

The Mandalorian Knights (Vrs. 1.0)

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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.