ARMORED VEHICLES

As the title "World of Tanks" suggests, tanks are the heroes of this game. The game boasts more than seven hundred armored fighting vehicles, and take my word for it, they are all very different.

It is impossible to have just one favorite tank as they are so varied and beautiful in their own unique way, from how they look and feel to, of course, how they do battle! I could talk about my favorite tanks for hours, but for now let me just give you my front-runners:

1. THE GERMAN MAUS

Weighing in at 189 metric tonnes (or 157 Toyota Corollas!), to call it a beast would be an understatement—it's an impenetrable moving fortress.

2. THE LEGENDARY SOVIET T-34-85

This is the Mona Lisa of tanks with its state-of-the-art sloping armor. It was also undoubtedly the most effective tank of World War II.

3. THE BATIGNOLLES-CHÂTILLON 25 T

Many people call him "Batman". With an ideal combination of proportions, speed and firepower, this French tank with its autoloader gun is the most elegant in my opinion.

4. THE TIGER

What more can I say? Just watch the final battle scene in Steven Spielberg's Saving Private Ryan.

5. THE SOVIET KV-2

As a fan of the Warhammer 40K universe, I like how the Ragnarök 3D design is incorporated into this tank.

6. THE BRITISH TOG II*

You have to have a brilliant sense of humor to design a machine like this and it's worth seeing for yourself at the Bovington Tank Museum.

Victor Kislyi Wargaming CEO



MAUS

NATION	TYPE	TIER
-63-	111	X

The Maus is the heaviest and one of the best armored vehicles in World of Tanks, which gives it certain advantages in battle. Thanks to its unmatched HP pool, this "Mouse" can serve as a moving shield for attacking allies, ramming enemies with all of its 189 tons of weight. On the downside, the tank's extremely low mobility may turn the Maus into easy prey for a skilled hunter.









Due to its thick front and powerful (albeit not the most accurate) gun, the IS-7 performs best in close-to-midrange skirmishes, as well as when you need to break through enemy defenses or fend off their attacks.

IS-7

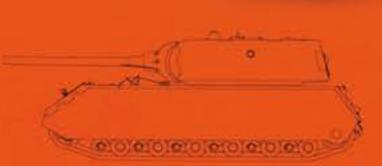
lasting agility.

TYPE TIER

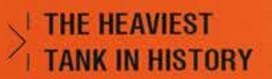
This tank never made it to mass production in real life and the only remaining IS-7 sits on display in Moscow's

Kubinka Tank Museum. In World of Tanks, it has made its way from an impenetrable menace feared by everyone to

a reputable veteran respected for its multiple merits and











OVERLORD

The map name, Overlord, the flat beach with barbed wire and anti-tank obstacles (aka 'Czech hedgehogs'), the tall crags with concrete bunkers—all of this points to the Allied landings in Normandy in June 1944, more commonly known as D-Day.

Neither of the teams start on the beach though, as it would mean a serious disadvantage (like the one faced by the Allied forces during the first stage of Operation Overlord).

An important historic detail—troop transports in the sea nearby—are present in the concept sketches below but notably missing from the final version of the location.

The reason is the location is a reimagining of the area (with no exact real-life topographic equivalent).

For the game, our historians came up with a legend about Operation Overlord about a feint attack that was repelled by German forces at great cost, but allowed the Allies to break through in other places.



PIMPING THE RIDES'

The sporty tanks had tweaked stats and the 'Overdrive' ability (an armored 'nitro boost'). The differences from the non-sport versions they were based on were represented visually. A much bigger engine sticking out of its compartment was a tangible explanation for the increased top speed. Exhaust pipes spewing flames 'justified' fast acceleration. A bulky armor plate at the aft acted as protection from the fire coming from those catching up.





T-50 SPORT

V-2 angine Broad tracks Rear driving sprockets from a heavy







CHAFFEE SPORT

Versattle Based on the Chaffee 24







LEOPARD SPORT

Fast Based on the VK16.02 Leopard







OLENENKO



TURTLE

For the duration of the entire event, tankers could align themselves with one of three teams led by charismatic captains, try to help their side win, and ultimately get special prizes.

MÄUSCHEN

There were lots of event-only emblems and camos for the tankers' perusal.







