

Derp Gun 101 by warsteiner1

I thought i would put together a little post here outlining some of the basics about one of my favorite pieces of gear in the game... the Derp Cannon.

I know there are a lot of misconceptions and wrong ideas about this style of play so lets try to clear this up some....

Cons - 1st...and most important ...derping is NOT for everyone. It has long load times , sometimes sporadic accuracy , and all of the derp cannons have a very visible arc , which means your not going to fire a laser line toward anyone , its going to take some time for the shell to get there. Remember... this is an artillery cannon your firing.. not a normal one.

Pros - Almost every single tank either you tier or lower has the very likely possibility of being a ONE SHOT ! Combined with the Dead Eye Skill you will be doing critical hits a lot more than with normal guns and rounds. Even when faced with much higher tiers than yourself , you will usually be able to peck out 10-15 points of damage here and there where the normal gun and AP shells would either bounce or just not do anything at all.

Rules !! - You Must... and i mean MUST use HE rounds when using a Derp Gun to get its full effect. Remember , using this tactic is about one thing and one thing only... pure damage and as much as possible at once !! Using AP rounds with a derp gun is simply robbing you of its true usefulness.

- On moving targets you will need to learn to lead people , and by a decent distance. This is different from each gun , as each countries guns have different characteristics . Over time , and with practice you will learn how much distance is needed for each one.

- Taking precious time to aim for weak spots is NOT always a necessity. Popping around a corner and blind firing into the front of an enemy tank will often lead to just as good of a result as taking the extra 2 seconds to zoom in and try to aim.

There are obviously some tanks and derp guns that are better than others , i personally prefer the german on the Panzer 4 , 2nd would be the american 105 on just about anything tier 6 or lower . Russians will have slightly longer than normal loads , even as far as derps go , however they pack way more of a punch. The British i must say , is one of the most difficult to get used to. I would suggest trying it on the Cruiser II 1st and get used to it. They have EXTREME arches to them and almost take 2-3 times longer to get to a distant target. Please dont start learning with them.

In closing , Derping is something i have been mastering and working on since beta on the PC almost 3 years ago , and it takes time and patience . Dont get frustrated , the rewards of using one are very well worth it. The 1st time you roll around the battlefield and rack up 3 or 4 ONE-SHOTs , you will be addicted , like me !!

Derping is not for everyone, but once it is...it will be your goto tanks.

Hope this helps a little bit.