with that. After the T82, the U.S. TD line splits.

First Tank Destroyer Line (Turreted)

The **M8A1** is a typical low tier turreted U.S. TD with no armor to speak of, but great speed and maneuverability and a powerful, fast firing gun. Avoid being hit, and you can make short work of any tank you encounter with the M8A1. The turret turns pretty slowly though, like on most turreted U.S. TDs, making it difficult to circle enemy tanks. Better use hit and run tactics.

Similar to the M8A1, the **T49** is a swift, maneuverable tank with a very good gun, but no armor and a slow turning turret. Since it is so fast, and as its top gun is quite powerful, it is a very dangerous opponent on the battlefield when played right, and a truly fun tank for its competent owner.

The **M18 Hellcat** follows the M8A1 and T49 formula of a fast, soft tank with a great gun. The Hellcat is one of the fastest tank in the game; it takes its time to reach that speed though and isn't as maneuverable as let's say a T-50 or T-50-2. Its speed, strong gun and good gun depression allow it to quickly appear, strike hard and retreat into cover again and allows it to quickly change its position, break through gaps in the opposing team's front and wipe out its artillery or attack enemy tanks from the rear. The Hellcat has a very good camouflage value, making it suitable as a sniper as well as a scout.

The **T25/2** is less swift than its predecessors, but still quite fast. The turret can actually bounce a few hits, and while the top gun doesn't look very impressive on paper, it actually isn't that bad at all, having sufficient penetration and accuracy to allow the T25/2 to snipe from afar, thus reducing the risk of being detected and shot at.

The **T28 Prototype** is a slow moving bunker with good frontal armor that can be made even more effective by slightly angling the tank, and quite a bouncy turret. The open turret and slow speed make it very vulnerable for artillery fire though, and you need the battle to come to you to be able to score in a match – if your team just mops the floor with its opponents, you will be too slow to even arrive before everything is over. This makes the T28prot a very good defense tank. Consider that the turret cannot be rotated 360 degrees due to an elevation in the tank's upper rear. The T28prot's top gun is quite powerful, with good penetration and alpha damage and quite a short reload time; however, it is pretty unreliable particularly at greater distances, and can completely miss a target quite often.

You can cross research to the fixed gun U.S. TD line from here via the T28.

The **T30**'s main strength is its top gun with its brutal penetration and alpha damage. This comes at the cost of quite a long reload (~17.5 seconds). The T30 also has a very vulnerable hull, and even when played hull down can be damaged at the commander's hatch quite easily. All these weaknesses make it a support tank. The high alpha damage allows it to one shot enemy tanks that have already been damaged by the other team, quickly reducing the amount of enemy guns.

The **T110E4** is one of the best tank destroyers in the game. It is quite fast, well armored, has a gun that can reliably deal massive amounts of damage due to its extreme penetration, and on top of that has a rotating turret. In reality only being able to turn the turret 90 degrees left or right is not a significant restriction.

Second Tank Destroyer Line (Mostly Fixed Guns)

The fixed gun tank destroyer line actually contains two more turreted tank destroyers.

The **T40** resembles the other low tier U.S. tank destroyers, but trades some speed for better armor. The top gun is pretty powerful again, and the gun traverse and gun depression are both very good. You also have the option here to equip the tank with a very inaccurate howitzer gun with high alpha damage potential, which you can combine with premium ammo penetration for maximum efficiency.

The **M10 Wolverine** goes down the path of the other mid-tier turreted U.S. TDs: It has good speed and maneuverability and a powerful gun, but lacks armor and suffers from a slow turret rotation speed; therefore, it is best used as a support tank or applying hit and run tactics.

The **M36 Jackson** is the tier 6 equivalent of the M10 Wolverine and compared to the M18 Hellcat sacrifices speed for armor, which it actually has some that together with its good slope makes it quite bouncy. It has the same top gun as the M18 Hellcat, giving it a very powerful armament for its tier.

The **T25 AT** is a fixed gun TD. It has no armor to speak of. Instead it is fast and maneuverable. Different from its turreted brother T25/2 it also has a good and powerful gun. Due to its weak armor you should avoid being hit when driving it, carefully watching your opponents and swiftly strike and return into cover.

The **T28** is the exact opposite of the T25 AT: it is slow and quite well armored. Unfortunately, its big weak spots (commander's cupola and lower front plate) neutralize the otherwise good armor quite effectively. It has the same top gun as the T28prot with the same strengths and weaknesses

The **T95** is probably the most hated tank in the game: by its drivers for its extremely low speed, and by its opponents for its insane armor. Placed in the right position, the massive frontal armor of the T95 turns it into an invincible fortress, and there are as good as no frontal weak spots on this monster. Even the sides are heavily armored and on top of that consist of spaced armor. Shooting right at the gun is probably your best bet: besides damaging the gun you have a good chance to do structural damage here. It shares its top gun with the T30 and due to its high penetration can reliably deal massive damage with it. Its main weakness is its slow speed: if it gets tracked over and over, it turns from an invincible foe to a helpless victim. Artillery too delights in any T95 it discovers that doesn't have an arty safe position.

The **T110E3** could be called a faster and more maneuverable T95. It actually has decent speed, while having the same insane frontal armor the T95 has – even its commander's cupola is almost impenetrable. Together with a faster reload than its turreted counterpart T110E4 this compensates for its fixed gun, which makes it very vulnerable to being perma-tracked, circumvented and destroyed from the rear or the sides, which have much less armor than the T95 does there.

Weak Spots

Most U.S. tanks have vulnerable commander's hatches and can also be shot through their lower front plates quite easily. The T95 and T110E3 are very hard to destroy from the front; here the best tactic is to have one tank perma-track them and others destroy them from the sides or the rear.

French Tanks - A Brief Overview

While American tanks are a compromise between speed and armor, French tanks are rather not: They put speed and maneuverability first and sacrifice armor for that. Note that while many French tanks are pretty fast, they are however not very agile.

Another specialty of French tanks are their auto-loading drum-feeder guns, allowing them to fire 4 – 6 shots in rapid succession, followed by a longer reload period. The biggest drawback of the auto loader turrets are their bad gun depression and elevation angles that depending on terrain may require you to change your entire position to be able to shoot a target (particularly when standing on a hill slope and trying to shoot at the opposite hill's slope, but also at small terrain bumps, which may force you to show your entire tank). The French auto loader tanks are not meant to face other tanks frontally. They are very good tanks to exploit tactical mistakes of the enemy team or single enemy tanks.

French medium tanks mostly exist in tiers 9 and 10, with (for their class very strong) light tanks below.

Most low tier French tanks are a pain in the neck and a horror to grind.

Light Tanks / Scouts

While being a light tank, the **D1** eventually leads to the French heavy tanks. Its only strength, if you want to call it so, is the acceptable armor. This tank is very slow and has awful guns, making it rather resemble a bad low tier heavy tank.

The **Hotchkiss H35** has very good armor for a light tank, but that's about it. It is slow and you have the choice between several guns, none of which really cut it.

The **AMX 38** is another crappy French low tier tank. Again, it has good armor, and that's it. The guns are subpar in every respect, and the tank is dead slow.

The **AMX 40** is another well armored, but slow French light tank. Everything on this tank's hull is rounded, making it look a bit like a used piece of soap. The top gun finally is ok for the tier. Given the weak engines, the speed limit is rather theoretical.

The **ELC AMX** is a very interesting tank. It is very small, has an extremely low profile, and is incredibly fast and maneuverable, making it a perfect scout. Its peculiar shape has earned it the nick name "lobster". Its main drawback is its turret that can only be turned in a small angle, making it more resemble a high speed tank destroyer. Add the slow, but extremely powerful top gun to that, and you have a tank that in the right hands can be a pain in the neck even for tanks at much higher tiers. You'll be happy when you have finally reached this tank and have the disasters Wargaming.net has produced with its predecessors left behind you (actually you may want to use free XP to immediately fast forward to the ELC).

The **AMX 12t** is the first drum-feeder tank in the French medium tank line, sporting 6 shots in a clip. It is often deployed as a scout, which is somewhat a pain since it is not really fast and maneuverable enough for that task. It still is quite fast, allowing it to quickly get behind enemy tanks and pound them from behind. The hull traverse (turn rate) is however so low that it makes it hard to easily circle enemy heavy tanks. Use hit and run or vulture tactics for this tank (sneak up on heavily damaged enemies, preferably when they are busy with other tanks from your team and finish them off).

The **AMX 13 75** is simply a slightly taller AMX 12t with a bigger HP pool. It has the same top gun as the AMX 12t, and you can argue now whether the AMX 12t has very good or whether the AMX 13 75 has rather bad armament for its tier. Since the 6 shot ammo drum is not as good as it may sound I tend to the latter. The reload time of a bit over 15 seconds (vents, rammer, BIA) is quite good and means that you are having a good chance to be ready to fire again before getting destroyed when being attacked during the reload.

The **AMX 13 90** in turn is a better AMX 13 75. Penetration and damage wise the top gun is a typical tier 8 medium tank gun with quite good accuracy. Add the 6 shot clips to that, and you have a nimble and swift tank that can take out every tier 7 tank with one clip as well as any damaged tier 8 tank. With around 40 seconds the reload time is much longer than on the AMX 13 75, so you really need a safe retreat route or cover for this tank. The aim time is painfully long as well, making static shootouts a certain way to a quick death.

Medium Tanks

The French medium tank grind requires significantly more XP than grinding other tank lines. This is probably to make it harder to reach the Bat Chatillon 25t, which is a very powerful tank in the hands of a skilled player. You can also see it as a prolonged training in handling the French light and medium auto loader tanks with their special gameplay.

The **D2** is actually a predecessor of the French heavy tanks. Being quite well armored but obnoxiously slow and having bad guns, it follows the line of the D1 of being a pain in the neck quite consequently.

The **Lorraine 40t** looks quite different than its predecessors and much more like the French heavy tank AMX50 100, which it shares the 6 shot per clip top gun with. This gun has very good penetration for its tier and on top of that is pretty accurate. In reality you still need to make sure to aim your shots carefully, and the big ammo clip means that you have all the disadvantages of an drum-feeder gun on a tank that has the proverbial paper armor.

The **Bat Chatillon 25t** (also known as “Batchman” or “Bad Cat” from its in-game abbreviation BatChat.25t) is considered the best medium tank in the game by many players. It is very fast allowing it to reach and break through enemy lines with ease, and the top gun is pretty accurate and has good penetration. The top gun's ammo drum contains five shots, meaning the BatChat can deliver almost 2000 HP damage within around 15 seconds. The BatChat has no armor though – it is rather a tier 10 light tank (and unlike the the Lorraine 40t looks like a big AMX 13 75 or AMX 13 90), or even better, just a big gun on tracks, and that means that it is dead meat when enemy tanks track it or attack it during its approximately 30 second long reload time. It also isn't particularly agile: Its hull traverse is way below that of other tier 10 medium tanks. This tank is absolutely deadly when coming in numbers, but needs to be handled very carefully when playing alone.

Heavy Tanks

The **B1** is the first French heavy tank. With acceptable armor, but horrible speed and guns it is quite similar to its predecessors. You will be happy when you have researched the BDR G1B and can leave this one behind you.

The **BDR G1B** is rather slow and sluggish and on top of that has rather thin armor. Its strength is the top gun, which has good penetration and very high alpha damage for its tier. It takes a long time to aim and to reload though and is not that accurate, so you need to get a bit closer to your targets – which means that the tank's low speed and bad armor can become a problem.

The **ARL 44**'s main strength is the fantastic top gun, offering extreme penetration for its tier combined with very high alpha damage and good accuracy. The ARL 44 is pretty tall though, and since the turret sits quite far behind the tank's front, trying to stick your gun out around a corner means that your tracks become visible well before the gun peeks out, making you prone to being tracked and incapable of returning fire. This tank is best used as supporter or sniper.

The **AMX M4 (45)** has the same top gun as the ARL 44, which is still a great gun on that tier. The AMX M4 is pretty agile and the sloped armor together with the turret being located well at the tank's front makes it a good tank for peek-a-booing, while the great gun allows it to excel in the role of a supporter or sniper as well. It doesn't have strong armor, so needs to be played cautiously and with a good feeling for its opponents' reload timing and tactics. I liked this tank very much and did very well with it.

The **AMX50 100** is the first French heavy tank with a drum feeder. It is quite a fast tank, and the top gun has great specs, showing very high penetration, good accuracy, and given the gun's multi-shot capability good alpha damage. In reality, this tank is difficult to play due to its thin armor (this tank is just one big weak spot) and the fact that unloading 6 shots at an enemy just takes its time and is subject to many influences that may make shots miss or bounce. This tank has to be played defensively and you need to pick the occasions when to come out, strike and disappear again; your goal should always be to destroy your target, leaving it no chance to hunt you down during your horribly long reload time of over 46 seconds (!). The AMX50 100 can do 1800 HP damage with one drum, meaning it can theoretically destroy every tier 8 tank, and which is more than its successors can do. The reality is a different story though.

While I did ok with the AMX50 100, the **AMX50 120** together with its top gun delivered on what I had expected from the French auto loaders. Here you are having a fast, maneuverable tank with a great gun that can do 1600 HP damage in under 10 seconds. Due to the strong slope, the front can bounce a lot of shots (just don't angle the tank more than just a little bit). With around 32.5 seconds the reload time is significantly better than the AMX50 100's.

The **AMX50B** is more or less a better AMX50 120, featuring a bigger HP pool and significantly better frontal hull armor. Since the turret armor has not been improved over the AMX50 120's, this is rather deceptive though. Opponents who know what they are doing (and at tier 10, most do), will just aim at your turret. The strength of the AMX50B therefore lies in its speed and the great gun it shares with the AMX50 120. The AMX50B has a quite a bit better aim and reload times (around 28 seconds) making it very risky to pursue and attack it even when it is reloading: if you need too much time to follow it into its cover, another full round from its gun might await you, making short work of your tank. It also has a far bigger ammo supply. Since its turret sits higher above the hull, the vertical gun traverse angles are also improved over the AMX50 120, which is quite an advantage.

Tank Destroyers

All French tank destroyers have very good guns. In higher tiers they are very mobile and have strong frontal armor. With its brutal auto loader gun, massive front armor and high agility the French tier 10 TD is a fearsome monster.

The **Renault FT AC** is quite agile and has good guns. It has no armor worth the name though, meaning you need to either use it as a sniper (where the tank's good view range helps), or to take out lone enemy tanks by quickly approaching them and hammering them with your good guns.

The **Renault UE 47** is like a worse Renault FC AC in its tier. The good guns can barely balance its blatant weaknesses consisting of very bad vertical and horizontal gun angles and bad hull traverse rate.

The **Somua Sau-40** is large, slow and has mediocre armor. The top gun is powerful, but inaccurate. All this makes this tank neither fish nor fowl and somehow difficult and situation dependent to play; however, when it hits, it hits hard.

The **S35-CA** is neither really fast nor really slow. The great top gun makes it a very dangerous and successful TD. The rounded armor and gun mantlet can bounce quite a few shots. It has quite a peculiar shape making me refer to it as the "bath tub".

Like its predecessor, the **ARL V39** has a great top gun making it a very dangerous sniper. It has weak armor though and a very prominent weak spot on its top, putting it at great danger when being detected. While it is quite fast, it is rather sluggish with its very low hull traverse rate. Its shape reminds me of something too, but since that is rated 18+ I won't go into details here. ;-)

The **AMX AC Mle.1946** is the first French TD with modern design. Again, it has a great top gun with fantastic penetration and alpha damage for the tier complemented by great accuracy. While the sloped armor may be an effective protection against tanks of the same or lower tier, it isn't worth much against heavy tank and TD guns of higher tiers. The gun makes this tank however a very good long range sniper, but the tank's high speed allows you to also play it as an aggressive brawler when your team is superior in later stages of a match.

The **AMX AC Mle.1948** is basically a better AMX AC Mle.1946, sporting an improved gun, better armor, a bigger HP pool, and a slightly increased hull traverse rate. The frontal armor is not quite up to par with the high tier tanks the AMX AC. Mle.1948 often has to fight, and the huge weak spots it has make it easy prey even for lower tier tanks with accurate guns. In the game the top gun does not live up to its paper specs, being less accurate, very prone to miss when not fully aimed. On top of that it has low alpha damage for a tier 8 tank destroyer.

The **AMX 50 Foch** again is more or less a better AMX AC Mle.1948. It even has the same top gun, which has a faster aim time and higher RoF. Additionally, the AMX 50 Foch has more HP and better frontal armor. While you can still penetrate the AMX AC Mle.1948 frontally at the slope, with the AMX50 Foch this is already very hard even for tier 10 guns. However, this is negated by the huge weak spot on top of the tank on short range.

The **AMX50 Foch (155)** finally is a monster. In the right hands this tank means major trouble for its opponents. It has the same chassis as its predecessor, meaning it is almost impossible to damage it frontally unless you're at point blank range and can reliably hit the range finder on top of it. On top of that it is more agile, meaning it is pretty hard to circle it and pretty easy to get into other tanks' sides with it. What makes it an absolutely deadly tank however is its brutal gun with extreme penetration and alpha damage, all coming in 3 shot ammo drums. This means that the AMX50 Foch (155) can destroy every tank in the game except the E-100 and the Maus with a single ammo clip and due to the gun's extreme penetration has good chances to successfully do so. This is balanced by a reload time of around 46 seconds, so if you meet this tank, count its shots right and jump at the chance when you know it has to reload – it might be your only one.

Weak Spots

Most French light, medium and heavy tanks are entirely weak spots. If in doubt, aim at the turret or the commander's cupola. The low tier French TDs can be shot through the front or their commander's cupola if they have one. The higher tier French TDs can only reliably be penetrated at the range finder (that bar on their top) or at their (rather small) lower front plates. You need to get pretty close to hit these weak spots though, with all the consequences it may have to get close to the business end of a French TD gun.

German Tanks - A Brief Overview

Generally, German tanks have good, precise guns with good penetration and damage. Exceptions are the tier 10 guns (more about that below). They need a player who knows how to handle them, but are great fun when played right.

Light Tanks / Scouts

With WoT 8.4, a new tank line has been introduced, leading to the Leopard and VK2801. WoT 8.5 has brought an extension of the light tank line to the tier 10 medium tank Leopard I.

The **PzKpfw I** is a more or less unarmored race tank. Its top gun, the 2cm Breda, does sufficient damage; however, its penetration and accuracy are not suited for long range fights.

The **PzKpfw I Ausf. C** is the fastest tank in the game and even quite well armored frontally with its sloped and for the tier quite thick front armor. The top gun is a heavy machine gun allowing you to do a chainsaw massacre to all tanks you pass and circle.

The **PzKpfw II Ausf. G** mostly differs from its predecessor in its armament. Its top gun has quite good penetration in its tier. It is not as fast as the PzKpfw I Ausf. C, but still quite a quick tank. In matches with higher tank tiers it is best used as a scout.

I found the **Leopard** to be a bit slow and sluggish for a scout role, and the top gun wasn't too impressive either. It is however a necessary step towards the VK2801.

The **VK28.01** has had the best from the pure scouts and the light tank lines, combining good speed and camouflage with good armor and a good gun making it capable to even destroy tier 10 tanks when they are heavily damaged or off guard. Due to its weight, it can also bring down smaller enemy tanks by ramming them. It has been rebalanced in v8.4, and it still has to turn out whether it is still as good as it used to be. Anyway, the VK2801 only is a tank for you if you delight in scouting with its special and unique gameplay.

The **PzKpfw. II** is a true fun tank. The penetration is quite good for an automatic gun. The tank is very fast and agile allowing it to create carnage among its enemies. The gun is quite inaccurate by its ~~nature~~ construction, but with this tank you can approach quickly and flee just as quickly when getting into trouble.

The fun goes on with the **PzKpfw. IIIA**. It is just as fast and maneuverable has good armament. Its hull is badly armored on the other hand. Its guns are useable, but pretty inaccurate.

The **PzKpfw 35, 38, and 38na** are pretty good and well armored tanks on their tiers. The 38na can however also serve as scout, meaning it gets in battles with much higher tiers where their main task is to spot enemy tanks for their team, and not to attack and destroy.

Medium Tanks

With the exception of the E50 and E50M, the German medium tanks are generally rather soft. At lower tiers they are very agile, but the guns aren't all that powerful. At higher tiers, they are less agile, but have guns with good penetration, damage and accuracy. The E50 and E50M imo are among the most powerful tanks in the game when played right.

You can reach these either by playing the PzKpfw II, IIIA, III and III/IV or by crossing over from the VK3601 (H) (start of E-100 line).

The **PzKpfw II, IIIA, III and III/IV** are very agile tanks. This is their main strength. With its great agility and acceleration, the PzKpfw III/IV plays a bit like a tier 5 T-44.

The **PzKpfw IV** goes down the path of a rather slow, but better armored medium and has spaced turret and good frontal armor. It sports the same rather average top gun as the PzKpfw III/IV.

The **VK30.01 (P)** is a true medium with decent agility and speed plus a good gun.

The **VK30.02 DB** has the same top gun as the VK3601 (H) and VK3001 (P) a tier below. It is pretty agile, has a good HP pool and the gun still is quite good on tier 7.

The **PzKpfw V Panther** is somewhat different. Its top gun has great penetration and rate of fire, but causes low damage. This coupled with its weak armor make the Panther rather vulnerable when used like a medium. It is an awesome sniper though.

The **PzKpfw Panther II**'s strength is its powerful and accurate gun. This is opposed by its soft armor that gets penetrated by everything despite its slope as well as by its poor acceleration and agility. Imo this makes it primarily a sniper, too. Use it in true medium style together with other mediums and when outgunning the attacked tanks only.

The **E50** and **E50M** are true medium highlights. Their strongly angled front armor makes them bounce a lot. They accelerate quite well and have good top speed. Their top guns do a lot of damage and are a tanker's wet dream (particularly the E50M gun with its awesome penetration and accuracy). These tanks are worth the grind.

The **Indien Panzer** is quite sluggish for a medium tank, and takes an eternity to reach its top speed. That doesn't exactly help its agility. The armor can be quite bouncy frontally, but that doesn't mean you can risk a lot with it. The top gun has very good penetration, a great depression angle and a very high RoF, but suffers from quite a long aim time. All in all, that makes the Indien Panzer a sniper rather than a good medium tank.

The **Leopard 1** could be described as a faster, lighter armored E50M. It has an equivalent gun with a slightly higher RoF. Its armor is rather weak, which is compensated by its very high speed and incredible agility.

Heavy Tanks

You only reach German heavy tanks at tier 7. There are two lines: One leading to the E-100, the other to the Maus. Before getting to the German heavies, you will have to research through some light and medium tanks. At the PzKpfw IV there is a split leading you to the E-100 and Maus lines.

E-100 Line (H = Henschel, a German tank and airplane producer)

The **VK36.01 (H)** is more like a fast heavy tank rather than a medium and is awesome to play with its good speed, great frontal armor and powerful gun.

The **Tiger (H)** has a rather soft hull, but good acceleration and a great gun. It is a great sniper and support tank. It can bounce some shots when angled, but you cannot really rely on its armor too much. It definitely does not live up to the real Tiger tank from WW2.

The **Tiger 2** (King Tiger) is a great all-rounder with good armor and a great gun. Angle it and hide its lower front plate if possible, and it becomes a very hard to crack nut for its opponents.

The **E-75** is an even better Tiger 2. It should be angled as well, and due to its heavily sloped front and massive side armor turns into an almost impenetrable fortress that way. It is also well suited for side scraping because of that. The top gun is quite accurate and does very high damage. You may want to have a few premium shells with you as the top gun's penetration is subpar for the tank's tier.

The **E-100** is a massively armored, huge, rather slow tank with the top gun being very powerful with high damage output, yet inaccurate and having subpar penetration, more or less forcing you to use premium ammo for it (there are E-100 players who do very well with it w/o using premium ammo though). It bounces a lot of hits when angled (angle the turret too when reloading). The lower front is vulnerable though even when angling the tank, so try to hide it. Soft targets can often be one shot using HE ammo.

Maus Line (P = Porsche, who also built tanks during WW2)

I don't have any experience with the **VK30.01 (P)**, but it is more medium-like than the VK36.01 (H), with less armor, significantly higher top speed and the same top gun, making it a mobile sniper platform at the cost of being rather vulnerable.

The **Tiger (P)** has a very well armored hull, but is slow and cumbersome. Even shots from higher tier tanks often bounce off it frontally, and the commander's cupola is the only spot where it can reliably be penetrated. Looking at that, it is more like what you would expect from the Tiger (H). The gun is as good as the Tiger (H)'s.

The **VK45.02A (P)** has soft armor, but is pretty fast and agile and somewhat a medium-heavy hybrid. Its top gun is a bit worse than the Tiger 2's. It shouldn't directly confront tanks of the same or higher tier, but rather be played like a medium tank.

The **VK45.02 (P)** ("Mini Maus") is a slow, heavily armored monster. Its hull has more frontal, but less side armor than the E-75. Due to the rear mounted turret it is very well suited for side scraping.

The **Maus** is a humongous, slow moving bunker. The top gun is the same as the E-75's, which means subpar penetration for tier 10 (-> premium ammo). Even when angled, the Maus can quite easily be shot through its lower front plate between the tracks.

E-100 or Maus?

From all I have seen I believe the Maus is harder to play than the E-100, and it usually is everybody's prime target. Both E-100 and Maus are loved by arty because they are huge and rather slow. The E-100 actually isn't that slow though. The Maus can be shot right through the turret front and even the gun mantlet by powerful guns and/or when using premium ammo. If the E-100 angles its turret, this is however almost impossible there.

Personally, I prefer the E-100 over the Maus, because the E-100 is faster and more agile, almost as hard to penetrate when angled right, and has the far more powerful top gun.

Tank Destroyers

First Tank Destroyer Line

One sentence: with these you can move from victory to victory. They have very good top guns with high penetration, good damage, and fast reload rates. Many of these tanks are very stealthy and rather hard to damage frontally due to their sloped armor. With the top engine, most also are pretty agile and fast.

Once equipped with their top guns, the **Panzerjäger** (tank hunter) I, **Marder II**, **Hetzer**, **StuG III**, **JagdPz. IV** and **Jagdpanther** are hard hitting, precise, stealthy killers. You can equip the Jagdpanther with the JagdPz. IV's top gun when purchasing it, making it a dangerous threat right away.

At tier 8, you have the choice between the better armored, but slow and clumsy **Ferdinand** and the **Jagdpanther II**, trading good armor for speed. Both have the same very good top gun. I went for the Ferdinand because I prefer armor over speed on a TD. The Jagdpanther II's casemate may have a very well armored front; however, while you may be able to hide the lower front plate (which is quite a big weak spot), you will find it rather hard to do so with the upper glacis plate, which is rather soft too. A Ferdinand can bounce quite a few shots - a Jagdpanther II rather doesn't.

At tier 9, you are back at a single TD, the **Jagdtiger**. In the right hands it is a beast that can wreak havoc on any other tank in the game. It has a great top gun with awesome precision, fast reload and good damage, and also great armor at its top. Its main weak spot is the lower front plate, which it shares with the Tiger 2 as it uses the same chassis (so angle the tank between shots). In close quarters fights you can also face hug your opponent, depriving it of any frontal weak spots it could attack. The Jagdtiger is rather slow, but much more agile than the Ferdinand, which can easily cost medium tanks seeing it as easy prey their life.

The **JagdPz E-100** ~~has~~ had the most powerful non-arty gun in the game (only the FV215b (183) gun surpasses it; due to its high precision and penetration, the JagdPz E-100 gun is however significantly more reliable). It has great armor, but like the E-100 a huge weak spot at the lower front plate. The gun has awesome penetration, damage and accuracy values coming at the price of a long reload (~20 sec). Due to its size, it has a bad camouflage value and arty loves it.

Second Tank Destroyer Line

All these tank destroyers have in common that they are bearing very powerful, accurate and fast firing guns, but that their superstructure is as good as unarmored. These tanks therefore need to be played with due caution and from the rear and depend on good reconnaissance by their team to be able to unfold their tremendous firepower. Within their line, they differ in their mobility and horizontal gun traverse from tier to tier.

The **Marder 38t** is a pretty mobile vehicle with good gun traverse angles. The better guns have high damage potential, great penetration and an enormous rate of fire. The best gun also is pretty accurate, making this tank a deadly force and a very dangerous opponent.

The **Pz. Sfl. IVc** is a very fast and agile, but also pretty huge vehicle. On top of that it has an incredibly powerful gun for its tier, that is almost as good as the Nashorn's top gun, and fires even faster than that.

The **Nashorn** is considerably more sluggish than its predecessor. Since it is pretty big it can be seen and hit at quite a distance. The top armament is similar to the Tiger I's 8.8 top gun, giving this tank excellent rate of fire (around 11 shots per minute), accuracy, penetration and alpha damage for its tier, making it competitive even in tier 8 games if played right.

The **Pz.Sfl.V „Sturer Emil“** is the worst tank in the second German tank destroyer line: It is huge, sluggish and not as accurate as its gun specifications suggest. While the top gun has high accuracy and alpha damage, this is paid by a long reload time of over 11 seconds. All that makes this tank rather hard to play. If spotted, it cannot flee, and if a battle is flowing very fast, it cannot follow.

The **Rheinmetall-Borsig-Waffenträger („Rhm.-B. WT“)** is this line's first tank destroyer with a fully rotatable gun. Even the stock configuration is pretty powerful and the gun is comparable with the Ferdinand's and Jagdpanther II's top guns. The top gun resembles the 150mm gun of the E-100. However, it is rather inaccurate and has a long reload time. Since the Rheinmetall-Borsig Waffenträger has virtually no armor and a low structure point pool and this only lives by its excellent camouflage value, the stock gun is the better choice due to its great accuracy and better penetration.

The **Waffenträger auf E-100 („Gun Carrier on E-100“**, also nicknamed "Waffle Tractor") is the apex of the second German tank destroyer line. The superstructure, which is mounted on the moderately agile E-100 chassis, offers as good as no armor. However, it can be rotated by 360°.

There are two guns available for the WT on E-100. Both have an automated reloading mechanism similar to certain French tanks. I consider the low caliber gun the better one, as it has better penetration, is incredibly accurate, fires very fast and has a six shot magazine (it basically is the Jagdtiger's top gun). With this gun you can deal out an average damage of 3360 structure points per drum, meaning that no other vehicle is safe from being destroyed by this tank destroyer. The high caliber gun is similar to the E-100's 150 mm gun and has too low penetration for tier 10 battles. On top of that it is less accurate, only fires four shots per magazine and only achieves 3000 average damage per drum.

The major weaknesses of the WT-100 besides its long reload times are its size and the practically unarmored superstructure. This makes the British tank destroyer FV 215b (183) its natural enemy, since it has good chances to destroy it with a single shot when using premium ammunition.

Superheavy spall liner, improved optics or even better binoculars and probably a camouflage net are recommendable equipment for the WT on E-100.

Weak Spots

The main frontal weak spot of all German tanks with sloped armor is the lower front plate. When you penetrate there, you also have a chance to damage the engine and even cause it to burn. Alternatively, you can shoot at the MG port at the upper front plate or at the commander's hatch, which is a very good target when encountering Tiger (P), Tiger II, E-75, VK45.02A (P) and VK54.02 (P).

In order to avoid being shot there angle your tank so that a line going through a rear corner of the hull to the diagonally opposing front corner points at your enemy. To avoid being hit at small weak spots, wiggle or move your tank while reloading. Maus and E-100 should angle their turrets while reloading to avoid being shot through the turret front.

British Tanks - A Brief Overview

I cannot say much about these tanks, as I have only played most of its mediums and a single TD, so I will only give a few general comments here for the time being.

There is generally only so much variation you can put into a new tank line when moving in the triangle of speed, armor and armament. The most distinctive common feature of British tanks are fast firing, precise guns with little alpha damage.

In my opinion, such guns have more disadvantages than advantages. You need to hit an opponent often to destroy it. An opponent with a powerful, slow firing gun can negate that by hiding in cover while reloading, making your RoF useless. When it comes out, you can deal two, maybe three shots to it and in return get some massive damage inflicted upon you. In the end your tank will be destroyed and your opponent will still have a third or half of its structure points. You can compensate that by alternately tracking enemy tanks and damaging them while they are immobilized. With the fast firing British guns this works pretty well.

With the exception of the light and the low tier medium tanks, British tanks are also rather slow. This makes it hard for them to keep up with fast moving battles, play peek-a-boo or handle quickly moving enemies.

All in all this makes the British vehicles a rather unattractive tank line in my eyes. If I had known earlier or waited a bit, would rather have gone for the Chinese than the British medium line I am currently grinding. They are certainly not beginner friendly.

Light Tanks

The British light tanks are rather big and have very soft armor. Their strengths are their speed and mostly good guns.

The **Cruiser Mk. I** is quite fast and has a powerful gun. On the other hand it has no armor worth mentioning.

The **Cruiser Mk. II** is quite similar and just a bit better than to its predecessor.

The **Cruiser Mk. IV** is pretty large and soft, but very fast and quite agile, and on top of that has a great top gun in its tier. All in all this makes it a real fun tank to play if you manage to protect its very soft armor.

Because it is rather large and doesn't really have armor, the **Covenanter** needs to use its good speed to exploit mistakes enemy players are making and to protect its armor.

The **Crusader** is more or less an upgraded Covenanter with greater speed and agility and quite good guns.

Medium Tanks

The British medium tanks generally have soft armor and good gun depression. At lower tiers, they are very fast and agile. Their top guns mostly have good penetration, balancing low alpha damage with a high RoF. From tier 8 and up, the British mediums, while accelerating well, have a subpar top speed, making it hard to use them in true medium style.

The **Matilda** is more of a heavy than a medium tank. It is extremely well armored, but just as slow and sluggish. This is somewhat compensated by its fast turret rotation speed. The best gun to use on it is the QF 2-pdr Mk. X-B: it doesn't do much damage per shot, but it shoots very fast, has quite a high penetration and pretty good accuracy.

The **Cromwell** is a very nice tank with great speed, good maneuverability, and a good gun. Since it is very soft, you need to make sure you don't get hit (at least not too often), but its speed helps a lot with that. It's a great flanker and can wreak havoc among tanks it has gotten in the back of.

Where the **Cromwell** excels the Comet disappoints. It doesn't have a significantly better gun, so it's basically a slower, more sluggish Cromwell with more hit points. The upgraded turret allows you to play it hull down, but it needs to be played with caution because almost every hit it takes will damage it.

The **Centurion Mk. I** is a very soft tank. On top of that it is pretty huge. This makes it very vulnerable even by lower tier guns. Even the good gun depression does not help much here: What is playing hull down good for if everybody can penetrate your turret? It is also not very fast (hardly faster than an IS-3), so cannot easily be played like other swift and agile medium tanks. The top gun is pretty good with very good penetration on par with heavy tank guns in this tier, acceptable alpha damage for a medium and pretty good accuracy – on paper. In reality I found it to miss targets a lot at longer distances. I prefer the Panther II over this tank all the way.

At the first glance, the **Centurion Mk. 7/1** is more of the same. Even with the best engine it is not exactly fast with its 40 km/h top speed. While the sloped upper glacis can occasionally bounce a shot, the hull is big and soft and easy to penetrate. The turret on the other hand is pretty well armored and rather hard to penetrate frontally. The top gun is the Centurion 7/1's highlight, boasting great accuracy, high penetration and for a medium tank above average alpha damage. On top of that, it has a tremendous gun depression of -10°. The drawback of the gun is its pretty long reload time. While the alpha damage with premium (HESH) ammunition is even higher than with AP ammo, premium shells also have significantly lower penetration power. All in all, the Centurion 7/1 therefore is not your typical medium tank. Either use it as sniper from a distance, or deploy it hulldown as hard to overcome bulwark.

The tier 10 British medium **FV4202** is a better Centurion 7/1. The front plates are extremely sloped, bouncing almost every shot landing there. The turret has a lot more armor than the Centurion 7/1's. The armament is identical to the Centurion 7/1's top gun and sports a significantly increased RoF. The tank is significantly more agile than its predecessor, accelerates faster and achieves a higher speed when climbing slopes. The FV4202 has mission profile similar to the Centurion 7/1's.

Heavy Tanks

The British heavy tanks have strong armor and are rather slow. It is hard to damage them frontally when they are angled. Like the medium tank guns, their guns are rather precise and have good penetration, yet low alpha damage.

The **Churchill I** very much conforms to the formula of mid-tier British heavy tanks. It is massively armored, but quite slow. It accelerates quite well though and can sustain its speed almost anywhere. Frontally the turret is easier to penetrate than the hull.

The **Churchill VII** is not much more than an upgraded Churchill I with the same strengths and weaknesses. The tracks are a particularly vulnerable weak spot of this tank, and since the hull is right behind them, you will often damage the tank on top of immobilizing it when hitting it there.

The **Black Prince** again is an improved Churchill VII. Its tracks aren't as vulnerable though, and above that the turret is very well armored. On top of that it has a powerful top gun with a very high RoF, allowing you to alternately detrack and damage opponents.

The **Caernarvon** is more like a heavy medium tank. It is fast and agile, and on top of that acceptably well armored. The gun is quite fast, accurate, and has good penetration; this is opposed by its low alpha damage that is typical for the British tanks in W. The turret is quite hard, and together with the enormous gun depression makes the tank very well suited for hull down gameplay – which this tank is in dire need of due to its big and soft hull.

The **Conqueror** is even less compromising than its predecessor and even more of a medium. Given its tier the armor isn't worth much. The Conqueror is however very fast and maneuverable. Its top gun is a great weapon and while having the same penetration as the comparable American top gun is otherwise superior to it with its high accuracy and RoF.

Due to its rear mounted turret, the **FV215b** again has a different play style. Its turret is quite well armored, the hull however is not. Additionally, the tank is quite huge, making it pretty vulnerable and quite an artillery target. Due to its construction you can balance that a bit by using side scraping. The gun has quite good penetration – particularly with HESH premium ammunition – and is very accurate. Its alpha damage is rather low, but that is compensated by its enormous RoF for the tier.

Tank Destroyers

The British tank destroyers from tier 5 to tier 9 are heavily armored, slow moving fortresses with the typical British guns sporting a high RoF balanced by low alpha damage, good accuracy and penetration. They have glaring weak spots though, allowing any skilled player at their tier to make short work of them (if need be, use a few premium ammo rounds). Due to their low speed they also have great difficulty keeping up with fast moving battles, often ending up with a low score after such a battle.

The **Valentine AT** is slow and badly armored. It is therefore not advisable to use the quite powerful howitzer gun on this tank since it is quite inaccurate and has a rather long reload. Since you need to get close to your targets with such a gun, you will be left defenseless for quite a while with it. The best tactics with such a gun is to attack lone enemy tanks you can destroy with a single shot.

The **Alecto** is a pretty agile vehicle with a very low profile, yet no armor worth mentioning. This makes the powerful howitzer gun suitable for it, since you can (and should) play this tank hit and run style.

The **AT-2** is a pretty slow and sluggish tank. Despite being massively armored even at the sides and the back it can be easily damaged due to its prominent weak spots (commander's cupola, gun breach). It can be amazingly effective in tier 5 games, but is easy prey for higher tier tanks.

The **AT-8** is pretty much the same on tier 6 as the AT-2 is on tier 5. It doesn't even have better armor, just a bigger hit point pool.

The **AT-15** continues the path its predecessors have taken. It has a very good top gun with good penetration and damage values, very high accuracy and an enormous RoF, allowing to keep enemy tanks constantly de-tracked and destroying them in almost no time. Since the gun is mounted asymmetrically on its right side, it can very effectively peek left around corners. It still has the same armor thickness as the AT-2 and AT-8 as well as the same weak spots.

The **Tortoise** is quite a victim on its tier. It has a very good top gun with great accuracy and high penetration, but a lot of big weak spots on its casemate, which are nigh impossible to hide and can easily be penetrated by tier 9 and higher tanks. This means the Tortoise really needs its large amount of hit points.

The tier 10 TD **FV215b (183)** is different. It has a turret that can rotate by a small angle and (theoretically) the most powerful gun in the game, allowing it to one shot almost every other tier 10 tank. To achieve this, the tank has to fire HESH ammo, and while the gun's penetration is quite impressive with that type of ammo too, it needs to hit the weak spots when attacking other tier 10 heavies or TDs frontally, and the guns rather low accuracy doesn't help much with that. This forces the tank to close in, and that makes it very vulnerable, as its armor isn't worth too much in that tier, and the lower front plate can easily be penetrated even by tier 8 tank guns. Even with vents, rammer, and BIA crew skill, the FV215b (183) also has a very long reload time of over 26 seconds. Medium tanks can devastate it in that time.

Weak Spots

Common weak spots of British tanks are commander's cupola, lower front plate, MG ports, and driver viewport. The massively armored TDs can also be shot at the gun mantlet as it has comparably weak armor (just aim right at the gun). The tier 10 TD can easily be penetrated at the lower front plate.

Chinese Tanks - A Brief Overview

I only know these tanks as opponents and from the beta tests, so I can only give very general information here currently.

Generally the Chinese tanks are uncomplicated and straight forward and a good choice for beginners as well as for advanced players who want to try something new.

Light Tanks

The Chinese light tanks are very fast and maneuverable and have good and precise guns with good penetration. They can be a real danger even for tanks of much higher tiers and finish them off in no time, particularly when these are already damaged. Their rounded turrets can bounce a lot.

Medium Tanks

The Chinese medium tanks are fast and have brutal guns. Their hull is soft, but their rounded turrets are almost impossible to penetrate reliably. They cannot point their guns down though, which forbids them to use hull-down tactics.

The **Type 58** is a useful medium tank on its tier. It is already equipped quite well in its stock configuration – which you cannot improve significantly by upgrading the tank though. It is quite fast, maneuverable, and sufficiently armed. From this tank you can research both the Chinese medium and heavy tank trees.

The **T-34-1** is a sufficiently, but not impressively fast and maneuverable tank. The top gun is good and has quite good penetration. This tank's typical strength is the very hard turret, making the T-34-1 a hard to fight opponent when it is played hull down. Unfortunately, it has as good as no gun depression, limiting the tank's usefulness when playing it hull down.

The **T-34-2** is basically a better T-34-1. It also has quite a powerful gun for a medium tank. The price you are paying for that is a rather long reload time.

The **121** is quite a huge tank. It is not very fast, but sufficiently agile. The hull is very soft, so needs to be protected from enemy fire. The turret is armored as well as the IS-7's turret though, and due to its rounded shape it is very bouncy. The gun is just awesome, not just for a medium tank: It matches the IS-4 gun in penetration and alpha damage, but is more accurate and the 121 also reloads almost 3 seconds faster than the IS-4. The only backdraw of the gun is its bad gun depression, which is typical for Chinese tanks, and which forces players to expose the entire hull to enemy fire when having to attack over a small terrain elevation.

Heavy Tanks

Like the Chinese medium tanks, the Chinese heavy tanks are pretty fast for their class and have very good guns. Their turrets are also very hard, and the hulls with their strong frontal slopes bounce hits more often than their opponents like to see.

At the first glance, the **110** looks quite similar to the Russian IS-3, and the angles of the front plates seems to bounce shells even more than on the IS-3. However, the 110 is considerably more sluggish than the IS-3, and despite nominally good accuracy, the top gun often misses; on top of that, its penetration and alpha damage are quite a bit lower than those of the IS-3's BL-9 gun. All in all, this tank therefore plays tangibly worse than the IS-3.

Tank Destroyers

There are no Chinese tank destroyers yet.

Weak Spots

Your best bet is the lower front plate. You may be able to penetrate the upper front plate of Chinese mediums with a good gun, but you can also bounce there due to its strong slope.

Japanese Tanks – A Brief Overview

Right now, there are only Japanese light and medium tanks. Apart from the STB-1, the higher tier Japanese tanks have weak armor and mediocre mobility, their guns being their strength. On top of that they are suffering from a sub-par view range. They are definitely not beginner friendly.

Light Tanks

Ha-Go – information needed.

Ke-Ni – information needed.

The **Ke-Ho** is very agile and fast, but has trouble going up-hill. The armament is rather bad and very inaccurate.

Medium Tanks

As had been said before, the Japanese medium tanks are mostly soft and not too mobile. Their strength is their good armament.

Good armor and strong guns make the **Chi-Ni** and **Chi-Ha** true fun tanks.

The **Chi-He** is a good allround tank: It is quite maneuverable and fast and on top of that armed well.

The **Chi-Nu** is almost identical to the Chi-He and therefore not very powerful on its tier.

The **Chi-To** is very big, not too agile and rather slow, particularly when going up-hill. However, it is well armored. The tank's top gun is sub-par for its tier. The Chi-To is not your typical medium tank and hard to master.

The **Chi-Ri** is just as huge and on top of that has weak armor and bad mobility. The top gun is drum fed and can fire three shots in rapid succession. Due to its higher momentary firepower it is superior to its single shot equivalent.

While being less bulky, the **STA-1** still is quite big. Its armor is negligible. The tank isn't too fast, but quite agile. The top gun combines very good penetration with a high fire rate and a very good gun depression. All in all this is the first "real" Japanese medium tank.

The **Type 61**'s armor is almost identical to the STA-1's (which means that at its tier it has no armor at all). It is pretty fast and very maneuverable though. Its top gun has high penetration power and very alpha damage.

The **STB-1** finally is well armored and on top of that very mobile. The gun has pretty good accuracy and alpha damage and is also very accurate when being fired on the move. On top of that it has a great gun depression of -10°.

Heavy Tanks

There are no Japanese heavy tanks yet.

Tank Destroyers

There are no Japanese tank destroyers yet.

Weak Spots

Everything, with the STB-1 being an exception to this rule. ☺

Drum-Feeder Tank Considerations

Drum-Feeder guns have great advantages, but equally great disadvantages:

- You can do a real lot of damage in very short time while making it almost impossible for your target to fight back.
- In reality, each shot has to be loaded by the auto loader – it just takes less time. This means that the bigger the clip, the longer it takes to unload it, giving the target enough time to reload and fire back.
- During the long reload time, an auto loader tank is completely helpless. This means you either need to have a safe shelter or a safe retreat route where you can exploit your high speed. It also means you should destroy your target with one clip.
- The bigger the clip is, the longer it takes to unload it and the higher the chances are that you fail to hit, penetrate or damage your target, or that your target retreats into cover. It also means that you need to expose yourself to enemy fire longer. Smaller clips with higher damage per shot on the other hand mean that an ineffective shot hurts you more. In my experience, the advantages of smaller, more powerful clips outweigh their disadvantages.
- Since not every shot will penetrate and/or do damage, you should keep one or two shots as reserve and only attack targets that you can safely destroy with any misses and zero damage hits taken into account. So while the AMX50 100 can theoretically do an average damage of 1800 HP with an entire clip, it will in reality rather only do 1200 and even counting on doing 1500 may prove fatal.
- You should always reload when the situation allows it (the 'C' key bound to that function by default, allowing you to manually trigger a reload without having to empty the entire ammo drum first).

American auto loader tanks have an edge over their French counter parts since their reload and aim times are smaller. Their better armor also allows them to get exposed to enemy fire while unloading their guns, while the French tanks should avoid being hit at all.

How to Fight Drum-Feeder Tanks

In order to successfully fight an auto loader tank, you need to take away the advantage the drum-feeder gives it by not allowing it to empty its entire clip at you. Play peek-a-boo with it. As soon as it can only place one shot at you while you are firing it at it, and you quickly disappear in cover until you have reloaded, the auto loader loses all of its advantages, while keeping the disadvantage of the long reload it has when its ammo drum is empty - and then you can attack it full out and ruin its day.

Terms and Acronyms

Here are a few terms you will encounter frequently in WoT.

Alpha Damage

Damage a single shot causes.

Cap

Capture (see chapter "battle modes").

Camp

Parking your tank far away from the battle zone and staying rather passive to keep your tank safe.

Def

Defend (see chapter "battle modes").

Buff

Make better.

Derp Gun

A gun that due to high inaccuracy, low penetration and long reload time is rather inefficient but does a lot of damage when it hits and penetrates. Often these are HE guns for tanks, the KV-2 gun probably being the most famous example.

DPM

"damage per minute", damage a tank can cause in a minute.

Eff

Efficiency, how good a player is; composed of win rate, survival rate, capture and defense points, spotted tanks per match, hit rate, kills per match, damage per match.

Farming

Playing to earn a lot of credits or experience.

Farm tank

Tank that is well suited for farming (i.e. which makes a lot of credits per game because it is easy to play, deals a lot of damage and has low ammunition and repair cost). This is particularly true for premium tanks, but there are also standard tanks suited for the task.

IMBA

"Imbalanced"; See OP.

Nerf

Make worse.

Noob

A player who stubbornly refuses to understand and play this game properly (in other words: who did not read, understand, and apply this guide).

OP

"overpowered", being too good/powerful.

Reset

Reset the capture countdown (see chapter "battle modes")

RoF

Rate of Fire, see RPM.

RPM

"rounds per minute", how often a tank can fire in a minute.

Stock

Factory version of a tank without any upgrades.

TK

Team kill, destroy a tank from the own team.

Troll gun

Weak gun that can hardly damage anything.