

## Federal Corvette Combat Loadout

Module	Where?	Remarks
<b>Core internal</b>		
<b>Bulkheads.</b> 1A Military Grade Composite	Jameson Memorial. On board	No mods
<b>6A FSD.</b>	Jameson Memorial. On board	Increased range FSD g5. Experimental mod Deep Charge
<b>8A Power Distributor</b>	Jameson Memorial. On board	High Capacity. G5
<b>5c Fuel tank</b>	Jameson Memorial. On board	
<b>8A power plant.</b>	Jameson Memorial. On board	Overcharged. Monstered. Shared with Thargoid killer Anaconda in Electra
<b>7A Thrusters.</b>	Jameson Memorial. On board	Dirty drive tuning. Drag drive. Shared with Thargoid killer Anaconda in Electra
<b>Optional internal</b>		
<b>7A shield generator.</b>	Jameson Memorial. On board	Enhanced Low Power with Fast Charge.
<b>Docking computer</b>	Jameson Memorial. On board	
<b>5D Hull reinforcement packages. X2</b>	Jameson Memorial. On board	Heavy duty. Deep plating. Shared with Thargoid killer Anaconda in Electra
<b>4D Hull reinforcement package. X1.</b>	Jameson Memorial. On board	Heavy duty. Deep plating. Shared with Thargoid killer Anaconda in Electra
<b>5H Guardian FSD booster</b>	Jameson Memorial. On board	
<b>4A FSD interdicator</b>	Jameson Memorial. On board	Usually only used for assassin missions.
<b>3A collector limpet controller</b>	Jameson Memorial. On board	For picking up any materials dropped by the kill
<b>Docking computer</b>	Jameson Memorial. On board	
<b>Planetary approach suite</b>	Jameson Memorial. On board	
<b>6D Fighter hangar</b>	Jameson Memorial. On board	With 2 x Lance XG9 fighters. Don't forget to get your lazy ass pilot out of the lounge
<b>7e cargo rack</b>	Jameson Memorial. On board	To hold the collector limpets
<b>Military Compartments</b>		
<b>5D Guardian shield reinforcement package</b>	Jameson Memorial. On board	

<b>5D Guardian module reinforcement package</b>	Jameson Memorial. On board	
<b>Utilities</b>		
<b>Shield boosters. X 4.</b>	Jameson Memorial. On board	Heavy duty. Double braced. Shared with Thargoid killer Anaconda in Electra
<b>Point defence x1</b>	Jameson memorial.	If it's not there just buy one.
<b>Chaff launchers x2</b>	Jameson memorial. On board	Modified. Extra ammo. 15 shots each.
<b>Hardpoints</b>		
<b>4a Pulse laser gimballed.</b>	Jameson memorial. On board	Long Range weapon G5. To make up for lack of speed of ship. Experimental mod: Phasing sequence. Small amount of damage bleeds through to damage hull.
<b>4a multi-canon gimballed.</b>	Jameson memorial. On board	Overcharged weapon for extra damage. Auto loader for no pause while firing.
<b>3c multi-canon gimballed</b>	Jameson memorial. On board	Overcharged weapon for extra damage. Auto loader for no pause while firing.
<b>2f pulse laser gimballed</b>	Jameson memorial. On board	Long Range weapon G4. To make up for lack of speed of ship. Experimental mod: Phasing sequence. Small amount of damage bleeds through to damage hull.
<b>2f pulse laser gimballed</b>	Jameson memorial. On board	Long Range weapon G4. To make up for lack of speed of ship. Experimental mod: Phasing sequence. Small amount of damage bleeds through to damage hull.
<b>1G multi-canon gimballed</b>	Jameson memorial. On board	Long range weapon g3. Corrosive shell to soften enemy's hull. Weapon for application of experimental effect only. Effect does not depend upon strength of weapon.

<b>1G pulse laser</b>	Jameson memorial. On board	Long range weapon g4. Scramble spectrum to cause random malfunctions on target. Weapon for application of experimental effect only. Effect does not depend upon strength of weapon.
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