


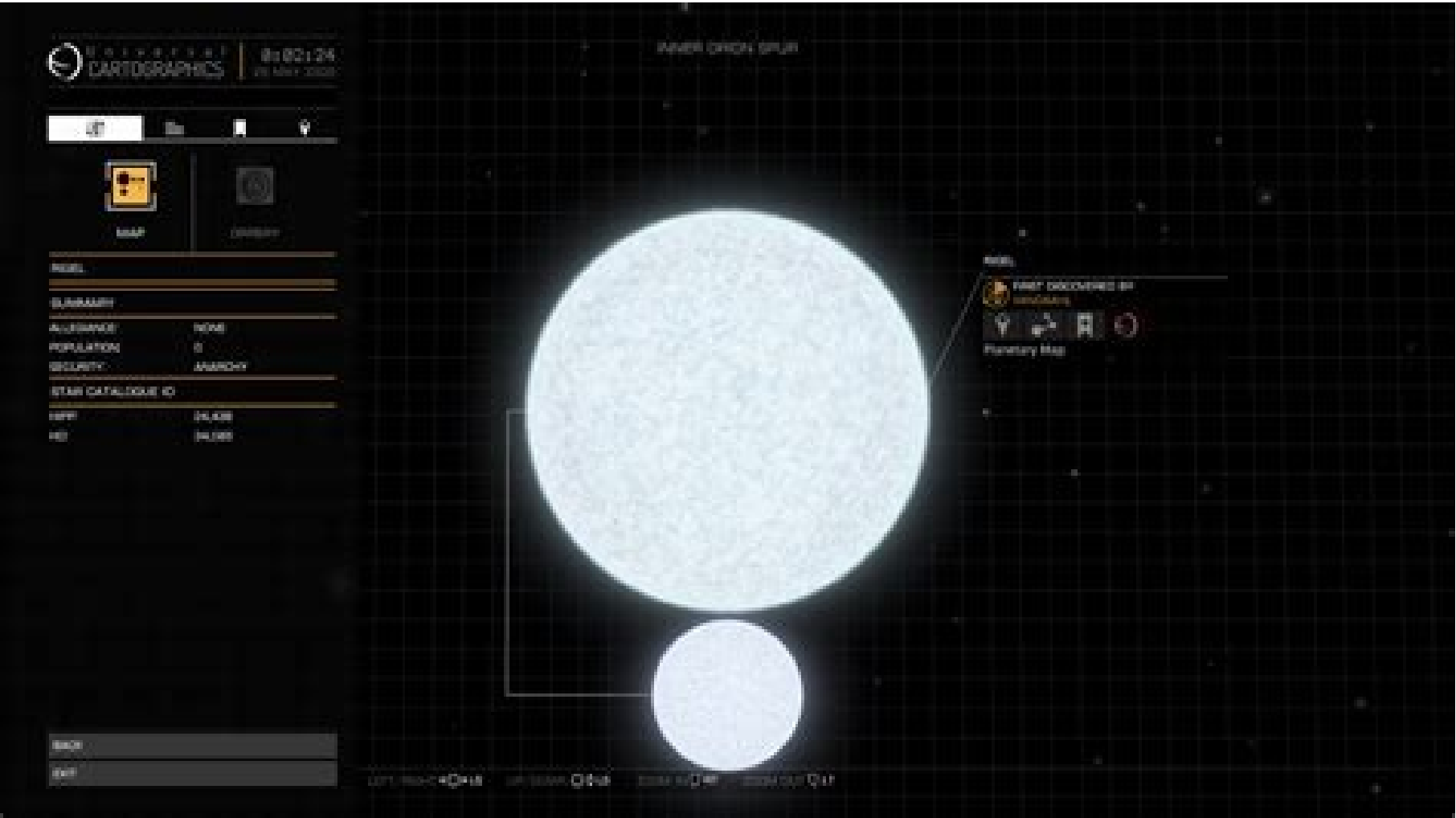
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Elite dangerous ship loadout guide



This wasn't intended for a lot of technical combat. A build that is designed to last as long as possible in Hazardous Resource Extraction Sites. Odyssey Shuttle / "Gankproof" Taxi I mainly built this for Odyssey. The Corvette seemed an... This build was specifically for killing Thargoid Scouts to speed up increasing combat rank. All while being combat ready totng two medium class rail guns with feedback cascade and two small class beams with thermal vent. It was designed to last through 5 Scouts, lock on and press fire. Build with the sole purpose of exploration, soon to depart LHS 197 for Colonia. The... From CMDR Jon Hirsch: I use this as a fun PVE fighter. Built and modified to tackle Haz Rez sites and have a decent enough cargo capacity to make her a reasonably good trader. Designed to be incredibly fast with a punch. 5... Form CMDR brusselsproute: A deadly attacker that can chase enemies to their eventual death. The gas tank is the ammo can. Highly maneuverable, and engineered it is a consistent generator of mining credits. Extremely good at scouting for carrier management. This build is a little heavier I think because of the Guardian Frame Shift Drive Booster. But hopefully understandable. While I'll admit, I haven't used it much for this purpose, it should be geared to steal cargo or destroy wanted ships. The build uses all the hard points with Beam... I built a multi-role warship, has portable fighter with a harmless crewmember, yaw and pitch rates are worse than normal keelbacks. This particular build was to see how much money and credits I could sink into a single ship. I traded a bit of cargo space for a Guardian... The Bandit was designed to be a general pirate-hunter-killer. I went with a balanced effect on the experimental effects on the multi-cannons. Also good for 15,000 ly runs. I wanted a build that could be simultaneously outfitted with both mining and offensive hardpoints without too much module management, but could ultimately take a sizeable beating long enough for me to either kill the attacker(s) or fire up... Still learning and only unlocked a few engineers, will swap out for mining loadout when I need some cash but seems OK for everything else I just improved this build Python - "Medium miner" I mainly increased the jump range, while keeping all other things almost on the same level. Basically a multi-purpose mining role. Dusting off my poor neglected FAS to kit her out for some fun CZ builds that can hang in a fight without the constant need to duck out to synthesize more ammo. Improvements are still ongoing as I unlock more engineers. Mainly it was for Tritium refueling but of course could double for cargo runs. While there's a bit of monotony with this particular run, it has proven to be a consistent ATM of credits and experience. has good shields. The shields are over 10,000 mega-joules. From CMDR P O W E R L I N E: Overall probably the best thing you can do to a cutter in regards to PvE. This ship was built with one purpose in mind and that was to ferry criminals to... J.O.A.T. Stands for Jack Of All Trades. Frontier penalizes you on several fronts for moving the large space brick. 3x chaff launcher. The 'no restock' is in its name so I remember NOT to restock the ammo. A fighter is better to fly, it is a tapin with gimbaled beams and a chaff launcher. There are many ships that can be used to just get from A to B but the ship i wanted to make had to be small (so you can land on weird terrain near Settlements) and fast but it couldn't be fragile. n- means turrent, + means gimble, 320 tons of space, 151 million dollars. This is how I initially had it, but with the Fleet Carriers... This is my personal shuttle, the one I like to fly the most when I don't know what I'm doing or where I'm going. Similar to the J.O.A.T. Tactical, but way less ridiculous. The purpose of this build was simple: To have a cheap and effective ship to scout out the next jump of my Fleet Carrier. From CMDR Chase4306: I put all the lasers on one trigger, and all the multi-cannons on the 2nd trigger. Makes for good comprehensive damage. It also is intended to be for Tritium mining for the Fleet Carrier as well. With over 5000 in shields it can comfortably take a beating and... This build was based off a few others I was checking out. I have... Material collecting/racing around From CMDR Moolastrikes: Based on standard PVP build, I've tweaked it that allows me to operate combat in Open Play mode, be it PVE or PVP. The "Cold Build" is especially interesting. With a Auto Field Maintenance Unit and Decontamination limpets it could last until running out of ammo (assuming you... The singular purpose of this build was to have a cargo bus between my carrier and a station. The kill warrant scanner should be on the laser trigger. Its not going to get you there instantly but range is what I prioritized in this build. I use it for anything that requires landing on a surface and going fast. You could trade the 3A extra collector limpet for a fuel scoop for range. The short video below demonstrates the speed. This is the current build I'm working with so far: Now according to Coriolis,... I do a lot of deep-core asteroid mining (VO, LTD, Alexandrite, etc), which frequently attracts pirates. So if you... Long range travel on a small fuel tank. Jump range and a Fuel Scoop are essential for moving in the Galaxy and to sell the mined materials. I've been using this loadout for all things combat, be it BH, CZ, solo wing assassinations, 1v1 Duel, and defend against gankers. That way I can scan while... Taken from webmasters website: "Description: A Multi-purpose mining python that can do both laser and core mining with out any refit needed. Any ship can be killed in a matter of maybe 30-sec max if you can aim well. I even threw corrosive resistant cargo racks... The Passenger Cat Python was designed only for runs from Robigo Mines to Sirrus Atmospheric in Sothis. It also has a fuel scoop to make it easier to reach those far away stations." Description: DZEA's combat corvette build known as the cucumber. After dying three times within a few hours at the hand of a ganker wing, and having to start over from a sidewinder, I had enough... Although previously, my build had no defensive capability and got me 2 more LY, I still needed to be able to defend my ship, as if I got interdicted or attacked, there was almost a 100% I was going to lose all of my exploration data, so I added some thermal vent beam lasers and... This is the Albion Interstellar Naval Squadron interceptor. note mining, transporting people, thyroid hunting, are not available, 1 billion credits to outfit. This is a high... I specifically build this ship to kill ATR vessels and also because i wanted a shieldless stealth chieftain frame to play around with. Can keep charged weapons if you use the weapons correctly and take down Anacondas and FDLs... For a nimble fighter. It can be used solo in both haz-res and conflict zones without any problems. The Power Management seems beyond belief, but it works like a... I was bored, couldn't find a pirate hunting build for the ASP Scout. This ship build is actually rather silly. The courier... I use it as a Bounty hunting ship and it was the first ship i built by my self Frags in CZ - Overcharged or High Capacity? I intentionally tried to make a ship that could do almost every single thing in the game. gimbaled. Pretty much independent of ammo because of the massive fuel tank. Refueling is a requirement to run this as it can handle less than 15 jumps. 2 5d clc limpets, 1 3d plc limpet, 1 5d fighter hanger, 8x point defense, better than 500 million dollar one, ... Wanted something without the power consumption of Prismatic, also wanted to be able to take down shields fast on threat 7 NPCCs. while I understand higher can be achieved this took quite... This build was designed to get close with overcharged lasers to help bring down shields, and then saw through the other ship with gimble multi-cannons. 2x gimbaled burst lasers. It used Plasma Accelerators lasers, 2 n- 1d abrasion blasters, 1 4a + pulse laser. This is my version of the Viper speed build. It has no shields but the rest of the hull is protected enough. With this build I didn't intend to make the 'fastest' or set records, just wanted one that was the fastest in my fleet... The purpose of this build was to have a large capacity mining ship, with defensive capabilities that couldn't stray too far from the Fleet Carrier, as it has no fuel scoop. Set the huge beam lasers to one fire group, then use the Burst lasers as secondary fire. It has PP Enforcer Cannons, a PP Prismatic Shield Regenerator and more than enough Guardian Shield Reinforcements but it does unspeakable things to large ships, and can keep up with small ship maneuverability. The FI-3 "Blitz" can move at an astounding 512m/s and 640m/s when boosting. This is where you have no shield... This ship is an all around scout, miner explorer that can take a beating and defend itself. That is really it. The build works well regardless of your abilities as a combat pilot. I also have a video of me showcasing it on my channel: It basically works by killing their shields with torpedoes and then sniping the powerplant with rails. I have a group of friends that like to go into HAZ RES and CZs as a large group to clean up the area, and as such, those with prismatic shields and those up against those pesky torpedoes would normally have to get out ASAP before they die, which is where this build comes into... When I first got a stock Krait MkII, I made the horrible mistake of selling my moneymaker (at the time a cargo loadout AspX) in order to purchase it. To see that it is over 1.5 billion credits is a little disheartening, that goal achieved. Can't catch me! From CMDR Jon Hirsch: Fast (885 m/s) and fun Courier with planetary vehicle hangar and good jump range. Primarily I use this for Power Play merits to unlock Power Play modules and for looped trade runs found on eddb.io. The Xeno Zapper, anti-Thargoid build was specifically, and only for Thargoids. Called it the Two Thirds Destroyer after a song... Helping rid the galaxy of pesky pirates, now updated with further engineering! This particular build is very good for solo only manual massacre missions in High Res and Haz Zones and low-intensity conflict zones which you can stack missions for lots of cash and bounties, it quickly builds up bounties and kills and requires minimum combat flying skill. The Anti Xeno Initiative is the place to go for the best builds and more importantly, the best tactics. It has a big shield so you can go to high intensity combat zones and the weapons can melt through most shields then they will be finished by the multi-cannons From CMDR brusselsproute: "I built this for the people who are tired of Cmdrs. To achieve this purpose it was outfitted with a Hatch Breaker Limpet Controller and Frameshift Drive Interdictor. keelback has 2x 1e beam lasers, and a 2nd fire group for the limpets on one trigger, and the scanners (including KWS) on the other trigger. An opportunity ship, one that when I went out with no specific purpose this would be the one I would take... Ah yes the Imperial cutter. Moving your fleet carrier is an expensive endeavor. Here is how jumping your Fleet Carrier... I've used this ship so much more than I thought I would. To hunt down wanted commanders and hunt down silent runners, the fighter will destroy anyone who tries to silent run.

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