

## ~Tinkerbelle's Bombing Tips~

*Screenshots courtesy of PJ666\_FallenAngel*

- Stay LOW: On approach and in making turns for another run; AA can be murder (especially at depots and dromes)
- Plan ahead: Always have a primary and secondary target in mind, so that if route needs to be altered those in the group know where to go. After the primary target falls, immediately set course for the secondary target.
- Communicate well: location/heading/cons/target in vis/what target falls.....
- I often bomb in F5 view, as it gives me good perspective of plane & target.
- Never hit vehicles or lookout tower at drome, it will harden the target.

## ~Target Tactics~

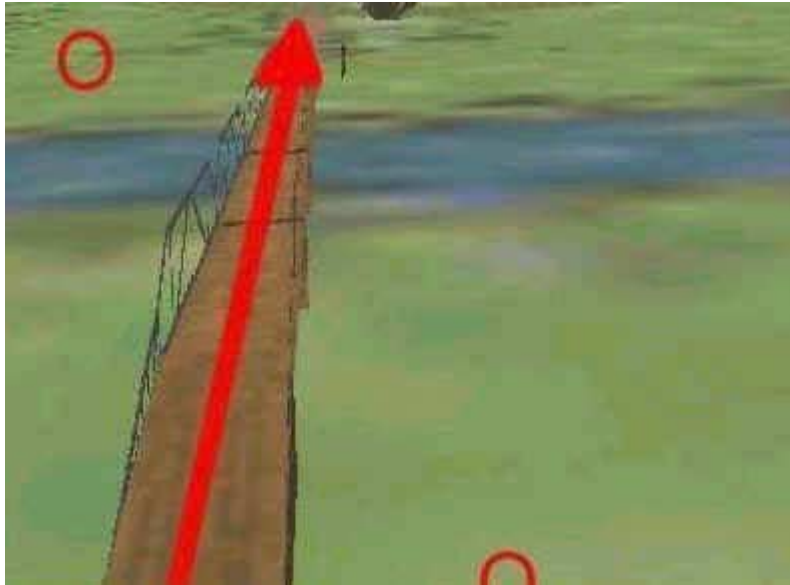
### **Railyards:**

I find that if I make a pass the length of the railyard (not perpendicular to the building) this allows me to strafe more incendiaries at the building and I can clearly see the car/vehicle that is often adjacent to buliding. Being cautious not to hit the vehicle while straffing, usually 1 bomb will drop the building and target. 1 pass..... Easy.



### **Bridges:**

Low and sometimes throttle back (depending on plane and if I have excess speed from diving to target). Drop 1 bomb on the "on ramp" 2 along the span and another bomb on the "off ramp". Usually 1 pass will be adequate, or allow plenty of space to make a low turn for another pass....but 2 bombers on a run, with 1 just a few seconds behind ensures one pass will drop a bridge. Also, if you happen to run out of bombs while trying to drop a bridge, fly low over the water and fire rockets at the uprights that support the bridge...I've taken many down this way.



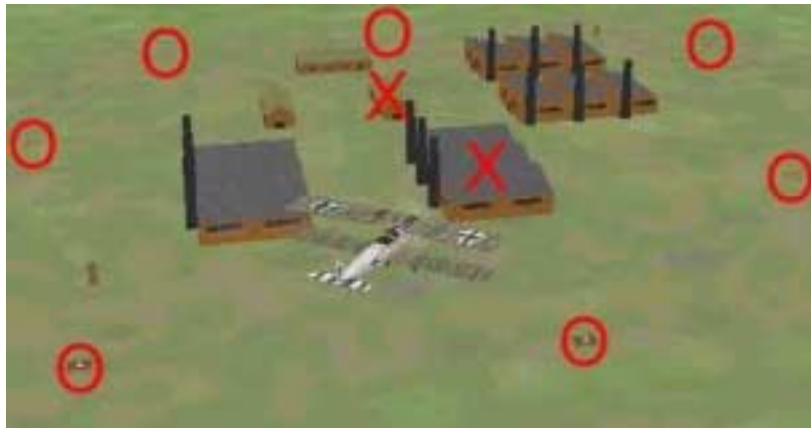
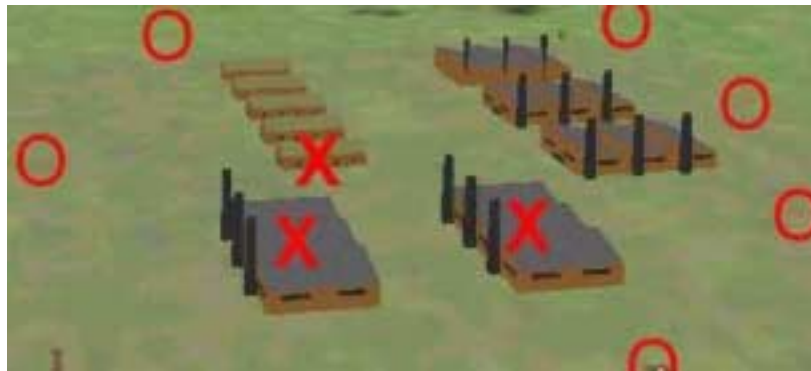
*Hitting the bridge at each end seems to work best*

## Factories

2 types...I always set up my approach where I hit the factory on the inside corner first... (the big building with the "X") meaning, I make my first drop on the building to the right, where there is another row of 2 or 3 buildings on the right side....regardless of the 'type' of factory. On the same pass, I strafe incendiary ammo at green buildings (careful, as there is often a row of trucks at the end of that row of green buildings in a type 1 factory...don't hit those!).

Turn and on the second pass, strafe same green building (s) and drop another bomb on same factory initially hit (this should drop that big building). If another pass is needed, turn and drop a bomb on the big building to the left of the one marked with an "X", then continue to target the same green building as on your first pass.

Note: Often in a type 2 factory (the type with only 3 small green buildings), if you target the green building going the opposite direction from the other 2 green buildings, the target falls sooner. Drop the big factory on the right, a green building and the big factory on the left and it should fall.



## Depots/Dumps:

3 types/nasty AA

1. Type 1>has 1 green building facing a different direction than the others. Target this first.
2. Type 2>make your runs up the middle. Target the green building on the outside of the row of 2 side-by-side, and the middle building in the row of 3.
3. Type 3> (hard...stay low...aim gunsight well, AA is nasty) Hope you have ammo!

I have heard different tactics from different bombers. (I heard Wingnut say to hit the brown shacks ;) ) I have found that if I make my first run along one edge...strafing all green tents with incendiaries, then long, low turn and strafe the other side of green tents, I have better luck. Hit the peripheral tents is what I find works for me. Bombing this type of depot is usually not wise, as you will hurt yourself because you are so low...if you aren't that low, then the AA will get you LOL...This is a difficult target.

TYPE 1: TAKE OUT THIS BUILDING AND ONE OF THE OTHER BUILDINGS



TYPE 2: TAKE OUT THESE TWO BUILDINGS



TYPE 3: BURN THE TENTS DOWN FIRST! WATCH THE AA. LONG STRAFING RUNS ARE BEST HERE. AND OF COURSE AS ALWAYS STAY LOW!



**Aerodromes :**

6 types/nasty AA

Most dromes require 2 bombers to drop. Use incendiaries alot. Do NOT hit vehicles or lookout tower!! Drop hangars first. I find if I drop my bomb right at the door to the hangar it falls ;)

Next hit the barracks (big buildings with gray roofs clustered at one side).

Hit cottages last (small white buildings with orange roofs)

Lastly, drop barns (big pinkish barn-shaped building at corner) and peripheral tents/shacks.

My passes on dromes varies, depending on the type of drome and if it is active (and of course if there is someone filling my 6 with lead ;) )...I look at the layout, and make my approach trajectory based upon the largest target area....fly in line with hangars, strafing and dropping bombs as fast as the timing will allow, following the layout of that drome.

TYPE 1



TYPE 4



TYPE 2



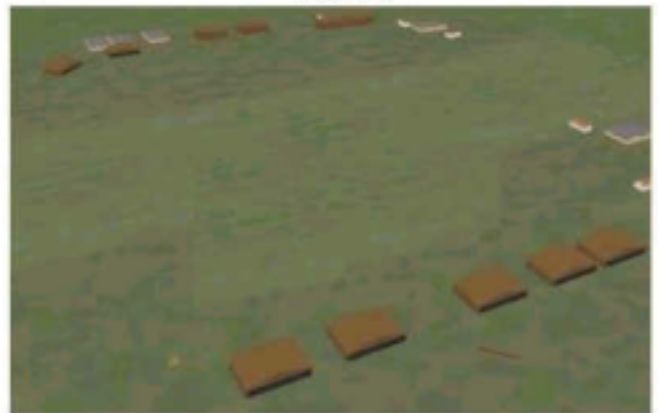
TYPE 5



TYPE 3



TYPE 6



Some folks may not find this useful at all, some may have found other methods work better for them (please share :) and some just figure it out as they go...Just wanted to share some of what I have found works for me. Feel free to provide feedback.

Hope this has helped someone in some way. Thanks for your time and interest.

**BA\_Tinkerbelle\_1 Lt.**

**Bomber FL**