

Game observation - War Thunder

Overview

War Thunder is an action multiplayer vehicular combat game with a simulation-based design focused on historical realism.

Description

War Thunder is based around historical war vehicles divided into **Aviation, Ground vehicles and Fleet**, which means you can play in the air, on land or at sea against other players.

Its main game mechanic is the control of these vehicles with a focus on unique movement and shooting capabilities. For example in aviation, you can control the movement, shooting, engine speed, gear, flaps and some additional equipment like bombs or rockets. It has 3 main game modes for every category: **Arcade, Realistic and Simulation**. The more realistic the game mode, the more rewards players can get and the gameplay also changes. For example, in simulation mode for aviation you only have cockpit view and if you make a mistake while flying your airplane, you go into a spiral and simply crash. There is also no automatic reload, you have to fly back to the airfield. In all game modes, visual effects are added to enhance realism, representing scenarios such as G-forces, flying through smoke, or the aftermath of being hit by shrapnel.

The main goal for the player is to research better, more advanced vehicles, which scale by their abilities in battle but also by time of manufacture, which means at the end of all skill trees, there are vehicles from the 21st century. For these vehicles you can also research some upgrades like better bombs or camouflage. You can also train your crew like a pilot having better stamina () and awareness. **Player receives research points and in-game currency for achievements in battles** such as destroyed enemies or objectives like airfields.

Lately the game was criticized for forcing the player to make in-game purchases, to make any meaningful progress. At one point, there was a "riot" of players, because even if you destroyed one enemy tank in a battle and then got destroyed, you did not receive enough in-game currency to repair your tank and was stranded to pay with real money. This was later balanced and fixed mostly. However, it is still **extremely time demanding** to make any major progress without a premium account or other payments (you can play for a whole week just to research a single new vehicle).

The game is also notorious for its community, which often leaks classified military documents on its forums to make their point in arguments about vehicle balancing.