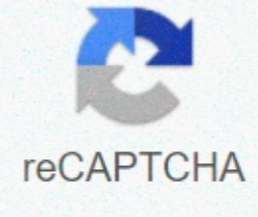




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War thunder crew guide

Part Complete Beginner Guide Crew skills as well as updating the components of your aircraft, your teams gain experience during combat that can be used to upgrade skills. Another button over the plane, the pilot's head icon, opens the crew window with four maps: Pilot, Gunners, Ground Service and Qualification. There's a nice guide to the skills of the War Thunder site that explains what every skill does. The crew skills of the pilot skill applied to all aircraft, gunner skills are useful only when the aircraft is a tower of gunners; If you're not sure, check the number of Gunners displayed at the bottom of the team skills window. The first gunner skill, the number of experienced gunners, is important because each team starts with one qualified gunner, and if there is more than one tower position aircraft (quite likely, medium and heavy bombers), then the impact of skill points spent in other areas is greatly reduced when the number of experienced gunners with skill does not equal or exceeds the number of gunners. Additional qualified gunners are expensive low-ranked planes with 240 crew XP; You can use the accelerated training option to buy a team of XP golden lions, otherwise it will have a lot to spare. The third map, Ground Service, allows you to speed up repair and rearming times; Reload Speed is especially useful in Arcade mode, where you do not even have to land again to download, and reduces the time needed to reload both weapons and secondary weapons (bombs / missiles), Wiki link above is a table showing the effect. Repair Speed and Repair Rank affect aircraft repair, strangely enough, for more details in the next section. The final tab, Qualifications, specializes in what you can buy (silver lions first specialization, gold eagles second) for each aircraft when your team reaches a certain level, and offer a hefty boost to a number of other skills. It takes time for the team to get experienced enough to get them, it's worth waiting until you have a good idea of what planes you want to keep flying before buying them. Don't worry too much about where you spend early skill points, you can't go much wrong with updating skills that cost one or two points. Also keep in mind that teams maintain their skills when switching aircraft, so if you've invested in gunner skills, especially qualified gunners, it makes sense to keep that crew aircraft turrets. Repair While your great skill and masterful tactical fit will surely ensure that you emerge from most battles untouched, every now and again, through pure bad luck or unsportsmanlike enemy behavior, you can get shot down. Or rammed by an enemy plane. Or rammed by a friendly plane. Or you may misjudge the strafing run and prune a couple of treetops in your wings (note: your aircraft warranty won't cover using airplane gardening Or your graceful landing attempt to hit an enemy airfield can cause communication to land at somewhat higher speed than would be ideal. It is a reflection, it is incredibly unusual to come through a battle intact, so you have to repair your aircraft. Each aircraft gets 10 free repairs, so you don't have to worry about repairs right away, after it costs the silver lions to fix any damage. By default, the aircraft will be automatically repaired after the battle, but save some money you can un-check the box wrench icon at the bottom of the screen next to the Research button, Automatic repair of all vehicles after battle: If you do not automatically repair then your aircraft will be gradually repaired for free over time. The speed of repair depends on the aircraft in question and on the repair skills of the crew; The crew Repair Rank skill must be equal to or greater rank aircraft Repair Speed skill applied, then the higher the repair speed, the faster the repairs. You can see how many free repairs (if any) are left, time to repair for free, and the average repair cost of a stat card plane if you hover over the mouse. Low rank planes repair quickly, and

don't cost much if you want to instantly get back into the fight, both with costs and time increases quite sharply in the high ranks. I would rather turn off automatic repair, and switch between two or three different nations while waiting for aircraft repairs. You can always manually repair the aircraft (a wrench icon appears in your bar if damaged) if you're more fast, even if you're not fully repaired you can knock a little out of the cost while waiting. You can also turn off automatic ammunition hoarding (icon next to automatic repair), but if you can't create ammunition out of anything over time it doesn't really have much use for it. Back to Index War Thunder > General Discussions > The Details Top 3-4 Crew Skills focus with Tank Crews So I see some people saying that the next tank crew kills should be focused. Tank Commander - LeadershipTank Loader - Gun ReloadingGunner-Targeting and/or RangefindingDriver -Tank DrivingBut the first seems to be a discrepancy in what people think Leadership does. Some seem to think it will improve all team skills, but never show any sign that it is increasing other team stats. As if you pay lions to increase all screw skilled (Expert Qualification), it shows a visual indication that it is increasing the team's abilities. So then I dug in a little bit and found this: seems to update the management only helps when a crew member is taken out and it's off count. Not at any other time. Basically it allows members of your tank to be Jack all if you want. But other people say it makes everyone's team better at their job. Which is inconsistent with the above linked post. What's that? Almost all topics of discussions I have seen are no less than 1 and a half to 2 years old. So if Leadership is what first post states (only helps if a team member is taken out), then is there a better alternative to job updating? Thanks! Last edited by , 10 June, 2018 @ 6:20PM Note: It is only used to report spam, advertising and problematic (harassment, fighting, or rude) posts. Note: It is only used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. Team. Basically, teams have slots you put in their vehicles during the game. Initially you get two teams for each country by default. Additional teams must be purchased for the Silver Lions (SL) or Golden Eagles (GE). Team values list: 1st team free 2. Team experience. By participating in battles, in addition to SL and XP you can also get a team experience that can be used to train that team. When you move the pointer over any skill, you'll see its description and the bonuses it gives. The maximum number of letters for each skill is five. Each letter requires more experience in promotion. Team skills table. Aircraft. Pilot. Skill 1 stars 2 stars 3 stars 4 stars Keen Vision 65 235 465 755 1100 Awareness 65 235 468 755 1100 G-Tolerance 86 2 70 490 725 1000 Stamina 86 270 490 725 1000 Vitality 107 375 735 1160 1650 Gunners. Skill 1 stars 2 stars 3 stars 4 stars 5 stars Experienced Gunners number 170 530 790 1050 1320 Fire accuracy 41 135 245 360 500 Fire Accuracy 41 135 24 5 360 500 G tolerance 57 160 260 360 465 Durability 57 160 260 360 465 Vitality 57 160 260 360 465 ground handling. Skill 1 stars 2 stars 3 stars 4 stars 5 stars Repair Speed 47 135 250 375 515 Repair Rank 120 240 390 390 590 Reload Speed 76 310 670 1145 1710 Weapon maintenance 86 270 490 725 1000 army. Driver. Skill 1 stars 2 stars 3 stars 4 stars Keen Vision 67 235 390 570 770 Field Repair 65 255 540 890 1310 Vitality 93 3 10 580 880 1230 Tank Driving 35 120 195 285 385 Agility 65 255 540 890 1310 Gunner. Skill 1 stars 2 stars 3 stars 4 stars 5 stars Keen Vision 67 235 390 570 770 Field Repair 65 255 540 890 1310 Vitality 93 3 10 580 880 1230 Targeting 35 120 195 285 385 Rangefinding 35 120 195 285 385 Agility 65 255 540 890 1310 Tank Commander. Skill 1 stars 2 stars 3 stars 4 stars Keen Vision 67 235 390 570 770 Field Repair 65 255 540 890 1310 Vitality 93 3 10 580 880 1230 Management 76 320 690 1165 1770 Ag 65 540 890 1310 Tank loader. Skill 1 stars 2 stars 3 stars 4 stars 5 stars Keen Vision 67 235 390 570 770 Field Repair 65 255 540 890 1310 Vitality 93 3 10 580 880 1230 Gun loading 65 255 540 890 1310 Agility 65 255 540 890 1310 Radio Operator Gunner. Skill 1 stars 2 stars 3 stars 4 stars 5 stars Keen Vision 67 235 390 570 770 Field Repair 65 255 540 890 1310 Vitality 93 3 10 580 880 1 230 Art Illery targeting accuracy 26 70 105 150 190 Artillery Strike Call time 35 120 195 285 385 Agility 65 255 540 890 1310 team level and qualification. Qualification is additional team specialisation for a particular vehicle. There are only three qualification steps: Basic, Expert and Ace. Expert and Ace steps give their team additional control bonuses for the researched vehicle. The team level will increase according to your skill upgrade. As soon as you put the vehicle in the slot, this vehicle will appear on the Qualification tab of the relevant team. After upgrading the team to an expert or ace, the corresponding character will appear on the Qualification tab: the expert's silver star and the ace's golden letter. You will also be able to purchase additional team XP points from the Golden Eagles by pressing the Accelerated Training button. Click.

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