



# WORLD OF TANKS

## GAME MANUAL



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## Photosensitive Seizure Warning

### Important Health Warning About Playing Video Games

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while playing or watching video games.

These seizures may have a variety of symptoms, including light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or hitting oneself on nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms - children and teenagers are more likely than adults to experience these seizures.

### **The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:**

- Do not sit too close to the screen.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

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## About World of Tanks

World of Tanks is a team-based massively multiplayer online game dedicated to armored warfare of the mid-20th century. The game gives you a unique opportunity to feel like a real tank commander taking part in a furious armored offensive!

The game features various types of battles, which allows you either to fight against random opponents of your skill level, or form teams and prove your worth in combat against other teams, or train together with your friends, sharpening various combat skills. All battles are staged on diverse detailed battlefields which offer not only an impressive spectacle, but also the tactical challenge of a variety of battle conditions.

You start your tank career in World of Tanks with a selection of four basic vehicles of each nation — Germany, USA, USSR, or China — at your disposal. Select a tank, choose a desired battle type and roll out! Your main goal is to receive as much experience and credits in battles as possible.

Use credits to repair your vehicles and resupply ammunition, and to enhance your vehicle's performance on the battlefield by mounting various additional equipment and consumables or training the crew members of your tanks.

Use experience to advance in the game by researching and upgrading your tanks and modules and unlocking more sophisticated vehicles. Thanks to an advanced system of vehicle upgrade and development you have the possibility to try out virtually all the vehicles and weapons featured in the game! The enormous tank fleet at your disposal features American, German, Soviet, and Chinese historically authentic, light, medium and heavy tanks, as well as SPGs and Tank Destroyers, including both legendary tanks and experimental prototypes.

There is nothing that can stop you on your way to becoming a true tank ace!

Good luck and enjoy!

# Getting Started

## System Requirements

The client size is about 1.8 GB. Make sure you meet the minimum system requirements and have the latest drivers for your video card and sound card installed:

- **Operating system:** Windows 2000/XP/Vista/7
- **Processor:** Intel (2.2 GHz) or equivalent AMD processor
- **RAM:** 1.5 GB for Windows 2000/XP, 2 GB for Windows Vista/7
- **Free Disc Space:** 3.5 GB or more
- **Graphics:** GeForce 6600GT with 256 MB of RAM / ATI X800 with 256 MB RAM, DirectX 9.0c
- **Audio card:** DirectX 9.0c compatible
- **Connection speed:** 128 Kbps or faster

## Installation

It doesn't take much to start playing right away!

1. Just register with World of Tanks at <https://worldoftanks.eu/registration/new/>.
2. Download and run the game.
3. Enter the **email address** and **password** you used when registering with World of Tanks.
4. Click **Connect!**



! To recover your password, use [recover password](#) feature. If you have any problems, contact [World of Tanks support service](#).

## Updates

When you start World of Tanks, you are presented with the game launcher. The launcher is your gateway into the game. Each time you run the game, the launcher will check for updates and automatically install available updates – no more hunting around on the Internet for the latest update information! Once the updates are installed successfully, press **Play** to start the game.

## Setting up the Game

Use the Settings menu to customize volume, graphics, sound, controls, chat, and reticle settings. To access game settings, click **Menu>Settings**.

### Game

Go to Game tab to customize chat settings, vehicle marker settings, intensity of effects and enable voice chat, post-effects, as well as a number of other parameters including Gametrix JetSeat (if connected) parameters and Minimap transparency.



#### To modify Game settings:

1. Click Menu>Settings>Game.
2. Make necessary adjustments.
3. Click **Apply** > **OK**.

!“Enable battle recording” option enables you to replay the battles you participated in. Logging into the game is not required when replaying battles. See also [Battle Recording and Replay](#).

## Graphics

Use Graphics settings to set necessary graphics quality and screen resolution, enable full-screen mode, vertical synchronization and other parameters.



### To modify Graphics settings:

1. Click Menu>Settings>Graphics.
2. Make other necessary adjustments.
3. For best performance, set the Graphics Quality setting to Low or Medium.
4. Click **Apply** > **OK**.

! Use Auto-Detect option to automatically adjust graphics quality settings according to your system settings.

### To set up optimal brightness:

1. Click Menu>Settings>Graphics.
2. Select Full-screen mode option otherwise the Gamma option will be disabled.
3. Move Gamma slider to adjust brightness settings.
5. Click **Apply** > **OK**.

! Select Color-blind mode option to exclude red and green colors from the Battle screen palette.

## Volume

Go to Volume tab to modify the volume of music, voice messages, tanks, effects, interface sound effects and ambience, general volume of the game and other parameters, as well as to enable voice chat and customize its settings



### To modify Volume settings:

1. Click Menu>Settings>Volume.
2. Move the slider to adjust the desired level of volume next to the selected parameter.
3. Click **Apply** > **OK**.

## Controls

Go to Controls tab to assign key combinations to major in-game operations, set mouse sensitivity in different modes and adjust camera position and minimap size.



### To modify Controls settings:

1. Click Menu>Settings>Controls.
2. Make necessary adjustments. Use the scroll bar to view all available settings.
3. Click **Apply** > **OK**.

**!** Click **Default** button to restore control settings to defaults. Click **Apply** > **OK** to save changes.

## Reticle

Use Reticle tab to select and modify various reticle markers and indicators.



### To modify Reticle settings:

1. Click Menu>Settings>Reticle.
2. Select the desired reticle type and markers from the menus.
3. Use the appropriate sliders to adjust the intensity of indicator and marker display. Make other necessary adjustments.
4. Click **Apply** > **OK**.

## Control Reference

On the battlefield, there is a slim margin for error. Learn the following commands until they are second nature, and use them to operate your vehicle as necessary.

Note that you can customize some of the controls exactly how you like them in the [Controls](#) menu, or just use the defaults shown here:

### Battle Mode

<b>F1</b>	Press for help in Battle or in the Garage
<b>W, A, S, D</b>	Move a vehicle: <b>W:</b> forward <b>A:</b> left <b>S:</b> backward <b>D:</b> right
<b>R, F</b>	Enable cruise control
<b>X</b>	<b>SPGs and Tank Destroyers:</b> Lock hull
<b>LMB</b>	Fire
<b>RMB</b>	<b>Hold:</b> Prevent turret from following reticle <b>With reticle on target:</b> Enable Auto-aim <b>With no target in reticle:</b> Disable Auto-aim
<b>E</b>	Disable Auto-aim
<b>SPACE</b>	Stop and Fire
<b>Keys 1-6 (upper row)</b>	Switch between shell types (1-3), use consumables (4-6)
<b>Q</b>	<b>Hold:</b> Enable voice chat
<b>CTRL</b>	<b>Hold:</b> Enable cursor
<b>CTRL + LMB</b>	<b>On the minimap:</b> Send an attention message to team by highlighting a square on the minimap
<b>CTRL + RMB</b>	<b>On the minimap (for artillery)</b> Aim artillery at a square on the minimap by selecting it
<b>Left Shift</b>	Turn sniper (or artillery) mode on or off
<b>TAB + CTRL</b>	Hide/show team lists
<b>ALT</b>	<b>Hold:</b> Display tank icons and players' names
<b>CTRL + PrtScn</b>	Capture screen image to folder
<b>ESC</b>	Back to game menu

### Camera Controls

Mouse scroll or PgUp/PgDn	Zoom camera in/out
Mouse movement or cursor control keys	Rotate turret and/or camera

### Minimap

CTRL +	Zoom minimap in
CTRL -	Zoom minimap out
CTRL + M	Hide minimap

### Chat Mode

ENTER	Enter chat mode
ENTER	Send a message to team
CTRL + ENTER	Send a message to all players
ESC	Exit chat mode

### Chat Shortcuts

Key	Chat messages
F2	Attack!
F3	Back to base!
F4	Follow me!
F5	Affirmative!
F6	Negative!
F7	Help!
T	<b>With reticle on target:</b> Attacking <player name>!

## Basics

If you're eager to get started right away, skip this section, select a tank, click **Battle!** and roll out! For more options, read below.

The Basics section provides you with everything you need to get started with World of Tanks. If you are new to the game, take a few minutes to read this section and learn how to prepare your vehicle for a battle: recruit crew, mount modules, resupply ammunition and perform repairs.

Once you are ready, check out the Advanced section for more info on World of Tanks.

*In this chapter:*

- [Garage](#)
- [Selecting Your Battle Tank](#)
- [Vehicle Characteristics](#)
- [Recruiting Crew Members](#)
- [Modules](#)
- [Ammunition](#)
- [Repairs](#)

## Garage

After logging in, you will see the Garage screen. Listed below are the main elements of this screen.

The screenshot shows the Garage interface with the following labeled elements:

- Current vehicle model:** PzKpfw S35 739 (I) MEDIUM TANK
- Number of players and battles:** 2 players, 0 battles
- Current server:** Server "east"
- Player's name:** TEV
- Player's account type:** Standard Account
- Buy/Extend Premium Account:** BUY PREMIUM, GET GOLD, EXCHANGE GOLD, CONVERT EXPERIENCE, RESEARCH
- Menu:** MENU button
- Battle! menu:** Battle! button, STANDARD BATTLE dropdown
- Crew Panel:** Accelerate crew training, crew members (Unteroffizier Böhm, Gefreiter Kesting, Panzererschütze Meier) with 50% training progress
- Current vehicle image:** 3D model of the PzKpfw S35 739 (I)
- Current vehicle characteristics:**
  - Weight: 13,521.3 (Weight/Load Limit)
  - 220 Engine Power (h.p.)
  - 37 Speed Limit (km/h)
  - 40 Traverse Speed (deg/sec)
  - 36/35/25 Hull Armor (front/sides/rear mm)
  - 56/46/46 Turret Armor (front/sides/rear mm)
  - 39-65 Standard Shell Damage
  - 41-69 Standard Shell Penetration (mm)
  - 31.58 Rate of Fire (rounds/min)
  - 47 Turret Traverse Speed (deg/sec)
  - 380 View Range (m)
  - 600 Signal Range (m)
- Service:** SERVICE, EXTENSOR buttons
- Modules Panel:** Grid of various modules
- Vehicles Panel:** Grid of other tanks (Matilda, Leichttraktor, PzKpfw S35 739 (I), Löwe, T1 Cunningham)
- System Channel:** Channels, Contacts, General, Tank Companies
- Shells Panel:** Shells
- Consumables Panel:** Consumables
- Invitation Channel:** Invitation Channel
- Other labels:** Ready for battle, Exterior, Research current vehicle, Current vehicle status, Exchange Gold, Convert Experience, Get Gold

**Menu.** Enter game settings, disconnect from server, exit game or return to it.

**Current vehicle model.** Model and name of your current vehicle.

**Number of players and battles online.** The number of players online and current battles.

**Battle! menu.** Join a desired battle type.

**Current server.** The name of the server you are currently playing on.

**Player's name.** Your name.

**Player's account type.** Your current account type.

**Buy/ Extend Premium Account.** Purchase or extend Premium Account. See [Premium Account](#) for details.

**Get Gold.** Refill your balance with gold. See [Gold](#).

**Exchange Gold.** Convert gold into credits. See [Converting Currency](#).

**Convert Experience.** Convert battle experience into Free Experience. See [Free Experience](#).

**Research current vehicle.** Research new modules for the current vehicle. See [Researching Vehicles and Modules](#).

**Current vehicle characteristics.** General characteristics of the current vehicle. See [Vehicle Characteristics](#).

**Current vehicle status.** Status of your current vehicle. See [Selecting Your Battle Tank](#).

**Exterior.** Customize your vehicle exterior by applying camouflage. See [Vehicle Exterior](#).

**System Channel.** Channel type used for system notifications. See [System Channel](#).

**Invitation Channel.** Channel type used for receiving and viewing invitations.

**Consumables Panel.** Consumables mounted on your current vehicle. See [Consumables](#).

**Shells Panel.** Type and number of shells loaded to the current vehicle. See [Ammunition](#).

**Equipment Panel.** Equipment mounted on the currently selected vehicle. See [Equipment](#).

**Tank Companies Chat.** Create a company, invite players and exchange messages within a company. See [Tank Company](#).

**General Chat.** Chat available to all players. See [General Chat](#).

**Contacts.** Your contact list. See [Contact List](#).

**Channels.** Search, join and create channels. See [User Channels](#).

**Vehicles Panel.** All vehicles available to you at the moment. For more information, see [Selecting Your Battle Tank](#).

**Modules Panel.** Modules mounted on the current vehicle. See [Modules](#).

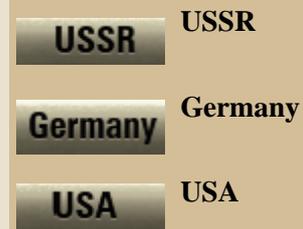
**Service.** Repair your current vehicle, resupply and purchase ammo and consumables for it. See [Repairs](#) and [Ammunition](#).

**Current vehicle image.** Image of the currently selected vehicle.

**Crew Panel.** Crew of your current vehicle. See [Recruiting Crew Members](#).

### Nations

The game features vehicles of three nations to choose from:



## Selecting Your Battle Tank

To get ready for a battle, first you need to select a battle vehicle. All vehicles available to you are displayed in Vehicles panel.



Scroll Vehicles panel to view all available vehicles. Note that vehicles you select may have different status.

You may also filter the Vehicles panel content by nation, vehicle type or status if the panel becomes too large. To setup filters choose required nation or/and vehicle type from corresponding drop-down menus and/or check “Primary only” box to display, for example, only those type of primary light tanks that belong to a particular nation.

■ **To select a vehicle**, left-click the required vehicle in the tank panel. The selected vehicle appears on the main screen, with its characteristics and crew information displayed next.

■ **To rotate the selected vehicle**, left-click on the vehicle image and move the mouse holding the left button down. Use mouse scroll to zoom in/out.

■ **To set a vehicle as primary**, right-click a vehicle in the Vehicles panel and select Set as Primary. The selected tank will be moved to the front of your tank panel.

**Note that your vehicle will not be allowed in battle in the following cases:**

- The vehicle crew is incomplete.
- The vehicle has been damaged in a previous battle. To enter battle on this vehicle, repair it. See [Repairs](#).

### Vehicle Types

■ **Standard vehicle.** A standard configuration vehicle is available to all players from the beginning of the game. Each nation is represented by one standard vehicle. Once you have researched all available modules for a standard vehicle, you can unlock and purchase more sophisticated vehicles of this nation. Experience earned on standard vehicles is bound to these particular tanks and can be distributed only towards researching these vehicles.

■ **Premium vehicle.** Available for gold. Premium vehicles do not require additional research, however, they cannot be upgraded. Experience earned on a Premium vehicle can be converted to Free Experience (See [Free Experience](#)) or distributed towards accelerating crew training (See [Accelerating Crew Training](#)).

■ **Elite vehicle.** A vehicle with all available modules and technical branches already researched. An Elite vehicle receives all capabilities of a Premium vehicle.



**Ready for battle.** Your current vehicle must be ready for battle to participate in combats.



**Tank in battle.** This status appears when you leave an active battle or your vehicle is destroyed. To join a new battle on this vehicle, wait until the current battle is over.



**Tank knocked out.** The vehicle was damaged in a previous battle and requires repairs before joining new battles.



Your **primary vehicle** is marked with a yellow ribbon. A primary vehicle is moved to the front of your tank panel.



**Elite vehicles** are marked with a special icon. Elite status is awarded to vehicles with all available modules and technical branches researched.



A vehicle awaiting its **first battle** today. Winning a battle on this vehicle will bring you double experience and credits.

## Vehicle Characteristics

When choosing one vehicle over another, consider characteristics that best suit your strategy.

General vehicle characteristics are displayed next to your current vehicle in the Garage. For more details, right-click on a vehicle in the Vehicles panel and select “Characteristics”.

**Hit Points.** Determine the vehicle resistance to damage.

**Weight/Load limit (t).** Determines the vehicle maneuverability. In this respect light tanks have the advantage over medium and heavy vehicles.

**Engine Power (h.p.).** Determines the vehicle acceleration capacity.

**Speed Limit (km/h).** Determines the vehicle top speed.

**Traverse Speed (deg/sec).** Determines the speed of the hull rotation.

**Hull Armor (front/sides/rear, mm).** Determines resistance of vehicle parts to damage.

**Turret Armor (front/sides/rear, mm).** Determines the damage resistance of the vehicle turret.

**Standard Shell Damage.** Measured in Hit Points. Determined by gun and shell types. Powerful guns deal higher damage.

**Standard Shell Penetration (mm).** Determines the maximum penetration by a standard Armor-Piercing shell.

**Rate of Fire (rounds/min).** Determines the ability of a gun to fire a specific number of shells per minute. Guns with a better rate of fire are advantageous at close range, while guns with a slower rate of fire are best suited for long-range combat and sniping.

**Turret Traverse Speed (deg/sec).** Determines how fast the turret will rotate and detect the target.

**View Range (m).** Determines the view range of the turret.

**Signal Range (m).** Determines the signal range between vehicles.



! Currently a number of tank characteristics differ from their real historic prototypes. Some of the characteristics (e.g. rate of fire or turret traverse speed) were intentionally changed for all vehicles, with view to improve game dynamics and performance.

## Recruiting Crew Members

Each vehicle is operated by crew, which may consist of Commander, Gunner, Loader, Radio Operator and Driver. Note that different vehicle types have different number of crew members. For more info on crew, see [Managing Crew](#) in the Advanced section.

You cannot start a battle with an incomplete crew. The crew of your current vehicle is displayed in the crew panel in the Garage. Use it to recruit or replace tankers.

### To recruit a tanker from the Crew panel:

1. Click a required vacant slot in the Crew panel.



2. Select Recruit. The Recruit a Crew Member window is displayed.

3. Select a required training level. For details, see [Training Crew](#).

4. Click **Recruit**. The new tanker appears in the crew panel. The cost of the selected training level is charged from your balance.

! You can also recruit crew members in the Barracks. See [Recruiting a Tanker in Barracks](#).

### To replace a crew member:

1. Left-click a tanker you wish to replace in the Crew panel.
2. Select another tanker of the same nation and competence. The tanker is replaced. The previous tanker appears in the Barracks (See [Recruiting a Tanker in Barracks](#)).



## Modules

Modules are replaceable parts of vehicle configuration and include gun, turret, suspension, engine and radio. Each module has a range of specific characteristics which determines the vehicle overall technical performance on the battlefield. These characteristics are: speed, rate of fire, aiming time, view range, etc. Upgrade modules to enhance your vehicle characteristics.

You cannot join a battle with a vehicle that is missing one or more modules.



*See also:*

- [Researching Modules for the Current Vehicle](#)
- [Purchasing Modules](#)

! Each vehicle has a specific weight. Total weight of all modules mounted on a vehicle should not exceed the load limit of the vehicle's suspension.

! The configuration of SPGs and Tank Destroyers includes four modules: gun, engine, suspension and radio. The turret cannot be replaced.



**Gun.** Guns have different penetration, damage, accuracy and rate of fire characteristics.



**Turret.** Determines the vehicle endurance and view range.



**Suspension.** Determines the vehicle terrain crossing capacity, traverse speed and load limit.



**Engine.** Determines the vehicle dynamic performance.



**Radio.** Determines the vehicle signal range.

### Mounting Modules

Please note that before mounting new modules on a vehicle, you first need to research and purchase them (See chapters [Researching Vehicles and Modules](#) and [Purchasing Modules](#)).

Once the module is purchased, it becomes available for mounting on the current vehicle from the module panel in the Garage.



**To view the list of upgrades available for your vehicle modules,** left-click the required module in the module panel.

To view current module characteristics and other compatible modules, right-click the required module in the modules panel to activate information dialog.

The Characteristics dialog displays the following module characteristics:

- General characteristics. Basic characteristic specific to each module that influence module performance.
- Compatible modules/vehicles. Modules and vehicles compatible with the current module. The number of compatible elements may vary depending on module type.

Current vehicle type/model and mounted modules are displayed in green.

**Gun 3,7 cm KwK 36 L/46.5**



**Gun 3,7 cm KwK 36 L/46.5**

**Characteristics**

37	Caliber (mm)
30	Rate of Fire (rounds/min)
34/64/18	Average Penetration (mm)
32/38/42	Average Damage
0.4	Accuracy at 100 m (m)
1.5	Aiming Time (sec)
100	Weight (kg)

**Compatible Vehicles**  
Leichttraktor, PzKpfw III, PzKpfw III Ausf. A, VK 1602 Leopard, PzKpfw II Luchs

**Compatible Turrets**  
 Leopardturm, Turm Schwedisch Bofors, PzKpfw-III-Turm Ausf. M, PzKpfw-III-Turm Ausf. C, PzKpfw-III-Luchsturm, PzKpfw-III-Turm Ausf. A, Verbesserter Turm, PzKpfw-III-Turm Ausf. E, PzKpfw-III-Großturm

**Compatible Shells**  
 Armor-Piercing, AP Composite-Rigid, High-Explosive

Close

**To mount a module:**

1. Click a module in the module panel to view the list of available upgrades.
2. To view more details, right-click the required module.
3. Click a module in the list of available upgrades. Make sure that the module you select is available for purchase.
4. Click **Purchase** to confirm. The selected module is purchased and mounted on the current vehicle. A notification about successful mounting is displayed in the system channel. The module cost is charged from your balance.

	The module is mounted on the current vehicle.
	The module has been researched and purchased and is available for mounting.
2 750	The module is researched and available for purchase (the price is displayed).
24 240 <span style="color: red;">Research</span>	The module requires research.

## Ammunition

Before entering a battle, make sure that your ammunition is fully loaded. The amount of ammo that can be loaded on each vehicle depends on its gun caliber, current turret and the total weight.



*See also:*

- [Purchasing Shells](#)
- [Selling Shells](#)

### Shell Types

There are four types of shells for you to choose from. Each type of ammo serves a specific purpose and is designed for different combat situations. Shell types differ in capacity, penetration and damage.



#### Armor-Piercing (AP)

##### High armor penetration, moderate damage

The AP shell remains the preferred round in tank warfare, as it has a greater "first-hit kill" probability than a highly explosive anti-tank (HEAT) round, especially against a target with composite armor. Due to its higher muzzle velocity (the speed at which the projectile leaves the muzzle of the gun), is also more accurate than a HEAT round.



#### High-Explosive (HE)

##### Low armor penetration, serious damage

At close range, seriously damages a tank even without penetrating the armor (can easily damage the tracks). Well armored tanks and SPGs are quite resistant to HE damages. Most of the damage to soft targets such as unprotected personnel is caused by shell pieces rather than by the blast. However large-caliber shells can cause severe damage both to light and heavy vehicles.



#### Armor-Piercing Composite Rigid (APCR)

##### High penetration at close range, minor damage

APCR and HEAT shells cannot be employed simultaneously due to different initial velocity. APCR shells need long barrels and therefore APCR shells are used by specific gun models. They are lighter by weight and therefore faster. The kinetic energy of the shot is concentrated in the core and hence on a smaller impact area, which improves its chances of penetrating the target armor. However, because these shells are lighter but still the same overall size, they have poorer ballistic qualities, and lose velocity and accuracy at longer range.



#### High-Explosive Anti-Tank (HEAT)

##### High penetration, moderate damage

HEAT shells need short barrels. The effectiveness of the shell is independent of its velocity and, therefore, the firing range. It is as effective at 1000 meters as at 100 meters. Such shells cannot be employed together with the APCR shells.

## Resupplying Ammunition

### To resupply ammunition:

1. Go to the Garage.
2. Click a required shell icon on Shells panel or click **Service** to open the Service window.



3. Use sliders to adjust the number of shells you want to resupply.
4. Click **Resupply** to resupply ammunition. A notification about purchasing and loading shells is displayed. The cost of the purchased ammo is charged from your balance.
5. Check “Resupply automatically” to restore the ammunition settings to the previous state after each battle automatically.

! To apply all changes in vehicle’s ammunition and consumables click **Accept > OK**.

! You can also purchase shells from the Store. See [Purchasing Shells](#).

In Depot	35	Number of shells of each type available in the Depot (purchased previously).
Purchase	22 x 14	Number and cost per shell of ammo available for credits.
	5 x 2	Number and cost per shell of Premium ammo available for gold.
	24	Number of shells of each type loaded on your current vehicle.

Here you can also change the order of switching between shells when in battle. **To change the order of shell allocation**, left click a slot and choose a shell type you wish to place in this slot. The shells change the order of allocation.

## Repairs

After a battle your vehicle is likely to be damaged or destroyed. Before joining a new battle on the same vehicle make sure it is repaired. You can join a new battle on a fully repaired vehicle only.

### To make necessary repairs:

1. Click **Service** on the Garage screen. The Service window is displayed.

**SERVICE**

**Repairs** 100%  Repair automatically 0 Repair

**Ammunition** 44/44  Resupply automatically

	In Depot	Purchase	Price
3.7cm Armor-Piercing Pzgr 36 Penetration: 26-43 mm Damage: 24-40	8	0 x 0	0
3.7cm AP Composite-Rigid Pzgr 40 Penetration: 48-80 mm Damage: 29-48	25	9 x 2	18
3.7cm High-Explosive Sprgr 18 Penetration: 14-23 mm Damage: 32-53	11	0 x 6	0
			18 0 Resupply

**Consumables** 3/3  Resupply automatically

	In Depot	Purchase	Price
Small Repair Kit Repairs a damaged module	0	1 x 3,000	3,000
Large Repair Kit Repairs all damaged modules	0	0	0
Automatic Fire Extinguishers -10% chance of fire Extinguishes fire automatically	0	0	0
			0 3,000 Resupply

Total: 18 3,000 Accept

Close

2. Click **Repair** in Repairs field. Vehicle health restores to 100% and the bar turns green. The vehicle is repaired. The cost of repairs is charged from your balance.

3. Check “Repair automatically” to repair the vehicle automatically after each battle.

You can also use the Service window:

- To resupply the vehicle ammunition. See [Resupplying Ammunition](#).
- To purchase necessary consumables for the current vehicle. See [Mounting Consumables](#).



**See also:**

- [Resupplying Ammunition](#)
- [Purchasing Shells](#)
- [Mounting Consumables](#)

## In Action. Standard Battle

Once you have selected a vehicle and it is ready for battle (See [Selecting Your Battle Tank](#)), challenge your skills with experienced soldiers in a standard battle. In this mode the map and players are selected randomly. The battle lasts until all enemy tanks are destroyed or one of the bases is captured.

To start a standard battle, click **Battle!** or select Standard Battle from the Battle! menu in the Garage. The Pre-battle Lobby is displayed, followed by the Random Battle screen general for all battle types.

### The screen provides the following information:

- The title and preview image of the map randomly selected for the current battle.
- Margin of victory.
- Lists of the two competing teams with players' names, as well as models and icons of the participating vehicles.
- The battle load bar. The battle screen appears once the loading completes. The battle starts in 30 seconds after all players joined it.
- Random tips on combat tactics.



### In this chapter:

- [Battle Screen](#)
- [Battle Controls](#)
- [Shooting Modes](#)
- [Reticle Indicators](#)
- [Base Capture](#)
- [Tactics Hints](#)
- [Postmortem](#)
- [Statistics](#)



**For help in battle, press F1.**  
 If you protect your artillery from light tanks, they will protect you from the heavy ones.

## Battle Screen

After the battle starts, the Battle screen is displayed. This is the screen where you'll spend most of your game time.



**Base capture bar.** Base capture progress. For details on capturing bases, see [Base Capture](#).

**Battle score.** Number of vehicles destroyed by each team. Note that destroying your team mate vehicle results in reduction of total battle score.

**Vehicle marker.** All targets on the battlefield are indicated with markers specific to various vehicle models. Enemy vehicles are marked red, your allies are marked green. Markers of destroyed vehicles turn black and disappear.

**Battle time left.** Battle time countdown. A battle lasts up to 15 minutes. If there are vehicles of both teams left on the battlefield once the battle time expires, the battle ends in a draw.

**Team Panel.** Includes members of two competing teams along with short information on each player: name, number of frags and the vehicle icon.

**Battle notifications.** Notifications about various battle events.

**See also:**

- [Base Capture](#)
- [Reticle Indicators](#)
- [Battle Controls](#)

**Minimap.** Map of the battlefield. The minimap gives you an overall view on the battlefield. It displays the terrain, your vehicle (white dot), friendly vehicles (green dots), enemy vehicles (red dots) and bases of both teams.

**Ammunition and Consumables Panel.** Displays information on the number and type of available shells, as well as consumables mounted on your vehicle. The current shell type is highlighted with green.

Notifications about damaged and repaired modules, as well as injured or healed crew members of your vehicle will be displayed above this panel. See also [Shells/Consumables](#).

**Vehicle Condition Panel.** Displays information on the vehicle speed and health left, damaged and knocked out modules, injured crew members, etc. Damaged modules (highlighted with orange) operate at reduced capacity. Modules, which were knocked out of action, turn red and don't function at all until they are repaired.

! Colliding with other vehicles damages your tank. The amount of damage depends on specific circumstances.

**Battle Chat.** Once in game, open up the battle chat to chat live to other players. See also [Battle Chat](#).

**Reticle.** Use the reticle to aim the gun at targets. For details, see [Reticle Indicators](#). To customize your reticle settings, see [Reticle](#).

**Team Panel Settings.** Use this panel to set up Team panel display mode or hide the panel. To switch between modes, press and hold **CTRL** and click required mode button.

! Click Menu > Settings > Graphics > Color-blind mode to switch to the color-blind mode. Under this mode the Battle screen does not rely on red and green color.

### Vehicle Markers



Light vehicle



Medium vehicle



Heavy vehicle



SPG



Tank Destroyer

## Battle Controls

To move your vehicle, aim, fire and perform other actions on the battlefield, use the controls listed below. See [Control Reference](#) for complete list of controls.

! Press and hold **F1** to display the help screen when in battle.

 *See also:*

- [Controls](#)
- [Control Reference](#)

### Move

- Use keys **W, A, S, D** to move your vehicle.
- Press **R/F** to enable cruise control.
- Press **R** twice to switch to full speed forward.
- Press **F** twice to switch to full reversing speed.

### Fire

- Left-click to fire.
- Press **Space** to stop and fire while moving.

### Auto-Aim

- Right-click a target to enable auto-aim.
- Right-click outside the target or press **E** to disable auto-aim.

### Camera

- Move the mouse or use cursor keys to control the camera.
- Scroll the mouse wheel or press **PgUp/PgDn** to zoom in/out.
- Hold **RMB** to prevent the turret from following the reticle.

! The turret and the gun of your vehicle follow the camera as you move it, although with a small lag. Watch the gun position indicator and the accuracy markers around it on the screen to see where your gun is aimed.

### Shells/Consumables

- Use keys **1-3** to switch between shells.
- Use keys **4-6** to select consumables. Select the damaged module or the injured crew member to repair the module or heal the tanker.

! Note that pressing the key once will cause the gun to fire the current shell and only then switch to the new one. Press the key twice to start loading the new shell immediately (loading will take the standard amount of time) without firing the already loaded shell.

! Consumables that activate automatically or that function throughout the entire battle are displayed without a number.

## ***Battle Chat***

- Press **ENTER** to activate the chat.
- Press **ENTER** to send a message to your team.
- Press **CTRL+ENTER** to send a message to both teams.
- Press **ESC** or left-click once outside the chat window to exit the chat.

## ***Minimap***

- Press **CTRL =** to zoom the minimap in.
- Press **CTRL -** to zoom the minimap out. This option is available only when the minimap is zoomed in.
- Press **CTRL+M** to hide/display the minimap.

## ***Complains***

If you feel that a player violates the rules of the game or is abusive in any way, you may report on the issue.

### **To complain while in battle:**

1. Press and hold **CTRL** when in battle.
2. Right-click the player name on the Team panel.
3. Select complaint type that best suits the issue.

## ***Exit Battle***

You are free to exit the battle any time you wish. In such case your vehicle will be destroyed at the end of the battle even though you left the vehicle intact.

**To exit battle** press **Esc** then click **Yes**.

## Shooting Modes

To fire at a target, use one of the three shooting modes featured in the game: arcade, sniper or artillery. Choose a mode which best suits the combat situation or your strategy.

**!** When switching between shooting modes, the camera stays focused on the same target.

### *Arcade Mode*

This is a standard mode available to all vehicles. Arcade mode is best suited for dynamic short- and middle range battles.

### *Sniper Mode*

Sniper mode is available to all vehicles, excepting SPGs. Use the sniper mode to hit long-range targets.

**To switch to sniper mode, do either of the following:**

- Scroll the mouse wheel three clicks forward.
- Press **LShift**.

**To exit the sniper mode, do either of the following:**

- Scroll the mouse wheel three clicks backward.
- Press **LShift**.



### *Artillery Mode*

Artillery mode is available to SPGs only.

- To switch to artillery mode, press **LShift**.
- To exit artillery mode, press **LShift**.

To aim artillery at a square on the minimap, right-click the required square while holding **CTRL**. The map will be aligned so that the selected square is displayed in the center of the screen.



## Reticle Indicators

The reticle is displayed in the center of Battle screen. Use it to point the aim, see target details, etc.

To customize reticle settings, see [Reticle](#).



**Range to Target.** Distance to target (another vehicle or a landscape element).

**Loading.** Indicates gun loading progress. After a shot was made, wait for the gun to reload and the indicator turn green before firing again.



*See also:*

**Target Name.** Your opponent's name and vehicle's model.

- [Reticle](#)
- [Shooting Modes](#)

**Target Damage Remaining.** Target condition.

**Point of Aim.** The center of the reticle used to point the aim. To view another vehicle's details, aim the reticle on the vehicle. The vehicle gets highlighted, with its details (player name, model and damage remaining) are displayed on the screen.

**Fire Direction.** Displays the direction from which your vehicle is being attacked by fire.

**Shells Remaining.** The amount of ammo remaining in your vehicle.

**Player Damage Remaining.** Your vehicle condition and amount of health left.

**Accuracy.** Your gun firing accuracy. The accuracy decreases when the vehicle is moving, the turret is rotating, the gun is damaged or the Gunner is injured.

**Gun Position.** Displays the current gun position.

## Base Capture

At the start of a battle your friendly team appears within or close to your base, with the flagpole in the center.

The enemy base and the opponent team appear on the opposite side of the map.

To win a battle, either destroy all enemies or capture an enemy base. Do both to ensure the victory.

As you occupy the enemy base you gain capture points. Note that the more friendly vehicles occupy the enemy base, the faster the base is captured.

Also note the following when capturing a base:

- If an occupying vehicle leaves the enemy base, the base capture progress returns to zero.
- If an occupying vehicle is damaged during capture, the progress returns to zero, but the capture continues.
- If a vehicle is destroyed while capturing a base, the progress returns to zero, and capture discontinues.
- You can capture the enemy base even if enemy tanks appear within the base circle (if you manage to repel the attack and survive long enough).



! When in Color-blind mode, the flag-indicator of the enemy base is displayed in bluish color. See also [Graphics](#).

## Tactics Hints

Victory in a battle can only be achieved through the combined efforts of every member of the team, each playing their own role on the battlefield.

Protect your SPGs, preventing your opponents from penetrating your lines. Destroy opposing artillery, detect enemy vehicles and capture bases. Attack cooperatively, devise strategies. And keep your base safe at all times!

See below for basic scenarios for various vehicle models.

### **Heavy Vehicles**

Move forward shooting targets and eliminating medium and light enemy vehicles. Protect friendly SPGs or remain in the background to cover your comrades in an emergency.

### **Medium Vehicles**

Attack enemy heavy vehicles and Tank Destroyers by aiming at their sides and rear, or eliminate light vehicles. Punch deep into enemy lines and destroy opposing SPGs or protect friendly artillery.

### **Light Vehicles**

Light vehicles are the eyes and ears of the team. Use them to detect and neutralize opposing artillery and tanks and deliver their coordinates to friendly SPGs. The main advantage of light vehicles is their maneuverability. Exhaust your foes in close-range combats. If you are lucky, you can even capture the enemy base.

### **Tank Destroyers**

Tank Destroyers are intended for ambush operations. Hide in the bushes, switch to sniper mode and wait for easy targets. But do not drop guard! Move to find a new position at the slightest scent of danger.

Tank Destroyers are also perfect for protecting other vehicles. Their guns are powerful and the front armor is very thick, which makes them hard to destroy.

### **SPGs (Artillery)**

SPGs are slow and clumsy but have immense fire power. Use their specific artillery shooting mode to destroy targets in any square of the map.

SPGs send shells in parabolic arches which allows you to fire from behind cover. All you have to do is take up a good position and hope that enemy vehicles do not detect you. Timely use of direct fire may provide artillery a good chance of survival even in close combats.

### **Terrain**

Various terrains featured in the game influence your vehicle speed:

- Vehicles move at full speed on asphalt and roads.
- Vehicles move at medium speed on grass, ground and on ploughed fields.
- Vehicles move at low speed on swamps and marshes.

### **Ramming Trees**

- The success of ramming a tree is determined by the weight of your vehicle.
- Vehicles do not sustain any damage from ramming trees (nor from colliding with destroyed vehicles).
- Vehicles cannot ram bushes.
- Fallen trees do not affect vehicle view range or movement.

### **Basic Tactics Hints:**

- The higher your speed, the lower your accuracy.
- A vehicle armor is thinner on sides and rear.
- The closer to the target, the easier to penetrate its armor.
- A stationary tank is more difficult to detect, but shooting reveals your position.
- Buildings and destroyed vehicles are a good shield against enemy fire, unlike trees and bushes.
- Use bushes to make your vehicle harder to detect.

## Postmortem

If your vehicle is destroyed or knocked-out during a battle, there are two options for you to choose from: return to Garage and start another battle (remember that you cannot use the same vehicle as long as it stays in battle or is damaged, see [Selecting Your Battle Tank](#)) or stay on the battlefield and watch your comrades in arms fight to the end in Postmortem mode.

Postmortem mode is activated immediately on destruction of your vehicle. Enable the post-effect in Postmortem in the Game settings (See [Game](#)). With the post-effect enabled, the screen turns darker after the destruction of your vehicle.



Postmortem mode allows you to use the chat and the minimap, e.g. send attention messages to team by highlighting a square on the minimap.

- Right-click to switch between allies remaining on the battlefield to watch the battle from their point of view.
- Left-click to return to the remnants of your vehicle.
- Press and hold **CTRL** and left-click the square on the map to send attention message to your teammates.
- Press **Esc** key > **Yes** to return to the Garage.

## Statistics

The Statistics screen is displayed when the battle is finished. View team and personal achievements, as well as battle heroes. Check out the amount of credits and experience received in the battle (See [Experience](#) and [Credits](#)).

Team Achievements				Personal Achievements				Battle Heroes			
<b>Defeat! Base captured!</b>											
Player	Vehicle	Condition	Destroyed	Player	Vehicle	Condition	Destroyed				
Ivanchonkin84	Pz35t	In battle	0	TEATRO_34rus	BT-2	In battle	0				
Distrik	PzII	In battle	0	POLINA_25	M2 Light Tank	In battle	3				
alex19761	PzII	In battle	1	leninizm78	M2 Light Tank	In battle	1				
zanky12	PzII	In battle	0	Keha1965	MS-1	In battle	2				
HydrA911	T1	In battle	1	Daniilushka	T1	In battle	0				
<b>TEV_1984</b>	<b>T1</b>	<b>In battle</b>	<b>0</b>	ProTank621	BT-2	Destroyed	0				
muxa08	M2 Light Tank	Destroyed	3	ljxymrf	BT-2	Destroyed	2				
03Vladimir03	Pz35t	Destroyed	2	0751	Pz35t	Destroyed	0				
Baratinchik	T-26	Destroyed	0	zhjckfdzhjckfd	T-26	Destroyed	0				
LOCO8020	T-26	Destroyed	0	toxa127[VL125]	T2 Light Tank	Destroyed	0				
077[GBR33]	T2 Light Tank	Destroyed	0	vampir070797	T2 MT	Destroyed	0				
stepasamofalov[...]	T2 Light Tank	Destroyed	2	KATORPILER	LTraktor	Destroyed	0				
SHurSHaHanter	LTraktor	Destroyed	0	gaika1	LTraktor	Destroyed	0				
Efniter	MS-1	Destroyed	0	pushrostov	LTraktor	Destroyed	0				
Snabjenes	MS-1	Destroyed	1	BULDOZER4x4	MS-1	Destroyed	1				
<b>TEV_1984</b>						Experience:	39				
						Credits:	489				
						Repairs:	0				
Press Esc to return to Garage...											

For more information on your overall battle performance, go to Statistics tab.

STATISTICS			
<b>TEV</b>		Last battle Friday, December 02, 2011 7:06:51 PM	
		Created Monday, November 21, 2011 3:04:07	
	Battles	Victories	Overall Results
	14	36%	<b>Overall Results</b>
	8	50%	MS-1
	5	0%	PzKpfw S35 739 (f)
	1	100%	Löwe
			<b>Overall Results</b>
Battles Participated:			14
Victories:			5 (36%)
Defeats:			1 (7%)
Battles Survived:			5 (36%)
<b>Battle Performance</b>			
Destroyed:			6
Maximum Destroyed in Battle:			5 Löwe
Hit Ratio:			43%
Damage:			1,750
<b>Experience</b>			
Total Experience:			1,691
Average Experience per Battle:			121
Maximum Experience per Battle:			1,010 Löwe

The screen contains details on your overall combat results as well as results for each of your tanks. The results include the number of participated and survived battles, the victory/defeat ratio, and the amount of experience received.

Medals and achievements you receive in battles are displayed in the medal panel. Use the mouse wheel to scroll the medal panel. Right-click a medal to view its description.

## Battle Recording and Replay

Battle recording and replay functionality enables you to analyze the battle, share your experience, or simply watch and enjoy your triumph. No matter what the reason is, with recording function you can:

- Replay a battle record many times.
- Replay the record forward up to 16 times faster.
- Pause the replay.
- Switch between free and fixed camera of the vehicle.
- Select the replay speed.

To record a battle click **Menu** > Settings > Game > Enable battle recording.

Once the battle is ended, you will see Replays folder in the Game directory on your computer. The folder contains the recorded battle and record log in .txt format. The record file name includes the name of the map and the vehicle model.

### To replay the battle:

1. Close the game client once the battle is ended.
2. Navigate to the Replays folder.
3. Open the .wotreplay file.

The game will start automatically. You will see the battle load screen immediately without registration. The battle record will start replaying and will stop on appearance of the battle statistics screen.

When replaying, you can switch between two types of cameras:

- Fixed camera of the vehicle you participated in battle on.
- Free camera which enables you to adjust the view angle.

### Replay controls

- Press **Right arrow** key to increase the replay speed.
- Press **Left arrow** key to decrease the replay speed.
- Press **Space** to pause/continue the replay.
- Left-click to switch between free and fixed cameras.

## Experience



Information on your experience is displayed on the Garage screen next to Research button.

Nearly everything you do on the battlefield — destroying enemy vehicles, attacking targets by fire, obtaining achievements, etc — brings you experience points (XP). You even earn experience for losing a combat, as long as you keep fighting to the dirty end!

Experience is used for upgrading modules and vehicles and advancing in the game (see [Researching Vehicles and Modules](#)).



### In this chapter:

- [Experience](#)
- [Free Experience](#)

! Battle experience is bound to the vehicle on which it was earned and can be distributed towards upgrading that precise vehicle only.

! Users with Premium Account receive 50% more of experience for each battle which allows them to develop faster. See [Premium Account](#) for details.

**The amount of experience you receive after each battle depends on various parameters, including:**

- Your team overall performance during the battle
- Your vehicle survival
- Your combat activity: actively attacking targets and being attacked by enemies
- Number of targets detected (SPGs bring more than regular tanks)
- Number of targets destroyed (including the difference in the tier between your tank and the target)
- Amount of critical damage caused to enemy (including the tier difference)
- Amount of enemy base capture points received. For details, see [Base Capture](#).

## Free Experience



Information on your Free Experience is displayed in the Garage screen next to **Convert Experience** button.

Experience received in battles on Premium and Elite vehicles can be converted to Free Experience, which is not bound to a particular vehicle, unlike common battle experience, and can be spent on unlocking modules and vehicles. When researching modules and vehicles, Free Experience is spent last.

Free Experience also makes up to 5% of general battle experience received on standard vehicles in each battle.

You can continue by accumulating Free Experience with each battle on a standard vehicle or obtain a Premium tank and proceed with upgrades much faster.

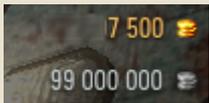
! Also use Free Experience to accelerate crew training. This training mode is available to Premium and Elite vehicles only. All experience received in battles on such tanks can be distributed towards crew training. See [Accelerating Crew Training](#).

**To convert experience to Free Experience:**

1. Click **Convert Experience**.
2. Check the vehicles you wish to convert experience from.
3. Enter the amount of experience you wish to convert.
4. Click **Convert**.
5. Click **Transfer** in the dialog appeared to confirm experience conversion. The specified amount of experience is converted to Free Experience. The specified amount of gold is charged from your balance.



## In-Game Currency



World of Tanks features two in-game currencies: credits and gold. The amount of gold and credits on your balance is displayed in the upper right corner across all screens.



*In this chapter:*

- [Credits](#)
- [Gold](#)
- [Converting Currency](#)

### Credits

Main in-game currency that can be earned in battles, received for selling modules and vehicles, or purchased for gold. Use credits to repair your vehicles, purchase modules and vehicles, and other game needs.

**The amount of credits you receive after each battle depends on certain conditions, including:**

- The battle outcome (victory brings more credits than defeat)
- The tier of your battle vehicle (higher-tier vehicles receive more credits)
- The amount of damage caused to enemy
- The number of targets detected (SPGs receive more than regular tanks)

! A certain amount of credits will be charged from your account if you damage or destroy a friendly vehicle. The amount of credits charged is displayed in the System channel.

### Gold

Additional in-game currency used for purchasing Premium Accounts, premium shells, and other premium content. Gold is purchased for real money and can be converted to credits.

Click **Get Gold** to purchase gold on World of Tanks website. Follow the instructions on the site to refill your balance.

### Converting Currency

Don't worry if you are running out of credits. You can easily exchange gold for credits any time:

1. Click Garage>**Exchange Gold**.
2. Select the amount of gold you wish to convert to credits.
3. Click **Exchange**. A notification about successful conversion is displayed in the system channel. Your balance refills with the specified amount of credits.



! You cannot buy gold for credits.

! You cannot use gold outside World of Tanks or convert it to any real or virtual currency.

## Advanced

If you are already familiar with World of Tanks basics and feel ready to dig deeper into the game, read on for more exciting options.

Check out this section to learn how to research vehicles and modules, manage your crew, participate in advanced battle types, purchase and sell vehicles and components, use chats and channels.

### Premium Account

To advance in the game and unlock more sophisticated vehicles faster, consider purchasing the Premium Account. The Premium Account provides 50% more credits and experience per battle and allows you to purchase various premium content that makes your time in the game more enjoyable. The Premium Account is purchased for gold (See [Gold](#)).

#### To buy the Premium Account:

1. Click **Buy Premium**.
2. Select the desired period you wish to buy the account:
  - For 12 months (360 days)
  - For 6 months (180 days)
  - For a month (30 days)
  - For a week (7 days)
  - For three days (72 hours)
  - For a day (24 hours)
3. Click **Purchase**. A notification about a successful purchase of the Premium Account along with its expiry date is displayed in the system channel. The related cost is charged from your balance.

Once the Premium Account expires, extend it or continue playing with the Standard Account. To extend the Premium Account, click **Extend Premium** and repeat the steps specified above.



#### *In this chapter:*

- [Premium Account](#)
- [Researching Vehicles and Modules](#)



#### *See also:*

- [Gold](#)
- [Vehicle Types](#)

## Researching Vehicles and Modules

Research new vehicles and modules to advance in the game and broaden your vehicle fleet, and, therefore, obtain more capabilities on the battlefields and more fun. Use experience earned in battles to unlock advanced modules and vehicles (See [Experience](#)).

There are two ways of researching vehicles:

- **Research modules for the current vehicle.**  
Unlock and purchase advanced modules to upgrade a specified vehicle.
- **Research vehicles successively moving along the Tech Tree from one vehicle to another.** In this case you unlock vehicles successively.

! You cannot purchase new high level vehicles without research or move to Tech Trees of other nations even if there are vehicles of the same tier in various Trees.

! Basic configuration modules are modules mounted on a vehicle during purchase. Basic modules do not require research and cannot be sold separately from the vehicle. Such modules are marked as Reserved in the Depot.

### Researching Modules for the Current Vehicle

To research modules for the current vehicle:

1. Click Garage>**Research** or right-click on a vehicle in the Vehicles panel and select Research. The Research Modules window is displayed. The window provides information on all available upgrades for the current vehicle modules, as well as the vehicles following the current vehicle in the Tech Tree.

*See also:*

- [Purchasing Modules](#)
- [Mounting Modules](#)



2. Right-click a module and select Characteristics to view module details.
3. Left-click a required module or right-click it and select Research. Confirm Research dialog appears.
4. Click **Yes**. The module is researched and becomes available for purchase (See [Purchasing Modules](#)). The specified amount of experience is charged from your balance.

5. Click **Purchase** in the confirmation dialog to buy and mount the module on the current vehicle. The specified amount of credits is charged from your balance.

The vehicle with all modules researched acquires elite status.



The module is researched.



The module is available for research. The amount of experience required is displayed.



The module is not available for research.

## Tech Tree

Tech Tree is a hierarchical visual representation of all possible sequences of vehicle upgrades you can research. It features all available tech branches of each nation and displays the overall picture of the research progress.

To research a vehicle on the Tech Tree screen:



1. Go to Tech Tree.
2. Select USSR, Germany or USA to view the Tech Tree for each nation. The vehicles available for research are highlighted.
3. Right-click a vehicle and select Vehicle details to view its characteristics.
4. Left-click a vehicle to open the Research Modules window. The modules available for research are highlighted, displaying the amount of experience required for research.
5. Left-click a required module or right-click it and select Research.
6. Click **Yes**. The module is researched and becomes available for purchase (See [Purchasing Modules](#)). The specified amount of experience is charged from your balance.

**See also:**

- [Purchasing Vehicles](#)
- [Purchasing Modules](#)
- [Mounting Modules](#)

! To mount a module on a vehicle, research and purchase it first. See [Purchasing Modules](#).

! To use a researched vehicle, purchase it first. See [Purchasing Vehicles](#).

7. Click **Purchase** in the confirmation dialog to buy and mount the module on the vehicle. The specified amount of credits is charged from your balance.

## Equipment and Consumables

Smart tank commanders keep their vehicles better equipped than the opposition. That means enhancing your vehicle characteristics and performance on the battlefield by mounting various equipment and consumables. Select the equipment or consumables that best fit the trouble you're expecting or the trouble you want to cause.

*In this chapter:*

- [Equipment](#)
- [Consumables](#)

### Equipment

Equipment improves various vehicle characteristics. Equipment doesn't require research and cannot be bartered.

Equipment can be demountable or non-demountable. Demountable equipment can be mounted and demounted from vehicles freely, while non-demountable equipment is destroyed when replaced.

Equipment influences the vehicles permanently. Some equipment items need certain conditions to take effect (e.g., a vehicle must be stationary for the Camouflage Net or the Binocular Telescope to activate, etc.)

*See also:*

- [Purchasing Shells](#)

Each vehicle has a list of available equipment. The list of such equipment depends on the vehicle's nation, model, type and tier.

Vehicles of a higher tier have access to more advanced equipment.

### Mounting Equipment

You can mount equipment only on fully repaired vehicles. Each vehicle has three slots for equipment.

Equipment is purchased for gold or credits in the Store or from the equipment panel in the Garage.

#### To purchase and mount equipment on the current tank:

1. Go to Garage.
2. Select a slot in the Equipment panel. The list of available equipment is displayed.
3. Select a required equipment item from the list.
4. Click **Purchase** to confirm. The selected equipment is purchased and mounted on your current vehicle. The specified cost is charged from your balance.

See also [Purchasing Equipment and Consumables](#).

If you mount non-demountable equipment, click **Mount > Purchase**.

	<b>Toolbox</b> +25% to repair speed	500,000
	<b>Enhanced Gun Laying Drive</b> +10% to aiming speed	500,000
	<b>Coated Optics</b> +10% to view range, up to a range of 500 m	500,000
	<b>Binocular Telescope</b> +25% view range for a stationary vehicle, up to 500 m	500,000
	<b>Camouflage Net</b> -25% to being detected when the vehicle is stationary	100,000
	<b>Small Spall Liner</b> +15% to armor protection from ramming and explosions	50,000
	<b>Improved Ventilation Class 1</b> +5% to major skills for all crew	50,000
	<b>Enhanced Springs</b> +10% suspension load capacity	20,000

## Demounting Equipment

Some equipment items can be freely demounted, but some items are non-demountable. Such equipment can be removed by specialists for gold only.

### To demount equipment:

1. Select an equipment item in the Equipment panel in the Garage.
2. Select the item you wish to demount. The equipment is demounted and placed in the Depot.

### To remove non-demountable equipment:

1. Select a non-demountable equipment item in the Equipment panel in the Garage.
2. Click **Destroy Equipment**.
3. Click **Destroy** to confirm.

### To remove non-demountable equipment by specialists for gold:

1. Select a non-demountable equipment item in Equipment panel in the Garage.
2. Click **Demount Equipment**.
3. Click **Demount**. The equipment is demounted and placed in the Depot.



! Both demountable and non-demountable equipment is available for quick demount when selling the vehicle. See also [Depot](#).

## Consumables

Consumables enhance various crew or vehicle characteristics. Consumables are for single use only. For details on activating consumables during battle, see [Shells/Consumables](#).

The list of available consumables is different for each nation. All consumables are available to all vehicles within the nation, regardless of tier and model. Consumables do not require research and cannot be bartered.

### Mounting Consumables

Each vehicle has three slots for consumables.

Consumables are purchased for credits or gold in the Service window or in the Store.

#### To purchase and mount consumables:

1. Go to Garage.
2. Click a slot in the Consumables panel or click **Service** to open the Service window.
3. Click one of the slots in the Consumables field to view the list of available consumables.
4. Select a required consumable.
5. Click **Resupply** to purchase and mount the selected consumables. The specified cost is charged from your balance.
6. Check “Resupply automatically” to automatically restore the consumables settings to the previous state after each battle.



You can change the order of the consumables to customize switching between consumables when in battle. **To change the order of consumables**, click a slot and choose a consumable type you wish to place in this slot. The consumables change the order of allocation. You can change the order of the mounted consumables only.

### Demounting Consumables

You can freely mount and demount consumables.

#### To demount consumables:

1. Click a consumable in the Consumables panel or click **Service** to open Service window.
2. Select a consumable you wish to demount.
3. Click **Resupply** to confirm. The selected consumable is demounted and placed in the Depot.

## Vehicle Exterior

You can customize the exterior of your vehicle by applying camouflage. You have a wide selection of two-tone and three-tone camouflage available. You can apply camouflage either for a short period of time or permanently.

In Exterior customizing mode the Garage screen adjusts to display how your vehicle would look like with the selected camouflage.

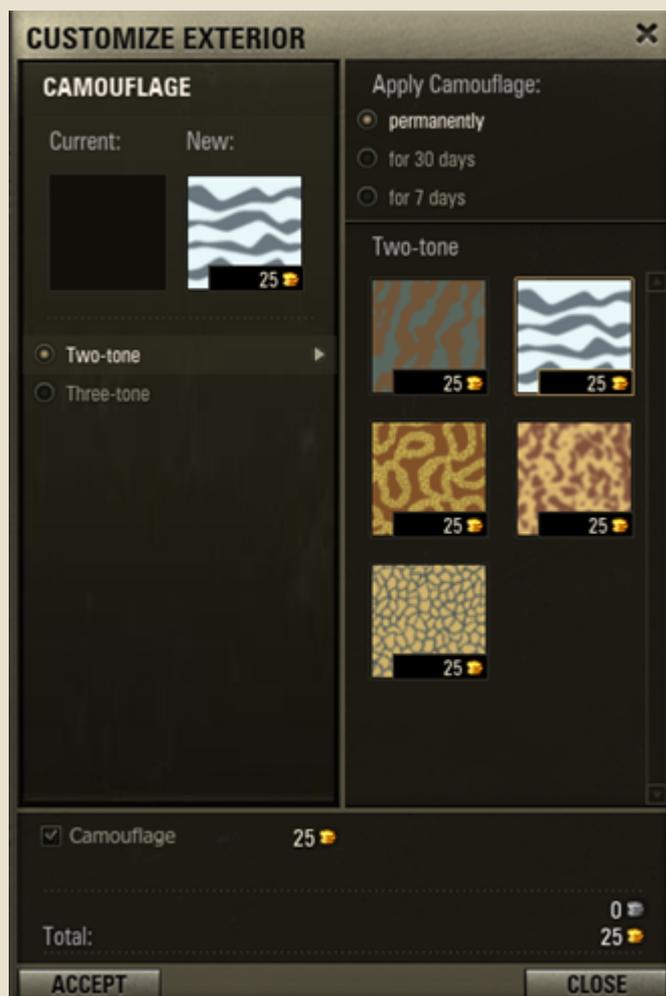
### To customize the vehicle exterior:

1. Click **Exterior** in the Garage.
2. Select a camouflage type. You can select between two-tone and tree-tone camouflage.
3. Select a camouflage.
4. Click **Accept** to apply the changes and return to the standard Garage mode.



*In this chapter:*

- [Vehicle Exterior](#)



## Managing Crew

Each vehicle is operated by crew which may include Commander, Gunner, Loader, Radio Operator and Driver. Crew size is determined by the vehicle type, thus different vehicles have different number of tankers.

The crew ensures vehicle proper functionality and contributes to its technical performance. To enhance the vehicle characteristics, increase the crew level of the major qualification or take up additional skills (see [Major Qualification and Training](#) and [Additional Qualifications and Skills](#)).

That is how Crew panel of an experienced player might look like. Each crew member slot provides quick access to tanker's personal data.



- Competence level
- Major qualification
- Tanker reached 100% competence level and can be trained for additional qualification.
- Rank
- Additional qualification of the tanker. The skill level is indicated to the right.

You can also check “Accelerate crew training” box to distribute all experience earned on this vehicle towards crew training.

- During battles crew members can be injured or knocked out, in such case qualification bonuses cease influencing the vehicle performance.
- If all crew members are injured, the vehicle is considered knocked out regardless of any other circumstances.
- To heal crew members, use consumables (e.g., First Aid Kit). For more information see the following chapters.



### In this chapter:

- [Barracks](#)
- [Major Qualification and Training](#)
- [Additional Qualifications and Skills](#)
- [Viewing Service Record](#)



### See also:

- [Major Qualification and Training](#)
- [Additional Qualifications and Skills](#)

## Barracks

The Barracks screen contains all tankers available to you. Here you can perform any operations with crew members of any of your vehicles, including recruiting and dismissing tankers, viewing personal files, etc.

### Transferring a Tanker to Barracks

To transfer a tanker from a vehicle to the Barracks:

1. Go to Garage and select a vehicle.
2. Right-click a required tanker in the Crew panel.
3. Select Send to Barracks. The selected crew member is transferred to the Barracks.

To transfer a tanker to the Barracks from Personal File dialog:

1. Right-click a tanker on the Crew panel.
2. Select Personal File.
3. Click **Send to Barracks**. The selected crew member is transferred to the Barracks.

### Recruiting a Tanker in Barracks

To recruit a tanker in the Barracks:

1. Go to Barracks.
2. Click a vacant slot. The Recruit a Crew Member window is displayed.



3. To filter the tankers list by nation, location, vehicle type and qualification set required radio button.
4. Select the level to which you wish to train the new tanker. See [Major Qualification and Training](#).
5. Click **Recruit**. The new tanker is displayed in the Barracks. The cost of the selected training level is charged from your balance.

## Dismissing a Tanker

### To dismiss a tanker:

1. Go to Barracks.
2. Use filters to find a required tanker. Select a required nation, location, competence and qualification. The list of the available tankers is sorted according to the specified parameters.
3. Click **Dismiss** next to the tanker you wish to remove.



4. Click **OK** to confirm. The tanker is removed from the Barracks forever.

### To dismiss a tanker from Crew Panel in the Garage:

1. Right-click a tanker on the Crew panel.
2. Select **Dismiss**.
3. Click **OK** to confirm.

### To dismiss a tanker when in tanker's Personal File, click **Dismiss > OK**.

## Replacing Personal Data

You can replace any tanker's image, name or last name:

1. Right-click a required tanker in the Crew panel and select Personal File, or right-click on a tanker in the Barracks to open Personal File.
2. Go to Personal Data tab.
3. Select another image, name and surname.
4. Click **Replace Personal Data**.
5. Click **Replace** to confirm. The personal data of the selected tanker is replaced. The specified amount of gold is charged from your balance.

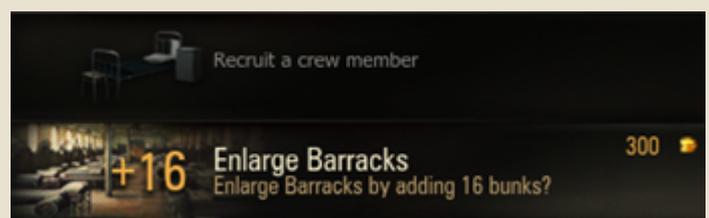


## Enlarging Barracks

All tankers in the Barracks are placed in bunks. Once you run out of available bunks, you cannot recruit new crew members. Either dismiss several tankers to make room for the new ones or enlarge the Barracks by purchasing additional bunks.

### To purchase additional bunks in the Barracks:

1. Go to Barracks.
2. Scroll down the list of tankers.
3. Click Enlarge Barracks > **Enlarge** to confirm purchase. 16 additional bunks appear in the Barracks. The related amount of gold is charged from your game account.



## Major Qualification and Training

Each crew member has a specific competence and major qualification.

Competence represents a tanker's ability to operate a specific vehicle type. Competence is set during recruiting, but can be changed later for another vehicle. For details, see [Retraining](#).

Major qualification represents tanker's role in the crew and is defined by the amount of experience received by a crew member in battles. Level of major qualification greatly increases vehicle effectiveness in battles.

Default level of major qualification equals 50%, but can be increased in battles. See [Training Crew](#) and [Accelerating Crew Training](#).

Note that if a crew member performs several duties, their efficiency depends on the level of the major qualification.

### Major Qualifications:



**Commander** determines view range. Commander's skills influence the skills of the whole crew, i.e. the higher the training level of the Commander is, the more efficiently the whole crew operates.



**Gunner** determines the vehicle accuracy and aiming speed. A skilled Gunner points the gun more accurately.



**Radio Operator** determines the vehicle signal range. A competent Radio Operator is able to communicate over longer distances.



**Driver** determines the vehicle speed. A skilled Driver makes more effective use of engine power.



**Loader** determines the vehicle loading speed. An experienced Loader reduces load time.

## Training Crew

To enhance a vehicle battle performance, increase the level of major qualification of the vehicle crew. When recruiting tankers, you can directly train them to 50%, 75% or 100% level of major qualification.

### To train a tanker to a higher level:

1. Right-click a required tanker in the Crew panel to open Personal File.
2. Select Training tab.
3. Select vehicle type and model, and the level to which you wish to train the tanker.
4. Click **Train**. The tanker's characteristics change according to the selected parameters. The cost of training is charged from your balance.

! Achieving 100% level of major qualification unlocks additional qualifications and skills. See [Additional Qualifications and Skills](#).



### Accelerating Crew Training

This training mode is specific for Elite and Premium vehicles only (See [Vehicle Types](#)). In this mode all experience is spent on crew training. Disable accelerated crew training to resume accumulating experience.



See also:

- [Vehicle Types](#)

There are two ways of accelerating crew training: in Crew panel in the Garage or on the Tech Tree screen.

#### Accelerate crew training for the current vehicle in the Garage:

1. Select an Elite or Premium vehicle in the Tanks panel in the Garage.
2. Check “Accelerate crew training” over the Crew panel.
3. Click **ON** to confirm. All experience received on this vehicle in new battles will be spent on crew training.



#### Accelerate crew training on the Tech Tree screen:

1. Go to Tech Tree.
2. Select an Elite vehicle.
3. Check “Accelerate crew training” box.
4. Click **ON** to confirm. All experience received on this vehicle in new battles will be distributed towards crew training.

## Retraining

While you cannot change major qualification, you can freely change competence by retraining a crew member for another vehicle.

### To retrain a tanker:

1. Right-click on a required crew member in the Crew panel and select Personal File, or right-click on a required tanker in the Barracks to open Personal File.
2. Go to Training tab.
3. Select the vehicle type and model for which you wish to retrain the tanker
4. Select a required training level.
5. Click **Retrain**. The tanker's characteristics change according to the selected parameters.



! A tanker can be retrained only for previously researched and purchased vehicles.

! Retraining for a new vehicle decreases the level of major qualification. Moreover, the tanker's additional qualifications and skills cease to operate till you regain basic level 100%.

### Additional Qualifications and Skills

Along with major qualification a crew member can also have various additional qualifications and skills which become available upon achieving basic level 100%.

Additional qualifications take effect as soon as training starts, gradually growing to their full potential.

A tanker may take up all three additional skills. Other additional qualifications become available once a tanker is fully trained for a previously chosen skill.

#### Additional Qualifications and Skills:



##### Firefighting

Firefighting abilities are enhanced as this skill increases.



##### Repair

Accelerates repairs to damaged modules.



##### Camouflage

Your vehicle will become less visible as this skill increases.

### Selecting an Additional Qualification

#### To select an additional qualification:

1. Right-click a required tanker in the Crew panel and select Personal File, or right-click a tanker in the Barracks to open Personal File.
2. Go to Skills tab.
3. Select one of the available additional qualifications.
4. Click **Select**. The training for the selected skill will begin. The skill icon is displayed in Additional Skills and Qualifications field in Personal File.



**To delete an additional qualification**, click the “x” mark on the skill icon in Additional Skills and Qualifications field and click **Delete** to confirm.

## Viewing Service Record

For spectacular performance on the battlefield your tankers can be rewarded with various medals and achievements. Tankers can also hold ranks and be promoted. For details, see also chapter [Statistics](#).

### Ranks

All tankers in the game hold ranks and can be promoted. The initial rank depends on major qualification.

A crew member is promoted for increasing the training level of the major or additional qualification.



### Achievements

To view tanker's achievements:

1. Right-click a required tanker in the Crew panel and select Personal File, or right-click a tanker in the Barracks to open Personal File.
2. Go to Service Record tab where the battle record and all the achievements of the selected tanker are displayed. For details, see also chapter [Statistics](#).



## Types of Battles

World of Tanks provides a wide selection of battle types for any taste. Select a desired type of battles from the Battle! menu:

- **Standard Battle.** The battle runs until all enemy tanks have been destroyed or the enemy's base is captured. Maps and players are selected on a random basis. See [In Action. Standard Battle.](#)
- **Team Training.** This mode enables you to select maps and invite friends to sharpen your combat skills together. Note that team training will earn you neither credits nor experience, while repairs, except shells and equipment, are free. For details, see [Team Training.](#)
- **Platoon.** Unlike in Standard battles, this mode allows you to form teams up to 3 players. For details, see [Platoon.](#)
- **Tank Companies.** This is a more sophisticated team mode which allows for up to 15 players. This mode also lets you to select tank company level according to your vehicle tier. For details, see [Tank Company.](#)



## Team Training

Team Training is an opportunity to sharpen your combat skills together with your comrades in arms. Unlike in standard battles, experience, credits and achievements are not awarded, while repairs, except shells and equipment, are free.



*In this chapter:*

- [Joining Training Rooms](#)
- [Creating a Training Room](#)
- [Modifying a Training Room](#)
- [Training Chat](#)
- [Deleting a Training Room](#)

### Joining Training Rooms

You are welcome to join already existing training rooms or create your own. Note that before joining other training rooms you first have to delete your own room.

You are free to leave a training room any time (for example, to select another tank in the Garage). If you leave a room and then reenter it during a battle, you will be distributed to a team for the next battle.

**There are two ways of joining a training room created by another player:**

- Accept an invitation from another player to join a closed training room. All invitations are received in the Invitation channel. When an invitation is available, the Invitation channel button  is highlighted.
- Join an open training room, in which case no invitation is required.

**To join a room by invitation:**

1. After an invitation is received, click . The window containing the invitation link is displayed.
2. Click the link to view the invitation text.



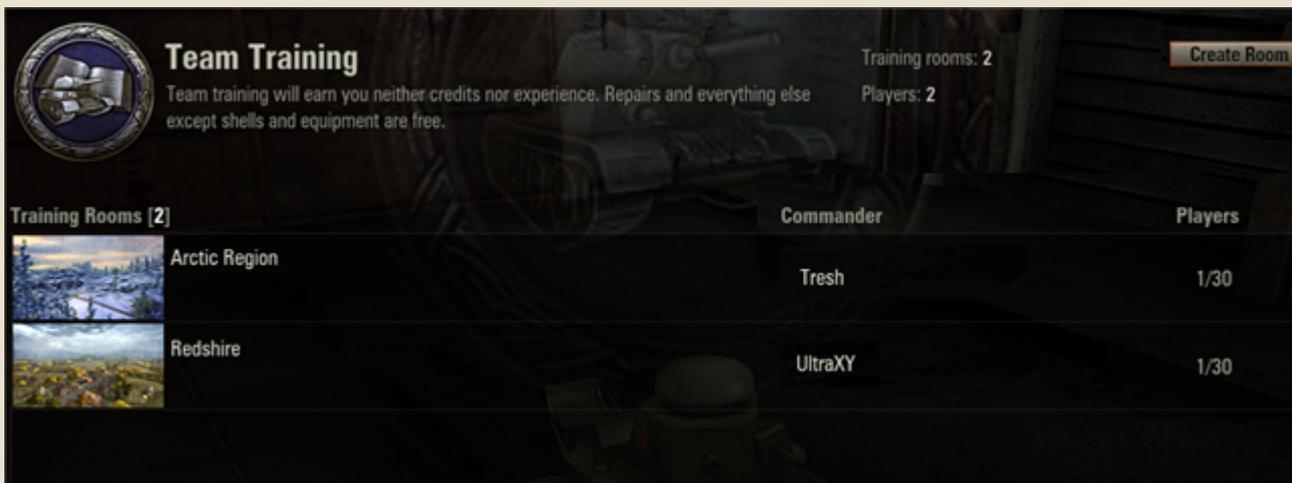
3. Click **Accept** to join the training room. You have now joined the training room and appear in the list of undistributed players. Wait for Commander to assign you to a team and start a battle.

4. To decline the invitation, click **Decline**.



**To join an open training room:**

1. Select Team Training from the Battle! menu. The Team Training screen with a list of all current training rooms and participants is displayed.



2. Select a room from the list. You have joined the room and appear in the list of undistributed players. Wait for the Commander to assign you to a team and start a battle.

**Creating a Training Room**

Create your own training room and invite your friends to train together! Once you've created a room, you are assigned the room Commander. Commander assigns players to teams and modifies the room settings. Commander can also grant his permissions to another player in the room.

**To create a training room:**

1. Select Team Training from the Battle! menu.
2. Click **Create Room**. Create a Training Room window is displayed. Use it to set up your room.



3. Select a map from the list. The selected map is displayed to the right.
4. Specify battle duration.

5. Check “by invitation” if you wish to make the training room accessible only by invitations.
6. Enter a short description (for example, specify the skills that will be practiced).
7. Click **Create**. The room is created. The Training Room screen is displayed.



Now it’s time to invite players to your newly created room! Invite players from your contact list or find and invite any other players who are currently online and are not in your Ignore list.

8. Click **Invite...**
9. To invite a player from your contact list, go to the Contact List, select a player and click .
10. To find and invite players that are not in your contact list, go to Find Contacts.
11. Enter the initial letters or full name of the player you want to invite and click **Find**.
12. Use arrows to add players to the invitation list or remove them.
13. To add more players, repeat steps 11-12.
14. Enter invitation text.
15. Click **Invite**. The invitations are sent to all the selected players.



! To remove a player from the Invitation list, click .

Players who have accepted your invitation appear in the list of undistributed players. Only players assigned to teams can participate in battles.

16. To assign the players to teams, drag player names to respective teams until you distribute all players.

17. Click **Start Battle** to join battle. See also [In Action. Standard Battle](#).

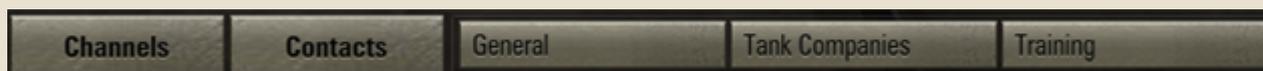
## Modifying a Training Room

To modify training room settings:

1. Click **Modify Room**.
2. Select another map. The selected map is displayed to the right.
3. Change battle duration.
4. Check “By Invitation” box to make the room private. Remove the tick to make the room available to all players.

## Training Chat

The Training chat is created automatically after a training room has been created. Use this chat to communicate with your comrades in the training room.



## Deleting a Training Room

Each training room exists a certain period of time. If battle does not start after that time expires, the training room is deleted automatically.

Also note: to join a training room created by other players you will have to delete your own room first!

To delete a training room, click **Delete Room**> **OK**.

## Platoon

Buddy up with up to 3 friends to form a platoon and take on any battle together! Note that unlike standard battle, you can choose players to join your team by inviting them to your platoon. But at the same time you cannot choose a map or rivals.

Note that standard users can create a platoon of maximum 2 players. Users with Premium Account can create a platoon that consists of up to 3 players. For more details, see [Premium Account](#).

### Joining a Platoon

You can join a platoon by invitation from another player.

#### To join a platoon by invitation:

1. After an invitation is received, click . The window containing the invitation link is displayed.
2. Click the link to view the invitation text.
3. Click **Accept** to join platoon. You have now joined the platoon. The platoon chat appears on the screen (See [Platoon Chat](#)).
4. To decline the invitation, click **Decline**.

#### To enter a battle as a member of a platoon:

1. Click **Platoon** tab to open Platoon chat.
2. Set your status to “Ready!” Your current vehicle is locked for the battle. To select another vehicle or make other preparations for the battle, set your status to “Not Ready!”

The battle starts after all the platoon members set their statuses to Ready! and the platoon commander clicks **Battle!>Start battle**.

### Leaving a Platoon

#### To leave a platoon:

- Select Leave Platoon in the Battle! menu.
- Click **Leave Platoon** in the Platoon chat.



#### In this chapter:

- [Joining a Platoon](#)
- [Leaving a Platoon](#)
- [Managing a Platoon](#)
- [Platoon Chat](#)
- [Dismissing a Platoon](#)



## Managing a Platoon

As a commander you can create, prepare, and dismiss your platoon.

### To create a platoon:

1. Select Create Platoon from the Battle! menu. The Invite to Platoon window and the Platoon chat appear.
2. Select players you want to invite from your contact list, otherwise use Find Contacts tool to find players who are not in your contact list.
3. Enter the initial letters or full name of the player you want to invite and click **Find**. Check “Show only Online” to see players who are online.
4. Use arrows to add players to your platoon or remove them.
5. Enter invitation text.
6. Click **Invite** to send platoon invitations to all selected players.



### To prepare your platoon for a battle:

1. Wait until the invited players accept your invitation and set their status to “Ready!”.
2. Set your status to “Ready!”.
3. Click **Battle!>Start battle** in the Garage to join a random battle together with your platoon mates.

## Platoon Chat

After a platoon has been created, the **Platoon** chat tab is displayed on the screen.



Use the Platoon chat to communicate with other platoon participants. Invite players to your platoon by clicking **Invite**.

## Dismissing a Platoon

### To dismiss your platoon:

- Select Dismiss Platoon from the Battle! menu.
- Click **Dismiss Platoon** in the Platoon chat.



## Tank Company

Tank Company is a group of players with up to 15 participants. Note that the total tier of all the tank company vehicles depends on the tank company level. The total tier cannot be less than 20, though.

Tank companies can be of the following levels:

- **Junior.** The total tier of the vehicles is from 20 to 40. The highest tier for tanks is IV, while light tank, SPG, and Tank destroyer highest tier is III.
- **Medium.** The total tier of the vehicles is from 40 to 60. The highest tier for tanks is VI, while SPG and light tank highest tier is IV.
- **Champion.** The total tier of the vehicles is from 60 to 90. The highest tier for vehicles is VIII, while SPG highest tier is VI.
- **Absolute.** The total tier of the vehicles is from 90 to 150. The highest tier for all types of vehicles is X.

You can create your own tank company or join an existing one. Only Premium Account players can create tank companies (See [Premium Account](#)).

### Joining a Tank Company

#### To join a tank company:

1. Select Tank Companies from the Battle! menu. Tank Companies window is displayed. Tank Companies is a great tool for both company Commanders and those wanting to join a tank company. It allows you to quickly see the list of all available tank companies and find a company looking for new members.



2. Use Search or scroll the list to find a required tank company. Check “Not in battle” box to view only the tank companies that are not in battle at the moment. Select All, Junior, Medium, Champion, or Absolute level to filter the list of tank companies.

3. Click a required tank company. Military Personnel window listing all tank company’s participants is displayed.

4. **Click to join.** Tank Company window is displayed. Wait for Commander to select you for participation in the next battle, set your status to Ready! and join a battle as a member of the selected tank company.

To leave the company, click **Leave Tank Company**.

**In this chapter:**

- [Joining a Tank Company](#)
- [Creating a Tank Company](#)
- [Tank Company Chat](#)
- [Managing a Tank Company](#)
- [Dismissing a Tank Company](#)

## Creating a Tank Company

To create a tank company:

1. Select Tank Companies from the Battle! menu or click **Tank Companies** button located at the bottom of Garage window. Tank Company window is displayed.
2. Click **Create Tank Company**. Invite to Tank Company window and Your Tank Company window appear.
3. In your contact list, select the players you want to invite to your tank company, otherwise use Find Contacts to find players who are not in your contact list.
4. Enter the initial letters or full name of the player you want to invite and click **Find**. Check “Show only “Online” to see players who are online.
5. Use arrows to add or remove players.
6. Enter invitation text.
7. Click **Invite** to send invitations to all the selected players.



Invite to Tank Company window appears automatically. If you accidentally closed the window or wish to invite another player to Tank Company you may do the following:

1. Click **Tank Company** chat button which appears after Tank Company creation. Your Tank Company dialog is displayed.
2. Click **Invite** button located under the list of available players.

## Tank Company Chat

After you join or create a tank company, Tank Company chat tab is displayed on the screen. Use it to open Tank Company window and communicate with participants of your tank company.



## Managing a Tank Company

You can make your tank company accessible by invitations or open to all players, or add short description of the company and prepare the tank company for battle.

### To prepare your tank company for battle:

1. Click **Tank Company** to open Tank Company window.



2. Check “Open Tank Company” to make your tank company available to all players, or use **Invite** button to invite selected players.
3. Select players to participate in the next battle from the list of tank company participants. Use arrows to add or remove players.
4. Set your status to “Ready!”
5. When all the players, selected for the next battle, set their status to “Ready!”, click **Battle!** in the Garage. The Tank Company will join a random battle. All Tank Company members will be allocated to the same team.

## Dismissing a Tank Company

Click **Dismiss Tank Company** in Tank Company window to dismiss your tank company.

## Store

Use Store to purchase vehicles, modules, shells and equipment for credits or for gold (Premium vehicles and shells).

### Purchasing Vehicles

Please note that you need to research a vehicle before purchasing it (See [Researching Vehicles and Modules](#)). Premium vehicles are purchased for gold and do not require research.



#### In this chapter:

- [Purchasing Vehicles](#)
- [Purchasing Modules](#)
- [Purchasing Shells](#)
- [Selling Equipment and Consumables](#)

! At least one vacant slot is required in the Garage to purchase a vehicle. If you have no free slots left, the game prompts you to buy an additional slot.

#### To buy a slot:

1. Click **Buy a slot** in Vehicle panel in the Garage.
2. Click **Purchase** to confirm. An additional slot is displayed in the tank panel and its cost is charged from your balance.

You can also purchase the vehicle together with an additional slot. Check “Additional Slot in Garage” in Purchase window to buy a slot for the vehicle.

#### To purchase a vehicle:

1. Click “Buy a tank” in the Vehicles panel in the Garage screen or go to Store>Vehicles. The Store screen listing all available vehicles is displayed.

The screenshot shows the 'STORE' window with the following details:

- Nation:** Germany
- Vehicle Type:** Light tanks (selected)
- Display:** Unresearched vehicles (checked), In Garage (unchecked)
- Available Vehicles:**
  - Light Tank PzKpfw 38H735 (f)**: 10.57t; Armor: up to 40 mm; Gun 37 mm. Price: 750 gold.
  - Light Tank T-15**: 10.57t; Armor: up to 30 mm; Gun 37 mm. Price: 900 gold.
  - Light Tank PzKpfw II Ausf. J**: 17.89t; Armor: up to 80 mm; Gun 20 mm. Price: 1,000 gold.
  - Medium Tank T-25**: 19.93t; Armor: up to 60 mm; Gun 75 mm. Price: 1,500 gold.

2. To find a required vehicle, use filters to sort the list by the following parameters:

- By nation: select All Nations, USSR, USA, Germany, or China in the Nation menu.
- By vehicle type: check the required type in the Vehicle Type list.
- Check “Unresearched vehicles” in the Display field to include unresearched vehicles in the list.
- Check “In Garage” to display the vehicles from your Vehicles panel in the list of available vehicles.

3. Left-click a required vehicle to open the Purchase window. Along with purchasing a vehicle you can:

- Purchase an additional slot in the tank panel for the new vehicle.
- Load standard ammunition to the new vehicle.
- Select the training level for the new vehicle’s tankers or purchase the vehicle without crew.

4. Click **Purchase**. The purchased vehicle is displayed in the Vehicles panel in the Garage and in the Depot. The specified cost is charged from your balance.



*See also:*

- [Researching Vehicles and Modules](#)
- [Selling Vehicles](#)

**Purchase: Panzerjäger I**
✕



**Tank Destroyer Panzerjäger I**

From March 1940 through February 1941, a total of 202 the Panzerjäger I were converted from the PzKpfw I. The vehicle was in service until the end of 1941.

Buy Tank Panzerjäger I	11,450
<input type="checkbox"/> Additional slot in Garage	300
<input type="checkbox"/> Load standard ammunition	1,344

---

**Training Crew (Crew Members: 3)**



**Tank Academy**

Training Level: 100%

600



**Regimental School**

Training Level: 75%

60,000



**Rapid Courses**

Training Level: 50%

Buy the tank without crew

---

**Total:** 0 11,450

MINIMIZE
BUY
CANCEL

## Purchasing Modules

Purchase desired modules and mount them directly on the current tank in the Garage (See [Mounting Modules](#)) or buy them in the Store and mount them later on any of your vehicles. Before purchasing a module you need to research it (See [Researching Vehicles and Modules](#)).

### To purchase a module in the Store:

1. Go to Store>Modules.



2. Use filters to sort the list of modules.

3. Do either of the following to select a vehicle for which you want to purchase a module:

- Select one of your vehicles in Compatible with menu.
- Select My vehicles (to view modules available for all your vehicles).
- Select All vehicles (to view the list of modules compatible with all vehicles).

4. Click a desired module.

5. Set the number of items to purchase and click **Purchase**. The purchased module is displayed in the Depot with the related cost charged from your balance.



**See also:**

- [Researching Vehicles and Modules](#)
- [Mounting Modules](#)
- [Selling Modules](#)

## Purchasing Shells

Purchase shells while resupplying the current vehicle's ammo (see [Ammunition](#)) or get ammunition from the Store and load later on any of your vehicles. Note that shells do not require research before purchasing.

### To purchase shells in the Store:

1. Go to Store>Shells.



Nation	Shells for all my guns (Germany): 9	In Depot	Price
Germany	 <b>3.7cm Armor-Piercing Pzgr 36</b> Damage: 24-40	0	0
	 <b>4.7cm Armor-Piercing Pzgr 39 (f)</b> Damage: 39-65	0	14
	 <b>10.5cm Armor-Piercing Pzgr 39 L1</b> Damage: 240-400	0	1,030
	 <b>3.7cm AP Composite-Rigid Pzgr 40</b> Damage: 29-48	0	2
	 <b>4.7cm AP Composite-Rigid Pzgr 40 (f)</b> Damage: 39-65	0	2
	 <b>10.5cm AP Composite-Rigid Pzgr 40 L1</b> Damage: 240-400	0	10
	 <b>3.7cm High-Explosive Sprgr 18</b> Damage: 32-53	0	6
	 <b>4.7cm High-Explosive Sprgr 18 (f)</b> Damage: 47-78	0	13

2. Use the filters to sort the list of shells.

3. Select the shells compatible to:
  - Current gun on (to view shells compatible with the current gun on the selected vehicle)
  - All my guns (to view all shells compatible with all guns on your vehicles)
  - All guns (to view all shells compatible with all guns).

4. Click a required shell.

5. Set the number of items to purchase and click **Purchase** to confirm. The purchased shells appear in the Depot, the specified cost is charged from your balance.



*See also:*

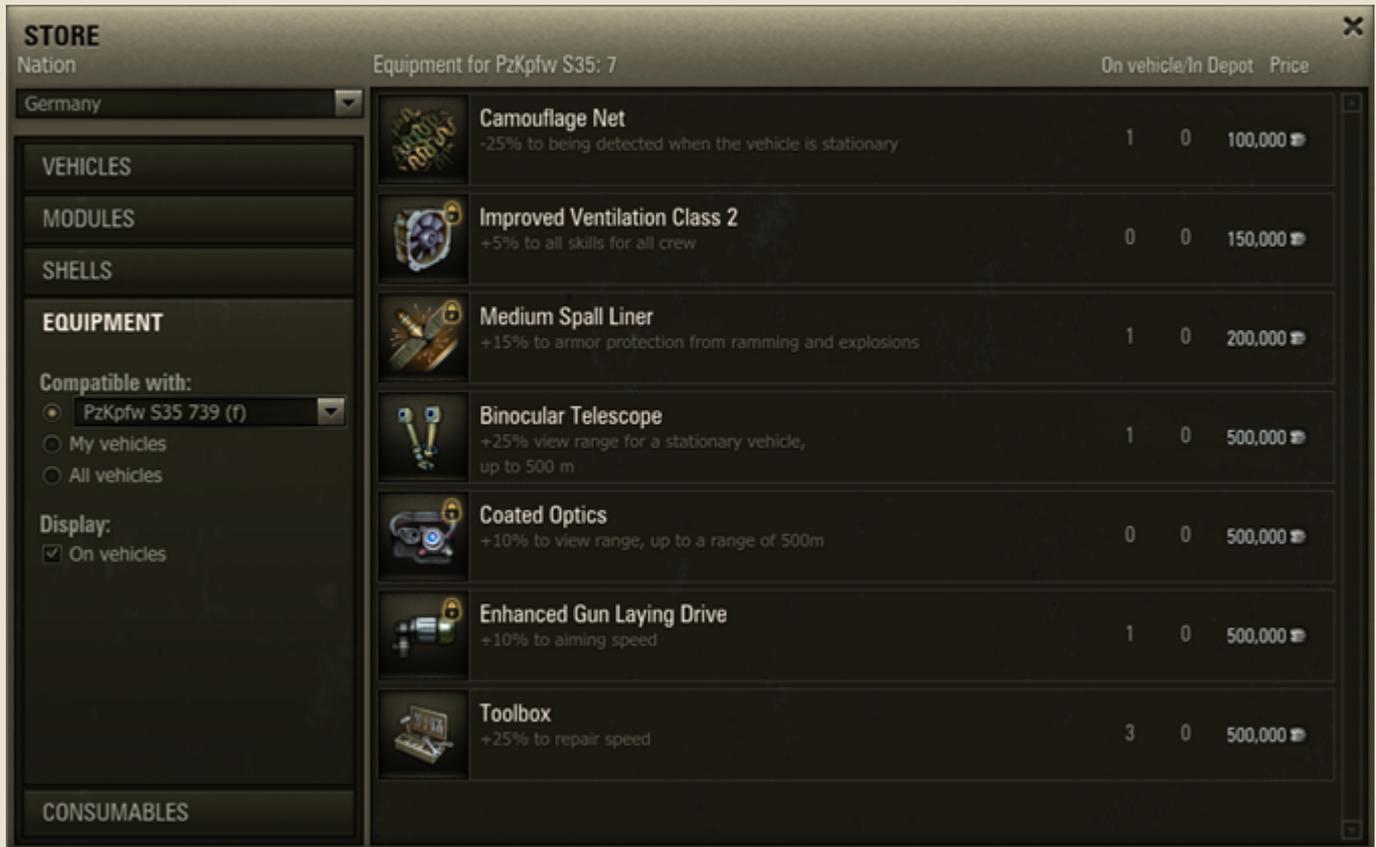
- [Ammunition](#)
- [Resupplying Ammunition](#)
- [Selling Shells](#)

## Purchasing Equipment and Consumables

Purchase equipment/consumables and mount them directly on the current vehicle in the Garage (See [Mounting Equipment](#) and [Mounting Consumables](#)), or purchase them in the Store to mount those later on any of your vehicles.

### To purchase equipment or consumables in the Store:

1. Go to Store>Equipment or Store>Consumables.



2. Use filters to sort the list of equipment/consumables.
3. Do either of the following to select a vehicle for which you wish to purchase equipment/consumables:
  - Select one of your vehicles in the Compatible with menu.
  - Select My vehicles (to view equipment/consumables available for all your vehicles).
  - Select All vehicles (to view the list of equipment/consumables compatible with all vehicles).
4. Click required equipment/consumables.
5. Set the number of items to purchase and click **Purchase** to confirm. Purchased equipment/consumables are displayed in the Depot. The specified cost is charged from your balance.

### See also:

- [Selling Equipment and Consumables](#)
- [Equipment](#)
- [Consumables](#)

## Depot

Go to Depot to sell vehicles, modules, shells, equipment or consumables. Note that sold vehicles and components bring you credits, even if you purchased them for gold. You can sell up to 5 vehicles each day.



### In this chapter:

- [Selling Vehicles](#)
- [Selling Modules](#)
- [Selling Equipment and Consumables](#)
- [Selling Shells](#)

## Selling Vehicles

Sell the vehicles you don't need or use anymore in the Depot or from the tank panel in the Garage.

### To sell a vehicle in the Depot:

1. Go to Depot>Vehicles.



2. Use filters to sort the vehicles in the list.
3. Click the vehicle you wish to sell.
4. Select the required options in Sell Vehicle dialog. In the dialog you can choose to sell the vehicle without the crew and demountable equipment, as well as quickly demount the non-demountable equipment. The total amount of credits you receive is displayed in Received line.



### See also:

- [Researching Vehicles and Modules](#)
- [Purchasing Vehicles](#)

5. Click **Sell**. The selected vehicle is sold and is removed from the Depot. The indicated amount of credits is transferred to your balance.

**To sell a vehicle from the tank panel:**

1. Right-click the vehicle you wish to sell and select Sell.
2. Select the required options in Sell Vehicle dialog. The total amount of credits you receive is displayed in Received line.
3. Click **Sell** to confirm. The selected vehicle is sold and is removed from the tank panel. The specified cost in credits is transferred to your balance.



## Selling Modules

Note that you cannot sell basic modules, i.e. modules mounted on a vehicle at the purchasing time. Such modules are marked “Reserved” in the Depot and cannot be sold separately from the vehicle.

### To sell a module:

1. Go to Depot>Modules.

Module Name	Armor	Traverse	View Range	Power	Chance of Fire on Impact	Traverse Speed	Load Limit	On vehicle	In Depot	Price
Turret MS-1 hexagonal	18/16/16 mm	50 deg/sec	aprx 270 m					1	1	60
Turret MS-1 modernized	18/16/16 mm	45 deg/sec	aprx 320 m					0	1	125
Turret Turm Schwedisch Bofors	14/12/12 mm	40 deg/sec	aprx 270 m					0	1	60
Engine Krupp M301				51 h.p.	20%			0	1	140
Suspension Leichttraktorketten						up to 34 deg/sec	9.2t	0	1	120
Turret M4A2E4D51066	89/50/50 mm	45 deg/sec	aprx 420 m					1	1	4,825

2. To sort the list of available modules, use the filters panel.
3. Do either of the following to select the vehicle on which the module you wish to sell is mounted:

- Select one of your vehicles in Compatible with menu.
- Select My vehicles (to view modules mounted on all your vehicles).
- Select Not compatible with my vehicles (to view the list of modules not compatible with any of your vehicles).

4. Select a module.

5. Set the number of items to sell and click **Sell**. The selected module is sold and is removed from the Depot. The specified amount of credits is transferred to your balance.



**See also:**

- [Modules](#)
- [Purchasing Modules](#)

## Selling Shells

To sell shells:

1. Go to Depot>Shells.

The screenshot shows the 'DEPOT' interface with the 'SHELLS' category selected. The left sidebar contains navigation options: VEHICLES, MODULES, SHELLS (selected), EQUIPMENT, and CONSUMABLES. Under 'SHELLS', there are filter options for 'Compatible with' (Current gun on, All my guns, Not compatible with my guns) and 'Shell Types' (Armor-Piercing, Armor-Piercing Composite Rigid, High-Explosive Anti-Tank, High-Explosive). The main area displays a list of shells with columns for 'In Depot' and 'Price'. The list is filtered to show shells for the 'PzKpfw S35 739 (f)' gun.

Shells for all my guns: 8		In Depot	Price
	<b>37mm Armor-Piercing UBRT1</b> Damage: 23-38	17	0
	<b>37mm High-Explosive Anti-Tank BPT1</b> Damage: 23-38	100	200
	<b>37mm High-Explosive UOT1</b> Damage: 27-45	100	4
	<b>76mm High-Explosive UOF-354</b> Damage: 117-195	12	28
	<b>3.7cm AP Composite-Rigid Pzgr 40</b> Damage: 29-48	16	400
	<b>3.7cm High-Explosive Sprgr 18</b> Damage: 32-53	11	3
	<b>2.95" Armor-Piercing M61</b> Damage: 83-138	11	28
	<b>2.95" High-Explosive M48</b> Damage: 131-219	18	28

2. Use filters to sort the list of available ammunition.
3. Left-click a shell you wish to sell.
4. Set the number of items to sell and click **Sell** to confirm. The selected ammo is removed from the Depot. The specified cost in credits is transferred to your balance.



*See also:*

- [Ammunition](#)
- [Purchasing Shells](#)

## Selling Equipment and Consumables

To sell equipment or consumables:

1. Go to Depot>Equipment (or Consumables).

The screenshot shows the 'DEPOT' interface with a sidebar on the left and a main list of items. The sidebar includes filters for 'All Nations', 'VEHICLES', 'MODULES', 'SHELLS', 'EQUIPMENT', and 'CONSUMABLES'. Under 'EQUIPMENT', there are options for 'Compatible with:' (PzKpfw S35 739 (f), My vehicles, Not compatible with my vehicles) and 'Display:' (On vehicles checked). The main list shows 8 items:

Item Name	Description	On vehicle	In Depot	Price	Status
Small Spall Liner	+15% to armor protection from ramming and explosions	1	0	25,000	Non-dismountable
Camouflage Net	-25% to being detected when the vehicle is stationary	1	0	50,000	Reserved
Medium Spall Liner	+15% to armor protection from ramming and explosions	1	0	100,000	Non-dismountable
Medium-Caliber Tank Gun Rammer	-10% loading time	1	0	100,000	Non-dismountable
Binocular Telescope	+25% view range for a stationary vehicle, up to 500 m	1	0	250,000	Reserved
Cyclone Filter	+50% to engine durability	1	0	250,000	Non-dismountable
Enhanced Gun Laying Drive	+10% to aiming speed	1	0	250,000	Non-dismountable
Toolbox	+25% to repair speed	3	0	250,000	Reserved

2. Use filters to sort the list of available equipment/consumables.
3. Click the item you wish to sell.
4. Set the number of items to sell and click **Sell** to confirm. The selected equipment/consumables is sold and is removed from the Depot. The specified cost in credits is transferred to your balance.

**See also:**

- [Equipment](#)
- [Consumables](#)
- [Purchasing Shells](#)

## Channels and Chats

Channels and chats are specific chatrooms. Use them to communicate with other players, view player details, and receive invitations and notifications.

To modify chat settings, see [Game](#).



*In this chapter:*

- [Channels and Chats](#)
- [User Channels](#)
- [Contact List](#)

### General Chat

General chat is available to all players immediately on logging into the game.

- To use general chat, click **General**.
- To send a message, type your message and click **Send** or press **ENTER**.
- To activate FAQ help dialog, press and hold **F1**.

### Battle Chat

Use battle chat to communicate with your comrades in arms during battles. See [Battle Chat](#).

### Training Chat

Use training chat to communicate with participants of your training room. See [Training Chat](#).



*See also:*

- [Battle Chat](#)
- [Training Chat](#)
- [Platoon Chat](#)
- [Tank Company Chat](#)
- [Game](#)

### Platoon Chat

Use platoon chat to communicate with members of your platoon. See [Platoon Chat](#).

### Tank Company Chat

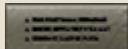
Use tank company chat to communicate with participants of your tank company. See [Tank Company Chat](#).

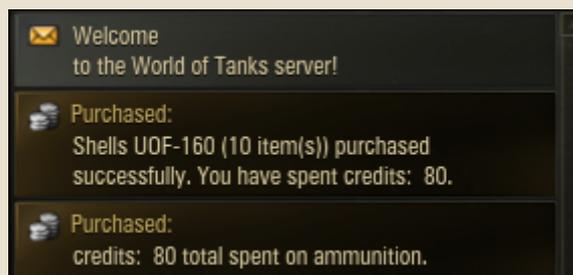
### Voice Chat

Once you are a member of a team (See [Platoon](#) and [Tank Company](#)), you can communicate with other teammates using the voice chat if you have a microphone connected to your computer, and you have enabled the voice chat in the [Game](#) settings. Hold **Q** during battle to enable the voice chat.

### System Channel

Channel used for receiving and viewing system notifications related to various game events. The results of your recent battles are also displayed in the system channel.

To open system channel, click . The button flashes if there are unread notifications.

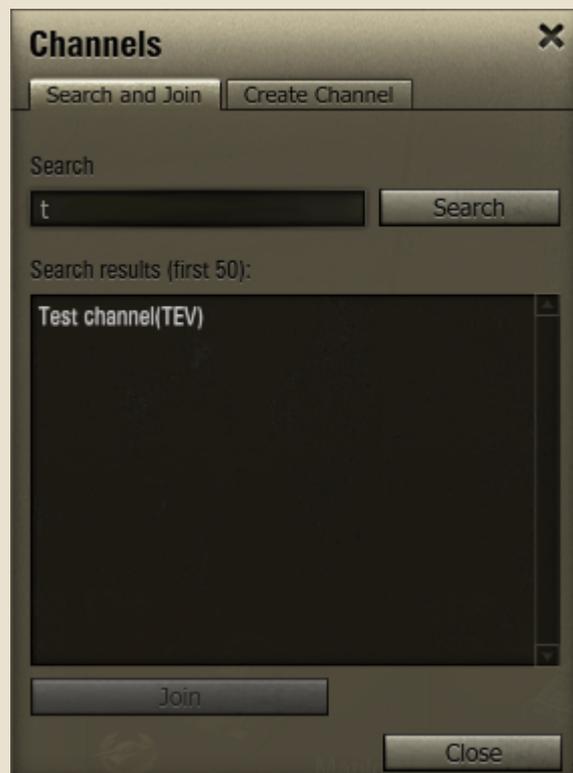


### User Channels

User channels serve as an alternative to the general chat. Use them to communicate with closed user groups. You can either join an existing user channel or create your own.

#### Searching and Joining User Channels

1. Click **Channels**>Search and Join.
2. Type the initial letters or full name of the channel which you wish to join and click **Search** or press **ENTER**. The search results are displayed in the Search results field.
3. Select a channel and click **Join**. You have joined the selected channel, its tab is displayed next to General chat tab.



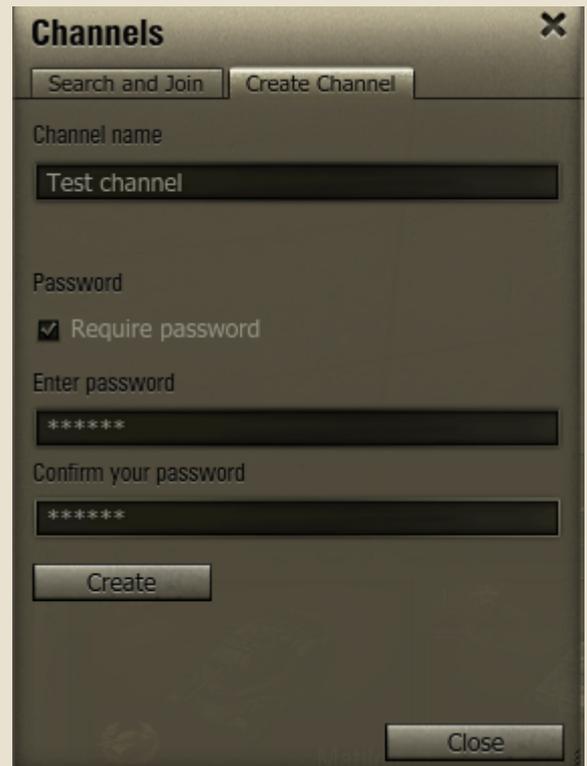
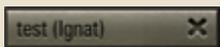
### Creating a User Channel

1. Click **Channels**>Create Channel.
2. Enter the channel name.
3. To specify a password for your channel, check “Require password”.
4. Enter and confirm the password.
5. Click **Create**. The new channel is displayed next to the General chat tab.

### Deleting a User Channel

User channels are removed automatically if there has been no chatting for 24 hours, or they can be manually removed by the channel owner.

To delete a channel, click the “x” mark on the channel tab



## Contact List

Use contact list to keep track of your friends in the game. Click **Contacts** to open the Contacts window used to manage your Friends and Ignore lists, view player details, create private channels with other players.

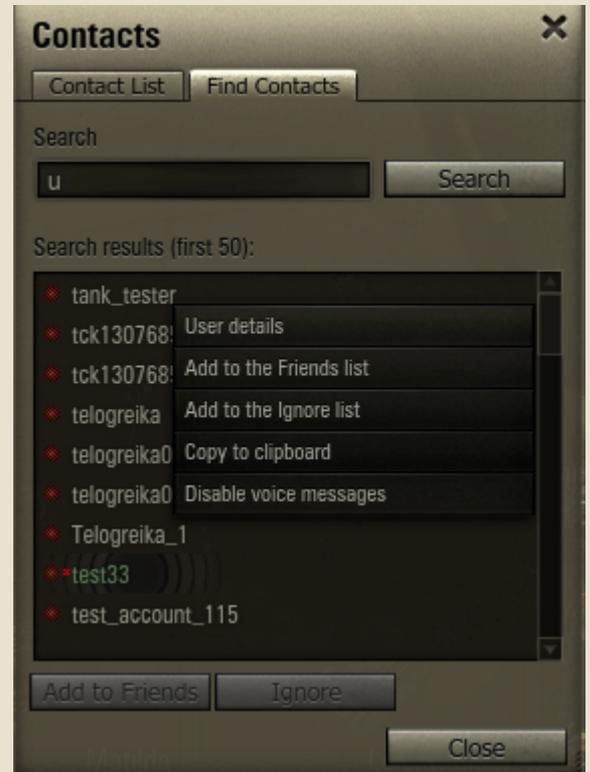
### Searching and Adding Players to Contact List

**To find and add a player to the Friends or Ignore list:**

1. Click **Contacts**>Find Contacts.
2. Type the initial letters or full player name and click **Search**. The search results are displayed in the field below.
3. Click a player and click **Add to Friends** or **Ignore**, or right-click a player and select Add to the Friends list or Add to Ignore list. The selected player is added to your Friends or Ignore list.

! You can also add players to the Friends or Ignore list in one of the following ways:

- When viewing player details, click **Add to Friends/ Ignore**.
- When chatting, right-click a player and select **Add to the Friends list** or **Add to the Ignore list**.
- When in battle, right-click a player on the Team panel and select **Add to the Friends list** or **Add to the Ignore list**.



### Removing Players from Contact List

**To remove a player from the Friends list:**

1. Click **Contacts**>Contact List>Friends.
2. Right-click a required contact.
3. Select Remove player from the Friends list. The player is removed from your Friends list.

**To remove a player from the Ignore list:**

1. Click **Contacts**>Contact List >Ignore.
2. Right-click a required contact.
3. Select Remove from the Ignore list. The player is removed from your Ignore list.

### Viewing Player Details

To view player details, right-click a player and select View details.



## Creating Private Channels with Players

A private channel is a communication channel for two players. Any player can create a private channel with another player. In this case a “Player A - Player B” channel is created automatically and both players are connected to it. Private channel opens in a new window.

### To create a private channel:

1. Click **Contacts**.
2. Right-click a player from the Friends list and select Create private channel. A private channel with the selected user is created.

**To delete a private channel**, click the x button on the channel tab.

- A private channel is deleted once the last player leaves it (closes the channel tab).
- You cannot create private channels with users from your Ignore list.
- You cannot create a private channel with a user who is offline.