Disgusting TO DO list without any order nor importance

* Use border war mechanic to simulate vichy and Free France and the Syrian campaign.
* Merge the YAM-Resources mod
* Remove the weird railway lines in Tobruk and Infra lvl 4 in the middle of the desert
* Uncore the colonies for the majors
* In order to name all the new states/provinces , just use the More VP mod files to match province ID with a name and for all the rest of the states/provinces just put a “ “ name.
* Make Airfields have an increasing production cost similar to forts.
* Use an idea tied to the number of divisions in the field to simulate the support personnel
* Introduce food and do localized maluses when overall supply is negative. The localized maluses towards population deaths would be in food production deficit provinces.
* Make 20 width the standard
* Bloody nerf defense
* Ditch the current military modifier system with generals and tactics: the generals have all the same level and attack/defense/supply modifier ? The only big modifiers come from the chosen tactics and the tactics taken by generals are driven by their traits. Remove all the anime bullshit about abilities or make them free and available to everyone.  
  It is possible to have various tactics according to the terrain  
  (The Soviet Conduct of Tactical Maneuver: Spearhead of the Offensive (Soviet (Russian) Military Theory and Practice Book 4)
* Use supply depot idea from Black Ice ?
* Add the various new terrains similar to bice (difference between small towns and metropolis)
* use the special forces cap to limit the number of division and tie it up to budget and have special forces division be tied to HQ special forces
* addition of the HQ that includes the division combat width (no more combat width and easier calculations !
* Use simplified buildings and state triggers to get the budget

Combat overhaul list

* Buff the mud season malus