

Forum:[Hack Forums](#)

Thread: [See More Of The FPS-Style World Of Tanks: Heat In New Gameplay Video](#)

Stanley - March 6, 2026, 6:55 am

See More Of The FPS-Style World Of Tanks: Heat In New Gameplay Video

World of Tanks: Heat continues to come into focus, with Wargaming releasing the newest installment in the Foundations series that dives into what to expect from the upcoming free-to-play tank game. The new video explores how players will interact with their tanks in the form of "Agents." "They don't just operate the tanks, they possess them," says a narrator in the video. There are different roles that players can take on, including Defenders, Assault, and Marksman. Each agent can own two tanks for a given match, allowing them to switch between them as they see fit. As an example of how this works, the agent Hound's AMX Tank can shoot drones to mark targets, and his alternate tank, the Leo, can display a decoy to fool enemies. Check out the video to see how this works in action. Continue Reading at GameSpot

<https://www.gamespot.com/articles/see-more-of-the-fps-style-world-of-tanks-heat-in-new-gameplay-video/1100-6538611/?ftag=CAD-01-10abi2f>

W1NK1LL3RX - March 6, 2026, 7:06 pm

Honestly, this sounds a lot more interesting than regular World of Tanks to me, because it feels less like slow tank sim stuff and more like a fast, arcade-style shooter where each tank setup actually changes how you play, and being able to swap between two tanks in a match could make it feel way more fun and less repetitive.