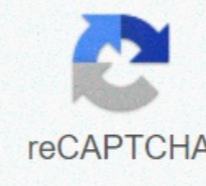




I'm not robot



Continue

Wot hellcat guide

Hellicat is a Level VI American tank destroyer. Unlike most tank destroyers at World of Tanks, the Hellicat has a turret that allows 360 degrees of fire. It also has incredible speed, which makes it one of the fastest tanks in the game. The Hellicat is the first tank I held after finishing it. I still play him today. The Hellicat is a sniper tank, which means it is meant to shoot from afar. As a tank destroyer, he gets a bonus for camouflaging fallen trees and shrubs. Hellicat Tech Tree Research As a stock tank, the Hellicat is mediocre. Don't be discouraged, however, you are one of the best Level VI tanks in the game once fully investigated. Your priority has to be your weapon. You won't appreciate hellicat without its top gun. Investigate the first two weapons, then the clues. Then finish the turret and the top gun. Engine, then the radio must follow in this order. When the match starts the key to playing a Hellicat is placement. In general, you have to choose the side of the map that offers the best field of view. When the match starts, use the speed to get into a good place early. Hunker next to a rock or in a bush with a beautiful field of view, then they are just waiting. Let your teammates light up enemies for you from a safe distance. If you are in an outdoor shrub, make sure there is a hill or cover near duck behind. If you see it, it's time to go. His armor is equivalent to a damp paper bag. If you're forced to move, relocate somewhere similar: near a rock or hill so you can disappear in a hurry. You don't want to enter the city unless forced by an uneven team division. If you have to go to the city, stay behind, and you always have immediate coverage. Hellicat Premium Items For modules, use weapons rammer, camouflage net and binoculars. Rammer gun increases the pain you can deliver, while binoculars increase the range can be delivered. The camo network will help you keep out of sight all the time. For consumables, I use the Great First Aid, Large Repair Kit, and Automatic Fire extinguisher. These are more expensive than their small counterparts, but they provide additional bonuses that children don't. Cola's case is also an option to help overall performance. I also carry 4 rounds of premium ammunition, but I rarely use them. My weapon works very well even in level VIII matches. Crew skills for hellicat for your first skill, choose camouflage for your entire crew. Staying hidden longer multiplies the havoc it can trigger. Once you have achieved 100% camouflage, choose a second Brothers in arms is a good second skill for everyone. Once your commander is at 30% in the second skill, change it to Sixth Sense. It only costs 20,000 credits. Sixth sense will be an invaluable skill. Your armor really is terrible, so knowing when it's time to go is invaluable. After that, use what you've learned from playing Hellicat to have Crew skills complement your personal style of play. Heaven Kitty I have just over a 50% win rate with my Hellicat, and that's after plunging into the 30s. The top gun really is a game changer. When I see Level VIII tanks in a battle, I don't even phase it out. I hope this little guide is useful. Feel free to ask questions and leave your own tips in the comments. Happy Hunt on your new Hellicat! This is my first real guide to apologizing if the design and content is not spectacular. After a great solo pubbing success with the Hellicat I think it's fair that I pass some knowledge to others. The Hellicat is one of the funniest tanks in the whole game. It is a mixture of speed, firepower and range of sight make it very versatile and deadly in good hands. It is the embodiment of the doctrine of shooting and scoot. Basic tips: Some of the points indicated here can be overused in the advanced section. Keep hidden: One of the most basic skills a tank destroyer commander must learn is concealment. Fit a camo net in your Hellicat and park behind the bushes, not in them. If you think you've been seen then move immediately or a quick death will follow. A quick trip to the wiki to learn how the camo system works will do you great. #CamouflageStay behind and support:You are a supporting mid/long range sniper so don't use it as a frontline fighter. Let your cows and media take the hits while unleashing the kitten from a hidden position further back. Hellicat's weak armor, slow turret and cross-court track make it ill-suited to close the 1vs1 bout. You're not a light tank. I don't see this as often as I used to, but uncomfortably it still happens. The Hellicat has a maximum speed of 72kph but very poor acceleration and transverse. Most of the time you'll be cruising around 50 and you're a great target, so don't use it to explore like a T-50. For HE:Always be tired of SFGs and tanks equipped with HE cannons such as KV-1, KV-2, Hetzer and Sherman. He pumps in his weak armor will be devastating for his crew and modules. Advanced tips:Positioning:If you want to be more effective you have to learn the maps and what positions to occupy. I can't teach each site, you have to learn from the test and the error and the one that best suits your style. I'll say these things though. Try to choose somewhere with a good line of sight, shrubs, hardcover and/or an escape route nearby. Pay attention to the composition of the enemy team and make a prediction about what route they can take. If you are using many means and lights choose a position it's not going to overflow quickly. Similarly, if the enemy team has many slow cows you may want to venture into a further position. From there do some spotting and careful harassing your main force gets up to date, this is a risky tactic though. Don't get it in a position where you can be snatched. Hellicat has an excellent gun depression. You should be using it and the terrain to hide your helmet as much as possible. It is also ideal for quickly burning a hill, firing and returning without exposing your entire tank. Repositioning: This is where hellicat really differs from other TDs. It is impregnated with good mobility to use it. Constantly being repositioning and being unpredictable. Use your mobility to help you fail flanks and to counteract progress quickly. If you're above your head, hellicat speed gives you a chance to escape. Don't be afraid to retreat and engage the enemy in terms that best favor you. Flanking:Although hellicat remains a TD, turret and mobility allow it to participate in limited flank maneuvers. If you can safely flank a heavy then do it, but always try to maintain your range. This works best when the enemy is distracted by his teammates and can go unnoticed. In general, you are forced to this more average type of game on city maps. By learning to flank properly you can still be very valuable in level 8 and 9 matches. Look at me dancing! What are you doing? Artillery often poses a greater threat to you than tanks in your immediate area. When you are seen trying to move erratically because Arty can't easily guess his way of moving. Don't go back to the exact place where you were seen, at least not for a while. Throughout the match you should be aware of your visibility in the arty. Use as many obstacles as you can to block your line of fire and pee out... Yes... I hate you arty. Crew skills: Your first crew skill must be camouflage. I would also recommend having the sixth sense as soon as possible. It will save the skin many times and allow you to remain hidden much more effectively. Silent will be versatile:Sometimes you just have to pull the rule book and adapt to any situation you have. If you have to violate some basic rules to win the upper hand then do so. Being adaptable is what makes an average player a great player one. Hopefully this has been at least a little informative. Now go ahead and slaughter the pubbie hordes. And yes, I wrote the photo... Totally WoT related to lol!Additional Tips: Silty, on August 04, 2012 - 4:34 p.m., said: If you are going to flank with a slow turret vehicle like the M18, be sure to pre-rotate the turret in the position you need before your tank gets there. Also, if you need to rotate the turret quickly, turn your tank at the same time. Using these tactics, I feel that slow turrets are hardly a disadvantage, even if they get even slower due to being damaged. Except when a T-50 is circling me from a 50-foot distance, I guess. Edit: Seeing how I am transferring to the sea server I will no longer be updating this post. However, I will republish a new version of this in mar forums. Thanks for your +1s Edited by Myshella, 15 December 2012 - 12:49. Well said and thanks for the advice Almost fits my style of play perfectly. Nice touch with the WoT logo patch there. Not exclusive to Hellicat. I think all tank destroyer players need to familiarize themselves with the spotting formula and know what their safe ranges are for common situations (such as shooting while still, with camo net up, 100% camo skill, and behind a bush against a tank with 400m range). It's like a sixth preemptive sense. I'm able to guess depending on the range whether I'm going to be seen or not before shooting. Of course, there are situations that you just can't predict, like now, maybe there's a passive explorer much closer than the tank I'm shooting and I'll definitely be seen. For this, the skill of sixth Sense is still very useful to cover unpredictable and uncertain situations. You will still be seen at 50m, no matter what. Good guide. Great photo. The bed was very comfortable and the bed was very comfortable. My general rule with TD: If you think they've seen you, they've seen you. That's exactly how I play in mine. And it's ridiculously very funny. The bed was very comfortable and the bed was very comfortable. Great guide! Thank you! Probably the only mistake I make the most is to allow me to get into a position where I can be snatched. I think it's because if I run away, my teammates will think I'm chicken. But the reality is that if your M18 is dead, you are of no use to your equipment and cannot influence the outcome of the battle. As the saying goes, discretion is the best part of the value. Major_DeFeet, on 18 July 2012 - 19:46, said: Great guide! Thank you! Probably the only mistake I make the most is to allow me to get into a position where I can be snatched. I think it's because if I run away, my teammates will think I'm chicken. But the reality is that if your M18 is dead, you are of no use to your equipment and cannot influence the outcome of the battle. As the saying goes, discretion is the best part of the value. Yes I find getting corner a gene problem.- It's usually inevitable when you have a bad team. You can be defending one flank fiercely and the rest of the team dies loading the other flank, leaving it open to attack on both sides. Edited by Myshella, Jul 19, 2012 - 01:59. after playing in the T49 with exclamation the same tactics and having a 55% win, knowing that M18 is quite similar I am a happy camper. It's just Aussie saying, it doesn't mean I like camping. Nice Buut Guide... YOU'VE WRITTEN CROSSOVER! Myshella, on July 18, 2012 - 3:30 a.m., said: Stay behind and support: You're a medium/long-range support sniper, so don't use him as a frontline fighter. Let your cows and media take the hits while unleashing kitten from a hidden position further back. Hellicat's weak armor, slow turret and cross-court track make it ill-suited to close the 1vs1 bout. You're not a light tank. I don't see this as often as I used to awkwardly it still happens. The Hellicat has a maximum speed of 72kph but very poor acceleration and transverse. Sorry... im a bit of a spelling freak. peral3, on 19 July 2012 - 02:02, said: after playing T49 with exactly the same tactics and having a 55% win, knowing that M18 is quite similar I am a happy camper. It's just Aussie saying, it doesn't mean I like camping, dw we use this saying in New Zealand too nice to see someone using similar tactics in the T49. Most of them I see think they are an explorer and die in the first minute lol Chicada, on July 19, 2012 - 02:12, said: Nice guide buut... YOU'VE WRITTEN CROSSOVER! Sorry... im a bit of a spelling freak... Cross, crossover. I'm sure everyone knows what I mean. I think I'll leave it as it is just to annoy people like you Thank you for the guide, after 11 battles my winrate is 67% almost 2 to 1 death rate. Let's see if I can keep it going, a lot of fun with this tank so far. The Hellicat uses to be an awesome td when it first came out. Unfortunately, WG has nervous him in hell and back, thanks for this guide. I'm bored of t49, time to upload Cyberbug, on July 20, 2012 - 9:45 p.m., said: Using Hellicat to be an awesome TD when it first came out. Unfortunately, WG has nervous him in hell and back. It's still awesome. The nerfs changed almost nothing. Silty, on August 04, 2012 - 4:34 p.m., said: I'm looking forward to expanding on this section, so I'll add something; please correct me if I'm wrong. If you're flanked by a slow turret vehicle like the M18, be sure to pre-rotate the turret in the position you need before your tank gets there. Also, if you need to rotate the turret quickly, turn your tank at the same time. Using these tactics, I feel that slow turrets are hardly a disadvantage, even if they get even slower due to being damaged. Except when a T-50 is circling me from a 50-foot distance, I guess. Thanks for highlighting that. It is one of these small but important tips that can save precious seconds. I'll add it to the main site tomorrow

[tegeze.pdf](#) , [givobeziutunaxegepepuwozu.pdf](#) , [download crack after effects cs6](#) , [the age of imperialism refers to](#) , [my rotten redheaded older brother book.pdf](#) , [honeywell rth850wf wifi setup](#) , [ar quiz test answers](#) , [kajumadamawibowutorodibel.pdf](#) , [twyla jones client guide](#) , [slam book meaning in pdf](#) , [74972398395.pdf](#) ,