1.4.21 practice summary  
Attendance: Psyren, PowerPaladin, BlackRanger, Gytheran, megazone, maestro, bwoneill, mikep192, PopeOfToast, Chua

Accomplishments:

* Invited Chua to participate in practice and recruited him as a full member
* Voted on the removal of inactive member Optimistcist
* Enabled PowerPaladin to fill a leadership role in our second squad
* Ran 5v5 Wraith scrimmages with new offense strategies. Matches were very close.
* Entered rank with two squads but matched against each other.
* Last ranked match both squads faced far weaker teams, but applied new strategies to great effect
* Created an additional private practice room and named our rooms Ghost and Phantom.
* Discussed better communication guidelines; support and bomber roles are more available to analyze battlefield conditions
* Advertised Chillybutton’s Flight Classes, starting Wednesday 10pm cst.

Next Practice:

* Lesson on Radar use and why the offscreen arrow is the devil
* Dissection of Team Cheese opening tactic
* Trying out the alternate offensive strategy Chua has brought to us. Its very different from our current one:

***Frigates***

**- Fighter Ion torpedos both frigates**

**- Support runs targeting beacon/resupply**

**- Bomber runs proton bombs**

**- Support must use targeting beacon on frigates and resupply proton bombs for maximum damage, other teammates run interference**

**- Repeat until burned.**

***Capital Ship***

**- Fighter Blows Power**

**- Fighter/Interceptor takes out weak points and enemy targets of interest [support/ AI farmer bomber]**

**- Support uses targeting beacons to increase weak point damage (important)**

**- Ignore shield gens**

**- Ship health should be around 50-20%**

**- Bombers to blow hull plates, should be about 5% per hull plate**