**PowerPaladin - Observations - 1/7/2021**

-Flew a few ranked games with Ben, Ranger, & Mike.

-Queued on the same team as AvengerOne(1?)TTV. Won that match (\*sigh\* he wasn’t streaming).

-Flew a game where one enemy (Imperial) team employed a double bomber ai farm and three supports running turret spam (maybe also ion torpedoes on one of their last chances to finish off our cap ship. Because their supports were, essentially, defenseless, this tactic ended in failure.

-Flew against a team “RANDO\_” 3-stack. This was probably our most important match of the night. They flew a flex ai farm/anti-cap bomber (who often also flew a penetration torpedo fighter) a defender, and a support (running beacons and resupply, I believe). The defender pilot only chose to engage enemies who were harassing the bomber and support on offense.

I think assigning anti-starfighter pilots to be consistent bodyguards to other specific roles within the team could be crucial to mounting a successful offense. I suggest, among the potentially three anti-starfighter pilots, 1 interceptor covers the bomber and support players, 1 interceptor covers the fighter and bomber players, and the fighter mainly concerns itself with interfering with enemy ai farmers and enemy support but is on-call to provide cover for suppressed interceptors or fill an empty bodyguard role in the event of a death or withdrawal for repairs. This arrangement is only hypothetical at this stage and requires testing and strict adherence to guarding one’s assigned wingmates during a lab to be accurately assessed.

I also believe this might be why some teams have fewer interceptor deaths in any phase. Interceptors \*are certainly\* anti-starfighters, but withholding fire and building up shield and boost bars, while, say, your wards aren’t being attacked extends your survivability and prolongs your time in-zone to lend more assistance. Needless dogfighting against other interceptors just distracts from the main goals of disrupting the ai farm and protecting the bomber and support.

They only gain morale by killing you, your ai, and your corvette/raider, and if you work towards denying them at least 2/3 of those morale-gaining routes (especially ai farm and player kills), you’ll drastically increase your phase time.