Website: <https://www.retrobadgergaming.com>

Youtube: RetroBadgerGaming

Thanks for downloading the RBG Super Mod Pack 3.0 Auto/Manual Installer!

The reason I made this was to make it easier for people to Mod Star Trek Bridge Commander.

The Auto Installer is fully compatible with the GOG version of Star Trek Bridge Commander.

Included Ships:

**MVAM Fusion Cube 8 Cubes in 1!!**

**Probert Ambassador (Original Ambassador Design)**

**Aresenal Class Ship**

**Connie Refit Refit**

**Warship Voyager**

**Yorktown Class**

**Husnock Warship**

**Ship Creators:**

**MVAM Fusion Cube** –

mesh or model: A2, MRJOHN, borg shuttle SFC3 port MRJOHN

textures: DARKDRONE, UNIMATRIX ONE ,DARKMATRIX

hardpoints : MRJOHN

weapons and textures for the BorgNanites ,ComputerOverride ,Intrepid Cannon MRJOHN

Beam01a,phaser,cutter tex : Darkdrone , ssmike

sfx : Star Trek Armada 1 and 2 and MRJOHN ,Apollo ,DarkDrone,ssmike

AI: MRJOHN

thanks to Sneaker98 for the Mvam scripts(so your ship can Mvam

**PROBERT AMBASSADOR –**

Author: WileyCoyote

**WARSHIP VOYAGER –**

Hardpoints: Laurelin rework by MRJOHN

Textures :Rick Knox ,MRJOHN

Mesh : Rick Knox rework by : MRJOHN

AIs : SDK , MRJOHN ,

Torpedos , Tex : MRJOHN ,Laurelin,Edtheborg

Icons : MRJOHN

SFX : MRJOHN, SFC3 ,Laurelin,Edtheborg

Weapons: Laurelin ,MRJOHN,Edtheborg

Future Technologies 2.0 plugin , Armor ,in game Disruptor Switching: Edtheborg ,plugin MRJOHN( you need)

SFX : ART OF WAR ,MRJOHN ,Apollo,P81,SFC3,

**Arsenal Class**

ORIGINAL ARSENAL CLASS DESIGN: CyAn1d3

MODEL AND TEXTURES: CyAn1d3

MVAM SCRIPTING & HARDPOINT: GMunoz

HALFBAKED BACKSTORY & README: CyAn1d3

**Ressurection Class (Connie Refit Refit)**

Original model by Armando Perez (Centurus/Daihak). Contact: [Golden\_Centurion@hotmail.com](mailto:Golden_Centurion@hotmail.com)

Impulse engine design by Angel Hernandez (MeteoraFallen).

Mapping done by Wiley Coyote of the Bridge Commander Community.

Textures and ship specs done by Bones of the Bridge Commander Community.

Porting and scaling done by Baz1701 and Wiley Coyote of the Bridge Commander Community.

MSD by Angel Hernandez (MeteoraFallen), with advise from Dawg81.

Bridge Commander Beta Testing team: Dawg81 (head tester), Bones, and Shepherd.

**Yorktown Class**

CREDITS:

Saucer/Kitbashing/Retexturing/Sound Edit.................. Vladko1

Star drive, Pylons, Bridge................................ Khaliban

Textures of Star Drive, Pylons, Bridge.................... Dr\_McCoy11

Warp Engines.............................................. P81 and LC Amaral

Warp Engines textures..................................... Ignis/Mark

Saucer Textures........................................... WilleyCoyote

Hardpoints................................................ Milenent

Photon Torpedo............................................ DJ Curtis

sounds.................................................... Mad Doc - Star Trek Legacy

**Husnock Warship**

Credits:

I unfortunately do not know who was the original creator of this mod, as it was made more than decades ago. However I do know that

sci fi king rescued it from oblivion, and he let me modify the mod to my liking

(originally this mod did not work before sci fi king's patch)

Here is the updated version of the Husnock warship

Kobayashi Maru recommended, however it might work in BC remastered

To install the ship: simply copy and paste the data, scripts, and sfx folders into your stbc directory