

# French Thunder: The AMX 13 90





**Meeting Your New Toy:** The AMX 13 90 is a beast of a tank. There is no doubt about it. When stock It is essentially an AMX 13 75 with a higher matchmaking value. The 13 75 is an excellent tank; however, if you felt that it was missing something then the AMX 13 90 is for you. If you thought the 13 75 was an awesome tank, then the 13 90 will be absolutely bombastic. Starting out, I recommend researching the engine first, then the 90mm F3, followed by the treads. Why? I had tried upgrading the 90mm F3 first thinking that the extra increase in firepower would have been the way to go, However I did not anticipate that the 90mm would weigh more, slowing down the tank. That coupled with its longer fire and reload time makes you much less able to get in and get out. Once you fully upgrade this tank. It truly comes into its own. Mounting the 90mm without the engine can be quite frustrating as you lack the mobility and speed to get in and get out alive. Be warned.

**Care and Feeding of an Autoloader:** I believe playing this tank is best summed up by the final lines of the Kenney Rogers song "The Gambler". "You got to know when to hold 'em, know when to fold 'em, Know when to walk away, know when to run." The difference between playing this tank well and playing this tank poorly boils down to careful thought. You must deduce when and where to flank.

Example: <http://www.mediafire.com/?mi0bvs2ykmdh06f>

Although I am in my AMX 13 75 for this match, the principle is the same. I attempted a flanking maneuver on the opposing heavies. I made a critical miscalculation here. When I saw the Tiger II, I somewhat panicked and cut a wide path around it to the enemy heavies. However I did not consider the tanks that were at their base, nor did I anticipate the Lowe to be paying attention. Had, I done a U turn, I could have survived and have a greater impact on the game.

When attacking with this tank you must always take into consideration how many shells you have left in your drum. The reload time is 38.49 seconds. It is often wise to turn around and put some distance between you and the opposing team when you empty your drum. You really have to pick your battles and if you do not have the support or you do not have the shells, you would be more useful to your team if you fell back and survived to attack later.

#### **French Ninja:**

One cannot underestimate the attention that this tank receives. You will be the number one target of most tanks that you come across. You will find this frustrating sometimes but do not despair, you can use this to the advantage of your team. The simple fact that you can distract targets leaves them wide open for fire from your team. Even if your drum is reloading you can use this do effectively combat enemy tanks by taking the attention off your teammates. Be warned, this strategy leaves you vulnerable and depends on your teammates to be competent to be effective.

If there is a fair amount of artillery that is in the game, it is wise to cover them from any scouts/fast runners that may slip by your lines. You can shred most scouts in a heartbeat. In those battles where artillery is prevalent, you saving your artillery from a quick death can spell the difference between victory and defeat.

**You've Got a Friend in Me:** This tank also excels in a support role. Focus firing with heavies and covering their backs is a solid strategy. In particular, supporting big French heavies such as the AMX 50 120 or works out well because you can cover each other in between autoloader reloads. Supporting your team's under supported flanks is one role which this tank excels as its ability to redeploy is only matched by its fellow French beasties. You can make quite a difference in random battles where people are often too committed to a flank and do not redeploy effectively.

**Decking out your Baby:** Module damage is your worst enemy in this tank, your HP pool essentially is your armor. I have two words for

your: Spall Liner. When choosing equipment for this tank, a spall liner is important. Artillery loves to blast your squishy body to bits and small spall liners are very cheap. This will alleviate some of the pain for a 155+mm HE shell blowing half your health away. Other modules that come recommended are wet ammo racks and CO2 tanks, however, those are more viable if you are rolling in credits. If you are strapped for cash then vents are recommended. Toolboxes also help as you want to repair any damage ASAP. One track means certain death.

#### **Individual Map Strategies:**

**Color coding:**

**Green = Recommended Path**

**Yellow = Alternate Path, use with discretion**

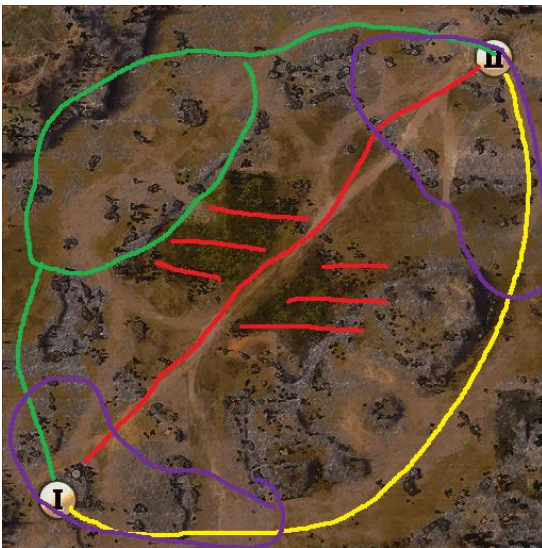
**Green Circle = Flanking Opportunities**

**Red Path = Generally avoid, only useful in certain situations (late in the game)**

**Red Slashes = Avoid**

**Purple Circles = frequent artillery hiding spots.**

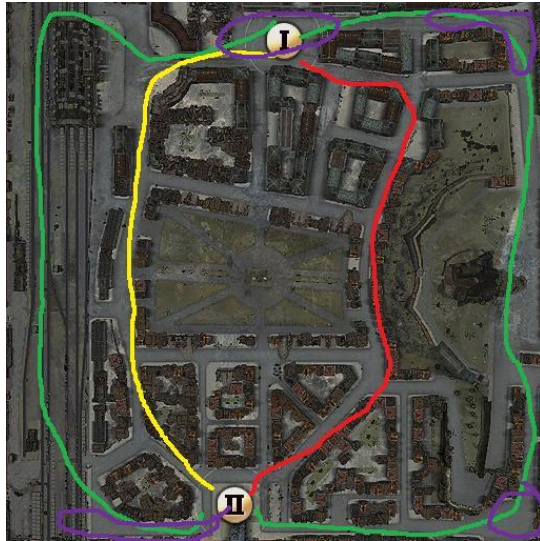
#### **Karelia**



Good flanking opportunities exist on the northeast side of the map, The swamp should be generally avoided and the middle road should be taken only as a highway between caps late in the game. The Southwest side has less flanking opportunities but may be used effectively in certain circumstances.



## Himmelsdorf

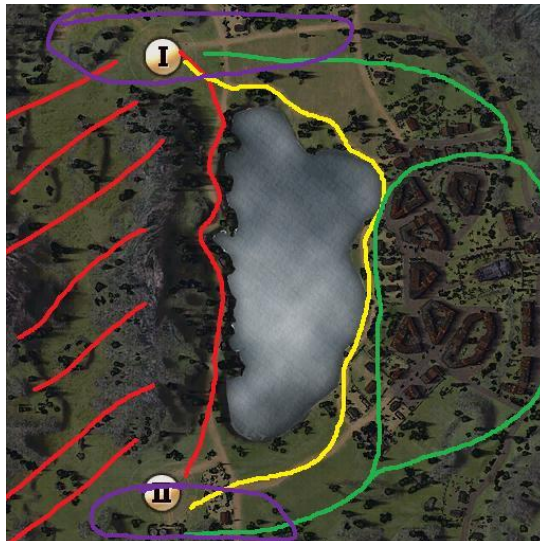


There are two main attack routes in Himmelsdorf. They both work in different situations. The hill is favourable if you have more mediums/fast heavies. They will want to rush the hill for a fast assault. Another strategy is the Railroad tracks. This is most viable if you can see that most of their team is concentrated elsewhere. This can lead you a path straight to their artillery.

Alternatively, you can break off from this route to attack their heavies

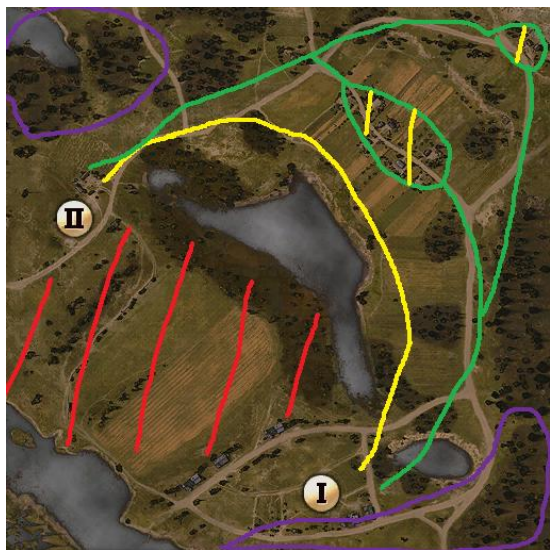
from the rear. The Yellow and red lines generally should be avoided, However, they can be useful in certain circumstances.

## Lakeville



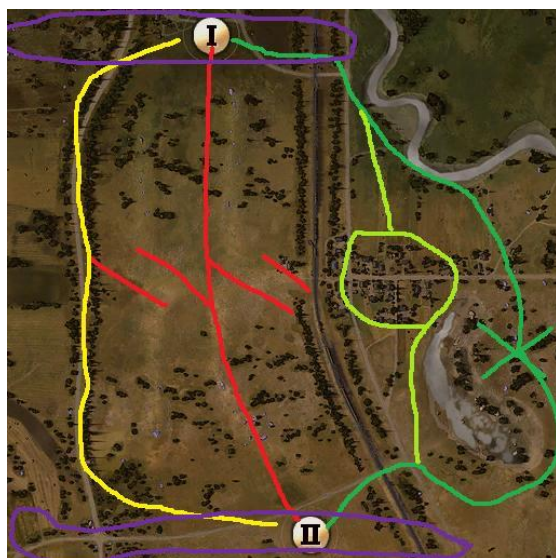
Avoid the swamp at all costs, it will just bog you down and make you an easy target. Going through is suicidal. The middle cliff road should be avoided as well. It is a poor idea from the get go and will mostly get you killed. The town is your best bet for assault. Support your heavies and things should turn out well. The central church makes for particularly good flanking if exploited well. The yellow road is a wild card as you can be hit from the enemy cap and the cliff.

## Malinovka



This map can be difficult to play well. The middle field and the swamp are write offs as far as assaults go. Generally, the only viable path would be the hill but your mileage with this area may vary. Often times you can support pushes on the hill but generally a more conservative play style will be rewarded.

### Prohorovka



Right off the bat you want to avoid going up the middle. The middle ridge is another area you want to avoid. These are death traps and a surefire one way. Ticket to a swift death. The yellow line is viable in some situations. However the abundance of hiding spots makes attempted flanks very risky. The dark green line is favourable for a quick push to the hill to secure it. However this is mainly viable if you have powerful mediums to back you up. Going to the city following the light green line is viable during a

heavy push into the city. Good flanking opportunities exist here, but be wary of enemies on the hill(if it is not secured) and enemies firing from the railroad tracks.

### Artic Region

Generally, the most viable assault route for this map is along the northwestern corner. However, it is dependant on your team. The green





exes are some key areas that you can provide support to your team's heavies. The eastern mountain route is red as it is often dangerous to attempt any flanking manoeuvres here. The best time to attack the eastern mountain corner is when your team has the upper hand and has their tanks distracted.

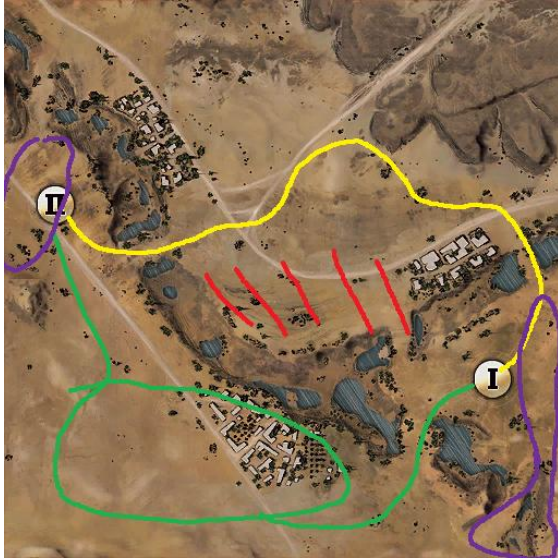
### Cliffs



This map can provide ample routes of attack. The middle provides some of the easiest flanking opportunities. If the opposing team is making a push through the town road, then a viable strategy is hitting their tanks from the horseshoe as they pass. The eastern most corner near the cliffs should generally be avoided unless you can circle around from behind using the green route and the orange route. their advancing tanks. Be wary of using this route as you can expose yourself to attack from unseen enemies.

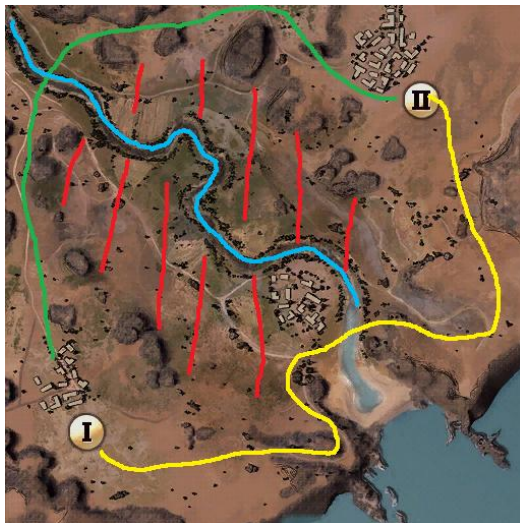
### Sand River

The northern dune may work in some



circumstances, but generally you will want to deploy to the southern dunes. It is easier to flank on the southern dunes. The town can provide ample cover for any manoeuvres. If your team's presence is small on the southern/northern dunes, then it may do you well to simply provide a visual on any approaching tanks and retreat after you have spotted.

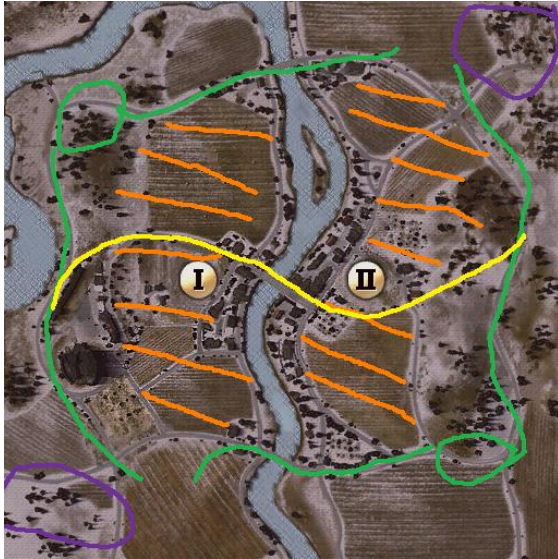
### El Halluf



The typical strategy here, is to attack with your team's heavies through the northeastern pass. The yellow route may also be taken if your team's mediums are going there. Assaulting on this map can be very difficult. Usually winning a decisive victory at the northeastern pass will make it easier to assault as a full frontal attack is suicide.

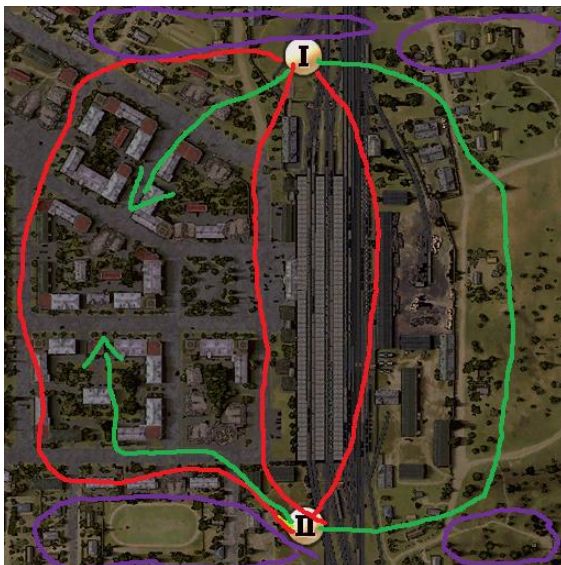


## Erlenberg



There will be general pushes along the green lines of attack. Avoid the orange areas as they are often expose you to the enemy. The yellow line is good for rapid assaults late game.

## Ensk



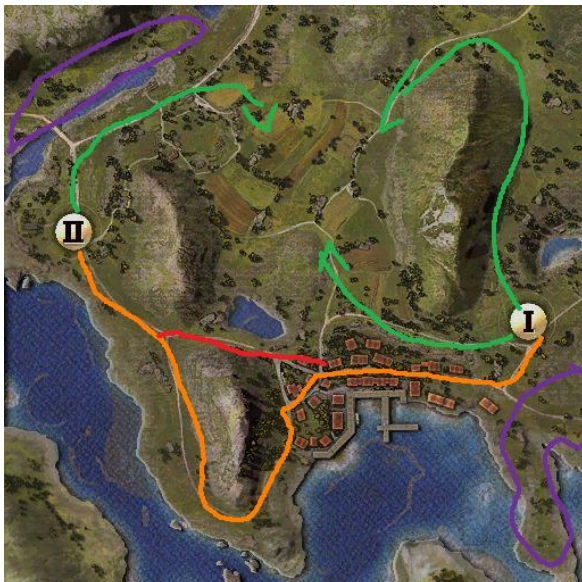
The green routes of attack are best in this map. The eastern flank would be most viable when you have more of a medium push. If there are more heavies going to the city then it is useful to support them. Avoid using the railroads and the other marked roads as fast routes to the enemy base. Taking these roads will often get you killed rapidly.

### Fisherman's Bay



The green routes of attack are all viable. The western route of attack mainly works when there are a strong medium presence on your team( be wary of defenders on the opposing hills). The centre route of attack is mainly mean to hold the centre line. Attacking past the central road is only viable during late game as any tanks in the opposing treeline will tear you to bits. The city is good for a typical heavy push.

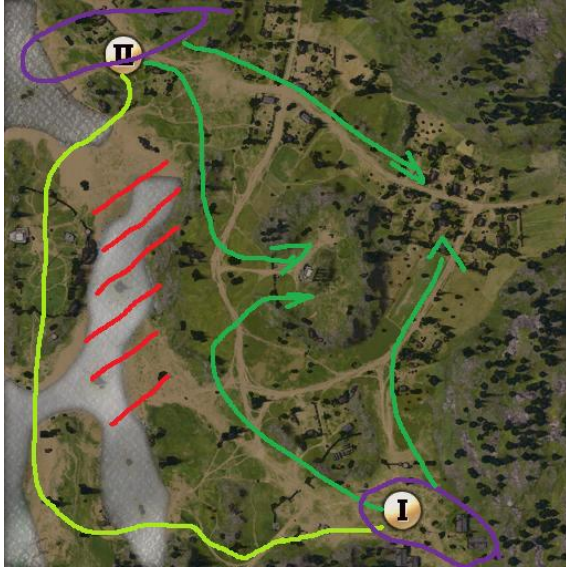
### Fjords



The northern part of the map is great for this tank. Be cautious as it often can turn into a madhouse. The northern mountain corner should be avoided if you spawned at base ii unless there is a strong push there.

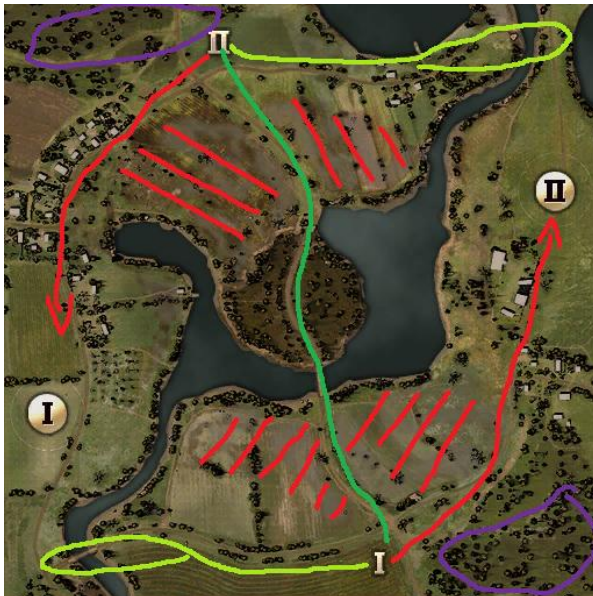


## Mines



There are two main strategies to this map. IF there are more mediums/ fast movers on your team, then it may be wise to aid them in rapidly acquiring the hill. However you must be very quick as the enemy team may have the same idea in mind. The other strategy is to help your team's heavies in the city. The yellow line may be a viable line of attack later in the game or if you are at the II base.

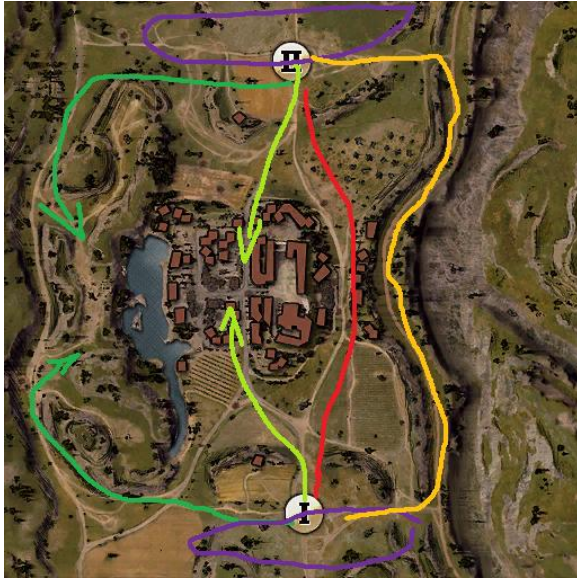
## Komarin



Komarin can be quite a difficult map for a tank of this caliber. Many of the strategies in paying it lie in the competence of your team. From the get-go it may be best to simply sit on defense temporarily. Unless your team makes a strong push, attacking outright is unwise due to how high a profile target you are your are guaranteed to be shredded by the enemy team. IF there is a strong push in the middle then it may be viable to use this route. However, it is best to wait until late in the game to make your move.

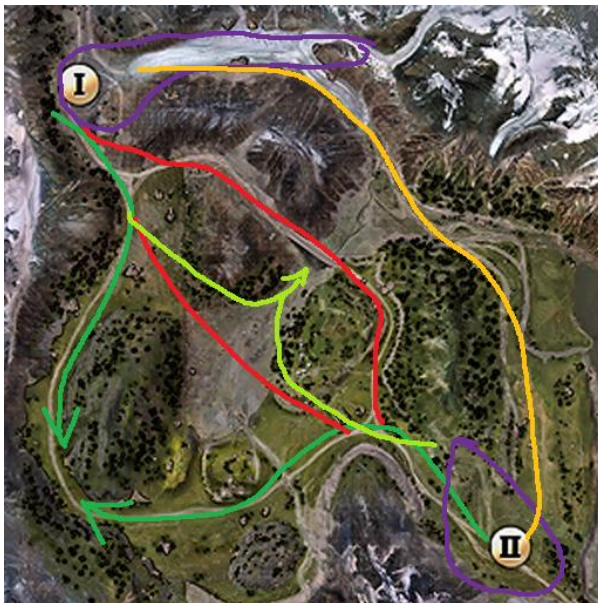
Hanging back on anti scout duty can be quite beneficial.

## Abbey



The main two avenues of attack for this tank is along the west flank and the central monastery. The west flank is preferable but if there is a strong presence in the monastery then it can be viable as well. I have had some success with the eastern flank, however it is quite risky. If attacking here then it is imperative that you are well supported and you withdraw immediately after emptying your cylinder.

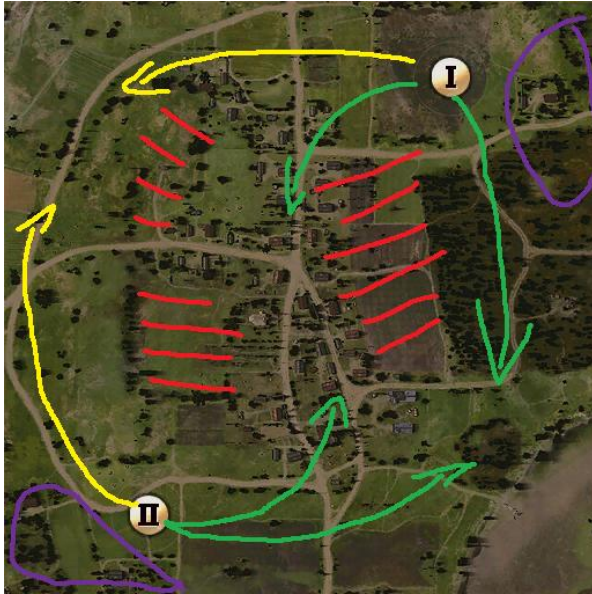
## Mountain Pass



The southwestern corner is the best avenue of attack for this particular map. Due to the peekaboo nature, a more conservative play style is required during the early parts of the game. The yellow-green paths can be used for flanking the opposing team's attackers on the northeastern glacier. Be warned, this is risky.

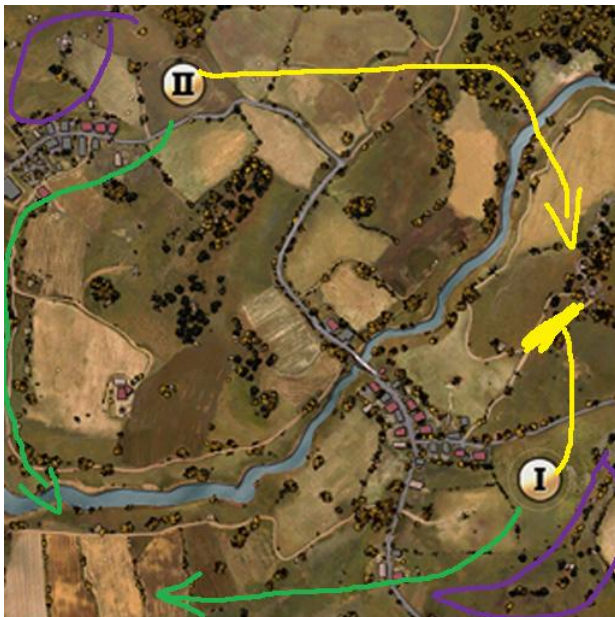


### Murovanka



The yellow paths may be used to attack with caution. However, with a strong team presence, the town or the southwestern flank may be used with more effectiveness.

### Redshire



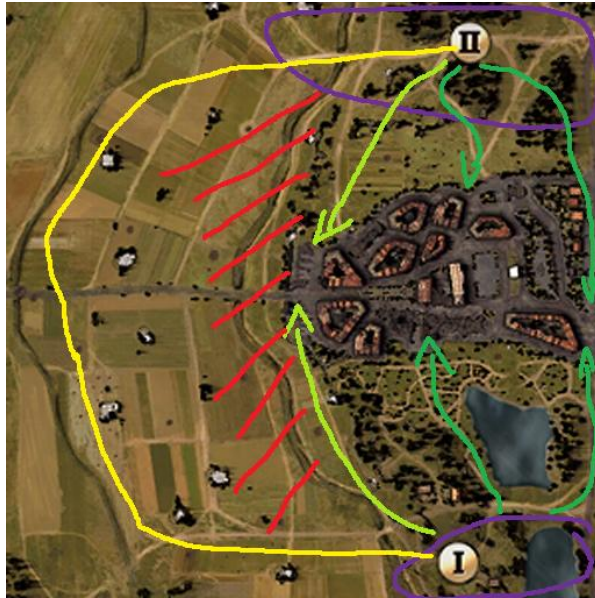
Redshire may be a difficult map to play sometimes. Both avenues of attack work better if you are trailing more durable tanks that can test the water for you as the ridges near each base are frequent sniper platforms. The yellow avenue of attack works the best spawning from the II base. It can still work with the I base but it requires more patience.

## Ruinberg



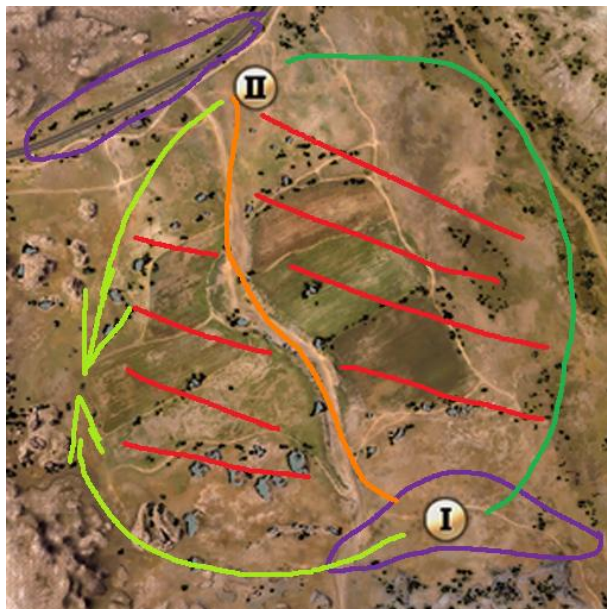
The green line is the typical attack route for mediums on this map. The yellow routes into the city can work also but use with cautions as the heavies will typically brawl here. Avoid taking the outermost crescent road until late in the game.

## Siegfried Line



Going to the city is generally your best bet here. The central path should be used with caution. Taking the field has to be done with a fair degree of prejudice as the opposing team loves to snipe you into pieces. If you must take the field do not rush out; make effective use of the provided cover.

### Steppes



Both green avenues are viable depending on how strong the presence is on that flank. It may do you well to wait for them to be lit up/ scouted so you can calculate where you will be most effective. The middle path can be used to some effect. It is more risky as you will have to go out on open ground to flank effectively which may be a death sentence.

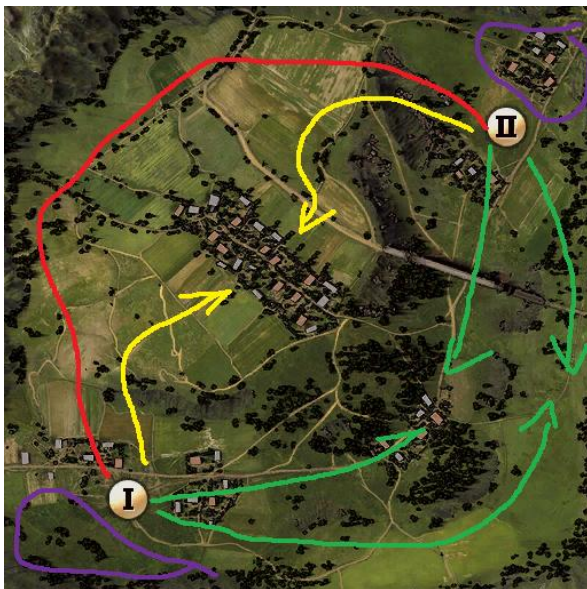


### Swamp



The best strategy to use on swamp is patience as it is one of the more slowly placed maps. Be wary when attacking of snipers of the opposing team. Avoid the central swamp area as the speed penalty is detrimental.

### Westfield



The green routes of attack are typical for mediums (why they start out here). However, if you see the heavies on the hill folding, then it may be in the best interests of your team to aid them. However, use caution when entering the town and generally steer clear of the red path.



Well there it is. The AMX 13 90 is a fantastic tank and a blast to play. It can be very frustrating at times but overall it is one of the most fun you will have in this game. Clearly the French know a thing or two about building tanks...