

Ultimate Guide to the AMX 50 100

The AMX 50 100 is a fast and agile fighter with a killer 1-2 punch but a glass jaw.



Overview

Forget everything you know about heavy tanks. The AMX 50 100 breaks all of the conventions and stands in a class populated only by itself and its two bigger brothers—the AMX 50 120 and the AMX 50B. (So, while the guide focuses specifically upon the AMX 50 100, you will also see that it largely applies to both the AMX 50 120 as well as the AMX 50B.)

The moment you hop into this tank, it'll be clear that this is no normal heavy tank, and certainly not the same kind of French tank that you've made the painful grind through to reach the AMX 50 100. This is a French heavy that you can *have fun with*! This tank isn't *anything* like the ones that preceded it, and that's a good thing. At least, if you understand its strengths and weaknesses.

At its heart, the AMX 50 is a medium tank on steroids. Actually, that's a bit of a misnomer, because it really feels and runs like it's the evil spawn of a light scout crossed with a heavy tank. This tank is *fast*. Not only does it have a listed top speed of 51 kph, but with a power-to-weight ratio in excess of 17 hp/ton, it actually has the ability to *reach* its top speeds. You *will* be able to keep up with a medium tank wolf pack (a tactic that can play well to the tank's strengths and weaknesses, but more on that later).

AMX 50 100 Capabilities and Drawbacks

Capabilities

- Fast
- Powerful Gun
- Ammunition magazine provides for outstanding volume of fire

Drawbacks

- Poor Armor
- Long magazine reload times

Weighing in at just under 50 tons, the AMX 50 100 is distinctly on the light side of heavy tanks, just barely outweighing either the heavy IS-3 or the medium Panther II, and over ten tons lighter than the E-50 (but that doesn't count, since the E-50 isn't really a true medium, just like this tank isn't really a true heavy). Keep this in mind as you consider your tactics—a 50 kph ram *will* deliver significant damage to a target, but since almost every heavy tank at and above your tier outweighs you (often by a significant margin), you *will* feel it as well.

Remember this as well: ***every tank at and above your tier has more armor than you, including mediums, and so do most tanks up to two tiers below you!*** You've got 90mm of armor covering your front, both on the hull and the turret.

That's less than most tier 6 tanks, though you do have the benefit of a very good upper glacis slope (56° if I read the schematics correctly, and about 59° on the lower glacis), which significantly increases the net value of that armor and will help you bounce shots, especially with strategic angling of your tank.



Don't count on that to save your hide though—your best bet for survival is to simply assume that anything two tiers below you will probably penetrate your frontal armor.

It gets even worse when you consider your side and rear armor. In fact, it might just be better to assume that you don't have any armor on the sides and rear (which isn't far from the truth). You've got a paltry 35mm of armor on your hull sides and 30mm everywhere else. No, that isn't a mistake (and no, you didn't just have a mini-stroke reading it). Nearly every medium tank from tier 4 and up, and many smaller lights, have better armor (hell, even the D2 and AMX 38 can bounce things you won't be able to!). That also means that **the top guns from tier 1s WILL penetrate you** regularly. Protecting your flanks in an AMX 50 suddenly takes on a whole new meaning (and a whole new level of importance).

Auto-Loader Gun!

So why would anyone want to take and drive this thing? Well, unless you've been living under a rock somewhere, you've heard something about the vaunted (overpowered, game-killing, broken, or any one of a number of other adjectives others have used) French auto-loaders. This is the first French heavy tank that gets to use the auto-loader. Where other tanks have to load one round at a time, tanks like this one (along with its two bigger brothers and the French lights/mediums starting with the AMX 12t) get a magazine of six rounds (four, with the 120mm gun on the AMX 50 120 & 50B). Without going into all the technicalities, that



Left ammo indicator showing a magazine of six loading (total of 42 AP rounds loaded), right showing one round left in the magazine (31 AP rounds left)

AMX 50 100 Stats at a Glance

Stock Tank	Characteristic	Fully Upgraded
1,450	Hit Points	1,450
49.1/50	Weight/Load Limit (t)	50.33/57
575	Engine Power (hp)	850
51	Speed Limit (km/h)	51
32	Traverse Speed (deg/sec)	34
90/35/30	Hull Armor (mm)	90/35/30
90/30/30	Turret Armor (mm)	90/30/30
180-300	Std. Shell Dmg.	225-375
128-213	Std. Shell Pen. (mm)	174-290
8	Rate of Fire (rounds/min)	6.21
36	Turret Traverse (deg/sec)	36
420	View Range (m)	420
450	Signal Range (m)	850

Note: The stock AMX 50 100 mounts the 90mm F3 gun, while the fully upgraded AMX 50 100 mounts the 100mm SA 47 gun

Now, it's not *quite* as fast as that. You get to squeeze one round off every 2.5 seconds until you've emptied the magazine, at which time you have to reload the whole thing. Now, that's not a bad thing, because every time you fire your main gun, your "aiming circle" widens out, and it takes a little time for it to "snap" back—just about the same amount of time it takes your gun to ready up the next round in the magazine.

So, in the time an average heavy tank might fire one or two rounds, you'll be able to fire six, all at nearly full accuracy (barring any random cannon or gunner hits, of course). But then you'll need to spend another 47ish seconds (34, if you're still using one of the 90mm guns; note that these times are "eyeballed" based on a tank with 100% crew skills, but *without* either vents or any additional consumables) reloading six more rounds into the magazine. Yes, in World of Tanks, that's an *eternity*, or at the very least it sure seems like it. But then again, **there is no other tier 8 tank that can deliver an average of 1800 points of damage in a 12.5 second burst of fire!**

One other thing to consider when upgrading to a tank mounting an auto-loader like this: you *cannot* mix-and-match ammunition. There is *no way* for you to load, say, four AP rounds followed by two HE rounds. All of the ammo in your magazine has to be the same kind (AP, HE or gold). You *can* reload a magazine with a new type, but it will take you the full reload time to do so, turning you into quite the juicy target until you can bring your gun back on line! So while you don't have the flexibility that almost every other tank in the game has in being able to quickly switch ammunition types, that's a small price to pay for basically being able to disintegrate almost any single target before it has the chance to react.

AMX 50 100 vs. AMX 50 120 & 50B

Both the AMX 50 120 and the 50B are upgrades to the AMX 50 100 (tier 9 and tier 10, respectively), so it only stands to reason that they can reload faster and can pump out more damage.

The AMX 50 120 reloads its 100mm magazine in about 35 seconds (with the same 2.5 second delay between shots). With the top gun, the 120mm SA 46 (also shared with the AMX 50B), the magazine decreased in size to just four rounds, with a 3 second delay between shots and a reload time of about 35 seconds.

The top tank, the AMX 50B, fires its 120mm rounds once every 2.5 seconds, and reloads its four-round magazine in just under 30 seconds.

Put into raw damage numbers (because, let's face it, that's all that most of us look at when ranking tanks), with the 120mm gun, the AMX 50 120 can deliver an average of 1,600 points of damage in just 9 seconds from the first shot, while the AMX 50B can do the same thing in just 7.5 seconds—less time than it takes most high tier tanks to reload a single round!

Unlocking the AMX 50 100

The road to the AMX 50 100 is a long, difficult and frustrating one, but can be well worth it. Let's face it, the first four tanks (FT-17, D1, D2 & B1) are pretty painful to drive. They're slow (make that



Current French tech tree (as of version 0.7.1)

sloooooowwww), lack any real maneuverability and carry pitiful guns that have trouble penetrating their own armor. The only good side is that they are well armored for their tier, bouncing nearly everything from their own tiers aimed at them (it's not much of a consolation though, given that thick armor doesn't help you build experience and credits). The tier 5 BDR G1B isn't much better, but once you get the 90mm gun, it starts getting better. The ARL 44 is

a mixed bag, but starts to feel like a real heavy tank (albeit one with super-huge tracks just begging to be hit by anything shooting at you).

The AMX M4 (1945) is a contender at its tier—good speed (including the best power-to-weight ratio of any tier 7 heavy), good maneuverability and a pretty great gun (best penetration in its tier). Only in the armor department is the AMX M4 lacking (it carries the lightest armor of any T7 heavy, sitting only on par with that mounted by T7 mediums). If you’ve ground your way through the French heavy line to this point, you probably won’t be disappointed with this tank. And if you’re burning free experience (upwards of 230,000 XP!) to bypass the “painful” earlier tanks, either the ARL 44 or the AMX M4 are good places to start climbing higher because, well, they feel like “real” heavy tanks.



Upgrade Strategies

Okay, now that you’ve finally unlocked and bought the AMX 50 100, where do you go from here? Well, preferably you elite the AMX M4 before moving on to the AMX 50. If you did so, you’ll see that you already have a significant number of modules unlocked: the top engine, the radio and the first gun upgrade. Even if you didn’t come into the AMX 50 from an elite AMX M4, you should still have the first engine, the radio and the first gun from the ARL 44 (and if you don’t, frankly that’s on you!).

Better yet, *you have enough free mass to mount it all without having to first upgrade the tracks!* Yup, that’s right (at least if you don’t start mounting too much extra equipment right away). You’ve got 900 free kg of mass to play with. That’s actually enough to put on the top engine, the top gun and the radio all without needing the suspension upgrade! Then again, beware—the moment you start mounting any extra equipment (Enhanced Gun Laying Drives, Vertical Stabilizers, Vents, etc.), you’re going to exceed your maximum gross weight and will need to get that suspension in order to put everything on that you need.

So, on average, you should move into the AMX 50 100 with most of the critical components already unlocked. One thing you’ll notice right away is that there is no turret upgrade, so no turret to unlock before you can get the top tier gun (but also no turret upgrade to increase your health). This is where you have a choice to make: do you unlock the tracks first before moving on to the top gun, or go for the gun first and then the suspension? That’s a question you need to answer for yourself. Unless you’ve got a bunch of available free experience, you’re going to have to start the grind to upgrade tank no matter what. If, once you’ve hit the 21,000 XPs needed to unlock the suspension, you think that it’s agile enough for you to keep playing, then push through the next 13,500 to get into the

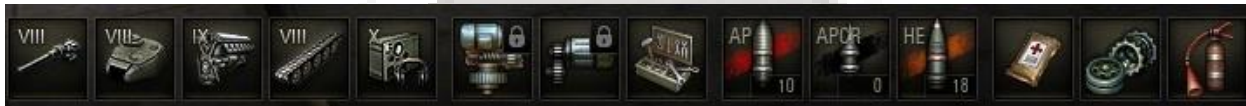


Modules unlocked from elite AMX M4 (1945) highlighted in red

100mm SA 47. The tank is playable with either the 90mm or the 100mm (the former gives you a massive 1,920 damage per minute for only 20mm less penetration, but the latter does an average of 60 extra damage per round, and so gives you a much higher “alpha” strike of 1,800 damage over six shots vs. 1,440 with the 90mm gun).

Equipment Upgrades

So, what equipment should you mount on your AMX 50 100? For the most part, you should follow conventional wisdom, though with one exception: *you cannot mount a rammer on the AMX 50 100*. Yes, that’s right, **no rammer!** But why, you ask? How could they possibly not let you mount that critical piece of equipment? Well, the answer is pretty simple—the gun already has a rammer built in to it!



Your final equipment choices are up to you, but it makes sense to mount the Enhanced Gun Laying Drive and the Vertical Stabilizer, both of which make you a more accurate shot. You’re going to be moving A LOT in this tank, and your turret will probably be in motion much of the time, making those pieces of equipment clear choices.

The last equipment slot is entirely a matter of personal preference. Improved Ventilation is certainly an option, though personally I didn’t see much of a difference (using vents decreased magazine reload time by about a second, but didn’t impact the time between shots—this is solely my opinion). The Tool Kit is what I mount in the third slot—after all, this is a *fragile* tank, and you need any advantage you can get when it comes to keeping your tank rolling. The Camouflage Net and Binocular Telescope are non-starters; you simply don’t have the armor to sit and snipe. As for the CO2 Tanks or Wet Ammo Rack... if you feel safer or better mounting them, go for it.

But what about the Spall Liner? Chances are you’re not going to see much help from it. Remember how much (or, more appropriately, how *little*) armor you have on this tank? The Spall Liner only reduces the amount of damage done by an HE hit near you or on the surface of your armor. It doesn’t give you any additional armor. And with just 30-ish mm of armor covering your flanks, **the average HE round will penetrate you**, negating any benefit the Spall Liner provides.

Oh, and by the way, make sure you’ve got a repair kit with you before you drop into battle. Remember how I said this is a fragile tank? Well, you don’t *ever* want to be stuck out in the open with a broken track if you don’t have to (or worse, with a shot-out engine). Your mobility is your lifeblood. (So for that matter, keep a first aid pack on hand to keep your driver and gunner healthy!)

Crew Upgrades

We haven’t talked about crew yet. The AMX 50 100 requires a crew of just four: a Commander, a Driver, a Gunner and a Radio Operator. Notice anyone missing yet? That’s right, the AMX 50s don’t have a Loader. Well, at least not a dedicated Loader. The duties of the Loader are shared by Commander, the Gunner and the Radio Operator combined. That’s three loaders you’ve got in a crew of four, all working together to load the magazine. Be very wary of crew damage—if just one of those three is knocked out, your magazine reload time will jump to well more than a minute (and *if* you manage to reload in time to do any more good in the battle, you’d better hope that the one dead Loader is your Radio Operator or else don’t expect to be able to hit anything!).

Here’s where the fact that the French begin to get heavy tanks at Tier 4 is a very good thing. If you’ve made the grind to



the AMX 50 100, there's a good chance you have a well-experienced French heavy crew or two ready and able to move into a new tank. Every one of the heavy tanks leading up to the AMX 50s utilizes a crew of five, including the four critical crew members that you need. The minute you retrain them in the AMX 50, they're good to go (and since there's a good chance they were a 100% crew well on their way to maxing the first or second additional skill, you'll be better off in this tank).

AMX 50 100 Tactics

If you've made it this far, you've read extensively about what the AMX 50 100 is (and isn't), and have probably started to think about how you might use this tank in battle (or, alternately, how best to take this tank down). Here are a few concepts to keep in mind for your grind.



I'm a little out ahead of the pack. But support is coming and there's a nice juicy Panther II ahead!



Shot one: drops him by 20% and tracks him.

50 100 is a medium tank on steroids. It is fast and maneuverable, carries a powerful gun but mounts less armor than its peers. Frankly, no other heavy tank will prepare you to properly use this French meanie. Get behind the wheel of a good Russian medium for a couple of hundred battles while you work your way up to the AMX 50 100 (no, it won't be quite the same, but the relatively more fragile Russian mediums will teach you some of the same tactics that will save your tail in the AMX).

Second, **you need to be a good gunner.**

Okay, at least above average. With a magazine of just six rounds, you need to *make every shot count*. And with a price tag of over 1,000 credits per round (coupled with the ability to fire off a full volley of six rounds in a matter of just a few seconds), unless you're hitting the majority of your shots, prepare to lose money on nearly every battle. What's a good number? Well, if you can maintain a 60% or 70% hit ratio in your primary high-tier tanks,

Driving the AMX 50 100

The AMX 50 100 is a very capable tank in the hands of a good tankier, but it's also one that will require a bit of finesse to make the most out of it. Yes, it has some very glaring weaknesses, but on the other hand **the AMX 50 100 is an incredibly powerful tank**. There are two things you can do before moving into the AMX 50 series of tanks to really prepare yourself for this upgrade.

First, **learn to be a good medium tankier.**

What did I say at the very beginning of this ever-lengthening article? At its heart, the AMX



Shots two, three and four damage him further. Shot five kills him. Total elapsed time: 11 seconds. I take one shot in return and my support has arrived.



Someone else wants to play!

first maxim above? You **WILL** be a prime target, for other tanks and for artillery. You have a big gun and are a relatively soft target, so if they **CAN** hit you, they **WILL**. So be sure you have backup that can not only help draw fire, but can also protect you while you are reloading. Alone, you probably can hold up an advance, at least for a little while—though generally only long enough for your enemy to realize that you're alone (and long enough for them to work up the courage to swarm you).

Plan your route and remain covered as long as possible. By virtue of the fact that you're moving into an AMX 50 100, you should be an experienced tankerman, and probably have at least 1,000 battles under your belt (since it's going to take a minimum of 230,000 experience to unlock the tank!). That means you should know the available maps well. Find the routes that will give you the best cover as you advance, and make your stands in places that will let you place terrain between you and your enemies.

Establish a fall-back position. Once you've fired off your entire magazine, you will be spending 30-50 seconds reloading. Make sure you know where you're going to fall back to while you are reloading. This is precisely the reason to work with a team and ensure you remain supported, otherwise you'll be



Six shots (bounced one in there). One more dead tank. Elapsed time, 19 seconds (he tracked me and threw my aim off for a couple of seconds)!

you'll do okay (80% or higher is, of course, better and certainly a reachable goal if you work at it).

Operational Maxims

You WILL be feared, and with good reason. Your alpha strike ability is without peer. You can take out just about any tank in the game in six hits or less. As a result, your enemies will be very wary of you, but they will also make you a prime target.

Always be supported. Don't go anywhere without backup in this tank. Did you read the



Seriously, did he not just see what I did to his friend? Let's do this again.

entirely unable to defend against a concerted push. On the other hand, if it's just you facing an enemy (or a group of enemies) and you're reloading, sometimes you just need to bluff. Make an aggressive move or two to make your enemy think twice about advancing on you (after all, **THEY** don't know that you're reloading unless you tell them).

You have superior mobility. Use it. You're faster and more maneuverable than any other heavy tank. Use that. Unless you've got engine, driver or track damage, you can dash across most battlefields in less time than it takes your enemy to capture your base. Which

means you can absolutely move to reinforce a struggling flank, or can rush to hit a flagging enemy defensive position (or cap your enemy's flag).

Reload when you have the chance. One thing you'll realize quickly is that you will fire off several shots in battle, leaving just one or two rounds left in the magazine. But you've still got two or three targets ahead of you that will take more than

those couple of rounds to finish off. What do you do? If you have the opportunity, reload. Don't roll into another engagement without a full magazine unless you absolutely have to. But how do you reload? Don't just fire off those last couple of rounds into the ground—that's a complete waste of time and money. Simply hit "C". No matter how many rounds you have left, hitting "C" will reload your entire magazine with the same type of ammunition that you currently have. Alternately, if you want to load a different kind of ammo, simply "double tap" the number corresponding to that ammunition type like you normally would. One fact to keep in mind, though: whether you are loading just one round or six into the magazine, it will still take the full amount of time to reload.

Hide-and-Seek

Playing peek-a-boo is a time honored tactic in this game, and the AMX 50 is the master. Think about it. Someone peeks out to see if he (or she) can take a shot, maybe getting one round off, possibly while taking one in return. That's a normal engagement with two "standard" (non-French) tanks. In the same amount of time it takes a normal tank to creep out, take a shot and then move back into cover, an AMX 50 can fire off two or three rounds—more, if you manage to track your target (see the screenshots from the past few pages).

Reaper

Can you think of any tank more suited to taking top honors as "Top Gun" and "Reaper"? Yes, some might consider this "kill stealing," but frankly this game is about winning, and the best way to win is to destroy the enemy team. How many times have you faced a group of tanks that all just refused to die? Everyone sitting behind cover at just 10% or 15%, hiding but still pumping out damage and somehow managing to remain alive against all expectations? Someone needs to break the stalemate, and who better to "go all Rambo" than the AMX 50? You've got the speed *and* the quick draw ability to pump out six rounds before they even



Best game (from the 7.1 test server). We started from the south spawn. I worked my way up the west side, got to the overwatch point in B2, engaged targets on their base and creeping around the hill, returned to H3 to take out everyone capping our base, headed back north until their artillery started capping our base, took them out, then with just me and our E-75 left, once again headed back north, found the T95 hiding in their base, got right up next to him (taking one shot in the process) and proceeded to shred him with five rounds into his flank.

Again, test server results. On the normal server that would be:
Experience Received: 2,392
Credits Received: 62,821
Repairs: 10,421

know what killed them. Just be sure you know what kind of terrain you're about to drive into and have your escape route planned.

Medium Wolf Pack

Another time-honored tactic. You have the speed to keep up with the wolf pack, and a big gun to add to their number. If you employ this tactic, remember your role and your needs. You will be their big gun, but they are to be your armor and your support. You've seen what kind of damage this tactic can inflict; adding an AMX 50 to the mix will only make it more devastating—at least as long as you're not running into a trap.

Final Thoughts

The AMX 50 100 is one hell of a tank. It's difficult to master, and very frustrating to run until you learn its ins and outs. But, show some patience and you'll be rewarded with a tank that you can do some serious damage in and just simply have a lot of fun with.

Useful Links

Here's a handful of web links you can use to learn more about the AMX 50 100, both the in-game and the real world versions.

Tankopedia Entry: http://worldoftanks.eu/encyclopedia/tanks/france/amx_50_100/

World of Tanks Wiki Entry: http://wiki.worldoftanks.com/AMX_50_100

Wikipedia Entry: <http://en.wikipedia.org/wiki/AMX-50>

Tanker's Guide Tier 8 Tank Specs: <http://www.tankersguide.com/tier8-tank-specifications.htm>

Specs for WoT French Autoloaders:

https://docs.google.com/spreadsheet/pub?hl=en_US&hl=en_US&key=0AtlZgJS90-VldHc0bE5aRHRCTWNpc1doaEhpcnU4YXc&single=true&gid=0&output=html

French Heavy Tank Discussion (NA): <http://forum.worldoftanks.com/index.php?/forum/156-heavy-tanks/>

French Heavy Tank Discussion (EU): <http://forum.worldoftanks.eu/index.php?/forum/170-heavy-tanks/>

Unofficial EU Server Stats: <http://forum.worldoftanks.eu/index.php?/topic/65256-unofficial-eu-server-statistics/>

