Purchase Capital Ships - Server Donations

The FLUAddon Mod does not change the Freelancer game in any significant way. Instead it enhances the game by providing some features that were not available in the stock game installation.

If you plan on flying the big ships then you MUST choose the Capital ships option in the FLUAddon Mod. Doing so will allow you to fly the capital ships and will only remove the ability to purchase/swap out the engines on your fighter or freighter.

Note that none of the Capital ships can dock. When you buy them, you choose a Freeport to dock them on; or at a base owned by your clan; or ask permission to have it docked on a base owned by another clan. Whatever base you choose will be your respawn base until you ask an Admin to change it. These ships require an escort trader to load and unload cargo due to not being able to dock.

To purchase a Capital ship create a new character with the name for the new ship and transfer the appropriate amount of credits for the ship purchase to that character. Then PM **[Admin]-Robocop** with your order. I will create the ship and dock it on the base of your choosing within the system that you own. As these ships cannot dock they will return to this base when destroyed. Once it's there I will not be moving it from base to base for you unless you lose the system. I will then move the player character to the account of the player you wish to have control over it.

When creating the new character, **make sure that you end tag them** with the appropriate tag as listed below. The reason for the end tags is so that I can easily locate the ships should it be necessary to update them for mod compatibility. The 1.7 update required all Kusari destroyers to undergo a slight change. Those destroyers that were not tagged [De] did not get updated and the owners had problems with their ships until we were notified.

Capital Ships - Cannot Dock - Contact Admin to Purchase

Tag	Type	Cost	Cargo	Class
[GB]	Gunboats	100,000,000	275	
[De]	Destroyers	250,000,000	275	
[CR]	Cruisers	250,000,000	275	
[HC]	Heavy Cruisers	350,000,000	275	Prison Liner
[BC]	BattleCruiser	400,000,000	275	Luxury Liner
[BS]	Battleship	400,000,000	275	Kusari, Bretonia, Rheinland, Osiris
[DN]	Dreadnought	500,000,000	275	
[T]	Transport	50,000,000	600	Small
[LT]	Transport	75,000,000	1200	Large
[U]	Mining Vessel	50,000,000	800	
[Rx]	Repair Vessel	100,000,000	275	

Non Capital Ships - Can Dock - In Game Purchase | Notes

Type	Cost	Cargo	Notes
CSV	243,941	300	Class 8/9
Blood Dragon	449,309	50	Improved Fighter
Anubus Type II	676,931	70	Improved Fighter
Defender Elite	693,381	70	Improved Fighter
Armored Transport	1,000,001	350	Class 7/8 Turrets
Armored Transport Mk II	10,000,001	400	Class 8/9 Turrets
Infiltrator	10,001,000	25	5 min Cloak, 600 Cruise, 10k Scanner
Valkyrie	10,030,881	50	2.5 min Cloak
Hustler	10,053,551	30	5x Torpedo Bomber

Server Donations

In recognition of your support, the following items are available for a cash donation of $50 per item to help defray the costs of running the server. Donations are accepted via PayPal at http://freelancer-universe.com/ . When donating include the name of your ship and the item you would like installed. Note that you must have a ship capable of installing class 10 items.

Advanced Champion VHF Shield (level 10)
Paralyzer Missile Launcher (level 10)
Fireball Missile Launcher (level 10) (FLU Exclusive item, mod required)