FRONTIER: FIRST ENCOUNTERS EQUIPMENT MOD
JJFFE   ffewin28a7.exe   4/9/2006

This is a modification for the JJFFE version of the game created on 4/9/2006. After installing JJFFE, just add the ffewin28a7mod.exe file to the game directory. Do not delete the original winffe28a7.exe file.

This patch modifies the Shipyard Upgrade page to include nine new equipment items. ALL items on the list are now FREE, and have no weight value.

Note that due to the limitations of display, ten items were removed to make room for the new ones. However, they are available in the original ffewin28a7.exe file. The items are as follows:

Removed	Added
XB74 Proximity Mine	Thargoid Laser
KL760 Homing Missile	Thargoid Missile
LV111 Smart Missile	Mycoid Missile
NN500 Naval Missile	Nuclear Missile
MV1 Assault Missile	"Stowmaster" fighter
MV2 Assault Missile	Transmission jammer
Missile Viewer	Class 4 Military Drive
Auto Targetter	Class 8 Hyperdrive
Chaff Dispenser	
Combat Computer	

The equipment lists were also modified so that all the drives and lasers now appear at Gateway type systems, and remaining items at Soholia type systems.

The cost of any ship is now 1000 credits, and all ships have a crew of 1. Should you need a few fast credits, all you have to do is install passenger cabins, then sell them back at 9,000 credits per cabin.

With this patch you can now buy a ship in the shipyard, and install equipment you desire, without regard for cost or weight. Many designs can now be performed without hacking the code, or by regular game play. You can also increase your cargo capacity by buying items using ffewin28a7mod.exe, save the game, then selling them using ffewin28a7.exe. You will get both the space of the item added to your ship, and be paid for it.

Any drive can be removed from any ship, which cannot be done in the regular game. Note that any ship you sell should have it's normal drive installed, as no drive or upgraded ones will cause the exchange rate to go negative. If you change a drive, then want to sell the ship, just reinstall the original drive before selling it.

Note that all the modifications are also available to the AI ships in the game, so they can upgrade as well! So make ship modifications using ffewin28a7mod.exe, save the ship, then play the game using the ship in ffewin28a7.exe.

A Falcon save game is also included ready for customizing. This ship has been modified for 60.1g main and retro acceleration, 1000t cargo space, and two gun mounts. The missile viewer, auto targetter, chaff dispenser, combat computer, military cameras, and standard flight equipment have been installed.

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