

Forum:[Hack Forums](#)

Thread: [Looking for aim assist World of warships](#)

knightlight - January 19, 2019, 2:41 pm

Hello everyone ? , is like this i have played world of warships for a while now and like the game a lot, but the aiming are somehow tricky to come around so i wonder if there are some good aim assist that you could recommend, and don't come with "learn to aim" stuff because i'm looking for a aim assist. So if someone knows about "safe" one, that would be great ?

Incognito™ - January 20, 2019, 10:33 am

Sorry to break the bad news, but just as wot is most of the data is server side, without editing packets you cant do anything related to hacking.

Maybe one day in the future we get a bypass but as for right now there is no working wows hacks available.

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Heinz_g - January 20, 2019, 4:15 pm

(Jan 19, 2019 03:41 PM)knightlight Wrote: [\[CITE\]](#) Hello everyone ? , is like this i have played world of warships for a while now and like the game a lot, but the aiming are somehow tricky to come around so i wonder if there are some good aim assist that you could recommend, and don't come with "learn to aim" stuff because i'm looking for a aim assist. So if someone knows about "safe" one, that would be great ?

There is an aimbot that can be tested for 2hs that works wonders. It is suspected that the WoWs developers themselves sell it for US \$ 14 a month, since it is updated almost instantaneously when there is an upgrade of the game.

I believe that the hack works by checking the user of WoWs when it logs into the game and returns a true or false according to whether it was paid or not.

If someone managed to skip this piece of program and avoid verification, I think it would be extraordinary.

The hack is called Warpack mode, by Cyber-Tank.

Sorry for my English, I use Google translator

(Jan 20, 2019 11:33 AM)Incognito™ Wrote: [\[CITE\]](#) Sorry to break the bad news, but just as wot is most of the data is server side, without editing packets you cant do anything related to hacking.

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It would not be possible to intercept the information that the game sends to represent on the screen the enemy ship and on it calculate and draw the firing position?

I suppose all that information, including the ships we do not see from the hiding of camos or fog, should be there anyway. ? ?

Sorry for my English, I use Google translator

Treebeard_ - January 21, 2019, 5:28 pm

A while ago I used an aimbot from Cheat Automation that worked good. Usually wouldn't touch that site with a 10 foot pole, but it actually worked wonders. ESP too. Never got banned, although I'm not even sure if the game has an anti-cheat.

Heinz_g - January 21, 2019, 9:20 pm

(Jan 21, 2019 06:28 PM)DocManhattan Wrote: [\[CITE\]](#) A while ago I used an aimbot from Cheat Automation that worked good. Usually wouldn't touch that site with a 10 foot pole, but it actually worked wonders. ESP too. Never got banned, although I'm not even sure if the game has an anti-cheat.

The goal is not to pay. Virtually all payment hacks work. ? ? ?

Powermouse - January 28, 2019, 5:07 pm

Artificial Aiming has that feature but if you cant install it on your own you have to ask support somewhere else as the mods/devs arent friendly so dont expect much support from them