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Starfyre Studios Presents - Freelancer: The Next Generation 2.7

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<http://www.starfyrestudios.com/>

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SECTIONS:

- 0: REQUIREMENTS, HOW TO INSTALL, AND SERVER LIST
- 0a: What's so special about TNG?
- 1: VERSION CHANGES
- 2: HOW TO INSTALL
- 3: KNOWN ISSUES
- 4: AGENDA
- 5: ANTI-CHEAT CODE
- 6: NEW WORLD INFO
- 7: NEXUS INFO
- 8: EQUIPMENT INFO
- 9: NEW SHIP INFO
- 10: SHIP STATS
- 11: TROUBLESHOOTING
- 12: [Disclaimer & EULA](#)
- 13: CREDITS

REQUIREMENTS AND HOW TO INSTALL

REQUIREMENTS TO RUN Freelancer: The Next Generation:

Win 2k / Win XP (Win 98 and ME are not supported)
Latest 2k service pack
XP Service Pack 1 (SP 2 needs to be run in win2k mode)
Direct X 9C or later
FLMM 1.3+
Winzip / Winrar installed in pc
Freelancer FULL game (English version), Unknown about international versions

NOTE ON XP SP 2

If you are trying to run a server with sp2 you will have problems. You need to run it in 2k compatibility mode for it to work. Also make sure the firewall is turned off. If you are trying to play the game running sp2 you will have random crashes and sometimes will not be able to connect to the network. This is a flaw in SP2.

Recommended Computer Specs for PLAYING:

1 Ghz CPU
512 meg ram
Geoforce 3 or higher

Recommended Computer Specs for SERVERS:

2 Ghz CPU
1024 meg ram
Geoforce 4 or higher

INSTALLATION:

First time running ANY mods:

Download FLMM 1.3 from our website, www.starfyrestudios.com

Install FLMM 1.3
Delete all OLD save-games and MP accounts
Download the latest TNG version of our website (skip if ordering a CD)
Click on the .ZIP.FLMOD file to have TNG install into FLMM.
Run FLMM and click on activate FL: TNG 2.x
Run Freelancer

IF YOU HAVE USED ANY MODS BEFORE:

RUN: myflaccountid.hta in your /freelancer/exe folder. WRITE DOWN YOUR ACCOUNT KEY
UNINSTALL FREELANCER (delete all OLD save-games and MP accounts)
Delete any remaining files in the freelancer directory
REINSTALL FREELANCER
Download the latest TNG version of our website (skip if ordering a CD)
Click on the .ZIP.FLMOD file to have TNG install into FLMM.
Run FLMM and click on activate FL: TNG 2.x
Run Freelancer

If upgrading from previous version of TNG:

DEACTIVATE the current TNG version in FLMM
Delete the old TNG version in FLMM
RUN: myflaccountid.hta in your /freelancer/exe folder. WRITE DOWN YOUR ACCOUNT KEY
UNINSTALL FREELANCER (delete all OLD save-games and MP accounts)
Delete any remaining files in the freelancer directory
REINSTALL FREELANCER
Download the latest TNG version of our website (skip if ordering a CD)
Click on the .ZIP.FLMOD file to have TNG install into FLMM.
Run FLMM and click on activate FL: TNG 2.x
Run Freelancer

A history of what's so special about TNG?

THE HISTORY OF FL: TNG (Freelancer: The Next Generation)

The history of TNG is a rather lengthy one, but I will keep it short as I know you are not intending to read a book and would much rather be playing the game. I certainly would, LOL. But we all value our roots too.

One of the very first major successful mods was called Reynenmod. This was my first attempt at a major mod and it worked out rather well. It was the first mod to unlock all the gunboats, cruisers, and battleships in the game and make them available for player use. It also brought about new player missions, introduced new ships and various features now commonly found in many mods today. It also included equipment upgrades and many other unique features. There are a few people who may still have an old copy of it. This was done in around March of 2003.

Next came Michael Dan who asked if I would help him create a mod like Reynenmod, but doing so while retaining the original game intact. Using Reynenmod as a base, Rebalance Mod was born. I was very happy to help Michael Dan create a successful mod. It was a very nice alternative to Reynenmod and gave people an alternative mod to explore.

After that many other mods sprang up but the major ones were Hostile Mod, Grrrsk Mod, and Baby5 Mod.

This is where TNG came about. Everyone started asking for a mod that had a bit of everything from all the mods. So thus I decided to create Starfyre Studios and make all the major mods into one. The original team consisted of all the makers of Rebalance, Baby5, Grrrsk, and Hostile Universe Mod. Then came Spawn, Bobthedog, Duriel, and Squall. We worked well together and eventually finished TNG.

Well the first release of TNG was a disaster since I was on vacation when it happened. I came back to find a patch released without my knowledge, and a great number of confused people. A patch was quickly issued to fix the previous patch problems. To this day I do feel a bit guilty about losing my temper over that and I said some rather harsh things to people that I should have never said. After that the team nearly split apart and only Myself, Spawn, Bobthedog, and Squall remained on the team.

Since then TNG has been revised many times and has gotten better with each release. TNG 2.4 is a compilation of all our work done thus far and is quite an achievement. We have worked with many good individuals and were sorry to see many of them go. Special thanks go out to Glock36 & Hadryon who helped quite a bit. Also to Bakedpotato & Doug from lancer reactor who has given us much support.

WHY IS TNG SO SPECIAL?

TNG may be a compilation of many mods but it is very unique in it's own right. It was the first mod of it's kind and implemented many new features not found elsewhere.

So what's so special about this particular version now? Well there is a lot of stuff in this version that many people probably will never realize. A major part of it is that the "Identity" system has been more refined so you can have a more realistic sense of what you want to be whether it be a bounty hunter, pirate, trader, or just a lone freelancer. We have added additional factions & empires for you to have an even broader selection in your identity process.

This version has been optimized for multiplayer due to mass request by players. It is still compatible with single player game, and it will be more difficult then before. One of the most defining traits about TNG is that we have strived to make it one of the hardest mods out there so that when you "get there" it's not just something everyone can do easily. Also since you now loose ammo, loot, and equipment when you die, it gives an element of risk that was not originally there with the original freelancer and makes things much more interesting. It really makes you think whether you want to fight or run.

Also diversity and many options are available to you from weapons, equipments, and ships. Customization is also a key feature in this game. We are always adding more upgrades for customization to your ships so that you may play the way you want to play and not be forced to just a particular style.

TNG also has an advanced graphic & sound system so your experience will be much more enjoyable. The downside to this is that you do need to have higher computer requirements to run TNG. Especially in 2.4 we have redone our geometric and physic algorithms so that ships move with realistic motion as the stats are carefully created and made to fit with the theme of where they are at. We also redid all the weapon effects and added several new ones so that it is more realistic when using them. The new options on the menu also give players more control over the graphic intensity of the game that way they can turn things down if things get sluggish. You can also change the difficulty of the single player game by using the new options. Additional flight controls have also been added to give players more maneuvers.

One very nice feature of TNG, especially in 2.5 is that "Ultimate" ships is not necessarily determined by the original status of the ship. By using special, powerful, drop equipment, you can turn ANY ship into a devastating engine of destruction. It really comes down to what you prefer to play. Do you prefer speed vs. power? Do you prefer defense vs. speed? Or do you like to have a ship that has balanced stats? That is what it comes down to. Skill level is also another HUGE faction in TNG. TNG is hard. If you don't become a "smart" pilot, then you are going to find yourself being towed back to the base many, many times. Rule of thumb, don't take more than what you can handle. Pride comes before the fall.

Another nice feature is that the NPC are really smart. You will be fighting opponents who know how to kill you and will not hesitate to do it, no matter what the cost. They now use their full ship armaments including missiles, mines, and torpedoes, which in some cases if they get desperate they will kamikaze. They are also very effective in groups. However TNG 2.4 is setup is that the hardness is scaled directly with the difficulty of the system. So beginner players can play in less difficult systems then go to the more challenging ones. One of our biggest features is the arena system. In 2.4 we feature a gauntlet with 20 trials for groups to try and defeat. One nice feature is it will be different each time you go through it so there are endless possibilities. There is also a central arena with 4 areas for soloists and groups alike to test their metal. One of the nicest things about this area is you get what called token, which are can be redeemed for credit, but also help with your arena score. However don't camp the areas or the Internal Police will make your live misery. We have also strived to get rid of any bugs that we encounter so that your game play is the most enjoyable without those little annoyances. Server administrators will find that TNG is one of the most bug free and has the least amount of console errors of any mod currently available. The mod is also well document for troubleshooting purposes. We have also put in many anti-hack and anti-cheat systems to preserve the integrity of the game and minimize the problems that the original freelancer had on multiplayer. TNG is also the first freelancer mod to be placed on over 100 servers worldwide. Below is a list of features that are available in TNG.

- Over 75 new ships added to the freelancer game
- Over 500 new pieces of equipment (Weapons, shields, engines, thrusters, upgrades, and more!)
- Over 20 new commodities for you to buy and sell
- Over 40 new music tracks for systems, bars, and intros
- Over 45 new sounds for various equipment & weapons
- 1 buyable battle station for players (Used to be 3)
- Core return program for expensive ships
- 10 additional systems
- 14 additional factions
- A gauntlet in the arena for players to run with over 20 grueling trials.
- Internal police featuring Starfyre creators & ships
- New costumes for Trent, Juni, and King
- An arena system where players can test there metal against NPC or PVP.
- Planets use a new system for docking, no more old docking rings
- New Freelancer menu with advanced options (Difficulty level, more graphic, key, & sound options)
- Player ships now drop loot when killed
- Greatly improved ship customization options
- New movement & ship controls
- Upgraded graphics, sound, and physics engine
- Revamped single player game with enhancements
- Massive explosion / weapon enhancements
- Greatly enhanced "Identity" engine
- Greatly improved AI tactical & offensive capabilities
- Improved & more difficult single player campaign mode
- Anti-Hack / Cheat / Encryption systems to help improve game integrity
- Police system for administrators
- New solo missions, Capital ship missions
- New group missions, Battle stations
- Different starting ship
- An extremely comprehensive & detailed manual
- Full mod support with website & forums, www.starfyrestudios.com

Version Changes

VERSION 2.7 EXPANSION FEATURES - Full Install

**** ADDED EXPERIMENTAL 98 / ME NAME SCRIPT SUPPORT ****

Servers need a player-wipe.

Do not collect more than 150 items per ship. Doing so will result account corruption and admins having to delete your account. Don't be greedy.

If you attempt to un-equip your core return and exploit it, you lose your engine.

- Due to international version problems, medium and large stations are no longer buyable.
- Greatly increased energy usage of station torpedoes, 5000 per shot
- Modified power of stations during certain single player missions
- Reduced station power to 20,000 from 25,000 due to exploitation
- Fixed Bering (thanks to all who helped track this down)
- Reduced faction gain (especially bounty hunters.....)
- Modified what the "good" races count as contraband
- Increased delay for station torpedoes to 15 seconds
- Station shield will no longer work on other ships
- Changed all base names for IONCROSS compatibility
- Increased essence of power to 25,000 from 20,000
- Mines "knock away" strength has been reduced
- Added Rutar missiles ammo to resupply base
- Reduced Hellfire and Starfury drop rate
- Increased damage on normal EMP missiles
- Modified all missile and torpedo speeds
- Modified single player faction rewards
- Fixed power of valkeries on mission 3
- Fixed problem with trade good values
- Removed Armageddon torpedo effects
- Removed supernova torpedo effects
- Increased Swarmer missile damage
- Removed warp from ALL ships.
- Changed order fighter loadouts
- Fixed music crossover problem
- Modified havis race, again
- Changed SP comm outfits
- Fixed many infocards
- Corrected manual

**** Note to single player game: ****

- You will need to start a new game to see certain changes
- All new systems except Shadow, void, and Rutar open up after mission 4
- After mission 8, Shadow, Void, and Rutar System open
- Order Heavy Fighter loadouts have changed
- DO NOT, I repeat DO NOT USE GUNBOATS, CRUISERS, OR BATTLESHIPS FOR SINGLE PLAYER
ALSO DO NOT USE RUTAR FIGHTER FOR SINGLE PLAYER
- Single player was NOT designed for large ships as such you WILL GET STUCK in certain places like in the osirus battleship when trying to undock. You have been warned

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Known Issues

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BE AWARE, BECAUSE YOU START NEUTRAL TO ALMOST ALL FACTIONS IT WILL BE VERY HARD TO GET MISSIONS AT SOME BASES BECAUSE YOU NEED POSITIVE FACTION TO GET MISSIONS. IN THIS CASE KILL SOME GOOD / BAD GUY AND RAISE YOUR REP A BIT.

Freelancer bypasses all level and factions restrictions on ships in MP...there is no fix, yet.

If you buy 2 ships one right after the other you will crash. The system cannot handle this.
If you buy one, log out, then log in and buy the other you will be fine.

If you are having issues with the game try turning OFF your 3d sound and / or turn down the graphics in FL.

For some reason the dock number is not playing right when docking.

If you get stuck in a base while undocking, log out, then back in. This fixes it.

Servers will sometimes get an yellow ibehavior state error message in the console, no fix for this yet.

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Agenda

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Prepare TNG 3.0

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Anti-Cheat Code

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In order to preserve the integrity of the game we have installed the latest in anti-cheat software. We have also added the 1.1 server patch. So far this expansion includes Lancer Guard, plus other methods used to discourage cheating, hacking, bug exploitation, and faction exploitation.

You will now find if you attempt to "swap" out equipment that is not suppose to be on that ship, it will not work.

There are other methods we have used which include ship crashing and logging. DO NOT TRY AND CHEAT!! If you cheat and screw up the game do not come to us with a "bug" report as it is running as intended!

Also be aware there are INTERNAL POLICE in the arena. If you try and camp there you will run into them, and they will decimate you. You have been warned.

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New World Information

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Since there are multiple ways to play the game, buyable ship locations have been separated into two different sections. This way no matter what you choose to do, good ship choices will always be available to you. They are as followed.

Single Player Game
Regular MP

Station, trade lane, and docking ring turrets now do decent damage! Think twice before engaging them. Trade routes have been changed significantly and new ones have been created, profits will not be easy to come by and the dangers of trying to make a quick buck have been increased 10 fold.

As part as our "Identity" process we have begun taking steps to let players "choose" what side they want to play. There are stories behind the other factions which a player can uncover more of by aligning themselves with them. There is also a major story line to be revealed by exploration and doing what one normally would not. More info on the various types of "paths" the player can take is below.

Please note the equipment, and commodities on the new bases are aligned with the faction. So if you are not in good standing you will not be able to buy stuff from that base. You need 40% - 80% green (4 - 8 green bars) in order to purchase stuff from any given base.

Due to past exploitation, bribes have been removed from the game. You will need to work to become affiliated with a particular faction, which will have consequences. Fixing things once you "screw up" will not be as easy. Plan carefully. Also negative faction for failed and aborted missions have been removed due to exploitation.

Initial Factions

1 = horrible 2 = very bad 3 = bad 4 = below avg. 5 = average
6 = above avg. 7 = good 8 = very good 9 = excellent 10 = outstanding

Liberty – Their entire focus is around balance in their life. Their ships reflect this very well being balanced in all areas of speed, offence, and defense. Many ships are compared with liberty ships because of this.

Speed = average
Offence = average
Defense = average

Bretonia – Centered around a royalty type culture they have a very long history. Their ships reflect odd designs and they focus more on defense while sacrificing speed.

Speed = below avg.
Offence = average
Defense = above avg.

Kusari – The kusari society is based off of three principals, discipline, honor, and justice. They appear to others as a very rigid society but that is just because of years of harsh training. They believe in speed over defense, which fits well with their motto, “A hit that never connects does nothing”.

Speed = above avg.
Offence = average
Defense = below avg.

Rheinland – Rheinlanders believe that there are the powerful and there are the weak. Their ships have the best blend of offence and defense, but tend to be very slow. They are usually the last to fall in a prolonged fight.

Speed = bad
Offence = above avg.
Defense = above avg.

Border Worlds – Those that live in the fringe find that life is often quick, short, and harsh. Their ships are a blend of balance speed & defense combined with great offence. They make great surgical strikes but do not last long in a prolonged fight.

Speed = below avg.
Offence = good
Defense = below avg.

Zoners: Zoners believe in a free independent lawful world do not hold allegiance to anyone save themselves. Because of this they tend to get into many fights. Due to this their ships have the highest offensive capability of all the houses.

Speed = bad
Offence = good
Defense = average

Hunters – A people dedicated to bringing in those who have broken the law and accumulated bounties. They track down pirates and criminals as well as black market smugglers. Their ships maintain a decent balance of power and defense.

Speed = below avg.
Offence = above avg.
Defense = average

Pirates – Disliked by most these people pillage and plunder space. They often prey on traders and try and avoid authorities. They are unmatched in their speed / offence combo, but they have the weakest defense of all the factions.

Speed = above avg.
Offence = above avg.
Defense = bad

Traders – Masters at interstellar commerce, they also dabble in smuggling which does not hold well with authorities. They have the best trading vessels available.

Outer Colonies

The outer colonies represent some of the missing civilizations that have recently been found. They are still considered new civilizations although technically they are simple an offshoot of the original house territories that got separated long ago. Their ships and equipment are a bit better then what is found in the Nexus and are on par with most beginning empire nations.

Old Republic: These are people who believe in the old ways of monarchs and elitism. They also run with pirates and try to reclaim the dominance they once had. Their ships focus on speed and offense.

New republic: Constantly fighting the old republic for dominance over their lands they have do not have many dealing with other races. Their ships focus on defense and speed.

Explorers: These people are curious explorers who love to go and see what is in the unknown. Their ships focus on both offence and defense over speed as they have become accustomed to danger.

Special Forces: These people are generally not aligned with any specific cause. The Jedi are mystical people who abide the law and their opposites, the Sith, seek to rule and conquer. There are also slavers who are similar to bounty hunters. Jedi focus heavily on defense while the Sith focus on offense. Slaver ships are fairly well balanced.

Race Empires:

There are several major empires scattered throughout the universe. Each one has it's own unique advantages and disadvantages. The Narn and Centari are good starter races but lack technological sophistication. The ancients have unequalled technology but are hated by virtually everyone so playing them is difficult. The best bet is to find one that suites you.

Narn Regime: The Narns were once slaves to the Centari but then broke away. They seek opportunity to take vengeance on their former masters and are sometimes deceptive and manipulative. This also makes them good traders. They are at war with the Centari. The more advanced races view them as immoral and immature. Good for a beginner.

Centari Republic: A proud people with a lengthy history. They are at war with the Narn Empire. They also focus on interstellar commerce with other races. The advanced races also view them as young and immature. Good for beginners.

Brakiri Republic: Masters at interstellar commerce, their ships have recently been revamped in order to protect their opposing nations. Their ships are powerful and provide excellent benefits for those who like to have ships that "fill the cracks" of other ship classes. The advanced races do not often associate with them. Good for beginners.

Federation Commonwealth: The FCW as it is referred to, is a league of aligned nations. It's technology has become more advanced then the Narn & Centari and they are considered a moderate power among the other empires. Part of what makes them so strong is their un-matched ability at interstellar commerce, which has made them a powerful economic nation. They are considered to be the most balanced of the empires, however other empires and nations are also wary of them because of this.

Minbari Nation: They are very spiritual people, which are ruled by a three tiered caste system. Their technology is very advanced and they are a powerful people. However due to this they are disliked by the other races because of jealousy and suspicion. They do not often interact with other species which has limited their inter stellar commerce ability. Not for beginners.

Vorlon Nation: These people are also very spiritual but little is known about them. Their technology is even more advanced than the Minbari and they seldom interact with outsiders and are viewed with suspicion and jealousy. They are also arch rivals of the shadows. The main difference is the Vorlon's focus on defense. Not for beginners.

Shadow Nations: Very little is known about this race except that they are very powerful and that their technology rivals that of the Vorlon's. The main difference is the Shadow's focus on offence. They are also disliked by everyone, which makes trading very difficult. Only pirates have only ever been able to deal with them. Not for beginners.

The Rutarians: The "good" counterparts to the ancients. They are equally hard to get friendly with as the ancients, but their technology is extremely advanced & their ships are very impressive to behold as well as deadly. This is a difficult race to play, however you will acquire some of the most powerful ships and equipment. Definitely not for beginners.

The Ancients: Their technology is unrivaled and their ships are very impressive to behold as well as deadly. They have no allies and are enemies to all. Only pirates have only ever been able to deal with them. This is a difficult race to play, however you will acquire the most powerful ships and equipment. Definitely not for beginners.



Nexus Information



THE NEXUS SYSTEM

The nexus is reachable only by the Magellan system and then going through a wormhole. This new system has several features that will interest everyone. This system is split into 4 factions, Zoners, Pirate, Bounty Hunter, and Universal Shipping.

The nexus has now become a war zone of opposing factions. Massive fleets patrol throughout the system and will attack enemies on sight so be careful!! Engaging these fleets solo, even in a battleship is suicide, best to take a group. Also random shadow attacks make the nexus a place to be careful in.

It's main feature is the Hyper Gateway Network. This area contains a hyper gate to each of the main good empires. Entrance to the Shadow, Ancient, & Rutarian empires are in Omega 11, Omni Theta, and Tau 37 respectively.

- 1: Narn
- 2: Centari
- 3: Federation Commonwealth
- 4: Minbari
- 5: Vorlon
- 6: Outer Colonies
- 7: Entrance System
- 8: The Arena

There are now four bases within this system: Freeman's, Dark Shard, Hunters Guild, and Traders Paradise

- Freeman's - Zoners
- Dark Shard - All pirate factions
- Hunters Guild - Bounty Hunters
- Traders Paradise - All house corporations

The new bases have the following items for sale

- Equipment upgrades
- Ion Guns / Turrets
- Inferno Guns / Turrets
- Anti-Matter Guns / Turrets
- Plasma Missiles
- Anti-Matter Torpedo

Equipment Information

Shields have been revamped. Each ships starts with a different type of shield.
Each shield recharges at 45 seconds unless stated otherwise.

Lv 2 Fighter Shield - 2K Cover	Lv 6 Fighter Shield - 6K Cover
Lv 3 Fighter Shield - 3K Cover	Lv 7 Fighter Shield - 7K Cover
Lv 4 Fighter Shield - 4K Cover	Lv 8 Fighter Shield - 8K Cover
Lv 5 Fighter Shield - 5K Cover	Lv 9 Fighter Shield - 9K Cover
	Lv 10 Fighter Shield - 10K Cover
Light Force Field - 12K Cover - 75% Absorbion - Drop Only - 0.28%	

Lv 2 Heavy Shield - 4K Cover	Lv 6 Heavy Shield - 8K Cover
Lv 3 Heavy Shield - 5K Cover	Lv 7 Heavy Shield - 9K Cover
Lv 4 Heavy Shield - 6K Cover	Lv 8 Heavy Shield - 10K Cover
Lv 5 Heavy Shield - 7K Cover	Lv 9 Heavy Shield - 11K Cover
	Lv 10 Heavy Shield - 12K Cover
Medium Force Field - 15K Cover - 75% Absorbion - Drop Only - 0.28%	

Lv 2 Freighter Shield - 7K Cover	Lv 6 Freighter Shield - 11K Cover
Lv 3 Freighter Shield - 8K Cover	Lv 7 Freighter Shield - 12K Cover
Lv 4 Freighter Shield - 9K Cover	Lv 8 Freighter Shield - 13K Cover
Lv 5 Freighter Shield - 10K Cover	Lv 9 Freighter Shield - 14K Cover
	Lv 10 Freighter Shield - 15K Cover
Heavy Force Field - 18K Cover - 75% Absorbion - Drop Only - 0.28%	

Lv 10 Gunboat Shield:	50K – 125K	300 regen	80% absorption rate
Lv 10 Cruiser Shield:	150K – 250K	400 regen	85% absorption rate
Lv 10 Battleship Shield:	250K – 500K	500 regen	90% absorption rate
Lv 10 Battle Station Shield:	750K – 1500K	600 regen	90% absorption rate

Normal Thruster	15 Sec Burn	400 Speed
Deluxe Thruster	20 Sec Burn	400 Speed
Heavy Thruster	40 Sec Burn	400 Speed
Advanced Thruster	20 Sec Burn	500 Speed
Order Thruster	40 Sec Burn	500 Speed

---- Upgrades ----

Upgrades are addons that you can buy for your ship to enhance it's effectiveness. Keep in mind these do get costly if they are destroyed. Certain ships already come with upgrades attached. These ARE interchangeable with ships. Just make sure you move them back over when buying a new ship. The power, shield, and assault barrier are stackable upgrades, which may be mounted on Torpedo, Countermeasure, Mine, and Cruise Disrupter Slots.

Light Power 1: 3000 Light Power 2: 4000 Light Power 3: 5000	Medium Power 1: 6000 Medium Power 2: 7000 Medium Power 3: 8000	Heavy Power 1: 9000 Heavy Power 2: 10000 Heavy Power 3: 11000
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Lv 1 Super Power: 12000 Lv 2 Super Power: 13000 Lv 3 Super Power: 14000 Lv 4 Super Power: 15000 Min Power: 16000 Vor Power: 17000 Shd Power: 18000 Anc Power 19000 Station Power 20000 Essence of Power: 25000 Drop only 0.10%	Lv 1 Tractor Upgrade: 1250 Range Lv 2 Tractor Upgrade: 2500 Range Lv 3 Tractor Upgrade: 3750 Range Lv 4 Tractor Upgrade: 5000 Range	Lv 1 Scanner Upgrade: 5000 Range Lv 2 Scanner Upgrade: 10000 Range Lv 3 Scanner Upgrade: 15000 Range Lv 4 Scanner Upgrade: 20000 Range
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Power Enhancers - Increase power regen - Stackable
 Shield Enhancers - Increase shield regeneration - Stackable
 Assault Barrier - Creates an additional shield which takes damage first - Stackable

Power Enhancer 1 - 50 Power Enhancer 2 - 100 Power Enhancer 3 - 150 Power Enhancer 4 - 200 Min Enhancer 250 Vor Enhancer 300 Shd Enhancer 350 Anc Enhancer 400 Energy Saver – 500 Drop only - 0.20%	Shield Enhancer 1 - 20 Shield Enhancer 2 - 40 Shield Enhancer 3 - 60 Shield Enhancer 4 - 80 Min Enhancer 100 Vor Enhancer 120 Shd Enhancer 140 Anc Enhancer 160 Nano Repairer – 200 Drop only - 0.20%	Assault Barrier 1 - 1000 Assault Barrier 2 - 2000 Assault Barrier 3 - 3000 Assault Barrier 4 - 4000 Min Enhancer 5000 Vor Enhancer 6000 Shd Enhancer 7000 Anc Enhancer 8000 Shield Overlay – 10000 Drop only - 0.20%
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Loot Tables:

Starfury & Hellfire Guns: 0.60 – 1.3% Starfury & Hellfire Turrets: 0.60 – 1.3%
 House Weapon Guns: 0.38% House Weapon Turrets: 0.38%
 Best Drop Weapons: 0.27% Best Drop Missiles & Torps: 0.27%

Please note ALL weapons do only half damage against shields, unless specified otherwise.

Example: Lv 10 Terminator = 1500 Dmg to hull → 750 to shields → 10% to BS = 75 dmg
 Example: Lv 10 Terminator = 1500 Dmg to hull → 750 to shields → 15% to CR = 113 dmg
 Example: Lv 10 Terminator = 1500 Dmg to hull → 750 to shields → 20% to GB = 150 dmg
 Example: Lv 10 Terminator = 1500 Dmg to hull → 750 to shields → 25% to PR = 188 dmg

Example: Maximum damage; 6 weapons → 450 / 678 / 900 / 1128 per second respectively

Regular Weapons: (1500 Max dmg / sec)

Punisher Weapons 10 x sec - Regular damage (10-20% To Capitals, 50% to Protos)
 Pulverisor Weapons 5 x sec - Regular damage (10-20% To Capitals, 50% to Protos)
 Decimator Weapons 3 x sec - Regular damage (10-20% To Capitals, 50% to Protos)
 Destroyer Weapons 2 x sec - Regular damage (10-20% To Capitals, 50% to Protos)
 Terminator Weapons 1 x sec - Regular damage (10-20% To Capitals, 50% to Protos)

Advanced Weapons: (1650 Max dmg / sec)

Anti Matter Weapons 3 x sec - High damage (15-25% To All Capitals, 55% to Protos)

Special Weapons: (Loot Only) (1800 Max dmg / sec)

Hellfire Weapons 3 x sec - Very high damage (25-35% To Capitals, 65% to Protos)
Starfury Beams 20 x sec - Very high damage (25-35% To Capitals, 65% to Protos)

House Weapons: (Loot Only) (1950 Max dmg / sec)

Kusari Special: 5 x sec – Extreme damage (40-50% To All Capitals, 75% to Protos)
Bretonia Special: 4 x sec – Extreme damage (40-50% To All Capitals, 75% to Protos)
Liberty Special: 3 x sec – Extreme damage (40-50% To All Capitals, 75% to Protos)
Rheinland Special: 2 x sec – Extreme damage (40-50% To All Capitals, 75% to Protos)
Nomad Special: 1 x sec – Extreme damage (40-50% To All Capitals, 75% to Protos)

Regular Missiles

Regular: seeker_fov_deg = 22, max_angular_velocity = 22, speed = 300, Range = 2000
EMP: seeker_fov_deg = 30, max_angular_velocity = 30, speed = 400, Range = 2250
Homing: seeker_fov_deg = 45, max_angular_velocity = 45, speed = 500, Range = 2500
Cruise: seeker_fov_deg = 90, max_angular_velocity = 90, speed = 1000, Range = 3000

Capital Ship Specific Weapons: (2100 Max dmg / sec)

Ion Weapons 3 x sec - Extreme Shield damage, No hull Damage (60%-80% damage to Capitals, 100% rest)
Inferno Weapons 3 x sec - Extreme Hull damage, No Shield Damage

Regular Torpedos: 10,000 - 75,000 / 10 seconds (50% to all shields) – 500 radius
EMP Torpedos: 75,000 / 10 seconds (Full damage to all shields) – 750 radius

Ultimate Weapons: (Loot Only) (3000 Max dmg / sec)

Star Burst: 3 x sec - Max damage (Full damage to all shields)
Star Beam: 50 x sec - Max damage (Full damage to all shields)

Doomsday Missile: 12,500 Dmg / 5 seconds (50% to all shields)
Hydra Swarmer: 500 (5) / 1 second (Full damage to all shields)

Armageddon Torpedo: 85,000 / 10 seconds (50% to all shields) – 500 radius
Shockwave Torpedo: 100,000 / 10 seconds (Full damage to all shields) – 1000 radius

Please note that the outer colonies and each specific empires have equipment that is not listed here. You will have to find that information out on your own.

ALSO NOTE: The weapons and equipment from the different empires have been made NO-DROP. This is to stop the abuse of one person getting friendly with the bad guys, buying a ton of equipment and then giving it to friends who do not have the faction.

New Ship Information

The original game has been modified as far as ship distribution is concerned. Each ship is very unique and has its own advantages and disadvantages. Find one that suits your playing style. We have not included a full list of locations so players can explore and find where the ships are for themselves.

Ship upgrades can be used on the following ship slots: Torpedo, Counter Measure, Mine Dropper, and Cruise Disrupter

Many ships now feature a CORE RETURN program. When you buy a new ship the old core of it will be used to discount the price of your new ship. This is done to help reduce the loss when buying very expensive ships.

Capital ships are also treated differently this time around. While you may not be able to mount capital ship equipment on fighters, capital ships can use other capital ship equipment. However bear in mind, the more power the weapons have the more power required to fire them. This allows for various customizations, however, use it carefully and strategically. Capital ships can equip upgrades on the countermeasure and mine slots.

Fighters / Freighters are ranked: 1 – 10 Gunboats are ranked: 10 – 15
Cruisers are ranked: 15 – 20 Battleships are ranked: 20 – 25

Initial Ship

Ulysses	
Class:	Light Fighter
Speed:	2
Offense:	3
Defense:	2
Max Equip:	Lv 3
Max Shields:	Lv 4 Light
Guns / Turr:	2 / 2
Torps:	1
Armor:	4000
Cargo:	20
Nanobots:	20
Rechargers:	20
Value:	\$1,000,000

Liberty House Ships

Patriot		Eagle		Freighter	
Class:	Light Fighter	Class:	Heavy Fighter	Class:	Light Freighter
Speed:	3	Speed:	5	Speed:	4
Offense:	3	Offense:	5	Offense:	4
Defense:	3	Defense:	5	Defense:	4
Max Equip:	Lv 3	Max Equip:	Lv 5	Max Equip:	Lv 4
Max Shields:	Lv 6 Light	Max Shields:	Lv 5 Heavy	Max Shields:	Lv 4 Freighter
Guns / Turr:	2 / 2	Guns / Turr:	2 / 4 **	Guns / Turr:	2 / 3
Torps:	1	Torps:	1	Torps:	0
Armor:	6000	Armor:	10000	Armor:	12000
Cargo:	20	Cargo:	50	Cargo:	800
Nanobots:	20	Nanobots:	50	Nanobots:	100
Rechargers:	20	Rechargers:	50	Rechargers:	100
Price:	\$2,000,000	Price:	\$8,000,000	Price:	\$5,000,000

Bretonia House Ships

Cavalier		Crusader		Freighter	
Class:	Light Fighter	Class:	Heavy Fighter	Class:	Light Freighter
Speed:	2	Speed:	4	Speed:	3
Offense:	3	Offense:	5	Offense:	4
Defense:	4	Defense:	6	Defense:	5
Max Equip:	Lv 3	Max Equip:	Lv 5	Max Equip:	Lv 4
Max Shields:	Lv 8 Light	Max Shields:	Lv 6 Heavy	Max Shields:	Lv 5 Freighter
Guns / Turr:	2 / 2	Guns / Turr:	2 / 4 **	Guns / Turr:	2 / 3
Torps:	1	Torps:	1	Torps:	0
Armor:	8000	Armor:	12000	Armor:	15000
Cargo:	20	Cargo:	50	Cargo:	800
Nanobots:	20	Nanobots:	50	Nanobots:	100
Rechargers:	20	Rechargers:	50	Rechargers:	100
Price:	\$2,000,000	Price:	\$8,000,000	Price:	\$5,000,000

Kusari House Ships

Drake		Dragon		Freighter	
Class:	Light Fighter	Class:	Heavy Fighter	Class:	Light Freighter
Speed:	4	Speed:	6	Speed:	5
Offense:	3	Offense:	5	Offense:	4
Defense:	2	Defense:	4	Defense:	3
Max Equip:	Lv 3	Max Equip:	Lv 5	Max Equip:	Lv 4
Max Shields:	Lv 4 Light	Max Shields:	Lv 4 Heavy	Max Shields:	Lv 3 Freighter
Guns / Turr:	2 / 2	Guns / Turr:	2 / 4 **	Guns / Turr:	2 / 3
Torps:	1	Torps:	1	Torps:	0
Armor:	4000	Armor:	8000	Armor:	9000
Cargo:	20	Cargo:	50	Cargo:	800
Nanobots:	20	Nanobots:	50	Nanobots:	100
Rechargers:	20	Rechargers:	50	Rechargers:	100
Price:	\$2,000,000	Price:	\$8,000,000	Price:	\$5,000,000

Rheinland House Ships

Banshee		Valkyre		Freighter	
Class:	Light Fighter	Class:	Heavy Fighter	Class:	Light Freighter
Speed:	1	Speed:	3	Speed:	2
Offense:	4	Offense:	6	Offense:	5
Defense:	4	Defense:	6	Defense:	5
Max Equip:	Lv 4	Max Equip:	Lv 6	Max Equip:	Lv 5
Max Shields:	Lv 8 Light	Max Shields:	Lv 6 Heavy	Max Shields:	Lv 5 Freighter
Guns / Turr:	2 / 2	Guns / Turr:	2 / 4 **	Guns / Turr:	2 / 3
Torps:	1	Torps:	1	Torps:	0
Armor:	8000	Armor:	12000	Armor:	15000
Cargo:	20	Cargo:	50	Cargo:	800
Nanobots:	20	Nanobots:	50	Nanobots:	100
Rechargers:	20	Rechargers:	50	Rechargers:	100
Price:	\$2,000,000	Price:	\$8,000,000	Price:	\$5,000,000

House Capital Ships

Bretonia Gunboat		KU / RH Gunboat		Liberty Cruiser	
Class:	Gunboat	Class:	Gunboat	Class:	Cruiser
Speed:	10	Speed:	10	Speed:	15
Offense:	10	Offense:	10	Offense:	15
Defense:	10	Defense:	10	Defense:	15
Max Equip:	---	Max Equip:	---	Max Equip:	---
Max Shields:	75,000 GB	Max Shields:	75,000 GB	Max Shields:	150,000 CR
Guns / Turr:	2 / 2 / 1	Guns / Turr:	2 / 2 / 1	Guns / Turr:	2 / 4
Torps:	2 AM	Torps:	2 AM	Torps:	2 AM
Armor:	75,000	Armor:	75,000	Armor:	150,000
Cargo:	1000	Cargo:	1000	Cargo:	2000
Nanobots:	100	Nanobots:	100	Nanobots:	200
Rechargers:	100	Rechargers:	100	Rechargers:	200
Price:	\$30,000,000	Price:	\$30,000,000	Price:	\$60,000,000

Bretonia Cruiser		Kusari Cruiser		Rheinland Cruiser	
Class:	Cruiser	Class:	Cruiser	Class:	Cruiser
Speed:	15	Speed:	15	Speed:	15
Offense:	15	Offense:	15	Offense:	15
Defense:	15	Defense:	15	Defense:	15
Max Equip:	---	Max Equip:	---	Max Equip:	---
Max Shields:	150,000 CR	Max Shields:	150,000 CR	Max Shields:	150,000 CR
Guns / Turr:	2 / 4	Guns / Turr:	2 / 4	Guns / Turr:	2 / 4
Torps:	2 AM	Torps:	2 AM	Torps:	2 AM
Armor:	150,000	Armor:	150,000	Armor:	150,000
Cargo:	2000	Cargo:	2000	Cargo:	2000
Nanobots:	200	Nanobots:	200	Nanobots:	200
Rechargers:	200	Rechargers:	200	Rechargers:	200
Price:	\$60,000,000	Price:	\$60,000,000	Price:	\$60,000,000

Liberty Battleship		Bretonia Battleship		Orion Battleship	
Class:	Battleship	Class:	Battleship	Class:	Battleship
Speed:	20	Speed:	20	Speed:	20
Offense:	20	Offense:	20	Offense:	20
Defense:	20	Defense:	20	Defense:	20
Max Equip:	---	Max Equip:	---	Max Equip:	---
Max Shields:	250,000 BS	Max Shields:	250,000 BS	Max Shields:	250,000 BS
Guns / Turr:	2 / 8	Guns / Turr:	2 / 8	Guns / Turr:	2 / 8
Torps:	2 AM	Torps:	2 AM	Torps:	2 AM
Armor:	250,000	Armor:	250,000	Armor:	250,000
Cargo:	3000	Cargo:	3000	Cargo:	3000
Nanobots:	300	Nanobots:	300	Nanobots:	300
Rechargers:	300	Rechargers:	300	Rechargers:	300
Price:	\$120,000,000	Price:	\$120,000,000	Price:	\$120,000,000

Border World Ships

Dagger		Stiletto		Freighter	
Class:	Light Fighter	Class:	Heavy Fighter	Class:	Light Freighter
Speed:	2	Speed:	4	Speed:	3
Offense:	5	Offense:	7	Offense:	6
Defense:	2	Defense:	4	Defense:	3
Max Equip:	Lv 5	Max Equip:	Lv 7	Max Equip:	Lv 6
Max Shields:	Lv 4 Light	Max Shields:	Lv 4 Heavy	Max Shields:	Lv 3 Freighter
Guns / Turr:	2 / 2	Guns / Turr:	2 / 4 **	Guns / Turr:	2 / 3
Torps:	1	Torps:	1	Torps:	0
Armor:	4000	Armor:	8000	Armor:	9000
Cargo:	20	Cargo:	50	Cargo:	800
Nanobots:	20	Nanobots:	50	Nanobots:	100
Rechargers:	20	Rechargers:	50	Rechargers:	100
Price:	\$2,000,000	Price:	\$8,000,000	Price:	\$5,000,000

Zoners

Starblazer		Arch Angel		Nightshade	
Class:	Light Fighter	Class:	Medium Fighter	Class:	Heavy Fighter
Speed:	1	Speed:	2	Speed:	3
Offense:	5	Offense:	6	Offense:	7
Defense:	3	Defense:	4	Defense:	5
Max Equip:	Lv 5	Max Equip:	Lv 6	Max Equip:	Lv 7
Max Shields:	Lv 6 Light	Max Shields:	Lv 4 Light / Hvy	Max Shields:	Lv 5 Heavy
Guns / Turr:	2 / 2	Guns / Turr:	2 / 4 **	Guns / Turr:	2 / 4 **
Torps:	1	Torps:	1	Torps:	2
Armor:	6000	Armor:	8000	Armor:	10000
Cargo:	20	Cargo:	35	Cargo:	50
Nanobots:	20	Nanobots:	35	Nanobots:	50
Rechargers:	20	Rechargers:	35	Rechargers:	50
Price:	\$2,000,000	Price:	\$5,000,000	Price:	\$8,000,000

Bounty Hunters

Z95		Hawk		Justice	
Class:	Light Fighter	Class:	Medium Fighter	Class:	Heavy Fighter
Speed:	2	Speed:	3	Speed:	4
Offense:	4	Offense:	5	Offense:	6
Defense:	3	Defense:	4	Defense:	5
Max Equip:	Lv 4	Max Equip:	Lv 5	Max Equip:	Lv 6
Max Shields:	Lv 6 Light	Max Shields:	Lv 4 Light / Hvy	Max Shields:	Lv 5 Heavy
Guns / Turr:	2 / 2	Guns / Turr:	2 / 4 **	Guns / Turr:	2 / 4 **
Torps:	1	Torps:	1	Torps:	2
Armor:	6000	Armor:	8000	Armor:	10000
Cargo:	20	Cargo:	35	Cargo:	50
Nanobots:	20	Nanobots:	35	Nanobots:	50
Rechargers:	20	Rechargers:	35	Rechargers:	50
Price:	\$2,000,000	Price:	\$5,000,000	Price:	\$8,000,000

Pirates

Cobra		Gargoyle		Independence	
Class:	Light Fighter	Class:	Medium Fighter	Class:	Heavy Fighter
Speed:	3	Speed:	4	Speed:	5
Offense:	4	Offense:	5	Offense:	6
Defense:	2	Defense:	3	Defense:	4
Max Equip:	Lv 4	Max Equip:	Lv 5	Max Equip:	Lv 6
Max Shields:	Lv 4 Light	Max Shields:	Lv 3 Light / Hvy	Max Shields:	Lv 4 Heavy
Guns / Turr:	2 / 2	Guns / Turr:	2 / 4 **	Guns / Turr:	2 / 4 **
Torps:	1	Torps:	1	Torps:	2
Armor:	2000	Armor:	4000	Armor:	6000
Cargo:	20	Cargo:	35	Cargo:	50
Nanobots:	20	Nanobots:	35	Nanobots:	50
Rechargers:	20	Rechargers:	35	Rechargers:	50
Price:	\$2,000,000	Price:	\$5,000,000	Price:	\$8,000,000

Trader Ships

Gallofree		Falcon		Corvette	
Class:	Light Freighter	Class:	Med Freighter	Class:	Hvy Freighter
Speed:	4	Speed:	4	Speed:	4
Offense:	3	Offense:	4	Offense:	5
Defense:	5	Defense:	7	Defense:	9
Max Equip:	Lv 3	Max Equip:	Lv 4	Max Equip:	Lv 5
Max Shields:	Lv 5 Freighter	Max Shields:	Lv 7 Freighter	Max Shields:	Lv 9 Freighter
Guns / Turr:	2 / 2	Guns / Turr:	4 / 2	Guns / Turr:	2 / 6
Torps:	0	Torps:	0	Torps:	0
Armor:	15000	Armor:	21000	Armor:	27000
Cargo:	1000	Cargo:	3000	Cargo:	5000
Nanobots:	100	Nanobots:	100	Nanobots:	100
Rechargers:	100	Rechargers:	100	Rechargers:	100
Price:	\$10,000,000	Price:	\$30,000,000	Price:	\$50,000,000

Cargo Hauler		Cargo Train		Profiteer	
Class:	Light Freighter	Class:	Med Freighter	Class:	Hvy Freighter
Speed:	3	Speed:	3	Speed:	3
Offense:	3	Offense:	4	Offense:	5
Defense:	6	Defense:	8	Defense:	10
Max Equip:	Lv 3	Max Equip:	Lv 4	Max Equip:	Lv 6
Max Shields:	Lv 6 Freighter	Max Shields:	Lv 8 Freighter	Max Shields:	Lv 10 Freighter
Guns / Turr:	2 / 3	Guns / Turr:	2 / 5	Guns / Turr:	2 / 7
Torps:	0	Torps:	0	Torps:	0
Armor:	18000	Armor:	24000	Armor:	30000
Cargo:	2000	Cargo:	4000	Cargo:	6000
Nanobots:	100	Nanobots:	100	Nanobots:	100
Rechargers:	100	Rechargers:	100	Rechargers:	100
Price:	\$20,000,000	Price:	\$40,000,000	Price:	\$60,000,000

Outer Colony Ships

Old Republic

TIE Fighter		TIE Interceptor		TIE Defender	
Class:	Light Fighter	Class:	Medium Fighter	Class:	Heavy Fighter
Speed:	4	Speed:	5	Speed:	6
Offense:	5	Offense:	6	Offense:	7
Defense:	3	Defense:	4	Defense:	5
Max Equip:	Lv 5	Max Equip:	Lv 6	Max Equip:	Lv 7
Max Shields:	Lv 6 Light	Max Shields:	Lv 4 Light / Hvy	Max Shields:	Lv 5 Heavy
Guns / Turr:	2 / 2	Guns / Turr:	2 / 4 **	Guns / Turr:	2 / 4 **
Torps:	0	Torps:	1	Torps:	2
Armor:	6000	Armor:	8000	Armor:	10000
Cargo:	25	Cargo:	40	Cargo:	55
Nanobots:	25	Nanobots:	40	Nanobots:	55
Rechargers:	25	Rechargers:	40	Rechargers:	55
Price:	\$4,000,000	Price:	\$8,000,000	Price:	\$12,000,000

New Republic

X Wing		Y Wing		B Wing	
Class:	Medium Fighter	Class:	Heavy Fighter	Class:	Heavy Bomber
Speed:	4	Speed:	5	Speed:	2
Offense:	5	Offense:	6	Offense:	6
Defense:	6	Defense:	7	Defense:	10
Max Equip:	Lv 5	Max Equip:	Lv 6	Max Equip:	Lv 6
Max Shields:	Lv 6 Light / Hvy	Max Shields:	Lv 7 heavy	Max Shields:	Lv 10 Heavy
Guns / Turr:	2 / 4 **	Guns / Turr:	2 / 4 **	Guns / Turr:	3 / 2
Torps:	1	Torps:	2	Torps:	4
Armor:	12000	Armor:	14000	Armor:	20000
Cargo:	40	Cargo:	55	Cargo:	70
Nanobots:	40	Nanobots:	55	Nanobots:	70
Rechargers:	40	Rechargers:	55	Rechargers:	70
Price:	\$8,000,000	Price:	\$12,000,000	Price:	\$16,000,000

Special Forces

Jedi		Sith		Slave	
Class:	Heavy Fighter	Class:	Heavy Fighter	Class:	Heavy Fighter
Speed:	3	Speed:	3	Speed:	6
Offense:	7	Offense:	8	Offense:	6
Defense:	8	Defense:	7	Defense:	6
Max Equip:	Lv 7	Max Equip:	Lv 8	Max Equip:	Lv 6
Max Shields:	Lv 8 Heavy	Max Shields:	Lv 7 Heavy	Max Shields:	Lv 6 Heavy
Guns / Turr:	2 / 4 **	Guns / Turr:	2 / 4 **	Guns / Turr:	2 / 4 **
Torps:	2	Torps:	2	Torps:	2
Armor:	16000	Armor:	14000	Armor:	12000
Cargo:	55	Cargo:	55	Cargo:	55
Nanobots:	55	Nanobots:	55	Nanobots:	55
Rechargers:	55	Rechargers:	55	Rechargers:	55
Price:	\$12,000,000	Price:	\$12,000,000	Price:	\$12,000,000

Explorers

Taiidan Scout		Taiidan Guard		Carrier	
Class:	Light Fighter	Class:	Heavy Fighter	Class:	Cruiser
Speed:	2	Speed:	2	Speed:	15
Offense:	5	Offense:	8	Offense:	15
Defense:	5	Defense:	8	Defense:	15
Max Equip:	Lv 5	Max Equip:	Lv 8	Max Equip:	---
Max Shields:	Lv 10 Light	Max Shields:	Lv 8 Heavy	Max Shields:	150,000 CR
Guns / Turr:	2 / 2	Guns / Turr:	2 / 4 **	Guns / Turr:	2 / 8
Torps:	1	Torps:	1	Torps:	2 AM
Armor:	10000	Armor:	16000	Armor:	155,000
Cargo:	25	Cargo:	55	Cargo:	2150
Nanobots:	25	Nanobots:	55	Nanobots:	215
Rechargers:	25	Rechargers:	55	Rechargers:	215
Price:	\$4,000,000	Price:	\$12,000,000	Price:	\$65,000,000

Outer Empire Ships

Narn Regime

Narn Fighter		Th'nor		T'Naric	
Class:	Heavy Fighter	Class:	Gunboat	Class:	Cruiser
Speed:	4	Speed:	11	Speed:	15
Offense:	7	Offense:	11	Offense:	16
Defense:	7	Defense:	11	Defense:	16
Max Equip:	Lv 7	Max Equip:	---	Max Equip:	---
Max Shields:	Lv 7 Heavy	Max Shields:	80,000 GB	Max Shields:	160,000 CR
Guns / Turr:	2 / 2 **	Guns / Turr:	2 / 2	Guns / Turr:	2 / 2
Torps:	2	Torps:	2	Torps:	2
Armor:	14,000	Armor:	80,000	Armor:	160,000
Cargo:	60	Cargo:	100	Cargo:	225
Nanobots:	60	Nanobots:	100	Nanobots:	225
Rechargers:	60	Rechargers:	100	Rechargers:	225
Price:	\$14,000,000	Price:	\$35,000,000	Price:	\$70,000,000

Centari Republic

Centari Fighter		Vorchan		Primus	
Class:	Heavy Fighter	Class:	Cruiser	Class:	Battleship
Speed:	5	Speed:	15	Speed:	21
Offense:	7	Offense:	16	Offense:	21
Defense:	6	Defense:	16	Defense:	21
Max Equip:	Lv 7	Max Equip:	---	Max Equip:	---
Max Shields:	Lv 6 Heavy	Max Shields:	160,000 CR	Max Shields:	260,000 BS
Guns / Turr:	2 / 2 **	Guns / Turr:	2 / 2	Guns / Turr:	2 / 4
Torps:	2	Torps:	2	Torps:	2
Armor:	12,000	Armor:	160,000	Armor:	260,000
Cargo:	60	Cargo:	225	Cargo:	325
Nanobots:	60	Nanobots:	225	Nanobots:	325
Rechargers:	60	Rechargers:	225	Rechargers:	325
Price:	\$14,000,000	Price:	\$70,000,000	Price:	\$130,000,000

Federation Commonwealth

Starfury		Starviper		Starfyre	
Class:	Light Fighter	Class:	Medium Fighter	Class:	Heavy Fighter
Speed:	3	Speed:	4	Speed:	5
Offense:	6	Offense:	7	Offense:	8
Defense:	6	Defense:	7	Defense:	8
Max Equip:	Lv 6	Max Equip:	Lv 7	Max Equip:	Lv 8
Max Shields:	Lv 10 Light	Max Shields:	Lv 7 Light / Hvy	Max Shields:	Lv 8 Heavy
Guns / Turr:	2 / 2	Guns / Turr:	2 / 4 **	Guns / Turr:	2 / 4 **
Torps:	1	Torps:	1	Torps:	2
Armor:	12,000	Armor:	14,000	Armor:	16,000
Cargo:	35	Cargo:	50	Cargo:	65
Nanobots:	35	Nanobots:	50	Nanobots:	65
Rechargers:	35	Rechargers:	50	Rechargers:	65
Price:	\$8,000,000	Price:	\$13,000,000	Price:	\$18,000,000

Storm		Tempest		Hurricane	
Class:	Gunboat	Class:	Cruiser	Class:	Battleship
Speed:	12	Speed:	16	Speed:	22
Offense:	12	Offense:	17	Offense:	22
Defense:	12	Defense:	17	Defense:	22
Max Equip:	---	Max Equip:	---	Max Equip:	---
Max Shields:	85,000 GB	Max Shields:	170,000 CR	Max Shields:	270,000 BS
Guns / Turr:	2 / 4 / 1 special	Guns / Turr:	8 / 4	Guns / Turr:	2 / 4 / 2 special
Torps:	2	Torps:	4	Torps:	2
Armor:	85,000	Armor:	170,000	Armor:	270,000
Cargo:	125	Cargo:	250	Cargo:	350
Nanobots:	125	Nanobots:	250	Nanobots:	350
Rechargers:	125	Rechargers:	250	Rechargers:	350
Price:	\$40,000,000	Price:	\$90,000,000	Price:	\$140,000,000

Brakiri Republic

Talon		Claw		Aviak	
Class:	Heavy Fighter	Class:	Gunboat	Class:	Battle Boat
Speed:	5	Speed:	12	Speed:	13
Offense:	9	Offense:	13	Offense:	15
Defense:	9	Defense:	13	Defense:	15
Max Equip:	Lv 9	Max Equip:	---	Max Equip:	---
Max Shields:	Lv 9 Heavy	Max Shields:	90,000 GB	Max Shields:	130,000 GB
Guns / Turr:	2 / 4 **	Guns / Turr:	2 / 2	Guns / Turr:	2 / 4
Torps:	2	Torps:	2	Torps:	2
Armor:	18,000	Armor:	90,000	Armor:	130,000
Cargo:	65	Cargo:	135	Cargo:	195
Nanobots:	65	Nanobots:	135	Nanobots:	195
Rechargers:	65	Rechargers:	135	Rechargers:	195
Price:	\$20,000,000	Price:	\$45,000,000	Price:	\$65,000,000

The Minbari

Nial Fighter		Tinashi Cruiser		Sharlin Warship	
Class:	Heavy Fighter	Class:	Cruiser	Class:	Battleship
Speed:	7	Speed:	18	Speed:	23
Offense:	9	Offense:	18	Offense:	23
Defense:	8	Defense:	18	Defense:	23
Max Equip:	Lv 9	Max Equip:	---	Max Equip:	---
Max Shields:	Lv 8 Heavy	Max Shields:	180,000 CR	Max Shields:	280,000 BS
Guns / Turr:	2 / 4 **	Guns / Turr:	2 / 2 / 1 special	Guns / Turr:	2 / 4 / 1 special
Torps:	2	Torps:	2	Torps:	2
Armor:	16,000	Armor:	180,000	Armor:	280,000
Cargo:	70	Cargo:	275	Cargo:	375
Nanobots:	70	Nanobots:	275	Nanobots:	375
Rechargers:	70	Rechargers:	275	Rechargers:	375
Price:	\$22,000,000	Price:	\$100,000,000	Price:	\$150,000,000

The Vorlons

Vorlon Fighter		Whitestar		Star Dreadnaught	
Class:	Heavy Fighter	Class:	Cruiser	Class:	Battleship
Speed:	8	Speed:	19	Speed:	23
Offense:	9	Offense:	19	Offense:	24
Defense:	10	Defense:	20	Defense:	24
Max Equip:	Lv 9	Max Equip:	---	Max Equip:	---
Max Shields:	Lv 10 Heavy	Max Shields:	200,000 CR	Max Shields:	300,000 BS
Guns / Turr:	2 / 2 **	Guns / Turr:	0 / 2	Guns / Turr:	2 / 4
Torps:	2	Torps:	0	Torps:	0
Armor:	20,000	Armor:	200,000	Armor:	300,000
Cargo:	75	Cargo:	300	Cargo:	400
Nanobots:	75	Nanobots:	300	Nanobots:	400
Rechargers:	75	Rechargers:	300	Rechargers:	400
Price:	\$26,000,000	Price:	\$110,000,000	Price:	\$160,000,000

Planet Killer

Class:	Super Battleship
Speed:	22
Offense:	25
Defense:	25
Max Equip:	---
Max Shields:	400,000 BS
Guns / Turr:	0 / 1
Torps:	0
Armor:	400,000
Cargo:	450
Nanobots:	450
Rechargers:	400
Price:	\$180,000,000

The Shadows

Spitfire		Vampire		Demon	
Class:	Light Fighter	Class:	Medium Fighter	Class:	Heavy Fighter
Speed:	8	Speed:	8	Speed:	8
Offense:	8	Offense:	9	Offense:	10
Defense:	5	Defense:	7	Defense:	9
Max Equip:	Lv 8	Max Equip:	Lv 9	Max Equip:	Lv 10
Max Shields:	Lv 10 Light	Max Shields:	Lv 7 Light / Hvy	Max Shields:	Lv 9 Heavy
Guns / Turr:	1 / 0	Guns / Turr:	1 / 0	Guns / Turr:	1 / 0
Torps:	0	Torps:	0	Torps:	0
Armor:	10,000	Armor:	14,000	Armor:	18,000
Cargo:	45	Cargo:	60	Cargo:	75
Nanobots:	45	Nanobots:	60	Nanobots:	75
Rechargers:	45	Rechargers:	60	Rechargers:	75
Price:	\$14,000,000	Price:	\$20,000,000	Price:	\$26,000,000

Crab		Shadowstar	
Class:	Gunboat	Class:	Cruiser
Speed:	14	Speed:	19
Offense:	15	Offense:	20
Defense:	14	Defense:	19
Max Equip:	---	Max Equip:	---
Max Shields:	95,000 GB	Max Shields:	190,000 CR
Guns / Turr:	1 / 0	Guns / Turr:	1 / 0
Torps:	0	Torps:	0
Armor:	95,000	Armor:	190,000
Cargo:	150	Cargo:	300
Nanobots:	150	Nanobots:	300
Rechargers:	150	Rechargers:	300
Price:	\$50,000,000	Price:	\$120,000,000

The Ancients

Havoc Fighter		Mayhem Fighter		Chaos Fighter	
Class:	Light Fighter	Class:	Medium Fighter	Class:	Heavy Fighter
Speed:	8	Speed:	9	Speed:	10
Offense:	8	Offense:	9	Offense:	10
Defense:	8	Defense:	9	Defense:	10
Max Equip:	Lv 8	Max Equip:	Lv 9	Max Equip:	Lv 10
Max Shields:	Lv 10 Light	Max Shields:	Lv 9 Light / Hvy	Max Shields:	Lv 10 Heavy
Guns / Turr:	2 / 4 **	Guns / Turr:	2 / 5 **	Guns / Turr:	4 / 4
Torps:	2	Torps:	2	Torps:	2
Armor:	16,000	Armor:	18,000	Armor:	20,000
Cargo:	50	Cargo:	65	Cargo:	80
Nanobots:	50	Nanobots:	65	Nanobots:	80
Rechargers:	50	Rechargers:	65	Rechargers:	80
Price:	\$20,000,000	Price:	\$26,000,000	Price:	\$32,000,000

Hellfire Frigate		Doomsday Dreadnaught		Warlord "Bob" Destroyer	
Class:	Super Gunboat	Class:	Super Cruiser	Class:	Super Battleship
Speed:	15	Speed:	20	Speed:	25
Offense:	15	Offense:	20	Offense:	25
Defense:	15	Defense:	20	Defense:	25
Max Equip:	---	Max Equip:	---	Max Equip:	---
Max Shields:	125,000 GB	Max Shields:	250,000 CR	Max Shields:	500,000 BS
Guns / Turr:	8 / 4	Guns / Turr:	6 / 4	Guns / Turr:	3 / 4 / 2 special
Torps:	2	Torps:	2	Torps:	2
Armor:	125,000	Armor:	250,000	Armor:	500,000
Cargo:	175	Cargo:	350	Cargo:	500
Nanobots:	175	Nanobots:	350	Nanobots:	500
Rechargers:	175	Rechargers:	350	Rechargers:	500
Price:	\$60,000,000	Price:	\$130,000,000	Price:	\$200,000,000

The Rutarians

Rutarian Fighter	
Class:	Heavy Fighter
Speed:	10
Offense:	10
Defense:	10
Max Equip:	Lv 10
Max Shields:	Lv 10 Heavy
Guns / Turr:	2 / 4 **
Torps:	2
Armor:	20,000
Cargo:	80
Nanobots:	80
Rechargers:	80
Price:	\$32,000,000

Blossom Storm		Rutar King		Victory Dreadnaught	
Class:	Super Gunboat	Class:	Super Cruiser	Class:	Super Battleship
Speed:	15	Speed:	20	Speed:	25
Offense:	15	Offense:	20	Offense:	25
Defense:	15	Defense:	20	Defense:	25
Max Equip:	---	Max Equip:	---	Max Equip:	---
Max Shields:	125,000 GB	Max Shields:	250,000 CR	Max Shields:	500,000 BS
Guns / Turr:	2 / 2	Guns / Turr:	4 / 2	Guns / Turr:	4 / 2 / 2 special
Torps:	3	Torps:	2	Torps:	2
Armor:	125,000	Armor:	250,000	Armor:	500,000
Cargo:	175	Cargo:	350	Cargo:	500
Nanobots:	175	Nanobots:	350	Nanobots:	500
Rechargers:	175	Rechargers:	350	Rechargers:	500
Price:	\$60,000,000	Price:	\$130,000,000	Price:	\$200,000,000

Battle Stations

Small Station		Medium Station		Large Station	
Class:	Battle Station	Class:	Battle Station	Class:	Battle Station
Speed:	25	Speed:	25	Speed:	25
Offense:	30	Offense:	35	Offense:	40
Defense:	30	Defense:	35	Defense:	40
Max Equip:	---	Max Equip:	---	Max Equip:	---
Max Shields:	750,000 BS	Max Shields:	1,000,000 BS	Max Shields:	1,500,000 BS
Guns / Turr:	2 / 4	Guns / Turr:	2 / 6	Guns / Turr:	4 / 8
Torps:	2	Torps:	2	Torps:	4
Armor:	750,000	Armor:	1,000,000	Armor:	1,500,000
Cargo:	750	Cargo:	1000	Cargo:	1500
Nanobots:	750	Nanobots:	1000	Nanobots:	1500
Rechargers:	750	Rechargers:	1000	Rechargers:	1500
Price:	\$300,000,000	Price:	\$600,000,000	Price:	\$900,000,000

Troubleshooting

IF YOU ARE CRASHING AND SUCH WHEN PLAYING:

Make sure your computer meets the minimum requirements.

Make sure you are using the most recent version

Deactivate and then reactivate the mod

Make sure your freelancer directory is not read only

Last Resort - Delete, NOT uninstall, your FL directory and then reinstall. Then reapply TNG

Last Resort - Delete all files in your mp account and sp save-game folder

(old mp accounts / savegames that were created with an earlier version may crash your computer)

For 2.5 I recommend everyone uninstall freelancer, including all save-games and mp accounts, then reinstall freelancer. This will minimize the possibility of having a corrupted original game. Sometimes when using mods, stuff gets left over. Also the initial world was changed so it WILL cause crashes for existing players. Servers need a player wipe.

1: Download the latest version.

2: Delete the old version from FLMM BEFORE you download the new version and install.

3: If game crashes on startup

- a. Delete autosave.fl in your game save
- b. Delete ALL the save games including restart.fl
- c. Make sure you are NOT running any other mods
- d. You uninstalled the expansion, but tried running your save games with the original game. When you have save games that has stuff from any mod and you do not have that mod running it can't find the variables at the load up of the game and crashes. Delete all the modded save-games.

4: Corrupt download

- a. You downloaded when I was uploading, try again
- b. You didn't delete the old version before downloading and tried to update to the new one
- c. Make sure you have the latest version of FLMM, currently 1.3
- d. You downloaded it somewhere else beside an official server
- e. Our website, www.starfyrestudios.com
- f. You tried to unzip the expansion and install it into the mod folder. DO NOT do this. All you need to do is download and click open, OR download and save, then double click and it will auto install to FLMM.

5: FLMM problems

- Error: problem activating 'Freelancer: The Next Generation 2.x'

Error: SHCopyFile failed ('C:\Program Files\Freelancer Mod Manager\mods\Tng2xfinal\exe\"name\".dll' to 'Game\DIR\freelanceserver\exe\equipresources.dll')

Please make sure the entire EXE folder and files are writeable and NOT readonly. Also make sure the game isn't running! Can't overwrite files that are in use!

6: No effect or errors on multiplayer

- Delete all versions of the expansion. Restore Backups. Reinstall FLMM. Then download and install latest version of the expansion. Make sure you start FL Server WITH FLMM. If you don't start it with flmm you won't see the changes for some reason.
- You tried to unzip and install it into the mod folder. DO NOT do this unless using the rar version. All you need to do is download and click open, OR download and save, then double click the .zip.flmod and it will autoinstall to FLMM.
- Please make sure the entire Freelancer folder and files are writeable and NOT readonly. If they are readonly the mod will not overwrite the files and you will not see any changes.
- Look in the FL dir after activating the mod and see if you see .fback files. FLMM makes backup files when it activates the mod. If you do not see these backup files then the files were not overwritten.

7: General errors

- a. You tried to manually install the mod by overwriting the original FL files (use FLMM, unless using RAR)
- b. You tried to manually install all the mods to the same folder (use FLMM)
- c. You manually overwrote your freelancer files with the mod and didn't make a backup (Reinstall FL)
- d. You tried doing something you weren't suppose to like modifying the files (Restore original mod)
- e. You didn't install the mod correctly (Install it correctly)
- f. You discovered a bug! (Please report it.)

8: Cargo & Tractor problems

- a. Make sure your hold isn't full.
- b. When buying ships sell the old equipment, left over equipment takes up cargo space.
- c. You cannot tractor nanobots & shield batteries if you are already at your maximum.
- d. Report it and include what ship you were using, and what you were trying to tractor.

9: Random crashes and weird bugs

- a. Make sure you have the latest version of TNG, check our website www.starfyrestudios.com
- b. Make sure your computer meets the requirements and specs
- c. Try tuning off 3d sound

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Credits

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None of this would have been possible without the help of alot of people. I want to recognize the following:

Please note, the contributors to TNG do NOT wish to be responsible for content given to TNG. If TNG comes into any legal disputes then the contributors and affiliates are not to be held responsible for their contribution to the mod itself. We also do not endorse nor distribute any of the mod tools currently available to the modding community with the exception of FLMM.

Starfyre Studios Team:

- Reynen - Main designer / coder - Project Leader
- Spawn - Movie Intro, Signatures, trent outfit, new ship designs
(animafalx, gorithhvy, hgn_cruizr, KRutar, mantikor_mk_II, reyvipier, rutarian, RutCruiser, SoulViper, vgr_dest, victory, WLBS)
- BobTheDog - Weapons, Equipment, and intro scripts, hard points for new ships
(animafalx, gorithhvy, hgn_cruizr, KRutar, mantikor_mk_II, reyvipier, rutarian, RutCruiser, SoulViper, vgr_dest, victory, WLBS)
- Devion – Splash Screen, Frontloader
- Durriel_DOP - Docking Ring Fix

Expansion Contributions: Listed in detail

- Michael Dan - Rebalance Mod (Power, Shield, Scanner, Tractor upgrades)
- Giskard - Hostile Mod (Ships created by giskard and used with permission)
- Giskard - RingWorld Addon (Converted to Arena)
- Chips – For help with that last key to getting new factions to display in missions.

Gregstar2k – Vertical strafing

TFKillerMatrix – All ships created in the original Babylon 5 mod release
(This does NOT apply to the second release of Babylon 5 ships pack)

Glock36 & Wanderer (Fightspace mod) – Ships from the fight space mod
(ANCIENT & SOL capital ships)

Grrsk - Grrsk Mod (Faction wars)

Kurgan - Awesome Ships

Porche - All starwars ships,

Astral Prime Studios – Starviper, Cougar, Hornet

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FLMM - IGx89

FL UTF Editor W/ MFC - Mario "HCI" Brito

Ship Editing Studio - DieSeL

Fled ID'S - Dixi

FL Admin - FiiK

Joe Boomz - Ioncross Character Editor Mk.V

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Freelancer - Microsoft

1.1 Patch - Microsoft

Also want to thank all the people who made the tutorials -- Too many to list

Lastly I want to thank the entire Freelancer community for giving us this chance to give FL some new life

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