**Changes to current commanders:**

 The replacement and potential elimination of the following abilities due to their lack of use by the majority of players and the lack of function that they provide to the battlefield:

 **M-42 45mm AT Gun** (Defensive Tactics and Urban Defense Tactics)

 *Doesn’t do enough damage output to tanks for its population capacity.*

 **Armored Vehicle Detection** (Urban Defense Tactics and Shock Motor Heavy Tactics)

 *Not as effective for its cost as a standard recon or other similar abilities.*

**Rapid Conscription** (NKVD Rifle Disruption Tactics, Conscripts Support Tactics, and Soviet Reserve Army)

 *The ability is nice, but it is still unused, costly for its purpose, and would be more effective if spammed than used once or twice all game.*

These abilities do not provide enough to be a useful ability as part of a commander. To be part of the standard faction would be fine, but they are just fillers in the commanders taking up space for more useful abilities. For example: PTRS or AT Camo instead of the M-42; Recon Overflight, Mark Vehicle, or Spy Network instead of Armored Vehicle Detection; Rapid Conscription is not as important as a change as the other 2, but to replace it for another ability would be preferred as the commanders are already too munitions heavy to use the ability as often as needed to be useful (same goes for the equivalent of the Wehrmacht).

**New Commander Recommendations:**

 **Il-2 Air Support:**

 **Recon Overflight**

**Munitions Drop** (200MP; Fuel Drop Equivalent for Soviet and Wehrmacht Price Equivalent; if munitions drop is not possible, though highly preferred, a fuel drop is fine)

**Mark Vehicle**

**Il-2 Sturmovik Attacks** (Either Strafe or Loiter; Loiter is preferred)

 **Il-2 Precision Bombing Strike** or **PTAB Bombing Run** (Precision Preferred)

 They say that the Il-2 helped change the war and was one of the most feared planes on the battlefield as well as the most produced during the war. Why not have a commander that includes it as a Close Air Support equivalent from the Wehrmacht for the Soviet. Keeping the same costs and CP as before.

 **Covert Operations or Ambush Tactics:**

 **Radio Intercept**

 **Tank Hunter Ambush Tactics**

 **Partisan** **Troops/ Partisan Tank Hunters** (Either, Troops preferred)

**Recon Overflight/Spy Network** (Either, Recon preferred)

 **Booby Trap**

A commander around ambushes. Being aware of the enemies move, letting the enemy come to you, and then striking with surprising tools like camo, partisans, and booby traps. Keeping the same costs and CP as before.