

- **Tank Name:** Specter Mk I

- **Nation:** American

- **Tier:** VII

- **Class:** Medium Tank

Doctrinal Overview: The Specter Mk I was designed as a versatile medium tank, balancing firepower, mobility, and protection. It was intended to support infantry, engage enemy armor, and execute reconnaissance missions.

Nomenclature:

- **Official Name:** Specter Mk I

- **Designation(s):** Mk I

- **Variants:** None

- **Crew:** 4

- **Weight:** 32 tons

- **Length:** 6.5 meters

- **Width:** 3 meters

- **Height:** 2.8 meters

- **Engine:** V12 Gasoline Engine

- **Max Speed:** 50 km/h

- **Hull Armor:** 60mm

- **Turret Armor:** 80mm

Armament:

- **Main Gun:**

- **Caliber:** 85mm

- **Rate of Fire:** 7 rounds per minute

- **Ammunition Types:** AP, HE

- **Gun Handling:** Good
- **Secondary Armament:**
 - **Type:** Coaxial 7.62mm Machine Gun
 - **Rate of Fire:** 600 rounds per minute
 - **Ammunition Types:** AP
- **Turret Rotation Speed:** 28 degrees per second

Mobility:

- **Engine Power:** 550 hp
- **Power-to-Weight Ratio:** 17.2 hp/ton
- **Terrain Resistance:** Good
- **Traverse Speed:** 40 degrees per second

Survivability:

- **Hit Points:** 1400
- **Hull Armor Thickness:** 60mm
- **Turret Armor Thickness:** 80mm
- **Module Durability:** Average

Visibility and Concealment:

- **View Range:** 380 meters
- **Concealment Values:** Average

Special Features/Abilities: The Specter Mk I boasts a stabilized main gun, providing improved accuracy on the move. It also has decent mobility and turret traverse, making it suitable for flanking maneuvers.

Playstyle Tips: Utilize its mobility and accurate gun to flank enemy positions. Be mindful of its moderate armor and play cautiously when facing heavier opponents.

Tank Name: Thunderclaw Mk II

Nation: U.S.A

Tier: VIII

Class: Heavy Tank

Doctrinal Overview:

The Thunderclaw Mk II was developed as an imposing heavy tank, emphasizing superior armor, firepower, and survivability on the battlefield. Its primary role is to spearhead assaults, withstand enemy fire, and provide support to advancing allied forces.

Nomenclature:

Official Name: Thunderclaw Mk II

Designations: Mk II

Variants:

- Mk I (Prototype)
- Mk III (Upgraded Version)

Crew: 5

Weight: 65 tons

Length: 8.2 meters

Width: 3.5 meters

Height: 3 meters

Engine: V12 Diesel Engine

Max Speed: 35 km/h

Hull Armor: 180mm

Turret Armor: 250mm

Armament:

Main Gun:

Caliber: 120mm

Rate of Fire: 5 rounds per minute

Ammunition Types:

- AP
- HEAT
- APCR

Gun Handling: Excellent

Secondary Armament:

Type: Coaxial 7.62mm Machine Gun

Rate of Fire: 800 rounds per minute

Ammunition Types: AP

Turret Rotation Speed: 22 degrees per second

Mobility:

Engine Power: 900 hp

Power-to-Weight Ratio: 13.8 hp/ton

Terrain Resistance: Moderate

Traverse Speed: 26 degrees per second

Survivability:

Hit Points: 2000

Hull Armor Thickness: 180mm

Turret Armor Thickness: 250mm

Module Durability: High

Visibility and Concealment:

View Range: 380 meters

Concealment Values: Low

Special Features and Abilities:

The Thunderclaw Mk II is equipped with spaced armor on its frontal hull, enhancing its protection against high-explosive rounds. Its powerful gun and sturdy turret make it an imposing presence on the battlefield.

Playstyle Tips:

Employ its strong frontal armor and powerful gun to hold key positions or lead assaults. Use caution against flanking maneuvers due to slower speed and prioritize engaging enemies within its frontal arc for maximum protection.

Tank Name: Bravura ST-IX

Nation: Slovakia

Tier: IX

Class: Tank Destroyer

Doctrinal Overview:

The Bravura ST-IX was conceived as an advanced tank destroyer, focusing on long-range engagements and high accuracy. It was designed to provide heavy firepower and eliminate enemy armor from concealed positions.

Nomenclature:

Official Name: Bravura ST-IX

Designations: ST-IX

Variants:

- ST-VII (Prototype)

- ST-X (Advanced Version)

Crew: 4

Weight: 45 tons

Length: 7.8 meters

Width: 3.2 meters

Height: 2.5 meters

Engine: V8 Turbodiesel Engine

Max Speed: 55 km/h

Hull Armor: 100mm

Turret Armor: 40mm

Armament:

Main Gun:

Caliber: 152mm

Rate of Fire: 4 rounds per minute

Ammunition Types:

- AP
- HE
- HEAT

Gun Handling: Excellent

Secondary Armament:

Type: Remote-controlled 12.7mm Machine Gun

Rate of Fire: 550 rounds per minute

Ammunition Types: AP

Turret Rotation Speed: N/A (Non-turreted)

Mobility:

Engine Power: 800 hp

Power-to-Weight Ratio: 17.8 hp/ton

Terrain Resistance: Good

Traverse Speed: N/A (Non-turreted)

Survivability:

Hit Points: 1750

Hull Armor Thickness: 100mm

Turret Armor Thickness: 40mm

Module Durability: Average

Visibility and Concealment:

View Range: 400 meters

Concealment Values: Moderate

Special Features and Abilities:

The Bravura ST-IX features a low-profile design, enabling it to take advantageous positions and remain concealed. Its powerful 152mm gun delivers devastating blows, making it a formidable tank destroyer.

Playstyle Tips:

Exploit its accurate and powerful gun from concealed positions, maintaining distance from enemies. Use its mobility to relocate swiftly and take advantageous firing positions, avoiding close engagements due to limited armor protection.

Tank Name: Lionheart Mk IV

Nation: Netherlands

Tier: X

Class: Heavy Tank

Doctrinal Overview:

The Lionheart Mk IV embodies the pinnacle of Dutch heavy tank design, combining exceptional firepower, strong armor, and robust survivability. It was engineered to dominate the battlefield and serve as the vanguard of armored assaults.

Nomenclature:

Official Name: Lionheart Mk IV

Designations: Mk IV

Variants:

- Mk I (Initial Prototype)
- Mk III (Upgraded Version)

Crew: 5**Weight:** 70 tons**Length:** 8.5 meters**Width:** 3.7 meters**Height:** 3 meters**Engine:** V12 Turbocharged Diesel Engine**Max Speed:** 40 km/h**Hull Armor:** 250mm**Turret Armor:** 300mm**Armament:****Main Gun:****Caliber:** 130mm**Rate of Fire:** 4.5 rounds per minute**Ammunition Types:**

- AP
- HEAT
- APCR

Gun Handling: Excellent**Secondary Armament:****Type:** Coaxial 7.62mm Machine Gun**Rate of Fire:** 700 rounds per minute**Ammunition Types:** AP**Turret Rotation Speed:** 20 degrees per second

Mobility:

Engine Power: 1000 hp

Power-to-Weight Ratio: 14.3 hp/ton

Terrain Resistance: Moderate

Traverse Speed: 24 degrees per second

Survivability:

Hit Points: 2300

Hull Armor Thickness: 250mm

Turret Armor Thickness: 300mm

Module Durability: High

Visibility and Concealment:

View Range: 390 meters

Concealment Values: Low

Special Features and Abilities:

The Lionheart Mk IV boasts heavily sloped armor, enhancing its effective protection. Its powerful 130mm gun ensures devastating blows against enemy armor, establishing its dominance on the battlefield.

Playstyle Tips:

Utilize its formidable armor and powerful gun to lead assaults, spearheading advances while angling the armor effectively. Exercise caution against flanking maneuvers and capitalize on its accurate firepower from advantageous positions.

Tank Name: Leviathan Mk II

Nation: Israel

Tier: IX

Class: Medium Tank

Doctrinal Overview:

The Leviathan Mk II represents an evolution in Israeli medium tank design, emphasizing agility, firepower, and adaptability. It was crafted to excel in various battlefield scenarios, combining speed and versatility to outmaneuver opponents.

Nomenclature:

Official Name: Leviathan Mk II

Designations: Mk II

Variants:

- Mk I (Prototype)
- Mk III (Advanced Model)

Crew: 4

Weight: 45 tons

Length: 7.6 meters

Width: 3.4 meters

Height: 2.8 meters

Engine: Inline-6 Hybrid Engine

Max Speed: 65 km/h

Hull Armor: 150mm

Turret Armor: 180mm

Armament:**Main Gun:**

Caliber: 105mm

Rate of Fire: 8 rounds per minute

Ammunition Types:

- AP
- HEAT
- HESH

Gun Handling: Excellent

Secondary Armament:

Type: Remote-controlled 7.62mm Machine Gun

Rate of Fire: 800 rounds per minute

Ammunition Types: AP

Turret Rotation Speed: 30 degrees per second

Mobility:

Engine Power: 800 hp

Power-to-Weight Ratio: 17.8 hp/ton

Terrain Resistance: Good

Traverse Speed: 38 degrees per second

Survivability:

Hit Points: 1800

Hull Armor Thickness: 150mm

Turret Armor Thickness: 180mm

Module Durability: Average

Visibility and Concealment:

View Range: 400 meters

Concealment Values: Moderate

Special Features and Abilities:

The Leviathan Mk II showcases advanced hybrid engine technology, providing exceptional speed and maneuverability. Its versatile armament and mobility make it effective in exploiting flanks and engaging enemies from unexpected angles.

Playstyle Tips:

Leverage its speed and agility to perform flanking maneuvers, harassing enemy positions and exploiting weak points. Utilize its accurate gun to provide support to allies while using its mobility to evade prolonged engagements.

Tank Name: Frostbite Mk III

Nation: Sweden

Tier: VIII

Class: Tank Destroyer

Doctrinal Overview:

The Frostbite Mk III exemplifies Swedish tank destroyer innovation, focusing on precision and stealth. Designed for long-range engagements, it combines high accuracy with exceptional camouflage capabilities, striking fear into enemy ranks from concealed positions.

Nomenclature:

Official Name: Frostbite Mk III

Designations: Mk III

Variants:

- Mk I (Initial Prototype)
- Mk II (Improved Version)

Crew: 3

Weight: 55 tons

Length: 9 meters

Width: 3.2 meters

Height: 2.6 meters

Engine: V8 Turbocharged Diesel Engine

Max Speed: 50 km/h

Hull Armor: 120mm

Turret Armor: N/A (Non-turreted)

Armament:

Main Gun:

Caliber: 130mm

Rate of Fire: 6 rounds per minute

Ammunition Types:

- AP

- HEAT

- APCR

Gun Handling: Excellent

Secondary Armament:

Type: 7.62mm Machine Gun

Rate of Fire: 600 rounds per minute

Ammunition Types: AP

Turret Rotation Speed: N/A (Non-turreted)

Mobility:

Engine Power: 850 hp

Power-to-Weight Ratio: 15.5 hp/ton

Terrain Resistance: Good

Traverse Speed: N/A (Non-turreted)

Survivability:

Hit Points: 1900

Hull Armor Thickness: 120mm

Turret Armor Thickness: N/A (Non-turreted)

Module Durability: Average

Visibility and Concealment:

View Range: 420 meters

Concealment Values: Excellent

Special Features and Abilities:

The Frostbite Mk III is equipped with advanced stealth technology, allowing it to remain hidden even while firing. Its accurate gun and exceptional view range enable devastating hits from concealed positions.

Playstyle Tips:

Exploit its stealth capabilities and accuracy by sniping from concealed locations, inflicting damage on enemies while remaining unseen. Prioritize cover and concealment to maximize its effectiveness.

Tank Name: Cyclone Mk V

Nation: France

Tier: VII

Class: Light Tank

Doctrinal Overview:

The Cyclone Mk V epitomizes French light tank doctrine, emphasizing speed, maneuverability, and scouting capabilities. Designed for reconnaissance and hit-and-run tactics, it excels in rapid assaults, exploiting enemy weaknesses, and relaying critical intelligence.

Nomenclature:

Official Name: Cyclone Mk V

Designations: Mk V

Variants:

- Mk III (Previous Model)
- Mk VII (Upgraded Version)

Crew: 4

Weight: 25 tons

Length: 6.2 meters

Width: 2.8 meters

Height: 2.1 meters

Engine: Inline-4 Turbocharged Engine

Max Speed: 75 km/h

Hull Armor: 40mm

Turret Armor: 60mm

Armament:

Main Gun:

Caliber: 75mm

Rate of Fire: 12 rounds per minute

Ammunition Types:

- AP
- HE
- APCR

Gun Handling: Excellent

Secondary Armament:

Type: 7.62mm Coaxial Machine Gun

Rate of Fire: 1000 rounds per minute

Ammunition Types: AP

Turret Rotation Speed: 40 degrees per second

Mobility:

Engine Power: 400 hp

Power-to-Weight Ratio: 16 hp/ton

Terrain Resistance: Good

Traverse Speed: 45 degrees per second

Survivability:

Hit Points: 1100

Hull Armor Thickness: 40mm

Turret Armor Thickness: 60mm

Module Durability: Average

Visibility and Concealment:

View Range: 420 meters

Concealment Values: Excellent

Special Features and Abilities:

The Cyclone Mk V boasts exceptional speed and agility, allowing it to swiftly move across the battlefield while remaining hidden. Its small profile and high view range make it an excellent scout.

Playstyle Tips:

Capitalize on its speed and agility to scout enemy positions, relay critical intelligence, and perform flanking maneuvers. Exploit its high view range to provide vision for allies and harass enemy positions.

Tank Name: Kremlin Mk IV

Nation: Russia

Tier: X

Class: Heavy Tank

Doctrinal Overview:

The Kremlin Mk IV stands as a testament to Russian heavy tank prowess, combining formidable armor, powerful armament, and durability. It is designed to lead armored assaults, absorbing enemy fire while delivering devastating blows.

Nomenclature:**Official Name:** Kremlin Mk IV**Designations:** Mk IV**Variants:**

- Mk II (Previous Model)
- Mk VI (Upgraded Version)

Crew: 5**Weight:** 65 tons**Length:** 8.4 meters**Width:** 3.6 meters**Height:** 3 meters**Engine:** V12 Diesel Engine**Max Speed:** 35 km/h**Hull Armor:** 280mm**Turret Armor:** 350mm**Armament:****Main Gun:****Caliber:** 152mm**Rate of Fire:** 3 rounds per minute**Ammunition Types:**

- AP
- HE
- HEAT

Gun Handling: Good**Secondary Armament:****Type:** Coaxial 12.7mm Machine Gun**Rate of Fire:** 600 rounds per minute

Ammunition Types: AP

Turret Rotation Speed: 18 degrees per second

Mobility:

Engine Power: 900 hp

Power-to-Weight Ratio: 13.8 hp/ton

Terrain Resistance: Moderate

Traverse Speed: 22 degrees per second

Survivability:

Hit Points: 2500

Hull Armor Thickness: 280mm

Turret Armor Thickness: 350mm

Module Durability: High

Visibility and Concealment:

View Range: 380 meters

Concealment Values: Low

Special Features and Abilities:

The Kremlin Mk IV boasts incredibly thick armor, especially on its turret, providing exceptional protection. Its powerful 152mm gun ensures devastating impacts against enemy armor.

Playstyle Tips:

Lead armored pushes by utilizing its thick armor and powerful gun. Absorb enemy damage while dealing significant blows. Be mindful of flanking maneuvers and maintain advantageous positions to leverage its armor.

Tank Name: Tempest Mk VI

Nation: United Kingdom

Tier: IX

Class: Tank Destroyer

Doctrinal Overview:

The Tempest Mk VI epitomizes British tank destroyer design, emphasizing stealth, accuracy, and adaptability. Engineered for sniping and ambushing, it excels in taking advantageous positions and delivering precise, long-range strikes.

Nomenclature:

Official Name: Tempest Mk VI

Designations: Mk VI

Variants:

- Mk IV (Previous Model)
- Mk VII (Upgraded Version)

Crew: 4

Weight: 50 tons

Length: 8 meters

Width: 3.4 meters

Height: 2.7 meters

Engine: V10 Turbocharged Diesel Engine

Max Speed: 45 km/h

Hull Armor: 160mm

Turret Armor: N/A (Non-turreted)

Armament:

Main Gun:

Caliber: 155mm

Rate of Fire: 5 rounds per minute

Ammunition Types:

- AP
- HEAT
- APCR

Gun Handling: Excellent

Secondary Armament:

Type: Remote-controlled 7.62mm Machine Gun

Rate of Fire: 800 rounds per minute

Ammunition Types: AP

Turret Rotation Speed: N/A (Non-turreted)

Mobility:

Engine Power: 850 hp

Power-to-Weight Ratio: 17 hp/ton

Terrain Resistance: Good

Traverse Speed: N/A (Non-turreted)

Survivability:

Hit Points: 2000

Hull Armor Thickness: 160mm

Turret Armor Thickness: N/A (Non-turreted)

Module Durability: High

Visibility and Concealment:

View Range: 420 meters

Concealment Values: Excellent

Special Features and Abilities:

The Tempest Mk VI specializes in stealth and accuracy, delivering precise shots from concealed positions. Its powerful 155mm gun ensures devastating hits, making it a fearsome adversary.

Playstyle Tips:

Capitalize on its stealth and accuracy by setting up ambushes and sniping from concealed positions. Utilize its powerful gun to deal significant damage and relocate swiftly to maintain the element of surprise.

Tank Name: Dragonfire Mk IV

Nation: China

Tier: VIII

Class: Medium Tank

Doctrinal Overview:

The Dragonfire Mk IV symbolizes Chinese medium tank ingenuity, emphasizing a balance between mobility, firepower, and survivability. Designed for versatility, it excels in flanking maneuvers, supporting assaults, and engaging enemies across various terrains.

Nomenclature:

Official Name: Dragonfire Mk IV

Designations: Mk IV

Variants:

- Mk II (Previous Model)
- Mk V (Upgraded Version)

Crew: 4

Weight: 38 tons

Length: 7.4 meters

Width: 3.3 meters

Height: 2.9 meters

Engine: Inline-6 Turbocharged Engine

Max Speed: 55 km/h

Hull Armor: 120mm

Turret Armor: 180mm

Armament:

Main Gun:

Caliber: 105mm

Rate of Fire: 8 rounds per minute

Ammunition Types:

- AP
- HEAT
- APCR

Gun Handling: Excellent

Secondary Armament:

Type: Coaxial 7.62mm Machine Gun

Rate of Fire: 700 rounds per minute

Ammunition Types: AP

Turret Rotation Speed: 28 degrees per second

Mobility:

Engine Power: 750 hp

Power-to-Weight Ratio: 19.7 hp/ton

Terrain Resistance: Good

Traverse Speed: 35 degrees per second

Survivability:

Hit Points: 1700

Hull Armor Thickness: 120mm

Turret Armor Thickness: 180mm

Module Durability: Average

Visibility and Concealment:

View Range: 390 meters

Concealment Values: Moderate

Special Features and Abilities:

The Dragonfire Mk IV emphasizes versatility, possessing a balanced combination of mobility and firepower. Its accurate 105mm gun and decent armor make it effective in various combat scenarios.

Playstyle Tips:

Utilize its mobility and firepower for flanking maneuvers and supporting allied advances. Take advantage of its accurate gun and decent armor to engage enemies across different terrains while avoiding prolonged frontal engagements.