

Crew quality affects hit chance

This test is self-explanatory, the better the crew, the more chance they have of hitting the target. Personally in QB's I always - but always - buy **VETERAN** tanks.

Regulars are cheaper but can't hit a barn door especially in dull weather, also their rate of fire is slower and they often tend to chicken out of combat and reverse.

As for buying useless greens and conscript tanks, don't even think about it, remember if you pay peanuts you get monkeys..

(Crack and elite tanks are okay but too expensive in my opinion, I can usually get the job done well enough with Vets)



PS - When buying infantry I tend to go with **regulars** because they're usually reliable enough, but I'll probably throw in a couple of vet platoons if cash allows, or maybe the odd crack or elite platoon now and again.

Green and conscripts I'd never buy in bulk, much too fragile in combat.

As for AT-guns, **veterans** are my preference, they do the job well enough, no real need for cracks and elites.

I never buy regular/green/conscript guns.