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Own kingdom warband

Hello, a while ago I bought mount blade vanilla and made this thread: 352764.0.html I finally managed to conquer the world as the North's at the lightest difficulty. I had to turn the battle size down for the final city sieges because it was simply too many fucking enemy troops who respawned too damn fast So now I got warband and want to re-quer the world after starting my own kingdom. I did some reading and it sounds like its even more boring than mount blade vanilla because you have to recruit gentlemen, but then lords hate you when giving away fiefs, and then they defect and take all your **** with you. so to prevent you have to track everyone down and give lots of feasts. can I make the 8 companions that I do not bring as gentlemen, would they be guaranteed not to drop out? anyone have any general advice or an outline of what the plan should be for world conquest? Simple Advice: Get Diplomacy Courage. It helps with some of the diplomatic stuff. First of all, not all gentlemen would hate you for giving a fiefdom to someone else. A simple trick is to avoid anyone who is not goodnatured or upstanding provided you are a high honor character. You might be able to get away with a couple of Martial and Cunning Gentlemen, but I'm not sure about that. Also, they won't always lose relationship points with you as some gentlemen will win some because you chose a person they nominated for an fiefdom. When a lord fails, they can't always take everything with them. If they drop out when they only have villages, these villages will not be taken with them because they are attached to which castle or town they are associated with. If, on the other hand, they own a castle or a city, they will take it with them if they drop out. Yes, parties help to raise relations. You have to be married to be able to do it (or just mod it so you don't have to be married to throw feasts, although even I admit that is kind of cheating in a way... [I have my reasons...]). I'm not 100% sure companions are given monitions in that they won't drop out except for the obvious ones that are standing and goodnatured. Not sure of other personality noble companions, let alone the non-noble companions (Marnid, Ymira, Deshavi, Bunduk, etc). That's about all I can give on advice right now. In the personalities section of the link, there is a table describing how to derive the personalities of gentlemen. I also recommend the courage of Diplomacy Litdum. Thanks! When is the best time to start my own faction? I am currently in the North faction. About to get married. Had a town/castle, but lost it to vaegirs. Own four companies so far. Should I wait until I have city/castle and up my relationships with some other gentlemen, and have businesses everywhere? Also I read about this exile mechanic. It sounds like with time, more and more gentlemen are leaving the kingdom. makes it sound like conquering the world will become easier over time. The problem I I in the Vanilla Cup blade is that all the lords stayed in the game, evenly distributed among the remaining factions, so when there were only two factions left, and you took over all the castles/towns except one, the lords would all play in the same final castle/city. Dozens of gentlemen, each respawning and each with 30 units each in a short time, and it would be a huge gigantic army that you would have to constantly fight. It sounds like with this exile mechanic, this will no longer be an issue because the lords will disappear eventually once they have been banned by all the remaining factions. Get businesses started in 22 cities. Four isn't enough. Can't speak for or against Diplomacy Litdum but the original Diplomacy mod works with the latest version of Warband, 1,173. Gives you many very nice options to recruit new troops to your castles and cities and train them when they are recruited. Righ to rule is a very important state for the establishment of your own faction. Infos can be found in the link: Relationships with Lords: Relationship affects your interactions with other vassals, and becomes very important if you start your own Kingdom. War in Calradia comes with huge economic costs like in real life. As Lord Brutus suggested, open all businesses to good economics. If I remember correctly, in natives you will get around 10,000 denars for each week from companies. Because, if you are not lucky, 3-4 of the faction can declare war on you when you start your own faction because another monarch is the least sought after situation of the Kings of Calradia. Be a vassal, have 2 castles/city or so, build up large numbers of garrisons for your castles, make good-natured, upstanding and martial gentlemen love you (actually this also depends on your playstyle), build up good economy and rebel. Finally, I'm playing Diplomacy of Litdum in the final version of warband and it just works fine if you're interested. I didn't come across any technical game issue from it. Assign your villages to bad-tempered gentlemen, while giving castles and towns to good-natured gentlemen. As long as everyone has a fiefdom, the relationship between you and the nice lords is pretty good, which is necessary to keep your kingdom running evenly. Another good tip is never to kick out gentlemen who only own a village. If they hate you enough, just wait for them to abstain instead. They can't steal the villages anyway. Prosecuting lords for treason lowers your relationship with most of the lords of the faction, so just wait for them to leave on their own. Many cunning and bad-tempered gentlemen have very high reputations, like Boyar Doru and Jarl Turya. For this reason, I like to hold a highly known gentleman, regardless of his personality, as my main marshal. Although he is in a bad mood, I give him a town and castle to help him keep as many troops as These gentlemen are great marshals and they will deal with the boring boring process quite well, so you can do other things with your time. My last piece of advice is about location. If you started your kingdom in the Sarranid countries, it can be difficult to take Vaegir cities and keep enemies away from them if you commute from Shariz every time. As your faction begins to expand its control over vast vast areas of terrain, I would suggest moving your capital to a central city like Dhirim, Halmar or Reyvadin. This shortens your journey to the battle fronts and helps you defend lands more easily. You should also assign your most trusted lords to the behest of you so you can call them to a campaign quickly. Nothing is worse than to have Wercheg besieged when you're in Baryye, while all your masters are scattered far out. Basically, you need to place yourself and your masters in places that best benefit you. Hope these tips helped! ooh thanks for the good advice. the personality thing was super helpful! Quick update. I haven't installed any mods yet, for the first playthrough of a game I like to experience vanilla. I play on newbie mode (lowest dmg, max army sizes, and 45 swadian knights). Unfortunately because its beginner mode I helped nords conquer almost all the map. Every gentleman I caught I let go, unless they had an evil personality or a king, in which case I ransomed. Only khergits rhodoks were left, and khergits, 6 castles were removed from being dried. At this point the lords were being banished from Caladria, inducing honorable gentlemen I had built good relationships with. But I didn't know how to start my own kingdom. I relinquished my oath, and realized too late that I lost all my cities and castles as a result, and I had been garrisoning a ton of top-tier troops there!!!! And the game auto saved as I was in realistic mode. Oops! The wiki had said that I could revolt when I did not get a fiefdom, but I was constantly denied fiefdoms and never got the option, which is why I gave up. Pissed I immediately changed it to the simplest position possible (minimum army size), and despite the huscarls killing 3-4 knights in each fight, I had a huge backlog of swadian men on their arms and swadian recruits waiting to replenish, and the OP knights conquered North territory and beat back their armies. now all the lords I built good relationships with are defections over. Because relationships are so high and they have honorable/good personalities, they only lose 2 relationships or none at all when I assign mons. should be good. ragnar banished lots of gentlemen who come to me. if relations are low, I just let them sit in the castle and put them on ignore. now I'll slowly start upping the difficulty. The game should be easier to close out than the original mount and blade due to exile mechanic. not good enough to win without knights but so will keep abusing them.... The way rebel works is: You must personally seize (either as Marshal on its own) an enemy castle or city, then REQUEST it is assigned to you (a dialogue is triggered when you capture a city/castle). About About on, the king denies you fiefdom another dialogue comes up and you may decide to accept the decision and cash consolation or rebel/hold all your holdings and start your own kingdom. The key to this is to collect a number of cities/castles so when you rebel you have multiple monies you can gift to new gentlemen. Also, generally to keep lords happy you have to keep lots of feasts as this raises their approval rating every day they attend the feast. Be sure to finish the party before too many gentlemen leave. If they are not present when the party ends, they will not get their approval up. Generally, feasts will help counteract the decline in ratio approval when you assign a gentleman to an fiefdom. In addition, if you grant a gentleman a fiefdom his relationships/ brother, son or fathers approval will also raise. Alternatively, a lords enemies approval will drop if you grant to master an fiefdom. You only need to be aware of rivalries when handing out phims. Appointing a lord as Marshal is another way to quickly raise a lords' approval. You can cycle through marshals after a number of days. Rent, fire, rent, fire... Hi, I've been playing mount and blade warband for a while. How do you become king of your own territory and gentlemen? Without being in a faction. This is detailed info on becoming king of your own faction. It is present there on the guide section of the forums. You can read more guides on this page. 191455.0.html Getting started in a faction- Depending on your choices in character creation. You can choose to be a Commoner or a Noble. The choices change the dialogue's initial relationship, and how the Lords speaks to you. If you decide to be a Noble you get a banner and 100 notoriety right off the bat. Also as a Noble Lords you speak to will see you as a faction-less master. As a commoner you get remarks on your common birth when you talk to lords some good some bad just like Noble. You have to keep an eye on these

things. Knowing their minds and attitudes is the key to the door to Calradia. Now to the point. You make your character, and you need at least 150 notoriety or a high reputation with a king or a mix I think, to become a vassal. My understanding is that every point in relation you have with a king reduces the amount of notoriety you need by a point. It's easy to get if you're a Noble considering you start with 100. If you are a good player or you have a low difficulty level, you can solo all kinds of bandits or deserters for a quick fix to get your renown up enough to be accepted by any king. The tournament is maybe two of them and your set as well. Well let's say your set, all you have to do is talk to the king you desire and pay tribute to him if he accepts you. There is also a chance that you may be invited to be there vassal if you are famous man or women. When your accepted if you are an informer, you will receive your own choice of a banner. You will also receive an fiefdom of a city as the king's choice. Hint, he will choose the least profitable fiefdom in the kingdom. Even worse, whoever owned it before you will have a significant negative relationship with you, you upstart. If you don't like your current faction, you can leave. Talk to the king choose the choice to leave, and when it's all said and done you can go. The negative effect is that you will lose 20 reputation with the king and solve all the minations you can of acquired. Create your own faction-This path is one of the hardest route is in the game along the side choosing to rebel against a king. To start this, I recommend you to be around level 25+ and have a high level leadership, along with a stable companion group, and about 80,000+ denari, and the right to rule is helpful. These things I said take a while to get without cheating. So join a faction for a while maybe even the faction you're going to attack and get your reputation up with the lords there, and the king. Now you need to target a City (recommended) or a castle. The reason I recommend a city is that if you get a castle first you can't give it away as a fiefdom to a companion or Lord if you get a city later. The first fiefdom you get is the foundation of your new empire. Note that I think you can give it away if you first move your court to another castle/city. That said, I would still recommend a city because since when were great empires ruled from a border hold? On a more practical note, castles come with just one village while the cities come with at least two, and usually more. How you start doing this is to attack enemy assets farmers, caravans, raid a village or attack a master. This will give you a negative connection with that faction and allow you to besiege the fiefdom. Now the reason at the beginning I said you have to be ready is when you finally conquer the fiefdom and it's yours, and all is well, it will be the priority one to take back. The faction you attacked comes in a massive force unless the circumstances are really bad for them. They will most likely siege you within a week after you take their fiefdom you will also at that time have a -40 relationships or more. He's not joking here – you can have a thousand or more troops knocking politely at the gate within a week. For this reason, I highly recommend choosing a faction that is already at war to be your target, bringing around 70+ elite troops (huscarls are ideal) and as soon as you have the city leaving the elite and frantically raising as many troops as you can from the villages. With companions with good training skills and a little luck you can have as many as 150 third level troops to help. Don't forget to check out the taverns for mercenaries – 6 hired blades can make all the difference sometimes! Ok, I'll go back to when you take the fiefdom. You will have a choice to choose a minister/ambassador. It can be either a companion or if you are married, you can choose your wife if you Man. If you want none of the above because you don't want to waste your one of your your or you are not married yet or your woman, you can appoint a temporary citizen from your castle/city. Who's useless. I would recommend getting a companion you don't like or won't use specifically for the purpose if you play a female or unmarried character. Now at the hard part. In order for you to keep your faction in place you will need soldiers. I would put about 300 in a city and make some of them feed for money reasons and make some elites as a backbone for your defense. I would also have a cavalry section to chase away or fight other gentlemen who are trying to plunder your cities. This will be costly so don't give away introductory towns to the Lords right away you may need all the fiefs you may have to pay for your garrison. I find about 250 in a city, of which 50 or so are tier 4-5, 100 are tier 2-3 archers and the rest is feed/militia strikes the balance between cost and the ability to actually fight. Normally I have my capital more heavily defended than this, as I use it as a storage space for elite troops to replenish my own forces when I take victims to war – it might be a good idea to have a whole spare party in case you lose all... Around a 100-150 in a castle is plentiful, mainly low level. Another option to start your own faction is to capture a castle or a city while you are a sworn vassal of one of the other factions and ask for it to be given to you. If the king agrees, great, garrison it and go and do it again. If he refuses you will have the opportunity to rebel and keep all the castles and cities you own, along with their garrisons. Please note that if you don't own the town/castle that goes along with one of your villages you will lose it. This is a much, much easier way to do it, as you can stack your castle with several hundred elite troops and simply defend against the hordes that come your way, but if you wanted to easily, you would just use cheating, right? I'm not going to lie this is going to be really hard. The first thing you do is join the faction you want to rebel against. Get a castle, throw festivals, station a small garrison, and make money lots of it. Along with reputation, all the gentlemen come there. When you have a fantastic party size about 120+ some right to rule, your companions leveled, and a hefty wallet to maintain troop size for a long time you're ready. Talk to the applicant you want with you, and he or she should accept you if you are powerful enough. (Applicants can be found by travelers when you leave your faction) He or she will join your party as a companion, and will have details of the countries and how many gentlemen the faction has. You will also immediately receive the -40 reputation bonus. At this point it has started you did it if you followed my advice here. Head to the territory you rebel and point out the lords there. Talk to them and persuade to join you. Do this to who you can and quickly because when they join you, they will retain all their foredates (whether they have a castle or a city). Do Do You get yourself a castle or town some garrison and have fun. Alternatively, you can make this the even harder way by not joining the faction first and doing it without any countries to support you. I recommend it as a challenge, because without having any relationships with the Lords in advance, it is actually very difficult. Spoiler: Lord and Companion guide Recruit gentlemen-Well on this topic you will understand how to recruit gentlemen. It's something tricky sometimes, and even I have trouble doing it. First thing you need is to either be joined in a faction or have your very own. Others you need to have relationships, the right to rule and persuasion helps. Right to rule, I think, will help you most to convince other gentlemen to join you. Having good relationships sometimes doesn't help you when they are too loyal to their king. Persuasion helps them see it in your path higher the better. You need to talk to a specific lord you want to recruit. I'd ask how you feel about your king. There are several answers.. The King is a Vile pretender, this topic is offensive (use persuasion to change his mind), I'm busy talking to me later or it's hardly private here, I'm not going around intriguing in corners(need more rope) OR it will open a new dialogue about how he'll go with you or the king you serve. There are several choices you can choose from the one you choose can help you get him to drop out. Try not to use different explanations with different lords sooner or later the word comes around that you just say what people want to hear. Use the same reason every time and you get better results overall in the long run. Another way is to have free countries in your sphere. Lords will often defect to your kingdom hoping to get some, and will appear in your castle wanting to talk to you. If you do recruit them, be sure to give them some countries, otherwise their relationship with you will drop pretty quickly... Companions to the lords- This is the easy way. When you establish your own Kingdom, and you have an extra fiefdom, you can simply talk to one of your companions and give them a city or talk to your minister and give them one that way. You will have full control over them, and you can give troops to all your Lords as well(Your faction). That is all said and good here except that there are two negative effects of this. One you can't get your companion back or level him up anymore. Two depending on the master you choose you run your fiefdom, other gentlemen may see him as an indesayer (Nizar) and when you talk to them you will be scolded in the art of not giving indenfenstoier lands, and you are not enforcing Noble Rights. It will give you a -4 reputation to those who oppose it. (Most of the lords) Some will give you a +2 because they don't mind you having done it. As far as I know, Alayen, Matheld, Lezalit, Baheshur, firentis and Rolf are the companions who are tuned. Matched. Companion noble personality's (of SPD_Phoenix) and (Peter Ebbesen) - Rolf: cunning. - Baheshur: cunning. - Firentis: standing. - Matheld: martial. - Alayen: martial. - Lezalit: self-righteous. Martial: My sword is at the disposal of my rightful liege, as long as he upholds his duty to me. Arguing: Bah. They're all a gang. I try to make sure that those who fault me learn how to regret it. Merciless: Men will always try to deceive others of their rightful foundation. In this faithless world, everyone must remain vigilant about their own rights. Cunning: Well, it's a hard world, and it's our lot to face hard choices. Sometimes you have to serve a tyrant to keep the peace, but sometimes a little rebellion keeps the kings honest. Circumstance is everything. Sadistic: My philosophy is simple: it is better to be the wolf than the lamb. Goodnatured: Well, you should keep believing with your promises, and not do injustice to others. Sometimes it's hard to balance them. Stick with people you trust, I think, and it's hard to go far wrong. Upstanding: Kingship and supremacy have been established to keep the peace and prevent the war for all against all, but it must not blind us to the possibility of injustice. Roguish: Hmm.. I guess I'm thinking it's good to be a lord. Benefactor: A good ruler ensures that everyone is treated fairly. Personally, I intend to use my authority to improve much of those who live in my demesne. Guardian: A good ruler creates the right conditions for people to flourish. Personally, I intend to use my wealth to create more wealth, for myself and for the common good. Advantage.

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