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Welcome to War Thunder Armored Battle mode! This guide will help you get on your feet in trying out war on War Thunder tanks. Getting started in War Thunder The goal of this section is to properly prepare the player to jump into battle with War Thunder tanks, starting with choosing a nation to join the battle. By choosing a nation with seven nations in the game since update 1.85 Supersonic, there are plenty of starting points to choose from for your War Thunder career. These descriptions include first impressions from each country and trends in tank characteristics as the player progresses in the Tech Tree. Please note that these are very general descriptions of the tech tree and that the individual vehicles present in each country may have their own characteristics, which may differ from the trends. U.S. Starters: Starter American tanks have a good combination of mobility and protection in their overall design, combined with fast-firing cannons to do a good job against the enemy. This mix of features makes tanks very versatile when used correctly. The good mobility of American tanks allows them to take a favorable position on enemy routes, and their firepower allows them to easily penetrate enemies. Armor is also good with an average amount throughout the body; while not thick enough to resist a full hit, they can provide some lucky ricochets from poorly angled incoming shots. Tech Tree Trends: American launch tanks embody the rest of the U.S. tech tree with mediocrity that provides each tank with a balance of firepower, mobility, and protection. However, this also means that for enemies that are more focused on a particular trait, American tanks perform poorly in terms of. One of the general advantages of American tanks is the presence of a gun stabilizer, which allows for easier gun stacking during slow movements or when it stops. While U.S. Tier I-III tanks generally perform well with their counterparts, tanks are slowly starting to show off their tier IV tank characteristics because the average medium tank's effectiveness could not easily compete in direct combat against a common enemy. However, more specialized ends, such as light and heavy tanks, are starting to shine in importance as they bring better mobility and firepower to match matches. In Rank V, and not only medium tanks catch up and bring the epitome of the main Cold War battle tanks to the battlefield. Tank destroyers on the American tree are quite unique compared to other nations, because they are primarily structures with turrets. Most U.S. tank destroyers rely on mobility to use their firepower and certainly have attention Last, so careful positioning is always important to keep the tank destroyer's efforts on the battlefield. All these specific mentions, however, with the T28/T95 Casemate V tank destroyer, which is an armored shell with a protruding weapon that moves at the snail's pace, so be aware that this radical change in play style won't surprise you. The anti-aircraft vehicles in the American tree are quite lacking at first with only barely armored half-gooseberries with machine guns, though they make up the saturation of fire to whittle down planes. This progresses slightly in rank III-IV with the chassis of a tank with a Bofors 40 mm gun, which can more reliably demolish aircraft, but still has an exposed tank crew and low ammo for extended firing. Anti-aircraft capabilities increase rapidly by Grade V-VI, while M163 and M247 provide heavy fire on target. Germany There are other things to consider about the German tree in addition to these fancy Tiger tanks in rank III-IV, keep your horses. Starters: Starting tanks for Germany are characterized by high mobility, decent firepower and questionable armor protection. Most German vehicles at such an early stage are quite fast due to their insufficiency and engine power. Armament ranges from fairly harmful 37mm guns to fast-firing 20mm guns that arm Panzer II tanks. However, the armor in these tanks is often minimal and sometimes even thinner, especially on the sides. Thus, early German tanks must make full use of their mobility to establish a favorable position and then rely on their guns to defeat the enemy. However, the guns also lack a comfortable amount of high penetration power over long distances, so there may be more than a few times german tanks will have to wait for the enemy to approach the penetration of the shot. All this, combined with sub-par armor, means that German tanks take the initiative to prevent the enemy from firing. Tech Tree Trends: As they move up the tech tree to rank II and III, German tanks are starting to catch up with firepower, with improved armor. Firepower is enhanced by longer guns, which now provide more than enough power against enemy armor even at a distance. Armor is gradually amplified in each version of Panzer III and IV, but enemy cannons can also easily deal with this armor, so they're just proof of previous enemies. Mobility takes place in a short time, as the engine power remains the same, while the weight of the tank increases. All this is limited by the introduction of newer tanks such as the infamous Panther and Tiger tanks in rank III and IV. These two tank designs expand the potential of German tanks with better firepower, armor and mobility; with Tiger tanks providing much more of the first two. However, these tanks also bring higher battle ratings to assuasions, so players should be careful in jumps to BR 5.7 Tiger I tanks when the rest of the lineup consists only of BR 3.3 Panzer III (Read the Matchmaker section for more After the 4th rank, German tanks have a sharp division in the extremes of design. On one side are super-heavy tanks, such as the Maus tank, which carries all 188 tons of armor to fight with a good gun and poor mobility. On the other side he places all his chips in mobility and firepower from a medium tank, such as leopards, is able to overtake enemies with a cannon able to destroy from miles away. This trend persists until Leopard 2A4 at the (current) end of the tree, with great extremes in firepower, mobility and protection. There are also several reconnaissance vehicles in this top rank that also bring good firepower to the table with their mobility. Tank destroyers for Germany have also been divided into two design philosophies. One of them is light open-top vehicles with a huge gun, which often bring weapons from the next rank to the current, which absolutely devastated enemies such as the Sturer Emil. The second is a closed armored casemate that offers decent to impressive frontal armor, though a gun that is contemporary with those of the same rank. As ranks go up, the armor becomes much thicker, as you can see as you move from StuG tank destroyers to Jagdtiger. German anti-aircraft vehicles have nothing to dump, they all bring impressive opportunities to shoot down enemy aircraft. However, since Rank I-II, the crew system is highly sensitive and can be quickly knocked out by an airstrike or a nearby artillery shell. From Tier III, all German anti-aircraft vehicles keep the crew in a half to fully protected position, and a vehicle full of fast-firing guns is able to track and shoot down an enemy aircraft. USSR Starters: Early Soviet tanks are defined by weak armor, but good gun penetration and good rate of fire. These tanks are easy to penetrate and are quickly destroyed. During the game, these tanks try to stay in the second rank or on the sides. Shooting is also an option with them because guns fire at relatively high speeds. Be sure to look for cover when the enemy starts shooting at you as you don't survive many hits. These tanks are powerful weapons in the right hands, capable of selecting important targets and sending them in quick order – but you need to keep your surroundings in mind, as the only protection that early Soviet tanks have is natural cover or distance. Tech Tree Trends: Several trends make Soviet tanks stand out compared to their peers: heavily inclined hull armor and a small comb-out. In addition to the starting tanks on the BR –3.0 in rank II, access to the famous T-34 tanks will show heavily tilted armor tilted not only on the frontal armor, but also on the sides and back. This can be a bane of enemies with weak firing locations and/or Departments. However, design compromises in Soviet designs that reduce their overall profile on the The battlefield also makes the gun ejection in the turret rather weak, and the average depression angle is only 5 degrees. As a result, many conventional tank tactics, such as hull position and terrain (e.g. hills), complicate the lack of gun abandonment. However, Rank II has great hull armor with KV-1 heavy tanks and T-34 medium tanks, and the turret is the main weak spot of these tanks. According to rank III, more powerful weapons are available, such as the 85 mm, which can do the short work of many tanks, but the presence of more powerful enemy tanks, while Russian tanks still use the same armor as Rank II, means that enemies will have easier time to knock out Russian tanks. Even in the fourth tier, which has improved tank armor visible in the T-44 and IS-2 tanks, the enemy's stronger guns could do short hull work, and even weaker guns could penetrate the turret. Also in the fourth rank, the Soviet tree also has a huge variety of types of vehicles capable of use, with light amphibive reconnaissance vehicles such as pt-76B, BMP-1 and Object 906; Heavily armored tanks such as the IS-3 and T-10M; and medium tanks. Medium tanks are starting to dominate the Soviet tier VI style of play, as the introduction of major battle tanks such as the T-64 and T-80B has set the score at the top. Soviet tank destroyers are characterized by early poorly armored but heavily shot platforms such as the ZIS-30. It soon peters up in rank iii to armored casemates with either a respectable pistol or a massive caliber cannon, as seen in the SU series of tank destroyers from the mild SU-85 to the pumpin' SU-152. While several slightly more armored, open tank destroyers have existed since rank IV, solid armored kazamat designs remain a significant figure in the Soviet Tech Tree. Anti-aircraft vehicles in the Soviet tree are quite weak in their ability to protect the crew, as any anti-aircraft vehicle to rank IV is built from the chassis of a truck; and even to rank V with the ZSU-57-2, the crew compartment is exposed. While Rank I is quite low powered with rather anemic machine guns and available fire, auto guns become present and available through Rank II, which could put up impressive fire to destroy the aircraft, provided the aircraft does not crawl and knock out the crew in attack. Britain Starters: Early British tanks are defined by speed and firepower. The use of cruiser tanks allows the British to use the fastest introductory tanks available in the game, and secondly to bt tanks from the USSR. Cruiser tank armor is minimal to maintain speed, but will improve as you move down the rank. Unlocking the Valentine Medium Tank will help armor, albeit at the expense of speed. The British have very large injuries from their large, large, Guns. Tech Tree Trends: In the past, Britons are only loaded with solid-shot shells for their weapons, meaning there are no explosive fillers available to increase damage after penetration of enemy vehicles, which requires you to aim at critical enemy components. Early British tanks are also loaded with non-existent reverse speed, especially in the Cromwell chassis. British tanks split their tanks into tiers II and III into two types: cruiser and infantry tank, which are characterized by light/medium and heavy tanks respectively in War Thunder. So fast tanks like Cromwell work with heavily armored tanks like Churchill tanks. In the third rank, while the armor of infantry tanks proves to be much more significant than its peers, cruiser tanks begin to increase their firepower with the famous 17-pounder gun. When firing a solid shot, the cannon can penetrate most, if not all, of your peers' armor. According to rank IV, the concept of an infantry tank fades as more flexible medium tanks in the form of Centurions become the dominant British tank up to Rank V, with several heavy tanks, such as the Conqueror, supporting its protection. According to Rank VI, the British revolve around The Chiefs and Challenger tanks, and their duties assist the Warrior in reconnaissance tasks. British tank destroyers deal with a strange niche of delivering much-needed firepower, but in many different manners, forcing you to change tactics and adapt to fixed design swaps such as the strange 3-inch gun carrier, rear archer, mobile Achilles and Avenger, Shoot'n'scoot Charioteer Mk VII, heavily armored Turtle, big-bang Sling FV4005 and so on. Therefore, it is difficult to establish any trend they set, apart from giving a larger gun to the average British squad. In the 6th rank, however, tank destroyers focus primarily on rocket launch systems. Anti-aircraft vehicles in the British tree are often weak in firepower, previously relying on regular machine guns or large .50 caliber rifles before switching to more reliable guns. However, according to Rank II, all British anti-aircraft crew compartments are decently protected from enemy fire, which may allow for tighter protection of battle groups. Japan Starters: Early Japanese tanks generally have light frames, but decent maneuverability. Their armament has terrible penetration, but the projectiles have good explosive content. The only exception is the excellent rank I truck mounted anti-aircraft gun. The tracked artillery gun is also devastating at medium range. Trends in the Tech Tree: Moving to rank shows almost no change in the starting trend, with light armor and decent maneuverability attached to a rather anemic gun. However, at the end of Rank II, the Chi-Nu vehicle begins to solve the firepower problem with a larger and more powerful 75 mm gun. This is a in the third rank, where the armor really has failed, because even longer 75 mm

