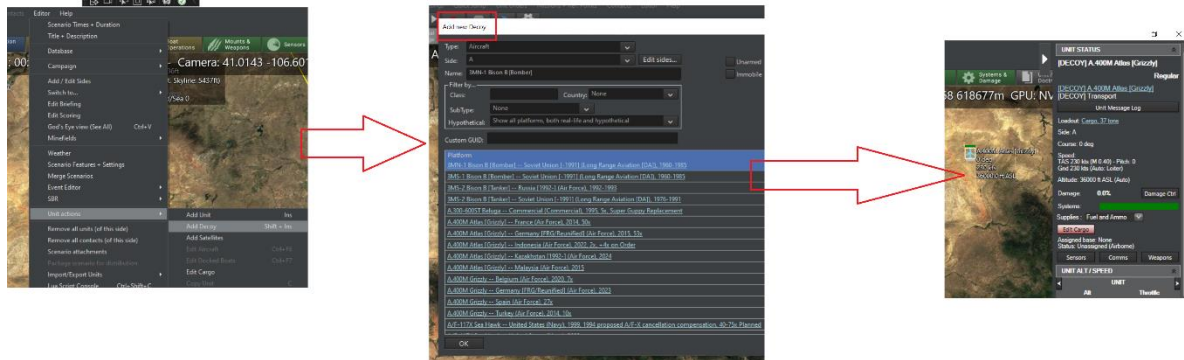


New Decoy Logic:

Decoys are units completely identical to the “real” ones but with a Decoy flag set to true.

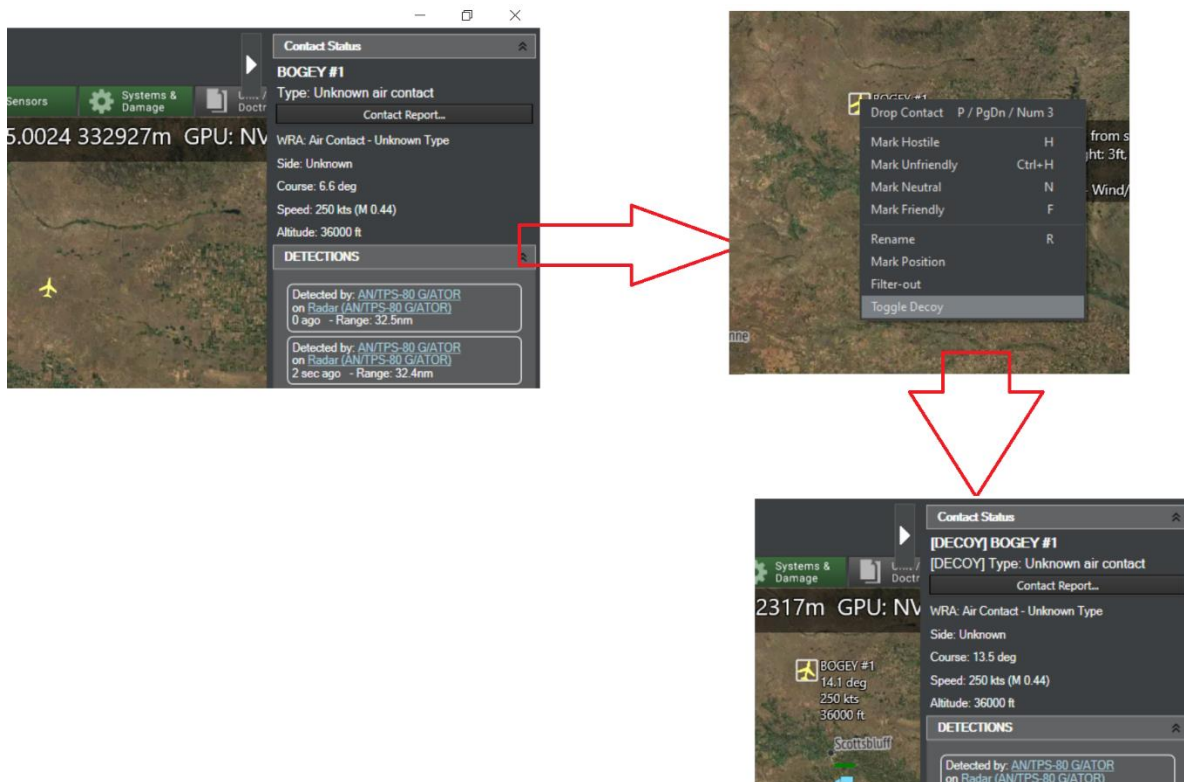
In the real words a decoy can move or not, be armed or not. In order to achieve maximum flexibility a decoy is created as an exact copy of the mimicking unit with the only exception of a flag that indicates this as a decoy.

The Scenario editor can freely customize the unit removing weapons or propulsions until it reaches the desired level of simulation.



The side that own the unit will always be able to see that the unit is a decoy thanks to the tag in the right column.

Decoy identification:



The simulation will make no effort in auto-identify a decoy.

It will be the player that once identified a unit as a decoy can right click on it and mark it as decoy.

The unit hold a list of side ID that have marked it as a decoy.

Once the unit is marked as a decoy (independently of the fact that the unit is indeed a decoy) the unit is always treated as a waste of ammo and no tentative of auto engage are made.

Manual fire will still be possible.

The unit marked as decoy will change its icons with the decoy icon already in the symbol folder and will have the Decoy tag in the right column when inspected.

A unit can be unmarked as decoy by right clicking on it and select again "toggle decoy". This will revert the unit to be considered as a real unit of the identified type