WOT Database Keys:

db.players:

Unit consist:
[u'nick', u'_id', u'data', u'tanks']

Key "data" consist entire gamers statistic
[u'spotted', u'hits', u'battle_avg_xp', u'draws', u'wins', u'losses', u'capture_points', u'battles', u'damage_dealt', u'hits_percents', u'damage_received', u'shots', u'xp', u'frags', u'survived_battles', u'dropped_capture_points']

Tanks consist array[unit,unit,unit]. Any single element consist:
[u'clan', u'all', u'account_id', u'max_xp', u'company', u'max_frags', u'mark_of_mastery', u'in_garage', u'tank_id']

Key "all" consist:
[u'spotted', u'hits', u'battle_avg_xp', u'draws', u'wins', u'losses', u'capture_points', u'battles', u'damage_dealt', u'hits_percents', u'damage_received', u'shots', u'xp', u'frags', u'survived_battles', u'dropped_capture_points']

db.tanklib:

Any tanklib key are unic tank ID

Any ID_Key consists following keys:

[u'nation_i18n', u'name', u'level', u'nation', u'is_premium', u'name_i18n', u'type', u'tank_id']