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In this guide we look at 3 builds for the Type-9 Heavy, an Open Safe Load Catcher, Open Safe Laser Miner and the Big Bitch Battle Cow PvP combat. Build Open Safe Cargo Laser Miner Big Bitch Battle Cow Music Artist: Miguel JohnsonAlbum: GaiaTrack: Beyond Full Script Today we continue our series looking for the most effective build for each ship in the galaxy by looking at the big bitch herself, the Type 9. She is one of if not the best load catcher in the galaxy given she can carry 750+ tons with almost 1000 MJ of shields, enough to earn all your merits for power play module unlocked in a single trip and requires no rank for sale. Today we will look at two primary buildings for this behemoth, a load of carrier and a laser miner with a little fun afterwards. Starting with our cargo carrier we are going to build for maximum defense while still wearing 750+ tons of cargo making this build very safe for use in open in even the most dangerous systems. For our core we will start with military grade skirt with heavy deep plate, an armored thermal distribution power plant, dirty drag driving push, increased range of mass driver Frame shift driving lightweight life support and sensors and a load enhanced super conduits distributor. For our optional we will use all load shelves with a class 5 prismatic shield with ampitious high cap. If you don't have prismatic yet, go with a standard A-rated. Giving up 2 tons of cargo space offers us a dock computer lets you multitask during landings. We will end up with our utilities where we will want 2 heavy super cap and a single thermal reinforced thermo block shield booster. A high capacity chaf launcher or heat sink completes the build. I generally choose the heat sink. Let's take a look at a laser mining, here collector limpette is key and this build will give us a total of 13. We will restart with the same core as before, with one change, this time we will need to use a Grade 5 fratory distribution power plant for the added power demands of our mining gear. If we look at the optional internal we will start with 2 class 8 load shelves giving us 512 tons of cargo space. Well, want a class 6A prismatic shield, or 6A standard, again with reinforced high-cap. You will need a detailed surface scanner, a class 3A lightweight prospector limpet controller and a 2A refinery. That little refinery is all you need when mining for a single mineral if you're excluded everything, but what you specifically collect. You will then finish with lightweight collector limpet controllers, with 3 class 3A, a class 5A and 7A giving you a total of 13 active limpettes, the key to the most profitable mining possible. Your utilities are the same again, with 2 heavy duty super capacitor and one thermal reinforced thermal block shield and high capacity heat sinking. Finally you will vomit all hard points with mining lasers, if possible the power game module mining lance is a wonderful choice if it is 1500 meters of the range is 3 times that of a standard laser which means you will be able to start mining an asteroid much sooner during approach. For fun I'm including one additional build, a great bitch battle cow. Given the size of the Type-9 and it is available optional internally you can build an extremely heavy ship with firepower and maneuverability to build the primary issues. We will use the same core as our mining, increasing our power plant to grade 5 bagged with samples. For our optional internats you will start with a 6A Prismatic or standard shield this time with a reinforced low draw. 3 specialized flow control shield cell banks, 2 class 8A and one 7a allow for lower heat increasing total shield capacity to nearly 17,000 mega joule. You will want 2 3D module reinforcements and a single 1D thermal reflective plating hull reinforcement filling all the remaining slots with heavy deep plate skirt reinforcements. This will give you a total of more than 4800 skirt integrity with good resistance. An ammo capacity heat sink, 2 heavy duty super cap and a thermal resistance thermo block shield booster completes your defense. Weapons on this large tea are the difficult part, with many choices available. Long-distance is an excellent choice for many given your very low maneuverability with a torpedo and searcher missile boat a fun way to fuck with players in random PVP. Mine launchers can also be a good choice if many won't be expected to make it from a Type-9, as such I enjoy using this ship for PVP piracy. While a less than the ideal choice for the battle, with the Type-10's massive amount of hard times making it the better choice, it's rather fun to smash other ships with such an off-meta build. If you have used the Type-9 for the fight before I hope you will share your thoughts in the comments below and that the next time you have a large class laser mining or cargo vessel you need this big fat tight a try. It is commander Exigeous edutorials.com remind you to fly dangerous and thank you for watching. in: Ships, Lakon Spaceways, Freighters Comment Part 132 m/s (standard) 151 m/s (upgraded) 202 m/s (standard) 232 m/s (upgraded) 8.68 suffer (default) 22.12 suffer (upgraded) 348 t (default) 790 t (maximum) 4x Utility Mounts 2x Small Hard points 3x Medium Hard Point Class 1x Class 1x Class 2 Compartment 2x Class 3 Compartments 2x Class 4 Compartments 1x Class 5 Comparison 1x Class 6 Compartment 1x Class 7 Compartment 2x Class 8 Compartments The Type-9 Heavy is one of the largest load ships on the market. While it lacks the bearing capacity of Imperial Cutter, it is significantly cheaper and can be purchased without obtaining ranks in the Imperial Navy. Furthermore, ship's ability to equip a fighter bay makes it popular with traders seeking to protect their loads from criminals. — In-Game Description The Type-9 Heavy is a ship manufactured by Lakon Spaceways. It is the largest of Lakon's five cargo models, as well as the largest dedicated trading ship. It has the second highest maximum load capacity of any ship available, behind only the Imperial Cutter, but can be purchased at a fraction of the Cutter's cost and does not require any rank. Although it is generally missing in offensive and defensive capabilities, the Type-9 is a bodily still able to steer the best suitable for trade or mining. Review The Type-9 shares a maneuverability rating of 0 with the Type-10 Defender, its combat-oriented variant, and also has one of the lowest base speeds of all available ships. Combined with its large size, the Type-9 has extreme problems in shaking smaller ships from its blind patch and exploring enemy fire, but using a Warrior Hangar can help soften it. It has five weapons hard stands to defend itself. Equipped with medium sized torilles, they can force enemy ships to function with caution and give the Type-9 a chance to escape. However, the low maneuverability makes it much harder to avoid FSD interdictions, so Type-9 pilots should expect to be dragged into battle with hostile ships, which can be particularly problematic for time-sensitive missions. It also makes normal supply missions a death sentence since the Type-9 will not be able to avoid fire from more powerful enemies. As a trading ship, the Type-9 has the second best load capacity of all ships, behind only the Imperial Cutter, but the difference between the two is only 4 tons. Moreover, the Type-9 can downgrade to a Class 5 Shield Generator, while the cutter can only ease a minimum of Class 6. So, for pilots who want to fly a trader with a shield, the Type-9 has the best load space in the game. Due to the Cutter's very high recovery and compensate prices, and the Type-9's interdiction vulnerability, will be shieldless in both cases not recommended. The Type-9 has a massive fuel tank that can hold up to 64 tons of fuel. This gives the Type-9 a large range before you need to refill fuel: approximately 100h when fully loaded. This allows the Type-9 to move around without a fuel scop when exploring new trading routes, or when rare commodities trade (although smaller dedicated exploration ships are better suited to that task). For shorter scope trade, one should consider scaling down the fuel tank to reduce weight in order to increase the ship's jump range. The Type-9 has actually seen some niche use as a combat vessel. Although its low number of hard marks makes its offensive damage is lacking; when they design and tease can handle their decent damage. The main advantage the ship has is its double Class 8 compartments that allow both a maximum level Shield and Shield cell bank; which can often make taking the ship difficult mode without engineering. However, while it is possible on paper the problem is that both cell banks and a shield generator. Along with Shield Boosters is rather difficult with the ship's Power Plant. Engineering or a Guardian Hybrid Power Plant, as well as power management, is compulsory for this strategy to function. Due to the low number of hardpoints and low speeds, the weapons and engines will draw less power, meaning there is more power for systems. Furthermore, it makes advisable to upgrade the system's capacity with engineering for the power distribution. Its four utility slots are good for Shield Boosters and can help with a lower degree of shield. Chaff Launchers are not advisable, as the ship is often too large and slow to be of a target for them effectively. Point Defense Turrets also doesn't work too well, as the big body will cut half the torate series and the low maneuverability will make it impossible to face the revolver in the right direction in time; therefore, an Electronic Counter-Measure will be a better fit for the Type-9. Many pilots have trouble suiting access Corridors when they first get used to the Type-9, which can lead to increased expenses in the form of refund costs. A Standard Docking Computer or Advanced Docking Computer can be useful for pilots who struggle to dock this ship, and it will usually dock the Type-9 no slower than launch it manually, unlike other ships. It will also prevent earnings of Bounties and Penalties hitting other ships, which are very difficult to avoid in a Type-9 even for veterans. It should also be noted that the Type-9 Heavy has a better maneuverity when stopped; even if it's not very useful in the fight, it's handy for dock. The weapon hardpoints are situated as follows: two Class 2 hardpoints located on top of the ship and another at the bottom of the ship makes them excellent for refurbished mountains, and two Class 1 hardpoints located on either side of the roof, identical to the Type-7 Transporter. Two of the utility companies are on top of the ship near the hard points, while the other two are found at the back, under the ship. The pilot's seat is located in front of the ship's roof, with two co-pilot seats on platforms under the pilot on either side parallel to each other. The Type-9 roof has one of the widest views of all ships, which can be useful in a variety of flight and landing situations. On December 20, 3303, Lakon Spaceways released a revised model of the Type-9 known as the Type-10 defender, commissioned by the Alliance to counter the Thargoid threat. The Type-10 improves on the functions type-9 by of various combat-oriented improvements while sacrificing some load capacity. Purchase Purchase System Station Date Seen Discount Shinratta Dezhra Jameson Memorial Always available 10% discount Bresla | Sola Prospect Always available 20% surcharge Oduuro Conrad Hub Jul. 30, 2019 15% discount KP Tauri Spedding Orbital Mar. 13, 2018 15% discount Caerus Popov Hub Mar. 13, 2018 15% discount Ki Binet Port Sep. 15, 2018 15% discount Wolf 406 Hamilton Gateway Mar. 12, 2018 Barnard's Star Miller Depot Mar. 13, 2018 Luyten's Star Ashby City Mar. 13, 2018 Huokang Steiner City Mar. 13, 2018 Ao Guang H.G. Wells Plant Mar. 13, 2018 Beta Orieanugli Australian Lunan Hub Mar. 13, 2018 Guitathi Messier Port Apr. 04, 2018 Robigo Hauser's reaches Jul. 05, 2018 BD-15 447 Good Enterprise Jul. 31, 2018 15% Discount Diaguandri Ray Gateway Sep. 16, 2018 15% discount Tolan Gordon Plant Dec. 20, 2018 Ye'kuape Bobko Hub Feb 4, 2018 Deciat Garay Terminal Aug 30, 2019 CD-37 641 Tikhonravov City Sep. 1, 2019 Outfitting Main section: Outfit All ships are highly adaptable by the Equipment menu of Station Services. Listed below is the default load-out for the Type-9 Heavy. Category Default System Default Rating Default Class Max Class Small Hardpoint Empty -- -- 1 Empty -- -- 1 Medium Hardpoint Empty -- -- 2 Pulse Laser (L) F 1 Pulse Laser (L) F 1 2 Utility Mount Empty -- -- 0 Empty -- -- 0 Empty -- -- 0 Bulk Heads Lightweight Alloys I 1 8 Reactor Bay Power Plant E 6 6 Push Push E 7 Frame Shift Drive Drive Drive To 6 6 Environment Control Life Support E 5 5 Power Coupling Power Distributor E 6 6 Sensor Suite Sensors E 4 4 Fuel Store Fuel Tank [x64] C 6 Internal Compartments Freight Rack [x128] E 7 8 Cargo Rack [x128] E 7 8 Cargo Rack [x64] E 6 7 Shield Generator E 6 6 Cargo Rack [x128] E 7 8 Cargo Rack [x64] E 6 7 Cargo Rack [x64] E 6 7 Cargo Rack [x64] E 6 7 Shield Generator E 6 6 Cargo Rack E 3 4 Empty -- -- 4 Cargo Rack [x4] E 2 3 Empty -- -- 3 Empty -- -- 2 Supercruses Help E 1 1 Planetary Approach Suite (H) I 1 1 Notes The Type-9 has first appeared in the development diary videos and in some of the live streams placed by Frontier Developments. Later it appeared in the early Alpha stages for Elite Dangerous and is one of the four ships that were in the first release of the Premium Beta. Trivia The Type-9 Heavy length and width (117.4m, 115.3m) is comparable to the International Space Station. [1] The Type-9 Heavy-Duty Animated Charging Screen mistakenly depicts the ship with different primary strokes mistakenly like those seen on an Asp Explorer. Videos Ship Launch Type-9 Heavy - Elite Dangerous Short Theatre VideoElite Dangerous 2.3 Beta - The Granddaddy Type-9 - 4K/Sagittarius Eye Bulletin - Type-9 Canyon Race announcedElite dangerous Ascorbius Se Epic Type 9 RaceElite Dangerous Deutsch Beyond 4 HUGE EMIA Type 9 HeavyThe Type 9 Heavy Elite DangerousAdd a photo to this Gallery Gallery Type-9 Heavy with pre-release default paintType-9 Heavy with paint paint in asteroid asteroid 9 with Tactical Ice Painting T9H -- Front in full light T9H - Top off of rearType-9 Landed on planet surface with rover on the foreground The back of a Type-9 that landed on a planetary body A Type-9 near a black hole-Type 9 Heavy dealer and Coriolis stationLakon Type-9 Heavy pressure Heavy walking pilot scaleType-9 Heavy dog top viewType-9 Heavy cockpit fromType-9 and Western Veil Nebula Sector DL-Y d68Type-9 Heavy docked hangarType-9 asteroid mining explosionAdd a photo to these gallery references Ships La Spaceconways Freighters Community is available under CC-BY-SA, unless otherwise noted. 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