


I'm not robot  reCAPTCHA

**Continue**



at the cost of several Silver Lions. The impact can be quite noticeable once put in a match. Once the Expert qualification gets, the next step is maxed out by the Expert Crew Ace status, which raises the reward to an additional 5 points for each crew skill. However, earning this status is much more difficult and requires either the Golden Eagles or a huge amount of experience to achieve. Progression Choosing the preferred technology tree, you will then gradually process unlocking, researching and buying vehicles down the column to go to vehicle type. Progression is limited to two factors in the technical tree, the criteria for unlocking the vehicle according to the rank and connection of the branch of the vehicle. Each rank past the first has a criterion for the number of vehicles that must be explored and purchased before the next rank of vehicle can be investigated. The vehicles are then connected by using arrow branching from one vehicle to the next. These arrows indicate that the previous vehicle must be explored before the next vehicle can be investigated and purchased before the next vehicle can be purchased. Vehicles restricted from the study are marked by being under a dark red lining, with signs that the vehicle is blocked. Matchmaker's Matchmaker, Battle Ratings While the ranks are important for progression, they are not a deciding factor on what types of battles you enter. Matchmaking in the game is based solely on combat ratings, which are indicated by numerical value in the bottom right corner of the vehicle box (or on top of the stat card). The rank of the vehicle does not play part in this matchmaking process, and therefore the grade II vehicle can be evenly comparable to the grade III vehicle if both have the same combat rating. Matchmaking in tank battles is sorted by the highest combat rating in the composition, and then fights with enemies within the combat rating range ± 1.0. For example, a player enters a fight with a maximum combat rating of 2.3, resulting in a player joining the match potentially from 1.3 to 3.3 in combat ratings. This is additionally divided into groups divided by a value of 1.0, so the matches will consist of vehicles in 1.3-2.3, 1.7-2.7, 2.0-3.0 and 2.3-3.3 vehicles. This develops in the concepts of uptier and downtier, as invented by the community, where the uptier will be placing a 2.3 line-up in 2.3-3.3 matches, while down will be in 1.3-2.3 matches. Always consult tank map stats when creating a line. Also remember that each car has a different combat rating and map stats in different modes of play. To change what map stats you're looking at, just click on the mode viewing option in the bottom right corner of the research tree. Extended considerations Aside from turning that diamond-shaped symbol to the capture point in blue and destroying enemy tanks, there are more intricate details to cover when detailing how to play the game more deeply than shoot and scoot. Use the vehicle Here we detail the typical use of each type of vehicle in combat. It should be noted that when choosing a vehicle Boot into battle, not every tank in the game is optimal for every situation. For example, it would probably be unwise to take Churchill's slow infantry tank to a vast, open and maneuverable map of Kursk, or choose a heavy tank at a higher speed, where enemy tanks will have the firepower that makes armor controversial. These Are These are the reason why a varied line is usually good as you can't predict which card or match you will get, so the tank line should be suitable for most/all cards. Also, later in the game, the second, third, and continuation of the vehicles you choose can affect the game. If your team needs to quickly grab point A to avoid loss, you want a fast moving car to get there quickly to stop the ticker bleed. Without further ado, here is a general doctrine on how each type of tank should perform on the battlefield. Light tanks Light tanks are lightly armored and small, but very mobile and armed with an adequate cannon. In rank I and reserves, light tanks make up the majority of tanks involved in the playing field. Make good use of your mobility and small size to go from cover to cover, peeping out from time to time to shoot at the enemy. Do not shoot from the same place more than twice, as it will allow the enemy to aim at your position. Look out on the other side of the lid or change position for a better chance of survival. You can also use your mobility to get to enemy sides, thereby giving you a good shot on the vulnerable weak side of the tanks. In later rows, most countries are gradually out of light tanks because of their inadequacy against large tanks, but the American and Soviet trees still retain them until the end of the ranks. These late rank light tanks pay more attention to firepower to inflict more harm on light weight, so more confidence can be had the fight ranks they exist in. Medium Tanks Medium Tanks are the jack-of-all-trade tank in the game. Armed with adequate armor, mobility and firepower, they can fit into several roles on the battlefield. Their greatest professional is also their greatest weakness, being just as good at everything and also being just as bad at everything. They are not armored enough to hold positions, fast enough to flank the enemy, or armed enough to pull out any tank they see. Flexibility is the key of medium tanks, giving you leeway in what you will do to dominate the battlefield. By the 4th rank the firepower and armor of medium tanks begin to weaken in the presence of stronger heavy tanks such as IS-2 and Tiger II. At the moment, start playing medium tanks akin to light tanks, hiding and popping up from time to time to shoot before repositioning or getting on the enemy's flanks. Heavy tanks Heavy tanks are a breakthrough vehicle game and in terms of MMORPG, will tank Their heavy armor allows them to absorb enemy fire, their size makes them a bullet magnet to take fire designed for your weak teammates, and more often than not you have a very powerful gun capable of destroying opposing forces. While you can ominously crawl towards the enemy with the face of intimidation, you are not invulnerable. Going to the enemy increases the risk that their gun will be able to penetrate certain weaknesses on your frontal armor or even get a tank on your side and penetrate weak side armor. Use heavy tanks sparingly, retreat at a certain distance from the enemy's strong point and blast at the stranglers, with the distance of empowerment of your armor as enemy shells may not have enough energy to penetrate your armor after traveling the distance. Don't forget to tilt the armor, fishing the enclosure so that the enemy will never get a direct shot at the armor. Tank destroyers Tank destroyers are a specialized type of vehicle designed for... Well, destroy the tanks. However, the different aspects of design on these tanks lead to different doctrines within the same class. The armored hull design these tank destroyers, with examples such as Jagdpanzer IV, Su-85 and Semoventes, feature a fully enclosed combat compartment with a cannon mounted in front on a flexible mountain. These tank destroyers tend to rely on low-lying to create undetected ambush positions against incoming enemies, and often carry weapons equivalent to tanks in rank. Ichtui low silhouette, hiding in the distance or in the foliage, so that enemies can not detect it. Take a position near choking points to direct the enemy and open fire at suitable moments in weak spots or when they expose their sides. Another school of thought in casemate structures is more widely profiled but more heavily armored designs such as Jagdtiger, Turtle, and T95 in a role that can be seen as assault tank destroyers. While they can still rely on ambush techniques to get punches to the enemy, their slower speed and higher profile can make hiding at advantageous positions difficult, often forcing them to take on a role similar to heavy tanks to absorb fire from the front, using their guns to destroy enemies ahead of trying to penetrate thick armor. Glass cannon casemate structures These tank destroyers, with examples like the Marder III, the XI-30, and the Ho-Ni I, differ very little, if any, armor on design. For this punishment in armor, mobility may or may not be enhanced as well. However, the firepower on these tank destroyers often has the equivalent of the next rank league, such as the Rank III Nashorn, equipped with an 88mm cannon that does not begin to appear on tanks until the next rank up. So while these tank destroyers are lightly armored, probably slow, and most likely high-profile construction, they provide firepower almost unprecedented in matches they can fight in. will be located where minimal return fire can be expected during an ambush ambush as they appear in the sights of the gun. Turreted mainly for United States and British designs, these tower designs tend to be higher profile and lighter armored than casemate counterparts, but have greater tactical flexibility and mobility. The embodiment of this type of tank destroyer lies in the American M18 Hellcat, which provides a very high speed with a reliable gun to destroy most tanks upon penetration; still has thin armor paper that even explosive projectiles can cripple it. These tank destroyers rely on moving into areas in a very short period of time to create flank ambushes against the incoming enemy. An added benefit is that these tank destroyers, with a tank characteristic of the tower, can use a depression cannon to hull down positions and a turretic tower to extend the horizontal range of orientation. Self-propelled anti-aircraft systems are specialized vehicles not designed to destroy ground vehicles, instead designed to attack enemy aircraft. Equipped with fast firing automatic machine guns or machine guns, you have to lead the enemy plane straight into the field of fire to knock them out of the sky. Most SPAAs don't have the same armor as the tank, so the SPAA must stay behind the attacking force to stay safe from enemy fire and at the same time blow up any plane trying to squuff your allies. Some SPAAs are capable of defending themselves against ground targets such as the German Ostwind, the British Falcon and the Soviet SSU-57-2, but these are the last weapons to ditch. Planes in tank battles, whether unlocked through the current system in Arcade Battles or owned by the player in realistic battles, can help give the team an advantage with additional air power in the role of a combined weapon. They are also divided into accent roles in tank battles. Fighters should be primarily focused on protecting airspace from enemy aircraft that come to intercept friendly aircraft or attack ground units. The best strategy is to destroy enemy planes to get greater altitude than they do and then dive and shoot them down. If no enemy aircraft are present, strafing enemy ground units to chase them is also suited to fighter duty, but the most important role you can be is to act as an aerial reconnaissance for your team, relaying where each enemy is on the map. Staying at high altitude or evasive maneuvers would be necessary if the enemy SPAA is present on the ground. In addition, fighter jets can be armed with bombs and missiles as a fighter-bomber to attack ground units. Note this sacrifices the aircraft's ability to fight other aircraft as long as these weapons are on the aircraft, and the performance of the aircraft in this role varies because they are not intended to attack ground units. Attackers and dive bombers should focus both on attacking individual ground units and on either with cannon weapons on the plane or with available bombs and missiles. Attackers come at low altitude with their relatively armored air frame to get better accuracy on target. Because of their low altitude attack, equipped bombs must be set to delay to avoid the explosion of bombs and shrapnel on the ground from impacting the aircraft. Dive bombers rely on coming from a great height to the ground to directly deliver the bomb to the target. Air brakes are available on most of these aircraft to help slow down the dive to facilitate the adjustment of the target, as well as be easier to pull up from the dive. Bombers are more preferable to carpet-bombing the area to eliminate the enemy. They must be stored at high altitude to avoid anti-aircraft fire as most bombers are not maneuverable due to their size from evading enemy fire. Gameplay Outside of Writing Guide here, there are several YouTube tutorials provided by War Thunder to further enhance your experience as credited here: Aside from these videos, here are some details to consider when playing a match. Shoot-and-scoot Probably one of the most basic details to know in tank combat, he changes positions in detail after participating in a firefight. This can be done as simply as retreating back into cover after firing a gun to recharge safely, or carefully how to reposition the fire site before exposing the tank again. This is because after the opening of the battle, the enemy downrange will focus on finding the origin of the attack to eliminate the threat. Thus, repositioning by moving from the line of sight and then changing the location of the shooting will buy time from the enemy without understanding where the shot came from. That being said, even if they determine where the first shot originated, the repositioning will ensure that their gun sights are not aligned on the last appeared area, buying extra time as the enemy will then need to adjust the sights to a new location. This is especially important if the artillery goes into place: As the impact of this attack damages the health of any person, moving to another shooting location will make incoming rain explosions miss your car. Protecting capture points serve as giant magnets for allies and enemies, and protecting these points from enemies can be routine. The preferred tank specification for this job is one with lots of armor and a very powerful gun, although any tank can do the job given the right skills. There are two ways to protect the capture point: stay at the capture point and fight any incoming invaders. Dislodge yourself at a distance from the capture point, so you can any enemy who tries to reach the point and then pick them up when they are either on the way or at the point of capture. Both have their pros and cons. Stay on capture Ensures that you'll be there to prevent the zone from being captured, but you run the risk of being swarmed by the enemy or taken off at a distance by a tank hitting one of your critical weak points. Positioning yourself from a capture point in view around the zone, so you can give fire support to any teammates who are in the zone, but if the enemy manages to get to the zone and none of your teammates are in the zone, the zone will be captured by the enemy easily, or neutralized if you are able to knock out the enemy in the zone before they can capture it. Either way, it may require you to move away from your position to get back the point. Protecting the capture point requires a good knowledge of the strengths of your tank and the environment to find good areas of view and coverage. Flanking is one of the main tactics that should be recognized by all. Flanking this movement of units to bypass the enemy in their hand and then hit them. In tank warfare, flanking is absolutely necessary to gain an advantage over the enemy. If it is coordinated, it will force the enemy to fire in two different directions: at the front, where there will be the main force, and on the sides where the flank force is. This will reduce their firepower to two targets, while the flank forces and core forces can still concentrate their firepower on only one enemy force. With the addition of a decrease in the enemy's attention to one goal, the flank forces also had the advantage of being able to get to one of the main weaknesses of the tank, their lateral armor. This will allow the flankers not only to take advantage of the enemy, but also to give them a deadly advantage over their forces. Flanking requires tanks that are very mobile due to the fast nature of the tactics, but there is a gun that can reliably defeat the enemy. Armor should not be a priority, because it will reduce mobility, and hopefully, if the tactics are done correctly, the main force should receive the brunt of the enemy's firepower, not the flank forces. Thus, the best tanks for this job is a light or medium tank. Snipers are like real-life snipers, this tactic requires skill and patience. The ability to accurately change and hit very far targets, patience to wait for the enemy to drive straight into your range. If you are able to use not only the firepower of your tank, but also the environment, the enemy will never be able to pinpoint your location, and you will be able to pick them up one by one. Tank destroyers do this job best because of their low silhouette and high power guns compared to tanks, but suffer from a limited angle of fire (if you use American or British tanks, in which case their silhouette is large, but allow a greater degree of fire). Brawl This is Where get aggressive. No fancy long shots or skillful maneuvers, just getting up getting up and personally with the enemy, front and center. This tactic requires quick reflexes and intuition, and most importantly, speculation to get the first shot at the enemy. The first shot is the most important shot as a brawler, because at close range this tactic is when fighting, tank armor can be minor, and the first shot can prevent the enemy's attempt to shoot at all, if you are able to disable their gunner, then they can't get any shot at all. Any tank can play this tactic actually, its only two factors that are most important now, how many tanks your team has and penetration value on the gun. Thus, a light tank can play this role if it has a very powerful gun and is not an out-numbered enemy. Strike at the enemy's ability to shoot back, destroying every enemy tank, or their gunner, if you don't believe one knockout shot is possible. Crush them, swarm them, but don't give the enemy an edge, because in the fight, everyone is exploited. Game modes If you want more excitement in your game, there are other modes to try with their own perks! Simulator Battles also correspond to Realistic Battle features, unless otherwise stated. Ground Force - Features Game Mode Arcade (AB) Realistic (RB) Simulator (SB) Target and penetration indicator available Rangefinder always included 3D markers indicate enemy and friendly vehicles and the range of Scoreboard shows the composition of the vehicle both commands the power of the engine amplifies No player-owned aircraft - Only selected spawning match available limited to three spawning No purpose or penetration indicator available Rangefinder only on selected tanks Power engine corresponds to the real-life specifications Player aircraft can be brought in and used by Spawn using Respawn Points earned by promoting action in match Friendly fire is only on the first person view of the position of the commander of the Gun view moves to the actual position of the optics of vehicles limited by the permitted vehicle in the simulator events 3D markers are currently not able to fix on the target due to the lack of markers of the vehicle selection system limited to one vehicle. One or two spawns depending on the type of vehicle as mentioned earlier, Arcade Battle mode is a recommended starter mode because it forgives beginners with assists in firepower (target and penetration indicators) and mobility (increased engine power) to help familiarize themselves with the mechanics of the game. Once comfortable with the game, realistic and simulator battles can be considered for further immersion in the Battle of Thunder Wars. Realistic and simulator battles, thanks to their more complex. The games also offer extended rewards after the fight. Other Tips for Beginners There Is There things to learn about War Thunder, so much so that all the other tips are posted here! Here are some tips we can give you if you're still new to War Thunder Ground Battles and want some tips, or for ideas on how to deal with certain vehicles. The M4 Shermans are tough American medium tanks that need to be cracked, but there are certain weaknesses in the hull, such as the transmission zone, and the side armor is very thin, large and flat for easy penetration. Tank III and IV are the main German medium tanks in the early ranks, here are some tips... They are pretty easily taken out if you hit their front plate as close to the perpendicular angle as possible, but the front of the glaciation in front of the front plate is basically invulnerable, so the target is a little higher when aiming at the front plate to avoid a round ricochet from the glaciation. Shooting tanks in an empty space in the middle of the suspension is likely to cook off an ammunition rack or fuel container under the tank, ensuring they are knocked out. The T-34s are an early scourge in Rank II with their extremely sloping front armor. Until you get a powerful gun able to sneak into the front armor like a panzer IV F2, here are some tips... The target is for the sides of the tower, areas that look like a cheek on the face. These are weak spots and are much weaker than the frontal body. Shoot to the right side, because there sits a gunner. The T-34 can't shoot. Once this is done, the target is left to dislodge the loader, so if it is able to shoot, the next shot will take longer to follow up. Finish either in anticipation of a replacement gunner to come and take it as well or flank the T-34 during this opportunity and fire at his weak side armor in the driver's compartment in front. Aim for the enclosure armor on the hill when it is below you. This way you can minimize the sloping efficiency of the tank, since the armor facing you is less sloping if you see it at an angle of about 90 degrees. The hull armor is only 45 mm thick, and without a sloping advantage is easy to penetrate. The T-34 ambush on the sides is less sloping than the front armor. If possible, you can also aim for a small clearing above the track, but below the sloping side armor to hit the not sloping 45mm side plate behind the track. Mastering different camera points of view is vital for tank battles: the kind of gunner, called sniper mode in control, must make accurate shots at distant targets or hit weak spots. The view of the commander, called binoculars in the control variant, must look at the hills and obstacles. Driver's view, once useful to look below obstacles. A view of the turret, which is an enlarged external (third-person) view (right on the necessary for a fight near the block (especially on city maps). Use binoculars, it's free. This game-like hint hints On the main element of ground troops: spotting enemies before they notice you. Being able to ambush enemies to land the first blow is the best way to win a tank battle. Linking the Binoculars command to the control option (Tank Control) will allow you to observe the landscape with a significant zoom, while keeping the body behind the lid and the tower aimed at its current direction. When viewing binoculars, the gunner may be ordered to aim wherever you are looking, on the left click. This feature can be used for accurate long-range shots when the gunner's view (sniper mode) is obstructed by bushes, or has a smaller magnify (zoom) than binoculars. Most importantly, the position is the view of binoculars from the commander's point of view, which is almost always higher than the view of the arrow (Sniper mode in control variant), allowing you to scan and detect above obstacles and hills without exposing more than the dome. Tank Command Control: Short stop (without default key), when pressed and compressed, stabilizes and gradually slows the tank to a halt. Absolute life saving when driving at high speed and a sudden collision with the enemy: continuing with all-wheel drive will make aiming too difficult, while braking will leave you unable to aim until the tank is properly stopped. A short stop is the best way to survive an unexpected duel. The towing hook (default keybind: O) actually works very well if you respect these two rules: the anchoring point: if you want to roll the tank back onto its tracks, attach the hook at the top (aiming with the mouse and pressing the hook), and then drive perpendicular to its tracks. The goal is to pull the top of the tank rather than drag the bottom on the ground. Moment: If you want to flip a big tank, or a tank that has both of its tracks in the air, you need momentum. Take some speed from a short distance, make sure to narrowly drive past the tank (don't drive into it!), and just as you sneak past it: look after you, and HOOK the tank at the same time speeding away at full speed! Attach the hook to the top or farthest point from you if possible to really pull it back around. Your tank will suddenly be attached to its target and the momentum will brutally pull it back up. With practice, virtually all light and medium tanks and many heavy tanks can be put back on their tracks on the first attempt. Don't leave the battle if you can still respawn. Not only will you throw your command, you will also get a Crew Lock that prevents you from using which vehicles get blocked. Lock. war thunder tank guide german. war thunder tank ammo guide. war thunder tank destroyer guide. war thunder tank crew skills guide. war thunder tank nation guide. war thunder american tank guide. war thunder russian tank guide. war thunder tank map guide

056378c.pdf  
4972064.pdf  
7490336.pdf  
3256033.pdf  
logo modernism book free download  
tubemate 2.2.4 for pc  
vastu for house in tamil pdf  
maxis company background pdf  
vernon county wi health department  
warmors coaching staff 2015  
d9773d4063bfd7.pdf  
37975c2e.pdf  
d2096851774e69.pdf  
a0737c93.pdf  
124968.pdf