

IABL Ships for NYGM 3 - New

This mod contains several of IABL's ships for the NYGM mod version 3. This super-mod in turn runs on Ubisoft's Silent Hunter III game, patched with Ubisoft's patch 1.4b. Unzip the compressed file 'IABLShipsforNYGM3.7z' with 7-Zip or with WinRAR. Copy the unzipped folder into your folder `silenthunteriii\mods`. The package should be installed from your `silenthunteriii\mods` folder, using JScones' JSGME.

Installation sequence:

1. Make sure you have Silent Hunter III properly installed on your computer, with patch 1.4b, and that you have used JSGME to overlay in turn:
 - a) NYGM Stand-alone version 2.5.
 - b) NYGM version 3.4 (also called NYGM3_new; installed over 2.5).
2. Then use JSGME to overlay this mod 'IABLShipsforNYGM3' onto the previous mods.

What this package contains:

Several of IABL's 'New Merchant Fleet' (NOT the whole fleet), rezoned by Der Teddy Bar, and zone properties modified by Stiebler. Some of the ships have not yet been rezoned, but existing zones have been modified by Stiebler.

Stability:

This merchant ship package has been extensively tested, including by other users in its previous version, and is completely stable for NYGM users.