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War thunder japanese planes guide

Part of the complete beginner's guide there is no terrible choice when it comes to picking up a country to play in Thunder Wars, each of the strengths and weaknesses. If you feel patriotic you can go for your nation (if it's in play) or if you have a particular favorite plane then go for the right country and work it out (or enjoy it right away, if you happen to be particularly enthusiastic in the P-26 Peashooter). It's not as if you have to stick religiously to a country's game, playing two or three countries (or all five) is good for mixing game styles to keep things fresh, learn about the strengths and weaknesses of different planes and let one nation's planes repair over time while the other is playing. Following only the plane covers, I'm afraid I'm really keeping up with the tank's relative strengths. USSR If you have no strong preference then starting off with the Soviet Union is not a bad idea; You have a premium bonus aircraft for your first country by flight, and the I-153 that the USSR receives is a large aircraft, very handy able to put straight into the service without having to research and unlock it. The Soviet tech tree is vast, with a couple of decent lines of fighters and good jet options in the end game with the Mig-17 fighter and the Il-28 bomber. They have a wide range of light bombers/ground invaders, including the iconic Il-2 Sturmovik, and both medium and heavy bomber options. As for the only area they really lack heavy fighters, the Pe-3 series is very lacklustre, but Yak - 9T/K with 37mm and 45mm throws in brutally effective order against the Bombers. Britain's UK is another good option to start players, with some excellent fighters when you get past two planes. Early workhoe storms, Spitfires are very manoeuvrable and well suited to turn dogfights (except against the Japanese) and tornadoes and Tempests have good speed and firepower. Their jets struggled slightly at the top end when only the meteor was available, but Venom and Orion are the more powerful post-war options. To bomb Blandhymim and Beaufort are good at number one, but things brew a bit with the Wellingtons in second and third place, who are not vulnerable to packing fighters thrown as they almost consistently come up against, and then pick up again with two Lancasters that, thanks to an update of 1.43, can now carry some of the heaviest loads of bombs in the game as they historically do, and the Canberra Jets. You also have plenty of torpedo bombing options, starting very early with commendable swordfish, but without being able to specifically map

featured shipping targets it rolls the dice whether you can actually use them - at least as long as naval warfare may choose an option! USA takes a little to go . In Arcid mode especially favors the U.S. weapon of .50 caliber machine gun at a bit of a disadvantage once each other has tools up with 20mm balls; Though .50s can certainly be effective, especially with incendiary rounds later, you generally need to get more hits on to take something down, increasing the likelihood of someone else useful swooping on your goal. The 37mm bullet from the P-39/63s perhaps compensates too much, though, it's devastating when it hits, but slow fire rates and high savings make it a little trickier to use, better suited to bomber hunting than fast-moving dog combat. The USA has some strong fighters later, and a good selection of jets including several species of F-86 sabre at the top of the tree. They are a sound choice for heavy bombers with three types of B-17 and B-24, a victim of bomb load compared to the British Lancasters for more defensive turds, then the B-29 with the biggest bombloads in the game, each A few take it a while to get up to mid-ranking third to start researching them; along the way the A-20 and B-25 are decent medium bombers/attackers with plenty of machine guns for strafing. F6F and P-47 fighters are also notable for quantifying the ammunition they can carry for ground attack if you like a fighter/bomber role. Germany's Germany also have strong fighters in the mid-to-late game, but their number one ranking options tend to be lazy, lightly armed or Italian (in some cases, all three); I suggest getting the hang of the game with other countries first. Everything to choose from is distinctly second with the introduction of the Bf 109 and Fw 190 series, and they are also the widest range of rocket and jet fighters. At first there was a selection of World War II (I'm 163, I'm 262, he flew 162 and Ho 229 wings) who flew in a slightly awkward place to propose, where they outselled allied butterfly-centric contemporaries but more than jets. The Soviets and the United States after the war, so to Germany an viable option end-of-game 1.39 update added both Canada-made Sabre and the Meg-15, administered by the Air Forces of Western and Eastern Germany in the late 1950s, respectively. Germany also has a good range of heavy fighters from the Bf 110 to the Me 410s, and plenty of early bombing options with numerous species of Joe 87 Stuka for dive bombing, and he has 111, Joe 88 and Italian S.79 series medium bombers. There are no heavy bombers later on, though doing 217 series of medium-sized bombers can carry very heavy loads once updates and deliver them carefully in the dive; At the top of the Ar 234 tree, the first operational jet bomber, its historical advantage of speed has been somewhat undiffered, because it usually faces jet opposition. Japan has Japan's most agile fighters in the game with the K-43 halfline and the A6M zero line, though a little fragile. K-84D The all-round N1K are good, and there are also heavier options with large Canon K-45 and -102 heavy fighter packaging, handy to catch enemy bombers. Bombing-wise H6K is quite a fun early bomber to begin with, it carries a huge load for rank 1 aircraft, can absorb a lot of incoming fire (especially from small-caliber machine guns) and plenty of turds including 20mm balls to round off invaders; the downside is that handles like a boat with wings, probably because it's a boat with wings. Climbing the bomber line tree later lacks a bit in terms of cargo, but turds with a 20mm canon at least offer them a bit of a defensive option. The Japanese tree is slightly understated, the smallest in the game, and ranked fifth should be somewhat emptied with prototypes and experimental designs due to the lack of competition towards late-war historic aircraft, though at least 1.39 updates provided them with a viable end-of-game option in the form of another sabre that saw post-war service. Back to Thunder War Indicator &t; General &t; Topic Details Are Japanese Planes Ok? Arriving at Row 4 Germanwings planes I started trying to reach Tier 3 per nation aircraft. After completing the Brit I had to decide Russian planes or Japanese planes. I was wondering why the Japanese are good at this game: it's only used for spam, advertising, and problematic reports (harassment, fighting, or rudeness). Japanese aircraft in the Thunder War are often regarded as the most agile aircraft. Planes such as the K-43 and E6M Zeros have the fastest turn time for fighters in the Thunder war, which often allows Japanese fighters to win fight-turn nominations. This adjective is found in all Japanese aircraft (at least partly). This will come at a price, however, because Japanese planes are so fragile, lacking self-sealing fuel tanks, meaning that if caught fire, it is rare to survive it. Because of their historical role, many Japanese fighter jets are carrier aircraft. Japanese bombers hold many fighter traits. They are often not the strongest and are very agile for bombers. They may usually be able to maneuver other planes involved. In all, Japanese fighters are often the most agile and quite well armed, this is balanced by being fragile and having low armor. Bombers, on the other hand, are very agile and well armed, but lack serious bomb loads. Heavy bombers trade their maneuverability for a larger payload. The Japanese plane tree favors dog fighting, especially in turn fighting. However, they are weak energy fighters due to the limitations of Japanese engines. Contents [indicating] AircraftEdit Navy Fighter Army Heavy Duty Fighter Dive Bomber Bomber Premium Aircraft A5M4 K-10 Kay-27 otsu Kay-43-I-K-10-II-C F1M2 D3A1 H6K Hagiri's A5M4 A7He1 A6M2-N A6M2 Reisen Ki-61 Ki-45 B5N2 G4M1 Ki-49 F4U-1a Bf 109 E-3 A6M3 mod 22 A6M5 Ki-61-1 hei Ki-84 ko Ki-102 otsu B7A2 Ki-49-IIb Ki-49-IIb/L Ki-96 Fw 190 A-5 A6M5 Ko N1K2-J N1K2-Ja J7W1 Ki-84 otsu Ki-84 hei G5N1 G8N1 B-17E Kitsuka F86F-30 Sabre Ki-200 R2Y 2 KAI V1 R2Y2 KAI V2 R2Y 2 KAI V3 To Be ReleasedEdit Army Fighters Ki-201 Jet Fighter Ki-202 ""Shusui-Kai" Jet Fighter Army Bombers Ki-67 Peggy Heavy Bomber Ki-32 Mary Light Bomber Ki-51 Sonia Attacker Ki-67gy Heavy Bomber Ki-32 Mary Light Bomber Ki-51 Sonia Ki attacker Lily Bomber Style Navy Fighter Bomber D4Y1/D4Y2/D4Y3 Judy Dive Bomber B5N1 Kit Torpedo/Dive Bomber B6N1/B6N2 Jill Torpedo Kamikaze Jet See Also Back Home War Thunder Aviation Game takes minutes to learn, but a lifetime (not literally), so please don't try) to master. With some training under your belt and time spent picking up ground goals and dabbling on dogfights, you quickly find that each plane has its own strengths and weaknesses. There are over 90 planes in Tier 1 alone, so you can save yourself a lot of mills by picking up the right plane for you and working towards it. Whether you're looking to dominate the sky with featherweight fighters or rain fire down on the battlefield with bombers, Thunder War has covered every aspect of the aerial combat. So for those looking to earn their wings in one of the best airplane games, this tier 1 plane has to get their hands on. So you know, we don't include any premium planes or bundles on this list, and we understand that most beginners are probably not looking to sink into their wallets. And if you're hunting for more endless action, but not looking to break the bank, check out the best free games on pc. Storm Mk I'm late boasting the maneuverability of most of the two planes, the fabric structure is able to soak up heavy fire, and four 7.7mm machine guns per wing, the ideal 1-fighter row storm. Handy in dog combat against all but the half-most two planes and equally effective when climbing against bombers, this British fighter can be bested by a few in their row. A sluggish storm is compared to some fighters in Tier 1, however it makes more than so for this durable it. The massive expansion of its eight wing-mounted guns does a short job of larger planes and bombers, while its strong, rigid aerial frame can deal with just about anything thrown at it. Bf 110 C-4 sometimes the best in the air is not all about dogfighting and manoeuvrability. The German Bf-110 C-4 will lose one-on-one in most air battles, but when used effectively in a team role it could be the plane that makes the difference. The speed of row 1 makes it unsized and its firepower fatal to a predator, while infinite energy redemption makes it virtually useless against single-engine fighters. With twin balls and four 7.92mm machine guns mounted on its nose, Bf 110 Will separate every fighter in a single In addition, the aerial frame is remarkably durable and can even withstand heavy machine guns and cannon fire. This heavy fighter is a large escort bomber or bomber attacker, where its power comes at an impressive altitude and arsenal. LaGG-3-11 LaGG-3-11 The Soviets may be unwieldy, but it packs an incredible punch for a Tier 1 fighter. A 12.7mm machine gun and 20mm cannon means that just about anything you want fades can be made up with a two-second burst of fire. The LaGG-3-11 is particularly effective as an energy fighter, dropping in and out of combat exploiting the aircraft's formidable battles to deal with massive damage before fleeing again into the clouds at its good speed and climbing rate. The P-36G Hawk is one of the toughest Tier 1 fighters to get their hands on, P-36G Hawk worth the wait. Very mobile and boasting a devastating arsenal of machine guns, this American fighter is to be avoided should it face early in his Thunder Professional war. This final version of the fighter brings incredible firepower to the table without sacrificing the aerial agility of its previous continuations, the P-36A and C. It can soak up a dramatic amount of damage too, giving skilled pilots the ability to turn the tables on any tail fighter. His 112 B-0 is a solid single-engine fighter, his 112 B-0 Jack Real All Deals for Tier 1 Light Fighters. Impressive firepower, sustained in the air and scary perky too, this German Tier 1 aircraft is a notoriously underrated fighter, and the necessary branch of the German research tree. While not as maneuvering as a two-plane and slower than most American and Russian fighters, his 112 certainly has firepower in its favor. Two cannons and two light machine guns make this consistent fighter deadly in dog combat, provided you can get a good run on the enemy. The I-153 M-62 Chaika is arguably the best of the two planes in the game, a formidable Chaika fighter thanks to its tight turn rate, solid arsenal, climbing ability and incredible agility. With a skilled pilot in the cockpit, Chaika is hard to keep up with. It can also claim impressive versatility through its extensive correction options. Unable to carry eight 82mm missiles or a variety of bomb shipments, attack options are on offer to make these two aircraft accountable. Chaika can hold herself in a stressful aerial duel or wreak havoc on ground units - this aircraft excels in close and personal combat. BB-1 Available with a bit of research, the Soviet BB-1 is one of the best multifunctional attack aircraft in Tier 1 - it can be dogfight, bombs, tanks and strafe with their best. The BB-1 is best used against ground targets thanks to the dramatic arming of bombs. It is possible to take out all convoys of armored cars and AA vehicles with a single-run bombing before entering the air While poor rotation and average speed keep this from the perfect fighter, uncanny ability to soak up damage and plenty of firepower to throw it back into the BB-1 manually in almost any situation. F2A-3 Buffalo is tricky to master. Buffalo Thunder war is - like many American fighters - a heavy, working beast. Used properly though, the firepower and diving speed make it to the ultimate air hunter, swooping down at speed before unloading four.50 of your caliber machine guns and rising to the clouds to safety. Using this weight fighter is all about retaining energy – gaining early altitude and picking up speed in the dive. Using this speed to climb or outmanoeuvre the enemy will let you outseer anything else in row 1. Thanks to your excellent firepower too, you don't need much more than two second bursts to put another fighter out of action. Action.

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