

**Ship Rebalance Mod, now version 0.59 does this (but will do much more).**

**2.1 compatible**

**Merged with Bug-player fix by draffut.**

**Merged the BSD, Bomber and Shuttle Docking mod by Alkeena.**

**Added 2 Cockpit-Mod addons.**

**Added a Trail pack from Killerog Particle Trails mod**

**Added a engine colour pack from Killerog Particle Trails mod**

**Rebalance of all ships of the same Class/Race done:**

1. Enhanced Turning rate on those M6 in need:

Ship	Turning	Ship	Turning
Centaur	6	Hvy Centaur	4,9
Dragon	8,1	Hvy Cent. Prot.	5,2
Hydra	5,6	Hvy Dragon	6,7
Katana	7,4	Hvy Nemesis	5,3
Nemesis	6,7	Hvy Osprey	4,8
Osprey	5,3	Otas Skiron	6,1
Hvy Hydra	6	ATF Vali	5

2. Paranid M6/M6H can mount PSG everywhere. (but not the Hyperion)
3. Terran M6/M6H can mount SSC everywhere.
4. Split/Argon/Paranid M6H can now mount their prototype beam cannons in the main slot.
5. All M6/M6H turrets with an odd number of guns now have an even number of guns.
6. Removed IBL compatibility from M1 and M2, (except pirates and yakis of course)
7. Removed IC/IPG compatibility from Pirate and Yaki Capitals.
8. Terran/ATF frigates are now able to load PSP on main, only 4 of them though.
9. Added PBG's to Pirate and Yaki M1/2 turrets.
10. Increased the cargo capacity of all M1 by 60 % (they are BIG and require massive stockpiles of ammo and missiles for the fighters...) (not on Teladi)
11. Increased cargo on M2 by 30 %. (the current Ego loading system requires a good cargo bay to spawn a decent weapon selection on enemy M2) (not on Teladi)
12. All Xenon ships now have better stats... (like in Reunion).
13. All Kha'ak ships (big and small) have better speed and turning. I want them ass-kicking.
14. All Teladi "military ships" will have double the original Cargo Bay (TS and TL excluded), now they make sense.
15. TP now are upgraded to 200 Mj shields and have a scaled-up shield generator, the reputation required to buy one has raised.
16. TL are upgraded to 1Gj shields and have a scaled-up shield generator.
17. OWP are now more powerful and heavily shielded, a small OWP has the same firepower of a M7 without IBL, a medium OWP is dangerous as a M2, a big OWP kicks anything.
18. All drones now have half energy recharge. Tell me how they perform.
19. All boron small ships have better turning, big shields and recharge them very fast, bigger shield/weapon/generator, bigger acceleration.
20. All M4 go 20% faster than Vanilla now
21. Bigger differences between standard/Raider/Vanguard/Sentinel:

Raider=fast, maneuverable, good weapon gen., low shields  
Vanguard= better in any respect than standard, half cargo bay, same shields.  
Sentinel= more shields, very maneuverable, slower (perfect for AI pilots)

22. Added PBG's to Pirate M6 turrets.
23. Pirate ships are a lot more pirate now... all fighters are fast and maneuverable, but have less shields and weapon gen. (not all XD), Pirate Capitals are now the fastest of their class and very maneuverable. All the Pirate Capitals can shoot Boarding Pods... get ready to board that TL you dogs! Har Har...
24. Raised maneuverability and shields on deca# ships, they are supposed to be AI-driven so they need to be adapted to that role. Raised also their cargo class by one step (cefa to XL, deaf to L, fade to M). Raised a bit their laser generators too (cefa to 6000, deaf to 3650, fade to 2000).
25. TS shielding upgraded as follows (and raised a bit the generators):  
standard TS: 4-6 25mj shields  
Hauler TS: 1-2 200Mj shields  
Sup. Freighter: 3-4 200mj shields  
small Tanker = little less than Standard TS shields  
big Tanker = little less than Hauler shields
26. TS classes now have a more linear progression in the bigness of cargo bay (some still overlap a bit) Most TS have a bit different cargo bay now.
27. TS require different reputation levels to be bought:
  1. level 4 (required to buy all TS in Vanilla) for standard TS and smaller Tankers ,
  2. level 5 (required to buy 200mj shields in Vanilla) for Haulers and bigger tankers,
  3. level 6 (required to buy a M3 in Vanilla) to buy Superfreighters.
28. Tankers (both versions) have become bulk loaders, they can load a lot more wares but are limited to M class cargo. They are faster too. (as the standard TS for the smaller and as the Hauler for the bigger one) They remain cheap as chips as they were before.
29. All the Dolphin TS are a bit faster and more maneuverable, they have mid-range shields but recharge them faster than any other TS. Weapon energy reduced to trivial value (they have no turrets, so why having weapon energy?) and removed their missile launching ability.
30. All Vulture TS have the biggest cargo bay of their class. They are a bit cheaper too. They have bigger shields, but not-so-powerful shield generators.
31. All Caiman TS have bigger Laser recharge and better laser selection.
32. All Baldrics TS have a bigger Cargo bay (big about as a Hauler's) to compensate the fact that Terrans do not have Tanker/Hauler/SF versions.
33. All turrets in game that could mount only one gun even if the turret model was a double gun turret now can mount 2 guns.
34. Reworked a bit the M4 weapon selection. Now each one has at least a decent weapon.
35. Removed the "Hauler" designation from most unused ships.
36. Swapped some Falcons stats: Hauler max speed 98 m/s (compensates the 700+ cargo bay), Vanguard 5x 25 Mj shields and speed 132 m/s, Sentinel 1x 200Mj shield.
37. Removed PBE and terran weapons compatibility from all Xenon ships, added compatibility to Aldrin weapons to represent the "original" weapon compatibility of the Terraformers that have become Xenons. Added compatibility to most Commonwealth weapons too, but not to Paranid ones due to the Xenons disliking friendly fire.
38. Doubled M1 weapon energy and regeneration, Regeneration value then risen by 1000
39. Weapon energy and regeneration on all M7M divided by 10. They don't need it.
40. Reworked M2 laser selection to make them a bit more different.

41. Up/Down turrets gun count risen to 4 each (so both turrets shoot from both guns) on all M1 that needed this. (mainly all Commonwealth M1)
42. Boron Capitals weapon generators and maneuverability raised to fit the Boron "design" stated for the smaller ships.  
(big generators, medium shields, good maneuverability, medium weapons)
43. Terran M1 just regain their PSP compatibility and raise their regeneration by 1000.
44. Prices of OWP rebalanced, light one should cost as a M7, the bigger one as M2, the medium one something in between.

## Single Ship rebalanced:

1. Springblossom's price up to around 25 millions, forward guns to 6, rear guns to 2, weapon generator a bit lowered, shields down to 2 x 200Mj shield generator down to two thirds of the Vanilla.
2. All Drones CAN mount Repair laser (useful for MARS scripts, otherwise in influent) making another type of drone is beyond this Mod's scope, but now you can give repair laser to them by scripting means. (this does the same thing as the "Repair drones mod" you find in the MARS package, so don't install it)
3. Boreas is now a Light destroyer, speed to 82, maneuverability to 3.2, 3x2Gj shields, 6 front guns in the turrets, 4 weapons in side turrets, less shield/laser generator, capital weapons only on front/rear/side turrets.
4. Increased the weapon slots for Python's front/side turrets to 12, speed raised to 80, maneuverability raised to 2. Now is the faster (by a good measure) and the most maneuverable of all M2.
5. Tokio has laser energy and regeneration closer to that of Odin/Woden. Cost has raised...
6. Zeus has 4x 2GJ shields and a 9000KW shield generator.
7. Odisseus has 5x 2Gj shields and 14400KW shield generator.
8. Cerberus is now a REAL anti-fighter platform. Added Flak to the cockpit lasers (and tweaked the laser selection of other turrets), increased rear/up/down turrets to 6 lasers each, and boosted the laser generator, increased cargo bay to 4500 to account for more weapons. Speed increased to 135-140 maneuverability has also been increased to be able to catch fighters. Increased hangar bay to 10 fighters (just to have a wing in it).
9. The falcon sentinel loads 5x 25MJ shields.
10. The kite vanguard loads 2x 25MJ shields and has a 265 shield generator, weapon generator up to 1000.
11. The Tyr has a bigger cargo bay (but it will be still small if compared to other M2).
12. The Yokohama has now 4 guns per turret.
13. Increased the cargo bay on Panther to 6000, removed IBL compatibility from front guns, raised speed to 132, ships in hangar down to 20, one less shield, 25% less generator.
14. Removed the compatibility to PPC on Q's side turrets.
15. raised the number of frontal guns on Heavy Hydra, raised the cargo hold to 1000 and toned down the price
16. done something on Xpermental shuttle, but waiting to do more on it.
17. Raised laser energy pool on Galleon to 73200 kw
18. Minotaur maneuverability raised to 1.5-1.6-ish
19. Gannet speed up to 68, can now launch heavy and medium Commonwealth missiles.
20. Asp has now a M3-grade weapon generator and can mount EBC.
21. Mistral Super Freighter has less cargo (12000 max) but is a lot faster: 90 m/s
22. Pirate TS has 2x 200Mj shields and a bigger shield generator.
23. Magnetar has a M4-grade weapon generator and a better weapon choice in its turrets.
24. Boa has a M3-grade weapon Generator and a very good weapon choice, doubled its turreted guns.
25. Helios has 4x 200mj shields, a M4+-grade weapon generator and a decent weapon choice in its turrets. (can now shoot PSG, yeah a AWFUL choice for a carrier.)
26. Pleco is faster (144m/s), more maneuverable, mounts 2x 200mj shields, has a good shield generator and can mount repair lasers.

27. Caravel has a M4+-grade weapon Generator and a very good weapon choice, doubled its turreted guns.
28. Chokaro and Adv. Chokaro have a very good weapon choice.
29. Pelican has a very big cargo bay (who would have guessed?) and is a bit faster (90m/s).
30. Added a rear turret to the Pirate Falcon Vanguard
31. The Ares right and left "turret" can now launch 8 missiles each. Like the modeled missile launching tubes suggest.
32. That poor useless Truelight Seeker has been converted to a M6M, forward guns are now missile launchers linked to a forward turret to allow missile-barraging. It can launch all Commonwealth, Terran and Khaak missiles, but not the M7M's and M8's missiles. (so no Flails/Hammers/boarding pods/Shadows/Phantoms/Ghouls)  
Who said that Goners were pacifists? FIRESTORM MISSILE BARRAGE NOW!!!! :D
33. Spitfyre shields are now 2 x 25Mj, weapon generator to 7000 and laser recharge to 210, maneuverability raised by 20 points, cargo space raised to 262, removed 2 guns (the two uglier weapondummies).
34. P has now a right and a left turret, thanks to a Vanilla scene file with unused turrets. The laser selection is much better on both main guns and turrets, imho now is a worth enemy. (side turrets able to do anti-fighter duty)
35. PX rear turret has 2 guns now, reworked the laser selection of turrets and main guns too to make the turrets able to do something more than missile defense. (side turrets able to aid in anti-corvette/anti-capital duty)
36. Q uses now its unused up turret, and has a brand new down turret too. Fixed the texture problem with its main guns, reworked its laser selection a bit.
37. The poor Marlin's cargo bay has been doubled.... from 305 max goes to 610 max... now is a bit more competitive as a M8.
38. Added boarding pod compatibility to Yaki M7M, but this is just a "temporary" fix... it will probably have its own custom model
39. Xenon K has sustained an extensive overhaul: changed turret and cockpits positions to ensure maximum coverage to remove all the blind spots. Reused a couple unused turrets as Up turrets and reactivated 4 guns in the Down turrets to have a total of 8 guns on Up and 8 guns on Down. Reworked a bit the laser selection too (no more Gauss, a lot of other guns available)
40. Kestrel and advanced Kestrel have a more M5-ish weapon selection in turret and in main.
41. Dropped Xenon M cargo class to S to avoid it to mount experimental MAML.
42. Albatross cargo capacity risen to 75000, just to state one more time that Teladi want big cargo on their ships.
43. Raptor maneuverability raised to the Python's level, hangar goes down to 40, Capital Guns on side turrets. It is very split to charge the enemy surrounded by your fighters.
44. Condor is able to shoot Capital guns from front/sides to follow its description that says "heavily armed and shielded", it is quite slow after all.
45. Colossus able to mount PPCs and Gauss on sides, its hangar goes to 65.
46. Zeus hangar risen to 75, because descriptions states "This ships tactics are not to get close to battle, and to release its swarm of powerful fighters from a distance" so...
47. Shark side guns reduced to 2, front guns raised to 8, PPC and Ion Cannon on Front turrets, it is a little faster (from its description) and its hangar is reduced to 45 fighters.
48. Xenon J sides able to use capital guns, weapon energy doubled, laser energy regeneration doubled and then raised by 2000 to stay in line with the Xenon K generator specs (low weapon energy, very high energy regeneration), speed dropped to 64 to comply with its description. "The Xenon carrier is a slow, yet powerful beast." and "Some ships are able to escape a direct attack from a J-class ship because of its slow speed"

49. Thresher Down guns risen to 2, gains one more shield and more shield generator, weapon energy regeneration risen to 1632.
50. Tiger loses one shield to fit better the Split philosophy.

### **Technical improvements**

- Unique and correct cockpit designations to all ships (not to UFOs, not to Place Holders). And copy/pasted vanilla Cockpit scenes (blank bod files) to make this work correctly.
- Created 2 different cockpit add-on packs, one with Shawn's Cockpits and one with PSCO1's Cockpits. They are a bit different, so choose the one that suits you best. I just copy/pasted files to make the original Mods fully compatible with mine, I haven't touched nor changed any model/texture so I think that there are no Copyright issues.
- Fixed the "missile tubes" of Minotaur, they were royally screwed up. Fixed its cockpit position, it was rotated in a weird way.
- Fixed the central underside gun of the Valkyrie... it is now rotated the right way and is placed in a suitable spot.
- Fixed orientation of "missile tubes" on Kraken
- Fixed orientation and added new "missile tubes" on Ares, now all the modeled missile tubes can launch missiles
- Fixed cockpits of Ares... the right and left turrets were exchanged.
- Moved most capital cockpits near the modeled cockpit by draffutt
- fixed uncool turret link on Odin by draffutt
- Notus uses the Eurus model (and the Eurus to use the Elite model) instead of ugly XTM eclipse (the one with the 3 wings)
- Xenon Q's turrets fixed.
- Created a add-on pack featuring Killerog Particle Trails mod (A package)
- Created a new add-on pack featuring only engine colours from Killerog Trail Pack
- Colossus Up turrets lowered a little to be mostly hidden like most Up turret are.
- Merged the BSD, Bomber and Shuttle Docking mod by Alkeena. A finely balanced Hangar mod, thanks A LOT for your effort man...  
I wanted to add external hangars from the beginning, but the other ones were buggy or unbalanced to say the least. Now my Ray feels "complete" again.

### **Future Technical improvements**

- creating custom models for yaki M7