Ep 15 (Trespass)

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Jesus the aggressor is shit

- Synced Turret is unbelievably bad
    - Like no one ever looked at it bad, it doesn't even pass a basic sanity test
    - TLT w/ focus vs agi with focus
        - 0 agi 1.9 damage
        - 1 agi 1.6 damage
        - 2 agi 1.3 damage
        - 3 agi .90 damage
    - w/ evade
        - 0 agi 1.76 damage
        - 1 agi 1.31 damage
        - 2 agi .81 damage
        - 3 agi .45 damage
    - MAGIC MYSTERY FOCUS/LOCK TURRET v focus
        - 0 agi 2.8 damage
        - 1 agi 2.18 damage
        - 2 agi 1.56 damage
        - 3 agi 0.98 damage
    - w/ evade
        - 0 agi 1.81 damage
        - 1 agi 1.19 damage
        - 2 agi .64 damage
        - 3 agi .31 damage
    - NOT EVEN INCLUDING THE RANGE DIFFERENCE
    - Range 1-2 is 98.5 ship bases
    - Range 2-3 is 177.08 ship bases
    - For reference, range 1-3 arc on a small base ship is
        - Small Base: 40.6 ship bases
        - Large Base: 57.3 ship bases
- Need to double check the math on hitting Fenn with kestal
    - Each TLT shot has a 67% to hit, until you spend the focus, then effectively 0
- Intensity is cool
    - Clearly playtested with old defenders

      ODJ vs turrets vs aggressor/ps7 aggressor

      will that matter

Tyler lost to a firespray

TO THE PHONES

Distortion of the meta: Asajj

- Not jumpmasters (but its jumpmasters)

  Multiple assaj players rejected the fairmaster on principle -(Travis) -Wut?

Atanni vs ptl/vi(zack will do some.digging before hand)

ZACK HAS A BUNCH OF INFO AND COMMENTARY ON THIS!

KRAYT NOTES

Editors note: No, I still have no idea how to translate drunk Zack into human - answered

- Travis - the “1”s are a simple count, and indicate that it only showed up once in a top squad
    - The “x”s mean it was in a top squad, but also used another card (ex: a list with VI *and* PTL). So when you see an “x”, it just means it overlaps with another upgrade down the line
    - So, basically, it’s just a tally - so that’s why I added the sum at the end

2014 TOP 16

VI
1 1 1 1 1 X X = 7

PREDATOR
1 1 1 = 3

PUSH
1 X X = 3

(TOP 32)
VI
1 1 X = 3

PRED
1 1 = 2

PUSH
X 1 = 2

mathz conclustion
12 of top 16 had one of those epts

top 32 moar varied, total of 18 of 32

THIS IS WHERE RON BRANNON STOLE 4BZ AND THE WORLD LEARNED ABOUT THE LITTLE ASTROMECH THAT COULD
(shout out johnathan gomes and scott williams, seriously i cannot shout you guys out enough, The Zack Mathews doens't happen if it werent for you)

what does 2015 have

vi
1 x x 1 x 1 =6

pred
x

push
x 1 1 x 1 1 x x = 8

10 of 16 in top 16

top 32

vi
x 1 1 1 = 4

pred
1

push
x 1 1 = 3

8 so 18 of top 32, most of the exclusions were swarmy with no ept available other than howlrunner or took crackshot

conclusion, mindlink SLightly more common than big 3
possible side effect of the end of ps hangover

<u>The X-wing community's ability to analyze and draw conclusions is severely lacking</u>

- Ryan was right, for the wrong reasons;
  Dee was wrong, for the right reasons
  - Ryan: let's look at the worlds day 2 cut and see if there's anything we can learn (correct)
  - Dee:
    - Looking results with few ships is useless, because they're noise (wrong) [technically, the entire tournament is noise - it's ONE tournament]
    - It *is* our job as competitive players to attempt to infer data from limited data sets
      - This is one of the fun parts of competition - meta analysis and projection
      - You almost always have to make some guesses, and decide what is noise
      - Doesn't mean you can't do it - it's partially what separates average players from great ones (besides pilot skill)
- (add more or delete) The idea that because ANY mindlink made top cut, in any form, that mindlink *must* be unbalanced
  - That logic is silly
  - People calling out that Justin's list is bad because it contains JMKs, or Nick's list, even without JMKs, still had mindlink, thus it's the same

        - They might be right that JMKs or mindlink might be a problem, but not for those reasons - they're no logical conclusion there
            - "I hate this card. I see this card used. Thus it confirms it's a bad card"

- Looking at a single tournament, *even* worlds, is a bad way to draw firm conclusions or balance the game
    - Further, drawing conclusions from ONLY the top 16 of a SINGLE tournament is bonkers
    - Ex: NonRonCon data is gathered from multiple regionals around the world, and goes to top 32 if the data is available (because the top cut is not the end-all of good lists) , and then aggregated together for usually over 200-300 data points,
        - Good players knock each other out
        - Randomness on any given day for any given players (even good players have bad days)
    - The meta adjusting ***INCREDIBLY*** slowly
        - Every single one of these mindlink lists could have been run last worlds, and frankly, would have been incredibly competitive at those worlds
            - Ex: teroch FUCKS dengaroo so hard it's hilarious; Super fucks even pre-nerf defenders
                - Fenn also hyper-fucks dengar
            - Paratanni would have been incredibly good at worlds
                - Tanky assaj
                - No range limit manaroo
                - ...it's paratanni. It was beating pre-nerf defenders already.
            - ODJ would possibly have been *better* last worlds
                - More defenders to feed on
                - Amazing dengaroo matchup
                - New tech help insulate a bit vs bombs
                - Still killed assaj
        - Stay on the Leader (forums) - "But you didn't see other incarnations of JM5k until Deadeye was nerfed, then Zuckuss. Deadeye was the top list so no need to use the others even though they were also great. So plausibly we will see the same thing with Mindlink, and you won't see the other powerful variants of Mindlink while people can use JM5k with it.
            - (this assumes an efficient "market" meta, which we have no reason the believe exist")

    - Uncommon Squads:
        - Palobtanni - 3
        - Old Ass Fenn - 3

        - Fair Ship rebel - 2
        - Deci Whisper - 2
        - Dentel - 1
        - Nand's list - 1
        - 100pt Corran - 1
        -

    - Most Popular Pilots
        - Fenn - 26
        - Scout - 15
        - Teroch - 14
        - Miranda - 14
        - Manaroo - 13
        - Assaj - 10
        - Biggs - 9
        - Quickdraw - 9
        - Omega Lead - 8
        - Vessery - 8
    - Are these pilots irrelevant? (Dee Logic)
        - **Whisper - 2**
        - **Palob - 5**
        - **Jess Pava - 3**
        - **Rex - 2**
        - **RAC - 3**
        - **Dash - 6**
        - **Dengar - 5**
        - Braylen - 3
        - Backdraft - 3

Travis asked zack to talk about why he likes rebels does this go here