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Elite dangerous dogfight guide

Elite Dangerous > General Discussion > How to improve dogfight skills more on the topic?So I have been playing this game religiously since I bought it. It's great. I grounded the courier mission with a sidewinder until I got a cobra, then graded my vipers and worked on high-resolution sites for vultures. Frankly, I thought it ♥♥♥♥ hot. I rarely died on RES sites and was making great cash, but recently I noticed that my 1v1 dogfight skills are pretty rubbish. I was intercepted by an orca on my way back to the station, badly lost, tried to pick a fight with a wanted player along the way and had to run off with a low hull. What is the feel of a dogfight? What is the crux of elite and dangerous combat?Note: Used only to report spam, ads, and problem posts (harassing, fighting, or rude posts). Elite combat zones are seen as end-game activities. Especially since about two years ago, higher levels of NPCs have been able to design modules, and AI has improved significantly. Military ships, or warships normally faced in combat areas, are also equipped with enhanced armor compared to the past, making them tank cars. I didn't mention engineering in your post, so I'm assuming your ship wasn't designed. It takes time, but engineering improves your ship's performance manifold: your damage output will go up by approximately 50-60% (depending on your weapon or blueprint) and your ability to withstand damage will more than double. Those said, there are a lot of things even a small ship can do to improve your odds. Throttle management Your rotational speed is affected by the throttle position (flight assist on) and pips to ENG (either flight assist is on or off). Keep your speed in the blue zone to improve your handling. Engineering your thrusters can also help as well as boost. Flight Assist (FA) off increases the turn rate, so many players switch to it and return to boost, turn and FA on. Of course, using FA Off permanently greatly increases the time it takes to achieve your goals, but the learning curve is steep. Aggro-managed NPC pilots in combat zones (CZ) tend to prioritize players, but this can be mitigated in several ways: the attack ship at the end of the far ball is not the center, but the attack ship already attacked by allied ships, probably larger than yours. Take occasional pauses to charge the shield and pips. Enemy agro has been damaged, so keeping it low-key for a while makes nearby enemy ships less likely to turn on you. Also, it doesn't always have to be at top speed, especially if no one is firing at you or if the current target is attacking someone else. Just slow down and match your speed to it. Still, sometimes things go wrong and it may be time to put it in your leg. When it happens,Chaff (because you have a chaff), depending on the speed of your pursuer, runs away while rolling and strafing in either a 4-2-0 or 2-4-0 configuration. The small size of your ship will help you avoid shots. Pip Management New players may not have noticed, but having more pips in SYS will do more than increase the charging rate of your capacitors and will actually make your shield more resistant to all sources of damage (including absolute damage). The increase is somewhat exponential, but having 4 is a peak of 60%. This means that an attack that normally deals 100 damage deals 40 damage only if you have 4 pips in SYS the moment the attack occurs. Conversely, the turn speed is affected by the amount of pips you have in ENG. It is very useful to change pip settings on the spot if necessary, I am using a program called AutoHotKey to write pip management macros. Finding a partner may not be easy, but if you team up with another human player, you don't have to share the proceeds: if you're on the wing, you'll get full credit for all the targets that have been destroyed, assuming both have recently damaged it. Final commentary with a large ship will help. They get more punishment, they can be equipped with the best ship launch fighters for distractions, there are plenty of shield cell banks and internal slots for additional armor, and you can spend all day at 4-0-2 for maximum laziness (if they always flip towards the target). Even before engineering was available, I started like this. Since fully designed large ships are not effectively stopped in combat zones, you can consider saving credits and buying them, or alternatively starting to engineer ships. Source: I am a flight instructor for Spear, a PvP group made up of more than a2 different squadron. Need an elite dangerous guide? If you're sitting on a sidewinder you don't own, the entire galaxy is waiting to be explored. It can be tough there in a way that only the merciless void of the universe can, for a rookie pilot. But don't panic: the early days of elite danger can be difficult, but we will take you through the foundations to get you on the way faster than the speed of light. At elite risk, you won't leave your ship, so it's important to get used to your new ride. Run a preflight check to familiarly familiar with the controls and disable them freely from the function panel. After that, you'll want to fly around the station for a bit. Side windings are free to replace, so you don't have to worry about scuffing the paint. There are some tutorial videos that you can watch under the training tab of the main menu. They are a bit dry, but you need to at least look at basic flight, docking and travel stuff. Travel beyond the stars in the best space games on PC. We cover four main areas with this elite dangerous guide: cockpit mission navigation combat andElite Danger Guide - Most of the cockpit UI is pretty self-clear, but some aspects can cause some head scratches. Adjusting to the way it represents 3D space can take a long time. Think of it as a glass pane with an icon embedded in the center. If there is a line moving upwards from the pane, it means that the target is up. The downline is below. The square target is the ship, and the triangular target deploys weapons. Hollow targets are other players, not NPCs. There is a heat gauge on the left side of the radar. Getting too close to the stars or relying on energy weapons can cause the ship to overheat. Ignore this at your risk. Compass – During a super cruise (details below) When the target is selected, the compass is displayed next to the heat gauge. If the dot is a solid blue line, the target is in front of you. If it's just a blue outline, the target is behind it. Mass lock - this means that even planets and large ships are affected by the gravity of the body. You can't jump into hyperspace or super cruises while mass locked, so you've need to clear that distance. The speed decreases until it is no longer affected by gravity. Remember the manners: if you are less than 7km from the station, be sure to request a docking. They don't take kindly to ships flying into their mail slots without permission. As eager as they are to remind you, on-the-ro is a crime punishable by death. Elite Danger Guide - Mission skilled commanders always have a place in their minds for sidewinders, but are not really particularly good at anything. There is a lack of range, firepower and cargo space. This limits what you can do in the early games so that you want to move on from it as soon as possible. To do that, you'll want to establish a home base to do the job so you can create a cold, hard space. Elite Danger takes many factors into account when calculating the payment of its missions. When fresh in the cockpit, you will not align with anyone, so gain a reputation with local factions and increase the influence of the system. The job you are supposed to be picking up is: Boom data delivery – boom data is great. This is the digital data that needs to be shipped from one station to another. It doesn't take up cargo space, so you can take on up to 20 jobs if available. If your ship is destroyed along the way, you will not lose data or fail the mission, resulting in a low-risk incident. Boom time delivery – Delivery during boom has the same settings as data delivery, except at this time when the current goods are scheduled to be transported. It is limited to what can be carried based on the capacity of the cargo, and if the ship is destroyed, the goods will be lost. These jobs are a bit risky, but the payments are usually higher. Passenger Mission - Tear up your cargo rack and put it in several economy class cabins.Workers and diplomats may have an advantage, but payments are currently under consideration. Planet Scans - These include flying to the surface of the planet and scanning the data beacons specified in your SRV (elite version of the moon buggy). If you bought the game with the Horizons expansion, you can start equipped with an SRV. By researching elite dangerous mods and installing them to your preferences, you can make the early games and the rest of it pretty easy. Elite Dangerous Guide - Navigation now you have some business to run you must know how to get your destination. Spend most of your time traveling within or between systems. This is possible thanks to your ship's built-in frame shift drive (FSD). Super Cruise This is a way to move around the system. There is always at least one star in the system, and there are a number of planets, moons, stations, and asteroid bands around it. A super cruise is your faster light journey that will get you between these bodies. Measuring distance in light seconds (Ls) can be difficult to determine how far away it is from an object. If you don't slow down in time, you may overshoot the target. So get into your key bindings and find the flight throttle section. Go to Set speed to 75% and map as you like. Press this button when you are about 8 seconds away from the target to move at the best speed and distance each time. Galaxy Map This is your new best friend, so bind it to a comfortable hotkey and study it because you're seeing it a lot. The map has a lot of filters to work with, including everything from trade to political alignment. When planning your journey, plot your route (the second button when you select the system) and make sure you simply don't choose your destination. You can then adjust the type of route you want under the jump data filter. Economical routes – use less fuel overall, but have more jumps to complete. The plotted course appears on the map as a solid orange line. If it becomes a dotted line, it's a point where you run out of fuel, so plan accordingly and you won't be stopped. Once your route is recorded, you need to engage your FSD and be on your way. Elite Danger Guide - Combat and Equipment When you have some successful missions under your belt, the next thing on your list is you need to equip your side grinder with some new modules. There are different types of power to choose from, but don't make your power needs exceed the capacity of your power plant. All of these items are associated with letters and numbers. A number indicates its size. The higher the number, the larger and better the module. These are limited by the slots of your ship. They also have letter grades that show their usefulness. E: Basic module. NothingD: Lightest module. Good for improving speed and jump range. C: In the middle of the road. Good balance between price and performance. B: The bulkiest module. You can take many hits. A: You can buy the best money. Fitting tip: There is little need to upgrade the sensor or life support system beyond the D grade. Keep them light and reduce your mass. Even if you are planning to become a space truck driver rather than a bounty hunter, all players should get used to dogfighting. That said, the ship you need to replace your side grinder with is the Eagle. It is incredibly nimble, has a good weapons place and is one of the most fun ships to fly. Sales Tip: Sell your ship at a loss of 10% of the value of the sale price. This includes modules. Sell old modules individually before selling your ship to maximize your credit gain. Now focusing on combat, you need two types of weapons to become an effective fighter. Kinetic - cannon or multi-cannon. Directly damages the hull. It is ineffective against shields. Heat – pulse, burst, or beam laser. Used to disintegrate the target shield. It generates a lot of heat. Watch as you first paste twin burst lasers and multicannons on your Eagle. Make sure they are fixed, not gimme balls, as they track your goals. Then you need to find your prey. You have two choices. You will find strange criminals around navi beacons. Simply target the ship and automatically scan it. If you are flagged as wanting, you are free to join. At first, be almost harmless or choose a fight with a novice target. After recording a few battle times, you can head to the resource extraction site to try it out. These can be found in the rings of rocks around the planet. Every mishandling patrols these areas, attacks miners, and therefore they present a tougher challenge. Speaking of the tough challenges, have you investigated The Targoyd of Elite Dangerous? Adder is a great purchase for pilots interested in hauling cargo. Imperial Eagle and Viper Mk 3 pack more firepower. Finally, for those who want to take their first steps as explorers in search of a good multipurpose ship, the Cobra Mk 3 will never go wrong. So get out there, dangerous flight, Commander. Commander.

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