

Good day CMDRs o7

I am CMDR Exania and this is a guide on surface Bombing in elite using mines and dumbfire missiles. I make this because bombing is fun, pleasing and when pulled off, vary satisfying.

First up, when and where is air to ground bombing in Elite useful?

I'm gonna be frank here and say that right now, it's not that useful outside a small set of circumstances.

1. The missions to disable a power plant, emplacement powergrid and similar. These are usually located inside a horizon surface installation.
2. Killing skimmers in a ground base, both horizon and odyssey. The Odyssey settlements are a bit trickier.
3. In a group of several cmdrs doing ground CZ both pvp and pve, but this has its limits and is way trickier then mission bombing.

Setup.

Ships, there are many different ways one can set up a ship for bombing, so I will give you a basic one and my personal one further down.

The Viper mk3, its cheap, fast and have very good hardpoint placements for it, an excellent allround starter ship for bombing.

Here is a basic build, <https://s.orbis.zone/k2aq>

This is just a very basic example build and I expect those that want a dedicated one will customize further according to personal preference.

For reference here is the fully engineered Viper that I use for bombing;<https://s.orbis.zone/k248>

Other good ships;

- Eagle mk2, for dive bombing and something similar to dive bombing I call glide bombing, more on that later.

- Alliance Challenger and Federal Assault ship for slow speed carpet bombing.

There is alot of ships that can be good for bombing in elite so this is just my own picks for it.

You could probably with some willpower and vaseline use any ship in elite as a bomber.

The absolutely most useful place for bombing is nr.1 disable powerplant/grid missions.

Picking a mission mostly don't matter, but what does matter is the planet's gravity, the size and security lvl of the Surface Settlement/Installation where the mission target is in, but this becomes less relevant the more experienced bomber you become.

So you picked up a disable power grid mission from the operation tab in a station missionboard. What's next?

Scouting. To get familiar with the surface settlement layout is the first thing you want to do, since you can't hit your target if you don't know where it is.

This is done by just flying down to it and having a look, you want to check where your target is. Is it behind a wall? Or in between some buildings? That sort of stuff might make it hard to hit.

When you have become familiar with the surface settlement/installation and where your target is, you can start the bombing.

There are several different ways you can do a bombing run.

1. Glide bombing.

This is what I start with, if successful this makes the mission time to be around 20-30sec.

Technically it's dive bombing but I call it glide bombing because I release the mines when I'm gliding in towards the planet from supercruise.

You want to glide down towards your target with the steepest angle you can get, -60 to -50, you can stretch it to -40 but that does make it so the mines have longer to travel and on high gravity planets they might not land where you aimed.



Deploy your hardpoints as fast as you have entered the glide. You want to release your mines as close to the end of the glide as possible, otherwise the mines won't go all the way down or just sit behind you not coming down at all.

Here is a 30 sec video demonstration <https://youtu.be/HVpZnro42ng> and one more in an Eagle mk2, also about 30 sec, <https://youtu.be/fLIPHetDEHY>

The downside to glide bombing is when you miss, you usually still hit something on the base so now the base is angry with you.

Now if I miss the target, I follow up with a dive bombing or dumbfire missile strike.

2. Dumbfire missiles strike.

Using dumbfire missiles is probably the easiest way to do it and it is pretty straightforward so I don't think I need to explain this too much.

I use it as backup if I miss my gliderun or the target is tucked in between buildings.

This is also an easy way to kill people running around below you. Two missiles usually do the trick.

Here are a few links on different ways to do it. They are about one minute long.

Multi target strike; <https://youtu.be/3UThY3LwPm8>

Follow up after glide bombing miss <https://youtu.be/ab8e9Dpo1tM>

And a final one to show that things go wrong, this one is a bit longer. About 3 min.

<https://youtu.be/L5Hk85-GFyY>

3. Dive bombing

This is the simplest bombing with mines and as dumbfire missiles are fairly straightforward. You want to come from a steep angle above the target, go fast and aim at the target, release your mines around 1 to 1.5km out from the target, this may vary a little depending on the gravity of the planet, but generally it's about the same.

Here's an example, about 40 sec and starts with a failed glide bombing.

<https://youtu.be/QMsa2Y6leg4>

4. Cluster Strike

This one is more for fun, you go in low at a shallow angle and release your mines to make them hit a wall of a building or something similar. The mines do travel with you for a short bit and this one is much easier on a low gravity planet.

Here's a demonstration video on it, about 1 min 30 sec, <https://youtu.be/BtJzhHJWWYE>

5. Carpet bombing

Now this is one of the more tricky because you have to think about how fast you are going, how high up you are and how strong the planet's gravity is. All these factors plus when you release the mines decide where the mines will land.

I tend to not use this type of bombing on a planet with less than 0.3 in gravity because lower than that the mines won't always fall all the way down.

So how do we do this? You want to go in a straight line over and towards your target, in general you want to be around 500m in altitude and go 150-250 m/s and release the mines around 1.5-2.5km away from your target. I want to give you more exact numbers but that is difficult because all of them change depending on the gravity, your altitude and speed so you will need some experimentation with this to be accurate.

Here are some demonstrations on it and as you will see, it is hard to hit where you want to hit.

An old night time run, about 1 min, <https://youtu.be/QfdEEYLNVM>

Here is one over a high sec large+++ site, 1 min, https://youtu.be/BztFVPrEx_0

And a little longer one were I carpet bomb skimmers, 2 min 30 sec,

<https://youtu.be/pBnKA3YbSA0>

I don't think I have to say this, but I will do it anyway; after you have done your bombing run or missile strike, get away! Run! Move that ship out of danger! If there is any danger left that is.

That's more or less the basics of it.

I don't know if this is something you CMDRs even want or need. So therefore I will not explain the CZ and skimmer part but if people find this helpful and want it as well, I will add it in.

CMDR Exania, o7