

# *Ideas from YT*

by YT

How y'all doing with the challenge i threw out at ya's?? K/S, S/L, K/D, gunnery % ?

I REALLY want to see you ALL improve in these categories, even if you don't have allot of room to improve. and yes, i have looked at ALL your scores. some of you...DAMN...great work!! while others (yea like me!) have room for improvement. so here's some idea's to land those 3 & 5 kills sorties.

1) Always, and i mean ALWAYS try to fly with another bastard. this (IMHO) \*used\* to be a big issue w/ the hourly fee's. now with flat rate, you can afford to wait in the tower for a brother bastard. this and this alone will improve all your stats. and build camaraderie in the process.

2) Do NOT engage unless you already have the fight won! this is basic theory from Shaw's book, and while it takes alot of patience, i promise you if you work to have the advantage prior to engaging, you'll always come out with wings intact =)

3) Know where the nearest friendly is, AND the nearest allied field. obvious reasons. i'd like to clarify the \*nearest friendly\* part. while you may have allied flyers near you, and know where to run if you get in trouble, be aware of just who can clear you quickly and who will take forever. also be aware that those friendlies \*may\* be jaboing or on a mission and possibly \*can't\* come to your help. which leads to...

4) Egress BEFORE you get in trouble. there comes a point in an engagement where we ALL know that the tide has turned. we all need to recognize that point and leave ourselves room to egress safely. so if you find that you have made a mistake or two that your opponent has capitalized on, and you feel your loosing the advantage you started with ( read #2 ! ) GET OUT! =)

5) LEARN TO DRAG! we ALL need brush up in drag ( well i hear abby has all the latest in clothing, but that's another story (GD&R)

that's it for now from the old bald one's retirement camp.

yteeeeeeeeeeeeeee!