

Jonesies' GoF Mod Extension

for 'Age of Pirates 2' with the
'Gentlemen of Fortune Full v1.2 (Patch 1)

Introduction: The purpose of this mod extension is to add a little extra fun to the game. This is done at the expense of true realism. By this, i mean i have added things like a 'Boarding Corvette' which to my understanding has never existed as a distinct class of ship. But, to add variety to the game, i added it anyway.

I have not received permission to use GOF v1.2 or any other material used in this Mod-pack.
If there are any complaints please contact me at Jonesie85@hotmail.co.uk.

Installation Instructions:- First, backup your files. Transfer the files from this mod folder into a fresh install of Gentlemen of Fortune v1.2 Full Patch 1. Overwrite when prompted. You must start a fresh game to use this mod extension

If you have looked at what i have done here and wish to learn how to do it, i have written some tutorials on the Pirates Ahoy! Website.

Tutorials:-

- How to duplicate/add a ship to the game. [\[link\]](#)
- How to duplicate/add an item to the game. [\[link\]](#)
- How to make a variety of interesting tweaks to the game. [\[link\]](#)

Small Tweaks:-

- **Dev-Console Enabled**, Press F11 to access 30 cheats. press 'default controls' button in the options menu to continue playing.
- **Carry Weight Tweak**, Players maximum carry weight has been increased by 5000.
- **No Rats Tweak**, Rats no longer eat your cargo. (rats still exist, the list of food they can eat has been removed).
- **Officer Recruitment Loyalty Tweak**, Reduces the chance of mutinous officers generating in taverns.
- **Officer Loyalty/Alignment Tweak**, Whatever the player does, officers loyalty will always increase.
- **'Combat Quick Sail to...'**, The ability to quick travel into combat has been reactivated.
- **No Dis-mast**, Damage to masts reduced to zero. (Effects all masts, including your enemies and decrease 'mast fall' CTD's).
- **Deposit Size Tweak**, This tweak increases the total deposit size from 9,000,000 to 50,000,000.
- **Master & Commander 'cannons ready'**, has been replaced with the original sound effects.
- **Master & Commander '... beat to quarters'**, has been replaced with the original sound effects.
- **Dutch 1st Rate Ship Generation**, 1st rate ships can now generate in Dutch fleets.
- **Saint-Ashley's goods script**, Increases the amount of goods in stores to supply large squadrons.
- **Storm Escapist**, the player can now enter world map, sail to and moor whilst in a storm.
- **Brig Capacity**, The amount of prisoners you can hold has been set to 40.
- **Modern Knights Flying Dutchman switch**. The Disney version has been replaced with the original.

Small Mods:-

- **8CompMAX**, originally created by 'Saint-Ashley'. This mod allows you to have 7 companion ships rather than the default 4. (If a mission adds a ship to your squadron when you have filled the default squadron size of 5 the quest ship will not join you. Make sure you have enough space for how many quest ship you are required to have join you. Note: the more ships that are engaged in battle, the more likely the game is to crash).
- **Extended Mooring System**, Originally created by 'Officerpuppy' and extended by 'BUHO'. This mod increases the amount of ships you can moor at the port office. Set to 5 in GOF v1.2 but has been increased to 40. There is a one off fee when you moor a ship which is more for larger ships.

Added Content, Ships (New):- The following ship models have been taken from the Pirates AHOY! Community. By doing this there is now a larger variety of ship in game. Next to each ship I have listed person(s) responsible for the work.

- **1st Rate HMS Titanic** (GhostofDeath91).
- **2nd Rate Trinity** (Armada)
- **5th Rate 20 Gun Privateer Schooner** (Captain Armstrong)
- **7th Rate Empress** (Legendary_Spider).

Added Content, Ships (Duplicated):- The following ship models and related textures were copied from GoF v1.2. By doing this there is now a larger variety of ships to encounter in game. They have not been entered into the shipyard purchase lists. Next to each ship I have listed the model that was used for it.

- **1st Rate English Flagship** (Victory).
- **1st Rate French Flagship** (SoleilRoyal).
- **1st Rate Spanish Flagship** (Manowar_fast).
- **1st Rate Dutch Flagship** (Manowar_fast).
- **2nd Rate Ship of the Line** (Shark).
- **2nd Rate Ship of the Line** (Superbe).
- **3rd Rate Pirate Flagship** (TwoDecker1_47).
- **3rd Rate Warship** (TwoDecker1_47).
- **3rd Rate Heavy Warship** (Poseidon).
- **3rd Rate Heavy Boarding Frigate** (Constitution).
- **3rd Rate Heavy Frigate** (Lydia).
- **4th Rate Boarding Frigate** (BattleFrigate).
- **5th Rate Boarding Corvette** (Corvette5).
- **5th Rate Patrol Corvette** (BlackAngel).
- **6th Rate Scout Brig** (Speedy).
- **6th Rate Patrol Brig** (BrigSW).
- **6th Rate Cargo Runner** (Hannah_p).
- **7th Rate Coastal Runner** (Bounty).

Added Content, God Ships (Duplicated):- The following ship models and related textures were copied from GoF v1.2. By doing this there is now a larger variety of ship in game. These ships are much stronger than any other ship of its class in game and are therefore only accessible through the Dev-console. You will not encounter them at sea. Next to each ship I have listed the model that was used for it.

- **1st Rate Boarding Masters Flagship** (Victory).
- **4th Rate Boarding Masters Frigate** (32GunFrigate),.
- **5th Rate Boarding Masters Corvette** (Corvette5).
- **6th Rate Jeito** (USS_Enterprise).

Revisited Ships:- The following ship models have been updated/retextured/fixed. By doing this there is now a better feeling to the game. Next to each ship I have listed person(s) responsible for the work.

- **1st Rate HMS Victory** (Hylie Pistof).
- **3rd Rate La Licorne** (Hylie Pistof).
- **4th Rate Nightmare** (Hylie Pistof).
- **4th Rate Revenge** (Hylie Pistof).
- **4th Rate Unicorn** (Hylie Pistof).
- **5th Rate Caravel** (Hylie Pistof).
- **5th Rate Neptunus** (Hylie Pistof).
- **5th Rate 20 Gun Privateer Schooner** (Hylie Pistof).
- **6th Rate Derfflinger** (Hylie Pistof).
- **6th Rate Dutch Pinnace** (Hylie Pistof).
- **6th Rate Galeon** (Hylie Pistof).
- **6th Rate Sloop** (Hylie Pistof).
- **7th Rate Hannah** (Hylie Pistof).
- **7th Rate Lyon** (Hylie Pistof).

Added Content, Characters (Duplicated):- The following Character have been added into game as playable characters. They have not been enabled as encounters within the game as of yet.

- **Hector Barbossa** (Pirate Edition).
- **Jonesie Barbossa** (Duplicate of the Pirate Barbossa).

Extra Items (Duplicated):- The following item models and related textures were copied from GoF v1.2. By doing this there is now a larger variety of items to encounter in game. Next each item I have listed the model that was used.

- **Sharpened Katana** (blade32).

God Items (Duplicated):- The following item models and related textures were copied from GoF v1.2. By doing this there is now a larger variety of items in game. These items are much stronger than any other of its class in game and are therefore only accesible through the Dev-console. Next each item I have listed the model that was used.

- **Legendary Katana** (blade32).
- **Sawn-off Shotgun** (pistol7).
- **Guardians Vest** (cirass3).

Customised Cheat Options:-

These cheats can be accessed by pressing F11 in-game. Scroll down to the bottom of the list and select the cheat you want. Please note that after you have activated a cheat you MUST go to the game options menu and press the 'Reset default controls...' button.

- **Jonesies' Start-up Cheat.**
 - Player malee energy increased by 2500.
 - Player P.I.R.A.T.E.S. skills set to maximum.
 - Player Fencing (all), pistol and sneak skills set to maximum.
 - Player reputation set to maximum.
 - Player money increased by 100000.
 - All national flags, gunman, ciras, basic and advanced defense perks added to the player.
- **Jonesies' Boarding Master Cheat** (* = Will only work if you have enough space in you hold).
 - Players ship crew compliment, morale and experience set to maximum.
 - Players cargo of knipples set to 500.
 - Players cargo of bombs and powder set to 1000.
 - Players reputation set to maximum.
 - * Players cargo of weapons, medicines, food and rum increased by 300.
- **Jonesies' Cargo Cheat** (Be aware that if you have 1500 'bombs', this cheat will actually decrease your bombs to 1000).
 - Players cargo of food, rum, planks, sailcloth, weapons, medicines, powder, ammo (all), ebony, leather, silk, linen, hemp, timbers, mahogany, wool & copper set to 1000.
- **Jonesies' Skill Reset Cheat** (This decreases various stats allowing further levelling).
 - Defence, accuracy, sailing, cannons, repair, commerce and grappling skills set to 90.
- **Jonesies' National Rank Cheat.** (Promotion is given by asking for a new mission from the governor-general you are associated with)
 - Increases you national rank points by 5.
- **Jonesies' Player Inventory Cheat.**
 - Newtonian spy-glass added to player inventory.
 - Sawn-off Shotgun added to player inventory. This is a god item.
 - Legendary Katana added to player inventory. This is a god item.
 - Guardians Vest added to player inventory. This is a god item.
 - Rat God Totem added to player inventory. Lowers the chance of rats eating your cargo.
 - Player receives the gunman, defence (basic and advanced), gun professional and cirass perks.
- **Jonesies' All Perks Cheat.**
 - Player receives all personal and ship related perks.
- **Jonesies' Ultimate Companion Cheat** (applies to the navigators position, Swap the officers around to apply it others).
 - Companion loyalty, reputation, capabilities, abilities and skills set to maximum.
 - Companion set to level 50.
 - All companion perks have been added.
 - Companion god-mode on land and sea. (Largely untested).
- **Jonesies' Ultimate Companion Reset** (This decreases stats allowing further levelling and applies to the navigators slot only).
 - Companion loyalty and reputation set to maximum.
 - Companion leadership, fencing (light, medium and heavy), pistol, fortune, sneak, commerce,

defence, accuracy, sailing, cannons, repair and grappling reduced to 80.

- **Jonesies' Boarding Masters Flagship.**
 - Players current ship is replaced with a Man'o'War featuring god-like statistics.
- **Jonesies' Boarding Masters Frigate.**
 - Players current ship is replaced with a frigate featuring god-like statistics.
- **Jonesies' Boarding Masters Corvette.**
 - Players current ship is replaced with a corvette featuring god-like statistics.
- **Jonesies' Jeito Starters Ship.**
 - Players current ship is replaced with an upgrading starters ship.
- **Generic Money Cheat** (This is an original cheat with an increased value).
 - Player gains 100,000 Pieces of Eight. It can be activated multiple times.

Bugs (fixed):-

- **NPC Ship Related Questions.** Bugged answers, you are expected to enter the exact spelling of the answer but the coded answer was incorrect 'Quarterdeck ' extra space.
- **HMS Victory.** The original GOF v1.2 HMS Victory which was a sub-standard model. This mod includes the updated HMS Victory from GOF v2.0 (courtesy of 'Hylie Pisto').

Bugs (pending):-

- There are no crew walking around the Heavy Boarding Frigate.
- The Soleil Royal rigging is broken.

Thank you for giving this mod you time. I hope it fills a void in you Age of Pirates 2 experience. Always remember, if you cheat your taking something away from your experience. But on the on the other hand, It can make things a little more fun.

Modified/Added Files:-

Please note that the files listed below have been modified from the original 'GOF full v1.2 patch 1' mod.

() = Which mod is associated with this file.

[] = To find the altered code. Open the file with Notepad++ and search for this phrase. It also indicates who created the content.

Program/battle_interface/BattleInterface.c (8compMAX)('Combat quick Sail to')(Added content, Ships).[SAINT-ASH][JONESIE]
Program/battle_interface/WmInterface.c (8compMAX). [SAINT-ASH]
Program/characters/characters.c (8compMAX). [SAINT-ASH]
Program/characters/characters.h (Brig capacity) [JONESIE]
Program/characters/RPGUtilite.c (Players carry weight) (Added Content, Characters) [JONESIE]
Program/DIALOGS/russian/Common_Portman.c (EMS) [Officerpuppy][BUHO][JONESIE]
Program/DIALOGS/russian/Usurer_dialog.c (Deposit tweak) [JONESIE]
Program/INTERFACE/Cannons.c (8CompMAX). [SAINT-ASH]
Program/INTERFACE/ColonyCapture.c (8CompMAX). [SAINT-ASH]
Program/INTERFACE/Debugger.c (Jonesies' cheats collection). [JONESIE]
Program/INTERFACE/hirecrew.c (8CompMAX). [SAINT-ASH]
Program/INTERFACE/ship.c (8CompMAX). [SAINT-ASH]
Program/INTERFACE/store.c (8CompMAX). [SAINT-ASH]
Program/ITEMS/initItems.c (Added content, Items) [JONESIE]
Program/ITEMS/initItems_REALISTIC.c (Added content) [JONESIE]
Program/Ships/ships.h (Added content, Ships) [JONESIE]
Program/Ships/ships_init.c (Added content, Ships) (Dutch 1st Rate) [JONESIE]
Program/scripts/officers.c (Officer loyalty/alignment)(Officer recruitment loyalty tweak) [JONESIE]
Program/scripts/Treasure.c (Dutchman switch) [MODERN KNIGHT]
Program/scripts/food.c (No-Rats) [JONESIES]

Program/STORE/StoreUtilite.c (Saint-Ashley's Increased Store Goods) [SAINT-ASH]
Program/_mod_on_off.h (Dev-console activation) [JONESIE]
Program/SEA_AI/AIShip.c (No-Dismast) (Storm escapist) [JONESIE]
Program/Text/character/LSC_Q2Utilite.c (NPC ship related questions bug fix) [JONESIE]
RESOURCE/Sounds/Interface/_GunReadyL.wav (Master&commander sound effect) [JONESIE]
RESOURCE/Sounds/Interface/_GunReadyR.wav (Master&commander sound effect) [JONESIE]
RESOURCE/Sounds/Interface/_GunReadyL – COPY. (Original Master&commander sound effect) [JONESIE]
RESOURCE/Sounds/Interface/_GunReadyR – COPY.wav (Original Master&commander sound effect) [JONESIE]
RESOURCE/Sounds/Interface/_EvEnemy0.wav (Current master&commander sound effect) [JONESIE]
RESOURCE/Sounds/Interface/_EvEnemy1.wav (Alternate master&commander sound effect) [JONESIE]
RESOURCE/Sounds/Interface/_EvEnemy0 – COPY.wav (Original master&commander sound effect) [JONESIE]
RESOURCE/Sounds/Interface/_EvEnemy1 – COPY.wav (Original master&commander sound effect) [JONESIE]
RESOURCE/Sounds/Interface/_EvShip0.wav (Current master&commander sound effect) [JONESIE]
RESOURCE/Sounds/Interface/_EvShip1.wav (Alternate master&commander sound effect) [JONESIE]
RESOURCE/Sounds/Interface/_EvShip0 – COPY.wav (Original master&commander sound effect) [JONESIE]
RESOURCE/Sounds/Interface/_EvShip1 – COPY.wav (Original master&commander sound effect) [JONESIE]
RESOURCE/INI/interfaces/pictures.ini (Added content, Ships and Characters) [JONESIE]
RESOURCE/INI/texts/russian/common.ini (Added content, Ships) [JONESIE]
RESOURCE/INI/texts/russian/ShipsDescribe.txt (Added content, Ships) [JONESIE]
RESOURCE/INI/texts/russian/ItemsDescribe.txt (Added content, Items) [JONESIE]
RESOURCE/INI/texts/russian/HeroDescribe.txt (Added Content, Characters) [JONESIE]
RESOURCE/MODELS/Ships/BoardingCorvette1/21 Files (Added content, Ships) [JONESIE]
RESOURCE/MODELS/Ships/BoardingMastersCorvette1/21 Files (Added content, Ships) [JONESIE]
RESOURCE/MODELS/Ships/BoardingFrigate1/17 Files (Added content, Ships) [JONESIE]
RESOURCE/MODELS/Ships/BoardingMastersFrigate1/17 Files (Added content, Ships) [JONESIE]
RESOURCE/MODELS/Ships/EnglishFlagship1/22 Files (Added content, Ships) [JONESIE]
RESOURCE/MODELS/Ships/FrenchFlagship1/16 Files (Added content, Ships) [JONESIE]
RESOURCE/MODELS/Ships/SpanishFlagship1/26 Files (Added content, Ships) [JONESIE]
RESOURCE/MODELS/Ships/DutchFlagship1/26 Files (Added content, Ships) [JONESIE]
RESOURCE/MODELS/Ships/PirateFlagship1/24 Files (Added content, Ships) [JONESIE]
RESOURCE/MODELS/Ships/Jeito1/11 Files (Added content, Ships) [JONESIE]
RESOURCE/MODELS/Ships/BoardingMastersFlagship1/25 Files (Added content, Ships) [JONESIE]
RESOURCE/MODELS/Ships/ShipOfTheLine1/22 Files (Added content, Ships) [JONESIE]
RESOURCE/MODELS/Ships/ShipOfTheLine21/20 Files (Added content, Ships) [JONESIE]
RESOURCE/MODELS/Ships/HeavyWarship21/24 Files (Added content, Ships) [JONESIE]
RESOURCE/MODELS/Ships/Warship21/17 Files (Added content, Ships) [JONESIE]
RESOURCE/MODELS/Ships/HeavyBoardingFrigate1/17 Files (Added content, Ships) [JONESIE]
RESOURCE/MODELS/Ships/HeavyFrigate1/53 Files (Added content, Ships) [JONESIE]
RESOURCE/MODELS/Ships/PatrolCorvette1/28 Files (Added content, Ships) [JONESIE]
RESOURCE/MODELS/Ships/ScoutBrig1/14 Files (Added content, Ships) [JONESIE]
RESOURCE/MODELS/Ships/PatrolBrig1/24 Files (Added content, Ships) [JONESIE]
RESOURCE/MODELS/Ships/CargoRunner1/10 Files (Added content, Ships) [JONESIE]
RESOURCE/MODELS/Ships/Empress1/13 Files (Added content, Ships) [Legendary_Spider]
RESOURCE/MODELS/Ships/CoastalRunner1/24 Files (Added content, Ships) [JONESIE]
RESOURCE/MODELS/Ships/HMS_Titanic1/20 Files (Added content, Ships) [GHOSTOFDEATH91]
RESOURCE/MODELS/Ships/PDN1/16 Files (Added content, Ships) [Captain Armstrong]
RESOURCE/MODELS/Ships/Trinity1/19 Files (Added content, Ships) [Armada][Hylie Pstof]
RESOURCE/MODELS/Ships/Caravel1/13 Files (Revisited, Ships) [Hylie Pstof]
RESOURCE/MODELS/Ships/Derfflinger1/17 Files (Revisited, Ships) [Hylie Pstof]
RESOURCE/MODELS/Ships/DutchPinnace1/19 Files (Revisited, Ships) [Hylie Pstof]
RESOURCE/MODELS/Ships/Galeon_L1/16 Files (Revisited, Ships) [Hylie Pstof]
RESOURCE/MODELS/Ships/Hannah1/12 Files (Revisited, Ships) [Hylie Pstof]
RESOURCE/MODELS/Ships/La_Licorne1/22 Files (Revisited, Ships) [Hylie Pstof]
RESOURCE/MODELS/Ships/Lyon1/7 Files (Revisited, Ships) [Hylie Pstof]
RESOURCE/MODELS/Ships/Neptunus1/20 Files (Revisited, Ships) [Hylie Pstof]
RESOURCE/MODELS/Ships/Nightmare1/19 Files (Revisited, Ships) [Hylie Pstof]
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RESOURCE/MODELS/Ships/Unicorn1/19 Files (Revisited, Ships) [Hylie Pstof]
RESOURCE/MODELS/Ships/FlyingDutchman1/18 Files (Dutchman switch) [MODERN KNIGHT]
RESOURCE/MODELS/Ships/Victory1/ 22 Files (Updated HMS Victory) [Hylie Pstof]
RESOURCE/MODELS/Ammo/legendarykatana.gm (Added content, Items) [JONESIE]
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RESOURCE/Textures/INTERFACES/SHIPS/HeavyBoardingFrigate1.tga.tx (Added content, Ships) [JONESIE]
RESOURCE/Textures/INTERFACES/SHIPS/HeavyFrigate1.tga.tx (Added content, Ships) [JONESIE]
RESOURCE/Textures/INTERFACES/SHIPS/HeavyFrigate.tga.tx (Added content, Ships) [JONESIE]
RESOURCE/Textures/INTERFACES/SHIPS/PatrolCorvette.tga.tx (Added content, Ships) [JONESIE]
RESOURCE/Textures/INTERFACES/SHIPS/ScoutBrig.tga.tx (Added content, Ships) [JONESIE]
RESOURCE/Textures/INTERFACES/SHIPS/PatrolBrig.tga.tx (Added content, Ships) [JONESIE]
RESOURCE/Textures/INTERFACES/SHIPS/CargoRunner.tga.tx (Added content, Ships) [JONESIE]
RESOURCE/Textures/INTERFACES/SHIPS/CoastalRunner.tga.tx (Added content, Ships) [JONESIE]
RESOURCE/Textures/INTERFACES/SHIPS/Empress.tga.tx (Added content, Ships) []
RESOURCE/Textures/INTERFACES/SHIPS/HMS_Titanic.tga.tx (Added content, Ships) [GHOSTOFDEATH91]
RESOURCE/Textures/INTERFACES/SHIPS/FlyingDutchman.tga.tx (Dutchman switch) [MODERN KNIGHT]
RESOURCE/Textures/INTERFACES/SHIPS/PDN.tga.tx (Added content, Ships) [Captain Armstrong]
RESOURCE/Textures/INTERFACES/SHIPS/Victory.tga.tx (Updated HMS Victory) [Hylie Pistof]
RESOURCE/Textures/Ships/BoardingCorvette1/Hull1/2 Files (Added content, Ships) [JONESIE]
RESOURCE/Textures/Ships/BoardingCorvette1/Hull2/2 Files (Added content, Ships) [JONESIE]
RESOURCE/Textures/Ships/BoardingCorvette1/Hull3/2 Files (Added content, Ships) [JONESIE]
RESOURCE/Textures/Ships/BoardingMastersCorvette1/Hull1/2 Files (Added content, Ships) [JONESIE]

[illegible]

RESOURCE/Textures/Ships/Hannah1/Hull2/Blk.tga.tx (Revisited, Ships) [Hylie Pstof]
RESOURCE/Textures/Ships/Hannah1/Hull3/Blk.tga.tx (Revisited, Ships) [Hylie Pstof]
RESOURCE/Textures/Ships/FlyingDutchman1/Hull1/ 3 Files (Dutchman Switch) [MODERN KNIGHT]
RESOURCE/Textures/Ships/FlyingDutchman1/Hull2/ 3 Files (Dutchman Switch) [MODERN KNIGHT]
RESOURCE/Textures/Ships/FlyingDutchman1/Hull3/ 3 Files (Dutchman Switch) [MODERN KNIGHT]
RESOURCE/Textures/Ships/Victory1/Hull1/ 3 Files (Updated HMS Victory) [Hylie Pstof]
RESOURCE/Textures/Ships/Victory1/Hull2/ 3 Files (Updated HMS Victory) [Hylie Pstof]
RESOURCE/Textures/Ships/Victory1/Hull3/ 3 Files (Updated HMS Victory) [Hylie Pstof]
RESOURCE/Textures/Blk.tga.tx (Updated HMS Victory) [Hylie Pstof]
RESOURCE/Textures/DekV.tga.tx (Updated HMS Victory) [Hylie Pstof]
RESOURCE/Textures/glasspane.tga.tx (Updated HMS Victory) [Hylie Pstof]
RESOURCE/Textures/Victory.tga.tx (Updated HMS Victory) [Hylie Pstof]
RESOURCE/Textures/victory_heck.tga.tx (Updated HMS Victory) [Hylie Pstof]
RESOURCE/Textures/victory_mast1.tga.tx (Updated HMS Victory) [Hylie Pstof]
RESOURCE/Textures/victory_mast2.tga.tx (Updated HMS Victory) [Hylie Pstof]
RESOURCE/Textures/victory_mast3.tga.tx (Updated HMS Victory) [Hylie Pstof]
RESOURCE/Textures/victory_mast4.tga.tx (Updated HMS Victory) [Hylie Pstof]
RESOURCE/Textures/Victory_Stern1.tga.tx (Updated HMS Victory) [Hylie Pstof]
RESOURCE/Textures/Victory_Stern2.tga.tx (Updated HMS Victory) [Hylie Pstof]
RESOURCE/Textures/Victory_Sternr.tga.tx (Updated HMS Victory) [Hylie Pstof]
RESOURCE/Textures/Victory_SterUS.tga.tx (Updated HMS Victory) [Hylie Pstof]
RESOURCE/Textures/victory1.tga.tx (Updated HMS Victory) [Hylie Pstof]
RESOURCE/Textures/woodGrainB1.tga.tx (Updated HMS Victory) [Hylie Pstof]
RESOURCE/Textures/englishflagship1.tga.tx (Added content, Ships) [JONESIE]
RESOURCE/Textures/englishflagship_heck.tga.tx (Added content, Ships) [JONESIE]
RESOURCE/Textures/englishflagship_mast1.tga.tx (Added content, Ships) [JONESIE]
RESOURCE/Textures/englishflagship_mast2.tga.tx (Added content, Ships) [JONESIE]
RESOURCE/Textures/englishflagship_mast3.tga.tx (Added content, Ships) [JONESIE]
RESOURCE/Textures/englishflagship_mast4.tga.tx (Added content, Ships) [JONESIE]
RESOURCE/Textures/englishflagship_Stern1.tga.tx (Added content, Ships) [JONESIE]
RESOURCE/Textures/englishflagship_Stern2.tga.tx (Added content, Ships) [JONESIE]
RESOURCE/Textures/englishflagship_Sternr.tga.tx (Added content, Ships) [JONESIE]
RESOURCE/Textures/englishflagship_SterUS.tga.tx (Added content, Ships) [JONESIE]
RESOURCE/Textures/englishflagship.tga.tx (Added content, Ships) [JONESIE]
RESOURCE/Textures/frenchflagship.tga.tx (Added content, Ships) [JONESIE]
RESOURCE/Textures/BoardingMastersFlagship.tga.tx (Added content, Ships) [JONESIE]
RESOURCE/Textures/BoardingMastersFlagship_heck.tga.tx (Added content, Ships) [JONESIE]
RESOURCE/Textures/BoardingMastersFlagship_mast1.tga.tx (Added content, Ships) [JONESIE]
RESOURCE/Textures/BoardingMastersFlagship_mast2.tga.tx (Added content, Ships) [JONESIE]
RESOURCE/Textures/BoardingMastersFlagship_mast3.tga.tx (Added content, Ships) [JONESIE]
RESOURCE/Textures/BoardingMastersFlagship_mast4.tga.tx (Added content, Ships) [JONESIE]
RESOURCE/Textures/BoardingMastersFlagship_Stern1.tga.tx (Added content, Ships) [JONESIE]
RESOURCE/Textures/BoardingMastersFlagship_Stern2.tga.tx (Added content, Ships) [JONESIE]
RESOURCE/Textures/BoardingMastersFlagship_Sternr.tga.tx (Added content, Ships) [JONESIE]
RESOURCE/Textures/BoardingMastersFlagship_SterUS.tga.tx (Added content, Ships) [JONESIE]
RESOURCE/Textures/BoardingMastersFlagship 1.tga.tx (Added content, Ships) [JONESIE]
RESOURCE/Textures/HEAVYBOARDINGFRIGATE.tga.tx (Added content, Ships) [JONESIE]
RESOURCE/Textures/HeavyFrigate1.tga.tx (Added content, Ships) [JONESIE]
RESOURCE/Textures/HeavyFrigate2.tga.tx (Added content, Ships) [JONESIE]
RESOURCE/Textures/BULKHDT.tga.tx (Added content, Ships) [GHOSTOFDEATH91]
RESOURCE/Textures/dkct.tga.tx (Added content, Ships) [GHOSTOFDEATH91]
RESOURCE/Textures/figrT.tga.tx (Added content, Ships) [GHOSTOFDEATH91]
RESOURCE/Textures/metalUC.tga.tx (Added content, Ships) [GHOSTOFDEATH91]
RESOURCE/Textures/metalUT.tga.tx (Added content, Ships) [GHOSTOFDEATH91]
RESOURCE/Textures/titanclp.tga.tx (Added content, Ships) [GHOSTOFDEATH91]
RESOURCE/Textures/titanclp_mast2.tga.tx (Added content, Ships) [GHOSTOFDEATH91]
RESOURCE/Textures/titanrung_heck.tga.tx (Added content, Ships) [GHOSTOFDEATH91]
RESOURCE/Textures/titanicrung2.tga.tx (Added content, Ships) [GHOSTOFDEATH91]
RESOURCE/Textures/woodGrainUC.tga.tx (Added content, Ships) [GHOSTOFDEATH91]
RESOURCE/Textures/woodGrainUT.tga.tx (Added content, Ships) [GHOSTOFDEATH91]
RESOURCE/Textures/AOP metal.tga.tx (Added content, Ships) [Armada]
RESOURCE/Textures/AOP wood.tga.tx (Added content, Ships) [Armada]
RESOURCE/Textures/checkr1.tga.tx (Added content, Ships) [Armada]
RESOURCE/Textures/Poseidon6.tga.tx (Added content, Ships) [Armada]
RESOURCE/Textures/Poseidon8.tga.tx (Added content, Ships) [Armada]
RESOURCE/Textures/Poseidon9.tga.tx (Added content, Ships) [Armada]
RESOURCE/Textures/Poseidon11.tga.tx (Added content, Ships) [Armada]
RESOURCE/Textures/Wood_Deck.tga.tx (Added content, Ships) [Armada]
RESOURCE/Textures/custom_texture.tga.tx.tx (Added content, Ships) [Noriruru]