

Hello,

We would like to thank you for the opportunity for players to express their ideas and suggestions. We hope for more of this transparency in the future, so we can help each other

Before we move onto the suggestions, we would like to introduce ourselves.

We are players of the 1389 squadron and the following suggestions are a collective work of our players

## Suggestions

### Transparency:

- Policy on what country a vehicle goes to

We would just want more transparency on how it's decided which country gets what vehicle and what variant. There have been some vehicles that have caused some controversy because of what nations they were added to or were planned to be added to. Some examples are

SK-105A2/JapZ.K A2, Hunter F.58, KF41 and most recently the C variant of the Gripen going to the UK and not Sweden. We know the Gripen thing has been addressed but we still want more transparency on how this is decided.

### Balance:

- BR system:

As it currently stands, BR of a given vehicle is calculated mainly based on "statistics" of said vehicle. This statistic is global K/D or something directly related to it as far as we understand it. We are led to think this because of the "Sabre incident" a few years ago. This doesn't make much sense because it doesn't account for things like player skill, the type of vehicle and similar factors. The result of this is that vehicles from "minor" nations that are not played a lot are unreasonably high. We believe that this is simply due to the fact that most players don't choose these nations as their starting nation, so by the time they get to play them they have a lot more experience, thus doing better in those nations.

The system should be upgraded to take into account "skill" of the player playing the vehicle and that should affect the weight of the statistic accordingly. How this should be

done exactly we are not sure since we don't have the insight into the statistics Gaijin keeps but we believe that such improvement is possible. This improvement for example will weigh the bad performance of a vehicle in the hands of a "bad" player less, since that makes sense, but would notice a vehicle performing badly in the hands of a "skilled" player, and vice versa. This system could also take into account vehicle type and take that consideration when looking at player stats. The automatic system should also be supplemented by a human factor, be it some Gaijin official or the community having some way of raising awareness that a certain vehicle's BR is wrong/questionable. The biggest takeaway here is that we feel that BR should be based on vehicle capabilities and not its performance, as the two can differ a lot in some cases

In addition to the above changes, BRs should be generally "decompressed". For example if the current air top tier is 12.3, it should be raised to something like 17.0 (value is just a suggestion) and every single vehicle should be reevaluated using humans and the automatic system. Note that further in the document when mentioning specific BRs, they are as they are currently, not how they would be when decompressed.

BRs for planes should be separated between air battles and ground battles (and mixed RB if that suggestion is implemented, more on that later). A lot of strike aircraft for example are unbalanced in one of the modes, but are completely fine in the other.

Vehicles should be implemented as realistically as possible, without taking balance into consideration. There is a system for balancing, the BR system. The BR should reflect the capabilities of the vehicle, capabilities should not be cut/alterd to fit into a specific BR. We see this "rule" isn't perfect and that there should be some exceptions. We came up with these exceptions to the rule:

1. System/capability of the vehicle is impossible to implement due to technical limitations of the engine or the medium (the fact that War Thunder is a video game that should run in real time). In this case vehicle is:
  - a. NOT added IF the capability that can't be implemented is an integral part of the vehicle. An example of this are variable sweep wings on MiG-23s and F-14, and others. Vehicles can be added once the technical limitation is overcome.
  - b. IS added without the system/capability if that capability is not the core of the vehicle and is just a small part of it. The capability is retroactively added to the vehicle if/when it is implemented into the game
2. The capability/system in question would objectively bring the vehicle's BR to that point where it would sit alone in the matchmaker. This is currently not a problem as it has never happened before to that degree, but this is just to prevent power creep, and giving some system/capability to only one vehicle when there are other vehicles in the game that possess the same system in real life.

- **Modifications**

Another interesting mechanic we propose is something we call “Dynamic BR”. This system would work in a way that changes vehicles BR depending on what modifications are installed on it. Examples:

1. F-16C block 50 (USA) is currently 12.3 in ARB. In the new system it would be 12.0 without AIM-9M modification installed, and would be 13.0 when AIM-120 modification is installed, when it makes it into the game. Note that exact BR values used here do not take into account decompression we have suggested above.
2. Vehicles that have a modification that completely upgrades their system, like the Tunguska should have their BR reflect their installed modifications.

All vehicles in game should be looked at and the system should be applied appropriately.

Alongside this we feel like some modifications exist solely to frustrate players to the point where they spend real money/GE to skip the frustrating grind. We know this is how the game is monetised but we feel like it is too much in some cases. For example KE penetrators on top tier tanks. Even though they have been made stock on Tier 8 tanks this last patch, we feel like it should be extended much lower in the trees as well, for example to the point where first MBTs of modern families start appearing, so ~10.0 in RB.

Applying the same logic to top tier planes they should be given the flare/chaff modifications stock, including all the mixing options for countermeasures. Also stock selection of missiles should be expanded as well. If a plane has multiple tiers of the same type of missile, give it the lower tier one for free on all pylons, instead of limiting it to 2. An example for this is again the F-16C. It has access to both AIM-9L and AIM-9M missiles. It should be able to take 6 AIM-9Ls stock, and leave the AIM-9M as a modification. If a plane has only one model of one type of missile, give it full load option stock. Example would be SU-27. It has R-73 as its only short range missiles, thus should get its full load of 6 stock. This should be applied similarly to all planes.

- **Matchmaker**

In addition to above mentioned BR changes that will decompress BRs, it might be necessary to implement a system that will separate big generational leaps in technology. Depending on how BRs are decompressed and reassigned and how the gamemodes change (discussed later in the document) , this system might not be necessary or even make a difference. Regardless of that, we will present some ideas for such a system. Some groups of vehicles should not meet, governed by a hard rule set in the matchmaker. Some examples of groups that should not meet:

1. Planes without access to countermeasures and planes with missiles that cannot be kinematically dodged or are very hard to dodge (~20G+ capably missiles)
2. Tanks without 2 plane stabs and ones with them

3. Late WW2/early Cold War period vehicles and vehicles that rely on chemical energy ammunition which is highly effective against simple homogeneous armor. If a late WW2 tank has a decent amount of protection against such rounds (some sort of spaced armor or similar) it should still meet such shells often.

## Economy:

- Permanent backups

Add permanent backup to premium vehicles, instead of a certain amount you get when you buy it. This would enable players that play a premium vehicle to spawn their tank twice in a match, every single match, forever. Recently the change to give some backups with the purchase of premium vehicles was good, but it was not retroactive which we feel is a little unfair. The proposed change would also help with the problem of “one death leavers” at least a bit, leading to a better overall experience.

- Convertible RP

As it stands right now convertible RP (the yellow one) is rarely used simply because it costs GE to use, and the exchange rate isn't that appealing. There are two different systems we would propose

1. For every 10 normal RP (the blue ones) earned in battles you would get one convertible RP that you can then use for free to boost your research. Currently collected convertible RP is to be divided by 10 to match the new system.
2. Ability to use convertible RP for SL instead of GE. A proposed exchange rate is 5 SL for 1 RP.

- Free new modifications

When adding new modifications to vehicles, give those modifications to players that have that vehicles spaded. This creates a nice little positive feedback loop and encourages people to spade their vehicles.

- Changes to talismans

We propose adding one more “tier” of talismans. These new talismans would give the vehicle all the benefits that a premium vehicle has, of course at a higher price than the normal talisman. This includes the SL multiplier increase by 100%, RP boost by 100%, above mentioned permanent backup, and the ability to efficiently research everything

from rank 1 to one rank above its own. So just like premium vehicles. We would like to explain how this doesn't take away from the usefulness of top tier premiums and packs, as they remain the best way to research the entire tree when you have nothing researched. Instead this helps the players who already have a line or two researched and want to research the remaining lines but don't want to spend the money for a top tier premium. Groups of people who would buy a top tier premium and those who would buy these new talismans don't have much overlap, because the new talisman requires the player to already have a top tier vehicle to be used effectively. The old talisman, the one currently in the game, should get a price reduction to compensate.

- Boosters after battle

These boosters, in contrast to the ones currently in game, are activated after the battle ends and they are calculated against total RP/SL earned instead of base RP/SL. A new button is added in the "Messages" panel that gives the option to apply the booster to a specific game of the player's choosing. You can only apply it to games that have ended today. These boosters come in a few different sizes and are given to players based on a few things. We propose the following model:

All players get 3 boosters that are times 3 boosters (x3) on weekends. This means 3 boosters on Saturday and 3 more on Sundays. This would work like a happy hour event that some other games have. Premium players would get 3 boosters of the times 2 (x2) variety everyday. These boosters cannot be stacked, and they expire at the end of the day. There should also be a possibility for these to drop from after battle crates as well.

- Scoring

We would like to see these things counted in the games we play

ARB:

1. Maneuver kill: If an enemy crashes into the ground, the player closest to them is rewarded the kill, maybe even some medal/reward.
2. Regarding the "Severe Damage" system that was proposed we fell like following things should count as severe damage:
  - a. Enemy plane is on fire
  - b. Destroyed or red engine
  - c. Plane without a wing that is now in a flat spin

GRB:

A system like "Severe damage" should also be implemented into ground battles as well. Here is what we consider should be counted as severe damage:

1. A tank that can't shoot because we disabled it, either by destroying the gun and/or breach or by killing all the crew that can fire the gun. If this enemy dies while in this state, the player that disabled it should get the kill as well, as per "severe damage"

2. Tanks that we set on fire and don't have any more FPE charges.

## AIR RB:

- Scoring

Bring back the passive points while near enemies/dogfighting. There is nothing more frustrating than dogfighting with someone for a minute and a half only to get third partied and to get nothing for it. Also it would be nice to get some reward for dodging missiles.

- Maps

Change to make maps bigger at high tier was good overall but wasn't enough. All of the mission objectives are still placed in the middle of the map, right in between team airfields which makes battles predictable.

The following suggestion basically boils down to bring AIR SB EC to AIR RB, but we will elaborate how and why. Here is the proposal.

Add more airfields for both teams, and have them spread out on the edge of the map. Spread out mission objectives across the map. Make it worthwhile to do these mission objectives. This makes strike aircraft and choosing ground pound loadouts on multirole aircraft necessary instead of just going with 16 fighters. These 3 changes will significantly improve the games, but those changes aren't enough.

Multipath propagation completely negates effects of radar missiles by just flying low to the ground. This makes short range IR missiles much more desirable than radar ones, which in turn creates furballs with 10 or more planes all slinging heatseekers, and in those situations skill takes a backseat to luck. By adding more airfields and by spreading the objectives this lowers the chances of these huge furballs forming, but it still doesn't resolve our issue with radar missiles and multipath propagation, and radar missiles are still not used for their intended long range use, but rather for use in forced headons. If someone tries to climb high to take advantage of thinner air to gain more range out of their missiles, they will likely miss most of their shots because of MP propagation. The suggestion is NOT to nerf MP propagation effect, but to find some other way to unglue players from the ground. This can be done by adding more aggressive AAA, both in the form of guns and in the form of short range SAMs, as well as some MANPADS maybe. These guns and MANPADS would be scattered further away from objectives covering more area but would be limited at which altitudes they can engage at. Objectives would be guarded with even more deadly anti air weapons, which would make strike aircraft more useful because of their ability to carry precision weapons like laser guided bombs. The danger that MANPADS and AA guns pose should be big enough that you are seriously risking dying by flying low over them. These changes bring more balance between roles, fighters/interceptors and strike/bombers and they would be both desirable

to have on the team. This also opens more options for air to ground weapons like ARMs and jammers.

- Improvements for bombers

Addition of a system where fighters and interceptors spawn with the bomber and act as its cover and escorts. These planes are now tasked with protecting the bomber and get no points if they are far away from them. They would also get rewards for the bomber doing its mission

- General changes to the gamemode

Remove the win condition for destroying all enemy planes, and ability to respawn (like in SIM) and the option to use multiple crews during a mission. Now the win condition are now objectives on the ground that need a variety of air to ground weapons to destroy. Again this gives a much bigger role to strike aircraft and to bombers, just like they are very important in real life as well. This creates an interesting dynamic in team composition between fighters, interceptors and bombers, and teams need to balance that dynamic in order to win. This adds another element of planning and team play, which just makes the game more realistic and more interesting. As far as respawns go, they could be unrestricted or on some type of a timer that would spawn players in waves. In the case of the timer, there can be certain objectives that would influence the timer duration, further increasing the complexity of the gamemode.

- Misc

Add the option to disable the vapor cone as you go transonic.

Add optional night battles, just like for ground, as well as some more varied weather conditions like snow, heavy rain, thunders and similar

## GROUND RB:

- Misc

Ability to change every single crew member on friendly caps. There is no reason to be limited to changing only one member. Of course replenishing more crew members will take longer.

Ability to stop replenishing crew, like you can stop repairing

Ability to replenish FPE charges on friendly caps

- Separating GRB and MIXED RB

Add a separate game mode called Mixed RB (MRB later in text) in which the use of air assets would be allowed, while their use in GRB will be disabled, making GRB a tank only mode.

We will use the current GRB as a starting point for MRB to present the differences more clearly.

MRB:

1. Significant increase of SP requirement for air assets. Planes and helicopters can absolutely turn the tide of the battle and their spawn cost should reflect their power. The increase in SP requirement should be at least 75%. A cap and a kill shouldn't allow someone to spawn a plane fully loaded with weapons.
2. Remove plane air spawns.
3. Airfield distance to the ground playing field should be increased 2 to 3 times, maybe more at top tier. This along with point 2 will make it so that it is no longer possible to launch weapons as soon you spawn in. This goes the other way as well, as it gives planes more space to prepare their attacks by climbing and choosing the best approach for their target. The closest helipad for example should not be closer than 20 km to the ground playing field
4. Kinda offtopic here, but increasing the render distance/anti cheat render distance would help with firing these long range weapons. We are unsure if this is intended or not, and would like a clarification regardless.
5. Increasing the number of airfields and helipads. Those airfields should give multiple choices for your attack path, improving efficiency of aircraft, as well as making it harder to camp airfields.
6. Addition of AI radar and/or AI AWACS systems that will warn the team of detected threats.
7. (We are unsure if this would be a good addition but it is interesting so we are including it) Addition of smaller more forward airfields that can be captured and used. These airfields are not available at the start of the match and can also be destroyed/uncapped by bombing them. Runway destroying cluster ammunition maybe?
8. (We are also unsure about this one) Addition of targets for air assets to destroy besides player units. These include artillery batteries, above mentioned radar installations and similar. Destroying these has an ingame effect related to the unit destroyed
9. Significantly increase rewards for playing SPAAs. No one really wants to play them right now, so we feel like their rewards should be increased to compensate.
10. Maps for MRB should be bigger in every sense of that word. More capture zones and larger dimensions overall. These maps are also bigger in the air, allowing more plays to be made. Every single map should have variations in terrain



configuration. For example, have a part of the map be urban in a city and another more open with more varied elevation. This makes more vehicle types usable as they all have somewhere to go on all maps. These maps should be big enough that there can't be a single helicopter covering the entire map.

11. Maps should be generally symmetrical.
12. These maps should also have some additional spawn points closer to the middle that need to be captured. We think this nicely fixes the "problem" of people not wanting to drive for 3 minutes to see action.
13. Spawns should have more cover and protection compared to maps that are in game right now. Also there shouldn't be some high point in the middle of the maps that sees spawn and allows easy spawn camping.

## New mechanics:

- Buddy lasing

(My understanding of this technology isn't to high so the suggestion we are about to present might not be technically correct, but we think it is a good simplification for War Thunder)

This system would allow laser guided weapons to home in on other player's laser designators. Every player will be able to select a combination of pattern and frequency that will emulate different settings of laser systems. Scout drones will also get laser designators. Laser guided weapons see all the lasers that match their own settings. Add the ability to sync settings between squad members

## Misc:

- Test drive

Test drives for all vehicles have been forwarded to the devs recently, so we just want to say we also want this. We also want to be able to modify loadout in test drives even if the player doesn't own the vehicle in order to properly test the vehicle.

- Weapon select

Please fix the weapon selection bug  
please

- Squadron battle

Count kills in squadron battles for missions/tasks

- Simulator battles timetables

Make ground simulator battles available at all times for all BRs, instead of having it rotate on a schedule

- Friend list

List which BR your friends are playing in the friend list

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