WORLD OF TANKS

GAME MANUAL

WARGAMING.NET

LET'S BATTLE

© 2008-2014. ALL RIGHTS RESERVED.

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.

© 2008-2014 Wargaming.Net. All rights reserved.

Contents

■ *Getting Started* *6*

System Requirements **6**
Installation **7**
Updates **7**
Setting up the Game **8**
Game 8
Graphics 9
Volume 10
Controls 11
Reticle 12
Marker 13
Control Reference **14**
Battle Mode 14
Camera Controls 15
Minimap 15
Chat Mode 15
Chat Shortcuts 15
Replay Mode 16

■ *Basics* *17*

Garage **17**
Selecting Your Battle Tank **18**
Vehicle Types and Categories 19
Vehicle Types *19*
Vehicle Categories *19*
Vehicle Characteristics 20
Recruiting Crew Members **21**
Modules **22**
Mounting Modules 22
Ammunition **24**
Shell Types 24
Resupplying Ammunition 25
Repairs **26**
In Action. Random Battle **27**
Standard Battle 28
Assault 28
Encounter Battle 28
Battle Screen **29**
Battle Controls **30**
Move 30
Fire 30
Auto-Aim 30
Camera 30
Shells/Consumables 30
Battle Chat Controls 31
Radial Command Menu 31
Minimap 31
Complaints 31
Exit Battle 31
Shooting Modes **32**
Arcade Mode 32
Sniper Mode 32
Artillery Mode 32
Reticle Indicators **33**
Base Capture **35**
Base capture points 35
Tactics Hints **36**
Heavy Tanks 36
Medium Tanks 36
Light Tanks 36
Tank Destroyers 36
SPGs (Artillery) 36
Terrain 36
Ramming Trees 36
Postmortem **37**
Battle Results **38**
Service Record **39**
Summary 39
Awards 40
Statistics 41
Vehicles 41
Battle Recording and Replay **42**
Experience **43**
Free Experience **44**
In-Game Currency **45**
Credits 45
Gold 45
Converting Currency 45

■ *Advanced* *46*

Premium Account **46**
Researching Vehicles and Modules **47**
Researching Modules for the Current Vehicle 47
Tech Tree 48
Equipment and Consumables **50**
Equipment 50
Mounting Equipment *50*
Demounting Equipment *51*
Consumables 51
Loading Consumables *51*
Unloading Consumables *52*
Vehicle Exterior **53**
Camouflage 53
Emblems and Inscriptions 54
Managing Crew **55**
Barracks 56
Transferring a Tanker to the Barracks *56*

WARGAMING.NET LET'S BATTLE
© 2008-2014 Wargaming.Net. All rights reserved.

Recruiting a Tanker in the Barracks 57
Dismissing a Tanker 57
Replacing Personal Data 58
Enlarging Barracks 58
Major Qualification, Competence, and Training 59
Training Crew 59
Accelerating Crew Training 60
Retraining 60
Skills and Perks 61
Selecting Skills or Perks 61
Dropping Skills or Perks 61
Viewing Service Record 62
Ranks 62
Achievements 62
Battle Modes 63
Team Training 63
Joining a Training Room 63
Creating a Training Room 64
Modifying a Training Room 66
Deleting a Training Room 66
Platoon 67
Joining a Platoon 67
Leaving a Platoon 67
Managing a Platoon 68
Dismissing a Platoon 68
Team battle 69
Basic Rules 69
Searching and Joining a Team 70
Leaving a Team 72
Creating a Team 72
Managing a Team 73
Dismissing a Team 76
Tank Company 76
Joining a Tank Company 76
Creating a Tank Company 77
Managing a Tank Company 78
Dismissing a Tank Company 78
Store 79
Purchasing Vehicles 79
Purchasing Modules 81
Purchasing Shells 82
Purchasing Equipment and Consumables 83
Depot 84
Selling Vehicles 84
Selling Modules 86
Selling Shells 87
Selling Equipment and Consumables 88
Channels and Chats 89
General Chat 89
Battle Chat 89
Training Chat 89
Platoon Chat 89
Tank Company Chat 89
Voice Chat 89
System Channel 90
User Channels 90
Searching and Joining User Channels 90
Creating a User Channel 90
Deleting a User Channel 90
Contact List 91
Searching and Adding Players to Contact List 91
Removing Players from Contact List 91
Viewing Player Details 92
Creating Private Channels with Players 92

© 2008-2014 Wargaming.Net. All rights reserved.

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, Great Britain, and China — at your disposal. Select a tank, choose a desired battle type and roll out! Your main goal is to receive as much experience and credits in battles as possible.

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

Use experience to advance in the game by researching and upgrading your tanks and modules and unlocking more sophisticated vehicles. Thanks to an advanced system of vehicle upgrade and development, you have the possibility to try out virtually all the vehicles and weapons featured in the game! The enormous tank fleet at your disposal features American, German, Soviet, French, British, and Chinese 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!

© 2008-2014 Wargaming.Net. All rights reserved.

Getting Started

Read this chapter to learn how to install/update the game and customize the game settings.

System Requirements

The client size is about **6GB**. 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/7/8
- **Processor: 2.2 GHz** with **SSE2** support
- **RAM: 1.5 GB** for Windows XP, **2 GB** for Windows Vista/7/8
- **Free Disk Space: 12GB** or more
- **Graphics: GeForce 6800GT** with **256 MB** of RAM **/ Radeon X1800** 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/7/8 x64
- **Processor: Intel Core i5-3330**
- **RAM: 4 GB** or more
- **Free Disk Space: 12GB** or more
- **Graphics: GeForce GTX660 (2Gb) / Radeon HD 7850 (2Gb)**
- **Audio card: DirectX 9.0c** compatible
- **Connection speed: 1024 Kbps** or faster

© 2008-2014 Wargaming.Net. All rights reserved.

Installation

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

1. Create a unified Wargaming.net ID account.
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 access all Wargaming.net services, use your unified **Wargaming.net ID** account.

!To access Wargaming.net fan resources and partner websites, use an easy and secure **Wargaming.net OpenID** system.

!To recover you password, use Reset Password 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, click **Play** to start the game.

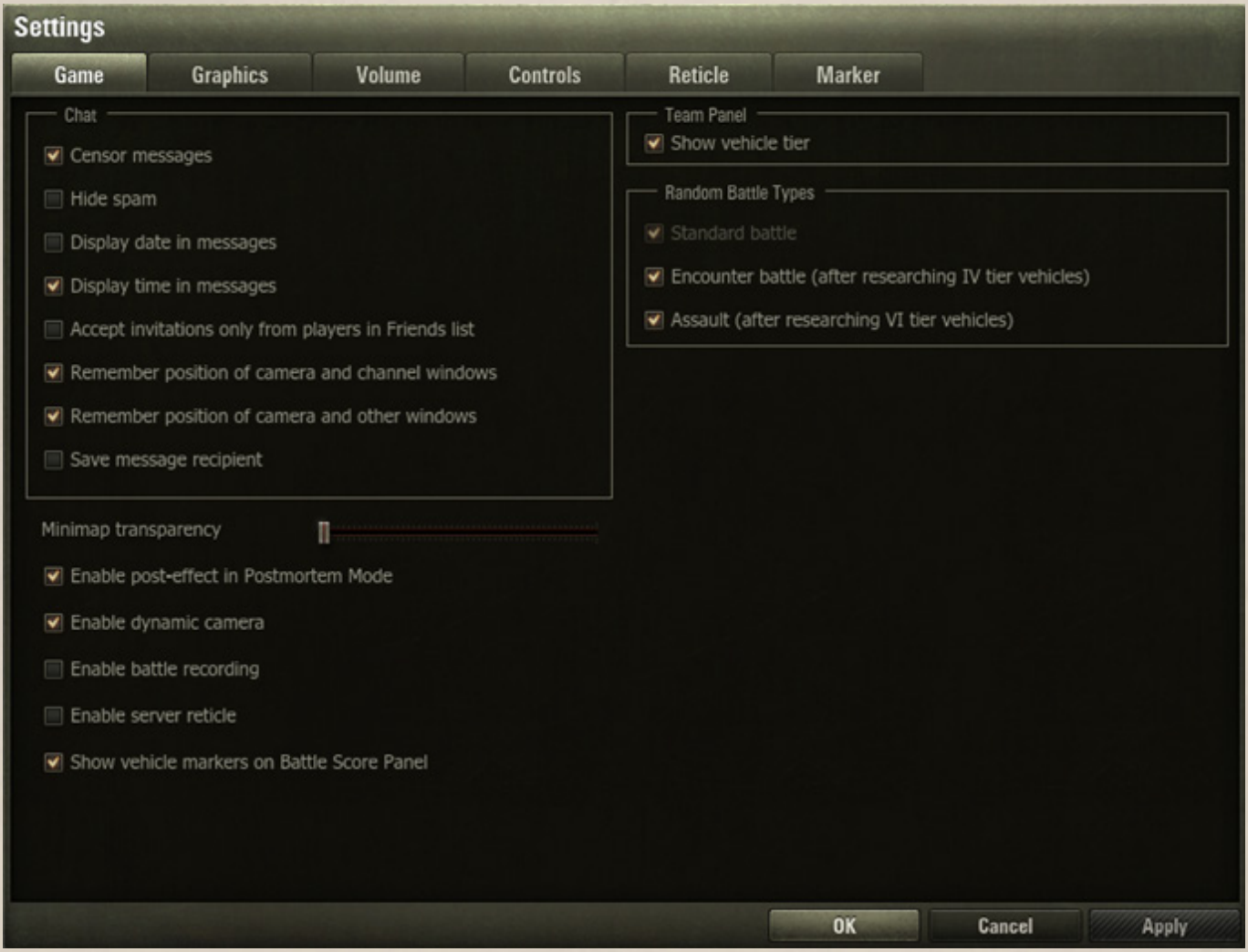
© 2008-2014 Wargaming.Net. All rights reserved.

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 and a number of other parameters including the Team panel, Gametrix jetseat (if connected), and Minimap transparency settings, as well as to enable post-effects in Postmortem, battle recording, server reticle, and saving message recipient for Battle chat.



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*.

© 2008-2014 Wargaming.Net. All rights reserved.

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.
4. Click **Apply** > **OK**.

> **!** Select Colorblind mode to exclude red and orange colors from the Battle screen palette.

© 2008-2014 Wargaming.Net. All rights reserved.

Volume

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

© 2008-2014 Wargaming.Net. All rights reserved.

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 Controls settings to defaults. Click **Apply** > **OK** to save changes.

© 2008-2014 Wargaming.Net. All rights reserved.

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**.

© 2008-2014 Wargaming.Net. All rights reserved.

Marker

Use the Marker tab to customize the display 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**.

© 2008-2014 Wargaming.Net. All rights reserved.

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

F1	Press for help in battle or in the Garage
W, A, S, D	Move a vehicle: **W:** forward **A:** left **S:** backward **D:** right
R, F	Enable cruise control
X	**SPGs and Tank Destroyers:** Lock hull
LMB	Fire
RMB	**Hold:** Prevent turret from following reticle **With reticle on target:** Enable Auto-aim **With no target in reticle:** Disable Auto-aim
E	Disable Auto-aim
Space	Stop and Fire
Keys 1-6 (upper row)	Switch between shell types (1-3), use consumables (4-6)
Q	**Hold:** Enable voice chat
C	Reload shell container
Ctrl	**Hold:** Enable cursor
Ctrl + LMB	**On the minimap:** Send an attention message to the team by highlighting a square on the minimap
Ctrl + RMB	**On the minimap (for artillery):** Aim artillery at a square on the minimap by selecting it
Left Shift	Turn sniper (or artillery) mode on/off
Tab + Ctrl	Hide/show team lists
Alt	Switch between Default and Alternative marker modes
Z	Toggle Radial Command Menu
Ctrl + PrtScn	Capture screen image
Insert	Switch between Logitech keyboard modes
Esc	Back to Game menu
V	Hide Battle interface (Team panels, minimap, etc.)

© 2008-2014 Wargaming.Net. All rights reserved.

Camera Controls

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

Minimap

=	Zoom minimap in
-	Zoom minimap out
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	**With reticle on ally:** <player name>, follow me! **With reticle on enemy:** Requesting fire at <player name>!

© 2008-2014 Wargaming.Net. All rights reserved.

Replay Mode

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

© 2008-2014 Wargaming.Net. All rights reserved.

Basics

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

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

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

In this chapter:

- *Garage*
- *Selecting Your Battle Tank*
- *Vehicle Characteristics*
- *Recruiting Crew Members*
- *Modules*
- *Ammunition*
- *Repairs*

Garage

After logging in, you will see the Garage screen. To see interface element description, point the cursor to a framed area on the screen below.

© 2008-2014 Wargaming.Net All rights reserved.

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*.

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.

© 2008-2014 Wargaming.Net All rights reserved.

Vehicle Types and Categories

In World of Tanks you can choose between different vehicle types and categories.

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

Vehicle Categories

- **Light tank.** Fast and maneuverable. Ideal scout, but extremely vulnerable due to thin armor.
- **Medium tank.** Greatly balanced on maneuverability vs. gunpower. May perform differently on the battle field depending on your strategy.
- **Heavy tank.** Heavily armored with powerful gun, but rather slow with low maneuverability.
- **SPG.** Impressively powerful gun, ability to hit targets from nearly any position, but thin armor.
- **Tank Destroyers.** Immense firepower, thick front armor, ability to damage any type of armor even at long distances while remaining unspotted.

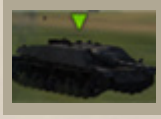
Vehicle Markers

Light tank

Medium tank

Heavy tank

SPG


Tank Destroyer

A vehicle of each category has a unique marker. This marker appears as category identifier on the minimap, on the Battle screen as well as in the Garage, Depot, and Store.

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 marker modes, go to Menu > Settings > Marker. To switch between these two modes in battle, press **Alt**. See also *Marker*.

© 2008-2014 Wargaming.Net All rights reserved.

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.

! 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.

© 2008-2014 Wargaming.Net All rights reserved.

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.

The crew of your current vehicle is displayed in the Crew panel in the Garage. Use it to recruit or replace tankers.

See also:

- *Recruiting a Tanker in the Barracks*
- *Training Crew*

! You can start a battle only if the crew is complete.

! You can also recruit crew members in the Barracks. See *Recruiting a Tanker in the Barracks*.

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.

© 2008-2014 Wargaming.Net All rights reserved.

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 most 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 Modules panel in the Garage.

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

© 2008-2014 Wargaming.Net All rights reserved.

To mount a module:

1. Click a module in the Modules panel to view the list of available upgrades.

2. To view more details, right-click the required module.

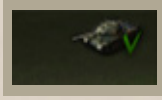
3. Click a module in the list of available upgrades. Make sure that the module you select is available for purchase.

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.

This module requires research.

This module is reseached and available for purchase (the price is displayed).

This module has been researched and purchased and is available for mounting.


This module is mounted on the current vehicle.

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 characteristics specific to each module that influence module performance.
- **Compatible 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 characteristics 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).

© 2008-2014 Wargaming.Net All rights reserved.

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*.

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

See also:

- *Purchasing Shells*
- *Selling Shells*

Shell Types

There are four types of shells for you to choose from. Each type of ammo serves a specific purpose and is designed for different combat situations. Shell types differ in 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), it is also more accurate than a HEAT round.

High-Explosive (HE)
Low armor penetration, serious damage
At close range, can heavily damage 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 shells are light in weight and therefore fast. 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 in some vehicles.

© 2008-2014 Wargaming.Net All rights reserved.

Resupplying Ammunition

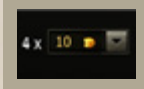
To resupply ammunition:

1. Go to Garage.
2. Click a shell icon in the 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 number of shells of each type available in the Depot (purchased previously).

The number and cost per shell of ammo available for credits.



The number and cost per shell of Premium ammo available for gold or credits. The total cost is displayed in the Price section.

The number of shells of each type loaded on your current vehicle.

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*.

© 2008-2014 Wargaming.Net All rights reserved.

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.

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*

© 2008-2014 Wargaming.Net All rights reserved.

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*

© 2008-2014 Wargaming.Net All rights reserved.

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.

© 2008-2014 Wargaming.Net All rights reserved.

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. To see an interface element description, point the cursor to a designated area on the screen below.

© 2008-2014 Wargaming.Net All rights reserved.

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.

© 2008-2014 Wargaming.Net All rights reserved.

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 "=" to zoom the minimap in.
- Press "-" to zoom the minimap out. This option is available only when the minimap is zoomed in.
- Press "**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**.

© 2008-2014 Wargaming.Net All rights reserved.

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 arcade and sniper 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.

© 2008-2014 Wargaming.Net All rights reserved.

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 Categories*.

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

© 2008-2014 Wargaming.Net All rights reserved.

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.

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.

See also:

- *Reticle*
- *Shooting Modes*

© 2008-2014 Wargaming.Net All rights reserved.

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*.

© 2008-2014 Wargaming.Net All rights reserved.

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.

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.

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.

© 2008-2014 Wargaming.Net All rights reserved.

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 in 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.

© 2008-2014 Wargaming.Net All rights reserved.

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.

Go to the 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.

© 2008-2014 Wargaming.Net All rights reserved.

Service Record

The Service Record screen displays all your battle achievements. The screen provides access to the following screens:

- **Summary.** Summary of major battle achievements.
- **Awards.** All in-game awards with detailed description.
- **Statistics.** Overall battle statistics.
- **Vehicles.** Statistics on each vehicle.

In this chapter:

- Summary
- Awards
- Statistics
- Vehicles

Summary

The Summary screen displays your major battle achievements:

Personal Rating. Your overall performance rating. Depends on the following factors:

- Number of Battles Fought
- Victories/Battles Ratio
- Survive Ratio
- Hit Ratio
- Average Damage per Battle
- Average Experience per Battle (excluding benefits from *Premium Account* and bonuses)

Battle performance. The major battle performance categories:

- Number of Battles Fought
- Victories/Battles Ratio
- Average Damage per Battle
- Hit Ratio
- Mastery Badges
- Maximum Number of Vehicles Destroyed per Battle
- Average Experience per Battle
- Maximum Experience per Battle

Valuable awards. Your most significant awards.

Subsequent awards. Awards you are only a few steps away from.

© 2008-2014 Wargaming.Net All rights reserved.

Awards

The Awards screen displays all the in-game awards. All your battle awards are highlighted. Customize the current view of the section using the following filters:

- **All.** All the in-game awards are displayed.
- **Received.** Only your unlocked awards are displayed.
- **Not received.** Only the locked awards are displayed.

To view the detailed description, hover a mouse cursor over an award.

Award indicators:

Award count indicator.
Number of identical awards received. Available for the medals which can be awarded more than once.

Record combo indicator.
A record-breaking result for the selected award. (e.g., penetrating hits combo).

Award progress bar.
Visual indicator of the award unlocking progress.

© 2008-2014 Wargaming.Net All rights reserved.

Statistics

The Statistics screen features:

- Your overall battle statistics.
- Number of battles fought on your vehicles broken down into types, nations, and tiers.

Vehicles

Once you fought a battle on a vehicle, the statistics on the vehicle is displayed on the Vehicles screen.

To view your battle achievements on a vehicle:

1. Select a vehicle from the list in the Vehicles section.
2. Switch between the Statistics and Awards tabs:
   - **Statistics tab.** Use to view detailed battle statistics on the selected vehicle.
   - **Awards tab.** Use to view all the awards for the selected vehicle.

© 2008-2014 Wargaming.Net All rights reserved.

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 appear in the Replays folder located in the World of Tanks game folder on your computer. The Replays folder is created automatically once the battle record finishes. The file in .wotreplay format appears in this folder. By default the file name contains the name of the map and vehicle you played on.

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 replay starts automatically. No registration is required in the Replay mode. The battle record starts with the load screen and stops once the battle is over.

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*.

© 2008-2014 Wargaming.Net All rights reserved.

Experience

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.

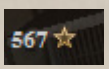
! Players with Premium Account receive 50% more of experience for each battle, which allows them to develop faster. See *Premium Account* for details.

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*.

© 2008-2014 Wargaming.Net All rights reserved.

Free Experience



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.

© 2008-2014 Wargaming.Net All rights reserved.

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.

© 2008-2014 Wargaming.Net All rights reserved.

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 and Categories*

© 2008-2014 Wargaming.Net. All rights reserved.

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.

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.

© 2008-2014 Wargaming.Net. All rights reserved.

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 Modules Panel in Garage (see *Mounting Modules* and *Purchasing Modules*).

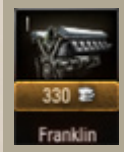
A vehicle with all modules researched acquires Elite status. For more information see *Vehicle Types and Categories*.

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

!Click the nation flag to quickly go to this nation tech tree.

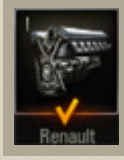
The module is not available for research.

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.



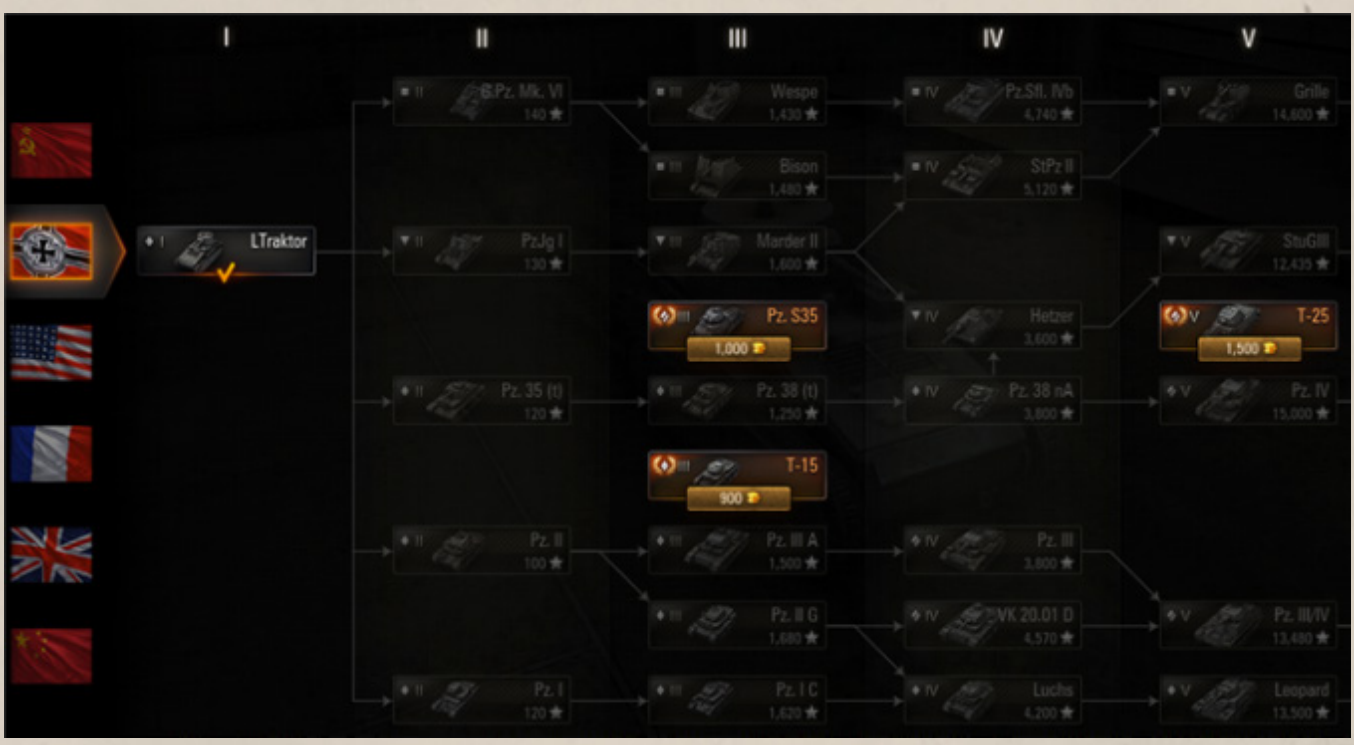
The module is researched and mounted on the vehicle.

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.



© 2008-2014 Wargaming.Net. All rights reserved.

2. Click the U.S.S.R., Germany, U.S.A., France, Great Britain, or China 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*.

The 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, Great Britain, or China 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*.

© 2008-2014 Wargaming.Net. All rights reserved.

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.

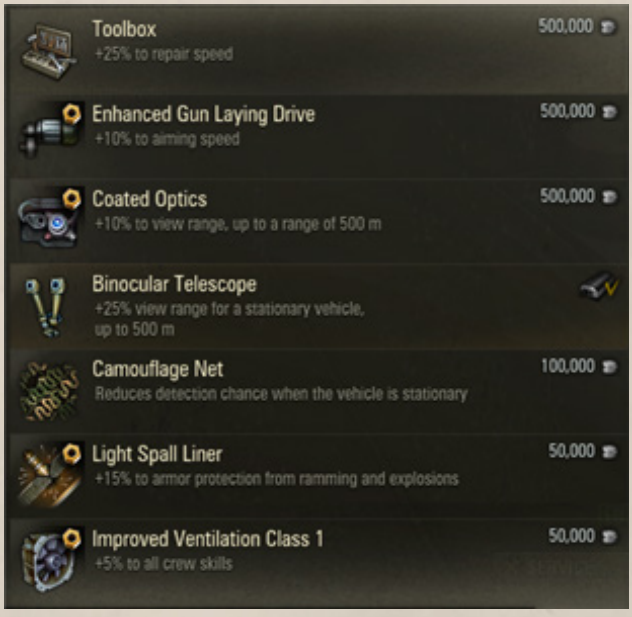
Mounting Equipment

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.

! Click **Mount** > **Purchase** to mount complex equipment.

© 2008-2014 Wargaming.Net. All rights reserved.

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:

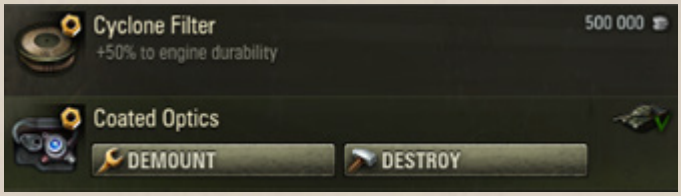
1. Select an equipment item in the Equipment panel in the Garage.
2. Click **Demount**. The equipment is demounted and placed in the Depot.

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 the 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.

© 2008-2014 Wargaming.Net. All rights reserved.

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**.

© 2008-2014 Wargaming.Net. All rights reserved.

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. Three types of Camouflage (summer, winter, and desert) are available for each vehicle and are automatically selected depending on the map you are going to battle on. 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**.

The type of Camouflage adjusts to the map automatically:

Summer Camouflage:

- Abbey
- Cliff
- Dragon Ridge
- Ensk
- Fisherman's Bay
- Fjords
- Highway
- Himmelsdorf
- Karelia
- Komarin
- Lakeville
- Live Oaks
- Malinovka
- Mines
- Mountain Pass
- Murovanka
- Pearl River
- Port
- Prokhorovka
- Province
- Redshire
- Ruinberg
- Serene Coast
- Siegfried Line
- South Coast
- Steppes
- Swamp
- Tundra
- Westfield
- Widepark

Desert Camouflage:

- Airfield
- El Halluf
- Sand River

© 2008-2014 Wargaming.Net. All rights reserved.

Winter Camouflage:

- Arctic Region
- Erlenberg
- Sacred Valley
- Severogorsk

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**.

© 2008-2014 Wargaming.Net. All rights reserved.

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*).

In this chapter:

- *Barracks*
- *Major Qualification, Competence, and Training*
- *Skills and Perks*
- *Viewing Service Record*

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

— Competence level

— Major qualification

— The tanker reached 100% competence level and can be trained for a skill/perk.

— Rank

— 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*).

© 2008-2014 Wargaming.Net. All rights reserved.

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.

> **!** You cannot enter battle with an incomplete crew.

© 2008-2014 Wargaming.Net. All rights reserved.

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.

© 2008-2014 Wargaming.Net. All rights reserved.

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.

© 2008-2014 Wargaming.Net. All rights reserved.

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*.

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

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.

! Achieving 100% level of major qualification unlocks skills and perks. See *Skills and Perks*.

© 2008-2014 Wargaming.Net. All rights reserved.

Accelerating Crew Training

This training mode is specific for Elite and Premium vehicles only (see *Vehicle Types and Categories*). 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%.

© 2008-2014 Wargaming.Net. All rights reserved.

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 one skill/perk at a time. To train a tanker for another skill/perk, drop the current one. Later you can restore this skill/perk to a selected level. A tanker may take up any number of skills/perks.

! Batch dropping is performed for a tanker with multiple skills/perks.

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 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.

© 2008-2014 Wargaming.Net. All rights reserved.

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

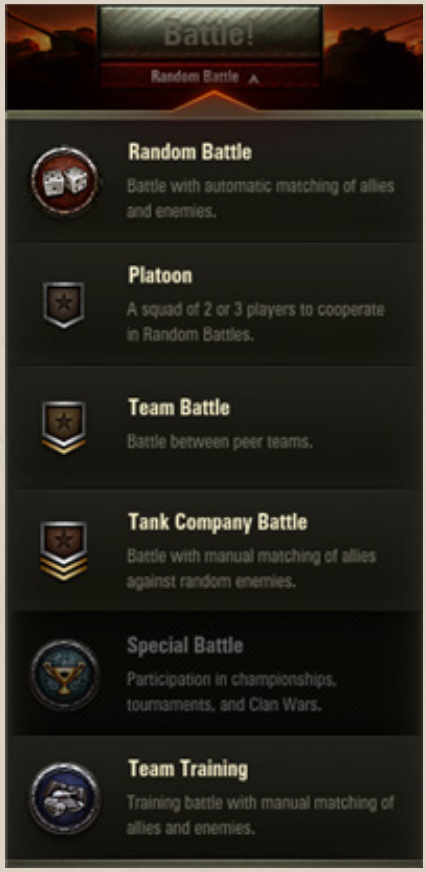
To view tanker's achievements:

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*.

© 2008-2014 Wargaming.Net. All rights reserved.

Battle Modes

World of Tanks provides a wide selection of battle modes to make the gaming experience even more exciting. To start a battle, select a battle mode from the Battle! menu:



- **Random Battle.** The battle runs until either of the teams meets the 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. 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.** This mode allows you to form units up to 3 players to fight in Random battles. For details, see *Platoon*.
- **Team Battle.** This mode brings you all the excitement and experience of the eSports. Team up with 5 to 7 players and get into action with a peer Team. For details, see *Team battle*.
- **Tank Company.** This mode allows you to form units up to 15 players. Also, this mode lets you 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*

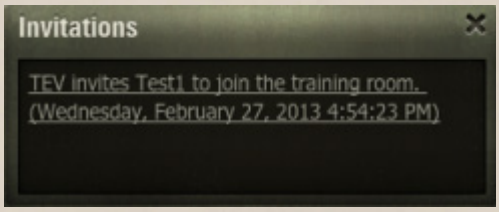
Joining a Training Room

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.

© 2008-2014 Wargaming.Net. All rights reserved.

There are two ways of joining a Training Room created by another player:



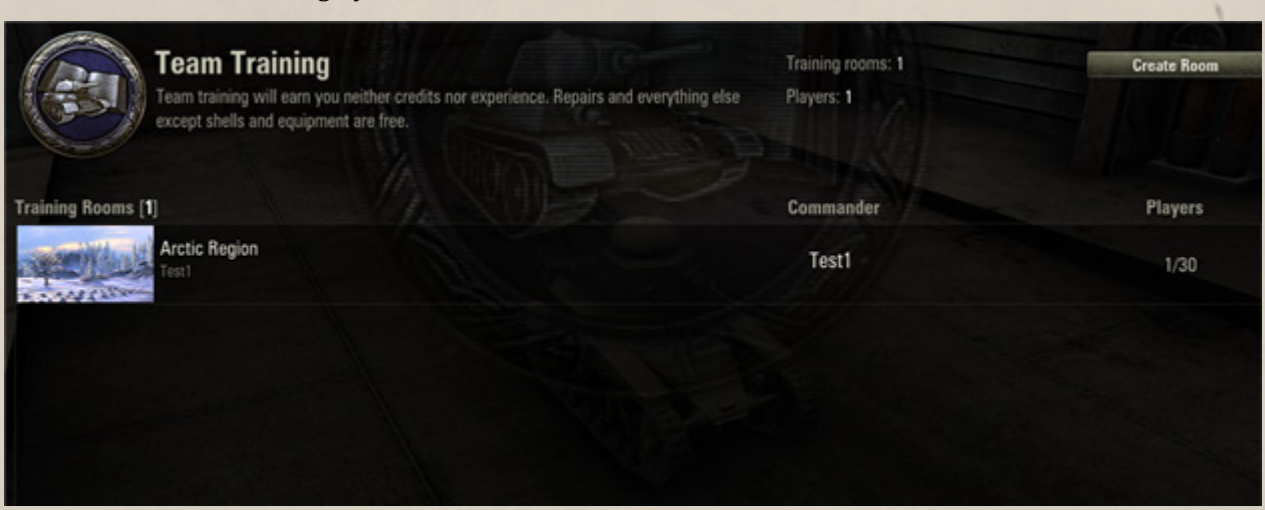
- Accept an invitation from another player to join a closed Training Room. All invitations are received in the Invitation channel. When an invitation is available, the Invitation channel button is highlighted.
- Join an open Training Room, in which case no invitation is required.

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.

© 2008-2014 Wargaming.Net. All rights reserved.

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.

© 2008-2014 Wargaming.Net. All rights reserved.

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:

1. Click **Invite...**
2. To invite a player from your contact or clan list, go to Contact/Clan List, select a player and click ›.
3. To find and invite players that are not in your contact list, Find Contacts.
4. Enter the initial letters or the full name of the player you want to invite and click **Find**.
5. Use arrows to add players to the invitation list or remove them.
6. To add more players, repeat steps 11-12.
7. Enter an invitation text.
8. 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.

To assign the players to teams:

1. Drag and drop player names to respective teams until you distribute all players.
2. 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 on 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.

> !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**.

© 2008-2014 Wargaming.Net. All rights reserved.

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.

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.

© 2008-2014 Wargaming.Net. All rights reserved.

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.

© 2008-2014 Wargaming.Net. All rights reserved.

Team Battle

This mode simulates the 7/42 format of the eSports tournaments, where two Teams of up to 7 players and up to 42 tier points each are pitted against each other. See also *Basic Rules*.

In this chapter:

- *Basic Rules*
- *Searching and Joining a Team*
- *Leaving a Team*
- *Creating a Team*
- *Managing a Team*
- *Dismissing a Team*

Basic Rules

Teams of equally skilled players engage in battles by the following rules:

- **Team Personnel.** Each Team consists of 5 to 7 players. Only complete Team is allowed to join battle. The limit of players is set by the Leader. See *Changing Team Settings*.
- **Battle Time.** The maximum battle time is 10 minutes.
- **Battle Type.** Only Standard battle is available.
- **Map Pool.** Teams battle on the following maps selected randomly:
  - Abbey
  - Airfield
  - Cliff
  - Ensk
  - Himmelsdorf
  - Komarin
  - Live Oaks
  - Lakeville
  - Mines
  - Prokhorovka
  - Ruinberg
  - Sand River
  - Serene Coast
  - Siegfried Line
  - Steppes
  - Swamp
  - Tundra
- **Vehicles.** The vehicle tier limit is VIII. Each vehicle is worth a certain amount of points equal to this vehicle tier:

Vehicle Tier	Points
I	1
II	2
III	3
IV	4
V	5
VI	6
VII	7
VIII	8

! A player in a team is free to select a vehicle of any tier within the allowed tier range providing the total number of the team tier points meets the tier point limit.

The tier point limit depends on the number of players in a Team:

- 7 players — 42 points
- 6 players — 41 points
- 5 players — 40 points

© 2008-2014 Wargaming.Net. All rights reserved.

Searching and Joining a Team

You can join a Team created by another player:

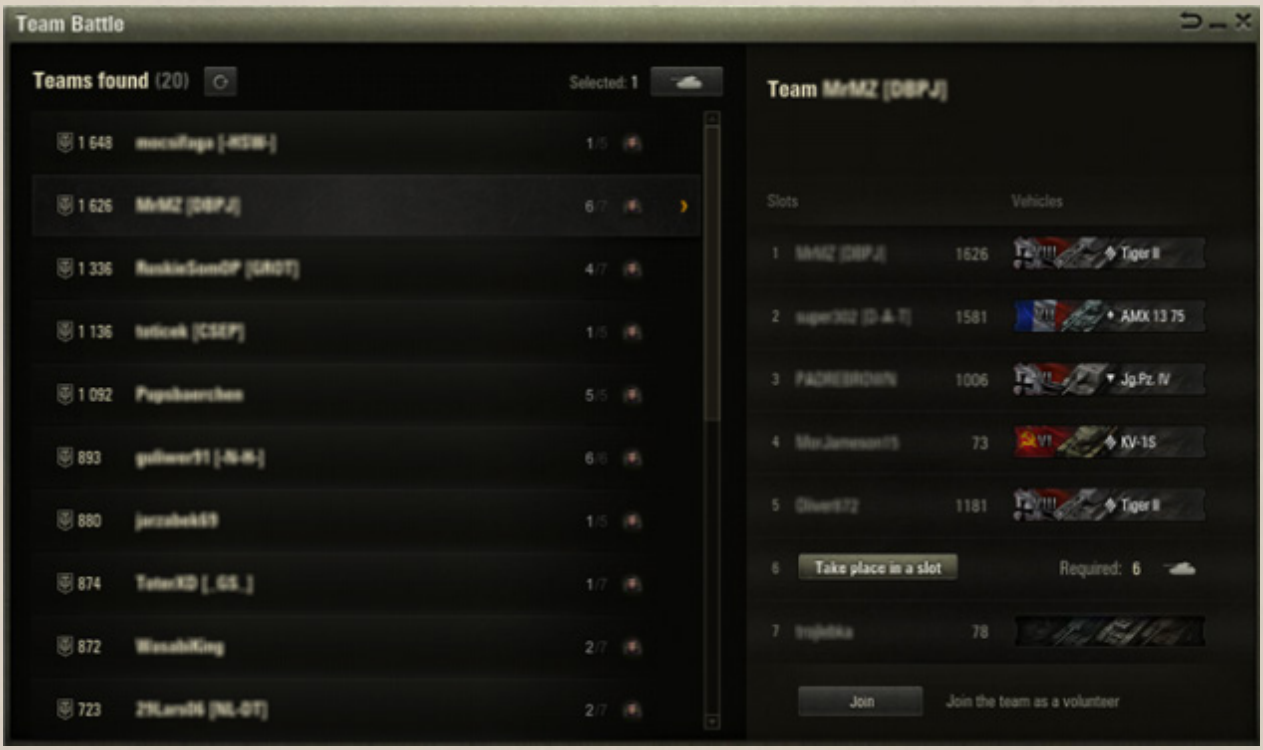
- **By Invitation.** Accept an invitation from another player to join a closed Team. Only Team Leaders can invite players.
- **By Search.** Join a Team by search if the Leader makes the selected Team accessible. See *Changing Team Settings*.
- **Automatically.** Use the Autosearch feature to find a Team of players with roughly equal ratings. See *Service Record*.

To join a Team by invitation:

1. Once you have received an invitation, click (**Invitation Channel**).
2. Click the link to view the invitation.
3. Click **Accept**. You are transferred to the list of volunteers. Wait for the Leader to assign you to the Team.

To join a Team by search:

1. Select Team Battle from the Battle! menu.
2. Click **Search**. The Team Battle window with a list of all current Teams is displayed. **To view the detailed description of a Team**, click a Team name.



© 2008-2014 Wargaming.Net. All rights reserved.

3. Click **Take place in a slot**. The Team window is displayed. Your name in the selected slot is highlighted.

4. Click **Select Vehicles**.

5. Select a vehicle to join battle on.

6. Click **Select** to confirm the choice.

7. Click **Ready!** The battle starts once all teammates set the status to “Ready!” and the Leader clicks **Battle!** See *Joining Battle*.

!To apply for a position in a closed or complete Team, join the Team as a volunteer. The Leader can assign you to the Team when recruiting players from the list of volunteers. **To join the Team as a volunteer**, click **Join** in the Team description. Your name appears in the list of volunteers.

To join a Team automatically:

1. Select Team Battle from the Battle! menu.

2. Click (**Select Vehicles**).

3. Select a vehicle to battle on.

4. Click **Select**. Use filters to sort the vehicle list by nation and vehicle type, or to show primary vehicles only.

5. Click **Autosearch**. A Team that meets the criteria is searched for automatically.

6. Click:

- **Ready!** to confirm joining the Team.
- **Cancel** to decline joining the Team.

© 2008-2014 Wargaming.Net. All rights reserved.

Leaving a Team

To leave a Team, click (**Leave**) > **Yes**.

> **!** If the Leader leaves the Team, the next player in the list occupies the Leader position.

Creating a Team

To create a Team:

1. Select Team Battle from the Battle! menu.
2. Click **Create**. The Team is created and the Team window appears.

> **!** A player who creates a Team becomes the Team Leader.

© 2008-2014 Wargaming.Net. All rights reserved.

Managing a Team

As a Team Leader you are authorized to:

- Recruit players to the Team
- Dismiss players from the Team
- Send the Team to battle
- Change Team settings.

Recruiting Players

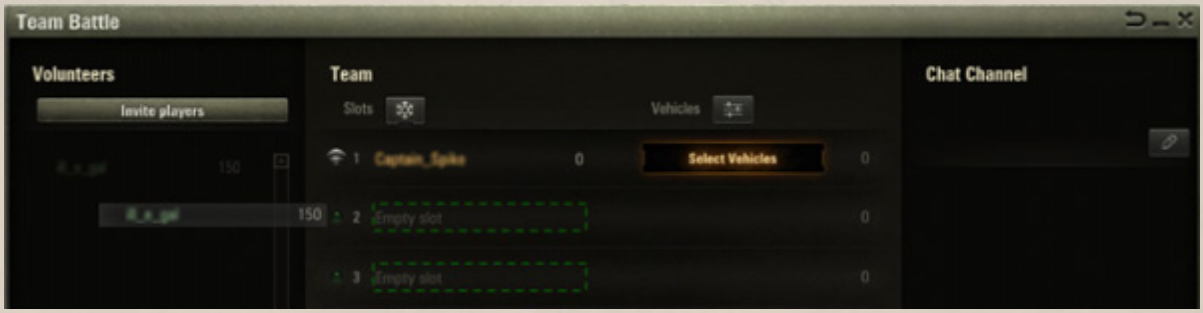
To recruit players to the Team, use one of the following ways:

- **By Invitation.** Recruit a particular player. You must know the player name to send invitations.
- **From Volunteers.** Only volunteers who applied to join the Team can be recruited.
- **Automatically.** Use Autosearch feature to complete the team with players who meet the specified requirements.

To invite players to the Team:

1. Open the Team window.
2. Click **Invite players**. The Invite to Team window is displayed.
3. Select the players to invite from your contact list. Use **Find Contacts** to search for players who are not in your contact list.
4. Enter the invitation text.
5. Click **Invite**. The invitations are sent to all the selected players.

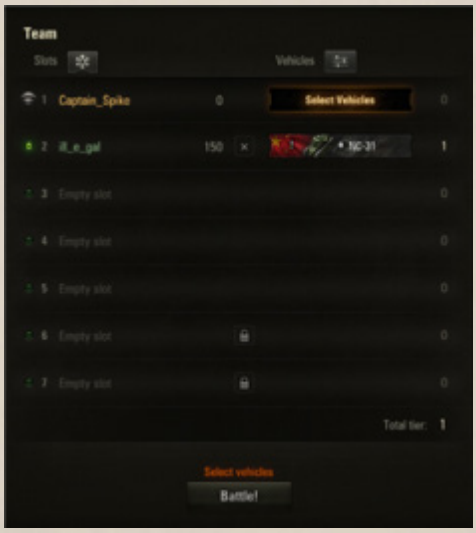
To recruit players from volunteers, drag and drop a player name to a vacant slot. The selected player is assigned to the Team.



!To join the team, a volunteer vehicle must meet the slot requirements. **To add volunteers on vehicles that fall out of the slot requirements**, change vehicle requirements for the slot. See *Changing Team Settings*.

© 2008-2014 Wargaming.Net. All rights reserved.

To recruit players automatically:



1. When all teammates set their status to “Ready!”, click **Select Vehicles**.
2. Select a vehicle to battle on.
3. Click **Select** > **Battle!** The window offering to search for players automatically is displayed.
4. Click **Yes**. The vacant slots are occupied by automatically selected players.

! You can also leave your Team open and wait for the players to occupy vacant slots. **To allow players join the Team**, make sure the Team is not hidden or frozen. See *Changing Team Settings*.

Dismissing Players

As a Team Leader you can remove any player from the Team.

To dismiss a player:

1. Right-click the player name.
2. Select **Dismiss from team**. The player is removed from the Team and becomes unavailable for fighting a battle in the Team.

Joining Battle

For the Leader to send the Team to battle, all teammates are to set their status to “Ready!”.

To join battle:

1. Click **Select Vehicles** once all teammates set their status to “Ready!”.
2. Select a vehicle to join battle on.
3. Click **Select** > **Battle!** The Team is sent to battle.

! Only complete Teams are allowed to join battle. To complete a Team either invite players or search for players automatically.

© 2008-2014 Wargaming.Net. All rights reserved.

Changing Team Settings

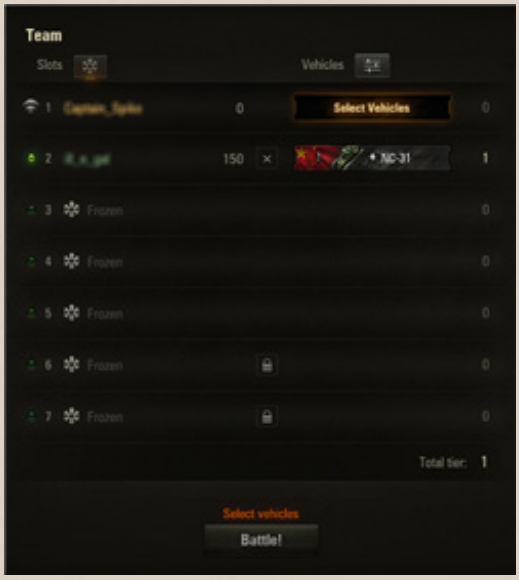
As a Leader you can change the following Team settings:

- Hide the Team from other players
- Freeze the Team
- Limit the number of players in the Team
- Set vehicle requirements
- Create a chat channel.

To hide the Team from other players, click **Hide** in the Team window. The Team is removed from the list of available Teams. The only way to join a hidden Team is to accept an invitation from the Leader of this Team.

To prevent players from filling vacant slots, click (**Slots are frozen**). All slots in the Team become frozen. Only the Leader is authorized to assign players to the Team.

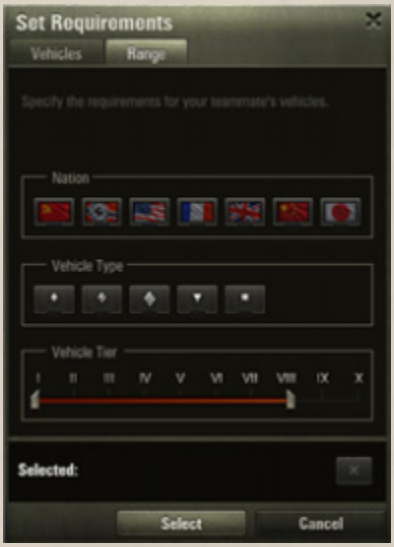
To limit the number of players in the Team, click (**Lock slot**) in one or two bottom slots.



> **!** At least 5 players are required for a Team to join battle.

To set vehicle requirements:

1. Click (**Set Requirements**). The window with two alternative requirements for each slot is displayed.
2. Click **Add**. The Set Requirements window is displayed.
3. Select a tab to specify requirements:
   - **Vehicles.** Specify a vehicle to be used in the slot.
   - **Range.** Specify a vehicle range by nation, vehicle type, and tier to be used in the slot.
4. Specify the requirements.
5. Click **Select** to save the changes. Only players on vehicles that meet slot requirements can join the Team.



© 2008-2014 Wargaming.Net. All rights reserved.

To create a chat channel:

1. Open Team window.
2. Click (**Create Channel**).
3. Enter chat channel name.
4. Press **Enter**. A chat channel for your Team is created. See *Voice Chat*.

Dismissing a Team

To dismiss the Team:

1. Dismiss all the players from the Team. See *Dismissing Players*.
2. Click (**Leave**) > **Yes**. The Team is dismissed.

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.

In this chapter:

- *Joining a Tank Company*
- *Creating a Tank Company*
- *Managing a Tank Company*
- *Dismissing a Tank Company*

You can create your own Tank Company or join an existing one.

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.

© 2008-2014 Wargaming.Net. All rights reserved.

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.

© 2008-2014 Wargaming.Net. All rights reserved.

To restore the Invite to Tank Company window:

1. Click the Tank Company chat tab.
2. Click the **Invite** button.

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.

© 2008-2014 Wargaming.Net. All rights reserved.

Store

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

In this chapter:

- Purchasing Vehicles
- Purchasing Modules
- Purchasing Shells
- Purchasing Equipment and Consumables

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.

! 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 Vehicles 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 vehicle” in the Vehicles panel in the Garage screen or go to Store >Vehicles. The Store screen listing all available vehicles appears.

© 2008-2014 Wargaming.Net. All rights reserved.

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*

© 2008-2014 Wargaming.Net. All rights reserved.

Purchasing Modules

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

To purchase a module in the Store:

1. Go to Store > Modules.

2. Use filters to sort the list of modules.

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

- Select one of your vehicles in 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.

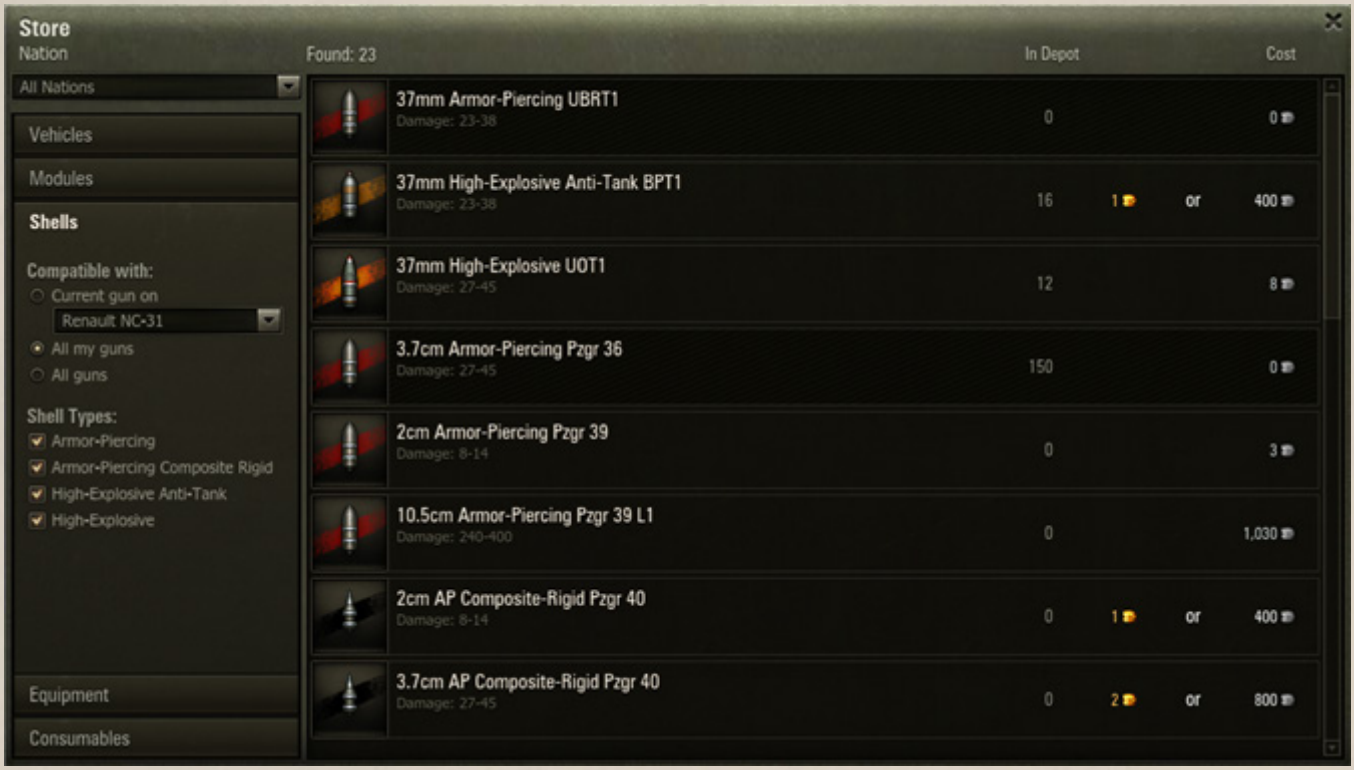
© 2008-2014 Wargaming.Net. All rights reserved.

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.



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).

4. Click a required shell.

5. Set the number of items to purchase.

6. Select the game currency (see *In-Game Currency*).

7. Click **Purchase** to confirm. The purchased shells appear in the Depot, and the specified cost is charged from your balance.

See also:

- *Ammunition*
- *Resupplying Ammunition*
- *Selling Shells*

© 2008-2014 Wargaming.Net. All rights reserved.

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.

6. Select the game currency (see *In-Game Currency*).

7. 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*

© 2008-2014 Wargaming.Net. All rights reserved.

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.

In this chapter:

- Selling Vehicles
- Selling Modules
- Selling Shells
- Selling Equipment and Consumables

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 the Depot
   - Sell or send to the Depot the current vehicle's ammunition and consumables.
5. Click **Sell**. The selected vehicle is sold and removed from the Depot.

See also:

- Researching Vehicles and Modules
- Purchasing Vehicles

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

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

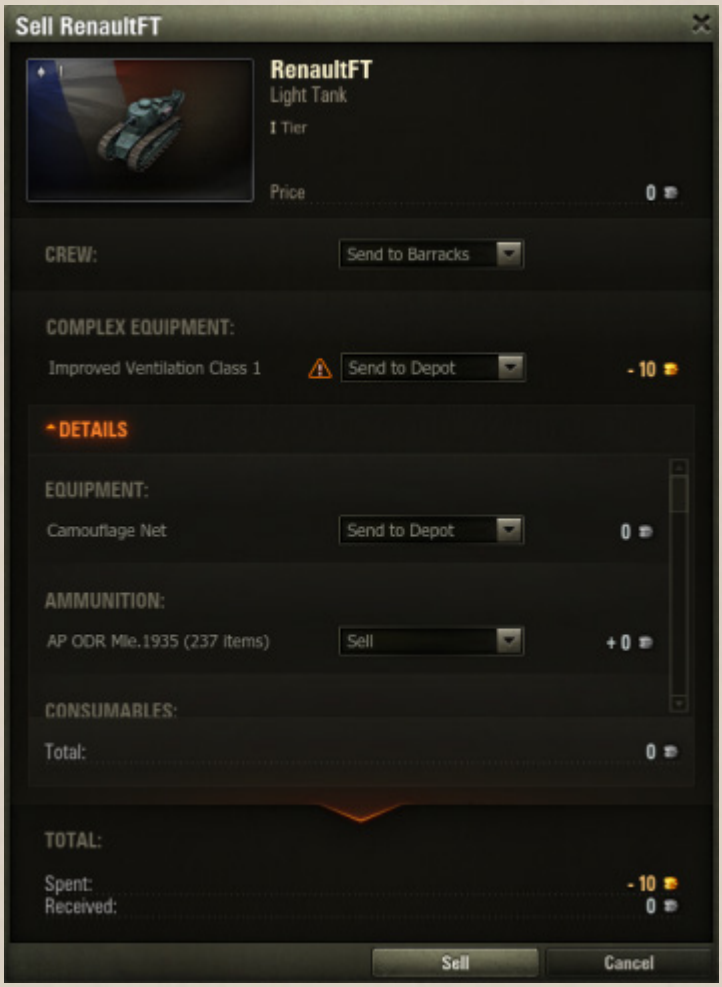
© 2008-2014 Wargaming.Net. All rights reserved.

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.



© 2008-2014 Wargaming.Net. All rights reserved.

Selling Modules

To sell a module:

1. Go to Depot > Modules.

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.

© 2008-2014 Wargaming.Net. All rights reserved.

Selling Shells

To sell shells:

1. Go to Depot > Shells.

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*

© 2008-2014 Wargaming.Net. All rights reserved.

Selling Equipment and Consumables

To sell equipment or consumables:

1. Go to Depot > Equipment/Consumables.

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

© 2008-2014 Wargaming.Net. All rights reserved.

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.

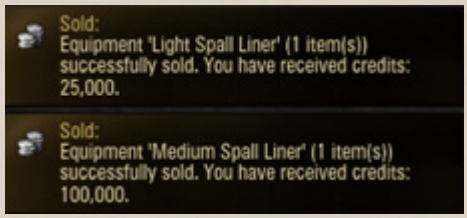
Voice Chat

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.

© 2008-2014 Wargaming.Net. All rights reserved.

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.

To leave the channel, click “x” on the channel 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.

© 2008-2014 Wargaming.Net. All rights reserved.

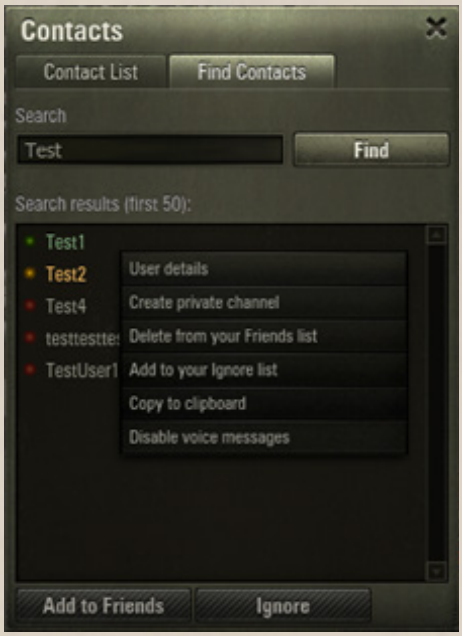
Contact List

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.

© 2008-2014 Wargaming.Net. All rights reserved.

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 leave a private channel, click the “**x**” button on the channel tab.

- A private channel closes automatically 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.

© 2008-2014 Wargaming.Net. All rights reserved.