Whish list

# Universal

* Units can automatically dig in over time,
* Critical hit system ( gunner hit, co pilot down etc)

# LOGISTICS:

* Resupply helis can drop supply boxes
* Command vehicles and infantry units should have a setup time after which they grow a larger and larger circle giving moral boost
* Resupply units should have a auto resupply button in which when they re empty automatically return to base and re arm

# INFANTRY

* Have bonuses if fighting in their “turf” e.g. mountain infantry not receiving a accuracy and movement penalty when fighting hills and mountains
* Specific infantry should be able to swim
* Infantry gets grenades if various type depending on the unit
* Infantry should have a forward-facing mechanism. In which a infantry unit gets debuffed if being attacked from 2 or more sides at the same time
* Automatic dig in bonus the longer they stay immobile
* Lose the 2,5,10,15 system of unit size
* Implement support infantry (mortars m HMG teams & snipers etc..)
* Suppression system (get pinned can use smoke to evade)
* Moral system

# TANKS

* Better armor system. For instance, T14 should have 30 armor. Of that armor 20 should be solid steel armor (ST) and then have 10 spaced armor (ERA). Depending on the enemy shell type. Some shells will be supper effective against ERA (0.5 more damage for example) while being useless against ST armor. While some other shells (armor piercing rigid) shells will ignore ERA armor and do direct ST damage.
* Turret system. Turrets need to be implemented into the game. If we look at SD the tiger 2 and jumbo Sherman had turrets that were weaker than their hull armor, yet the tanks still retain a high armor count. Turret armor needs to be implemented. When firing at a tank the enemy has a chance to hit the turret instead of the hull. That chance should be dependent on the turret size ( bigger for a tank like the t29 and smaller for a Sheridan)
* Have crew damage. (Gunner killed decreases acc and so on) until repaired & healed

# RECON

* Recon infantry should be able to have over watch mode, that auto deploys after some time dependent on units. Gives even better precision to artillery
* Also give better accuracy for laser guided bombs and atgms
* Saboteur infantry that can place bombs and traps behind enemy lines
* Recon units and specific support units should be able to spot mines
* Some recon units should have no movement debuff when moving trough various areas (lrrp Vietnam)

# ARTILERY AND AA

* Arty should have setup-time
* Arty should be shown automatically if it keeps firing from the same spot. Let’s say on the first salvo the shell trace will be seen only at middle of the flight, second salvo they would be shown sooner on the third it should reveal a “ghost unit” of the arty, unless it moves
* Arty should have a over watch method where you place a circle (where you chose the size), arty will fire at anything that moves in that area
* Arty fire position should be a circle that you can adjust to fit your wish, it can get smaller or bigger. The smallest size of the circle is dependent of arty unit’s precision value, so you can’t play sniper with shitty 1980s arty
* Arty should have a “carpet mode” you select where the line should start and end. Arty will have longer setup time, but when done will fired rapidly along the line, the disadvantages of this that it can’t be canceled and makes your arty open to counter arty
* AA guns should have a radar and non-radar fire mode for their guns. The non-radar should have lower accuracy
* Arty should respond faster if you have 4 of them grouped up in the same “unit” and be close to each other rather than splitting them across the map

# VEHICLES

Let them not be shit, I dunno…

# HELICOPTERS

* Transport helis can be armed with something more than a m60.
* There should be a chance if the heli crashed for the infantry inside to survive.
* They should get flares and have some ecm
* Specific helicopters should have stealth.
* Have a fly low button. Lower chance of being spotted and hit at the price of movement speed
* Some transport helis should have landing ropes instead d of landing on the ground. Gives faster, gives them the ability to drop down on top of hills and buildings

# PLANES

* Have high implemented (low , mid high) some planes get buffs if fighting in that high that fits them
* Have cargo drop planes
* Maybe paratroopers as well
* Planes can select loadouts dependent on slots on wings