



*My own personal Herald-Class Corvette, decorated in Hiigaran blue and orange (thanks u/amoon\_rabbit)*

I imagine most people wanting to build this ship will just use creative mode, but for the hardcore players among you who want to collect your modules the hard way, here's a parts list sorted by order of appearance in the build menu:

#### **Core Modules:**

- 1x Titan-Class Cockpit
- 3x 1x2 Habs (any type)
- 3x Landing Gear (may substitute Mag-Field Thrusters if desired)
- 1x Titan-Class Landing Bay
- 2x Ambassador Sublight Thruster
- 2x Torpedo Launcher (optional, substitute other weapons as desired)
- 2x Photon Cannon Array (ditto)
- 1x Zenith-Class Reactor

#### **Structural Decoration:**

- 2x Arcadia S-Foil
- 2x Rockhopper Wing Module
- 1x Speedbird Cowling
- 2x Hardframe Diffuser
- 4x Supercruise Aerofoil
- 2x Argonaut Cowling
- 2x Turbine Aerofoil
- 1x Supercruise Cowling

- 4x Arcadia Blade
- 1x Bolted Joint

### Step 1:

We begin by placing our three landing gear, arranged with the rear gears one space apart, and the front gear two spaces ahead of them.



## Step 2:

Next, we start to lay down the keel of the ship, made up of the cockpit and two habs all in a line right down the middle. Make sure the last hab lines up with the rear landing gear, like so.



## Step 3:

Now we're going to start building up the engines, which require a little bit of glitchy building to get right. Start by taking our last two habs and stacking them at the back of the ship like this - but don't get too attached, they won't be staying there for long.





#### Step 4:

Now we place our two Arcadia S-Foils like so...



#### Step 5:

...And snap our two Ambassador Thrusters right below them. If done right, the fins should poke out of the sides of the engine pods nicely.



### Step 6:

Remember those two habs I said were temporary? Now that we're done with the engines, they can be safely moved to their *proper* place. Pick them up and stick them on either side of the spine, on top of the rear landing gear. You'll know they're in the right place if you can look at the ship from directly behind, and the backs of all three habs are flush.



### Step 7:

Speaking of the back of the ship, let's fill that in now: Put the landing bay right in the middle, and two upside-down Hardframe Diffusers on either side to smooth out the rear hull.





### Step 8:

Above that, put the Supercruise Cowling facing backwards between the two engines, and a Turbine Aerofoil on either side of it. The Aerofoils should clip about halfway into the engines like this:



### Step 9:

The Reactor goes in front of that, with an Argonaut Cowling on either side and a Bolted Joint in front, with a Speedbird Cowling in front of that to cap it off.



### Step 10:

Now we begin to sculpt those sharp angled surfaces around the nose. Start with two Arcadia Blades on each side of the fuselage, stacked top and bottom like this. The tips won't quite reach the nose of the ship, but we're about to fix that.



### Step 11:

Cap the nose off with four Supercruise Aerofoils, clipped halfway into the Arcadias to create a single, mostly continuous angle towards the back.





### Step 12:

Slap your Rockhopper wings on the sides, and you're done!



### Step 13:

From here you can add weapons, shields, cargo etc. to your own taste. Here's my loadout as an example: two Torpedoes clipped into the lower Arcadia Blades, and two Photon Turrets below and behind that, just in front of the landing gears.

