

First introduced with World of Tanks release 8.9, Team Battles have become a popular format for WoT players. They require teamwork and strategies similar to those used in the WGLNA. The current format for Team Battles pits two teams against one another, with each comprising 7 players and vehicles up through Tier 8 and a total of 54 Tier points available. This results in lineups consisting of either 6 Tier 8s and 1 Tier 6, or 5 Tier 8s and 2 Tier 7s. Battles are always in the attack/defense gameplay mode.

WoT offers two types of Team Battles:

- *Unranked*, which is where teams are created “on the spot” and formed from whoever’s in game at that time, very similar to Company Battles for those who remember them. In Unranked battles the teams know neither the map nor the side (attack or defense) they’ll be playing, and the tank compositions are locked once the captain puts the team into the battle queue.
- *Ranked*, which is where a captain creates and fills out a “standing” team. In ranked battles the teams have a brief period of time after the countdown starts to see the map and side they’ll be playing and to change/optimize their tank selections accordingly. Ranked battles have a “ladder” system; teams climb the ladder by winning battles and can earn extra credits and gold for achieving certain levels on the ladder.

Team eclipse’s experience in WGLNA and Team Battles has taught us quite a bit about the maps used in Team Battles and the basic strategies that are generally more successful when playing each of them. Use the following eGuide information as a starting point for formulating your strategies in 7/54 Team Battles, and “Roll Out”!



General Information

Team battles are fought using the “attack / defense” gameplay mode:

- **Side One**, the attacker, starts at the **RED** spawn point. The attacker must either capture the enemy’s base or destroy all of the enemy tanks within the game’s 10-minute time limit. Failing to achieve either of these objectives results in a win for the defender.
- **Side Two**, the defender, starts at the **GREEN** spawn point. The defender has two bases to defend and must survive the full 10-minute battle duration and prevent being capped out. Of course, destroying all of the attacker’s tanks absolutely prevents being capped out and brings immediate victory to the defending team!

The current map pool for Team Battles consists of 14 maps when counting seasonal variants as separate maps. Of those, eight (57%) are Open maps, three (21.5%) are City maps, and three (21.5%) are Mixed maps—meaning they have both city and open areas.

In Unranked team battles, teams do not know which map or which side (attack or defense) they’ll be playing. What this means, first and foremost, is that a team must bring a versatile line-up of tanks: one which works well on all kinds of maps—City, Mixed and Open—and in either the attack or defense role. In Ranked battles tank choices can be optimized for side/role.

[eclipse eTip] The current map pool favors a somewhat faster and more flexible lineup, but don’t over-do it, especially for Unranked battles! If you happen to be running all T54 Lightweights and run into a team with all IS-3s on a city map you’re in for a tough fight and a probable loss, all else being equal. Conversely, an all IS-3 lineup on a large, open map like Steppes will be carved up in short order by an opposing force with a few Tier 7 or Tier 8 lights which can easily outspot, outflex, and outflank the heavies and destroy them in short order.

Regardless of map and role, the basic strategies used in all forms of team play apply:

- During the battle countdown, make an educated guess as to what the enemy might do based on map, roles and tank lineups. Establish your initial strategy based on this and deploy your tanks accordingly.
- Once battle begins, gather intel. Here’s where scout tanks play an essential role. Sixth sense is vital here and every tank—but especially the scouts—MUST have it. Watching for falling trees, broken fences and so forth can also provide valuable data. Remember the absence of data can often tell you where the enemy ISN’T, and that too is useful.
- Alter your strategy if intel suggests you need to, then proceed. Remember, battles last 10 minutes max, so the above steps need to happen quickly; there’s not time to loaf around.



Arctic Region (Open Map)

1000m x 1000m, Winter Camo



Map Characteristics

Arctic Region features lots of sharp ridges (ideal for sniping) and depressions/gullies (ideal for sneaking around undetected). Gameplay occurs in two well-defined corridors: the North (A-C lines) and the South (H-I lines). Of the two, the North generally sees more action because it has multiple routes to/through it, and the South only one because of the choke point at H8. The flag at D4 is rather exposed; the flag at H7 is in a small depression and has partial cover.

Tips for the Attacker

If destroying the enemy is your plan, the primary push is best done via the North. Small ridges at B2 and B4 are useful for partial cover, and the ridge at C3 can be climbed and is a great scouting position. If capping is your plan, Flag 2 is the better choice, especially if you have strong-turreted tanks on your team.

Tips for the Defender

The ravine running from E4 to F5 is useful for scouting North and Mid, but don't forget to have eyes on the South. A sniper on the ridge at F4 can hit tanks at both flags but is a well-known spot. Staging heavies by the rocks at G6 allows for easy flex either north or south.

Cliff (Open Map)

1000m x 1000m, Summer Camo



Map Characteristics

Cliff is an almost symmetrical map split along the “E” line, and is dominated by the hill at E7/E8. Gameplay generally occurs in two well-defined areas along the E line: in the middle at E5/E6 or at the ramp from the 1-line road to mid at E2/F2. The top of the hill at E8 (if you can get there) is a very strong position. The flag at A3 is rather exposed; the flag at C8/D8 slopes in the back.

Tips for the Attacker

Send speedy tanks with decent turrets and gun depression to middle and fight it out there with the defender’s fast tanks (brawl) or heavies (sniping). Sending your fastest scout to peek over the E6/F6 ridge is great for early intel. Gaining middle via the E2/F2 ramp is feasible with fast tanks. If capping is your plan, Flag 2 is the better choice and can be accessed by flanking all the way around the hill and up the 9 line.

Tips for the Defender

Deny the E8 hill to the enemy and watch for flanking fire from E3 if the attacker sends some tanks up the E2/F2 ramp. Be ready to push over mid into the enemy force if you have an obvious overmatch or get flanked, either from the ramp or around the E8 hill.



Himmelsdorf / Winter Himmelsdorf (City Maps)

700m x 700m, Summer Camo / Winter Camo



Map Characteristics

Himmels is a city map with a large hill on the 9/0 lines, a rail yard on the 1/2, a small courtyard in the middle and alleys, alleys everywhere else. The main routes of advance are the rail yard, “tank alley” (8 line road) and the hill. The map features a large number of windows and debris piles ideal for hull-down tanks. The flag at F2 is more exposed than that at A6, with that at A6 offering a couple of corners where small tanks can hide from easy resets.

Tips for the Attacker

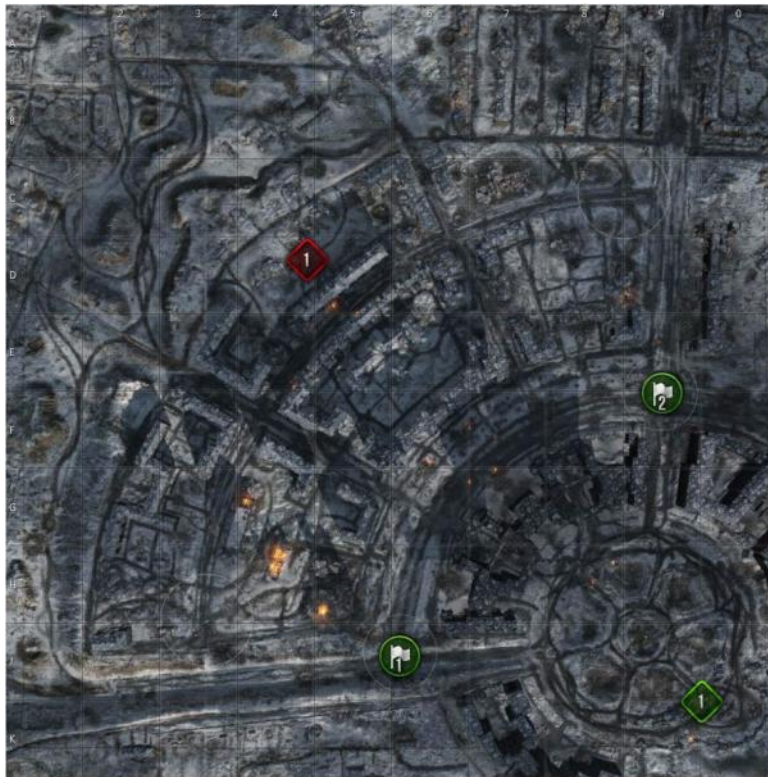
Early on, place a sniper on the hill to shoot anything the scout lights. Scouting is at a premium because it is not too hard for the defender to conceal his forces. Unless you know it’s safe, a mass push up the 8 line can be ripped apart by shots from the 3 line. Either cap is viable.

Tips for the Defender

Intel is critical on this map. The F7 corner in the courtyard is great for spotting 8 line pushes. An active scout run up the 3 line to J3 is good if you expect a rail line push. There’s a great hull-down position behind rubble at G3 for an IS-3 or T32, and at A4 for a T32 or T29 (the A4 spot also spots Flag 2). In all cases be mindful of hilltop tanks so you don’t get sniped from there.

Kharkov (City Map)

800m x 800m, Winter Camo



Map Characteristics

Kharkov features two caps which are relatively close to each other, and indeed lie along the same curved corridor. The map is certainly one meant for brawling, with lots of heavy cover throughout the city. Main attack routes are the four corridors which divide the map. Attacking teams will often choose one of these corridors to push down, or attempt to cap on the edges on the 1 or 2 cap.

Tips for the Attacker

Blind pushes will rarely work on this map. It's important that the attacking team identifies how the defense is set up- often, they will attempt to control the curved road that links both caps, while leaving something behind on the K line for flanking shots. The attacking team can attempt to suicide a tank on cap and block another behind it, especially on the southwest portion of the 1 cap. Alternative, the attacking team can identify which of the 4 diagonal corridors are least defended, and push down tanks in an attempt to control the defense between G6 and E9.



Tips for the Defender

The defense has a big advantage on this map, in that they can control both caps quite easily from the crescent road which links both caps, between G6 and E9. Defensive teams must be able to react quickly though in the case of a fast cap, and not suicide tanks onto cap without support close behind. Further, defensive teams should consider having a tank roaming along the K line, so as to make sure that they don't get flanked and can have some mobility. If the defense is too focused on the north, they risk losing the K line and allowing the attacking team to get a light tank into the K9 rubble, which would doom any static defense.

Lakeville (Mixed Map)

800m x 800m, Summer Camo



Map Characteristics

Lakeville features a lake (surprise!) in the middle with a town on one side and a valley on the other. Avenues of advance are via the town or the valley; the road along the lake is great for spotting or sniping but too narrow for a mass push. The town is most often used because the valley is very boggy (slow to transgress) with a choke point at F2. Both flags have a bit of cover but also have multiple lanes of fire to them available to the defender.

Tips for the Attacker

Push a light up the 4 line road (to D4 or thereabouts) for early intel; you can often catch careless tanks moving along the J line. A Super Pershing on the 4 line road is a cheeky way to lock down movements across the J line. The valley is only viable if you have a mostly light/fast force; if your team is primarily heavies, you will push to Flag 2 through town via 7-0 lines.

Tips for the Defender

The bushes in H6 can be used to passively spot the 4 line road and attacks on Flag 2. Enemy tank lineup will tell you a lot about which cap to defend more heavily, but be ready to flex. Place strong-turreted heavies into hull-down positions near K7 or behind the K9 buildings.

Mines (Open Map)

800m x 800m, Summer Camo



Map Characteristics

Mines features two caps, separated by a characteristic large hill in the center. Typically, play either revolves around a center fight for hill between both teams, with one tank sometimes flanking to force a push; or will feature the offense trying to break a spread defense. Defenses typically allocate most tanks to defending the 2 cap, because the 1 cap can easily be controlled via a scout on the 9/0 line hills, or tanks in J7 and K8.

Tips for the Attacker

Hill control is critical for breaking any defense, as it's needed to get important shots into the back and sides of any defensive setup (e.g. K5 and K2). If there is no initial hill brawl, the attacking team must quickly identify how the defense is set up, and any weaknesses. For example, if the defense leaves any tanks in G6, the attack can push up the east for a quick pickup, while retaining control of the hill. Attacking teams often attempt to cap the 2 cap, but this can be a dangerous proposition.



Tips for the Defender

Both caps can be easily controlled via a smart defense, and so defensive teams should focus on not getting tanks picked off. Defense can decap the 2 cap via K4, H3, F4, and D2, even if they lose the southwest portion of the map. Defenses can also decap the east cap via J7, or pushing a tank up into the hills on the 90. If the defense has a particularly fast lineup, they should consider brawling for hill control.

Murovanka (Open Map)

1000m x 1000m, Summer Camo



Map Characteristics

This map is one of the most expansive of those found in team battles. Expect heavily contested play along the ridges on the 3 line, as the defense typically uses these positions to cover both the 1 and 2 caps. The western cap offers some cover from the 1 and 3 lines for the attacking team on the southeast portion of the cap, while the eastern cap is entirely exposed. Maintaining vision on the other team is critical for both sides, and determines whether capping the eastern cap can be done successfully.

Tips for the Attacker

Baiting the defending team forward is critical on this map. Attacking teams will often use a tier 8 tank on the southeast portion of the western cap to force the defense forward. If using this strategy, it's important to have tanks on the 3 and 4 line ridge which can take shots on any tanks moving up the 3 line or through town for resets. Likewise, having medium tanks in the back of the 12 ensures the attacking team cannot move up the one or two lines without getting punished.



Tips for the Defender

The defensive team typically maintains vision on the east, while defending the west. Heavy tanks along the 3 line do a fine job suppressing enemy heavies and supporting the east, but in the event of a western cap must be ready to push up and support. The defensive team should familiarize itself with passive bushes to the west of the two cap, which can be used to light that, while most of your team on the 3 line ridge can snipe.

Prokhorovka (Open Map)

1000m x 1000m, Summer Camo



Map Characteristics

Prokhorovka is another expansive map, which can be broadly divided into three sections: the 1 and 2 lines which provide bush cover, the wide open center divided by 3 ridges, and the 7/8/9 lines east of the railroad. This map favors any team that can force the other team to cross one of the many ridges, and punish them as they do so. Bush cover plays an important role on this map as well, especially in terms of lighting the western cap.

Tips for the Attacker

The attacking team has a complicated job on this map. Control of the 2 cap is possible, but they must first control hill, then eliminate any spotters in the northeast. Then, the team must be confident that its players can win trades along the 7 line rails with the other team, by peeking through gaps underneath train cars. Alternatively, they can choose to play the west, but doing so is also dangerous as they might run into a defense set up along the 1-2 line to receive them.

Tips for the Defender

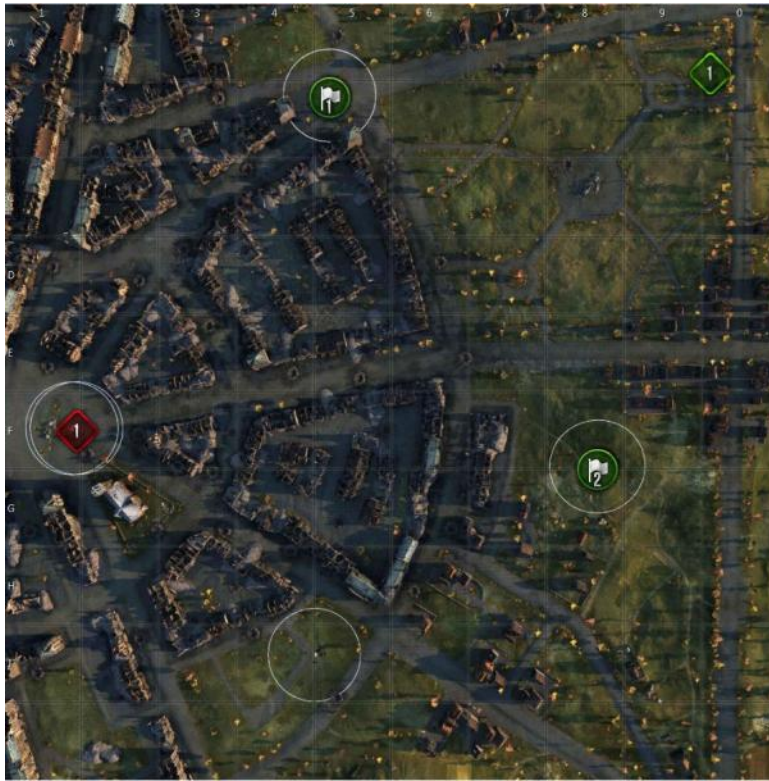
The defense can easily cover both caps by biasing themselves to the west, then flexing back to the west side of the 7 line railroad and getting resets underneath the traincars if the attacking team goes east. It's important that the defensive team understands the details of which



traincars can be shot under. Alternatively, the defensive team can opt for a hard east push, for which hill control is critical. If the attacking team goes west, it's important that the defense quickly moves back to control the middle through hull down positions and reset the cap.

Ruinberg / Winterberg (Mixed Maps)

800m x 800m, Summer Camo / Winter Camo



Map Characteristics

Ruinberg is a class tournament map, one which play hasn't changed much on. Control of the field is critical, as both caps can be reset easily from field positions. The northern cap is exposed to the northern town along the A line, and attacking teams often aim to get tanks across to this position, at the cost of their hitpoints. The southern cap offers the opportunity for more complex play, as positions along J/K0 allow the attacker an in-road to getting shots on the defense in eastern village.

Tips for the Attacker

The attacker has a tough, but doable job on this map. If choosing to assault the 2 cap, they must control hull down positions in J0 on the west of the road, as heavy tanks move into the eastern village. It's often wise to leave a tank near F2, so as to get sideshots into the northern side of the eastern village. If choosing to assault the northern cap, attacking teams must either get mediums into A7 to prevent resets, or suicide a tank on cap to block, then worry about the defenders moving up the F line for a flank.



Tips for the Defender

The defense typically sets up with a split between the A line village and the eastern delta village (E9). If attackers push into A7, defenders from E9 must be ready to take hp off them as they cross. The defense should also consider running a tank straight down the 0 line into K0, so as to get rear shots into any heavies moving to E9, and for resets on the southern cap. Whichever cap the attackers move to, the defense must quickly flex to in response.

Siegfried Line (Mixed Map)

1000m x 1000m, Summer Camo



Map Characteristics

Siegfried is a map which offers both dynamic field play for mediums, as well as intense heavy play in the city. Typically, important areas of the map to control are B4 (resets 1 cap), the 6 line ridge, and the entire C line for the defense. The attackers will aim to either control the western field by pushing into C2, and capping the 1 cap, or to push into 2 cap in conjunction with a 0 line push. Absent these complements to both cap strategies, the defense can easily get resets from aforementioned positions.

Tips for the Attacker

Attacking teams on this map should aim to immediately control either the western or eastern cap. Finding tanks to isolate on this map will be difficult, as the defense can control most positions from north of the C line. If aiming to control the 1 cap, it's important that the attackers take full field control, then from there snipe any tanks pushing into the 1 cap from the east. Any medium tank in A1 must immediately be dealt with, or carefully avoided. If the attacking team has a heavy lineup and opts for a city cap, they must also have a presence along the 0 line, to prevent the defense from resetting indefinitely on the east of the C line ridge.

Tips for the Defender



Having tanks spotting both the field and 0 line/city cap is extremely useful for the defense, because after they can flex the rest of their tanks from the C/D6 area appropriately. If the defense wants to lock down the field, having one medium behind the hill in A1 is a useful move. If the attack commits to take him, defenders along the 6 line simply need to shoot their rears, bleeding their hp before they reach him. The response to a city cap varies based upon position, but defenders can either approach it via the 0 line, D8, F7, or the G line, in an attempt to isolate parts of the attacking setup.

Steppes (Open Map)

1000m x 1000m, Summer Camo



Map Characteristics

Steppes is another old tournament favorite, which features ridges and open expanses which dominate the map. The northeast hills in A9/0 often feature a defensive medium which has been pushed up, ostensibly shutting down the east. Play most often revolves around western cap pressure, which the defense is forced to deal with either through a passive scout, suiciding a scout, or a hard medium push underneath the D line ridge.

Tips for the Attacker

Control of the A2 hills, and the D line and H line ridges is critical for any attack which aims to control the western cap. After taking control of these regions of the map, and blindfiring out any passive scouts, the attacking team can safely put a scout on cap. The defense will typically suicide a scout in, in which case the attacking team must eliminate it before getting back on cap, giving it a big advantage. Choosing to play the eastern cap is more dangerous for attackers, as it can easily be controlled via a medium in the A0 hills. However, a nuanced attack is capable of taking out that medium, if they can light it as it pokes.



Tips for the Defender

Standard defenses usually are biased to the northeast corner of the map, with one scout passive lighting the west. This is standard for good reason: from here, the defense can cover both caps. The defense must flex quickly south if the attacking team moves there, and take control of the D8 ridges which offer cap resets. If the defense loses any passive scout they allocate to the western cap, they must quickly attempt to push tanks up to gain control of the C and H lines, in order to continue getting resets.



Tundra (Open Map)

800m x 800m, Summer Camo



Map Characteristics

This hilly and expansive map offers numerous strategic options, and favors hull down play by tanks with strong turrets. The southwest portion of the map is dominated by numerous small hills and ravines, as well as a large village with semi-destructible cover on the 2/3 lines. The northeast portion of the map is more open near the cap, forcing attacking teams to take up advanced positions along the A4/5 area if they wish to cover it.

Tips for the Attacker

The attacking team must be aware that in order to control either cap, they must also control the terrain surrounding it. If aiming for 2 cap control, the attacking team should also control the hills in K1/2, so as to prevent a 1 line counterpush. They can also control the J4 area, in order to get damage on any tanks pushing up the 3/4/5 lines to reset the cap. The northern cap is more exposed, and so less often is assaulted. That being said, a 1-cap strategy in conjunction with a medium push up the A line can be a successful tactic.



Tips for the Defender

The defense must spot any attack coming in, via spots in A5 bushes and K2. Defenses are typically spread between F2 and D4 for flexibility, with other tanks supporting from the back. In responding to a southern cap play, the defense can eliminate the tanks in J4 via a crossfire between F2 and tanks crossing the middle bridge, then reset the cap from the east. If the attacking team goes north, it's imperative that the defense either takes control of the A line, or isolate any tanks in the D5 area.

***GLHF from eClypse in Team Battles!
We hope to see you on the battlefield.***