


## The Lorraine Overview

The Lorraine is the quintessential glass cannon. It has almost no armor, 1300 hit points, and an amazing gun on a tier 8 tank with a 6-shot canister. The combination of these factors makes the Lorraine require certain skills that other tanks don't need.

### Medium Tank Lorraine 40 t

VIII  **Medium Tank Lorraine 40 t**

The only prototype was manufactured in 1952. The vehicle featured suspension air-core tires and oscillating turret. Passed the trials but never entered mass production.

Characteristics Configuration Crew

1,300 Hit Points  
38.96/40.8 Weight/Load Limit (t)  
980 Engine Power (h.p.)  
60 Speed Limit (km/h)  
36 Traverse Speed (deg/sec)  
40/40/25 Hull Armor (front/sides/rear, mm)  
45/30/20 Turret Armor (front/sides/rear, mm)  
225-375 Standard Shell Damage  
174-290 Standard Shell Penetration (mm)  
5.54 Rate of Fire (rounds/min)  
40 Turret Traverse Speed (deg/sec)  
460 View Range (m)  
850 Signal Range (m)

Close

### Pros:

- Deadly even as a stock tank as the 90mm F3 is a good gun (although penetration is fairly low at 170).
- Incredible guns selection for a tier 8 tank, especially for a medium.
- 6 shots per cannister.
- Great speed, tank traverse, and acceleration.
- 1300hp generally requires 4-8 shots to take down.
- Turret traverse is very rapid

### Cons:

- As with all french tanks, all guns have long aiming time.
- Armor is incredibly low. SPGs shots that hit it will do full damage, generally 1-shotting the Lorraine.
- Reload time is horrendous.
- Very large tank. It's comparable in size to heavies (identical to an AMX 50 100, and as tall as a Ferdinand)

### **Recommended Equipment:**

- |                              |  |
|------------------------------|--|
| Coated Optics                | - for longer view range when sniping                           |
| Vertical Stabilizer Mk 1     | - reduces aiming time as the reticle is smaller                |
| Improved Ventilation Class 2 | - increased crew skill buffs all aspects of the tank slightly. |

### **Suggested Upgrade Path:**

- Radio (Already researched from previous tanks)
- Equip Optics, Vertical stabilizer
- 90mm DCA 45
- 1st Engine
- Upgraded Tracks
- Equip Crew Vent
- 100mm SA 47
- 2nd Engine
- Final Engine

### **Recommended Crew Skills:**

Camouflage first, then repair.

If you're transferring a crew over from the AMX 13 90, the crew should already have (roughly) 80% camo skill. Let it fully level up, and then learn repair. By the time you finish grinding through the Lorraine, the crew should be at 100% camo and have (roughly) 80% repair skill. Even with a new crew, camo skill should be the first one: the Lorraine relies on not being spotted. If your tank is ever tracked, you will be using a repair kit to fix it (after all, sitting out in the open is an instant death sentence of a Lorraine - if you repair the tracks, you have a slight chance of getting out).

### **Tactics:**

Playing the Lorraine requires an understanding of the reload time of enemy tanks. Once an enemy fires, you need to quickly poke out to blast the enemy with multiple shots, and then retreat back before they are reloaded. Thus, knowing the enemy tank's reload time is absolutely critical to avoiding damage.

There are numerous effective ways to drive a Lorraine:

- 1) A long range sniper, where it can hammer the enemy tanks with a few shots before pulling back.
- 2) A flanker against isolated heavy tanks, where you can move in at max speed, get behind it, and then blast it with shots (while their enemy desperately turns their slow traversing turret to aim at you).
- 3) Used to support allied heavy tanks: wait for the enemy to fire at your allies, then pop out and fire 2-3 shots, and then retreat back.
- 4) An artillery hunter: a full canister can wipe out 2-3 SPGs, and the Lorraine has a 60km/hr max speed to get close to the enemy SPGs. In this role, the upgraded engines are essential, and this tactic should only be done after the enemy tanks have spread out, and few enemy tanks remain to defend the SPGs.

Engaging the enemy head-on (aka. trading shots) is the worst possible choice for a Lorraine. Long aiming time means you have take time to zoom down, and the low armor means you're going to take a beating during that time. Similarly, going off alone or ahead of allied tanks to engage the enemy is suicide, as you will be the first tank targeted, and enemy shots will go through you easily.

## Guns:

The Lorraine has 2 viable guns. The 90mm DCA 45, and the 100mm SA 47.

(Note: Reload rates are given from in-game experience on a Lorraine with a Crew Vent and 100% crew - Not having crew vent or 100% crew will result in slower reload times).

Gun 90 mm DCA 45	Gun 100mm SA 47
<b>Characteristics</b>	<b>Characteristics</b>
90 Caliber (mm)	100 Caliber (mm)
7.5 Rate of Fire (rounds/min)	5.54 Rate of Fire (rounds/min)
212/259/45 Average Penetration (mm)	232/308/50 Average Penetration (mm)
240/240/320 Average Damage	300/300/400 Average Damage
0.31 Accuracy at 100 m (m)	0.31 Accuracy at 100 m (m)
2.5 Aiming Time (sec)	2.5 Aiming Time (sec)
2,750 Weight (kg)	3,000 Weight (kg)
<b>Compatible Vehicles</b>	<b>Compatible Vehicles</b>
ARL 44, AMX 50 100, Bat Chatillon 25 t, AMX 50 120, Lorraine 40 t, AMX M4(1945)	AMX 50 100, Bat Chatillon 25 t, AMX 50 120, <b>Lorraine 40 t</b>
<b>Compatible Turrets</b>	<b>Compatible Turrets</b>
Lorraine 40 t, AMX 50 100, ARL 44 nouvelle, AMX 50 Tourelle C, Bat Chatillon 25 t Tourelle A, AMX M4	<b>Lorraine 40 t</b> , Bat Chatillon 25 t Tourelle A, AMX 50 Tourelle C, AMX 50 100
<b>Compatible Shells</b>	<b>Compatible Shells</b>
Armor-Piercing, AP Composite-Rigid, High-Explosive	Armor-Piercing, AP Composite-Rigid, High-Explosive

The 90mm DCA 45 offers a total average damage of 1440 in a canister. This is enough to kill tier 8 mediums, but not enough to kill tier 8 heavies in a single cannister. However, you rarely engage full health enemies directly anyways. The main advantage of this gun is the canister reload time of 36 second, and 2.5 second reload between shots in a canister.

The 100mm SA 47 offers a total average damage of 1800 in a canister. This can kill any tier 8, and is generally enough to kill tier 9s as well (be aware though, that it is not a good idea to engage tier 9s head on since you should expect at least 1 of the 6 shots to bounce, or do 0 damage). However, there are drawbacks to using the 100mm on the Lorraine. Canister reload time spikes up to 49 seconds, and there is a 3.33 second reload time between shots.

**Maneuverability:**

Very maneuverable and fast. With the top engine, it hits the max speed of 60km/hr very quickly, and it doesn't lose much speed turning unless you do it for long periods of time. It also reverses at a ridiculously high 21 km/hr, which lets it reverse out of dangerous situations. Rather than armor, it can be said that the Lorraine's agility is its most valuable trait in avoiding damage.

**Crew:**

1 Commander

1 Gunner

1 Driver

Be aware that the commander doubles as a loader and radio man, and the gunner does double duty as a loader. This means first aid kits are a must for the Lorraine, as losing a single crew member can make the tank completely ineffective (and have canister reloading times spike up even more).

**Conclusion:**

Overall, the Lorraine is an incredibly mobile fire support tank. It has barely any armor, but it does have enough hit points to absorb several shots before being destroyed. With its large gun, and the ability to lay down 6 shots in around 13-17 seconds, the tank can easily turn the tide of a game. The key points to driving it is to take opportunistic shots when possible, and to avoid engaging the enemy where it is can be easily shot.