



Modules

Equipment

Ammunition

Consumables

You've just added a shiny new tank to your garage. Congratulations! Now it's time to outfit it with modules, ammunition, consumables and optional equipment. For many players the selection of modules, ammo and consumables is straightforward. But what, oh what to add for equipment?

WoT offers a wide variety of optional equipment you can add to your tank. The benefit of equipment is that each item improves one or more features of the tank's performance, but with some key limitations:

- Each tank has only three equipment slots available; they must be used wisely.
- Not every type of equipment is available for every tank; there are restrictions.
- Equipment can be expensive—up to 750,000 credits per item!
- Most equipment can only be dismantled and retained for a price of 10 gold, although it can always be dismantled and destroyed for free.
- Equipment adds to the tank's weight. It is not uncommon for a "stock" tank's weight limit to prevent mounting some of the heavier equipment items.

eclipse players have vast experience outfitting tanks at all types at all tiers with different types of equipment. What follows is our brief review of all of the types of equipment available in WoT, as well as our recommended uses for different tanks types and roles.



Types of Equipment

Additional Grousers – 250,000 Credits, 10 gold to Dismount



Additional grousers reduce a vehicle's ground resistance on soft and average soils. The net effect is to increase speed and maneuverability on these types of terrain. The significant weight of the grousers (1000 kg) somewhat reduces their net effect when used on lighter vehicles. They are available for several German and a few Soviet vehicles.

Binocs – 500,000 Credits, Free to Dismount



Binocs enhance the vehicle's view range by 25% up to the maximum view range of 445m, making it easier for you to spot the enemy. Binocs take effect only after the vehicle--excluding the gun/turret--has stopped moving for 3 seconds. Moving the tank, even if only slightly, deactivates the bonus and the tank must come to a complete stop for at least 3 seconds for it to reactivate.

Camouflage Net – 100,000 Credits, Free to Dismount



A camo net enhances the camouflage rating of the vehicle, which makes the vehicle harder to spot. The bonus gained depends on tank class: light and medium tanks receive 10%; heavies and SPGs 5%, and TDs 15%. It takes effect only after the vehicle--excluding the gun/turret--has stopped moving for 3 seconds. Moving the tank, even if only slightly, deactivates the bonus and the tank must come to a complete stop for at least 3 seconds for it to reactivate.

Coated Optics – 500,000 Credits, 10 gold to Dismount



Coated optics enhance the vehicle's view range by 10% up to the maximum view range of 445m, making it easier for you to spot the enemy. Their benefit is always available (i.e. no activation time), and is accretive to other equipment, consumables and perks that enhance view range. They are useful on tanks intended as active spotters.



Cyclone Filter – 500,000 Credits, 10 gold to Dismount



A cyclone filter increases by 50% the amount of damage the engine can receive before it becomes disabled or destroyed. It is only available for use on Soviet- and Chinese-manufactured vehicles. It's important to note that the cyclone filter does NOT increase the resistance of an engine to damage from removing the speed governor (an available "consumable" for Soviet tanks).

Enhanced Gun-Laying Drive – 500,000 Credits, 10 gold to Dismount



An enhanced gun-laying drive (GLD) decreases aiming time by 10%. The benefits of a GLD are accretive to those derived from a Vertical Stabilizer as well as crew perks and consumables. They are particularly useful on vehicles with long aim times (SPGs, some large-caliber tanks and TDs). Most tanks intended to primarily deal damage will want to mount a GLD.

Enhanced Suspension – Cost Varies, 10 gold to Dismount



Enhanced suspension provides three benefits: increases vehicle load limit by +10%, increases track durability (i.e. the amount of damage the tracks can take before becoming detracked) by +20%, and decreases the amount of damaged received from falling by 50%. Each vehicle has its own specific type of enhanced suspension; cost ranges from 20,000-600,000 credits.

Fill Tanks with CO₂ – 500,000 Credits, 10 gold to Dismount



Filling the fuel tanks with CO₂ (carbon dioxide, an inert gas) increases by 50% the amount of damage the fuel tank can receive before it becomes disabled or destroyed. It is available on tanks of Tier 6 or above. It is rarely used, since fire extinguishers (manual or automatic) and the firefighting perk usually deal with fuel fires well, and the equipment slot is better used for other items.

Gun Rammers – Cost varies (see text), 10 gold to Dismount



Gun rammers reduce loading time by 10%. They are available for most tanks except for autoloaders (the German SP1-C and Chinese Chi-Ri are exceptions to this rule). Two sizes of rammers are available for tanks (medium-caliber for 200,000 credits and large-caliber for 500,000 credits) and two for SPGs (medium-caliber for 300,000 credits and large-caliber for 600,000 credits).



Improved Ventilation – Cost varies (see text), 10 gold to Dismount



Improved ventilation (a.k.a. “Vents”) enhance the skill level—both general and role-specific—of every crew member by 5%. As a result, nearly every vehicle operating parameter is improved. Vents are not available for open-top vehicles. Vehicles can mount only one of the three classes of vents: Class 1 (50,000 credits), Class 2 (150,000 credits) or Class 3 (600,000 credits).

Spall Liners – Cost varies (see text), 10 gold to Dismount



Spall liners enhance protection of the vehicle and crew from ramming and HE splash damage. It provides no extra protection from any type of penetrating shell damage. Tanks can mount only one of the four types of spall liner: light (+20% protection, 50,000 credits to buy), medium (+25%, 200,000 credits), heavy (+30%, 500,000 credits) and super heavy (+50%, 750,000 credits).

Toolbox – 500,000 Credits, Free to Dismount



Adding a toolbox to your tank increases repair speed by 25%. Its benefit is always available (i.e. no activation time), and is accretive to other equipment, consumables and perks that enhance repair speed. In most cases other equipment items are mounted in lieu of a toolbox, but if you have an empty slot a toolbox is useful to bring along.

Vertical Stabilizer – Cost varies (see text), 10 gold to Dismount



A vertical stabilizer or “vert stab” decreases gun bloom (accuracy penalty when the tank, turret or gun moves) by 20%. The benefits of a vert stab are accretive to those derived from a GLD. A vert stab useful on vehicles intended to shoot on the move or to play peek-a-boo. Two tank-specific types are available and cost 500,000-600,000 credits.

Wet Ammo Racks – Cost varies (see text), 10 gold to Dismount



Wet ammo racks increase by 50% the amount of damage the ammo rack can receive before it becomes disabled or destroyed. Wet ammo racks come in two different classes: Class 1 (200,000 credits to buy) and Class 2 (600,000 credits). Each tank can mount only one Class of wet ammo rack.



Equipment Recommendations – Tank Types and Roles

Light Tanks

Active Scouting: Vents, Optics and one of the following: Vert Stab, GLD or Rammer

The active scout moves rapidly around the map in search of the enemy, using speed and view range to stay safe. Optics improve view range at all times. Vents improve all parameters including view range. The third equipment slot is used for whatever equipment best improves the offensive capability of the tank, since active scouts are often called upon to flank and deal mid- to late-game damage.

Passive Scouting: Vents, Binocs, and Camo Net

The whole purpose of a passive scout is to find a bush and spot the enemy whilst not being spotted itself. The equipment recommended improves view range (vents and binocs) and camo rating (vents and camo net). Enhancing offensive capability is not a concern. Some scouts that may play both active and passive roles will mount both optics and binocs (note that the benefits are not additive, sadly).

Medium Tanks

Active Flanker: Rammer, Optics and one of the following: Vert Stab, GLD or Vents

A medium in this role often serves as the “eyes” on the flanks of the main push, and is often called upon to fight on the move. Optics improve view range at all times. Vents improve all parameters including view range. The third equipment slot is used for whatever equipment best improves the offensive capability of the tank, with a vertical stabilizer being most useful (if one is available) since it significantly increases gun accuracy whilst moving.

The rare E-50 or E-50M driver who lusts after the ram kill will sometimes mount a spall liner instead of optics.

Heavy Support: Vents, Rammer and either Vert Stab or GLD

A medium in this role supports the main push from behind or to the sides of the main force. Equipment selection for this role focuses on offensive output (DPM) and accuracy. Vents improve both loading and aim time. The rammer improves aim time and the Vert Stab or GLD reduce aiming time. Since a medium in heavy support may be somewhat more stationary the GLD can work but if your tank can mount a Vert Stab and your credit balance can afford it, buy it instead.



Heavy Tanks

Single Shot: Rammer, Vert Stab and either GLD or Vents

The emphasis on equipping a heavy tank with a single-shot gun is on offensive performance. The rammer reduces loading time and the vert stab increases on-the-move gun accuracy. The GLD speeds aim time, which coupled with a vertical stabilizer is very useful for tanks playing “peek-a-boo” around corners or over ridgelines. More mobile heavies, less suited to side-scraping and peek-a-boo, may opt for vents rather than a GLD to gain in overall performance.

Autoloader: Vents, Vert Stab and GLD

The emphasis on equipping a heavy tank with an autoloader is not much different than for a single-shot heavy, except that a rammer can't be mounted. Thus the vert stab and GLD are both mounted with vents rounding out the equipment selection for their overall performance benefits.

Tank Destroyers

Single Shot: Rammer, GLD and either Camo Net or Vents

The typical role of a tank destroyer is to hide, remain hidden, and shoot the enemy from distance. Since the tank is most often stationary, the vert stab can be replaced by a camo net for the extra 15% camo value it provides.

Autoloader: Vents, GLD and Camo Net

The emphasis on equipping a tank destroyer with an autoloader is not much different than for a single-shot TD, except that a rammer can't be mounted. Thus the camo net and GLD are both mounted with vents rounding out the equipment selection for their overall performance benefits.

SPGs

Rammer, GLD and either Camo Net or Vents for closed cabin SPGs

Equipping an SPG is simple and focused on maximizing DPM and improving woeful aim time. For those few closed SPGs, vents can be mounted in lieu of the camo net. Use your imagination if running the French Batchat 155 58 auto loading arty since it can't use a rammer or vents.

GLHF from eClipse!
We hope to see you on the battlefield.