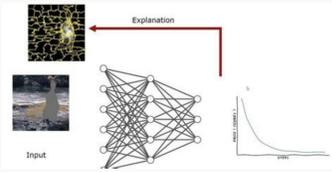


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War thunder american planes guide service manual 2020



The war thunder experience. The war in the air.

Anti-Air trucks are good for killing planes, capping ground zones, and not much else. Pity the poor flak truck that meets it... It will fight back! War Thunder is a cross-platform MMO (PC, macOS, PS4, Linux), that has to do with vehicular combat between fighters and ground vehicles from pre-World War II, to the jets and main battle tanks that filled the battlefields early in the Cold War. Since 1.33, there are more customization options, but they are linear upgrades most of the time. American planes tend to be this in general, though this is particularly true for the P-47 variants. Guns Akimbo: Several tanks mount multiple turrets, which can be independently aimed to engage multiple targets simultaneously. British vehicles are all dark-green. No One Should Survive That: Happens sometimes when players break off an attack thinking that the plane they're chasing is going to crash. Is equally dangerous to tanks should the fire reach the ammo magazine. Just keep them away from artillery and bombs, their slow speed means they can't dodge them, and that's about all they are good for; huge silhouettes, pathetic weaponry, and low horsepower mixed with a high drag coefficient make them a flying liability. The only way to mitigate this is to intentionally aim for enemy crewmen, engine and ammo, as killing all but one crewman or igniting the ammunition will still destroy the tank without causing massive structural damage. The downside? Guide Dang It!: Partly thanks to the "Blind Idiot" Translation, and somewhat poor in-game guide explanations, it's best if one goes searching for YouTube video guides if you're new. Gone even further with naval battle, as on top of everything else, there's also hull integrity: If your hull is breached there's a chance that it will start taking on water. It explodes into a fireball with enough force to launch the turret off of the chassis. Jack-of-All-Stats: Heavy Fighters and Attackers. In arcade battles the jam can be fixed with a reload, but in the other modes it's a trip back to land at the base. All of the planes and tanks are painted in the manner of which they were painted historically. Fighters should not attack a group of Anti-Air units unless they are distracted by other friendly aircraft. Arrow Cam: More like tank-shell-cam, but still. Urban Warfare: Several of the ground maps, specifically Berlin, Cologne, and Stalingrad play to this, with Normandy and Poland to a lesser extent as the towns only makes up a relatively small portion of the actual map with plenty of flanking areas outside the town itself. Doubly so on planes with only one cannon, and the gun that seized up is aforementioned cannon, leaving them with two, or even worse one, subpar machine gun. The Italian P.108A Serie 2 however has them both beat with a 102mm nose-mounted cannon, the largest gun installed in any aircraft in the game to date. At higher levels the Japanese - mirroring their Real Life WWII designs - have several planes that hit very hard, but have very little armor and will be swatted out of the sky by any equivalent-tier plane that's survived their first attack. (Unless it's a glancing hit or the other plane is significantly less durable than yours, in which case you might survive.) However, because ramming never gets you credited for the kill, the maneuver is usually a product of either extreme frustration (after, say, a bomber has survived three ammo belts and is still limping along), desperation (last friendly survivors on the ground, enemy heavy bomber heading at them, and you flying a reserve plane with no chance of taking it down in time with gunfire), or noobishness (pursuing players forgetting there's a throttle and slamming into you because they're flying a faster plane). Stone Wall: The Sherman Jumbos are this, especially the one armed with the 75mm gun. Artificial Stupidity: The AI-controlled ground vehicles are easy to distinguish from player-controlled vehicles since they travel in pre-programmed routes to specific points, have poor accuracy (when they do shoot), and make no effort to use cover or angle themselves to defend against incoming fire. The Backwards Y: Two notable examples have appeared in the game; first in 2016 as a part of the game's annual April Fools shenanigans, which was the title "Master of Russian Bias" (as an act of Lamphshade Hanging towards players who accuse the developers of Creator Provincialism). The bad news is, anything beyond 130+ MPH, starts to be rather interesting for anyone used to similar Battle Rating aircraft, in the sense of deploying the landing gear or even using combat flaps. Update 1.87 introduces the 256 Tunguska, which not only uses the newly-added radar mechanic to lock onto and track targets (which was retroactively added to other applicable AA vehicles as well), but is the first vehicle in the game to feature surface-to-air missiles, making it one of the deadliest AA vehicles in the game at the time of its introduction. One even has the title General Secretary of the Bias Party! Gaijin also offered players a chance to buy the Russian Bias Advanced Pack which contained the T-34-100, T-44-122 and Yak-3 (VK-107) premium vehicles and the in-game title of "Master of Russian Bias." Anyone who had already bought all three of those vehicles individually could also earn the title by using any high-tier Russian vehicle of their choice to kill at least 50 enemy players between April 1 and April 4. The magazines themselves do run out, but all you need to do them is to break off for about half a minute while the guns reload from a Hammerspace reserve. RAF aircraft are usually painted with a camo pattern. Medium tanks take up this role in Ground Forces, having guns with middling armor, but decent mobility. Ace Custom: Pilot any plane through enough battles and you unlock the ability to modify it in a variety of ways which can improve its performance. For example: Unarmored vehicles in the first rank or so of Ground forces can be deceptively hard to put down. This extends to heavy bombers as well, which are usually bristling with numerous gun positions which are meant to fend off enemy fighters, but can allow them to act as flying gunships that can engage enemy aircraft from almost any direction. The game was fully released on December 21, 2016. Foreshadowing: Gaijin has sometimes used April Fools' Day events as beta tests of some sort for new features. Cue their vengeful target gunning the throttle, breaking off the dive and looking for blood... In many ways, this mirrors the real world obsolescence of heavy tanks in the 50s and 60s. Tanks in Realistic and Sim now no longer get that handy target marker. A lot of boats and ships also have the ability to fire AA burst shells from their main battery. The highest tier Japanese jet fighter, for example, is just an American F-86F-30 Sabre fielded by the post-war JASDF, though it's since been superseded in Patch 1.87 with Japan's first indigenous fighter aircraft, the Mitsubishi T-2 fighter/trainer (which also led to the development of the F-1 Kaizen attacker). On top of that when the armor is angled well enough it can bounce shells designed specifically to kill it, at which point its main gun can quickly deliver the proper reply to the insults. A full line of British tanks came in December 2015, and French air and ground forces in 2017. Doing so risks them being torn right off the aircraft the second they're extended. This was later superseded by the Japanese superdreadnought Hyuga, which brought her 14-inch (356mm) guns to the game in the "Hot Tracks" update. Attackers can engage anything, but pay for it as they are usually slower than fighters, but lack the armor of a bomber. Great for ships, not so great for bombers and dive bombers. The Soviet starter tank, the humble T-26, is extremely thinly armored, has an extremely slow reverse gear, and has very flat frontal armor plates; however, its ammo racks are in the very floor, making them difficult to hit, and its 45mm 20-K cannon can reliably penetrate and kill any other starter tank, as opposed to the Panzer IIC. In such situations, it is also not uncommon to see multiple pursuers crash into each other, then start screaming at each other, about trying to steal kills. And finally, to add insult to injury, even if you do manage to land the damn thing, the lack of actual landing gear means you'll come to a ridiculous lurching stop, resting on one wing. These are earned by doing things to help your team towards victory. 10-02 combines 6.50 cal MG with 4 20mm Hispanos. Rockets are slow, relatively inaccurate, and are effectively useless at long range or against hardened targets (such as most ships). The F-82's firepower became even more ridiculous with patch 1.47: an External Gun-rod Option will exponentially raise the firepower by giving it 14 M3 Machine Guns. Obvious Beta: The bomber cockpits added in v1.65; most of them are low-resolution, minimally-textured stand-ins; most of them even have small text at the bottom of the screen indicating that they're meant to be placeholders. For example, it says "In the case of damage, reparations can be made at a control point", which would make slightly more sense if the tanks were financial ledgers. No Swastikas: Par for the course for a game made in Russia. The largest-caliber gun on any ground vehicle however has to go to the British FV4005 Stage II; a post-war tank destroyer built to face Soviet IS-series heavy tanks armed with a whopping 183mm rifled gun. However, they can one-shot most aircraft (some only take two), and with the right settings and crew point investments, rockets can go from useless weight, to near game-breakers. It doesn't have any sort of air brakes. It's not uncommon for players on opposite teams to try to capture the third airfield simultaneously, only for one to succeed while the other ends up being a fireball on the runway. The Maus and the T95. After that, you get access to APDS ammunition, and can absolutely wreck tanks with far greater armor than it has. Come level 7, and you get Stukas with TWO 37MM CANNONS, which rip wings and motors and tails like nobody's business in one hit. Play Every Day: A daily multiplier (x2.5) would reward bonus XP for the first victory. It could take a beating, and then dish it back out with eight. 50cal heavy machine guns. Once players get used to the odd way the guns work, they will quickly find themselves racking up more kills and shrugging off more hits than the higher-tier M4A1 Sherman. Too little penetration, and your shots will bounce harmlessly off. The British are early-tier masters of the trope; the Hurricane I has eight machine guns, and the II has twelve. It's also entirely possible for the plane to survive it. Justified as they're all basically rolling ammo racks, with ammunition stored all over the hull, meaning that just about any shot that penetrates the armor will blow the ammo racks. The fact that it is somewhat difficult to keep the turret aligned so that you can peek-a-boom balances this ability out. For example, losing a chunk of its wing has a drastic effect on the pilot's ability to control it. You will see players run into a cap circle that had only just been captured, and sit there, despite the fact that the player who just captured it is right around the corner with his gun lined up on the other guy's ammo-rack. The right side of the turret front, however, remains at a paltry 100mm. The Sherman Calliope. It was a very thinly veiled Take That! at World of Tanks. This can be potentially fatal when you're chasing an enemy or making a head-on attack. Also present in the default paint scheme of some aircraft; the American B-25J-20 Mitchell and German Ju-87-B2 Stuka for example feature shark faces as part of their default paint schemes. A real-life example of this was detailed in one episode of Gaijin's Youtube series The Shooting Range, wherein a pair of American B-17's went hunting for Japanese flying boats, using their formidable defensive armament and legendary durability to decimate the luckless Japanese aircraft. Mighty Glacier: Bombers. Tanks and planes have a "Battle Rating" which determines how they are matched up with other players in matchmaking; usually by the period of a vehicle's production. Just like ball and tracers, they're useless against armor. While, it may seem like a worthy tactic that will end the match quickly, it often results in half the players on the winning team barely getting any points, and thus, any experience. Also, unlike other German heavy tanks, the Maus faces off against Cold War era tanks whose sabot and HEAT rounds can punch through its rolled homogeneous steel armor as if it were cardboard. Or simple dickishness - ramming is typically seen as a low move and will attract a lot of verbal abuse in the chat, so trolls can load up on reserve planes and smack them into people just to enjoy the anger. Even the ones that are supposed to be late game content. Bomb Whistle: Every bomb dropped by the player will have this trope applied to them. Unlike the similar PBJ it lacks bombs to use as a backup. The Germans buried the crew with full military honors, and presumably kept the tank.) While the first IS-2 has the same armor profile as the IS-1, the IS-2 mod. It also has a "very" good turn radius at optimally slow speed and flaps deployed and can outturn almost anything outside of a biplane in a pinch. Camera Abuse: The game fully simulates weather effects on the aircraft, causing the planes to wobble if caught in an updraft. Torpedoes, which theoretically let you get very accurate one-hit kills on ships but come with the caveat of requiring you to fly thirty meters above the water at less than two hundred and fifty kilometers per hour, making you a sitting duck for the ship's anti-aircraft guns and any enemy fighters wandering past. Some of the vehicles on their ground vehicle tier are American ground vehicles fielded by the post-war JCSDF until Japan got around to building their indigenous designs, such as the Type 74. However, this led to a what is essentially a "Whack-A-Mole" phenomenon. Nitro Boost: The War Emergency Power engine setting on most planes allows them to produce extra engine power, albeit overheating the engine more quickly. Weakauce Weakness: For the most part, Soviet tanks struggle to aim downwards, making them appallingly poor on the hilly central and southern European maps. Fortunately, one of the upgrades most tanks can unlock is a two-use fire extinguisher. (Getting to Rank 20 may take a year or two.) Convert to Silver Lions. Eventually, the unavailability of the Maus led to it being removed from the game's tech tree and could only be obtained as a premium vehicle. These were all only concepts that never even got to the blueprint stage, but were added anyway to fill those tech tree holes. However, they turn better than any other plane in the game, and while their guns are weak, they can kill the pilot with some improbable accuracy, particularly if they have a large blast radius. The game also retitled itself "War Toonder" in accordance to this game mode. Besides showing that Gaijin can put Submarines in their game and make them work, it fosters suspicions that Wargaming is too cheap to put Submarines in World of Warships. There has been talk back and forth for years about whether its Flight Model is accurate, and if it should be moved to face weaker foes, but so far, it currently sits exactly where it did years ago: at the back of the hangar of most players, collecting dust. Tired of getting shot by a bomber's machine guns? Also effective in naval battles; ramming enemy vessels can cause damage to them and possibly even capsize them. On top of this, the 20mm cannon in the tail will make short work of anyone stupid enough to get in behind it. Downplayed insofar as their top speed isn't terrible, but their mass and stability makes them difficult to accelerate or turn quickly and easy targets for enemies. Despite not being very smart (they mostly rush in a straight line and don't use fire extinguishers, so any fire in the tank results in roasted crews), they can pull off feats that players can only dream of, like casually sniping targets from almost a mile away while on the move at high speeds. For someone looking to shoot down a bomber, going for this by attacking the engines is a good idea. No such luck for the Churchills however... At its tier the worst it will fight would be the early Tiger tanks, which explode gloriously under the power of this gun. Using Japanese Bombers is complicated by the fact that they have two separate types of bombs. The British have the Daimler AC, the US has the M8 Greyhound as a premium, (both armed with light tank guns) and the Germans have the Sd.Kfz.234/2 (Talk about a mouthful!) armed with the 50mm cannon from the Panzer 3. The Soviets tend toward heavily armored but slow behemoths with casemate-style main guns. Similarly, pulling too many positive G's in a turn will cause your vision to grey out and dim until you level out, while pulling too many negative G's will cause your vision to become blurred with red. A.K.A.-47: The 2017 April Fool's Day event had the "GM-64", which was an AH-64D Apache given a fake German designation. 20 Bear Asses: Gaijin offers free Golden Eagles and Premium Aircraft/Vehicles to whoever is skilled and determined enough to complete special challenges. Its small size also makes it better for sneaking around urban maps, where it can act as a scout. Too much penetration, and unless you directly hit a critical part or crew member, your shots will do virtually nothing. Anti-aircraft vehicles can be this, surprisingly. While the earliest boats likely have MGCs that can work fairly well as AA, later but still low tier ships, such as tier 1 Germany, might forgo light, rapid fire machine guns for heavier cannons. On top of that, it's a real pain in the neck to shoot down as very few aircraft at that level even pack the right weapons to damage it, let alone shoot it down. They also instantly lose their hitbox when this happens. As part of the Subsystem Damage gameplay, crew can be incapacitated, and if the pilot is killed or knocked out the plane is considered "downed" and will crash. Or, if they see that the player they're chasing is trying to scrape them off on the canyon wall, they'll lag back, climb, and wait for a better moment to slot in and shoot him down. Both of the Japanese Soukou-Tei "tank boats" are utterly useless as they are Army-operated riverine gunboats, not true naval gunboats. The ZIS-30 in the Soviet tank destroyer line counts as this. The Soviet flatbed has the added weakness of being a Weaponized Car with next to no armor and the inability to fire directly forward. This is easier to achieve in tanks than it is aircraft. Infinity -1 Sword: Advancements in shell production led to the German "Minengeschoß" shell, basically a high-explosive shell with twice the explosive of your average allied shell. And German anti-aircraft ammo belts are full of them. This basically will happen if they don't happen to have a fire extinguisher unlocked. Boss Warning Siren: An air-raid siren will blare out if someone flies with a nuke-carrying aircraft in ground battles. However, it has atrocious mobility even for a heavy tank, is a huge target for bombers and its rate-of-fire is pathetic. Almost required for Ground Forces, as one of the ways to kill a tank is to kill all but 1 of its crew. Better to Die than Be Killed: An aircraft that has no hope of escaping from a swarm of enemies or making it back to an airfield can opt out to ram another opponent so that no one gets credit for shooting it down, you needed to get 1100 kills (RB and SB kills counted as several) in two weeks to get it. First, you have only 4-6 minutes of fuel at most, most of which you'll spend getting to the fight in the first place. While the mobile AA guns aren't much to worry about, the stationary flak guns seen near pillboxes or airfields have a nasty habit of blowing players out of the sky that aren't working with other team members. Player-Guided Missile: Version 1.59 introduced the Soviet IT-1 Drakon; a T-62 chassis with a special turret equipped with an anti-tank guided missile launcher, the missile being manually steered to the target by the player. There's even modeling for such ridiculously improbable shots as shooting down the length of an enemy gun barrel. Other text snippets meant as advice for tankers are also quite bizarre. This goes double for ground forces mode, player flak is much more deadly! At low levels this gets inverted. It's a similar story for the Churchills. The Type 93 SAM is essentially a Japanese short range surface-to-air missile launcher mounted on a very fast but unarmed utility vehicle. None of this is ever explained in game. They also spawn waves of the heaviest tanks in their tier, sometimes at a Battle Rating higher than players would be able to meet in PvP matches. If the verdict is "guilty," the account is wiped from the system. See Taking You with Me below. It's possible (with a lot of luck) to hit a plane with a tank's main gun. Or remain a perfectly good plane... When it's a top rank plane, the worst it has to face is the occasional .50cal machine gun, and even then, most of the players lack the knowledge of where exactly to hit it. But what's worth doing is worth overdoing. The Germans combine this with autocannons, both in the air AND ground forces. You have to spot all tanks with the Mark One Eyeball. The Po-2, a simple Soviet pickup-truck of a biplane, is or was the worst aircraft in the game (discussed under The Alleged Plane, below), but it's also the only biplane in history to have shot down a jet fighter; a Po-2 shot down an F-86 Sabre in the Korean War. Gaijin refuses to return any terminated account to functionality, no matter what excuse is given. Subsystem Damage: Played straight, and part of the simulation. As the game has progressed, it's ceased to always be an automatic kill, at least not with non-exploding rounds like APCR and sabot; such rounds need to actually hit the pilot rather than just anywhere on the plane to be a guaranteed 1-shot. Oh, and the Chinese faction has the export version of the MB as a reserve tank. A dying tanker may call in artillery on themselves to take out a nearby attacking enemy. Or, through a combination of luck and skill, hostile aircraft. Also the case with the 2017 April Fool's event, which let players control the Leopard 2A5 main battle tank. It mounts SIXTY rockets, and can fire them off very rapidly! In update 1.59 Actual missiles were added in the form of Early generation ATGMs. In keeping with this trope, the Strv 81 can chain fire 3 missiles, but has no more than that. Some of the Soviet Anti-Air guns are mounted on literal potato trucks (as in civilian trucks used to transport potatoes). If your driver is knocked out, you can't move your tank until he wakes up; same with losing the gunner (unable to fire or turn the turret). The Sherman Calliope - when it was first introduced, anyways. The Ki-61 is decently armored for its tier. Their American counterparts tend to be light, more mobile vehicles with paper-thin armor that manage to put a large gun with a fully-functioning turret on a relatively small vehicle by making the turret even less armored and not even having a roof on the turret. Although this can potentially backfire. Generally it's only available on a handful of tanks and mainly tank destroyers. Many players in the game either don't understand the need for an energy advantage, or believe that one must have an altitude advantage to have the advantage in energy. What's so good about it? we dare you. Get about 2-3000 feet above them, then dive down on top of them all guns blazing once you're in range. Justified in that the goal is to create a high weight of fire on the target, so much so you can run a buzz-saw through him and possibly rip a wing off. With the fact that rounds can actually over penetrate a target with thin enough armor, and keep going, you not only have to pay attention to where your target is, but where your team-mates are in relation to where your gun is aiming. Self-Deprecation: The April Fools' 2019 event, Earth Thunder, features flying UFOs seemingly as a job at the use of the term "UFO" by the community when talking about any aircraft with unrealistic/broken flight models. Not a problem at longer ranges, a

Go ahead, try and make an attack run on a destroyer in a slow-moving torpedo bomber at low altitude without any fighter cover to distract it... Rare Vehicles: Most of the premium and gift vehicles are these if not an Ace Custom, with some being literally unique prototypes. And that's assuming they don't just shoot each other to pieces without noticing... It's against tougher opponents, they can disable the main gun and tracks, turning enemies into sitting ducks to be destroyed by bigger weapons. No Fair Cheating: Anyone caught using illegal modification software will find his account terminated. Character Tiers: In Universe, A game mechanic. The character tiers in Universe, A game mechanic. The character tiers in Universe, A game mechanic. Bombs and/or rockets that can be used for ground attack while their heavy cannon armaments are easily able to knock down most fighters unfortunate enough to get in their gun sights. Large enough bombs can also produce craters on impact. Energy Fighting: If you play realistic or simulator battles, understanding energy fighting is an essential skill, yet the game does not teach you how or why it works. One of the reasons that the FSE Fire Extinguishers are recommended as the first thing you research after tracks is because your tanks are VERY easily lit on fire, which is a death sentence unless you can put it out. A few instances of your tank exploding when you pull the trigger should be enough to make you consider making sure you have the spare parts researched on your tank as soon as possible. Damage that would have effectively rendered the aircraft completely unusable. On the same token, all it takes in some cases is to knock off a stabilizer or an engine, and the plane is done. Literally all it takes to put you out of the fight is a single shot severing the control lines or a lucky burst blowing your stabilizers off. More likely, you can nudge them around, throwing their aim off and hopefully exposing weak points to yourself or allies. The Gepard and Flakpanzer are this in Arcade Battles. In real life, Stanley "Swede" Vejtasa took his SBD Dauntless against three A-6M Zeros... Pulling too many Gs in a maneuver will cause the camera to briefly black out to greater or lesser degrees depending on the crew's endurance level and how extreme the turn is. Point Defenseless: massively averted. Later averted in October 2016, when Gajjin disabled friendly fire for ground vehicles in realistic and sim modes in response to excess team-killing. Shows Damage: Through a very nice bullet-hole and bomb-crater system. Destroyable scenery almost always flies away like a lego brick (even the trees) when you collide with them rather than shatter realistically. Oh, and your bombs can be used by enemy shots if they're really lucky. The 12.7mm machine guns of American and Soviet vehicles may seem underly and redundant compared to their main weapons. This is especially true in the Airfield Domination matches that have three airfields to capture. According to the battle rank system, the A5/U2 is on par with several jets that weren't even flying until years later. Meaning that in arcade mode, players flying high-tier FV-190s are put in matches with them out of fairness. It's even possible to kill your entire crew by going downhill into a big tree. In a nod to the recent obstruction at the Suez canal, the Ever Given can be seen grounded in naval maps. This is played realistically though as the first missiles to have been introduced are short-range, heat-seeking missiles which can be evaded through evasive maneuvers or decoyed with a volley of countermeasure flares. It's nicknamed the "Tower of Stalin" due to it being essentially a castle on tracks in terms of size, armor, and movement speed. Then Gajjin rolled out Update 1.70.1945. It has a 60 round ROCKET LAUNCHER that can kill tanks in an instant, with each of its rockets firing right after the last. The damage modelling that allows for the landing gear to break off aircraft with fixed gear absolutely is not intended for deliberately losing them in order to shed some weight and reduce drag. Fortunately, investing in crew experience can mitigate this issue. As well as the German Raketenjagdpanzer 2, with two F8C.SS.11 anti-tank missile launchers on a similar chassis to the Jagdpanzer 4-5, and the American M551 Sheridan light tank, capable of firing MGM-51 Shillelagh missiles as well as conventional shells out of its 152mm main gun. It's even a viable strategy to send a single plane down low as bait, wait for the whole enemy team to pounce on it, and then dive on them from above at your leisure. Players who are familiar with this information (either through reading or trial and error) can use this information against players that never bothered with the information. To put this in perspective, the only other aircraft with an armament that surpasses it is the P-47 Thunderbolt a full rank higher. It's always best to avoid being shot in the first place unless there's a massive disparity in your tank's armour and their gun's penetration. The "eye for an eye" award is earned for basically doing exactly this. Or worse, having your pilot killed by a plane that can only mount a single .30 cal machine gun. Now that it got Suspension Gun Pod which adds 4 .50cal, it becomes a massive bomber hunter as it has bomber spawn. The H6K-4 can probably one-up the PBY for slowness. Causing it to be a higher energy state than the enemy aircraft. The H6K4 is probably the most realistic computerized tank. It's a very slow moving tank, but it's a very fast hitting tank. It joins the body (which is also where the tanks often are) shooting an engine or cockpit, which is a plane is easier than dumping over half your magazines into the sturdy framework of the aircraft and hoping it falls out of the sky. A meta-example: Gajjin decided to poke fun at accusations of Creator Provincialism by announcing a job vacancy: Director of Russian Bias. Guess what happens at 200+ MPH with a Devastator. While this is quite often fatal for most aircraft, some ground vehicles can be damaged by it as well if they hit a large enough tree at full speed with damage ranging from a destroyed engine or transmission to knocked-out crew members, the latter of which can result in an insta-kill for vehicles with a small number of crew to begin with which don't have the crew replenishment module available at the time. The Ju-87 Stuka climbs worse than a lead turtle, is pretty fragile, and can't dogfight as well - the only thing it CAN do well is when he has a bomb ready and above 2000m. Most players sit dead 3s, kill the gunners and then pump round after round into a tailfin that cannot break off, even though it should. Unlike other Anti-Air vehicles, it lacks any sort of gun or manually-guided missile to engage ground targets in a pinch (its missiles won't even fire unless they lock on an aircraft), making it hopeless in a fight against enemy ground vehicles. You can of course try to kill them by shooting a high explosive anti-tank shell at it from a tank destroyer, at which it will most likely not even hit armor and go straight for the driver's face. Big, Bulky Bomb: Both the British and Soviets have this; the British Wellington & Lancaster bombers can carry the 2-ton HX "Cookie" bomb while the Soviet Pe-8 can carry the FAB-5000 which as the name implies weighs in at 5,000 kilograms and is the largest single bomb in the game. The British FV 4005 has even the KV-2 beat, with a whopping 183mm cannon firing HESH rounds that can and will disintegrate whatever you point it at. (vehicles prices start getting prohibitively expensive at Rank 5) Buying Premium vehicles that are fully upgraded and earn 100% XP and 2x Silver Lions. Iron indeed! The H6K4 also gained a nasty surprise advantage when Gajjin addressed the problem of bombers being insta-killed from pilot shots like regular planes and the co-pilots just sitting around uselessly... by actually allowing the co-pilots to effectively live for the pilot. A-Team Firing: Most air battle maps feature enemy and allied AI-controlled ground units such as pillboxes, tanks, artillery guns and ships. The F7F Tigercat of Patch 1.43 has been decried as being an American UFO. It's too fast and turns too tightly for its size. Time-Delayed Death: Can happen a few ways: An aircraft can be rendered too damaged to fly but not technically "dead" by the games standards. Some of the most notable examples include the American T32 Heavy Tank and Soviet SMK added in Patch 1.45. The I-185 line of Soviet fighters (which overlaps with Flawed Prototype, as they were too difficult to control for inexperienced pilots) and the German Horten Ho 229 flying wing jet fighter. Weaponized Car: The Soviet and German starter Anti-Air vehicles are cargo trucks and stripped-down light tanks with a flak cannon fastened to the bed, while the U.S. ones are halftracks up till the M19. Gameplay and Story Segregation: Late tier Japanese planes are often just American planes, as for obvious reasons, Japan wasn't in terribly good shape after 1945. Ground vehicles have it just as bad as fighters during twilight/night missions. Interface Screw: Flying too close behind a plane with an oil leak will cause your vision to gradually become obscured by oil until you're completely blinded, though breaking away for a few seconds alleviates the problem. The fact that they are only available for Golden Eagles has led to accusations that it's just bribing Your Way to Victory. However, it's just as resistant to damage as the other biplanes - that is to say, it'll go down in flames if someone so much as throws a handful of pebbles at it. Justified as in real life the only way to achieve the speed and agility they had was to sacrifice armor protection for the pilot and fuel tank. The Ju-87 B-2 can be a greatly effective anti-bomber in low tier matches if the pilot is skilled enough. Both are capable of withstanding an enormous beating, and dising it out in return. Equipment and Crew location knowledge is also vital. Germany got the Tiger II (110.5 cm Kw K) for Ground Forces, and Japan got the R2Y2 Kai series of jet attackers for Aviation. Or pushes them into a body of water. A shell that over-penetrates and does minimal damage to any internal systems has little to no effect on a tanks operation, so it's important to aim for things like the crew, engine, or ammo rack. To simplify energy fighting: Every aircraft in the game as it files has two types of energy: Potential Energy, which comes in the form of altitude, and Actual or Kinetic energy, which comes in the form of airspeed. Open topped Tank Destroyers, in particular the ZIS-30. On top of that, several of the aircraft have very poor dive characteristics, and are very difficult to pull out of a dive. The Computer Is a Cheating Bastard: The enemies in the PvE mode Tank Assault are hordes of AI-controlled tanks. 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Justified as in real life the only way to achieve the speed and agility they had was to sacrifice armor protection for the pilot and fuel tank. The Ju-87 B-2 can be a greatly effective anti-bomber in low tier matches if the pilot is skilled enough. Both are capable of withstanding an enormous beating, and dising it out in return. Equipment and Crew location knowledge is also vital. Germany got the Tiger II (110.5 cm Kw K) for Ground Forces, and Japan got the R2Y2 Kai series of jet attackers for Aviation. Or pushes them into a body of water. A shell that over-penetrates and does minimal damage to any internal systems has little to no effect on a tanks operation, so it's important to aim for things like the crew, engine, or ammo rack. To simplify energy fighting: Every aircraft in the game as it files has two types of energy: Potential Energy, which comes in the form of altitude, and Actual or Kinetic energy, which comes in the form of airspeed. Open topped Tank Destroyers, in particular the ZIS-30. On top of that, several of the aircraft have very poor dive characteristics, and are very difficult to pull out of a dive. The Computer Is a Cheating Bastard: The enemies in the PvE mode Tank Assault are hordes of AI-controlled tanks. Line of Chromatic Superiority: In order to distinguish different versions of the same plane/vehicle, each iteration has a different color scheme, which leads into this as one climbs the tech tree. It's literally an armored tractor with a machine gun and a massive 57mm artillery gun strapped to the top, much longer than the tractor itself, at 2.7 battle rating, the same as the much heavier armored, 76mm-equipped SU-76M that succeeds it. Riddling a plane or tank's central body is nowhere near as effective as targeting the equipment and crews. Very few of these boats have armor thick enough to do much against machine guns much less auto-cannons. A 2020 April Fools' Day post has Gajjin give the KV-2 to the ULO exploit in ground forces that existed for years. Fixed Forward-Facing Weapon: The guns on fighters naturally, as well as on some bombers such as the American B-25 Mitchell and A-20G. In some cases, it's just better to leave the tank, then sit and wait for the repairs to take hours to complete... On the Ground Forces side, you have a nod to the KV-2 with a 152mm howitzer. Additionally, it is one of the only planes in the game which performs well at all altitudes and has a nightmarishly fast climb speed, making it almost trivial for a decent pilot to draw an opponent out of their element. They later got moved up in BR due to this. They are slow as balls and their armor only serves to slow them down. Ships can get wrecked by running aground at relatively high speed, or running aground and not getting back into the water to suffer disasterous results. Critical Existence Failure: Played with. 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