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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 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, Britions 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-existant 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 by Infantry tanks like Cromwell work with heavily armored thanks into tiers and challenge tanks like Cromwell work with heavily armored tanks like Cromwell work with heavily armored Turtle, big-bang Sling tends to the strange of the power, 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 C

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

becomes a gun for the Japanese tree, while mobility slowly drags down to the bulky Chi-Ri II. In the third rank, there are also sever mechanic called Hydropneumatic Suspension allows for greater flexibility in positioning Japanese tanks to ambush enemies from	n places that are unconventional in the placement	of tanks. Only the top-tier tank, the main type 90	tank, will strike a balance between the ends o	f firepower, mobility and protection. To add to
this, the Type 90 also has one of the highest penetrating sabotage rounds in the game, which means that while a trip to the top of able to destroy competitors on the battlefield. The exception is ho-ri types, which trade mobility for a larger set of armor encapsus	ating crew and modules. Anti-aircraft vehicles are	quite capable, and anyone equipped with herba	lists hits enemy aircraft. However, the crew is	always exhibited in all versions except the
highest rank type 87 SPAA. Italy Starters: Early Italian tanks have a lot of focus on firepower, sub-par armor, but are quite lackin plates that can be easily penetrated even when the tank itself is at an angle. The low engine power seems to be only able to draw a listing battle was dead on the strength of the later armond the property of the later armond the p	g the tank to its firing position. Some of the early It	alian tank destroyers rely on stealth to attack en	emies and have almost no armor, but they are	very small. This gives them an advantage in
realistic battle mode. Another important half of the Italian armored tree revolves around wheeled armored cars. While the armount conditions. An intelligent play style will be needed when launching Italians, and players need to pay attention to which tanks are	useful in what situation and in what game mode. T	ne only thing that remains unique to most early	Italian tanks is their upgraded high-quality APF	E coating, which gives them an advantage over
longer distances compared to other factions that similar APHE missiles, although within the empty point range these missiles are supplemented by American tanks of rank III and by a semovente casemate tank destroyer along the way, so its trends are more Italians also don't have heavy tanks and rarely bring tanks that have more armor than average at the best time. Some of these v	related to rank than branch-related. This is also fo	lowed by a tendency to jump Italian trees through	ghout the battle classifications, as there are no	many Italian tanks available to fill the tech tree.
SPAAs are also usually able to cope with tanks with their combat classification. For example, in rank II, Italy mostly resembles the classification and can reliably sneak in addition to the extremely powerful pistol. It is assisted by the P40, which is a decent median	e German tech tree and uses the 90/53 M41M, wh	ich mimics the defensive and offensive properti	es of the infamous 8.8 cm Flak 37 Sfl., except	that it is present at a much lower combat
iconic armored car design in the form of the R3 T20 FA-HS SPAA. You'll see this car design, ironically called by lunchbox player 12.7mm machine guns on the front, but it's very fast on the road, very small and can usually use hull position down, even in arca	s, a lot. It will carry many different weapons, from r	nachine quads to rifles without recoil, to real tan	k towers. It can usually be annihilated even by	7.62mm machine guns on the back and
but it proves useful when used as an ambush tank, slowly getting better armor and ammo as the tree progresses. In the fourth ration on them, just like an open light rank SPG. At rank 5, battle rating 8.0, Italy finally gets up and starts getting tanks that feel more s	nk. it is replaced by the American M36B1 project.	Rank IV also removes the open SPG tree and t	ransforms it into a light tank tree, using wheele	d cars with recoilless rifles and turrets mounted
mostly gets more of the same, but better gun and ammunition if possible. The only exception is rank VI, where the OTOMATIC v APDSFS. France Starters: Early French tanks are defined by very weak firepower, but excellent armor. Even the highest penetra	vas introduced, based on chassis OF-40, OF-40, n	ot only is it able to defeat an entire squadron of	pilots on its own, but it is also able to defeat an	actual detachment of medium tanks with
P.7.T AA, anti-aircraft tractor and AMR.35 ZT3, a lightweight, maneuverable tank destroyer. Trends in the Tech Tree: Rank II tre III rollover, firepower has been increased with many 75 mm high-speed guns available for all tank types. However, the pressure	nds closer to the tank's equal trait, though firepowe	r still needs catching up. Some American vehic	les, such as the M4A1 and M10, are available	to complement odd French tanks. After the Tier
armor that is quite thin even among their peers, but boasts high mobility and high firepower, which allows them to exploit enemy French are at a general disadvantage in the highest rank of battles due to the lack of weapon stabilizers, so this should be borned.	weaknesses, bypassing them in places they don't	expect. This trend continues until Rank VI, whe	re armor may not be heavily dependent, but fire	epower and mobility may be. However, the
Only the ARL-44 turret has a decent amount of armor to stand from the toe-to-toe of the enemy. Anti-aircraft vehicles for the Fre to fight aircraft, as well as radars that more easily attack and destroy enemy air threats. Preparing for the first match Before the standard transfer and the standard transfer and the standard transfer and the standard transfer at the stand	nch are quite missing, only four vehicles available	n this role since update 1.85. The first two are t	ypical trucks with guns mounted on them, but t	ne last two AMX designs provide powerful guns
Battles in the upper left corner between the coding icon and community. You should see a drop-down menu, and tutorials appearance mode for the match. For players are recommended arcade mode because because Available projectile trajectory markers	r in fourth place from the top. From there, tutorials	titled Tank Control Basis and Tank Gunnery sho	ould be completed, with a bonus in added curre	ency when finished. Now it's time to choose the
choose between realistic or simulator battles for a continuous gameplay experience. Once you're in the mode, click the big orangencounter when you join a match is the vehicle selection screen and ammo, with a choice of vehicle on top and ammunition made	ge Battle button! For more information on tank gam	e modes, click here! Fight in the first match Afte	er selecting a match, the map and target will be	determined for the player. The first thing you
tanks. Most of the goals in the game are to earn and control strategic points, and the game mode is called Conquest or Dominat earning these points is hindered by the terrain of each map and shooting enemies. To resolve this issue, start planning your rout	on depending on the number of control points ava	lable. These points are captured simply by ente	ring the area of the bordered circle with the en	emy removed from it. However, the ease of
Thunder, as other factors such as round type (AP, APCBC, etc.), attack angle and explosive filler should also be taken into acco about the type of ammunition can be found on this page. When choosing ammo type and numbers, the general rule is not to brin	0 1	, ,	•	
click any orange Battle button!; big in the lower right corner or those above the vehicle icon (or double-click the vehicle icon) to e than the enemy, if the opponent retains capture points, they will win by emptying the ticket counter. In addition, earning these po	,	, , ,	' '	9
terrain and characteristics of the tank. Bead-lining a straight road towards the target can run in open, exposed areas where the ein difficult terrain, such as steep hills and areas bogged down by a river, to bypass predictable road routes that may have the end			ı ı	•
tank before it can open fire and destroy the player. A good attitude is not to see exposure as a normal state, but rather an inform tank is heading to, be sure to pre-position your armor and aim your weapon to deal as much damage as possible on the first sho			•	
the match largely depends on who holds the takeover points. This, combined with the fact that earning points carries a higher recongratulations! You've experienced your first War Thunder game (or at least one that's well aware of what's really going on). But	ut War Thunder is more than just blowing up your o	pponent. After the first match Now that you kno	w how to fight and win battles, it's time to use t	his experience to advance to your place in the
selected tech tree. As more battles take place, research points are earned to upgrade the tank and develop the tech tree. We wi Modifications In the menu it is possible to unlock modifications for a particular vehicle. They are divided into three categories: Modifications for a particular vehicle.	bility, Protection and Firepower. Mobility enhances	engine, transmission and suspension characte	ristics. Security increases survival potential thr	ough repairs, fire extinguishers and crew
replacements. Firepower improves turret characteristics, accuracy, and unlocks new ammo to use. They are being investigated a modifications that happen in the protective column. Parts – This is because otherwise critical modules cannot be repaired on the	battlefield. By default, only track damage can be r	epaired anywhere on the battlefield, and repairs	can be performed on points earned. However,	repairs to critical modules such as gun, turret,
gearbox and engine would not be possible without modification of the parts. FPE - Fire protection equipment is very important fo the module (and exposes the tank to anyone nearby) and eventually leads to the burning of fuel or ammunition that will knock the	e tank out of the game. In the past, the priority of u	ograde modifications may vary from tank to tank	and should be consulted on individual vehicle	pages on whether mobility or firepower are
more important for research. Crew Skills Main Article: Crew Skills Probably one of the least viewed parts of tank upgrades, crew and Ace status). Crew information can be obtained from the left menu on the right side of the screen using the middle button for	the selected crew (in the Vehicle Information section	on and above the Favorites button). At this point	, Crew Training would direct the player to a sci	een that shows the following tabs: A crew
training page where improvements to the charger's reload skills show a significant benefit. Driver Shooter Tank Commander Tar Upgrading each trait in the crew tab with crew XP earned would increase the level of 0.5 points to the overall crew level. Each skills and the commander target in the crew tab with crew XP earned would increase the level of 0.5 points to the overall crew level. Each skills are the commander target in the crew tab with crew XP earned would increase the level of 0.5 points to the overall crew level.	ill that can be upgraded is more on the crew's skill	s page. Once a certain crew level has been rea	ched through crew upgrades, they can enter Q	ualifiers to be upgraded to one specific tank.
The first stage will be the Expert, who adds 3 points to each crew skill at the expense of several Silver Lions. The effect can be come skill. However, obtaining this status is much more difficult requires either the Golden Eagles or a huge amount of experience of the transfer of the t	e to achieve. Progress Once you've selected your	preferred tech tree, you'll then gradually unlock	research, and purchase vehicles in a column	to move on to the next vehicle type. Progress is
limited by two factors in the Tech Tree, criteria for unlocking a vehicle per rank, and a combination of vehicle branches. Each rar from one vehicle to another. These arrows indicate that the previous vehicle must be examined before examining the next vehicle articles: Matchmaker, battle ratings While ranks are important for progress, they are not a determining factor in determining what	e and purchased before purchasing the next vehic	e. Vehicles which cannot be tested shall be rec	orded by being under a dark red cap, indicating	that the vehicle is blocked. Main matchmaking
card). The rank of the vehicle does not play a role in this matchmaking process, so a Tier II vehicle can be evenly matched to a For example, a player enters a battle with a line with a maximum battle rating of 2.3, causing the player to join a match potentiall	Fier III vehicle if both have the same combat rating	Matchmaking in tank battles is sorted by the hi	ghest rating of battles in the lineup, and then fi	ghts enemies within the range of the battle \pm 1.0.
an uptier and downtier concept as coined by the community, where the uptier will be putting a 2.3 line-up in a 2.3-3.3 match, whi game modes. To change the stats tab you're looking at, simply click the mode view option in the lower-right corner of the research	e the downtier will be in 1.3-2.3 matches. Always	heck your tank stats cards when creating lines.	Also, remember that each vehicle has a different	ent battle ranking and stats cards in different
when detailing how to play the game deeper than shoot-and-scoot. Vehicle usage Here we describe in detail the typical use of e unwise to take a slow Churchill infantry tank on a huge, open and maneuvre-friendly Kursk map, or choose a heavy tank during a	ach type of vehicle in battle. It should be emphasiz	ed that when choosing a vehicle to load into ba	tle, not every tank in the game is optimal for ex	reryone For example, it would probably be
match you'll get, so the tank line must be suitable for most/all maps. In addition, later in the game, the second, third, and progres Without further ado, here's a general doctrine of how each type of tank is supposed to work on the battlefield. Light tanks Light ta	s vehicles you choose can affect the game. If your	team needs to quickly capture point A to avoid	loss, you want a fast moving vehicle to get the	re quickly to stop bleeding from your ticket.
mobility and small size to go from shield to shield, from time to time to shoot the enemy. Do not shoot from the same place more of the enemy, thus giving you a good shot on the weak side of the tanks. In later ranks, most countries withdrew light tanks due to	than twice, as this will allow the enemy to aim at y	our position. Look to the other side of the lid or	reposition to get a better chance of survival. Yo	u can also use your mobility to get to the sides
you could fight the ranks in which they exist. However, the strategy remains unchanged, making sure you don't take even one er battlefield. Their greatest professional is also their greatest weakness, being just as good at everything, and being just as bad in	, ,	•		
free hand in what you do to dominate the battlefield. According to rank IV, the firepower and armor of medium tanks begin to we change position or enter enemy flanks. Heavy tanks Heavy tanks are groundbreaking vehicles in the game and under MMORPG	,		, , ,	11 0
powerful gun capable of destroying opposing forces. While you can sinisterly crawl towards an enemy with a face of intimidation into weaker side armor. Use heavy tanks sparingly, move away from a strong enemy point and hit the chokers, and the armor-bo	osting distance, as enemy shells may not have en	ough energy to penetrate the armor after overc	oming the distance. Be sure to tilt your armor, f	ishing the hull so that your opponent never get a
simple shot at your armor. Tank Destroyers Tank Destroyers are a specialized type of vehicle designed to Well, destroy the tal IV, SU-85 and Semoventes, are distinguished by a fully enclosed combat chamber with a gun mounted to the front on a flexible	nandle. These tank destroyers typically rely on a lo	w profile to set unnoticed ambush positions aga	inst incoming enemies and often have guns ed	uivalent to tanks in rank. Take advantage of the
low silhouette by hiding in the distance or in the leaves so that enemies can not detect it. Take a position near choke-points to the designs such as the Jagdtiger, Tortoise and T95 in a role that can be considered attack tank destroyers. While they can still rely	on ambush methods to get hits on an enemy, their	lower speed and higher profile can make it diffi	cult to hide in favorable positions, often causing	g them to take on a role similar to heavy tanks to
absorb fire from the front, using their cannon to decimate enemies in front in an attempt to penetrate thick armor. The glass case mobility may or may not be increased. However, the firepower on these tank destroyers is often in the league equivalent to the probably slow and most likely provide firepower almost unheard of for matches where they can fight. They should not be carried	ext rank, such as rank III Nashorn is equipped with	an 88 mm gun that does not begin to appear o	n tanks until the next rank. Therefore, when the	ese tank destroyers are slightly armored,
exclusively in the United States and The United Kingdom, these turret structures are typically of a higher profile and lighter armo high speed with a reliable gun to destroy most tanks after penetration; it still has thin paper armor that can paralyze even explosi	ured than their kazeali counterparts, but are chara	terized by greater tactical flexibility and mobility	v. The epitome of this type of tank destroyer is	he American M18 Hellcat, which provides very
characteristic turret, can use gun depression to position the hull down and rotate the turret to achieve an increased horizontal air firing guns or machine guns, you have to lead the enemy plane right into the field of fire to knock them out of the sky. Most SPA	ning range. Self-propelled anti-aircraft vehicles are	specialized vehicles that are not designed to de	estroy ground vehicles, instead they are design	ed to attack enemy aircraft. Equipped with fast-
defend themselves against ground targets such as the German Ostwind, the British Falcon and the Soviet ZSU-57-2, but these are power as a combined weapon. These are also divided into pressure roles in tank battles. Fighters should primarily focus on p	are the last weapons of the ditch. Aircraft in armore	d battles, whether unlocked through a point sys	tem in arcade battles or owned by a player in r	ealistic battles, can help the team use additional
in and shoot them down. If there are no enemy aircraft, strafing enemy ground units to harass them also suits the hunting service necessary if there is an enemy SPAA on the ground. Alternatively, fighters can be armed with bombs and rockets as a bomber fi	e, but the most important role you can be is to act a	s a bird's-eye scout for your team, passing whe	ere each enemy is on the map. Staying high or	e-management manoeuvres would be
as they are not intended to attack ground units. Attackers and dive bombers should focus on aiming at individual ground units ar altitude of the attack, equipped bombs should be set with a delay to avoid the explosion of bombs and shards on the ground before	d eliminating them with cannons on the aircraft or	available bombs and rockets. Attackers enter a	low altitude with a relatively armored air frame	for better accuracy on target. Due to the low
slow down diving to allow easier target adjustment, as well as easier to pull out of diving. Bombers are more preferred to carpet-Gameplay In addition to the written guide here, there are several YouTube tutorials provided by War Thunder to further improve		'		,
combat is the details of the change of position after engaging in shootings. This can be done as simple as retreating back to the will focus on locating the origin of the attack to eliminate the threat. Therefore, repositioning by taking the shot out of the line of s	· · · · · · · · · · · · · · · · · · ·	1 0	•	
repositioning will ensure their sights are not aligned to the last area appeared, buying extra time as the enemy will have to adjust site will cause the coming rain of explosions to get around your vehicle. Capture Point Protection Capture Points serve as giant repositions.	·	, , , , , , , , , , , , , , , , , , , ,	•	, , , , , , , , , , , , , , , , , , , ,
any tank can do the job, taking into account the appropriate skill sets. There are two ways to protect the capture point: stay at the either on the road or at the control point. Both have their pros and cons. Staying at the control point ensures that you'll be there t	o prevent you from capturing the zone, but you risl	being swarmed by the enemy or being recaptu	red from a distance by a tank hitting one of you	ır critical weak spots. Positioning yourself away
from the capture point at the vantage point around the zone so you can give fire support to all teammates that are in the zone, but the zone before they can capture it. Either way, it may require you to move away from your position to regain a point. Capturing	point protection requires good knowledge of the tal	k's strengths and surroundings to find good ob	servation areas and cover. Flanking flanking is	one of the main tactics that must be recognized
by everyone. Flanking is the movement of units to bypass the enemy on their sides and then hit them. In armored combat flanking the flanking force. This will reduce their firepower distribution to two targets, while the flanking force and the main force can still f	ocus their firepower on only one enemy force. By a	dding enemy attention to one target, the flanking	g force also had the ability to reach one of the	tank's main weaknesses, their side armor. This
will allow flankers to be able not only to take advantage of the enemy, but to give them a lethal advantage over their forces. Flan and hopefully if the tactic is executed correctly, the main force should receive the weight of enemy firepower rather than flanking patience to wait for the enemy to go straight into your firing range. If you are able to use not only the firepower of your tank, but a	force. Thus, the best tanks for this job is a light or	medium tank. Shooting Like shooting in real life	, this tactic requires skill and patience. Ability to	accurately range and hit very distant targets,
silhouette and high-powered guns compared to tanks, but suffer from limited firing angle (unless you are using American or Britis close and personal with the enemy, front and center. This tactic requires quick reflexes and intuition, and most importantly, the a	h tanks, in which case their silhouette is large, but	allows for a higher degree of fire). Brawl This is	when things become aggressive. No fancy lor	ng shots or skillful maneuvers, just getting up
can make it difficult for the enemy to try to fire at all, if you are able to overpower your shooter, then they can not get any shot at has a very powerful gun and is not out of number by the enemy. Hit the enemy's ability to shoot back, destroying any enemy tank	all. Each tank can play this tactic, only the two fact	ors that matter most now, how many tanks your	team has and the penetration value of your gu	n. A light tank can therefore play this role if it
modes If you want more excitement in the game, there are other modes to try with your own perks! It is assumed that the simula indicator available rangefinder always enabled 3D markers indicate enemy and friendly vehicles, a scoreboard shows the vehicle	tor battle features will also match a realistic battle,	unless otherwise specified. Ground Forces - Fe	atures by Game Mode Arcade (AB) Realistic (F	RB) Simulator (SB) Aiming and penetration
only on selected tanks with 3D tag modification indicates only friendly vehicles The scoreboard shows the vehicle composition of match is on the only first-person view from the position of the commander Sight gun is transferred to the actual position of the opposition of the opposi	only the player's team Power The engine matches	the actual specifications the player's aircraft ca	an be brought in and used spawn using spawn	points earned by participating in a Friendly fire
ground. One or two spawns depending on the vehicle type As mentioned earlier, Arcade Battle mode is the recommended starting comfortable in the game, the game, and Battle Simulator can be considered for further immersion in Thunder War battles. Realist		1 \ 1	, , , , , , , , , , , , , , , , , , , ,	, ,
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 the side armor is very thin, large and flat for easy penetration. Panzer III and IV are the main German medium tanks in the early	ranks, here are some tips They are quite easy to	take out if you hit their front plate as close to th	e perpendicular angle as possible, but the fron	part of the glacis in front of the front plate is
basically insensitive, so aim a bit higher when aiming at the front plate to avoid a round ricochet from the glacis. Shooting at arm early bane in rank II with extreme tilted frontal armor. Until you get a powerful gun capable of penetrating frontal armor, such as	he Panzer IV F2, here are some tips Aim at the	sides of the tower, areas that look like a slap on	the face. These are weak spots and are much	weaker than the front hull. Shoot from the right
side because this is where the shooter sits. When hit, the T-34 is unable to fire. Once you've done that, aim left to knock out the weaker side armor in the driver's compartment in front. Aim at the hull armor on the hill while it's beneath you. This way, you can	minimize the tank's sly performance, as the armor	facing you is less inclined if you see it at an an	gle close to 90 degrees. The hull armour is only	45 mm thick and easy to penetrate without a
sloping advantage. The ambush on the T-34 on the sides is less inclined than the frontal armor. If possible, you can also aim at a the shooter view, named sniper mode in the control option, is essential for precise shooting at targets distances or hit weak spots	s. The commander's view, called binoculars in the	control option, is essential to look at hills and ob	stacles. View of the driver, driver, once useful	to look below obstacles. Tower view, which is an
enlarged external view (third-person by default) (right-click by default), is necessary for near-quarter combat (especially on city new to win a tank battle. Pairing the Binoculars command in the control option (tank control category allows you to observe the late aim where you are leaking by left clicking. This feature can be used for procise that from a distance when the chapter view (S	andscape with significant magnification, while keep	ing the hull behind the cover and the turret in or	der to direct it in the current direction. Looking	through binoculars, Sagittarius can be ordered
to aim where you are looking by left-clicking. This feature can be used for precise shot from a distance when the shooter view (S almost always higher than the shooter's view (Sniper mode in control option), allowing you to scan and detect over obstacles and savings when driving at high speed and sudden encounter of the enemy; continuing to drive at full speed will make aiming too di	hills without compromising more than a dome. Ta	nk control command: short stop (no key by defa	ault), when pressed and held, stabilizes and gra	adually slows down the tank to stop. Absolute life
savings when driving at high speed and sudden encounter of the enemy: continuing to drive at full speed will make aiming too di pretty well if you follow these two rules: Attachment point: if you want to throw the tank back on its tracks, attach the hook at the a large tank or tank that has both tracks in the air, you need momentum. Pick up some speed from a short distance, don't drive process.	top (aim the mouse and press the hook key), then	drive perpendicular to its tracks. The goal is to p	oull the top of the tank, not drag the bottom on t	he ground. Momentum: If you want to turn over
Your tank will suddenly be attached to your target and the momentum will brutally push it away. In practice, virtually all light and receive a crew lock that prevents the use of vehicles that receive a ban. Lock. Lock.	, , , , , , , , , , , , , , , , , , , ,			

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