



# WORLD OF TANKS™

## GAME MANUAL



WARGAMING.NET

LET'S BATTLE

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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 five basic vehicles of each nation — Germany, U.S.A., U.S.S.R., France and Great Britain — 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, French and British light, medium, and heavy tanks, as well as Self-Propelled Guns (SPG) and Tank Destroyers. All are historically authentic and include 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 3 GB. Make sure you meet the following system requirements and have the latest drivers for your video card and sound card installed:

#### Minimum system requirements:

- **Operating system:** Windows XP/Vista/7
- **Processor:** Intel (2.2 GHz) or equivalent AMD processor
- **RAM:** 1.5 GB for Windows XP, 2 GB for Windows Vista/7
- **Free Disk Space:** 9 GB or more
- **Graphics:** GeForce 6800GT with 256 MB of RAM / ATI X800 with 256 MB RAM, DirectX 9.0c
- **Audio card:** DirectX 9.0c compatible
- **Connection speed:** 256 Kbps or faster

#### Recommended system requirements:

- **Operating system:** Windows XP/Vista/7
- **Processor:** Intel Core 2 Duo (2.2 GHz) or equivalent processor AMD Athlon™ 64 x2 5600+ 2.8 GHz
- **RAM:** 4 GB or more
- **Free Disk Space:** 9 GB or more
- **Graphics:** GeForce 260 / ATI HD4870 with 1GB RAM, DirectX 9.0c
- **Audio card:** DirectX 9.0c compatible
- **Connection speed:** 1024 Kbps or faster

## Installation

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

1. Just register with World of Tanks at <https://worldof-tanks-sea.com/registration/en/>.
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 [password recovery](#) feature. If you have any problems, contact [Customer Service](#).

## Updates

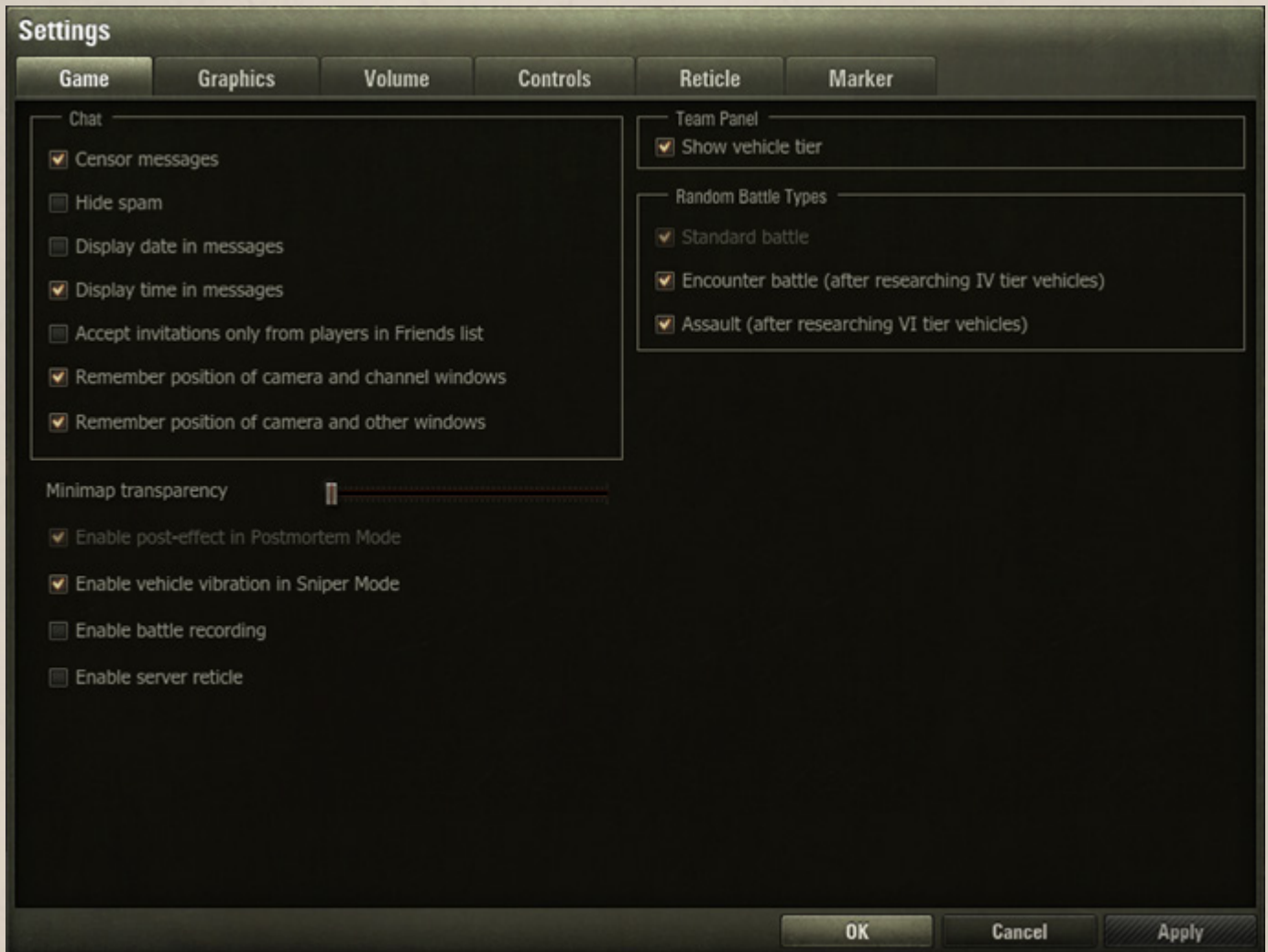
When you start World of Tanks, you are presented with the game launcher. The launcher is your gateway into the game. Each time you run the game, the launcher will check for updates and automatically install available updates – no more hunting around on the Internet for the latest update information!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

## Setting up the Game

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

### Game

Go to the Game tab to customize chat settings, enable voice chat, post-effects in Postmortem, enable battle recording and server reticle, disable certain battle types, as well as to customize a number of other parameters including Team panel, Gametrix jetseat (if connected) and Minimap transparency settings.



### To modify Game settings:

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

! Select "Enable battle recording" to record your battles for later replay. Logging into the game is not required when replaying battles. See also [Battle Recording and Replay](#).

! Select "Enable server reticle" to aim more accurately. The server reticle indicates the actual position of your accuracy indicator. See also [Reticle Indicators](#).



## Graphics

Use the Graphics settings to set optimal 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 any necessary adjustments.
3. For best performance, set the Graphics Quality setting to Low or Medium.
4. Click **Apply** > **OK**.

! Use the 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. Check the Full-screen mode box (otherwise the Gamma option is disabled).
3. Move the Gamma slider to adjust brightness settings.
5. Click **Apply** > **OK**.

! Select Colorblind mode to exclude red and green colors from the Battle screen palette.

## Volume

Go to the Volume tab to modify the volume of music, voice messages, tanks, effects, interface sound effects, 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**.

### To set up Voice chat:

1. Check "Enable voice chat".
2. Select your microphone from the list of devices.
3. Make any necessary adjustments.
4. Click **Apply** > **OK**.

! Press and hold Q to use Voice chat and talk to your teammates.

## Controls

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



### To modify Controls settings:

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

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

## Reticle

Use the Reticle tab to select and modify various reticle markers and indicators in both Arcade and Sniper Modes.



### 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**.

### Marker

Use the Marker tab to customize representation of various vehicle marker parameters. Select desired settings for Default mode and customize Alternative mode settings for allied, enemy, and destroyed vehicles respectively. Use **Alt** to switch between modes when in battle.



#### To modify marker settings:

1. Click Menu > Settings > Marker.
2. Make any necessary adjustments in Default and Alternative fields of the screen.
3. 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 the way you like them in the [Controls](#) tab, 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>C</b>	Reload shell container
<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/off
<b>TAB + CTRL</b>	Hide/show team lists
<b>ALT</b>	Switch between Default and Alternative marker modes
<b>Z</b>	Toggle Radial Command Menu
<b>CTRL + PrtScn</b>	Capture screen image
<b>Insert</b>	Switch between Logitech keyboard modes
<b>ESC</b>	Back to Game menu
<b>V</b>	Hide Battle interface (Team panels, minimap, etc.)

### 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. Send your message.
TAB	Switch between message recipients: your team / all players
ESC	Exit chat mode

### Chat Shortcuts

Key	Chat messages
F4	Defend the base!
F5	Affirmative!
F6	Negative!
F7	Help!
F8	Reloading!
T	<b>With reticle on ally:</b> <player name>, follow me! <b>With reticle on enemy:</b> Requesting fire at <player name>!

### *Replay Mode*

<b>Right arrow key</b>	Fast forward 20 seconds
<b>Left arrow key</b>	Rewind 20 seconds
<b>Up arrow key</b>	Increase replay speed
<b>Down arrow key</b>	Decrease replay speed
<b>Home</b>	Jump back to the beginning
<b>End</b>	Jump forward to the end
<b>Shift</b>	Increase rewind/fast-forward speed by x2
<b>Space</b>	Pause/continue the replay
<b>LMB</b>	Switch between free and fixed camera



## 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.

## Garage

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

**In this chapter:**

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

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

- Menu**: Points to the MENU button.
- Number of players online**: Points to the player count (+34/1).
- Current server**: Points to the Server "Localization" dropdown.
- Player's name**: Points to the Test4 name.
- Player's account type**: Points to the Premium Account (hours: 24).
- Buy/Extend Premium Account**: Points to the EXTEND PREMIUM button.
- Get Gold**: Points to the GET GOLD button.
- Exchange Gold**: Points to the EXCHANGE GOLD button.
- Convert Experience**: Points to the CONVERT EXPERIENCE button.
- Research current vehicle**: Points to the RESEARCH button.
- Current vehicle model**: Points to the RenaultFT LIGHT TANK.
- Battle! menu**: Points to the Battle! button.
- Crew Panel**: Points to the crew members (Brigadier-chef Raynaud and Brigadier Menard).
- Current vehicle image**: Points to the RenaultFT tank model.
- Current vehicle status**: Points to the "ready for battle" status.
- Service**: Points to the SERVICE and EXTERIOR buttons.
- Exterior Consumables Panel**: Points to the consumables icons.
- Modules Panel**: Points to the module icons.
- Vehicles Panel**: Points to the tank selection carousel (MS-1, Leichttraktor, T1 Cunningham, RenaultFT).
- Current vehicle characteristics**: Points to the stats list (Hit Points, Weight, Engine Power, etc.).
- System Channel**: Points to the chat icon.
- Channels**: Points to the Channels button.
- Contacts**: Points to the Contacts button.
- General Chat**: Points to the General chat tab.
- Tank Companies Chat**: Points to the Tank Companies chat tab.
- Equipment Panel**: Points to the Equipment button.
- Shells Panel**: Points to the Shells button.
- Invitation Channel**: Points to the Invitation button.

**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 online.** The number of players online on the current server.

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

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

**Player's name.** Your name in the game.

**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 earned on Elite or Premium vehicles 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](#).

**Exterior.** Customize your vehicle exterior by applying Camouflage, Emblems and Inscriptions. 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 Tank 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 status.** Status of your current vehicle. See [Selecting Your Battle Tank](#).

**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 five nations to choose from:



U.S.S.R.



Germany



U.S.A.



France



Great Britain

## Selecting Your Battle Tank

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



Scroll the 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 select a vehicle**, left-click the required vehicle in the Vehicles 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 while 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 Vehicles panel.

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

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

### Vehicle Types

■ **Basic vehicle.** A basic tank available to all players from the beginning of the game. Each nation is represented by one basic vehicle. Basic tanks are free and are automatically repaired after battle. Once you have researched all available modules for a basic vehicle, you can unlock and purchase more sophisticated vehicles of this nation.

■ **Standard vehicle.** A standard configuration vehicle can be purchased for credits after researching required modules. 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](#)).

### Basic statuses of a 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.



**Repairs required.** The vehicle was damaged badly 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 Vehicles 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.



Your current vehicle **crew is incomplete**. To join a battle on this vehicle, recruit missing tankers.

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

## 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 “Vehicle details”.

To view brief summary on vehicle characteristics, hover the mouse cursor over a vehicle in the Vehicles panel.

Vehicle characteristics include:

**Hit Points:** Determine vehicle ability to absorb damage.

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

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

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

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

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

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

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

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

**Rate of Fire (rounds/min):** Determines the number of shells a specific gun can fire 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 view range of the turret.

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



Characteristics	Configuration	Crew
130		
Hit Points		
8,06/9,5		
Weight/Load Limit (t)		
100		
Engine Power (h.p.)		
36		
Speed Limit (km/h)		
40		
Traverse Speed (deg/sec)		
14/12/12		
Hull Armor (front/sides/rear, mm)		
14/14/14		
Turret Armor (front/sides/rear, mm)		
8-14		
Standard Shell Damage		
23-38		
Standard Shell Penetration (mm)		
302,10		
Rate of Fire (rounds/min)		
39		
Turret Traverse Speed (deg/sec)		
310		
View Range (m)		
265		
Signal Range (m)		

! A number of vehicle characteristics differ from their historical prototypes. Some of the characteristics (e.g., rate of fire or turret traverse speed) were intentionally changed for all vehicles, in order to improve gameplay and balance.

## Recruiting Crew Members

Each vehicle is operated by a crew, which may consist of a 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 vacant slot in the Crew panel.



2. Select Recruit.
3. Select a 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 the Barracks](#).



## Modules

Modules are replaceable parts of a vehicle. Each module has specific characteristics (for example, speed, rate of fire, view range, etc.), which influence the vehicle overall technical performance on the battlefield. To enhance your vehicle's characteristics and unlock more advanced vehicles for research, upgrade the modules of your vehicle.

 **See also:**

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

Generally, a vehicle consists of the following modules:



**Gun:** Have different penetration, damage, accuracy, and rate of fire characteristics.



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



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



**Engine:** Determines vehicle dynamic performance.



**Radio:** Determines vehicle signal range.

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

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

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

### 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](#)).

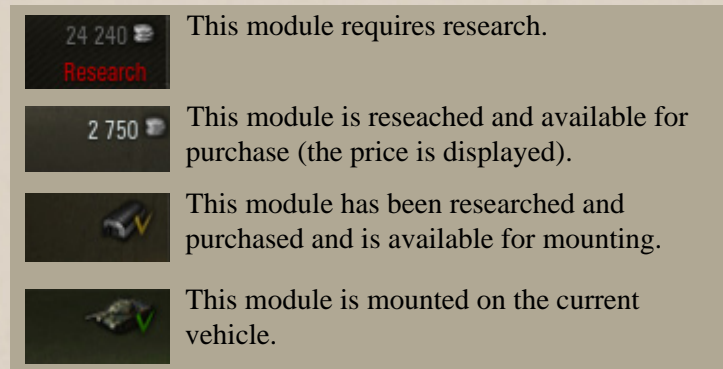
Once the module is purchased, it becomes available for mounting on the current vehicle from the module panel in the Garage.



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

### 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.



**To view current module complete characteristics**, right-click the required module in the Modules panel, in the Store, or in the Depot to activate information dialog.

The Characteristics dialog displays the following module information:

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

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



**To get a brief overview of the module characteristics**, hover the mouse over a module in the Modules panel, in the Store, or in the Depot. The tooltip displays the following module characteristics:

- **General characteristics.** Basic characteristic specific to each module that influence module performance.
- **Module price.** The price of the module purchase (for researched but not mounted modules) and research (for unresearched modules).
- **Number of modules.** Number of modules of the current type purchased and available for mounting.
- **Vehicle.** The name of the vehicle on which this module is mounted (for mounted modules only).

## Ammunition

The amount of ammunition that can be loaded on each vehicle depends on its gun caliber, current turret, and the total weight. The shells are placed in slots in the Shells panel in the Garage and in the Ammunition and Consumables panel on the Battle screen. See [Resupplying Ammunition](#).



*See also:*

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

Make sure that your ammunition is fully loaded before you join a battle.

### 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 amount, 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 high-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

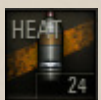
At close range, can heavily damages a tank even without penetrating the armor (can easily damage the tracks). Well armored tanks and SPGs are quite resistant to HE damages. Most of the damage to soft targets such as unprotected personnel is caused by shell fragments rather than by the blast. However, 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

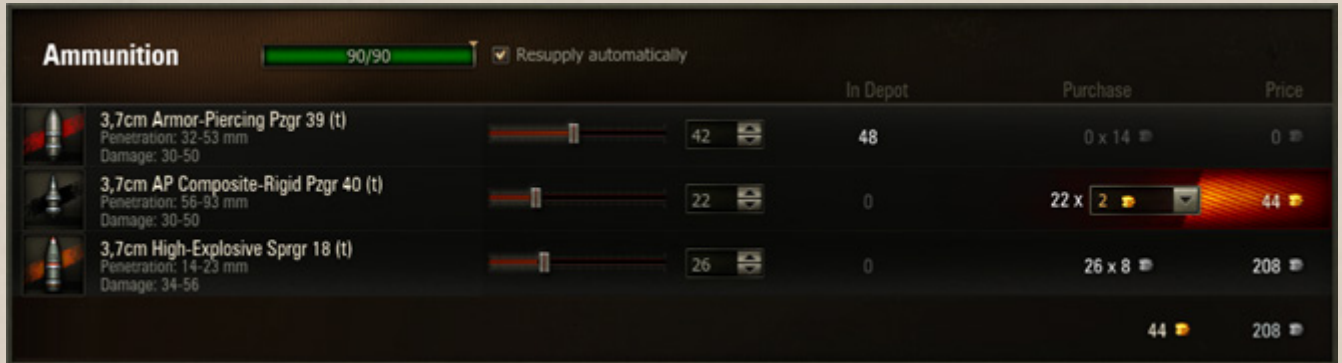
HEAT shells need short barrels. The effectiveness of the shell is independent of its velocity and, therefore, the firing range. It is as effective at 1000 meters as at 100 meters. Such shells cannot be employed together with the APCR shells.



## Resupplying Ammunition

### To resupply ammunition:

1. Go to Garage.
2. Click a 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. Check “Resupply automatically” to restore the ammunition settings to the previous state after each battle automatically.
5. Click **Accept** to resupply ammunition. The cost of the purchased ammo is charged from your balance.

The order of shell slots is not fixed and you are free to change the sequence of shells in the ammo. By changing the slot sequence you can adjust the controls for switching between available shell types in the battle. See [Shells/Consumables](#).

### To change the order of shells:

1. Left click a shell slot in the Service window.
2. Select a shell type to place in this slot. The shells change the order of allocation, as well as the controls for switching.

**To view shell characteristics** right-click a shell in the Shells panel in the Garage or in the Service window.

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

<b>In Depot</b>	The number of shells of each type available in the Depot (purchased previously).
<b>Purchase</b>	The number and cost per shell of ammo available for credits.
<b>6 x 2</b>	The number and cost per shell of Premium ammo available for gold or credits.
<b>24</b>	The number of shells of each type



## 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 only in a fully repaired vehicle.

### To make necessary repairs:

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



		In Depot	Purchase	Price
<b>Repairs</b> <span style="float: right;">Repair automatically <input checked="" type="checkbox"/></span>		0 <span>Repair</span>		
<b>Ammunition</b> <span style="float: right;">Resupply automatically <input type="checkbox"/></span>				
	83mm Armor-Piercing AP Mk. 1 Penetration: 170-283 mm Damage: 173-288	48	2	0 x 680
	83mm AP Composite-Rigid APC Mk. 2 Penetration: 194-323 mm Damage: 173-288	2	0	2 x 9 <span>18</span>
	83mm High-Explosive HE Mk. 3 Penetration: 32-53 mm Damage: 210-350	15	0	0 x 85
				18 <span>0</span>
<b>Consumables</b> <span style="float: right;">Resupply automatically <input type="checkbox"/></span>				
	Automatic Fire Extinguisher -10% chance of fire	1	1	0 <span>0</span>
	Large First Aid Kit +15% to protection of the crew from critical damage	1	1	0 <span>0</span>
	Small Repair Kit Repairs a damaged module	0	1 x 3 000	3 000 <span>0</span>
				0 <span>3 000</span>
<b>Total:</b>				18 <span>3 000</span> <span>Accept</span>
				<span>Close</span>

2. Click **Repair** in the 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.
4. Click **Accept** > **Close** to apply changes.

### You can also use the Service window:

- To resupply vehicle ammunition.
- To purchase desired consumables for the current vehicle.



### See also:

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

## In Action. Random Battle

Once you have selected a vehicle and it is ready for battle (See [Selecting Your Battle Tank](#)), prove your skills with experienced soldiers in a random battle. World of Tanks provides you with a challenging possibility to polish your commander skills in a random battle of the following three types:

- Standard battle
- Assault
- Encounter battle.

Each battle type has its own specifics to make your gaming experience more exiting. See [Standard Battle](#), [Assault](#), and [Encounter Battle](#).

In a random battle the map, battle type, and players are selected randomly.

**To start a random battle**, click **Battle!** or select “Random Battle” from the Battle! menu in the Garage. The Pre-battle Lobby is displayed, followed by the Battle screen of the randomly selected battle type.



### In this chapter:

- [Standard Battle](#)
- [Assault](#)
- [Encounter Battle](#)
- [Battle Screen](#)
- [Battle Controls](#)
- [Shooting Modes](#)
- [Reticle Indicators](#)
- [Base Capture](#)
- [Tactics Hints](#)
- [Postmortem](#)
- [Battle Results](#)
- [Service Record](#)
- [Battle Recording and Replay](#)



**PROVINCE**  
Standard Battle

Mission: capture the enemy base or destroy all enemy vehicles.

Our Team		Enemy Team	
Dragonabia	FT-17	FT-17	kingmust3
filip56240	FT-17	LTraktor	Schoollee
piterekoox	FT-17	LTraktor	dareks74
MAC698BALL	LTraktor	LTraktor	majkl1310
TEV	LTraktor	LTraktor	moehr20r
Walky1	LTraktor	LTraktor	robaczek545
mostwanted2	LTraktor	LTraktor	veskoxaxo
tomhowk1165	LTraktor	MS-1	footofsnake
SlayerNerf	MS-1	MS-1	jaroo25
legiawar	MS-1	MS-1	johny_real
polymer	MS-1	MS-1	lolloxy
FastMickael	T1	T1	Cloud_[QUAKE]
TheBready	T1	T1	X8vvyqpsaw
TheChilio	T1	T1	bartekku5
necipfurkan	T1	T1	camper998

**For help in battle, press F1.**

Vehicles that stop moving while under enemy fire quickly become smoking wrecks.

The Random battle screen provides the following information:

- The name of the battle type.
- The title and preview image of the map randomly selected for the current battle.
- Victory conditions.
- 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 immediately after a 30-second countdown expires.
- Random tips on combat tactics.

### **Standard Battle**

The standard battle type features two opposing teams, each defending its own base.

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

The maximum battle time is 15 minutes.

A standard battle ends at a draw if none of the teams manages to capture the base or destroy all enemy vehicles, or both teams accomplish the battle mission at the same time.

### **Assault**

The assault type features two opposing teams and a single base belonging to the defensive team.

**To achieve victory:**

- For defensive team: keep the base or destroy all attacking vehicles.
- For attacking team: capture the base or destroy all defensive vehicles.

! If the attacking team fails to capture the base or destroy all defensive vehicles before the battle time elapses, the defensive team wins the combat.

### **Encounter Battle**

The encounter battle type features two opposing teams and a single neutral base located in between initial positions of the teams. The neutral base does not belong to any of the teams.

The battle lasts until all enemy vehicles are destroyed or the neutral base is captured.

To capture the neutral base, score 100 capture points. See [Base Capture](#) for more details on the base capture rules.

! If vehicles of both teams occupy the neutral base, the capture progress ceases but does not return to zero. The capture resumes when either of the teams regains its sole control over the base.

! To disable certain battle types, go to Menu > Settings > Game. See [Game](#) for more details.

## Battle Screen

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

! The Battle screen may look slightly different depending on a random battle type.

The Standard battle screen looks as follows:



**Base capture bar.** Base capture progress.

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

**Battle time left.** Battle countdown timer. A battle lasts up to 15 minutes.

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

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

**See also:**

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

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

Notifications about damaged and repaired modules, as well as injured or healed crew members of your vehicle appear 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 in orange) operate at a reduced capacity. Knocked out modules turn red and don't function at all until they are repaired.

! Colliding with other vehicles and falling from height damages your tank. The amount of damage depends on specific circumstances and may be fatal if the height is great.

! When submerged, the vehicle has 10 seconds to get to the shallow water. Otherwise the crew will drown and the vehicle will be destroyed.

### Vehicle Markers



Light tank



Medium tank



Heavy tank



SPG



Tank Destroyer

**Module Repair Indicator.** Shows the module repair progress. If Small or Large Repair Kit consumables are loaded on your vehicle, you can repair the damaged module by clicking the module repair indicator on the Vehicle condition panel. For more details, see [Consumables](#) and [Loading Consumables](#).

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

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

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

**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 on the required mode.

**Vehicle marker.** All targets on the battlefield are indicated with markers specific to various vehicle types. Enemy vehicles are marked red, your allies are marked green. Markers of destroyed vehicles turn dark. Marker display varies depending on marker mode selected.

! You can choose between default and alternative vehicle marker modes. To customize settings for each of the modes, go to Menu > Settings > Marker. To switch between these two modes in battle, press **Alt**.

## Battle Controls

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



*See also:*

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

! Press **F1** to display the help screen when in battle. To close the help screen press **F1** once again or press **Esc**.

### 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.

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

! Consumables that activate automatically or that function throughout the battle appear without a number.

### ***Battle Chat Controls***

- Press **ENTER** to activate the Battle chat. Also press **ENTER** to send your message.
- Press **TAB** to switch between message recipients: your team or all players.
- Press **ESC** or left-click once outside the chat window to exit chat mode.

### ***Radial Command Menu***

- Press and hold **Z** to display Radial Command Menu.
- Select the command using hotkey or mouse.

### ***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.

### ***Complaints***

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

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

1. Press and hold **CTRL**.
2. Right-click the player name on the Team panel.
3. Select a complaint type that best suits the issue. The notification on the complaint reported appears in the Battle chat.

**!** Each player may report up to 5 complaints per day.

### ***Exit Battle***

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

**To exit a battle** press **Esc** then click **Back to Garage > Yes**.



## Shooting Modes

Use one of the three shooting modes featured in the game: arcade, sniper, or artillery. Choose the 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 vehicle types, except SPGs. Use 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 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**.

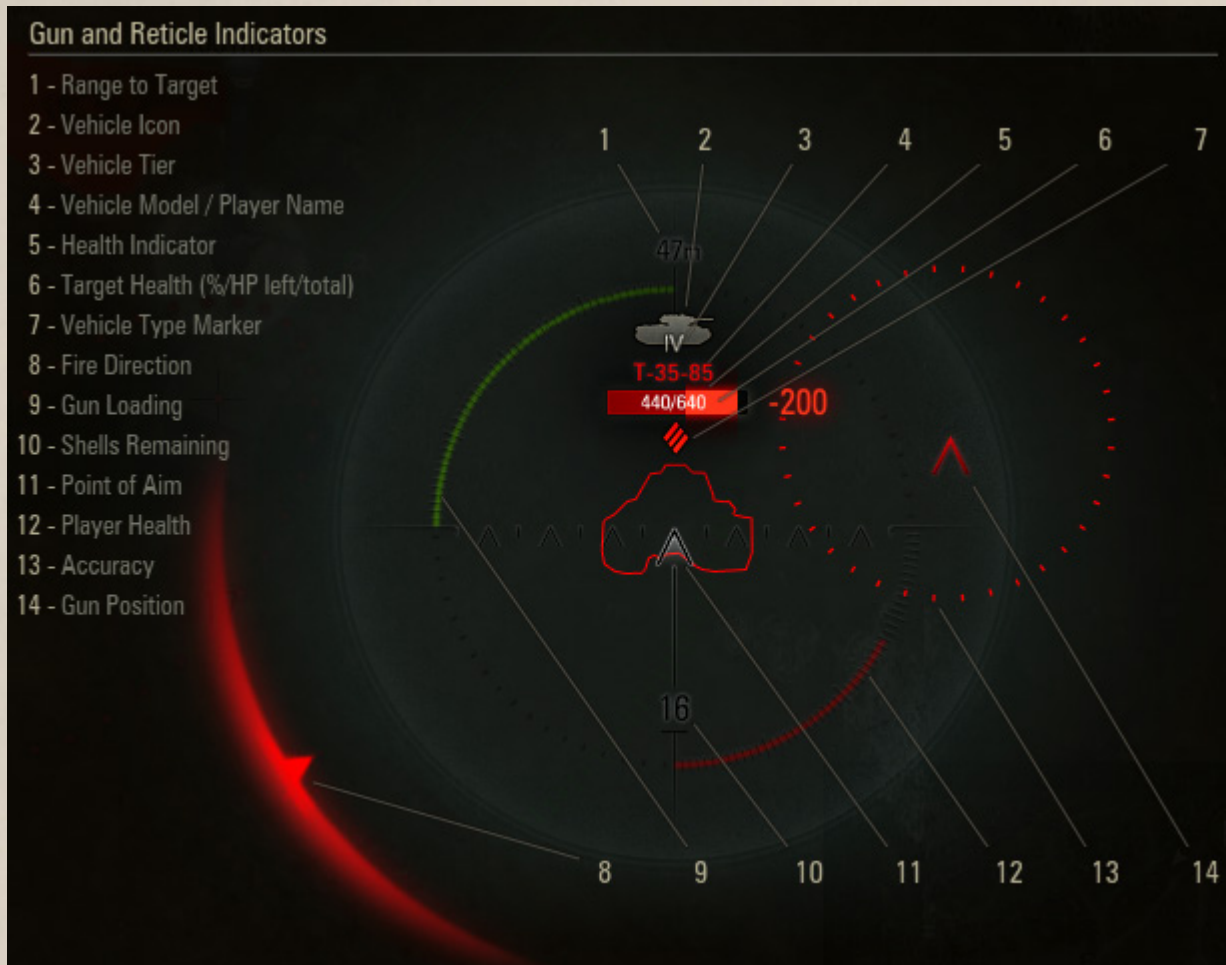
To aim the artillery at a square on the minimap, right-click the required square while holding **CTRL**. The map will be aligned so that the selected square is displayed in the center of the screen.



## Reticle Indicators

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

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



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

**Vehicle Icon.** Icon of the target vehicle.

**Vehicle Tier.** Tier of the target.

**Vehicle Model / Player Name.** Your opponent's name and vehicle model.

**Health Indicator.** Target condition.

**Target Health (%/HP left/total).** Target health in HP or percentage.

**Vehicle Type Marker.** Type of the target. See also [Vehicle Markers](#).

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

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

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

**Point of Aim.** The center of the reticle is used to aim the gun. When the target vehicle is outlined, it can be hit with direct gun shot.



*See also:*

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

**Player Health.** 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.** 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. Enemy base is located on the opposite side of the map. Neutral base is usually located between the opposing teams.

! Victory conditions and base location vary depending on the battle type. See also [Standard Battle](#), [Assault](#), and [Encounter Battle](#).

### Base capture points

As you occupy a 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).



! Click Menu > Settings > Graphics > Colorblind mode to switch to the colorblind mode. Under this mode the Battle screen does not rely on red and green color, and 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 Tanks

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

### Medium Tanks

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

### Light Tanks

Light tanks 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 tanks 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 firepower. Use their unique artillery shooting mode to destroy targets in any square of the map.

SPGs send shells in parabolic arcs which allows you to fire from behind cover. Seek out 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 types of terrain featured in the game influence your vehicle speed:

- Vehicles move at a full speed on asphalt and roads.
- Vehicles move at a medium speed on grass, level ground, and ploughed fields.
- Vehicles move at a 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's 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 and trees to make your vehicle harder to detect.
- Vehicle can be destroyed when falling from the height or immersing deep into the water.

## Postmortem

If your vehicle is destroyed during a battle, there are two options for you to choose from: return to the 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 the Postmortem mode.

The Postmortem mode is activated immediately after your vehicle gets destroyed. To enable the post-effect in the Postmortem, go to Menu > Settings > Game (see also [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 cycle among allies remaining on the battlefield to watch the battle from their point of view.
- Left-click to return to the previous allied vehicle.
- Press and hold **CTRL** and left-click the square on the map to send attention message to your teammates.
- Press and hold **CTRL** and left-click a player name on the Team panel to watch the battle from this player's point of view.
- Press **Esc** and click **Back to Garage** > **Yes** to return to the Garage.

## Battle Results

The Battle Results screen appears once the battle is over. This screen shows your personal and team achievements, the amount of credits and experience you received in the battle (See [Experience](#) and [Credits](#)), as well as the list of detected, damaged, and destroyed enemy vehicles and received awards.



**Battle Results**

Personal Score | Team Score | Detailed Report

**Victory!**  
All enemy vehicles destroyed

10 878 ₵  
664 ☆

El Halluf - Encounter Battle | Battle Efficiency

Test2  
18.09.2012 15:32  
T-34 Survived

	Without Premium	With Premium
Credits	10 878 ₵	16 317 ₵
Experience (x2 for first victory each day)	664 ☆	996 ☆

Detailed Report

Go to Detailed Report tab for detailed battle statistics: number of shots and hits, damage caused to enemies and allies, base capture points and other useful data.



**Battle Results**

Personal Score | Team Score | Detailed Report

Statistics		Credits		With Premium	
Shots fired	12	Received	7 344 ₵	11 016 ₵	
direct hits	6	Fine for causing damage to allies	-2 580 ₵	-3 870 ₵	
damage caused by HE shells	0	Compensation for damage caused by allies	0 ₵	0 ₵	
penetrations	6	Auto-repair vehicle	-1 616 ₵	-1 616 ₵	
Damage caused	360	Auto-resupply ammunition	-672 ₵	-672 ₵	0 ₵
Hits received	2	Auto-resupply consumables	0 ₵	0 ₵	0 ₵
Damage caused to allies (destroyed/HP)	0/86	<b>Total:</b>	<b>2 476 ₵</b>	<b>4 858 ₵</b>	<b>0 ₵</b>
Enemies detected	1				
Enemies damaged	1				
Enemies destroyed	1				
Damage upon spotting	0				
Base capture points	23				
Base defense points	0				
Traveled	2,08 km				

Time		Experience				
Starting time	17:21	Received	338 ☆	16 ☆	507 ☆	24 ☆
Battle duration	4 min 17 s	Fine for causing damage to allies	-26 ☆		-35 ☆	
Time of destruction	-	<b>Total:</b>	<b>312 ☆</b>	<b>16 ☆</b>	<b>468 ☆</b>	<b>24 ☆</b>

## Service Record

The game keeps track of all your battle achievements. For more information on your overall battle performance, go to Garage and click Service Record.



		Battles	Victories
<b>Overall Results</b>		30	37%
IV T-50		10	60% (2)
I RenaultFT		3	67%
V Matilda		3	33%
II BT-2		3	0%
III T-46		3	0%
VIII IS-6		2	100%
I MS-1		2	0%
V Matilda Black Prince		2	0%
IV T-28		1	0%
II T-26		1	0%

Overall Results	
Battles Participated	30
Victories	11 (37%)
Defeats	7 (23%)
Battles Survived	12 (40%)

Battle Performance	
Destroyed	4
Maximum Destroyed in Battle	1 T-50
Hit Ratio	57%
Damage	1,234

Experience	
Total Experience	3,238
Average Experience per Battle	108
Maximum Experience per Battle	802 T-50

The screen contains details on your overall combat results, as well as the results for each of your vehicles. The results include the number of battles participated and survived, 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. Hover a mouse cursor over a medal to view its description.

## Battle Recording and Replay

The battle recording and replay feature enables you to review previous battle, share your experience, or simply watch and enjoy your triumphs. Recording feature allows you to:

- Replay a recorded battle many times.
- Replay the recording up to 16 times faster.
- Pause the replay.
- Switch between free and fixed camera modes.

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

All recorded battles, as well as the record log, appear in the Replays folder located in the World of Tanks game directory on your computer. The Replays folder is created automatically once the record has been made.

**To replay the battle:**

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

The game starts automatically. No registration is required in the Replay mode. The battle record starts with the load screen and stops when the battle statistics screen appears.

When replaying, you can switch between the following two camera modes:

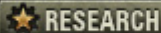
- Fixed camera mode, showing where you aimed the camera during the battle.
- Free camera mode, which allows you to adjust the view angle.

! For information on Replay controls see [Replay Mode](#).



## Experience

948 ☆



Information on your experience is displayed on the Garage screen next

to the **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 bitter 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 specific vehicle only.

! Players 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's 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

**567** ★ Information on your total Free Experience earned on all Elite and Premium vehicles 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 any modules and vehicles. Free Experience also makes up to 5% of the 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.

! When researching modules and vehicles, Free Experience is spent last.

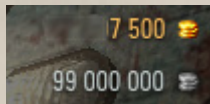
! Also use Free Experience to accelerate crew training. This training mode is available to Premium and Elite vehicles only. All experience received in battles on such tanks can be distributed towards crew training. See [Accelerating Crew Training](#).

### To convert experience to Free Experience:

1. Click **Convert Experience**.
2. Select 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 box 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

Credits are the 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 bring 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 appears in the System channel and in the Battle Results window.

### Gold

Gold is an 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 the 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 at any time:

1. Click Garage > **Exchange Gold**.
2. Select the amount of gold you wish to convert to credits.
3. Click **Exchange** > **Exchange**. A notification about successful conversion is displayed in the System channel. The specified amount of credits appears on your balance.

- !** 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, and use chats and channels.



### *In this chapter:*

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

## Premium Account

To advance in the game and unlock more sophisticated vehicles more quickly, 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 Premium Account:

1. Click **Buy Premium**.
2. Select the desired period:
  - 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 > Purchase**. The related cost is charged from your balance.

A notification about a successful purchase of the Premium Account along with its expiry date is displayed in the System channel.

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.



### *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 battlefield and have 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 down the Tech Tree from one vehicle to another.** The Tech Tree is a hierarchical representation of all possible sequences of vehicle upgrades.

! You cannot purchase new high-level vehicles without research or move to Tech Trees of other nations.

! 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 a vehicle in the Vehicles panel and select Research. The Research Modules window appears. 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. Left-click green plate on a module or right-click a module and select Research. The Confirm Research dialog appears.

3. Click **Yes**. The specified amount of experience is charged from your balance.

**To purchase researched module and mount it on current vehicle:**

1. Left click yellow plate on a researched module.
2. 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.

Researched modules are also available for purchase in the Store and Module Panel in Garage (See [Mounting Modules](#) and [Purchasing Modules](#)).

A vehicle with all modules researched acquires Elite status. For more information see [Vehicle Types](#).

The module is not available for research.

The module is available for research. The amount of experience required is displayed on the green plate.

The researched module available for purchase. The amount of credits required is displayed on a yellow plate.

The module is researched.

The module is researched and mounted on the vehicle.

! Right-click a module and select Characteristics to view module details.

**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 module in the Tech Tree:**

1. Go to Tech Tree.



2. Click the U.S.S.R., Germany, U.S.A., France, or Great Britain flag to view the Tech Tree for each nation. The vehicles available for research are marked with green plates. Right-click a vehicle and select Vehicle details to view its characteristics.
3. Left-click a vehicle to open the Research Modules window. The modules available for research are marked with green plates with the amount of experience required for research indicated.
4. Left-click green plate on a module or right-click a module and select Research.
5. Click **Yes**. The module is researched and becomes available for purchase (See [Purchasing Modules](#)). The specified amount of experience is charged from your balance.
6. To purchase and mount a module, left click yellow plate on a module.
7. Click **Buy** in the confirmation dialog to purchase and mount module on the vehicle. The specified amount of credits 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](#).

Tech Tree can be used for researching and purchasing vehicles as well.

#### To research a vehicle using the Tech Tree:

1. Click the U.S.S.R., Germany, U.S.A., France, or Great Britain flag to view the Tech Tree for each nation. The vehicles available for research are marked with green plates.
2. Right-click a vehicle and select Research or left-click green plate to research the vehicle.
3. Click **Yes**. The vehicle is researched and becomes available for purchase. The specified amount of experience is charged from your balance.
4. To purchase researched vehicle left-click yellow plate on the vehicle.
5. Click **Buy** in the dialog window to purchase the vehicle. The specified amount of credits is charged from your balance. See also [Purchasing Vehicles](#).

## Equipment and Consumables

Smart tank commanders keep their vehicles well equipped. 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.

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

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.)

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

Equipment can be either basic or complex. Basic equipment can be mounted and demounted from vehicles freely, while complex equipment is destroyed when replaced. See also [Demounting Equipment](#).

### Mounting Equipment

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


The 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 vehicle:**

1. Go to Garage.
2. Select a slot in the Equipment panel. The list of available equipment is displayed.
3. Select an 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 complex 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 detection chance 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 all crew skills	50,000



### Demounting Equipment

Basic equipment items can be freely demounted, but complex items are non-demountable. Such equipment can only be removed for gold.

#### To demount basic equipment:

1. Select an equipment item in the Equipment panel in the Garage.
2. Click **Demount**. The equipment is demounted and placed in the Depot.



#### To destroy complex equipment:

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

#### To demount complex equipment:

1. Select a complex equipment item in Equipment panel in the Garage.
2. Click **Demount** > **Demount**. The equipment is demounted and placed in the Depot. The cost of the operation is charged from your balance.



! Both basic and complex 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.

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.

For details on activating consumables during battle, see [Shells/Consumables](#).

#### Loading Consumables

The consumables are placed in slots in the Consumables panel in the Garage and in the Ammunition and Consumables panel on the Battle screen. 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 load 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 consumable.
5. Click **Accept** to purchase and load 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.



The order of consumables slots is not fixed and you are free to change the order of the consumables. By changing the slot sequence you can adjust the controls for switching between available consumables in the battle.

**To change the order of consumables allocation:**

1. Click a required slot in the Service window.
2. Select a consumable you wish to place in this slot.

You can change the order of the loaded consumables only.

**Unloading Consumables**

You can freely load and unload consumables.

**To unload consumables:**

1. Click a consumable in the Consumables panel or click **Service**.
2. Right-click a consumable you wish to unload.
3. Select “Send to Depot” to unload the consumable.
4. Click **Accept** to confirm. The selected consumable is unloaded and placed in the Depot.

! To apply all the changes made in the Service window at once, click Accept > Close.

## Vehicle Exterior

You can customize the exterior of your vehicle by applying Camouflage, Emblems, and Inscriptions.

### Camouflage

Apply Camouflage to reduce visibility of your vehicle. There are three types of Camouflage: winter, summer, and desert available for each vehicle and used to disguise your vehicle on corresponding maps. The type of Camouflage adjusts to the map type automatically. You can apply Camouflage either for a short period of time or permanently.

Once the Exterior Appearance window opens, the Garage screen adjusts appropriately to display the selected Camouflage on your vehicle!

#### To apply Camouflage:

1. Click **Exterior** in the Garage.
2. Select winter, summer or desert type of Camouflage.
3. Select a Camouflage.
4. Choose whether to apply Camouflage temporarily or permanently.
5. Click **Accept** > **Purchase** to apply the changes and return to the standard Garage mode.

#### To remove Camouflage:

1. Click **Exterior** in the Garage.
2. Click “x” on the thumbnail of the current Camouflage.
3. Click **Delete** > **Close**.

### Emblems and Inscriptions

You can apply various Emblems and Inscriptions to your vehicle. Unlike the Camouflage, they don't provide you with any bonuses, but allow you to customize the exterior of your vehicle.

#### To apply Emblem or Inscription:

1. Click **Exterior** in the Garage.
2. Go to Emblem 1, Emblem 2, Inscription 1 or Inscription 2 tab.
3. Select an Emblem or Inscription.
4. Choose whether to apply it temporarily or permanently.
5. Click **Accept** > **Purchase** to apply the changes and return to the standard Garage mode.



! Available Inscriptions depend on the nation of the vehicle.

! Available Emblems are the same for all nations.

### To remove Emblem or Inscription:

1. Click **Exterior** in the Garage.
2. Go to the tab of the Emblem or Inscription you want to remove.
3. Click “x” on the thumbnail of the current Emblem or Inscription.
4. Click **Delete > Close**.

## Managing Crew

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

The crew is necessary for the vehicle to function properly and contributes to its technical performance. To enhance the vehicle characteristics, increase the crew level of the major qualification or take up additional skills/perks (see [Major Qualification, Competence, and Training](#) and [Skills and Perks](#)).

Below is an example of how Crew panel might look. Each crew member slot provides quick access to the tanker’s personal data.



- 100% — Competence level
- Major qualification
- The tanker reached 100% competence level and can be trained for a skill/perk.
- Rank
- 2% — Skill or perk of the tanker. The skill/perk level is indicated to the right.

You can also select the “Accelerate crew training” option to distribute all experience earned on this vehicle towards crew training.

- If a crew member gets injured or knocked out, the qualification and competence level becomes effective only after you heal the tanker.
- If all crew members are injured, the vehicle is considered knocked out regardless of any other circumstances.
- To heal crew members, use the First Aid Kit consumable.

### See also:

- [Major Qualification, Competence, and Training](#)
- [Skills and Perks](#)
- [Consumables](#)
- [Shells/Consumables](#)

### 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 the Barracks](#)).

### **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 the Barracks**

##### **To transfer a tanker from a vehicle to the Barracks:**

1. Go to Garage and select a vehicle.
2. Right-click a 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 the Personal File dialog:**

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

##### **To transfer the entire crew to the Barracks:**

1. Right-click a tanker in the Crew panel.
2. Select "Send entire crew to Barracks". The entire crew is transferred to the Barracks. Incomplete crew status appears below your current vehicle image in the Garage.

!Note that you cannot enter battle with an incomplete crew.

## Recruiting a Tanker in the 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 the desired radio button.
4. Select the level to which you wish to train the new tanker. See [Major Qualification, Competence, 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 tanker. Select a 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 the Crew panel in the Garage:**

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

**To dismiss a tanker when in tanker's Personal File:**

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. Click **Dismiss > OK**.

**Replacing Personal Data**

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

1. Right-click a tanker in the Crew panel and select Personal File, or right-click a tanker in the Barracks to open Personal File.
2. Go to Personal Data.
3. Select another image, name, or last name.
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, Competence, and Training

Each crew member has a specific vehicle competence and major qualification.

Competence represents 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 the crew member in battles. The level of major qualification greatly influences vehicle effectiveness in battles. A tanker may perform several roles in a crew (for example, a Commander and a Gunner). In this case only the initial major qualification is indicated in the Crew panel in the Garage.

If a crew member combines several qualifications at a time, the efficiency of the rest of qualifications depends on the level of the tanker's initial major qualification.

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

### Training Crew

To enhance a vehicle's 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 the Personal File window.
2. Go to the Training tab.
3. Select a 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.

### Major Qualifications:



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



**Gunner** determines the vehicle's gun accuracy and aiming speed. A skilled Gunner aims the gun more accurately.



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



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



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



! Achieving 100% level of major qualification unlocks skills and perks. See [Skills and Perks](#).



### 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.

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

1. Select an Elite or Premium vehicle in the Vehicles 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.



### Retraining

While you cannot change a tanker’s major qualification, you can freely change the tanker’s competence by retraining a tanker for another vehicle.

#### To retrain a tanker:

1. Right-click on a 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 the Training tab.
3. Select the vehicle type and model for which you wish to retrain the tanker
4. Select a desired 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. The tanker’s skills and perks cease to have an effect till you regain basic level 100%.

## Skills and Perks

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

Both skills and perks improve gradually with each battle. Skills become effective, as soon as training starts, while perks take effect only after reaching 100%.

A tanker may take up any number of skills/perks. Other skills/perks become available once a tanker is fully trained for a previously chosen skill/perk.

The list of available skills and perks depends on tanker's major qualification. However, there are four common skills available to all tankers regardless of their major qualification. If a tanker performs several duties at a time, this tanker may take up any skill or perk available to these major qualifications.

### Skills available to all tankers:



#### 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.



#### Brothers in Arms

This skill improves the level of major qualification and of all skills and perks of the entire crew.

## Selecting Skills or Perks

### To select a skill/perk:

1. Right-click a tanker in the Crew panel and select Personal File, or right-click a tanker in the Barracks to open Personal File.
2. Go to the Skills tab.
3. Select one of the available skills/perks.
4. Click **Select**. Training for the selected skill/perk will begin. The skill/perk icon appears in the Skills and Perks field in the Personal File window.

## Dropping Skills or Perks

You train a tanker for a skill/perk subsequently, one skill/perk at a time. You may refuse the selected skill/perk before a tanker is fully trained for this skill/perk. Later you can restore the skill/perk to the selected level.

### To drop a skill/perk:

1. Open tanker's Personal File.
2. Click **Drop**.
3. Select the desired restore level in the Drop Skills and Perks window.
4. Click **Drop > Drop**. The skill/perk is dropped. The specified cost (if applicable) is charged from your balance.



To restore the skill/perk, follow the steps for selecting skills/perks. The skill/perk level is restored to the level you selected during the skill/perk dropping.

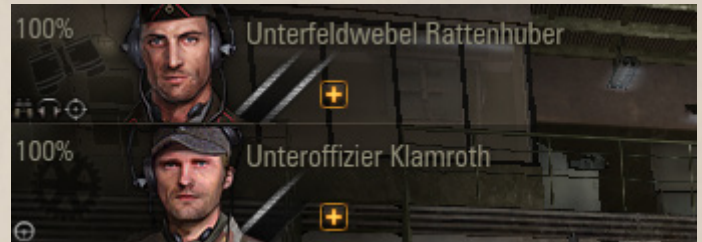
## Viewing Service Record

For spectacular performance on the battlefield your tankers can be rewarded with various medals and achievements. Tankers can also hold ranks and be promoted.

### Ranks

All tankers in the game hold ranks and can be promoted. The initial rank depends on the tanker's major qualification. See also [Major Qualification, Competence, and Training](#).

A crew member is promoted for increasing the training level of the major or skills/perks. See also [Major Qualification, Competence, and Training](#) and [Skills and Perks](#)



### Achievements

To view tanker's achievements:

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



## Battle Modes

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

- **Random Battle.** The battle runs until either of the teams meets victory conditions. Maps and players are selected on a random basis. See [In Action. Random 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 Company.** 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](#).
- **Special Battle.** This mode is used for battles in Clan Wars, a browser-based multiplayer military and geopolitical component of World of Tanks.



## Team Training

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



### In this chapter:


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

## Joining a Training Room

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 at 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 assigned 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.

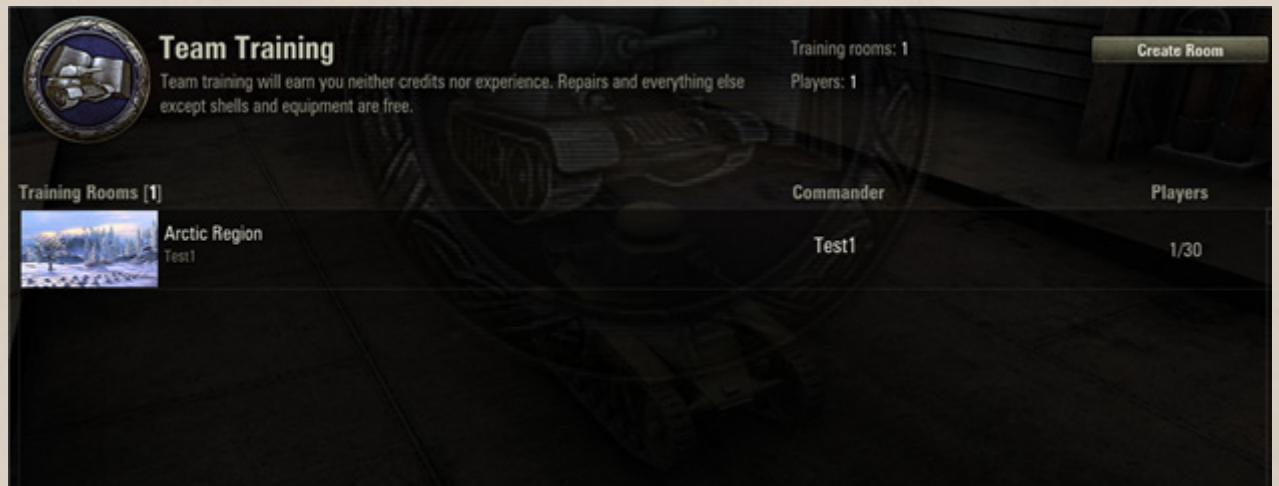


**To join a room by invitation:**

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. The Commander distributes players to teams and modifies the room settings. The 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**. The Create a Training Room window is displayed. Use this window 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 appears.



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 or clan list, go to Contact/Clan List, select a player and click .

10. To find and invite players that are not in your contact list, Find Contacts.

11. Enter the initial letters or the 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 an 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. Random 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 the battle duration.
4. Check “by invitation” box to make the room private. Clear the box to make the room available to all players.

### Deleting a Training Room

Each Training Room exists for a certain period of time. If a 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 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. However, you cannot choose a map or your opponents.

Note that players with Standard Account can create a Platoon of up to 2 players. Players with the Premium Account can create a Platoon that consists of up to 3 players. For more details, see [Premium Account](#).




### In this chapter:

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

## 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 the Platoon. You have now joined the Platoon. The Platoon chat appears on the screen (See also [Platoon Chat](#)).
4. To decline the invitation, click **Decline**.



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

1. Click the **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!**.

## Leaving a Platoon

### To leave a Platoon:

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





## 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 or clan list, otherwise use the Find Contacts tool to find players who are not in your contact list.
3. Enter the initial letters or the 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 or remove players.
5. Enter the 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!** in the Garage to join a standard battle together with your Platoon mates.

## Dismissing a Platoon

### To dismiss your Platoon:

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



## Tank Company

A Tank Company is a group of players (up to 15 participants) headed by a Commander. The total tier of all the Tank Company vehicles cannot be less than 20.

Depending on the total tier of the vehicles, the Tank Company can be of the following levels:

- **Junior.** Total tier: 20–40. The highest tier for the medium and heavy tanks is IV, while the highest tier for the light tanks, SPGs, and tank destroyers is III.
- **Medium.** Total tier: 40–60. The highest tier for the medium and heavy tanks is VI, while the highest tier for the SPGs and light tanks is IV.
- **Champion.** Total tier: 60–90. The highest tier for the light, medium and heavy tanks, as well as tank destroyers is VIII, while the highest tier for the SPGs is VI.
- **Absolute.** Total tier: 90–150. 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](#)).



### In this chapter:

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

## Joining a Tank Company

The Tank Company feature is a great choice for both company Commanders and those wanting to join a Tank Company. This feature allows you to quickly see the list of all available Tank Companies and find a company looking for new members.

### To join a Tank Company:

1. Select Tank Company from the Battle! menu. The Tank Companies window appears.



2. Use the Search tool or scroll the list to find a desired Tank Company. Check “Not in battle” to view only the Tank Companies that currently are not in a battle. Select All, Junior, Medium, Champion, or Absolute level to filter the list of Tank Companies.
3. Click a Tank Company. The Military Personnel window appears. The window displays the list of all Tank Company participants.
4. Select **Click to join**. The Tank Company window appears. Wait for the Commander to assign you to the Tank Company for 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**.

## Creating a Tank Company

**To create a Tank Company:**

1. Select Tank Companies from the Battle! menu or click the **Tank Companies** button located at the bottom of the Garage window. The Tank Company window appears.
2. Click **Create Tank Company**. The Invite to Tank Company window and Your Tank Company window appear.
3. In your contact or clan list, select the players you want to invite to your Tank Company, otherwise use the Find Contacts tool 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**. Select “Show only Online” to see players who are online.
5. Use the arrows to add or remove players.
6. Enter an invitation text.
7. Click **Invite** to send invitations to all of the selected players.



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

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

## Managing a Tank Company

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

### To prepare your Tank Company for a battle:

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



2. Check “Open Tank Company” to make your Tank Company available to all players, or use the **Invite** button to invite players.
3. Select players to participate in the next battle from Tank Company Personnel list. Use the 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** in the Tank Company window to dismiss your Tank Company.

## Store

Use the 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](#)
- [Purchasing 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 the Vehicle panel in the Garage.
2. Click **Purchase** to confirm. An additional slot is displayed in the Vehicles panel and its cost is charged from your balance.

You can also purchase the vehicle together with an additional slot. Check “Buy additional slot in Garage” in the 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 appears.



The screenshot shows the 'Store' interface for Germany. The main list displays five vehicles with their respective prices and research status:

Vehicle Name	Price	Status
Light Tank PzKpfw III Ausf. A	35 000	Research
Light Tank PzKpfw II Luchs	39 000	Available
Light Tank VK 1602 Leopard	210 000	Available
Light Tank VK 2801	705 000	Research
Medium Tank PzKpfw S35 739 (f)	1 000	Available

On the left side, there are filters for 'Vehicles' (All types, Light Tanks, Medium Tanks, Heavy Tanks, Tank Destroyers, SPGs) and 'Display' (Unresearched vehicles, In Garage). The bottom navigation bar includes Modules, Shells, Equipment, and Consumables.

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

- By nation: select All Nations, U.S.S.R., U.S.A., Germany, France, U.K. 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 vehicle to open the Purchase window.

Along with purchasing a vehicle you can:

- Purchase an additional slot in the Vehicles 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: VK 1602 Leopard**
✕

---

**Light Tank VK 1602 Leopard**

Developed from March through October 1942. The plans were to launch mass production in April 1943, but the project was canceled before the first prototype was built.

Buy VK 1602 Leopard 210 000

---

Buy additional slot in Garage 300

Load standard ammunition 0

---

**Training Crew [Crew Members: 4]**

**Tank Academy**  
Training Level: 100%

800

800

---

**Regimental School**  
Training Level: 75%

80 000

80 000

---

**Rapid Courses**  
Training Level: 50%

50 000

50 000

Buy without crew

---

**Total:** 0 210 000

---

⏏ 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.



Store		Nation		Gun, Turret, Engine, Suspension, Radio for my vehicles (Germany): 7		On vehicle/In Depot	Price
	<b>Gun 2 cm KwK 38 L/55</b> 203-240 rounds/min; Average Damage: 11/11 Average Penetration: 23/46 mm	0	0			1 920	
	<b>Gun 5 cm KwK 39 L/60</b> 24-26,1 rounds/min; Average Damage: 70/70/90 Average Penetration: 67/130/25 mm	0	0			9 970	
	<b>Turret Turm Schwedisch Bofors</b> Armor: 14/12/12 mm; Traverse: 44 deg/sec View Range: aprx 260 m	0	1			0	
	<b>Turret PzKpfw-38-nA-Turm-Ausf. G</b> Armor: 50/25/10 mm; Traverse: 44 deg/sec View Range: aprx 370 m	0	0			5 000	
	<b>Suspension Leichttraktorketten Ausf. B</b> Traverse Speed: up to 40 deg/sec Load Limit: 9,5 t	0	0			540	
	<b>Radio FuG 2</b> Signal Range: up to 265 m	0	0			180	
	<b>Radio FuG 5</b> Signal Range: up to 310 m	0	0			630	

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 the “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).

### See also:

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

4. Click a desired module.

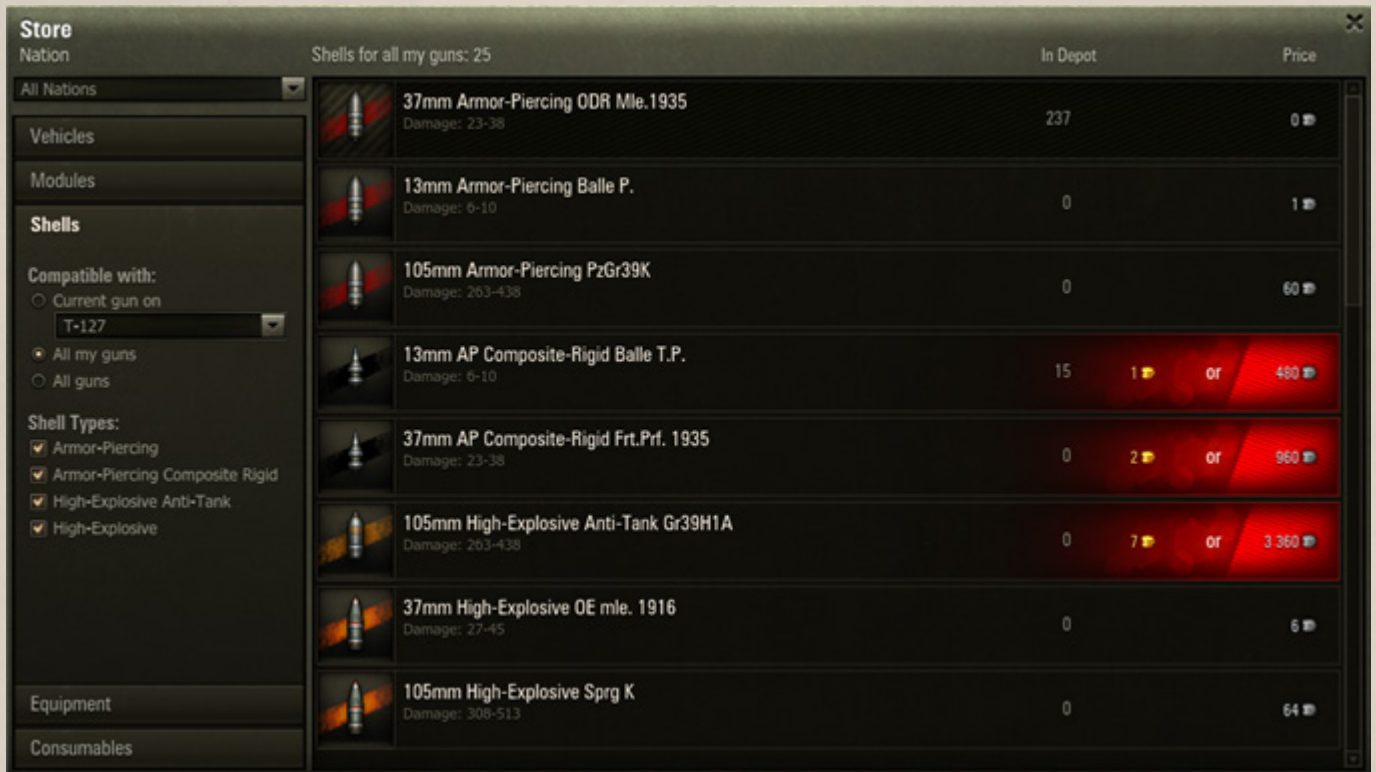
5. Set the number of items to purchase and click **Purchase**. The purchased module is displayed in the Depot with the related cost charged from your balance.

## 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.



Shell Name	Damage	In Depot	Price
37mm Armor-Piercing ODR Mle.1935	23-38	237	0
13mm Armor-Piercing Balle P.	6-10	0	1
105mm Armor-Piercing PzGr39K	263-438	0	60
13mm AP Composite-Rigid Balle T.P.	6-10	15	1 or 480
37mm AP Composite-Rigid Frt.Prf. 1935	23-38	0	2 or 960
105mm High-Explosive Anti-Tank Gr39H1A	263-438	0	7 or 3360
37mm High-Explosive OE mle. 1916	27-45	0	6
105mm High-Explosive Sprg K	308-513	0	64

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

3. Select the shells compatible with:
  - 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).



*See also:*

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

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, and the specified cost is charged from your balance.



## Purchasing Equipment and Consumables

Purchase equipment/consumables and mount them directly on the current vehicle in the Garage (See [Mounting Equipment](#) and [Loading 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 an 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. You can sell up to 5 vehicles each day. The vehicles and their components can be sold for credits only.

### Selling Vehicles

Sell the vehicles in the Depot or from the Vehicles 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. In the Sell Vehicle dialog that appears, you can do any of the following:
  - send the crew to the Barracks or dismiss all crew members,
  - demount the complex equipment for gold and sell it or send to Depot,
  - sell or send to Depot the current vehicle's ammunition and consumables.



#### In this chapter:

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



#### See also:

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

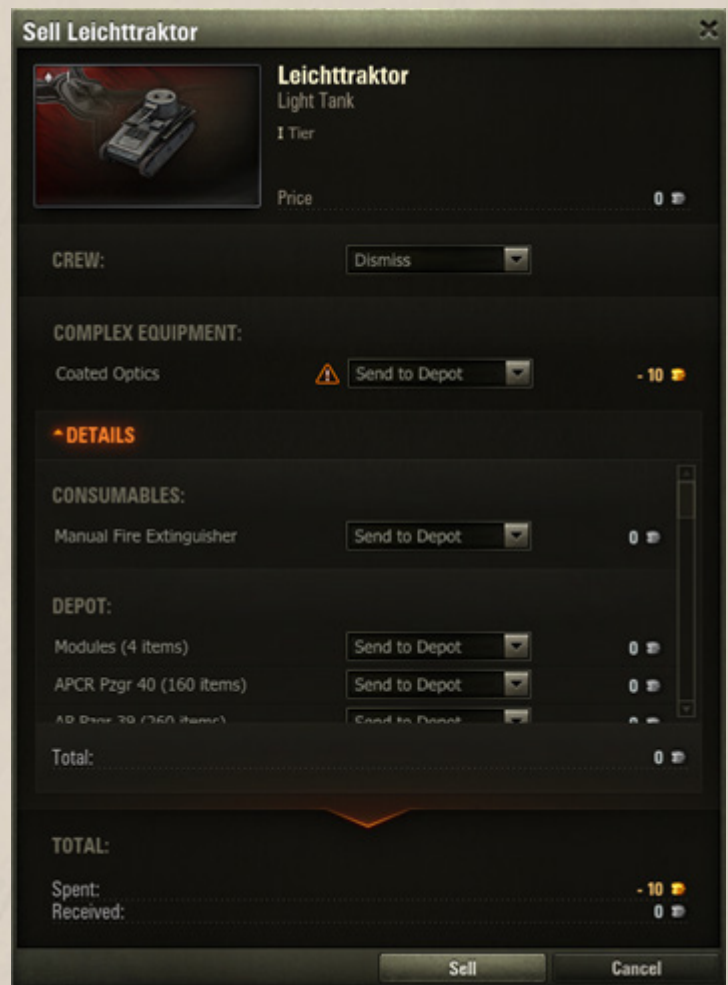
5. Click **Sell**. The selected vehicle is sold and removed from the Depot.

! The amount of credits you receive is displayed under Total > Received.

! The amount of credits charged from your balance is displayed under Total > Spent.

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

1. Right-click the vehicle you wish to sell and select Sell.
2. Select the required options in the Sell Vehicle dialog.
3. Click **Sell** to confirm. The selected vehicle is sold and is removed from the Vehicles 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 time of purchase.

### To sell a module:

1. Go to Depot > Modules.



Nation	Gun, Turret, Engine, Suspension, Radio for my vehicles: 7	On vehicle/In Depot	Price
All Nations	<b>Gun 45 mm 20K</b> 26,09 rounds/min; Average Damage: 47/47/62 Average Penetration: 51/88/23 mm	0 2	1 265
	<b>Gun 37 mm Automatic SH-37</b> 94,3-131 rounds/min; Average Damage: 40/40/50 Average Penetration: 46/62/19 mm	0 1	13 490
	<b>Turret T-26 cylindrical</b> Armor: 30/15/15 mm; Traverse: 44 deg/sec View Range: aprx 280 m	0 1	335
	<b>Turret T-46</b> Armor: 15/15/15 mm; Traverse: 44 deg/sec View Range: aprx 260 m	0 1	420
	<b>Suspension MS-1</b> Traverse Speed: up to 34 deg/sec Load Limit: 4.69 t	0 1	0
	<b>Turret Turm Schwedisch Bofors</b> Armor: 14/12/12 mm; Traverse: 44 deg/sec View Range: aprx 260 m	0 1	0
	<b>Engine Renault</b> Power: 39 h.p. Chance of Fire on Impact: 20%	0 1	0

2. To sort the list of available modules, use the Filters panel. 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 the “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).



*See also:*

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

3. Select a module.

4. 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.

## Selling Shells

### To sell shells:

1. Go to Depot > Shells.



Depot		Shells for all my guns: 6		In Depot	Price
	<b>37mm Armor-Piercing ODR Mle.1935</b> Damage: 23-38	237	0		
	<b>13mm AP Composite-Rigid Balle T.P.</b> Damage: 6-10	15	240		
	<b>3,7cm Armor-Piercing Pzgr 36</b> Damage: 27-45	143	0		
	<b>2cm AP Composite-Rigid Pzgr 40</b> Damage: 8-14	2	240		
	<b>3,7cm AP Composite-Rigid Pzgr 40</b> Damage: 27-45	49	480		
	<b>3,7cm High-Explosive Sprgr 18</b> Damage: 32-53	6	3		

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 appears on your account.



*See also:*

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

## Selling Equipment and Consumables

To sell equipment or consumables:

1. Go to Depot > Equipment/Consumables.



The screenshot shows the 'Depot' interface with the 'Equipment' tab selected. The list of items is as follows:

Item Name	Description	On vehicle	In Depot	Price
Medium-Caliber Tank Gun Rammer	-10% to loading time	1	0	100 000
Binocular Telescope	+25% view range for a stationary vehicle, up to 500 m	2	0	250 000
Coated Optics	+10% to view range, up to a range of 500 m	2	0	250 000
Cyclone Filter	+50% to engine durability	1	0	250 000
Enhanced Gun Laying Drive	+10% to aiming speed	2	0	250 000
Large Spall Liner	+15% to armor protection from ramming and explosions	1	0	250 000
Large-caliber Tank Gun Rammer	+10% to loading time	1	0	250 000
Toolbox	+25% to repair speed	1	1	250 000

2. Use the 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:*

- [General Chat](#)
- [Battle Chat](#)
- [Training Chat](#)
- [Platoon Chat](#)
- [Tank Company Chat](#)
- [Voice Chat](#)
- [System Channel](#)
- [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, press and hold **F1**.

### **Battle Chat**

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

### **Training Chat**

The Training chat activates automatically once you have created or joined a Training Room. Use this chat to communicate with your comrades in the Training Room.

### **Platoon Chat**

The Platoon chat tab appears on the Garage screen automatically once you have created or joined a Platoon. Use Platoon chat to communicate with other Platoon participants. Invite players to your Platoon by clicking Invite.

### **Tank Company Chat**


The Tank Company chat tab appears once you have created or joined a Tank Company. Use it to open the Tank Company window and communicate with participants of your Tank Company.

### **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 [Volume](#) settings. Hold **Q** during battle to enable 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 **Find** 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. The related channel tab appears next to the General chat tab.



#### Creating a User Channel

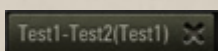
1. Click **Channels** > Create Channel.
2. Enter the channel name.
3. To specify a password for your channel, check “Require password”.
4. Enter and confirm the password.
5. Click **Create**. The new channel is displayed next to the General chat tab.



#### 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 the 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.

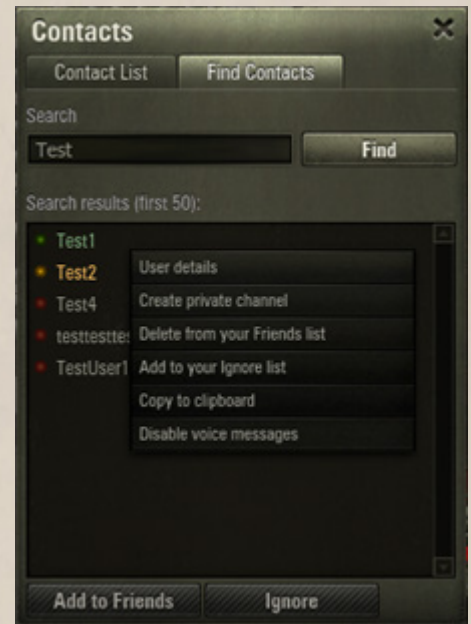
### Searching and Adding Players to Contact List

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 **Find**. 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 your 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 your Friends list” or “Add to your Ignore list”.
- When in battle, right-click a player on the Team panel and select “Add to your Friends list” or “Add to your 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 contact.
3. Select “Delete from your Friends list”. The player is removed from your Friends list.

To remove a player from the Clan list:

1. Click Contacts > Contact List > Clan.
2. Right-click a contact.
3. Select “Delete from your Clan list”. The player is removed from your Clan list.

To remove a player from the Ignore list:

1. Click Contacts > Contact List > Ignore.
2. Right-click a contact.
3. Select “Delete from your Ignore list”. The player is removed from your Ignore list.



### Viewing Player Details

To view player details, right-click a player in Contact List and select “User 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. The private channel opens in a new window.

#### To create a private channel:

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

! You can also create a private channel by clicking **Create private channel** when viewing player details.

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 players from your Ignore list.
- You cannot create a private channel with a player who is offline.