



First introduced with World of Tanks release 8.9, Team Battles have become a popular format for WoT players. They require a level of teamwork and strategy 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.
- *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 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 strengths and limitations of the different tanks most commonly used in Team Battles. Do keep in mind that teams in Unranked battles know neither the map nor the side they’ll be fighting on, so a flexible lineup is usually best. Use the following information as a starting point for your tank selections in 7/54 Team Battles, and “Roll Out”!

Tier 6s

T-37



First we start with the T-37 American light tank. It is arguably the most versatile of the Tier 6 lights used in Team Battles--it's nimble and quick, has decent camo and excellent view range. The top single-shot gun's 155 alpha, 199mm pen and nearly 20 shots/minute can deal damage to nearly all of the tanks it will see in Team Battles--at least from the sides and rear. The T37 is best used for active and aggressive scouting with a bit of "bite" thrown in. In the hands of a talented scout player that "bite" can be substantial!

AMX 12t



Next is the AMX 12t French Tier 6 light tank. When you see this tank on the battlefield against you, consider a) where can this tank sit and passively spot my team on open maps such as Murovanka, Steppes, and Sand River; and b) where can this tank sit on cap and not be hit on city maps such as Himmelsdorf, Ruinberg, and Ghost Town. This Tier 6 tank has amazing camo and can troll bounce shots from time to time. The tank mounts a 6-round autoloader that has 202mm pen and does 135 damage per shell for a clip damage total of 810.

MT-25



This Russian light tank is literally a speed demon—a nimble, quick accelerating 72 kph warp-speed scout. It has weird armor and, combined with its maneuverability and a smart route, can dodge most shells coming its way. Its gun looks like nothing special at first glance with only 85 alpha, but with its 189mm penetration (premium ammo) and over 25 rounds/minute firing rate unwary opponents face death by 1000 cuts. This tank's role is to make active scout runs such as running around on Steppes, dashing up the middle on Ruinberg, or rushing the hill on Mines.

Arties



The M44 and FV304 are useful on certain maps in Ranked battles but a big risk to bring to Unranked battles. The M44 has a good rate of fire, with ~18 second reloads with food. It has a decent splash radius and shell arc as well. HE damage is good—910 HP on full penetration and usually 350 HP on a direct hit without penetration. The maps that suit the M44 best are Steppes, Mines, Murovanka and Ghost Town. The FV304 it has an amazing shell arc and at its max range of approximately 525 meters the shell comes practically straight down so its 57mm of penetration is sufficient to pen and deliver its full 450 damage to most tanks in the game. With a reload time of just over 10 seconds and generous shell capacity you can pump out the shells for days if you are on defense. The FV304 works well on Mines and Ghost Town.

Tier 7s

LTTB



The Russian LTTB is the Tier 7 cousin of the T-54 lightweight. Teams often bring two of these Tier 7 lights instead of a Tier 8 and Tier 6. The LTTB possesses speed, agility and a capable gun. A pair of LTTBs roaming together around the map is a dangerous foe--the LTTB's 2100+ dpm gun can wreak havoc. However, it is still a light tank with only 950 HP and negligible armor so LTTB drivers must be careful not to be spotted in the open.

M41 Walker Bulldog



The American M41 Walker Bulldog is another Tier 7 light tank used to scout and to distract and annoy the enemy—primarily from the flanks and rear. The primary difference between the Bulldog and other tanks of its tier is its 10-shot autoloading gun, which delivers 1,500 potential damage in one clip! However the gun's low penetration--210 mm with premium ammo--and low 150 HP per-shot alpha make delivering full damage difficult, especially to heavily armored foes, which somewhat limits the Bulldog's use.

Tiger I



The German Monster of WWII, the Tiger I, is a good Tier 7 heavy tank for city maps like Ruinberg, Himmelsdorf or Ghost Town. Its gun is accurate, has good penetration of 237mm using premium rounds with 240 average damage, and has a reload time of around 6.5 seconds; this combination makes an excellent DPM machine. This tank has 1500 HP, high for its tier, which allows it to go toe-to-toe with many Tier 8 tanks for longer than they might think.

T29



The American T29 is a great heavy tank to bring when you have hull down locations and are playing a relative static, defensive strategy. The turret from the front has few weak points and a whopping 279mm of armor which most tanks cannot reliably penetrate. The one turret weak spot is the commander's hatch on top of the turret which can be panned by most tanks at Tier 7 and 8. The T29 mounts essentially the same top guns as the T32 (90mm with 240 alpha and 105mm with 320 alpha). NOTE: the 2 "ears" on either side of the turret can be panned but do not take HP damage.

IS-2 Berlin



Last comes perhaps the most under-appreciated Tier 7 heavy tank for Team Battles, the IS-2 Berlin. This tank mounts the same gun as the Tier 8 IS-6, with 217 mm pen (premium ammo) and 390 average damage. Reload time is about 9.7 seconds with food. The gun also shares the same lousy accuracy as the IS-6's, so close-in fighting with well-aimed shots are a must. This makes the IS-2 Berlin really only suitable for city maps. The IS-2 Berlin carries 1280 HP.

Tier 8s

T-54 Lightweight



The Russian T-54 Lightweight Tier 8 light tank offers the lethal combination of speed, agility, more than decent armor for a light tank, and serious firepower. It has a top speed of 69 kilometers per hour, and its power/weight ratio of nearly 17 hp/ton makes this speed achievable in a hurry! But what would be speed, without a potent gun? Not only can the T-54 lightweight scout effectively, but once on a flank its combination of a strong turret and 2,000 base DPM gun make it not just an annoyance, but a real force on the battlefield! A wolfpack of multiple T-54 Lightweights in capable hands can wreck the enemy quickly.

RU-251



This German tank is, for us, the second best Tier 8 light tank for Team Battles. It has a sweet gun which fires at over 12 rounds/minute when running food. The gun uses three different shells: AP with 190mm pen and 240 alpha, HEAT with 250mm pen and 240 alpha, and HE (HESH) with 102mm pen and 320 alpha. Shell selection is largely target dependent: HE works well against thinly armored targets only, HEAT works well against the front of any tank, and AP is really needed against spaced side armor (like that on an IS-3) to reliably deal damage. The RU-251 is faster and has better DPM than the T-54 lightweight and will defeat it in a straight-up gunfight. However, a good T-54 lightweight driver will try to chase down the RU and deal significant ram damage, which can more than make up for its lower DPM.

Super Pershing



This Tier 8 American premium medium tank is loads of fun in public matches because many players have trouble penning it from the front, which is well armored except for a few weak spots (turret ring and turret top, for example). The tank mounts a 90mm gun very similar to that on the Pershing, dealing 240 average damage with 258mm of penetration. This tank is not particularly fast; hence, it is best used either in hull-down locations or as a sniper from medium range so the enemy has a hard time zeroing in on the weak spots. Dominating the center road on Lakeville is one spot you might encounter a Super Pershing when facing us.

IS-3



Now we arrive at the IS-3 Tier 8 Russian heavy tank. This beast is ideal for leading pushes. The combination of its high-penetration, high-alpha BL-9 gun, severely angled pike nose, respectable turret armor and relative agility make it one of the mainstays of Team Battles. Grouping a couple IS-3s together for a push is often effective because they can soak and share damage effectively, quickly focus down an enemy, and keep on going to the objective!

T32



The other Tier 8 heavy tank commonly used is the American T32. It has only average hull armor but fantastic turret armor and -10 degrees gun depression. Not surprisingly, this tank is the one to bring for hull-down fights on maps like Steppes, Mines or Himmeldorf. Both top-tier guns are used with the faster-firing, higher dpm 90mm being more often equipped for Team Battles. One notable weakness is that it is a relatively slow tank and needs support on its flanks to prevent being surrounded and destroyed by quicker foes.

AMX 50 100



That brings us to the last tank we almost always bring to Team Battles, the French AMX 50 100 Tier 8 heavy. At first glance it's the most devastating Tier 8 heavy. Its 6-shot clip delivers 1,800 average damage if all of its shots penetrate. It can destroy an IS-3 in one clip even if it bounces a shot. Balancing all of this firepower are its lack of armor, low health pool (1400 HP) and long clip reload time. Fortunately it has a very good power/weight ratio and top speed which enable skilled 50 100 drivers to quickly escape tricky situations.

JagdPanther II



This Tier 8 German tank destroyer is decently mobile, has a sturdy superstructure and an excellent gun. About that gun: with a reload time of slightly over 9 seconds and premium shells boasting 311mm penetration and 490 alpha, it will take 1/3 of a Tier 8's health with one shot. The JP II is expected to get a mild armor nerf in patch, 9.13 which will make the edges of the superstructure a bit weaker. Still, this tank can be used in special situations as a hull-down sniper.

Rhm-Borsig Waffenträger



This Tier 8 German tank destroyer is all about its gun, since it has paper-thin “armor”. Because of this it requires a skilled player—whether sniping from the back lines or following close behind one your teammates on Himmelsdorf. The Rhm mounts two top-tier guns, a 128mm and a 150mm, and which you bring depends on your play style and the role you will be filling. The 150mm deals 750 damage with 215 AP or 334 HEAT penetration and 750 damage and an approximate 16.5 second reload with food. The 128mm gun has 311 penetration and 490 damage with premium ammo and has an approximate 9.4 second reload. Typically we use the 128mm for sniping and the 150mm for those close encounter brawls, but either can be used in either role depending on personal preference.

A Note on Premium Tanks...

We’ve seen several players bring premium tanks into Team Battles, trying to grind more credits by using premium tanks that serve similar roles as regular tanks. In addition to the Super Pershing which we discussed above, here are a few others we’ve used with reasonable success:

- T34 (American Tier 8 heavy) – it’s used in the same role as the T32 but it is slower and has a longer reload time. The gun does have better pen than the T32’s with higher alpha (400 damage with 297mm penetration, the same as on the T28/T28 Proto). The tank is comparable to the T29 mobility-wise.
- AMX CDC (French Tier 8 medium) – used in the scout role. The CDC has very little armor and can be easily penned by anything it usually sees in Team Battles. It has the same mobility as the AMX 13 90. The tank’s best feature is its mobility and gun which has 259mm pen and 240 damage with a 5-6 second reload time.



- The 112, WZ-111, IS-6 and IS-5 can all be used in theory to replace the IS-3. All of these tanks' guns deal the same 390 alpha but have slightly different armor layouts. Some of them fire APCR premium rounds whilst others fire HEAT; pens range from 217mm-265mm.

We don't recommend bringing premium tanks other than these. In our experience most other premium tanks fall considerably short in at least one performance dimension versus the tanks we recommend, and bringing them will generally put your team at a disadvantage and cause everyone else to fight harder for the win.

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