How to evolve WG formula

* Modeling of Electronic warfare
  + EW troops detecting enemy units
  + Active defense systems
  + Modeling of IR and Radar countermeasures
  + Jamming and Decoys
* Deployables
  + Tow launchers
  + Explosives / Detonatable C4 (SF deployed explosives? Perfect)
  + MG/GL nests?
  + Fortifications?
* Some simple modelling of reactive armor.
  + Can be “Absorbs first hit” and likewise tandem weapons would ignore it.
* Laser designation
* Thick forest vs sparse? Not allow heavy units in forests like steel division? Maybe allow certain lighter vehicles like IFVs, transports and FSVs?
* Make the impact of veterancy more broad (F&F weapons not affected by vet, manually controlled stuff affected more)
* Ability to pre-aim /calibrate artillery at a location. (can take a while, but will fire instantly)
* Multi story buildings that provide better LOS across the city? Snipers can sit here to spot and shoot. ATGMs can fire across town.
* Reload visible at all times
* "Steal deck" function. Ability view and copy an opponents deck after a match.

Game mode

* Hybrid Conq/Dest
  + 1 VP from most CQ points
  + 1 VP from most kills
  + 1 VP from most zones controlled at the end. (This assures victory no matter what if you win by CQ point limit)
  + Main Spawn cannot be conquered
  + Game is not ended if all CVs are lost
    - Other ideas:
      * Main spawn is a zone that always belongs the opponent, but having a CV in the zone neutralizes it and gives you a +5 Tick. (he will not stop spawning units there however.) The point of this is to allow fast “domination” finishes if there is a vast player skill-gap.
* Hybrid conq/dest allows one to play more defensively, relying on kills, before attacking. Then one can win a Kill/Zone control victory without the mode being too campy. Reaching the CQ point limit will just let you win outright. Less focus on CV cheesing because CVs are not required to hold main and CQ points are not the only factor in winning the game.
* Alternate idea: Main spawn has HQ like structure with CIWS which acts as a CV and can take tons of punishment. It constantly repairs so it will not be destroyed by artillery unless there is an overwhelming amount of it being used unchallenged.
* Other mitigating factor. CVs don’t need to stand still in a zone to hold it. Its presence is enough.