



WORLD OF TANKS

MINIATURES GAME

OFFICIAL FAQ

Last Updated: 10th October, 2022

As the **World of Tanks: Miniatures Game** continues to grow and evolve it is natural that players have questions as to how certain cards and models interact with each other. In this document we will address the most common questions as well as providing updates to cards where necessary.



PHASES

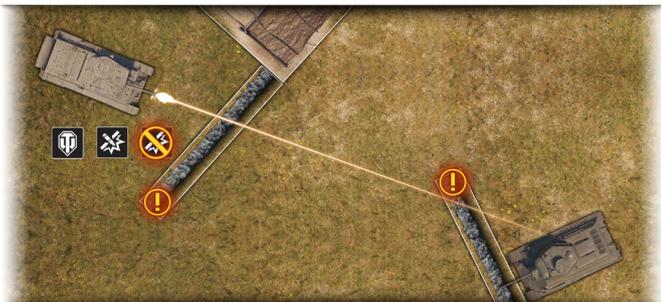
Q: In what order are “At the start of X phase” effects resolved?

A: The player with Advantage chooses any effects to use, then the opposing player. If both players choose to not activate any effects then continue the phase. If the opposing player chooses to activate any effects then the player with Advantage may then choose to activate any of theirs and so on, until both players have passed.

SHOOTING

Q: If I shoot at a tank and the shot goes through two walls, does it remove two hits or one, and do both walls get destroyed either way?

A: Both walls are removed, but only one Hit is removed.



Q: If the shooting tank is **touching** a wall and fires at an enemy tank, does that tank count as being in Cover, and does the wall get removed.

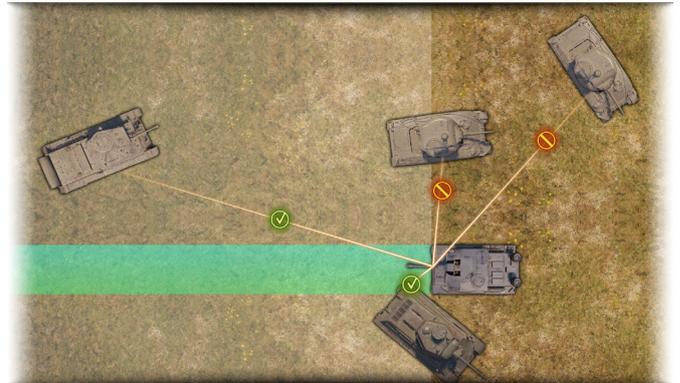
A: The target tank does not gain Cover, and therefore the wall is not removed.



Q: Tanks with the Assault Gun have a restricted Line of Sight, so what can they actually shoot at?

A: Targets that are **completely** (excluding gun barrels) in the front 180 degree arc of the shooting Tank. For example, the Cromwell tank in the picture below is completely inside the front 180 degree arc (the lighter coloured area in the picture) of the StuG.

Targets where some of the enemy Tank is **directly** in front of the shooting Tank. For example, the T-34 has part of its rear hull directly in front of the StuG.



Q: How do you calculate the Defense Dice for a Tank Destroyer in Cover?

A: Start with the Tanks Survivability, in the case of the StuG it is 2, add 1 for being in Cover, and 1 for being a Tank Destroyer in Cover for a total of 4. Cards like **Concealment** and **Camouflage Net** are obvious choices for Tank Destroyers and these would add another 2, for a total of 6.



TANK CARDS

Q: What are the correct crew positions for the **T-70** Tank?

A: They are Commander/Gunner/Radio Operator/Loader and Driver.

You can find a JPEG here: <https://drive.google.com/file/d/1kmb4K2k84egaFirs1yexJVRBzDHb2gaD/view>



CREW, MODULE, & UPGRADE CARDS

Q: The **Designated Target** Crew card says “When Shooting, the Defending Tank does not gain the In Cover bonus if it has already shot in this Phase or has a Movement token.” How does this work with a Tank Destroyer in Cover? Does it lose the +1 Survivability for Cover?

A: No, the TD retains the +1 Survivability.

Q: The **Relaying** Crew card says “At the start of the Shooting Phase, choose another Tank to gain this Tank’s Base Initiative until the end of the Phase.” Do they swap Initiative, or does the second tank gain the first tanks Initiative value.

A: The second tank gains the first Tank’s Initiative value.

For example, T-34 can relay it’s Base Initiative of 6 to SU-100 (which has a Base Initiative of 3). Both tanks now have an Initiative of 6, which makes SU-100 far more deadly.

Continuing this example the SU-100 still has a Base Initiative of 3, so could not use a second **Relaying** card to then transfer it’s Initiative of 6 to a third Tank.

Q: When equipping a Tank with an Upgrade or Crew that improves its Initiative, is that considered improving the tanks Base Initiative for other card effects?

A: No, the Base Initiative is the value on the Tank Card.

Q: Can you use **Relaying** to swap Initiative with an Enemy Tank?

A: No, the card should read “At the start of the Shooting Phase, choose another Friendly Tank to gain this Tank’s Base until the end of the Phase.”

Q: Can you stack 3 Equipment Cards of the same type and gain the benefit 3 times? For example do you get +3 Survivability whilst Stationary if you have 3 Camouflage Nets?

A: No, you do not gain the benefit multiple times. In this case you just gain +1 Survivability whilst Stationary.

Q: Does a **Camouflage Net** benefit stack with crew with **Concealment**?

A: Yes, you gain +1 Survivability whilst Stationary and an additional +1 Survivability whilst in Cover.

You can stack this particular Equipment Card with a crew with **Concealment** to gain +1 Survivability

Q: Does **Cayden Tole** (unique British Commander) have **Repair** and **Sixth Sense**?

A: Yes, the text on the card is correct. The icon on the bar incorrectly shows Repair and Deadeye.

Q: If you remain Stationary and then subsequently move in the Shooting Phase using the **Sixth Sense** card, do you still count as Stationary?

A: Yes, as the Sixth Sense card does not increase a Movement token.

Q: When a Tank Destroyer in Cover has been successfully shot at by a Tank with the **Commanders Vision System**, does it still get the +1 Survivability for being a Tank Destroyer in Cover? Or does it lose both the Cover and Tank Destroyer in Cover bonuses?

A: The target Tank only loses the In Cover bonus. It still retains any bonuses from being a Tank Destroyer in Cover, or having the **Concealment** card.

CRITICAL CARDS

Q: What is the difference between cards that **Cancel** a Critical Card (such as the **Large First Aid Kit**) and those that **Repair** a Critical Card (such as **Chocolate**)?

A: Cards that **Cancel** a Critical Card should be played as soon as that Critical Card is played on the defending Tank. It instantly cancels the card and any effects (including Damage if there is any).

Cards that **Repair** a Critical Card are played during the Repair Step (during the Command Phase). Generally speaking these cards are played instead of rolling to repair (in the case of **Chocolate**) or as a re-roll for a failed repair roll (for example, **Small Repair Kit**).

For example, a **Tiger II** is hit during the Shooting Phase and takes two uncancelled Critical Hits. A **Crew Injured** and a **Track Destroyed** are drawn. The **Tiger II** player had wisely equipped their tank with the **Large First Aid Kit** and **Small Repair Kit** consumables. Once the Critical Cards are drawn they immediately play their **Large First Aid Kit** to cancel the **Crew Injured** card. This stops them from being forced to discard a Crew Card from their Tank and also stops the 2 points of Damage. They don't have a way of stopping the **Track Destroyed** card so their Tank cannot Move (until it passes a Repair roll) and takes 1 point of Damage. During the Repair Step the player rolls to repair the **Track Destroyed** card, getting a  and fails. They immediately play their **Small Repair Kit** to re-roll and get a  so succeed in repairing the **Track Destroyed** Critical Card. They do not however repair the 1 point of Damage.

TANK TYPES

LIGHT TANKS

Q: If an Enemy tank has two Light Tanks within Close Range of a target tank, do Friendly Tanks gain +2 Firepower?

A: No, the shooting Tank only gains +1 Firepower as the bonus does not stack.

SELF-PROPELLED GUNS

Requesting Fire

“When Shooting this tank may draw Line of Sight to a target from another friendly Tank.”

When using Requesting Fire an SPG may use another friendly Tank to draw Line of Sight. The target Tank must still be inside the SPG's field of fire (see pg.10 for the Assault Gun and Fixed Field of Fire rules).

This may result in a target Tank being shot at by an SPG that is unable to draw a Line of Sight.

If the SPG uses another tank to draw Line of Sight, then any benefits for being In Cover are determined by the friendly Tanks Line of Sight, not the firing SPG.

Walls and SPGs

Walls still provide Cover to Tanks when being shot at by SPGs.

Walls are only destroyed by an SPG's shot if they are within Close Range of the target Tank and provide Cover to the target Tank.

This may result in a Wall being destroyed even though it is not directly in between the firing SPG and the target Tank.

Close Range and Side Shots

These are still determined by the distance and position of the firing SPG compared with the target Tank, not by the friendly Tank that is being used to draw Line of Sight.