

FightLight Dozen

You have to fight hard when you fight light.

Sure it is fun to have the uber VHF and blast everything out of the sky in one shot. But after a while you grow weary of that. In the original Freelancer there could have been more ship options in the lighter weight classes. Thus **FightLight Dozen** was born.

This is a personal selection of 12 light and medium fighters, with just a few slightly heavy class 8 ships tossed in for fun:

Awing,
Dralthi
Ewing,
Gargoyle,
Hellcat,
Hornet
Jedi StarFighter,
SoulStealer,
Valk,
Viper,
Z-95,
CSV

You may have flown these ships in their original mods. With very few exceptions this trip into Sirius will be different. Configurations like handling, mass, class, weapons, shield, and cargo of these twelve ships have been adjusted to be consistent within this package, and within Freelancer overall. In other words, that superlight fighter probably will not have a cargo hold of 100 units any more, and the ship that does will not handle like the superlight in this mod.

I recognize the ships in this mod are slightly on the inexpensive side, but that was done intentionally so you can afford to keep buying new ones to try out. The two VLF ships are practically giveaways, but they are anticipated to be bought as soon as you get started so you can immediately get out of that default Starflyer. The CSV has been made flyable and converted into a Light Freighter. Think of it as a replacement for the Rhino. Buy that one and haul cargo out to the BorderWorlds if you are brave enough!

Definitions used in this mod =

VLF: two guns, class 4 max

LF: up to four guns, class 6 max

HF: up to six guns, class 8 max (a pretty lightweight heavyweight)

In case you have a favorite flyer in the original game, no ships have been taken out of ship dealers inventory. You can still buy any original ship at the same place you use to. Each of the twelve new ships included in this mod

are available from at least three different dealers, except the VLF which only are sold in two spots. So even if all the pirates in the universe are mad at you, although you may have to fly a ways you can still buy each ship in this package.

Inside this .zip file you will find a .pdf spreadsheet giving you full details on each ship, including where you can purchase it. There is also a screenshot of each ship included in this package. How else do you know if you want to fly to Kyoto to get one?

You can install with FL MOD Manager of course. If you load flightlight.zip.flmod it will install all the ships as mentioned above, and is completely stand alone – you do not need to do anything else. You can optionally then install the included OpenSP.zip.flmod by Xerx which will eliminate the story and start you out at Level 1 with no money. *Note:* you must start a new game after OpenSP is installed for it to work. As always, be sure to delete or move all old game saves and autosaves before you start the new game.

Thanks to all the talented modders who built these ships and brought them into Freelancer - Giskard, Kurgan, TFK-Killermatrix, Reynen, Porsche, Buckaroobanzai, and HCL (please let me know if I missed someone who's work is included in this mod). They are the original creative talent, this is merely their work tweaked and repackaged. I bow in their honor.

Heard from the rumor mill: There is a scientist from the Ames Research Station in Kepler that has been running a weapons ring on the side with guns and shields he collected from all over the galaxy. I heard he is going out of business, and will sell them to anyone now. But they also say if you are looking for turrets or missiles and all that other odd stuff you want to talk with Dan Griffin – the equipment dealer over at Pueblo Station.

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