Wot ram ii

Standard Gun Reload Times Nominal: 3. The T14 is an American tier 5 premium heavy tank. Developed between May and May Two prototypes were manufactured and tested. However, mass production was canceled, and the T14 never became more than an experimental vehicle. With its thin, angled frontal armor, even a properly angled T14 can't withstand hits from any but the smallest guns available at tier IV. Not only is the T14 poorly protected, but it is also slow and poorly armed. The turret and lower glacis are the most well armored places on the tank, which means the T14 can take advantage of angling and hull down positions. Unfortunately, you must be wary of the seemingly strong turret. The cheeks of the turret front not covered by the mantlet will certainly not stand up to anything more than light tanks or small medium tank guns, and the mantlet will not reliably protect you from most Tier V vehicles, especially if they hit the unrounded horizontal middle of it think maus turret, with angled upper and lower parts but a flat middle , or tank destroyers. Tier 6 vehicles will chew through it. Gold will make short work of the turret, and the hull if you do not angle. Even so, the simple thickness of it, and the angles of the top and bottom of the mantlet, will pull off some bounces. Despite having all this weight, the T14 is fairly quick to accelerate thanks to its powerful engine. Though the T14 may be able to take a beating, its armament has a hard time doing damage in return. The T14 is armed with the same 75mm M3 cannon used by the M3 Lee. Its alpha damage isn't particularly bad, but its biggest issues come in the form of its mediocre penetration and terrible accuracy. While powerful enough for taking out smaller lights and mediums, the T14's gun struggles to penetrate other heavies and even some more heavily armored mediums. When faced with large, well armored opponents, the T14 often needs to use its speed to flank and outmaneuver them. Unfortunately, while it has good acceleration in a straight line, the T14 has very slow top speed and hull and turret traverse speeds, which complicates this. Because the T14s traverse speed is so marginal, a T14 with an inexperienced crew will struggle to maneuver. The T14 is very similar to the Excelsior , the British tier V premium heavy tank. Both are quick to accelerate for heavies , and feature similar weak 75mm armaments. Generally speaking, the T14 is less "lopsided" than the Excelsior. It's hull armor is weaker, yet it can be angled more effectively. In addition, the T14's turret is smaller and well sloped, which allows it to take advantage of hull-down positions unlike the Excelsior. Because the T14 is already sufficiently protected, equipment builds should focus on getting the most out of the T14's gun. A gun laying drive is necessary to mitigate the gun's awful accuracy. A gun rammer also comes in handy; since accurate fire is difficult in the T14, often times its just better keep firing unaimed shots instead of spending the time to aim accurate shots. The last equipment slot can be occupied by either vents or a toolbox, and which one is used depend on player preference. Vents will help improve the tank's poor turret traverse and accuracy a little, and a toolbox will help get the T14 back in action when tracked as it likely often will be. The pilot model was not produced by , by which time the British Churchill I tank had been in service for two years and was greatly improved over its initial model. The T14 project never came to fruition. US efforts of working on a similarly well-armored tank with a higher speed for use other than as infantry support led to the T20 tank. In , the head of the United States Ordnance Department travelled to Britain to discuss designing a well-armed and armored combat vehicle, one that was stronger than the British Tank, Infantry, Mk IV A22 "Churchill", then under production. The tank design would have a 6 pdr or a US 75 mm gun sharing many parts with the M4 Sherman, but with armor twice as thick as that of the M4 at mm thick. Welcome to Wargaming. Tank Discussion. View Source View history. Jump to: navigation , search. These differences are taken into account in tooltip boxes. Additional Statistics Top Configuration. Player Opinion. Cons: Hull is thin. The gun has poor pen. Very slow hull and turret traverse makes flanking a high risk. Small strips of armor above the skirts are only 51mm and can be penned by even tier 3 guns. The MG port is a glaring weakspot only 63 mm. Performance The turret and lower glacis are the most well armored places on the tank, which means the T14 can take advantage of angling and hull down positions. Early Research All modules are researched with the tank. Historical Info. The T14 tank was supposed to be a design that was to be shared by both countries to give an infantry tank for British use. Design and development In , the head of the United States Ordnance Department travelled to Britain to discuss designing a well-armed and armored combat vehicle, one that was stronger than the British Tank, Infantry, Mk IV A22 "Churchill", then under production. The British initially ordered 8, in Testing of the pilot model, which was completed in , showed the vehicle to be much too heavy for practical use. By this time, the British Army was already using the Churchill and further production of the T14 was halted. Only 2 were built; one tested in the US and the other sent to Britain. Historical Gallery. Sources and External Links. References Steven J. World War Two Tanks. ISBN Heavy Tanks. Premium tanks. II Ausf. III Ausf. IV hydrostat. Your location:. Do not show this dialog again. No No Pivot. Rate of Fire. Damage Per Minute. IV Pz. VII Carro d'assalto P. II Light Mk. II Pz. II TKS z n. Standard Gun Reload Times Nominal: 2. The Ram II is

an American tier 5 premium medium tank. The main production variant of the "Ram" Canadian medium cruiser tank equipped with the mm QF 6 pounder gun. Developed on the basis of the M3 Lee medium tank in A total of 1, vehicles were produced before None of them were ever used in action, although Canadian and British forces used them for training purposes. In addition, the tank was often used as a basis for various SPGs and special-purpose vehicles. However, its penetration is not very good, though it is enough against most tanks of its tier. This, combined with increased armor and more health, leads to greater survivability than the M4 Sherman. This tank has good armor, a rapid-fire gun, and good maneuverability, but it's not very fast. It's very effective at taking on lower tier opponents and can do fairly well against its own tier, it can often win, either by using its superior armor or its better agility; all the while pounding away with its 6pdr one shot every 2 seconds approximately. However the low penetration of its gun leaves it relatively ineffective against higher tier opponents. This can be compensated for somewhat by using premium shells, but whether it's worth it or not is up to you. Typically you see the Ram-II serving a support role. Its high rate of fire makes it good at taking out enemy scouts that try to take out friendly artillery. In some higher tier matches, it may serve in a scouting role. The Ram-II has a glaring weak spot on the front armor, in the form of the small machine gun turret. Knowing this, it is best to keep the hull hidden behind solid cover when engaging enemies. Also, like the T26E4 Super Pershing , there is a weakspot where the axles join the hull which quickly leads to engine damage and fire if you opponent can hit it. Try to keep it hidden if at all possible. The Ram-II's matchmaking is not as good as its heavier counterpart, the T Instead of frontal attacks, hit enemy tanks on the flank or on any prominent weak spot in these situations. Sniping is negated due to the relative inaccuracy of the tank. Compared to the M7 , the Ram-II trades speed for a huge increase in survivability and keeps roughly the same firepower. It functions much like the T1 Heavy Tank: as a slow support tank that utilizes its high rate of fire to pound away at enemy armor. It is also comparable to a faster, lighter Churchill III. However, based on previous difficulties encountered with Canadian manufacture of British Valentine infantry tanks, the NDHQ decided that Canadian production should concentrate on the American Medium Tank M3, suitably modified to reflect British military practice. The British had already made heavy commitments to purchase the M3 via orders by the British Purchasing Commission, plus the heavy components, most notably the engine and transmission, were readily available from the United States. Later that month, discussions between the Canadian Department of Munitions and Supply DMS and the British Purchasing Commission resulted in the decision that all British tanks would be built in the United States, not in Canada, but the British Purchasing Commission agreed to obtain transmissions, engines, and machine guns at Canada's expense from the United States for the Canadian tanks. At the time the decision was reached, only Canadian Pacific Railway's Angus Shops in Montreal had any experience assembling tanks. It was proposed that four other Canadian companies be approached to produce the M3. One of them was the Montreal Locomotive Works. Its parent organisation, the American Locomotive Company in the United States, was at the time engaged in production of the M3 for the United States Army, and expressed its willingness to provide invaluable assistance to the Canadian company should it receive an order to produce the M3. This made it the obvious choice for producing the M3 and in October , the DMS authorised the Montreal Locomotive Works to build the Tank Arsenal, which was to be capable of producing two tanks a day. The first tanks were to be identical to the vehicles being produced by the American Locomotive Company, while modifications were to be implemented from late onward. Unfortunately, during the first week of January , British and Canadian representatives inspected the Medium Tank M3 hull, and was considered to be very disappointing. The vehicle was judges to be too tall and cumbersome, while its right sponson-mounted gun was considered unsatisfactory for a tank. It was apparent that the M3 tank, as approved by the United States Ordnance, was not satisfactory to the British and Canadians, and it was decided that the Canadians would develop and produce a tank utilising the M3's mechanical components, but with a more conventional layout. In order to ease coordination, Canadian tank production was placed under the U. Ordnance Department. The first pilot model of the so-called Modified M3 Cruiser Tank came off the assembly line on 30 June The U. War Department had expressed keen interest in the new Canadian tank, and requested that one be loaned to the U. Ordnance Department for study. The pilot model was thus sent to the Aberdeen Proving Grounds in Maryland to undergo trials on 18 June , and returned to Montreal in October It was planned that 99 tanks, including the pilot model, were to be built by the end of On 4 October , the Canadian Corps Commander recommended that the name " Ram " be adopted for the Modified M3 Cruiser Tank in accordance with War Office policy to give names to existing, and all future tank types in order to prevent confusion. The interim 2-pounder gun tank were to be known as the Ram I, while the definitive 6-pounder gun tank was

to be known as Ram II. This was approved by the NDHQ, and the policy also established that future tanks produced in Canada would be named after animals. In early , the U. Having received their acceptance, the U. Having been freed from the British requirements, the Ram tanks were instead distributed to meet the needs of the Canadian Army. The Ram tank programme was rearranged, and a production order was placed for 1, Ram tanks to be completed at a rate of a month by 15 June , whereupon the Montreal Locomotive Works would concentrate production on the M4 Grizzly. A total of 1, 1, according to the DMS Ram tanks were produced, of which 1, were shipped to the U. Welcome to Wargaming. Tank Discussion. View Source View history. Ram II. Jump to: navigation , search. These differences are taken into account in tooltip boxes. Additional Statistics Top Configuration. Camouflage Stationary: Player Opinion. Suggested Equipment. Historical Info. The idea for producing cruiser tanks in Canada first arose on 15 July during a conversation between Maj. During this conversation, Col. Burns was informed by Maj. Pope that the British Armoured Divisions would be reequipped solely with cruiser tanks, as opposed to the mix of infantry and cruiser tanks used previously, and that it would be excellent if Canada could produce such tanks. The Ram cruiser tank never actually saw combat during World War II as a battle tank, but served in the valuable role of training the very first Canadian armoured divisions. The Ram was eventually modified, and saw combat as the Ram Kangaroo armoured personnel carrier, the Badger flamethrower tank, and also served as the basis of the widely-used Sexton self-propelled gun. Following the end of World War II, the Ram tanks in Dutch territory were given to the Royal Netherlands Army, and used to equip the very first Dutch tank units, where they served until replaced by Centurions in Historical Gallery. Historical Accuracy Errata. The following are consensus errors or inconsistencies which have been identified with the configuration of the vehicle in question and conflict with information available on the public record. The causes for these divergences in the game are normally not disclosed and may be rooted in game balance. It was never used by the United States. Sources and External Links. Medium Tanks. IV Ausf. III Ausf. IV hydrostat. Premium tanks. II Ausf. Your location:. Do not show this dialog again. No No Pivot. Rate of Fire. Damage Per Minute. I Vickers Medium Mk. IV ST vz. II Light Mk. II Pz. II TKS z n. Jump to content. Is it worth it though? It's an Ok tank that has its moments. I'd recommend you save up for a Super Pershing first and buy that for a US medium trainer. Now, the Sherman Improved? MacDaddyMatty, on Jun 08 - , said:. For what it is worth, when I bought my tier 5 medium the option was the M4 improved. M4 Improved is the biggest POS int he game. I personally don't like it; I feel the gun doesn't do enough damage per shot, so you have to expose yourself more. With it's mediocre mobility and so-so armor, you have to be careful with it. But there's not many choices for lower tier US medium trainers, so it's not a bad buy, I guess. I haven't played it in a while, so perhaps my opinion is out of date with the current meta. It can tend to struggle against tier 7s, but as long as you play passive you can still have great games. However, I've done enough spending for the year and until Wargaming RU starts to give more insight into their direction, I'm putting a damper on my spending. It was my first premium and once you figure out how to play it it's pretty good, when top tier it's a little OP, got my first rage PM's about P2W with it by people that like to sit in the open and shoot HE. Alpha is low but RoF and pen is good, gun is horribly inaccurate so don't snipe with it. Armour is OK but you';ll lose your driver almost every time you get hit. BTW, they rarely nerf premiums and it's not PMM so if it ever does get changed it will likely get buffed. Community Forum Software by IP. Search Advanced Search section: This topic Forums. Started by PanzerJosh , Jun 08 - Page 1 of 2 1 2 Next. PanzerJosh 1 Posted Jun 08 - Sergeant. Superb rate of fire, decent health pool for a tier 5 medium, workable penetration, very low alpha. I like mine and at 11 dollarydoos, I think it's worth it. Vampiresbane 3 Posted Jun 08 - Captain. But what's better than 1 premium tank used for crew training? Two Premium tanks used for crew training. Yes, I think so. Really depends on your budget. It has a very quick firing gun and ok mobility. You have to play support with it, or you will die. WG should put the derp on it. Edited by MacDaddyMatty, Jun 08 - Vampiresbane 5 Posted Jun 08 - Captain. Played 15 matches in my Ram II this morning, I saw Tier 4's once, same tier once, and the rest of the matches I was bottom 4 most of the time - not a lot of fun. More the fault of this crap mm as I used to like this tank. Taggeth 7 Posted Jun 08 - First lieutenant. Definitely not a brawler but if your target is busy with others, it will circle most and allow you to deplete his hp for the kill fairly fast. Against some tier 6's and especially tier 7's you end up having to spam a lot of premium rounds. Hurk 9 Posted Jun 08 - Major. And you could upgrade just a little and get on that premium time train Edit: actually, probably bad for making credits as you're, on average, going to be lower tier. Tedsc 11 Posted Jun 08 - Captain. AndrewSledge 12 Posted Jun 08 - Major. I've 3 marked it, its an amazing tank at tier 5. Silversound 14 Posted Jun 08 - Major. Good tank for collectors. OK tank for grinders. Better than the M4 Improved. Butknuckle 15 Posted Jun 08 - Major. Personally I wouldn't buy a tank with a history of being given away by WOT. With

the expected return of Tank Rewards mission I would think that opportunity to get this tank for free will be along eventually. The flip side of that is if you buy it now and happen to win it again via Tank Rewards you'll end up getting the gold value for the tank, so its sort of like money in the bank. This assumes tank rewards will continue to pay out gold value of course. SkaerKrow 18 Posted Jun 08 - Captain. The Ram still holds up as being a decent medium. GeorgePreddy 20 Posted Jun 08 - Major. The problem is not the tank itself but the tier it is, tier 5. Winrates and WN8s for all tier 5 tanks took a hit from that. Sign In Username or email:. Remember me. Sign in anonymously. The main production variant of the "Ram" Canadian medium cruiser tank equipped with the mm QF 6 pounder gun. Developed on the basis of the M3 Lee medium tank in A total of 1, vehicles were produced before None of them were ever used in action, although Canadian and British forces used them for training purposes. In addition, the tank was often used as a basis for various SPGs and special-purpose vehicles. This is a Premium vehicle. Premium vehicles earn more credits and experience per battle, and provide a range of other bonuses. Time for the successive autoreloading of each shell into the magazine. The improved system allows the time to be decreased for autoreloading the next shell upon firing the loaded shell when the corresponding indicator is displayed. Characteristics are specified for Siege mode. The technical characteristics are displayed for the charged turbine mode. Characteristics are specified for Rapid mode. Reload time of the first and second guns on double-barreled vehicles. Video Screenshots Art Renders Soundtrack. Create account. Failed to log in. V Ram II. Add the ve

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