

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.

CREDITS & ACKNOWLEDGEMENTS

Original Programming and Development:

Brian Tommasini

Main Programing and Coordinator:

Ismael Ferreras

Senior Modeling and Contributors:

Tim Ramsay

Yiyang Chen

Daniel Harrington

Josh <HappyStormTrooper>

Maroš <Geroj>

Music Composition and Performance:

Vladan Zivanovic

Additional AI Programming:

Michael Richter

Additional Gameplay Programming:

Martin F.

Original Artwork and Conceptualization:

Giordano Pranzoni

Benjamin Carré

Scene Editing:

Tim Ramsay

Miguel Angel Centeno

Additional Modeling:

Dustin Matthew Blamey

Sam <uio0000>

<Zahar>

<HapSlash>

<Groat>

<LordOfTheSithLords>

<Highelf>

<Takijap>

<Thorgils>

<WookiePadawan>

<Tyrinius>

<Freddex>

Our best gratitude to the Old Team:

Brian, Tim, Josh and Marosh

Special Thanks:

Marco Tarini <mtarini> - OpenBRF is our cornerstone

Luke Challand <ithilienranger> – For the annoying questions

Alex <Panda666> - Dialog modernizer

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...