

Char Renault D2

Tier III Medium Tank

Overview:

The D2 is a Tier III medium tank. It starts off with a gun with poor penetration so it would be best to pick another gun. Like its predecessor, the D2 has a tough all-around armor and relatively slow. Its best gun would be able to penetrate some tanks among its Tier. It would be suggested to research it for the B1.

Research leads to the Tier IV French Heavy Tank Char B1

Pros:

-Tough armor -All-around armor protection

Cons:

-Slow -Poor gun performance

Crew

3-man crew

-Commander

-Driver

-Radioman



-The commander takes the role of the gunner and the loader as well.

-Knocking out the commander will also reduce loading speed and aiming time. It will also increase the gun dispersion as well

Modules:

Hull:

The D2 has an all-around balanced armoring which is 40mm each

Suspension:

1. D2a (stock)



Suspension D2a

Characteristics

19.32	Load Limit (t)
36	Traverse Speed (deg/sec)
5,000	Weight (kg)

Compatible Vehicles

D2

2. D2b



Suspension D2b

Characteristics

20.9	Load Limit (t)
38	Traverse Speed (deg/sec)
5,000	Weight (kg)

Compatible Vehicles

D2

You'll really need to replace the suspension first to mount a better turret.

Engine:

1. Renault S6(stock)



Engine Renault S6

Characteristics

- 150 Engine Power (h.p.)
- 20% Chance of Fire on Impact
- 540 Weight (kg)

Compatible Vehicles

D2

2. Renault S6Bis



Engine Renault S6Bis

Characteristics

- 180 Engine Power (h.p.)
- 20% Chance of Fire on Impact
- 540 Weight (kg)

Compatible Vehicles

D2, B1

The engine will slightly give a kick in your acceleration. It would be best to acquire it so you can move faster across the map

Radio:

1. ER 52(stock)



Radio ER 52

Characteristics

340	Signal Range (m)
100	Weight (kg)

Compatible Vehicles
D2, RenaultFT, Hotchkiss H35, D1, AMX 40, AMX 38

2. ER 53



Radio ER 53

Characteristics

410	Signal Range (m)
100	Weight (kg)

Compatible Vehicles
D2, B1, Hotchkiss H35, D1, AMX 40, AMX 38, AMX 12t, BDR G1B

340m signal range is not enough. You'll need this so you can have your friendly SPGs fire against enemies which you can't damage with your D2's gun

Turrets:

1. D2 (stock)



Turret D2

Characteristics

40/40/40	Armor (front/sides/rear mm)
36	Traverse Speed (deg/sec)
340	View Range (m)
1,000	Weight (kg)

Compatible Vehicles

D2

Compatible Guns

47 mm SA34, 47 mm SA35, 25 mm Canon Raccourci Mle. 1934

2. D2 Bis



Turret D2 Bis

Characteristics

46/46/46	Armor (front/sides/rear mm)
38	Traverse Speed (deg/sec)
360	View Range (m)
1,350	Weight (kg)

Compatible Vehicles

D2

Compatible Guns

47 mm SA34, 47 mm SA35, 25 mm Canon Raccourci Mle. 1934, 47 mm SA37

D2 Bis turret is an absolute upgrade, increasing almost every aspect of your turret and allowing you to mount its best gun. Be advised that you'll need to upgrade your suspension first before you mount the new turret.

Guns:

1. 47mm SA34 (stock)



Gun 47 mm SA34

Characteristics

47	Caliber (mm)
24-30	Rate of Fire (rounds/min)
25/46/24	Average Penetration (mm)
50/50/62	Average Damage
0.45-0.46	Accuracy at 100 m (m)
1.3-1.7	Aiming Time (sec)
90	Weight (kg)

Compatible Vehicles
D2, B1, D1, AMX 40, AMX 38

Compatible Turrets
B1b, B1a, AMX38, D2 Bis, AMX40, D1b, Renault-Balland, D2

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

Don't be fooled by its damage. This gun has poor penetration. It won't even penetrate most Tier II tanks. Better have some free exp prepared to research a better gun.

2. 47mm SA35



Gun 47 mm SA35

Characteristics

47	Caliber (mm)
22.22-30	Rate of Fire (rounds/min)
45/79/24	Average Penetration (mm)
55/55/70	Average Damage
0.4-0.41	Accuracy at 100 m (m)
1.3-2.2	Aiming Time (sec)
100	Weight (kg)

Compatible Vehicles
D2, B1, AMX 40, AMX 38

Compatible Turrets
B1b, B1a, AMX38, D2 Bis, AMX40, Renault-Balland, D2

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

Finally! A slightly decent gun to start with. Compared to the previous gun, The SA35 has improved damage and penetration

3. 25mm Canon Raccourci 1934



Gun 25 mm Canon Raccourci Mle. 1934

Characteristics

- 25 Caliber (mm)
- 33.33-40 Rate of Fire (rounds/min)
- 46/68 Average Penetration (mm)
- 27/27 Average Damage
- 0.39 Accuracy at 100 m (m)
- 1.3 Aiming Time (sec)
- 71 Weight (kg)

Compatible Vehicles
D2, RenaultFT, Hotchkiss H35, D1, AMX 38

Compatible Turrets
AMX38, D2 Bis, RenaultFT La tour 2, D1a, D1b, D2, APX-R

Compatible Shells
Armor-Piercing, AP Composite-Rigid

Still thinking if this is a good upgrade. Compared to SA35, it has +1 penetration but will lose 28 damage.

4. 47mm SA37



Gun 47 mm SA37

Characteristics

- 47 Caliber (mm)
- 27.27 Rate of Fire (rounds/min)
- 66/98/24 Average Penetration (mm)
- 55/55/70 Average Damage
- 0.34 Accuracy at 100 m (m)
- 1.5-2 Aiming Time (sec)
- 100 Weight (kg)

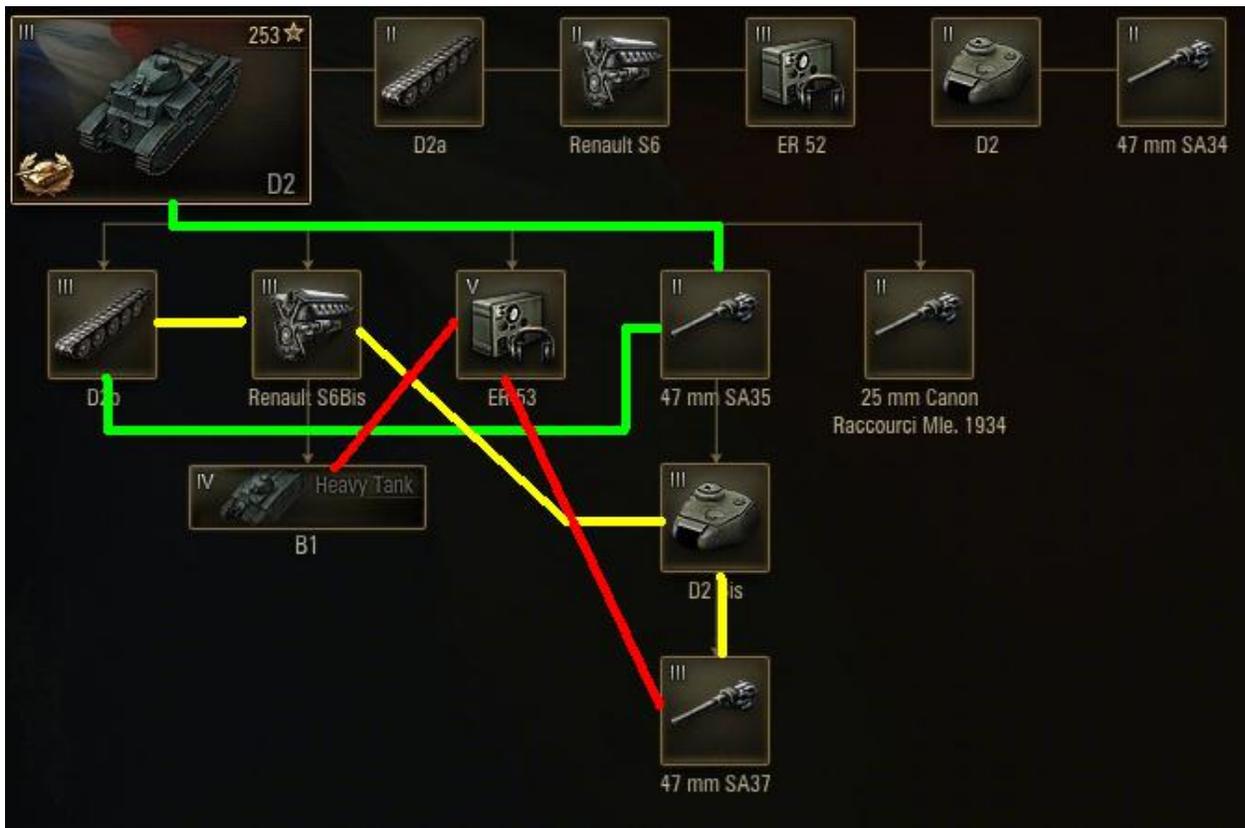
Compatible Vehicles
D2, B1

Compatible Turrets
D2 Bis, B1b

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

This is just an upgraded SA35 in terms of penetration. It would be recommended to get this gun to get maximum performance of the gun. Another reason for researching for this is that this is also the best gun to be mounted for the B1.

Proposed upgrade path:



Path: Green >>> Yellow >>> Red

1. Gun (SA35)
2. Suspension
3. Engine
4. Turret
5. Gun(SA37)
6. Radio
7. Char B1(Heavy Tank)

Grabbing the SA35 first is the best option. The stock gun will surely suck. SA35 will give enhanced performance and exp so you can obtain better modules.

Taking the suspension is a preparation for a better turret. You can skip the engine but I assure that you will suffer a lot.

D2 versus the world

Once you hit the battle button, expect to meet these vehicles on both sides.

Tier II (mediums, lights, tank destroyers and SPGs)

- In case of meeting Tier II tanks, there's no problem in fighting these except when they get too close.
- Keep distance against these so they won't be able to penetrate your armor
- Fully upgraded Tank Destroyers will pose a threat to you. Do not engage them in close combat.
- With your slow speed, you'll be a good target against SPGs. Do not stop in open places.

Tier III (mediums, lights, tank destroyers and SPGs)

- You'll have slight problems with this. M2 Medium tank's howitzer can obliterate you in a few shots.
- Panzer II Luchs is well protected against your gun. Shoot them at their lower glacis or sides.
- Against French tanks, you must be able to get close before you can penetrate each other's armor
- You'll be a tank destroyer's meal. Their guns were powerful enough to blow a hole in your armor so beware of these snipers.
- Tier III SPGs got a chance to kill you in one shot. Keep moving to avoid those shells

Tier IV (heavies, mediums, lights, tank destroyers and SPGs)

- You can still penetrate the light tanks but this time, they can penetrate your armor as well. Combined with speed, there's a higher chance for you to get killed so stick with your allies.
- Some medium tanks can still be penetrated from the weak spots of their front armor from afar. In case of the AMX 40, you'll need to get close (at least 3 meters) before you can damage it from the weak spot
- There were two heavy tanks in this tier. The SA37 can hurt them in close range. The B1 has a weak point in its front which you can penetrate from at least 40 meters away.
- Tank Destroyers here got tougher armor and angled. It would be best to engage them while they're busy hitting your allies.
- SPGs in Tier IV will surely kill you with a single shell. Hope that they won't aim at you or at least focus on a higher priority target

Tier V (heavies, mediums and tank destroyers)

- The only thing that you can do is to wait for the enemy to show his or her sides or rear. There's no chance in penetrating their front.

Note:

You can still fight any vehicle higher or lower than those stated above because of the platoon system. It would be best to platoon with Tier III so you won't go beyond your range.