

Allen's Guide to the AMX 13 90

I. Introduction



The AMX 13 90 is the Tier 7 light tank on the French Medium Tree. Currently, as of version 0.7.1, it is the highest-tier light tank in the game. It is researched off the AMX 13 75, and is the predecessor of the Lorraine 40t. It is a small, fast, and nimble tank which packs a decent punch with its autoloader. Combined with a well-trained crew and decent equipment load out, it is an excellent and flexible performer in the battle tiers which it participates in, being able to both scout and deal damage as the tactical situation requires.

Of note is that it has a very small profile, making it hard for opponents to detect. On the downside, the gun's elevation and depression is very small, making the use of terrain for shooting very essential.

II. Tank Specifications and Upgrades

Here are the specifications of the AMX 13 90 with all the available module upgrades (please note that this includes 100% crew and Improved Ventilation Class 1 installed):



1,050	Hit Points
15.02/17.84	Weight/Load Limit (t)
350	Engine Power (h.p.)
64	Speed Limit (km/h)
40	Traverse Speed (deg/sec)
40/20/15	Hull Armor (front/sides/rear mm)
40/20/20	Turret Armor (front/sides/rear mm)
180-300	Standard Shell Damage
128-213	Standard Shell Penetration (mm)
7.06	Rate of Fire (rounds/min)
50	Turret Traverse Speed (deg/sec)
460	View Range (m)
850	Signal Range (m)

As you can see, this is a fast (64 km/h) and nimble (40 deg/sec) tank that can scout (460 view range and 850 signal range) and can also deal damage (170 average penetration and 240 average damage) with its 6-shot autoloader. However, it also reveals one of the tank's weaknesses: its armor. With only 40/20/15 hull and 40/20/20 turret armor, all the tanks that you will be fighting have the potential to damage you. Just like a scout tank, your only defense is to avoid fire by being hidden from enemies, or by using the tank's speed and agility to keep out of harm's way.

Of special note is the tank's susceptibility to SPGs. Due to the thin hull and turret of the tank, SPG shells usually penetrate and do full damage to the tank. Due to the devastating effects of SPG to the AMX 13 90, I suggest being *extra* vigilant when you're in a battle with SPGs in the lineup.

Now let's have a look at the modules that you can unlock and use for the AMX 13 90:



And here is a more detailed look into each individual module:



Engine 6F11SRV ✕

 **Engine 6F11SRV**

Characteristics

- 280 Engine Power (h.p.)
- 15% Chance of Fire on Impact
- 400 Weight (kg)

Compatible Vehicles
AMX 13 90, AMX 13 75

Close

Engine Detroit Diesel 6V53T ✕

 **Engine Detroit Diesel 6V53T**


Characteristics

- 300 Engine Power (h.p.)
- 15% Chance of Fire on Impact
- 770 Weight (kg)

Compatible Vehicles
AMX 13 90, AMX 13 75

Close

Engine Detroit Diesel 6V53T-S ✕

 **Engine Detroit Diesel 6V53T-S**

Characteristics

- 350 Engine Power (h.p.)
- 12% Chance of Fire on Impact
- 770 Weight (kg)

Compatible Vehicles
AMX 13 90

Close

Radio SCR 528F



Radio SCR 528F

Characteristics

- 850 Signal Range (m)
- 80 Weight (kg)

Compatible Vehicles

ARL 44, AMX 50 100, Bat Chatillon 25 t, AMX 50 120, AMX 13 90, AMX 13 75, Lorraine 40 t, AMX M4(1945)

Close

Gun 90 mm F3



Gun 90 mm F3

Characteristics

- 90 Caliber (mm)
- 7.06-10 Rate of Fire (rounds/min)
- 170/248/45 Average Penetration (mm)
- 240/240/320 Average Damage
- 0.33-0.34 Accuracy at 100 m (m)
- 2-2.5 Aiming Time (sec)
- 2,200 Weight (kg)

Compatible Vehicles

ARL 44, AMX 50 100, Bat Chatillon 25 t, AMX 13 90, Lorraine 40 t, AMX M4(1945)

Compatible Turrets

Lorraine 40 t, Schneider 44B, AMX 50 100, ARL 44 nouvelle, FL12, Bat Chatillon 25 t Tourelle A, AMX M4

Compatible Shells

Armor-Piercing, AP Composite-Rigid, High-Explosive

Close

III. Module Upgrade Path

This is a very flexible little tank, and this is where it starts: you can choose your upgrade path as you please. Weight limitations do *not* come into play when upgrading your AMX 13 90. The stock tracks can accommodate *all* module upgrades *plus* any equipment you want to install! How's that for flexibility? Your hard-earned XP can be applied to whichever module *you* choose. Here are my suggestions:

a. For primarily damage-dealing play styles: get the F3 gun first (16,000 XP and 83,510 credits) as it gives you a 26mm difference in penetration and 105 increased damage, although you lose half of your Rate of Fire. That increased penetration is very useful considering the battle tiers you'll be playing in. You can then get the tracks and engines for additional mobility, as well as the radio for improved situational awareness.

b. For primarily scouting play styles: get the tracks (9,030 XP and 19,540 credits), engines (10,500 XP and 94,140 credits for all 3 engines), and radio (9,400 XP and 54,000 credits) first before upgrading your gun. The increased speed, agility, and signal strength is essential in a scout role, allowing you to go to hiding places first, and also to get you out of trouble fast!

One thing to note: the first 2 engine upgrade as well as the radio upgrade are researchable from the AMX 13 75. I highly recommend getting your AMX 13 75 to elite status to lessen the XP you need for researching them on your AMX 13 90, as well as less time that you need to spend on inferior modules. If you have researched all possible modules for your AMX 13 75, then XP and credit requirements are going to be much less. For the engine, you would need only the last upgrade, which costs: 7,800 XP and 39,740 credits. For the radio, no need for any XP if it is unlocked from the previous tank, just the 54,000 credits and you're all set!

IV. Equipment

For equipment, again the ideal equipment combination would depend upon your specific play style. Here are my suggestions:

a. For primarily damage-dealing play styles:

- Coated Optics - allow you to see your targets 10% farther than normal, giving you first-fire capability.
- Improved Ventilation Class 1 - gives 5% improvement to your crew, improving most of the performance areas of your tank.
- Enhanced Gun Laying Drive - 10% improved aiming time, so you have to spend less time aiming, maximizing your burst-fire capability.

b. For primarily scouting play styles:

- Coated Optics - allow you to see your targets 10% farther than normal even while moving and performing active scouting, allowing your teammates to deal damage while you stay hidden from your enemies' view.
- Improved Ventilation Class 1 - gives 5% improvement to your crew, improving most of the performance areas of your tank.
- Binocular Telescope - 25% more view range while stationary. This is also important when passive scouting as when it is coupled with your normal 460m view range, it allows you to unmask enemies which have high camouflage coefficients, like Tank Destroyers and other light tanks.

Those are my recommended equipment combinations for those general play styles. However, I would suggest experimenting with different combinations of equipment to suit ***your*** play style!

V. Game Tactics

For game tactics, again I will be segregating the sub-guide into the two play styles that the tank can do. This shows how flexible the AMX 13 90 can be: it can be effective in many different ways! Here are my suggested tactics:

a. *For primarily damage-dealing play styles:*

- **Do not** spearhead a push! Your thin armor would not stand repeated hits from enemy tanks.
- **Do** try to play as a support tank, assisting heavy tanks or other medium tanks fighting an enemy. Wait for an enemy to shoot first, then sneak in and unleash your rapid fire gun! You can get at least 2 or 3 hits while the enemy is reloading his gun.
- **Do** try to play as an anti-scout tank. When you or someone else detects a scout, you can give chase and hunt the scout down. With your speed and firepower, even end-tier scouts can be easy prey.
- **Do** try to hide in a safe place while reloading. The one drawback of the auto loader is that it takes quite a bit for the magazine to reload. You are very vulnerable during this time as there is no way for you to return fire. When you have spent some shells and can reload in a safe place, press "**C**" on your keyboard to manually reload your magazine.
- **Do** try to flank distracted opponents. Try to hit the sides and rear of enemy tanks. In higher-tier battles, even the 90mm gun of your tank may not be enough to penetrate their front armor. Luckily, you have the speed and agility to do a flanking maneuver. Just make sure that you are safe from enemy fire while maneuvering.
- **Do** use your stealth to your advantage. Since the AMX 13 90 is a light tank, it gets no penalty to its camouflage *even while moving!* Couple that with a camouflage-trained crew, and you can usually sneak up on unsuspecting enemies, fire a round or two, and pull back to safety.
- **Do** be aware of your gun's angle of depression and angle of elevation. The gun has a very limited range of both depression and elevation, and can be severely restrictive if you do not position your tank well before firing.

b. For primarily scouting play styles:

- **Do** train your crew with camouflage as the first secondary skill. When scouting, stealth is your friend! The trick is to detect the enemy while you remain unseen.
- **Do not** fire on enemies you've spotted, let your teammates shoot them instead. Firing your gun increases the chances of being spotted by your opponents. What's more, when you're spotting for your teammates, you get 50% of the XP and credits that are gained by damaging and killing enemies!
- **Do** be familiar with the different maps in the game. Your knowledge of the maps will allow you to know where the good spots are for passive scouting. Usually this is an area which has a hiding place (usually a bush) with a direct line of sight to an area where the opponent will usually pass by or even position themselves.
- **Do** move if you have been spotted, as enemy tanks, and especially SPG, can do a lot of damage to you. Use your speed and agility to dash to a safe place!
- **Do not** do a "suicide run" to the enemy base. Doing that deprives your team of a good scouting tank, as well as a good gun. When active scouting, I suggest running a "loop", head towards the enemy, and as soon as you spot them, make a u-turn and head for safety.
- **Do** run away from enemies at an angle. Running 180 degrees directly away from an enemy makes it easy for them to aim for your tank. Running away at an angle, while driving erratically, makes it harder for enemy tanks (especially SPG) to hit you.

As a general rule, the tank fulfills the light and medium roles admirably with its combination of speed, agility, view range, and firepower. However, it is still up to the player how he would utilize this extremely flexible tank to its limit. A bit of practice is needed for the player to familiarize himself/herself with the tank's capabilities. **Do not** be afraid to experiment! This is just a rough guide on how to play this tank conventionally, coming from a conventional player like me. If me, an average player, can find ways to effectively utilize this tank, then I'm sure everyone else would excel in it!

VI. Epilogue

This guide is written by me, an average player of the game. To show you how good this tank is, you can compare my general stats with my AMX 13 90 stats:

My overall stats:

X
STATISTICS

Allen
[PVP5] Philippine Vanguard of Peace 5
Join date: Monday, December 05, 2011

Position: Field Commander

Created
Wednesday, April 13, 2011 6:33:13 AM

Last battle
Tuesday, January 24, 2012 6:55:09 AM

		Battles	Victories
Overall Results		18,890	54%
VIII	Type 59	686	61%
VI	S-51	658	55%
VII	GW Tiger	589	52%
IX	T34	532	54%
V	KV	525	51%
VIII	IS-3	502	50%
IV	VK 1602 Leopard	476	55%
V	M7 MT	460	47%
IX	IS-4	438	57%

Overall Results

Battles Participated: 18,890

Victories: 10,141 (54%)

Defeats: 8,368 (44%)

Battles Survived: 4,052 (21%)

Battle Performance

Destroyed: 18,484

Maximum Destroyed in Battle: 10 PzKpfw VIB Tiger II

Hit Ratio: 68%

Damage: 18,950,339

Experience:

Total Experience: 9,609,975

Average Experience per Battle: 509

Maximum Experience per Battle: 2,620 AMX 13 90

My AMX 13 90 stats:

X
STATISTICS

Allen
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Join date: Monday, December 05, 2011

Position: Field Commander

Created
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Last battle
Tuesday, January 24, 2012 6:55:09 AM

		Battles	Victories
VIII	VK 4502 (P) Ausf. A	177	55%
IV	SU-5	174	55%
V	M41	172	58%
VI	M36 Slugger	166	48%
IX	E-50	164	52%
V	T1 heavy	155	59%
VI	M12	153	52%
VIII	GW Typ E	153	48%
VII	AMX 13 90	150	63%
VIII	Lorraine 40 t	147	57%

Results for AMX 13 90

Battles Participated: 150

Victories: 94 (63%)

Defeats: 55 (37%)

Battles Survived: 19 (13%)

Battle Performance

Destroyed: 142

Maximum Destroyed in Battle: 6

Hit Ratio: 82%

Damage: 170,996

Experience:

Total Experience: 134,976

Average Experience per Battle: 900

Maximum Experience per Battle: 2,620