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## Warband companions as vassals

Hey you! When I finally became king of the Bannerlord, I immediately wanted to make my companion lord Lord. It turned out that this option does not exist. Some time later I found rulership mod. I was very excited. I suspected that for now courage only provides the opportunity to turn a companion into a gentleman, but I hoped that the author would develop it later. That business lords would start getting married, having children. Create dynasties. Unfortunately, my thoughts went somewhere far, as it turned out ... too far ... because I finally installed the mod. I had what I wanted in the beginning ... a companion as a lord ... but it ended tragically for my save game... Over two weeks have passed since then... If you know April 10, rulership mod was created, which allows us to make a vassal companion, he becomes a master with his own clan. This mod, however, does not work. If you turn your companion into a Lord, it automatically corrupts fear. Some manage to load the game a few more times, some have this bug after turning a companion into a Lord, and others after a few. Although there is someone whose save game works (he has a magical turn) he has other bugs and hundreds of crashes. The Mod author did not respond to a single reported bug, and 11 reported. Over 100-200 posts on this topic, where people themselves are looking for a solution to the problem of a perishable game save. It seems that a person has figured out what the problem was, but of course the only way to fix it is to fumble in game files on their own to change the files for this companion to a master. Of course, players can be angry at the author of Rulership, he made a mod that all of us can dream of, and especially anyone who played Warbanda. However, anyone can get angry because it's easy to get angry. We do not know what happened to the author of this modification, maybe he did courage, and the rest is indifferent to him, or maybe something bad happened to him (I hope, however, that he did not). We don't know that. However, I would ask modders to investigate and let someone bother to create such a modification. Hello everyone! I played as a single soldier for some in the game weeks now, reached level 27 and own production houses in each city. Now I'd like to be king... But in advance, it might be a good idea to recruit all (?) heroes and train them. But how am I supposed to train them? In a previous game I trained my heroes either to be good fighters or be specialists (surgeons, engineers, trainers, etc.). I never gave them any leadership qualities as I thought they are useless to companions. But are they really useless or do these skills affect companion abilities like a vassal? Does a companion-vassal with high command command have more soldiers, for example? Is it a good idea to probably train your as either (1) fighters, (2) (2) for your own army, and (3) future vassals? I would also like to know how many vassals you need. Is it a good idea to give away your land as fiefs to your vassals or should you take it for your own? Do your vassals set up larger armies if they run more villages, towns and castles? And should I also equip my comrades with good armor and weapons before I make them vassals? Or do they buy their own equipment then? Thanks! They stick to the equipment you give them. If their equipment is inferior it will be replaced by some standard one. But only body armor, sword, shield and horse. If you don't give them shoes, they'll walk barefoot around. So it is advisable to equip them well before the vassal. Leadership, charisma, reputation and size of their mites contribute to the size of their army. Some also claim level do. So if you want them to be effective, increase their leadership a little and give them some decent protaliaments. There is mail somewhere around with exact numbers. Search for it. Companion Vassals will equip new armor if they find better than the one they currently have. Pretty sure they're coming. But it's not immediate. anyway, I'd say equip them with something half-decent and let them have fun. Throw them in a Byrnie and give them regular plateboots and gloves plus a decent weapon & shield. Don't bother wasting 40k denars on giving them good armor (maybe heraldic). As for companions: you want Alayen, Firentis, Baheshstur, Rolf, Lezalit and Matheld safely. I would also recommend Kleith instead of Deshavi & Artimnner. Get each companion over the L-20 (preferably The L-25 or so) before making them vassals, or they will be 100% useless. Give vassals to Rolf, Lezalit, and Matheld first. At that time, recruit Jeremus, Deshavi, Bundo, and Ymira. Then, send off Al, Fire, and Bash. Replace them with Marnid, Nizar and Katrin (laddie, I mean captain). Pretty sure they're coming. But it's not immediate. Could you please provide a link to a thread that has proof of this? I am constantly checking companion related information and I have found zero evidence to support this concept. I did it badly (on purpose). When I started my nation I found Alayen and then made a dash around some cities to get him armor. This involved a chain shirt, chain gloves/boots and such. I then made him a vassal and when I next talked to him in Tulga he was wearing Tabard armor (funny with Ragnar's crow crest). He hadn't collected any soldiers yet, so I guess he got a better armor than the chain shirt I put him in when I vasallade him. I will keep an eye on him to see if he upgrades again, but it would be unusual for him to get something better than tabard level armor like loot. I did it badly (on purpose). I started my nation I found Alayen and then made a dash around some cities to get him armor. This involved a chain shirt, chain gloves/boots and such. Such. then turned him into a vassal and when I next talked to him in Tulga he wore tabard armor (funny with Ragnar's crow comb). He hadn't collected any soldiers yet, so I guess he got a better armor than the chain shirt I put him in when I vasallade him. I will keep an eye on him to see if he upgrades again, but it would be unusual for him to get something better than tabard level armor like loot. This is not evidence to support companions who vassals upgrade armor depending on what they find. It is direct evidence that when a companion becomes a vassal they are given special upgrades once (and only once) depending on what they wear. Another thread examines this further – and never (never) has any vassal upgraded a second time. The upgrades depend on the quality of armor worn - (if you give a vassal a thick coat of tiles, he will not get the first upgrade to a heraldic post variant (the typical upgrade when becoming a vassal). Evidence is in this thread: 110423.30.html Vassals don't get any upgrades based on what they loot or what they find, it's a coded system that happens once no matter what loot they come across (loot is an unimportant factor) EDIT: That's of course if there's no other evidence out there, which I'd be happy to take a look at if found. As for companions: you want Alayen, Firentis, Baheshstur, Rolf, Lezalit and Matheld safely. I would also recommend Kleith instead of Deshavi & Artimnner. Get each companion over the L-20 (preferably The L-25 or so) before making them vassals, or they will be 100% useless. Give vassals to Rolf, Lezalit, and Matheld first. At that time, recruit Jeremus, Deshavi, Bundo, and Ymira. Then, send off Al, Fire, and Bash. Replace them with Marnid, Nizar and Katrin (laddie, I mean captain). Why don't you recruit all the companions at once? Because of moral? Does my kingdom support more soldiers if each vassal only runs a village or is it better to have just a few vassals that hold large fiefdoms? I still wonder how many companions I should level up as vassals... There are a lot of obscure mechanics in Warband that a very large part of the playerbase is unaware of. Even veterans of this game don't necessarily know how everything works. This guide attempts to bring some of these obscure mechanics to light. I haven't proofread anything yet, but hopefully you can learn something. Even after 1000 hours, I'm still learning new things about this game. Is that good? If you asked me, probably not. There are so many obscure mechanics – some of which are extremely important, mind you – that the game doesn't explain clearly, and so a large portion of the playerbase may not even know if they of these things. Because of this I thought I would write a guide explaining explains Settings - Campaign AI and Combat AIAll of the difficulty settings are quite self-explanatory, using the AI settings. Campaign AI affects many things:I format: Poor / Average / Good (ie the values of the respective difficulties would be 6/4/2)Economy:Player tax inefficiency becomes more difficult as campaign AI difficulty increases. The player can hold 6/4/2 core fiefs. I.e. fiefs that do not suffer from tax inefficiency. Each non-core fiefdom increases tax inefficiency by 3%/4%/5%. Lord Armies:Overall, on good campaign AI, and to some extent average, enemy kingdoms will be far more powerful and it will be important to take lords prisoner. Campaign AI mainly determines how quickly an AI Lord can recruit troops. In code, this is done technically by determining the cost of recruitment. At Good Campaign AI, a gentleman will be able to fully recover from defeat after just a week or so. While on bad campaign AI, you can easily get away with never taking a single master prisoner throughout your game, on good campaign AI, I would recommend that you take the enemy lords prisoner – even upstanding and good-natured ones – to prevent a constant stream of enemies. Campaign AI also determines a Lord's wealth (I think? Or it may just be a side effect of drastically lower recruitment costs) and their army XP rate – both of these mainly determine their army troop quality. It is a common myth that max AI lord party size is determined by campaign AI difficulties. In fact, it is determined by the variable ideal party size, which is determined by the player's level. In other words, max AI lord party size is the same over all the difficulties and scales with the player's level. Practically speaking, however, Lord armies generally tend to be bigger on good campaign AI because the Lords can reach their max party sizes faster because of their outrageously buffed recruitment rate. In addition, these death stacks will have much more room to upgrade their troops. Behavior:Campaign AI determines how biased gentlemen are against the player in several ways. On Good's campaign AI, lords will be less willing to follow a player marshal, less likely to join the player's kingdom, more likely to declare war on a player kingdom, and (I think) more likely to attack the player's protations. TL;DR, do not play on Good Campaign AI if you do not want a challenge, because AI cheats a lot. On good campaign AI, a gentleman will essentially be able to play an army out of thin air, and in the late game, it wouldn't be unusual to see Harlaus walking around with nearly 100 men-at-arms.Combat AIBut what combat AI do? It turns out that fighting AI is much easier to explain and much less cheating than campaign AI. On bad combat AI, AI is stupid. They will delay their swings, giving you an opening to attack them. They will not feint and they are generally bad at their only single On the battlefield, the bum is rushing into your shield wall, would not recommend playing on this difficulty. I played on bad combat AI for my first 800 hours, and it resulted in some very bad habits that I'm still trying to break. You won't get that much better at fighting plays on this setting because everyone, even elite squads, is pretty much punching bags. This is probably the most noob setting to turn down, even worse than the damage settings IMO. Average combat AI is a balance. I would recommend it for new players. On good combat AI, AI will have no delay on their swings, feint will extremely often (several times before an attack), and are very good at blocking. This will allow them to operate to the full extent of their statistics, and everyone will struggle as if their lives depended on it. It will be a challenge to take down even a single elite squad if your weapon skills are not good. How do lords interact with the player? Lords have personalities. These personalities are: Upstanding, Good-natured, Martial, Calculating, Inorgrating, Quarrelsome and Debauched.The better their personality, the more loyal they are as vassals, but the harder it is to convince them to join your kingdom. Ideally, you want all your vassals to be either Upstanding, Good-natured, or Martial.Their choice of dialogue depends on their personality, so when you memorize the various dialogue, it becomes easy to know their personality. Interestingly, The AI Kings won't allow you to become their vassals under normal circumstances if you have a high right to govern – they consider you a potential rival/threat to their kingdom's stability. You can still become their vassal if you take land first before you ask. AI Lords who dislike you will do everything in their power

to attack your villages. The only exception is the good-natured lord, who will never plunder any village, ever, including villages owned by other AI lords. If a sadistic (evil/debauched) gentleman dislikes you (-20 relationships or less), they will hire assassins who attack you in taverns. They work exactly as a Belligean Drunk does except they attack you without warning and you don't have to watch them for them to attack you. What skills can AI Lords use? If you plan to make a companion to a gentleman (which you can do if you ask them would you be interested in keeping an fiefdom? when you have your own kingdom set up), you might want to invest in these for them. I highly recommend checking the wiki first, however, because companions have personalities as well. And you will lose a piece of relationships with every gentleman in the game if you make an indignation companion to a noble. AI Lords uses 4 skills:PathfindingTrainerTactics (helps them in autoresolve)LeadershipHow is battles, both between you and an AI and AIs versus other AIs, are calculated? Numbers.The levels of their troops. Level of Tactics skill. Equipment and so so has no role in autocalc. From what I understand, all that matters is the three of them. Do the AI Lords have wealth? The answer is yes. They use their wealth for recruitment (and possibly upgrading). Unlike the player, they must manually collect money from their mites. That's why you'll see them sitting outside their villages. That's also why AI Lords get poor if they have too many mites – because they don't have time to travel around the map to collect treasures. For this reason, it is best to arrange your vassals in a way where they only have a few fiefs and they are all right next to each other. An AI lords village will lose wealth if you loot it, preventing them from collecting treasures. But it hardly does anything compared to just defeating them in battle and forcing them to rebuild their army. A fiefdom's wealth cannot go under 0.The AI Lord's economy works quite differently from the player's economy. AI gentlemen can't have companies. As far as I know, their only source of income is their fiefs (they can, but I'm not sure if this is true, get some money from looting villages). AI Lords lose wealth by recruiting troops, and possibly from upgrading them. Do Lords have to pay maintenance? The answer is yes. Lords pay salaries to troops based on this formula: ((Troop\_Level ^ 2)+50)/30. They don't have to pay extra money for cavalry or archers. If they cannot afford their troops, their troops will either be disbanded by the lord or the desert of the Lord's party. What troops desert from a lords party is random. The Lords dissolve low-level troops and non-faction troops first. You may have noticed the small parties of fiefdoms. They don't make money, so how can they have armies? The answer is that the Lords not only have a maximum party size, they also have a minimum lot size. If they are under this, they will gradually get troops via free recruitment while sitting in a walled fiefdom until they have a couple dozen troops, say 30-50 or so. But since they have no money, they will not be able to upgrade their troops or recruit anything more above this minimum. And when they get the money, they will have to pay for all their troops' salaries, including those they received for free. Hypothetically, an AI lord's army can be of infinite size, as they can go over their max/ideal lot size by rescuing prisoners. But they will eventually start fighting with desertion or they will have to dissolve the prisoners. As far as I know, the AI lords don't have a debt system. Their mites definitely don't. What is certain, however, is that the Lords must pay for recruitment above the minimum party size. How much this costs depends on campaign AI difficulty. That's why on Good Campaign AI, a Lord can play an army out of thin air. If all your master has is castle then he does not To have any wealth to build up his army because the wealth of castles is moving towards their garrisons. Villages may not be good for the player but they are really good for AI. A good setup for an average Lord is 1 castle and 1 village. Castles mainly help them raise their maximum lot size, +40 each, rather than providing wealth. It should also be noted that a castle's wealth is based on the wealth of the village - this also applies when the player owns the castle. What's interesting is that the AI Lords don't pay for their garrisons. Instead, the strength of an AI Lord's fiefdom is determined by the prosperity of the fiefdom. Along with the fact that the AI Lords do not suffer from tax inefficiency, a gentleman could theoretically have every fiefdom in the game and every garrison would be fully filled. Measures that lower the prosperity of a city, such as destroying caravans, will in the long term result in a weaker garrison, but this is not practical knowledge to the player. However, it generally means that places that are bandit-infested, have been besieged countless times, and so on should have weaker garrisons, at least if the city's situation remains consistent throughout the game. Does lord armies use food and morality? No, they don't use either. How do the AI Lords handle their armies and garrisons? As mentioned earlier, the AI Lords do not pay to reinforce their garrisons. AI lords troops need XP to be upgraded. An AI lord will add 30% off (Trainer +2)\* 500 xp/ every 2 days. Lords has coach skill between 2-7, on average this is around 3 or 4. So the average gentleman adds ~375-450 xp per day. Each point of trainer is worth 75 xp / day. This is pretty skinny – a Player Character with 10 in traineradds 80 xp to each device. I don't know for sure if it costs an AI lord money to upgrade a squad, but I suspect a lot and assume it does. How is a Lord's troop quality determined? The short answer is that an AI Lord's number of elite troops depends on his wealth (an AI Lord requires wealth to upgrade). Again, since higher campaign AI will reduce recruitment costs, lords will have more money as a side effect (saving money wins money in this case) and they will have more money to upgrade troops with. Without tweaks or cheats, the attribute cap is 63, the skill cap is 10, and the skill cap is 699.I'll get right to the most important tip: the +4 bonus player gets for leveling party skills does not require a companion to have skill! If you have 10 pathfinding, you will get 10(+4) although not a single companion in your party has a point pathfinding. You can test this by starting a new game, importing a character with 10 in each skill. You will notice that you have +4 in each party skill even though no companions are in your party. This means that if you play a brainy character, you only need a couple of INT companions so you can get them to 10 in the party skills that you planning on leveling. If you need advice on leveling smoothing I would suggest two things: Bandit camp missions and hunt down bandits with only your companions in your party. Approximately 1/5th strength is added to your injury output. This means that every 5 points of strength will increase your damage by about 1.Every point of agility gives you an increase in movement speed roughly equal to 1/4 or 1/5ths of a point in athletics. Each point of agility gives you 0.5% + attack speed. Persuasion increases the chance of routed enemies surrender, which means they become prisoners in your party without you having to fight them. Each 100 points of skill increases attack speed by about 15%. In addition, with melee weapons, every 100 points of skill increases damage by 5%. Campaign MapHold down CTRL +SPACE while moving on the campaign map to speed up game time. CTRL+Left-click items to buy and sell quickly at merchants. Battlesif you attack in the direction you are attacked right as soon as you are about to get hit, you fend off the strike. This is known as the house block. Press E to kick. Pretty useless, usually. Pressing Backspace in a battle will give you a minimap and let you control your troops by clicking on the minimap. You can also hold down F1 in a battle and you will be able to pull around a focal point, which will allow you to control your troops. You can make separate collection points for each group. Some weapons, especially throwing weapons, have multiple attack types/styles. X swaps between them. Try it with a throwing axe or jarid. Keeping horses in your inventory will reduce the party's speed penalty for carrying heavy things. But if you carry too many, it will just slow you down and take up the needed inventory space. I personally prefer 3 horses. If someone in your party has high first aid, you can heal lame horses by keeping them in your inventory. This is important because there is a chance that your horse dies if it gets downed in battle while lame. Unfortunately, you will not recover positive modifiers (such as Spirited) after healing your horse. Similarly, your shield may be damaged if it breaks too many times. I think it can break completely if it keeps breaking after being damaged. Unlike horses, you can not repair / heal shields. The recruitment option for a village is restored by a relationship change. What you can do is recruit, then take a quest and recruit again, then fail the quest and recruit again, then take another quest and recruit again, then fail to quest and recruit again... You can easily get 50+ recruits from a single village in this way. Most of your companions will complain about failing a quest, but if they are not already extremely unhappy, they will not leave. Also, if a village has low prosperity, you can ask the villagers How is life here? and you can ask for a donation of 300 denares in against 1 relationship point with the While this doesn't seem like a meaningful amount, as I discussed above, a relationship change with a village allows you to recruit from them again. If you have high relationships with a village, there is a chance that you will get higher level troops from recruiting with them. If you're really lucky, you could even end up recruiting elite troops, like huscarls from a Nord village, without having to train them. I've heard of two stories about getting 50+ Huscarls from a village, and a story about someone getting dozens of Swadian knights from a village. There are two mainstream metas for character and companion combos: For combat characters supported by INT companions, you generally want to build your character as a heavily armored horse archer with a melee weapon as a side weapon. So you could go Bow + Arrows + Arrows + 2H sword, or Bow + Arrows + Sword + Shield. Horse bow builds excel in long-running battles, and theoretically, as a player, you can solo an entire army yourself if you had enough arrows with you. I don't recommend getting 10 horse archery, most pros I've seen suggest 4-6 as the ideal amount of horse archery. For commander characters supported mostly by combat companions, you want to prioritize three skills, the Trinity of Skills: Surgery, Pathfinding, and Trainer.For commander INT characters I would still put a few points in the trainer on each of your companions. And your pair of INT companions should have 10 trainers safely. If you go INT, you want to be with a crossbow. You should also give your INT companion crossbows. CHA is probably the worst state for the player character to focus on. A CHA build is useful for newer players, because 10 Leadership allows your armies to be larger and requires less weekly maintenance. But an experienced player will have no problem with the size of the party or the amount of money. I would consider a CHA build a training wheel build. All the skills in Warband are to some extent useful, but not all are as useful to the Player. The non-meta skills are Power Throw, Tracking, Persuasion, First Aid, and Trade.For Tracking, only have a companion with a few points in it. For Persuasion, it helps you get married earlier, helps you hire mercenaries cheaper, and helps you convince gentlemen to defect to your kingdom. It also allows you to convince directed enemies to become your prisoners. The only thing that really matters from a metaperspective is the defection. For Trading, it really helps to have a trading companion but the player should absolutely never invest in Trading unless you are planning on RP'ing. For armies, the meta is quite simple. On the field, swadian Knights &t; everything. Heavy cavalry dominates the meta, both in Native and almost every mod I've played. If you don't like the heavy cavalry meta, I'd suggest Viking Conquest DLC.As long sieges it's about these Huscarls and Rhodok Crossbowmen. Swadian knights will work much like as huscarls, but they are far more expensive. Expensive.

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