

STAR WARS CONQUEST

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ABOUT THIS MODULE

This is a Star Wars mod for Mount & Blade 1.010/1.011. There are three factions in the game: **Galactic Empire**, **Rebel Alliance**, and the **Hutt Cartel**. Each faction includes over 12 different troops (Jedi, Sith, Stormtroopers, Commando's, Scout Troopers, Rebel Pilots, Skiff Guards, etc) and the mercenaries in the game have been switched to various aliens species like Wookiees, Gamorreans, Twileks, Rodians, Trandoshans, and others. All textures for the user interface and in towns/castles/villages have been switched and the map has been switched to a space texture with planets. The Training and Quick Battles have been modified and the Custom Battle Mod and other functionality have also been integrated. Many gameplay changes including companions don't complain.

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[Scott Reismanis <INtense!>](#) – ModDB is a better place

[Creators of the included mods, code snippets and enhancements](#) – 1866 Dev Team, GoG, Mount&Shotgun, MAXHARDMAN's ACM, Rubik's Scripts, Gutekfiutek ...

To all our fans and supporters, patience is always rewarded...