

The Mandalorian Knights (Vrs. 1.0)

Developed By: The Source (MacCorp.)

(From the creator of The Dark Apprentice: Holowan Consortium)

I. The Mandalorian Knights (Vr. 1.0)

• The Mandalorian Knights is a small content mod, which adds sixteen new female armors and twelve new male armors to “Knights of the Old Republic: The Sith Lords”. When this mod is installed appropriately, the player will be able to use and upgrade a series of customized armors. All of the armors come with two customized textures, new abilities, background stories, and an icon. The Mandalorian Knights armor comes in three varieties, which includes knights, assassins, and infiltrators.

• **Tienn Tubb’s Swoop-Bike Shop:** Another feature to this mod is a new swoop-bike shop on Nar Shaddaa. If you wish to obtain the Mandalorian armors in game, you will have to visit the merchant at the swoop-bike shop. Since the armors have specific restrictions, they were placed into the game strategically. In order to use most of these armors, your player character is required to have the feat ‘Armor Proficiency: Heavy’.

• **Eternal Kreia:** Another addition to this mod is a Kreia set, which includes a retexturing of her robes, head, and icon. Keeping in the tradition of the Emperor in “Return of the Jedi”, Kreia’s robes were retextured to pitch black. Instead of looking at her elder look, Kreia’s head piece was revamped for a more youthful appearance.

II. ITEMS SECTION:

In this section, you will find a list of custom textures.

A. Items (Re-Textured Skins): ((FEMALE & MALE ARMORS))

• **The Mandalorian Knights:** *(For the PC/NPC)*

Class: MKA-000

Ex20.uti

Pfbh20.tga

Pmbh20.tga

ia_Class9_020.tga

• **The Mandalorian Knights:** *(For the PC/NPC)*

Class: MKA-001

Ex21.uti

Pfbh21.tga

Pmbh21.tga

ia_Class9_021.tga

• **The Mandalorian Knights:** *(For the PC/NPC)*

Class: MKA-002

Ex22.ut

Pfbh22.tga

Pmbh22.tga

ia_Class9_022.tga

• **The Mandalorian Knights:** *(For the PC/NPC)*

Class: MKA-003

Ex23.uti

Pfbh23.tga

Pmbh23.tga

ia_Class9_023.tga

• **The Mandalorian Knights:** *(For the PC/NPC)*

Class: MKA-004

Ex24.uti

Pfbh24.tga

Pmbh24.tga

ia_Class9_024.tga

• **The Mandalorian Knights:** *(For the PC/NPC)*

Class: MKA-005

Ex25.uti

Pfbh25.tga

Pmbh25.tga

ia_Class9_025.tga

B. Items (Re-Textured Skins): ((FEMALE & MALE ARMORS))

• **The Mandalorian Infiltrators:** *(For the PC/NPC)*

Class: MIA-000

Ex30.uti
Pfbh30.tga
Pmbh30.tga
ia_Class9_030.tga

• **The Mandalorian Infiltrators:** *(For the PC/NPC)*

Class: MIA-001

Ex31.uti
Pfbh31.tga
Pmbh31.tga
ia_Class9_031.tga

• **The Mandalorian Infiltrators:** *(For the PC/NPC)*

Class: MIA-002

Ex32.uti
Pfbh32.tga
Pmbh32.tga
ia_Class9_032.tga

• **The Mandalorian Infiltrators:** *(For the PC/NPC)*

Class: MIA-003

Ex33.uti
Pfbh33.tga
Pmbh33.tga
ia_Class9_033.tga

• **The Mandalorian Infiltrators:** *(For the PC/NPC)*

Class: MIA-004

Ex34.uti
Pfbh34.tga
Pmbh34.tga
ia_Class9_034.tga

• **The Mandalorian Infiltrators:** *(For the PC/NPC)*

Class: MIA-005

Ex35.uti
Pfbh35.tga
Pmbh35.tga
ia_Class9_035.tga

C. Items (Re-Textured Skins): ((FEMALE ONLY ARMORS))

• **The Mandalorian Assassins:** *(For the PC/NPC)*

Class: MAA-000

Ex40.uti
Pfbh40.tga
ia_Class9_040.tga

• **The Mandalorian Assassins:** *(For the PC/NPC)*

Class: MAA-001

Ex41.uti
Pfbh41.tga
ia_Class9_041.tga

• **The Mandalorian Assassins:** *(For the PC/NPC)*

Class: MAA-002

Ex42.uti
Pfbh42.tga
ia_Class9_042.tga

• **The Mandalorian Assassins:** *(For the PC/NPC)*

Class: MAA-003

Ex43.uti

Pfbh43.tga
ia_Class9_043.tga

D. Items (Re-Textured Skins): ((OTHER ITEMS))

- **The Eternal Kreia:** (*For the PC/NPC*)
 - PO_PKreia.tga
 - P_KreiaA.tga
 - P_KreiaH.tga

E. Module Changes & Additions:

- **301NAR.mod: (Nar Shaddaa: Refugee Landing Pad)**
 - 301nar.git
- **Tienn Tubb's Swoop-Bike Shop:**
 - Sha_tmK01.utc
 - 301Sha.dlg
 - General_tmK_01.ncs
 - General_tmK_01.utm
 - Mand_tmK_01.ncs
 - Mand_tmK_01.utm

III. Tips for Installation: Important!

- **Stoffe's "TSL Patcher":** In order to ease some of the installation, this mod was created with the use of Stoffe's "TSL Patcher". If you wish to play this mod, you will only need to execute the file called "Mandalorian Knight." Stoffe's patchier will automatically do the rest. No other steps are required.
- **2DA BU Folder:** Within the contents of the "2DA BU" folder, you will find an appearance.2da file. If you do not have an appearance.2da file in the "KotOR II" override folder, drop the supplied file into the 'override' folder. After the file is in the 'override' folder, run the installer to make the necessary changes. (Only -- if you do not have an appearance.2da file, you must do this before you install the mod.) If you have an appearance.2da file in the "KotOR II" override folder, from another mod, you can ignore this specific installation step.

IV. Tips for Un-Installation:

- **Stoffe's "TSL Patcher":** While Stoffe's patcher installed "The Mandalorian Knights" mod, the program backed up all your original files onto your hard drive. In order to uninstall this mod from KotOR II, you must:
 1. Remove all the .tga files listed above (**Sections A-D**) from your KotOR II override folder.
 2. Remove the 301NAR.mod file from the module folder.
 3. No other steps required.

V. Tips for Trouble Shooting:

- In order to install this mod, you need an override folder in your Knights of The Old Republic II directory. If a folder does not exist, you need to create and label a new one.

VI. Disclaimer Notice:

- Since it is illegal to sell game modifications, I give exclusive rights to LucasFiles.com, LucasForums.com, and FileFront.com to release, edit, or delete this mod as they see fit. Regardless about my reasoning or cognitions, I also retain the rights to have this mod removed from LucasForums.com, LucasFiles.com, or FilePlanet.com upon request. If upon request the mod is not removed from the above mentioned sites, LucasFiles.com, LucasForums.com, and FileFront.com automatically loose the rights to display this mod. Obsidian Entertainment and Lucas Arts do not support this mod, but they are the sole license holder of everything "Knights of the Old Republic II: The Sith Lord". If LucasArts finds any issue with this mod, they hold the power and rights to have it removed.