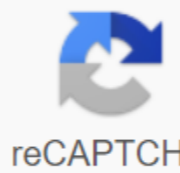


Sands of faith warband

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Well, I've been thinking about this for a while, and I've decided to do it myself. Year 1185 and the Crusades have a very difficult time keeping their property in the Levant, it is up to the player decided to join the new crusade or join the armies of Ayubid Sultanate or Sultanate Roma. This is a realistic map of the Holy Land. Version 0.9 Improved version 0.9 Final (Turkish) FACTIONS: - Kingdom of Jerusalem -Principality of Antioch -Knights of the Templars -Knights Of the Hospitaller -Ayubid Sultanate -Sultanate Rom-Teutonic Knights (can be created by player) NOTE : - Folder PLAYER WARCRIES AND VOICE ORDERS has a crusader and a Muslim version for the voice which you want, and copy/paste files waving the sounds of the folder and sounds.txt in the Sands of Faith folder, replace when asked. To perform warcry Press N. - THE USER INTERFACE folder has an additional Multimui ui if you want to change the copy/paste .dds file into the Sands of Faith folder to return to vanilla. TIPS: - The FACTION RELATIONS folder has optional factional communication if you prefer to start playing with Ayubids and Seljuks in the war to copy/paste the relevant factions.txt in the Folder of Faith Sands and replace. - By default satellites you make lords teutonic card icon, if you want to change open txt file Companions Extra map icons in the sands of faith folder, copy the one you want, open map_icons.txt and almost at the beginning replace the ikon_tevton_knight with the one you chose. MAIN FEATURES: -Advanced Diplomacy System -Ability join the faction of armies as a knight-advanced formation system -Start as one of the leaders of the faction or Lords-New animations, scenes, graphics, audio-epic and voice-acted battles -Naval battles -The possibility of dueling the greatest knights in the Holy Land - The ability to play as one of your comrades in battles -The ability to choose between a battle sequel camera or play in As one of the regular troops including Maritime Trade - Correct map of the Middle East - Correct faction banners and card badges -Create Teutonic Knight's Order - Events with Choice and Consequences -Advanced Tournament System - New System Of Recruitment and Historic Tree Troopers -Historical Names for Characters and Settlements -Historic Armor and Weapon -Build Your Own Outpost / Fort Anywhere on the map - Play Fun A: Knights are not part of the tree troop and can only be recruited in cities and you have to be a lord to see the option, and even then only knights from your faction in the cities belonging to your faction will join. Knights can be upgraded once to a faction of a specific knight. Each knight is 10 times more expensive than an ordinary recruit (100 denars vs. 10 denars). The system of recruiting normal troops is similar, however, once the villages of the we will have volunteers. There is no no to recruit mercenaries, but they are more expensive. CREATION TEUTONIC KNIGHTS: While technically you can create a random faction, as in vanilla and other mods, this mod is optimized to create a Teutonic Knight. You create a new faction as usual, although you need to own the city (the castle is not enough) and then replace the default minister with a companion, get the chancellor and ask to change the culture and choose the Teutonic Knights. Wait as 2/3 days too so that it is updated. The satellites you make lords will have Teutonic gear and a banner. All you have to do, either, is that it gives the correct faction name and get the Teutonic banner, but before you make them the Lords remove all the items from the inventory and what they are equipped to ensure that they are equipped with Teutonic gear. Teutonic gear for yourself you can get from Jerusalem and Antioch stores. There are 3 comrades wandering the Holy Land who are perfect for the Teutonic Lords, they are easy to learn with their German names (actually the names of the first three Teutonic grandmasters). CULTURAL STORES: The items that can be found in stores depend on the faction. Some elements are shared with several other factions (for example, the common armour of the Crusaders is divided between all factions of the Crusaders), but factional specific items you can only find in this faction store. KNOWN BUGS AND ISSUES: - When you set up in villages it will display 100 denars per person, it's wrong, you only pay 10 denars. - When freelancing is like a knight, after being captured you had to go back to the gentleman, but you do not get an opportunity in the dialogue, so just ask to leave and then ask to join again. If you don't find it in a few days you will leave automatically. - Sometimes caravans (or eventually other parties) may look stopped and not move, just talk to them to fix it (SHALL HAVE FIXED WITH PATCH). - There are at least 2 cities that when on your ship and trying to land that clicking on the city does nothing, just click on the village/castle closer to it. - Sometimes when you try to enter the fort game will crash, it's a bit random, but helps wait a day after updating it and after downloading save. In any case, save your game before you enter the fort. - Avoid using book trading books as it is reportedly buggy. - Having multiple outposts and trying to destroy can break the game and corrupt save (ideally avoid using the destroy feature, because it is unclear how extensive this error can be). - If you have a MAC or you can't read the font or just don't like it, remove it FONT_DATA.XML from the data folder and FONT.DDS from the texture folder in the Sands of Faith folder to return to vanilla. TIPS: - Click I to see The Troop Ratio Bar, after using the order bar it will return to the mini-map. - Click N to perform - Click M to call your horse. - When you run as king because of how the script works the name of the Lords becomes the default player of the kingdom vassal title in this case Master, just go to the camp menu / manage your kingdom / custom custom and replaced with the appropriate name. - When on your ship, if you go to camp menu you will be able to try to catch fish, it is due to feeding skill. - Tap the T key while wearing the helmet to get a helmet vision, you must also use the R key to change the 1st person's view to get the proper look. Pressing the T key again should change the look of the helmet, but when the fight is tapped so press Esc to go to Options Menu and then back into the fight and it will be reversed. - In taverns, if you talk to the tavern keeper, you can choose to play an interesting game called Find the Lady, you can get lucky and earn denars or get greedy and lose everything. - When you run games like the king or the Lord either than the troops you have in your party, you also have a full army in your city or castle, so go there and chose to manage this city or castle, manage the garrison and get all the troops you need. - Talk to your advisers to establish your kingdom policy, you have to do it to get money from the calculations. - Before you start the game go to the camp menu and look at all available options, there are tons to customize your gameplay, much of the behavior in this fashion is optional. Also for ai to use education properly (if you want to check it) you should also put the ai installation at a high in diplomacy options. SOURCE CODE PERMISSION CONDITIONS: - Can't be used as a base for fashion on about the same theme as this one (crusades) - Can't use any scenes of sea battle, cities, castles or Anatolian villages (mostly those in sultanate Ram territory) without permission el xabeo de la Cova from Hispania 1200 (this includes exteriors and interiors, arenas and taverns) where it is because of SPECIAL THANK: - Bismarck for the native module compilation, which I used as a base module of the system with diplomacy and Custom Commander merged - Feyd1979 for the big card - el xabeo de la cova for the release of the source code with its mod Hispania 1200 which made it possible to integrate the script to start as king / Lord and many other scenarios and allow me to use Hispania 1200 scenes. - all credits him for all new scenes (cities, castles, villages, sea battles, lairs, meeting scenes), many scenarios and a few icons and objects - The Crusaders Path to the Atonement team to release their great work, which is the graphical basis of this fashion, all credits for them almost all subjects, battlefield scenes, interface, textures, icons, shaders, flora, border terrain, skyboxes and some sounds in this fashion - Goodfutter for this crusader voice purposely for this fashion (also Matmohair1 for Arab voices package) - produno of the world of ice and fire for help in editing the map campaign - ElPadrino for the sand Crusaders Way to Expiation Team, 1257 AD, Crusader Deus Vult, Native Expansion, Tocans Calradia, Geococuy, 1429 la Guerre de Cent Ans, Native Modular, Floris el xabeo de la Cova, Feyd1979, Feyd1979, Waichit, Rubik, Taragot, Kaba'drin, Windiplines, Motomataru, Jinnai, Arch3r, MartinF, Anardion, Chekmat, Blessed Lancer, Tempper, Ainar, Almansur, Counterpoint, Lumos, Love, Sphere, Spirit, Ruthven, Laseros, Papa Lazarus, Ibolak Dunde, Cherbina, Andy, Goodfooter, Matmohair1, Ibibil, FantasyWaror, Mark7, Melfiz, Cuauk, DrTomas, Seid Usman, Winter Evil, Mike BlackDeer, TheFatty, zedpaolo RELATED: - Excerpt in your Mount Blade Warband / Modules folder - Select Sands of Faith v1.5 on the Launch Mods list - Play and enjoy Sands of Faith v1.5 RELEASED Changelog: - Fixed problems, Introduced with Patch - Fixed Fast Fights - Fixed Helmets Stats and Cost - Improved Environment - New Presentations reinforcements and sounds - New relations - Redesigned audio - Many common fixes, settings and replacements - Extra ENB optimized for SoF - Source code enabled SoF v1.5 Campaign Map Patch - Will fix sometimes parties get stuck in the campaign map. I have no plans for a new version at the moment, would like to replace cities for exact unique cities, at least, but do not know when or if it will happen, so this will be the final version for a while, I believe there are no major errors, most known errors in the description. Thanks to all that helped and supported this mod. Maud Crusades? I will go. It looks interesting, I'll play tomorrow! I really like the set system (Knights) Congrats brilliant work really, by the way, the helmets used by Seljuks were not unique, so you can also give them Ayubids - there was a big difference in regards to the armor and equipment used throughout the Middle East will go for it now, not playing JV in a while, so it should be fun. Released additional test patch rebalance, changelog: -Land redistribution, Jerusalem and Antioch have 1 more city each and several castles -Sergeants installed unit-buffed knights of military order as confere and factions (military order of the highest level knights are now the strongest unit) - Slightly nerfed mamluks and the level to 21 and riders to 18 - to light spear-removed 1 lock from the Templars and hospital fixing bug, also changed the Templars Kerak Castle with Kesaria, so it is close to Acre-Some small fun fixes so far. Definitely worth at least one play-through for those who stop and reading a topic who haven't. Run with an additional Rebalance Test patch. Freelancer: The captured mission activated when the lord was defeated in battle as intended, however no option of conversation to join was offered in the castle or field. The faction was Ayubid Sultanate, the lord was Salah al-Din. A new version (v0.4) has been released, patch for the new version (v0.4), which gives a permanent relationship between the factions. Will we get an extra patch with Sergeants and the like? A patch for the new version (v0.4) has been released, which gives a permanent relationship between the factions. Very interested in that. I'm playing with the WB1.153 version, will this mod work with that? I've been looking everywhere, and you don't seem to specify. Thank you so much for your hard work. Yes, it works with any version of 1.153 Will we get an extra patch with mounted sergeants and the like as well? This patch was for test reasons half the material that I kept in this new version, like changes in the military statistics of knights orders, making them the strongest units in the game, a little nerf for mamluks and riders and Muslim spears being light spears now. Some changes in land distribution were saved (although some I gave the Templars and hospitallers instead of Jerusalem and Antioch), but most of the castles were returned to the Ayubids. Horse sergeants have been experiences, but they feel like cheap knights, it's too much cavalry around. Although I still consider them military orders. The patch for permanent diplomatic relations is just a patch, because I only looked at it after the release of the new version (I know I had to make it up lol), it should work just like the lords of desertion, they do not desert by themselves, but the player can still influence it. Guys in case you haven't figured it out already the map is just upside down, all you have to do is turn it around... it should be pretty obvious, but apparently there's someone doing let's play and not figured it out. ... it's fun so far. Definitely worth at least one play-through for those who stop and reading a topic who haven't. Run with an additional Rebalance Test patch. Freelancer: The captured mission activated when the lord was defeated in battle as intended, however no option of conversation to join was offered in the castle or field. The faction was Ayubid Sultanate, the lord was Salah al-Din. When you choose I want to ask you something. When you talk to him, you won't get a chance to come back? Edit: Ok I checked it myself, you have to ask to leave and then ask to join again, in any case you do not lose anything to do, in fact you get a relationship with the faction, there are only 2 rank anyway, so you get a higher rank quickly, I will look into fix it anyway. I agree. Thanks for the response and explanation. About Freelancer: Captured question, yes work around works, but it resets its time in service, which relationship rewards are based on. While you're still getting rewards you'd be owed for that amount of service it seems that the math is beyond that is exponential and therefore the restart of the service has a negative impact on the end result. Not a game violation, just something didn't work as supposedly figured out I'd share because it's not something that happens reliably. Kingdom SHUT UP AND TAKE MY DOWNLOAD IS it just oversight that you can't be Mr. Ayubid Sultanata from the beginning? I was looking forward to playing as Safadina. Is it just a gaffe that you can't be Mr. Ayubid of the Sutanate from the beginning? I was looking forward to playing as Safadina. You can play as Saladin, but the Lords is not, because for some strange reason the script refuses to work with the Ayubid Lords, so until I solve this riddle you can only play as Saladin (you start as the king to play Saladin, not the gentleman). Page 2 New version (v0.5) released: new elements, new features, fixes, settings, permanent diplomatic relations. A couple of interesting bugs I get with the new 0.5 build. First, I get time dates instead of Lords names for some battle results reports. Not the fights I participate in, but the ones that report how going around the map. And it only happens intermittently, so I have no idea what the reason might be. It's in the minority too. I get 3 or 4 lords lost the battle (and were either captured or fled) and then I get February 11 at 8 o'clock was defeated in battle but managed to escape. Second, the occasional Lord's awards item seems to be duplicating. On 3 occasions since my restart for the new update that I was awarded I got two points each time. Not always duplicate models either, as once I was awarded Western-style lordly helmets they were 2 different models. And finally, while serving as a mercenary (presumably because I have no positive position with the faction I serve), criminals will come and attack me while I wait for the siege after the marshal, and none of the other lords or their forces will take part in the battle. It may be as intended, but very annoying. The crusades of the mod, which are actually historically based? Can give it a go. Some suggestions; it would be interesting to see the lords slowly join the kingdom of Jerusalem (as if from Europe) and then perhaps filter out in the northern states, sort of like the reverse part of the exile function. This can create an interesting dynamic where the more crusaders expand, the more lords they receive, which then quarrel over the land. It would also be interesting to have ayubid mamluk troops recruiting only from their garrison towns (can't remember exactly where they were; I think egyptian mamluks were trained in court, not in garrison towns such as Abbasid Mamluk). Local infantry gatherings do not have to be upgraded very far, as Egyptian locals have been forced to contend with several harvests a year and are reluctant to soldier. Sudanese mamluks usually filled the selfless role of infantry in their place, while Bedouins were sometimes walking archers. A couple of interesting bugs I get with the new 0.5 build. First, I get time dates instead of Lords names for some results reports. Not the fights I participate in, but the ones that report how going around the map. And that's it, happens intermittently, so I have no idea what the reason might be. It's in the minority too. I get 3 or 4 lords lost the battle (and were either captured or fled) and then I get February 11 at 8 o'clock was defeated in battle but managed to escape. Second, the occasional Lord's awards item seems to be duplicating. On 3 occasions since my restart for the new update that I was awarded I got two points each time. Not always duplicate models either, as once I was awarded Western-style lordly helmets they were 2 different models. And finally, while serving as a mercenary (presumably because I have no positive position with the faction I serve), criminals will come and attack me while I wait for the siege after the marshal, and none of the other lords or their forces will take part in the battle. It may be as intended, but very annoying. The watch thing instead of the gentleman's name is not new, it was always the case, it is the extra hours that get in the way of the name. Duplicate thing I need more feedback on it, but are you sure it's new? These criminals weren't deserters? I was going to look at them since I realized that no one was attacking them, just since I haven't played this game for a long time, or than necessary for modding, of course I wasn't sure if they were supposed to be attacked only by their old faction or all factions. That's because I took off the default relationship flag from the factions and needed to establish a relationship myself. I just didn't have that for deserters because I wasn't sure how they should work. But then again, were they deserters? Ah, Gotcha. Will look more into that for you. Funny, I've never noticed a clock thing before, thanks for correcting me on this. The crusades of the mod, which are actually historically based? Can give it a go. Some suggestions; it would be interesting to see the lords slowly join the kingdom of Jerusalem (as if from Europe) and then perhaps filter out in the northern states, sort of like the reverse part of the exile function. This can create an interesting dynamic where the more crusaders expand, the more lords they receive, which then quarrel over the land. It would also be interesting to have ayubid mamluk troops recruiting only from their garrison towns (can't remember exactly where they were; I think egyptian mamluks were trained in court, not in garrison towns such as Abbasid Mamluk). Local infantry gatherings do not have to be upgraded very far, as Egyptian locals have been forced to contend with several harvests a year and are reluctant to soldier. Sudanese mamluks usually filled the selfless role of infantry in their place, while Bedouins were sometimes walking archers. Well actually the main reason for the number of Lords I have given each faction is the representation of Labour, of course, also being more realistic in terms of the number of Lords themselves, but above all represent the Workforce. Even there are also troops of trees that balance it, as are the best units in fashion (even more knights of military orders). As for the troops, yes at the moment is very simplistic, because I was looking for the right balance first, for example, in this new version I made military orders to the cavalry sergeants as they should have historically, only did it now though, because I felt safe in terms of the balance of the game, again here the number of Lords matters a lot. Mamluks at the moment are not factional specific, they are simply called mamluks, but, of course, as soon as I start to expand the trees of the troops, everything can be counted. To clarify a little more about the number of lords I have chosen for each faction, for example, I don't want hospitallers and Templars to expand much because I want them to be more supportive factions for Jerusalem and Antioch. Basically, I don't want military orders to feel like normal groups. Teutonic Knights is a different matter, each of them can role play with them as they want, you can, for example, limit it to 3 lords to comply with military orders in the game and the like. Ah, Gotcha. Will look more into that for you. Funny, I've never noticed a clock thing before, thanks for correcting me on this. But should deserters be attacked by all factions? Just I'm not sure if yes, I can release the patch quickly. To clarify the deserters are not in are part of the outlaw faction. Duplicate thing I need more feedback on it, but are you sure it's new? Yes, in as many as I've never received two lord items as a reward for the same battle before, but I now get them consistently (these 3 battles anyway have not been awarded since then). These criminals weren't deserters? I was going to look at them since I realized that no one was attacking them, just since I haven't played this game for a long time, or than necessary for modding, of course I wasn't sure if they were supposed to be attacked only by their old faction or all factions. That's because I took off the default relationship flag from the factions and needed to establish a relationship myself. I just didn't have that for deserters because I wasn't sure how they should work. But then again, were they deserters? Was able to duplicate and they really deserters. Playing as a mercenary Ayubid Sultanate and deserters, definitely were from one of the Western factions (the company consisted of knights, armed pilgrims and crossbows). So sorry to use the term outlaw and causing confusion on the subject. Remembering the first attack in anticipation of the siege was the same troops. But should deserters be attacked by all factions? Just I'm not sure if yes, I can release the patch quickly. To clarify the deserters are not in are part of the outlaw faction. I believe so, but even if you had to try to do it so the only faction of deserters were that they would still attack the player if all flags were installed in different ways too. I think it can be a mess to try to sort it out (but it can be fun for someone in this kind of thing to make it work. To confirm, it is actually deserters attacking in anticipation of the siege or in close proximity to the marshal without the support of my alleged comrades. Released patch that captures deserters who did not attack the faction. On the issue of the duplicate of remuneration, I was probably wrong. I created a crusader character and experienced the same thing, two awards for one battle, and in another battle I received only one award. Is it customized that if you do well enough, will you get extra rewards? It could also be bad to download or any number of other things if no one is able to duplicate. On the issue of the duplicate of remuneration, I was probably wrong. I created a crusader character and experienced the same thing, two awards for one battle, and in another battle I received only one award. Is it customized that if you do well enough, will you get extra rewards? It could also be bad to download or any number of other things if no one is able to duplicate. I think it's normal, I haven't changed anything about it, I don't know why you think it's a problem lol and yes, I think it depends on how you perform, but then again I didn't touch this stuff. But are deserters being attacked now? I didn't check it out, but they should be attacked now with a patch. Yes, deserters are attacked and protected from as usual. Removed modifiers (lord, etc.) from all items or than trading goods, it has nothing to do with the amount of loot, but because I don't want the player to get better items than those in the gaming world, and some things don't make sense as the items are better than knights surcoats and the like. I think it's normal, I haven't changed anything about it, I don't know why you think it's a problem lol Well in real life if people give you everything it's usually because they want something from you, if they give you more, they tend to want more. I think I just allowed that thought process to flow into the ICB gameplay... So while the reward for performance in combat seemed good, getting two rewards for the same battle made me question the validity of the system... metaphorically speaking, of course. Very interesting mod, well done! I haven't encountered huge mistakes either: There are some minor problems with the map in certain places (sometimes you end up entangled in impassable terrain that shouldn't be, at least visually) and confere knights have a higher weapon prowess than actual upgraded knights. I haven't noticed anything else at the moment. Keep up the great work! and making spears crush through was the best idea ever, now they are much more viable in an unmounted fight too seems normal to me, I haven't changed anything about it, I don't know why you think it's a problem lol Well in real life if people give you everything it's usually because they want something from you, if they give you more, they tend to want more. I think I just allowed that thought process process More than the MBB gameplay ... So while the reward for performance in combat seemed good, getting two rewards for the same battle made me question the validity of the system... metaphorically speaking, of course. Well that will get fixed in the next version anyway, since I deleted the modifiers. Very interesting mod, well done! I haven't encountered huge mistakes either: There are some minor problems with the map in certain places (sometimes you end up entangled in impassable terrain that shouldn't be, at least visually) and confere knights have a higher weapon prowess than actual upgraded knights. I haven't noticed anything else at the moment. Keep up the great work! and making spears crush through was the best idea ever, now they are much more viable in unmounted combat too, higher weapons skill in 2 hours and polearms not 1-h can you confirm this? I have weapons defined for them in different ways, but it has to be fixed now, just need confirmation of it. I need help with the team and warcries voices. I need especially French votes, although the German and Turkish voices would be good too. I already have Arabic, although more will be welcome too, but what I really need is the French vote. You can check out the crusader. The path to redemption is a thread for votes, there's a bunch out there. Very interesting mod, well done! I haven't encountered huge mistakes either: There are some minor problems with the map in certain places (sometimes you end up entangled in impassable terrain that shouldn't be, at least visually) and confere knights have a higher weapon prowess than actual upgraded knights. I haven't noticed anything else at the moment. Keep up the great work! and making spears crush through was the best idea ever, now they are much more viable in unmounted combat too, higher weapons skill in 2 hours and polearms not 1-h can you confirm this? I have weapons defined for them in different ways, but it has to be fixed now, just need confirmation of it. I confirm. In my game skills are the following Confere: 155 135 145 Knight; 150 130 130 They are probably upside down ...p Page 3 Very interesting mod, well done! I haven't encountered huge mistakes either: There are some minor problems with the map in certain places (sometimes you end up entangled in impassable terrain that shouldn't be, at least visually) and confere knights have a higher weapon prowess than actual upgraded knights. I haven't noticed anything else at the moment. Keep up the great work! and making spears crush through was the best idea ever, now they are much more viable in unmounted combat too the supreme weapon skill in and polearms not 1h can you confirm this? I have weapons defined for them in different ways, but it has to be fixed now, just need confirmation of it. I confirm. In my game skills are the following Confere: 155 135 145 Knight; 150 130 130 They are probably inverted ...p yes well it is fixed for the next version, now now One will be much better but I'm really liking the mod so far, but the fights are a bit all the place. Do you have any plans to make the fight si in formations just like 1257 AD does? I really love fashion so far, they have a bit over and over again. Do you have any plans to make the fight si in formations just like 1257 AD does? Or can you check out the PBOD options and enable AI Formations because I default on it? So you guys should always check out fashion options in the first place for nothing before you start playing mod I believe it's the same as 1257 AD it's just default because it can be a bit of a buggy and not everyone is playing around with fashion options - I think I'll add this to the Tips in the next version. That's the thing, I checked fashion options before posting, but the fights still play the way they do in vanilla for some reason. That's literally the only reason I've posted. I assumed that you were using a different kind of AI formation that was in 1257. Ok I started a new game and the formations are working now. I don't know why they didn't work the first time. Ok I started a new game and the formations are working now. I don't know why they didn't work the first time. Glad they are working now XD do not know why it will not work before. The new version (v0.6) is released: many new elements, settings and fixes, voiceovers in battles (testing function and incomplete), new satellites, new battlefields, battle flags and more. I am looking to use CWE flags, I prefer to give these kind of helmets only Seljuks so that they look different than Ayubids. This was the case in the time of the Fatimids. But in Saladin's time, these helmets were equally popular in Egypt, the Levant, Persia and even up to northern India! Here's the cavalryman from the Delhi Sultanate... They are depicted in manuscripts, coins, frescoes and military manuals of the time. Some of these designs are like a mighty helmet with fixed neck protection, where around then to Seljuqs while sarbus hats and helmets with attached neck protection became popular throughout the Middle East until the 14th century. Here are examples of Saladin's life... If it was a mod in the 100-year war - the only difference between english, French, Burgundy and German factions... Will heraldry and language while armor is usually similar in the region. You have to use all CWE stuff. Stunning textures and patterns that they made and you have to take a profit from them. I don't have the right city names... I have Paris, Jekala, etc... will more factions be added in the future? will more factions be added in the future? I don't know the next version will just be replacing everything I can use from CWE, I'll also add crusader voices. I'll also be looking at replacing some vanilla stuff I've missed so far, like tournament weapons and civilian clothing. Good luck with fashion, I've been looking forward to CWE for years. Sad that he's dead, but I'm glad you're making good use of their OSP. I'll keep an eye on this fashion. Progress looks great already. Very epic mod! I love playing it. The new version of v0.7 is released - a massive graphic replacement with the CWE team great work, as well as a lot of fixes and settings. Page 4 Dang it, not even found time to try v0.6. I'm joking, of course. With the speed and quality of your updates you really impress me sir. I look forward to seeing him. Holy... I just made my character at 0.6 and 0.7 already out. Released patch that fixes the missing Trypille Banner mesh, just copy/paste item_kinds1.txt in this folder Sands of Faith v0.7 folder and replace. No need to start a new game just to replace and continue your game This mod is awesome. This is even better because of the asset from CWE. That's a good job. This mod is great! But its lagging a bit even on the native size of the battle and I don't know why, all the other mods are working fine. Anyway, can you make more promotions when you play as a knight? Or something to make the game as a freelancer better? I love playing like that. I don't have to give about morale, food and fees for my troops. And Muslims are too OP IMO, they have so much cavalry! how about incorporating bishops into the castles that you can ask for blessings and offer donations. I remember the CWE team had models and costumes for them including The Templars, Teutonic and Hospital bishops. Great mod. Noticed in a couple of tournaments, (since the update) that from time to time I see someone without a gun. They use bare fists (possible mistake or oops)? This mod is great! But its lagging a bit even on the native size of the battle and I don't know why, all the other mods are working fine. Anyway, can you make more promotions when you play as a knight? Or something to make the game as a freelancer better? I love playing like that. I don't have to give about morale, food and fees for my troops. And Muslims are too OP IMO, they have so much cavalry! Well, the lag is because of the textures. The stocks you are dealing with tree troops. The Cavalry has only 2 rank asms. I don't really believe the horse archers cavalry, I give them so much kinda to imitate their tactics at the time. how about incorporating bishops into the castles that you can ask for blessings and offer donations. I remember the CWE team had models and costumes for them including The Templars, Teutonic and Hospital bishops. I could do it later, but at the moment the priority is the scene. Great mod. Noticed in a couple of tournaments, (since the update) that from time to time I see someone without a gun. they use bare fists (possible bug or oops)? Actually I thought what would happen before and that has now been fixed hmm Are you sure you are playing on the new version? The latest version. setting the fashion, do not overwork (removed saves, etc.). When I see it again will make a note where . I didn't see unarmed people in the last tournament. Maybe specific to certain places? Don't let it go. Forum rank fool I. Has 2777 hours in WB . Via couple. At least we know what to expect to get in the next version! Let it be (very) soon! Is there a CW:A scene in this version? No, since the CWE team has only released the scene recently. I think I'll wait for that version then. I admit I really really want to see CW: Assets in action. I don't know if it's an error or if I should simply download the .7 version again, but the textures of the map icons don't seem to be supported for the warband running on directX 7. I've already tested it in directX 9 and it worked just fine, but then my PC doesn't cost very well that graphic configuration. Fantastic mod! Try getting a baby board at BTW. Also, why can't we choose to play as a gentleman in the Ayubid Sultanate? Fantastic mod! Try getting a baby board at BTW. Also, why can't we choose to play as a gentleman in the Ayubid Sultanate? Because the script just gets bugged with them for some mysterious reason. I

Hello, since there was no realistic fashion based in the Crusades time I decided to do it myself, year 1185 and the Crusaders have a very difficult time keeping their property in the Levant, it is up to the player decided to join the new crusade or join the armies of Ayubid Sultanate or Sultanate Roma. This is a realistic map of the Holy Land. Version 0.9 Improved version 0.9 Final (Turkish) FACTIONS: - Kingdom of Jerusalem -Principality of Antioch -Knights of the Templars -Knights Of the Hospitaller -Ayubid Sultanate -Sultanate Rom-Teutonic Knights (can be created by player) NOTE : - Folder PLAYER WARCRIES AND VOICE ORDERS has a crusader and a Muslim version for the voice which you want, and copy/paste files waving the sounds of the folder and sounds.txt in the Sands of Faith folder, replace when asked. To perform warcry Press N. - THE USER INTERFACE folder has an additional Multimui ui if you want to change the copy/paste .dds file into the Sands of Faith folder to return to vanilla. TIPS: - The FACTION RELATIONS folder has optional factional communication if you prefer to start playing with Ayubids and Seljuks in the war to copy/paste the relevant factions.txt in the Folder of Faith Sands and replace. - By default satellites you make lords teutonic card icon, if you want to change open txt file Companions Extra map icons in the sands of faith folder, copy the one you want, open map_icons.txt and almost at the beginning replace the ikon_tevton_knight with the one you chose. MAIN FEATURES: -Advanced Diplomacy System -Ability join the faction of armies as a knight-advanced formation system -Start as one of the leaders of the faction or Lords-New animations, scenes, graphics, audio-epic and voice-acted battles -Naval battles -The possibility of dueling the greatest knights in the Holy Land - The ability to play as one of your comrades in battles -The ability to choose between a battle sequel camera or play in As one of the regular troops including Maritime Trade - Correct map of the Middle East - Correct faction banners and card badges -Create Teutonic Knight's Order - Events with Choice and Consequences -Advanced Tournament System - New System Of Recruitment and Historic Tree Troopers -Historical Names for Characters and Settlements -Historic Armor and Weapon -Build Your Own Outpost / Fort Anywhere on the map - Play Fun A: Knights are not part of the tree troop and can only be recruited in cities and you have to be a lord to see the option, and even then only knights from your faction in the cities belonging to your faction will join. Knights can be upgraded once to a faction of a specific knight. Each knight is 10 times more expensive than an ordinary recruit (100 denars vs. 10 denars). The system of recruiting normal troops is similar, however, once the villages of the we will have volunteers. There is no no to recruit mercenaries, but they are more expensive. CREATION TEUTONIC KNIGHTS: While technically you can create a random faction, as in vanilla and other mods, this mod is optimized to create a Teutonic Knight. You create a new faction as usual, although you need to own the city (the castle is not enough) and then replace the default minister with a companion, get the chancellor and ask to change the culture and choose the Teutonic Knights. Wait as 2/3 days too so that it is updated. The satellites you make lords will have Teutonic gear and a banner. All you have to do, either, is that it gives the correct faction name and get the Teutonic banner, but before you make them the Lords remove all the items from the inventory and what they are equipped to ensure that they are equipped with Teutonic gear. Teutonic gear for yourself you can get from Jerusalem and Antioch stores. There are 3 comrades wandering the Holy Land who are perfect for the Teutonic Lords, they are easy to learn with their German names (actually the names of the first three Teutonic grandmasters). CULTURAL STORES: The items that can be found in stores depend on the faction. Some elements are shared with several other factions (for example, the common armour of the Crusaders is divided between all factions of the Crusaders), but factional specific items you can only find in this faction store. KNOWN BUGS AND ISSUES: - When you set up in villages it will display 100 denars per person, it's wrong, you only pay 10 denars. - When freelancing is like a knight, after being captured you had to go back to the gentleman, but you do not get an opportunity in the dialogue, so just ask to leave and then ask to join again. If you don't find it in a few days you will leave automatically. - Sometimes caravans (or eventually other parties) may look stopped and not move, just talk to them to fix it (SHALL HAVE FIXED WITH PATCH). - There are at least 2 cities that when on your ship and trying to land that clicking on the city does nothing, just click on the village/castle closer to it. - Sometimes when you try to enter the fort game will crash, it's a bit random, but helps wait a day after updating it and after downloading save. In any case, save your game before you enter the fort. - Avoid using book trading books as it is reportedly buggy. - Having multiple outposts and trying to destroy can break the game and corrupt save (ideally avoid using the destroy feature, because it is unclear how extensive this error can be). - If you have a MAC or you can't read the font or just don't like it, remove it FONT_DATA.XML from the data folder and FONT.DDS from the texture folder in the Sands of Faith folder to return to vanilla. TIPS: - Click I to see The Troop Ratio Bar, after using the order bar it will return to the mini-map. - Click N to perform - Click M to call your horse. - When you run as king because of how the script works the name of the Lords becomes the default player of the kingdom vassal title in this case Master, just go to the camp menu / manage your kingdom / custom custom and replaced with the appropriate name. - When on your ship, if you go to camp menu you will be able to try to catch fish, it is due to feeding skill. - Tap the T key while wearing the helmet to get a helmet vision, you must also use the R key to change the 1st person's view to get the proper look. Pressing the T key again should change the look of the helmet, but when the fight is tapped so press Esc to go to Options Menu and then back into the fight and it will be reversed. - In taverns, if you talk to the tavern keeper, you can choose to play an interesting game called Find the Lady, you can get lucky and earn denars or get greedy and lose everything. - When you run games like the king or the Lord either than the troops you have in your party, you also have a full army in your city or castle, so go there and chose to manage this city or castle, manage the garrison and get all the troops you need. - Talk to your advisers to establish your kingdom policy, you have to do it to get money from the calculations. - Before you start the game go to the camp menu and look at all available options, there are tons to customize your gameplay, much of the behavior in this fashion is optional. Also for ai to use education properly (if you want to check it) you should also put the ai installation at a high in diplomacy options. SOURCE CODE PERMISSION CONDITIONS: - Can't be used as a base for fashion on about the same theme as this one (crusades) - Can't use any scenes of sea battle, cities, castles or Anatolian villages (mostly those in sultanate Ram territory) without permission el xabeo de la Cova from Hispania 1200 (this includes exteriors and interiors, arenas and taverns) where it is because of SPECIAL THANK: - Bismarck for the native module compilation, which I used as a base module of the system with diplomacy and Custom Commander merged - Feyd1979 for the big card - el xabeo de la cova for the release of the source code with its mod Hispania 1200 which made it possible to integrate the script to start as king / Lord and many other scenarios and allow me to use Hispania 1200 scenes. - all credits him for all new scenes (cities, castles, villages, sea battles, lairs, meeting scenes), many scenarios and a few icons and objects - The Crusaders Path to the Atonement team to release their great work, which is the graphical basis of this fashion, all credits for them almost all subjects, battlefield scenes, interface, textures, icons, shaders, flora, border terrain, skyboxes and some sounds in this fashion - Goodfutter for this crusader voice purposely for this fashion (also Matmohair1 for Arab voices package) - produno of the world of ice and fire for help in editing the map campaign - ElPadrino for the sand Crusaders Way to Expiation Team, 1257 AD, Crusader Deus Vult, Native Expansion, Tocans Calradia, Geococuy, 1429 la Guerre de Cent Ans, Native Modular, Floris el xabeo de la Cova, Feyd1979, Feyd1979, Waichit, Rubik, Taragot, Kaba'drin, Windiplines, Motomataru, Jinnai, Arch3r, MartinF, Anardion, Chekmat, Blessed Lancer, Tempper, Ainar, Almansur, Counterpoint, Lumos, Love, Sphere, Spirit, Ruthven, Laseros, Papa Lazarus, Ibolak Dunde, Cherbina, Andy, Goodfooter, Matmohair1, Ibibil, FantasyWaror, Mark7, Melfiz, Cuauk, DrTomas, Seid Usman, Winter Evil, Mike BlackDeer, TheFatty, zedpaolo RELATED: - Excerpt in your Mount Blade Warband / Modules folder - Select Sands of Faith v1.5 on the Launch Mods list - Play and enjoy Sands of Faith v1.5 RELEASED Changelog: - Fixed problems, Introduced with Patch - Fixed Fast Fights - Fixed Helmets Stats and Cost - Improved Environment - New Presentations reinforcements and sounds - New relations - Redesigned audio - Many common fixes, settings and replacements - Extra ENB optimized for SoF - Source code enabled SoF v1.5 Campaign Map Patch - Will fix sometimes parties get stuck in the campaign map. I have no plans for a new version at the moment, would like to replace cities for exact unique cities, at least, but do not know when or if it will happen, so this will be the final version for a while, I believe there are no major errors, most known errors in the description. Thanks to all that helped and supported this mod. Maud Crusades? I will go. It looks interesting, I'll play tomorrow! I really like the set system (Knights) Congrats brilliant work really, by the way, the helmets used by Seljuks were not unique, so you can also give them Ayubids - there was a big difference in regards to the armor and equipment used throughout the Middle East will go for it now, not playing JV in a while, so it should be fun. Released additional test patch rebalance, changelog: -Land redistribution, Jerusalem and Antioch have 1 more city each and several castles -Sergeants installed unit-buffed knights of military order as confere and factions (military order of the highest level knights are now the strongest unit) - Slightly nerfed mamluks and the level to 21 and riders to 18 - to light spear-removed 1 lock from the Templars and hospital fixing bug, also changed the Templars Kerak Castle with Kesaria, so it is close to Acre-Some small fun fixes so far. Definitely worth at least one play-through for those who stop and reading a topic who haven't. Run with an additional Rebalance Test patch. Freelancer: The captured mission activated when the lord was defeated in battle as intended, however no option of conversation to join was offered in the castle or field. The faction was Ayubid Sultanate, the lord was Salah al-Din. A new version (v0.4) has been released, patch for the new version (v0.4), which gives a permanent relationship between the factions. Will we get an extra patch with Sergeants and the like? A patch for the new version (v0.4) has been released, which gives a permanent relationship between the factions. Very interested in that. I'm playing with the WB1.153 version, will this mod work with that? I've been looking everywhere, and you don't seem to specify. Thank you so much for your hard work. Yes, it works with any version of 1.153 Will we get an extra patch with mounted sergeants and the like as well? This patch was for test reasons half the material that I kept in this new version, like changes in the military statistics of knights orders, making them the strongest units in the game, a little nerf for mamluks and riders and Muslim spears being light spears now. Some changes in land distribution were saved (although some I gave the Templars and hospitallers instead of Jerusalem and Antioch), but most of the castles were returned to the Ayubids. Horse sergeants have been experiences, but they feel like cheap knights, it's too much cavalry around. Although I still consider them military orders. The patch for permanent diplomatic relations is just a patch, because I only looked at it after the release of the new version (I know I had to make it up lol), it should work just like the lords of desertion, they do not desert by themselves, but the player can still influence it. Guys in case you haven't figured it out already the map is just upside down, all you have to do is turn it around... it should be pretty obvious, but apparently there's someone doing let's play and not figured it out. ... it's fun so far. Definitely worth at least one play-through for those who stop and reading a topic who haven't. Run with an additional Rebalance Test patch. Freelancer: The captured mission activated when the lord was defeated in battle as intended, however no option of conversation to join was offered in the castle or field. The faction was Ayubid Sultanate, the lord was Salah al-Din. When you choose I want to ask you something. When you talk to him, you won't get a chance to come back? Edit: Ok I checked it myself, you have to ask to leave and then ask to join again, in any case you do not lose anything to do, in fact you get a relationship with the faction, there are only 2 rank anyway, so you get a higher rank quickly, I will look into fix it anyway. I agree. Thanks for the response and explanation. About Freelancer: Captured question, yes work around works, but it resets its time in service, which relationship rewards are based on. While you're still getting rewards you'd be owed for that amount of service it seems that the math is beyond that is exponential and therefore the restart of the service has a negative impact on the end result. Not a game violation, just something didn't work as supposedly figured out I'd share because it's not something that happens reliably. Kingdom SHUT UP AND TAKE MY DOWNLOAD IS it just oversight that you can't be Mr. Ayubid Sultanata from the beginning? I was looking forward to playing as Safadina. Is it just a gaffe that you can't be Mr. Ayubid of the Sutanate from the beginning? I was looking forward to playing as Safadina. You can play as Saladin, but the Lords is not, because for some strange reason the script refuses to work with the Ayubid Lords, so until I solve this riddle you can only play as Saladin (you start as the king to play Saladin, not the gentleman). Page 2 New version (v0.5) released: new elements, new features, fixes, settings, permanent diplomatic relations. A couple of interesting bugs I get with the new 0.5 build. First, I get time dates instead of Lords names for some battle results reports. Not the fights I participate in, but the ones that report how going around the map. And it only happens intermittently, so I have no idea what the reason might be. It's in the minority too. I get 3 or 4 lords lost the battle (and were either captured or fled) and then I get February 11 at 8 o'clock was defeated in battle but managed to escape. Second, the occasional Lord's awards item seems to be duplicating. On 3 occasions since my restart for the new update that I was awarded I got two points each time. Not always duplicate models either, as once I was awarded Western-style lordly helmets they were 2 different models. And finally, while serving as a mercenary (presumably because I have no positive position with the faction I serve), criminals will come and attack me while I wait for the siege after the marshal, and none of the other lords or their forces will take part in the battle. It may be as intended, but very annoying. The crusades of the mod, which are actually historically based? Can give it a go. Some suggestions; it would be interesting to see the lords slowly join the kingdom of Jerusalem (as if from Europe) and then perhaps filter out in the northern states, sort of like the reverse part of the exile function. This can create an interesting dynamic where the more crusaders expand, the more lords they receive, which then quarrel over the land. It would also be interesting to have ayubid mamluk troops recruiting only from their garrison towns (can't remember exactly where they were; I think egyptian mamluks were trained in court, not in garrison towns such as Abbasid Mamluk). Local infantry gatherings do not have to be upgraded very far, as Egyptian locals have been forced to contend with several harvests a year and are reluctant to soldier. Sudanese mamluks usually filled the selfless role of infantry in their place, while Bedouins were sometimes walking archers. A couple of interesting bugs I get with the new 0.5 build. First, I get time dates instead of Lords names for some results reports. Not the fights I participate in, but the ones that report how going around the map. And that's it, happens intermittently, so I have no idea what the reason might be. It's in the minority too. I get 3 or 4 lords lost the battle (and were either captured or fled) and then I get February 11 at 8 o'clock was defeated in battle but managed to escape. Second, the occasional Lord's awards item seems to be duplicating. On 3 occasions since my restart for the new

settings... I usually check all the Lords in mod and see if they have that root problem of all the Lords having 0 for shielding skill. So I end up spending at least an hour or more (real click festival) changing all the Lords to 5 Shield craftsmanship. It's a pain, but I couldn't ask a fashion maker to do it for me. haha I didn't know about the shield thing. Tell the truth ^^ Don't worry dude, it's a small matter and easy to fix. More important is that you have fashion skills!!! I could only wish! About the shield thing ... I Am I don't know why almost every mod like this. For example, if someone is interested to see for themselves, look in: Sands of Faith with the editor of the Morgue, and then open the troops editor. You will find the whole principle of the Lords when you scroll down between both of these ranges: (No. 261) trp_kingdom_1_lord King_Baldwin_IV . . . (No 33 trp_kingdom_6_pretender Amirah_Mavia - As you'll notice, all the kings, lords and challengers have 0 for shield craftsmanship, but the good news is that it only takes about 15 minutes to change all of them. It took me almost 2 hours!!!! I always change them all for 5. It makes the Lords tougher in combat. You tend to balance something different. I thought the shield was included in Knight's skill, which I had it at its maximum for all the Lords Added knows_shield_5 for all the Lords so they would be very good with the shield now XD Cool Thank You wanderingknight, so just to be clear, now I still have V1.0 and in my version (If the Morts troops editor lies to me) all lords have 0 for shielding skill. But what you just said above... to be fixed in the latest version? P.S. I'm curious that the text comment you just wrote above (knows_shield_5): Is that something you could teach me that is pretty easy to do? Where does this comment go? Is this something I could text setting up easily in one of the files? Or is this module talking? The reason I ask is if I knew how to do it myself... it will save me a lot of time when I try other modules. This increases the shield stuff 8% per level if I'm not mistaken. It's just a normal flag, it's easy with a modular system, but I don't know anything about the tool morphs. And it's only included for the next version, the current version of 1.1 I understand that part that (8% per level) according to the description from looking at Shield's sheet of characters. My concern is what to actually give all Lords 5 for shielding skill? For reference here is a screenshot of what Morghs Troop.txt editor looks like: If you need to zoom in on it here is a direct link: 20blade/SoFaith_troopTXTView.jpg Note that this gentleman is like all other 0 for shield craftsmanship. They start with the kings in #261 ---- and finally, the contenders are running out of #338. If for some reason this comment you make do actually give them all 5 shield. We could just do it the old-fashioned way. I just send you a txt file with just these records and you could copy the paste of them on the OG line in troops.txt It's just a thought. I can't stop playing this mod, so I'll P.M. Subitai lol Jason L. I agree with you dude this is a great mod... I play myself as much as I can. But I wasn't thinking of doing a submod or anything like that. I was just giving thewanderingknight some reviews and also say that I only personally make a few changes. Mainly because I love role-playing games of a certain type of character... so I need a few points. Beyond that ... all I've been doing is NITPICKING items here and there from about 6 different mods that I've tried over the years. I couldn't pull all of these together and also give a proper CREDIT to each of them... my files are mixed up. It's more personal. In addition, people can already download OSP packets (adding textural dds and resource brf files) if they want to. Finally, if people really want to make changes there their own personal games... then they have to step up. download programs like: Morghs Editor and Open Brf and Do the Job... I look at it this way: How could I complain or ask thewanderingknight to do more: when he's already done most of the work of assembling this cool mod?? You. What do I do for most of the mods I've tried? Aside from using the tinge of my settings from the e1200 page settings... I usually check all the Lords in mod and see if they have that root problem of all the Lords having 0 for shielding skill. So I end up spending at least an hour or more (real click festival) changing all the Lords to 5 Shield craftsmanship. It's a pain, but I couldn't ask a fashion maker to do it for me. haha I didn't know about the shield thing to tell the truth ^^ Don't worry dude, it's a small matter and easy to fix. More important is that you have fashion skills!!! I could only wish! About the shield thing ... I don't know why almost every mod like this. For example, if someone is interested to see for themselves, look in: Sands of Faith with the editor of the Morgue, and then open the troops editor. You will find the whole principle of the Lords when you scroll down between both of these ranges: (No. 261) trp_kingdom_1_lord King_Baldwin_IV . . . (No 33 trp_kingdom_6_pretender Amirah_Mavia - As you'll notice, all the kings, lords and challengers have 0 for shield skill. In fashion as E1200, it took me almost 2 hours!!!! I always change them all at 5. It makes the Lords tougher in combat. I don't know what to tell you about the change too much, because if you mess around with one thing... You're usually out of balance something something I think I saw a mod once (somewhere) that took away the power strike completely. I'm not saying I'm for it. Or it can be kept to a minimum to a maximum of 2 or 3. It's a setting that's easy to install actually (I think because max 10) also make sure all the Lords have at least 5 shield skill... they'll be tougher. I thought the shield was included in Knight's skill, which I had it at its maximum for all the Lords Added knows_shield_5 for all the Lords so they would be very good with the shield now XD Cool Thank You wanderingknight, so just to be clear, now I still have V1.0 and in my version (If the Morts troops editor lies to me) all lords have 0 for shielding skill. But what you just said above... to be fixed in the latest version? P.S. I'm curious that the text comment you just wrote above (knows_shield_5): Is that something you could teach me that is pretty easy to do? Where does this comment go? Is this something I could text setting up easily in one of the files? Or is this module talking? The reason I ask is if I knew how to do it myself... it will save me a lot of time when I try other modules. This increases the shield stuff 8% per level if I'm not mistaken. It's just a normal flag, it's easy with a modular system, but I don't know anything about the tool morphs. And it's only included for the next version, the current version of 1.1 I understand that part that (8% per level) according to the description from looking at Shield's sheet of characters. My concern is what to actually give all Lords 5 for shielding skill? For reference here is a screenshot of what Morghs Troop.txt editor looks like: If you need to zoom in on it here is a direct link: 20blade/SoFaith_troopTXTView.jpg Note that this gentleman is like all other 0 for shield craftsmanship. They start with the kings in #261 ---- through all the lords - and finally the contenders end in #338. If for some reason this comment you make doesn't really give them all 5 shields. We could just do it the old-fashioned way. I just send you a txt file with just these records and you could copy the paste of them on the OG line in troops.txt It's just a thought. It gives exactly what the level of skill shield, I actually changed it to 7, since it's that the higher level of knights have ^^ Guys, I think that makes the old plains desert scene permanent on the sandy areas on the map that you guys think? Also, do you guys like the river battle appear in randomization or will I keep it for river crossings only? If someone is practicing work with a campaign map, please evening me. I just need the terrain on the shore line edited to be snow, for example, to the beach scene when dealing with the sea, which I think it should be something easy and quick to do for someone with experience with the editor of the map Thank you. The coastline of the area is rigidly coded to look like a desert. If you want a specific scene by the sea it will be a lot easier to have a script script finds the nearest sea position (there is an operation that does this, has the word water in it, but that's all I remember). From there you will be able to edit the script choose_random_scene to select a specific scene when it is close enough to the sea. Excuse me, how to recruit riders? Excuse me, how to recruit riders? Well there is a description that you could read... Anyway it's in the cities, but you have to be the lord of the faction and can only recruit from your faction. The coastline of the area is rigidly coded to look like a desert. If you want a specific scene by the sea it will be much easier to have a scenario that finds the nearest naval position (there is an operation that does this, has the word water in it, but that's all I remember). From there you will be able to edit the script choose_random_scene to select a specific scene when it is close enough to the sea. I'm not sure what you mean, if you mean it's hard to be recognized always as a desert, not xabeo exactly what I say in Spain 1200? He used the snowy terrain to add beach scenes. If you mean how it looks on the map, it looks like all the textures you chose in materials.brf It is recognized as the next tile but always looks like a desert. But what I'm saying is that it would be easier and more reliable if you wrote a beach card script to show when the player is closer to the water. Use script_setup_random_scene and operations map_get_water_position_around_position, the rest should be self-evident It is recognized as the next tile but always looks like a desert. But what I'm saying is that it would be easier and more reliable if you wrote a beach card script to show when the player is closer to the water. use script_setup_random_scene and operation map_get_water_position_around_position, the rest must be self-evident Isnt it to give the beach scene when close to the river? You can designate different terrains for rivers and then undo the block code if it is a river. Added the ability to trade with caravans, but you need to have a good relationship with the faction that owns the caravan so they take the trade. So I read somewhere (Russian site) that I was arrogant for posting that mod was nominated for mod of the year on the site, and even accused of having some kind of connection with this site, and it would be impossible for this mod to be nominated for anything else and what... Well, I have absolutely nothing to do with this site, I contacted someone from the site and the truth was that all this work is recognized and thought to share this with fashion supporters in his own topic, I never thought it would be considered as arrogant or something. They have to be journalists connect to video games and software, they certainly have their criteria, there are fashions from different games nominated as Falskaar for Skyrim etc. so there is no doubt for me mod of the year Hispania 1200, which is inspired designed Fashion a lot as well as without their help this mod mod be twice as good. Sorry if I offended anyone by having an icon in the description already removed, I certainly do not own the site lol, but so that there is no doubt: Hi thewanderingknight, I have not found any other way to contact you. This is Clara Aguirre, the nominal coordinator at the Bates that Rock Awards. I just wanted to give you the head that Sands of Faith was shown at The Bays that Rock Awards 2015 in the best MOD category, as you can see on the event site (I can't send you a link here). You are just one step away from being the winner of this category. Congratulations and maintain an amazing job! You can find an icon that you can use to show your customers and users that you are nominated and encourage them to vote for you. Many of the nominees have already added an icon for their feet, sidebar or with posts on their blog. Users' votes make up 30% of the total, while the remaining 70% are voted by the jury. The final results will be published on December 10. Page 17 So I read somewhere (Russian site) that I was arrogant for posting that mod was nominated for mod of the year on the site, and even blamed for some kind of connection with this site and it would be impossible this mod would be nominated for anything and more. Well, I have absolutely nothing to do with this site, I contacted someone from the site and the truth was that all this work is recognized and thought to share this with fashion supporters in his own topic, I never thought it would be considered as arrogant or something. They have to be journalists to connect to video games and software, they certainly have their criteria, there are fashions from different games nominated as Falskaar for Skyrim etc. So there is no doubt for me the mod of the year Hispania 1200, which inspired designed this mod a lot, and without their help this mod will not be twice as good. Sorry if I offended anyone by having an icon in the description already removed, I certainly do not own the site lol, but so that there is no doubt: Hi thewanderingknight, I have not found any other way to contact you. This is Clara Aguirre, the nominal coordinator at the Bates that Rock Awards. I just wanted to give you the head that Sands of Faith was shown at The Bays that Rock Awards 2015 in the best MOD category, as you can see on the event site (I can't send you a link here). You are just one step away from being the winner of this category. Congratulations and maintain an amazing job! You can find an icon that you can use to show your customers and users that you are nominated and encourage them to vote for you. Many of the nominees have already added an icon for their feet, sidebar or with posts on their blog. Users' votes make up 30% of the total, while the remaining 70% are voted by the jury. The final results will be published on December 10. I really can't. people are actually actually that for you, because all I've seen, you repeatedly thank Hispania 1200 and Europe 1200 for inspiring you to join the modding scene of a big change in cavalry is that the spears will break so there is no more abuse of cavalry charges and hopefully no more complaints about bedouin XD I think it will bring more realism to the mod. The big change in cavalry is that the spears will break so there is no more abuse of cavalry charges and hopefully no more complaints about the Bedouin XD I think it will bring more realism to the mod. Please make it optional. I tried it in 1257A.D. and it was a curious game violation for a human player at least. It doesn't allow you use a spear properly. Afterall spears should break after some hits of some intensity, not immediately. Started an overhaul of the random scenes of the meeting, and added a true coast on the map, and with it coastal scenes. Thanks to the prodding for the campaign map of the necessary edits ^^ The big change in cavalry is that the spears will break so there is no more abuse of cavalry charges and hopefully no more complaints about the Bedouin XD I think it will bring more realism to the mod. Please make it optional. I tried it in 1257A.D. and it was a curious game violation for a human player at least. It doesn't allow you use a spear properly. Afterall spears should break after some hits of some intensity, not immediately. I'll be looking at making it optional, but say the truth is more due to performance reasons because when there's a big cavalry clash it can. can give problems to less powerful computers. As for realism is actually a spear where made a break for the impact so they don't really have to survive in round 2 ^^ And I can't see how this game is breaking at least on this mod because it breaks down all the cavalry including the light spears that it does, it's the end with the cavalry charge abuse and the player needs to be more tactical and try to get the full profit from the first cavalry charge which is how it was in real life. Added the option of disabling broken spears in diplomacy options. I recommend everyone going to download the mod or start a new game to wait for a new version to be released between today and tomorrow, which I guarantee will be much better with lots of fixes and merged conflicting codes, much better scenes for casual encounters (which I admit current sucks), coastal scenes when fighting near the coast, recycled music and crusader voices, new mechanics like broken spears (optional) making for a more realistic battle and the need to be more tactical, new features such as trading with caravans, proper shield skill for the Lords, which should make that much harder to beat, warycry on N Key, which was controversial with calling the horse the key to the Pbod and more. I will also be looking at removing the death camera from diplomacy to take place one of the Pbod, which uses mouse and arrow keys (customizable). I'll also add bastard words to stores on demand popular demand XD Removed heavy weather clouds that just makes the boundaries of the terrain and and Look bad and does not justify in this fashion. I will also look at improving a few more scenes like the river, the lair, and a simple desert scene to not look so bland. I'll keep the current sequel battle from diplomacy rather than changing the Pbod one because it takes more effort than I thought to replace it, and no one asked to change in any way XD I have to say I'm very happy with your mod and I like the good mix between the music scenes. The difficulty is quite high early if you start as a lowborn and haven't found a gentleman to follow in time because you get chased by a lot of cavalry, but its still refreshing cause you need to change your battle plans early a bit. I'm pretty curious how this will change the fighting if the spears now start to break. But I have one thing that annoyed me a little bit. If I tried to use automatic equipment on mates ... they always got rid of their horses and refused to grab one until I manually gave it to them, and yet then if I told them to grab items from the pool... all the horses got thrown the bag in the lootpool. And one question is, is there a different between the different parts of the battle?, or will it stay the same way that you just watch the fight go on so far. Excellent work on fashion so far. I'm still thinking to recommend. I highly recommend you intergate this little mod in the sand of faith mod: 322504.0/topicsen.html This mod improves AI, lets kicking, shield bashing, and so on from AI, including various melee systems/range systems for troops (they fight smarter depending on their level, fame, honor, etc.), so that, for example, the Lord will fight better than the knight, and the king will fight better than lord wise! However you will most likely ask the owner about the permit first! But yes its amazing mod and will bring realism and generally smarter AI (FYI should be compatible with everything I've intergated it a few mods, I can intergate it to your mod however its probably best to intergate it yourself after asking the owner for permission so everyone can enjoy the new AI). Also, please check this out and feel free to customize the blood fashion: 143179.0.html there are some really good blood textures included in the thread that are darker and, in my opinion, fit more into the medieval theme of age fashion. Also, there are several blood options to choose from, so you get a lot of options and they're easy to make, you don't even have to recompile if you edit .txt although you can choose to compile with instructions as well. Once again, I posted this in taleworlds too, only for the higher odds you read it. Sands of Faith v1.3 RELEASED a complete overhaul of the flora and everything else with CWE stuff, already replaced by shaders, skyboxes, postfx and the top flora overhaul, as seen already in the creation of the character. There is no no performance problems, I think my previous problems were simply due to poor fashion optimization, but I managed to optimize it a lot in the latest versions, so everything is going well. The boundaries of the area will be the last thing. Flora will be animated ^^ Although technically easy it takes some time, so it will take some time and will be all about the next version. This means that although I will be able to make full use of random encounter scenes from CWE. This is great. I last tried your version of .8 or .9 and loved what you did with it. You mentioned that the latest version optimized some things. I'll give him another try to see how it works. Any tips you can give to optimize are appreciated, especially as I am working on further optimizing my own fashion, which is less resource-intensive than many but can still use some improvements. This is great. I last tried your version of .8 or .9 and loved what you did with it. You mentioned that the latest version optimized some things. I'll give him another try to see how it works. Any tips you can give to optimize are appreciated, especially as I am working on further optimizing my own fashion, which is less resource-intensive than many but can still use some improvements. Well basically you need to get rid of any brfs in the module.ini that you don't need, now I get rid of tons of vanilla brfs that are not used by this mod. it compensates for all the CWE high rez textures uploaded ^^ I also at the same time combined a few conflicting scripts and removed a few that I didn't find that interesting, interesting, that will make the battles work more smoothly. I think directly integrating WSE to take full advantage of CWE stuff and other things around that needs WSE so optimization is mandatory now. Thus, the fewer textures are loaded and the fewer scripts running in the background, the better. The idea is to have only what is absolutely necessary. Sounds good. I've already gotten rid of most of the untapped resources and textures in my fashion and thought about combining a few brfs into one brfs to see if this can help with using resources. For example, instead of having 3 smaller brfs with helmets, combine them all in 1 brf. Thanks for the advice and good luck with your mod. I'm looking forward to seeing the new flora you add. Guys thank you very much for your support of voting for mod in the Moddb Mod of the Year contest and making it to the final, I have been silent about this contest since I was criticized for announcing was voted the best warband mod on another site (and actually finished 3rd in overall mods). It was a pleasant surprise when I started it from scratch 6 months ago I would never expect this mod to be competing with the best mods around that have been developed already for a much longer time. My true gratitude, not will be the next version, which I guarantee will be the best to date, and I will put the effort as if I was making the final version already (which is not the case). No matter what happens now, it was already a victory, thanks to a lot of village overhaul has already been completed, as well as added new boundaries for sea battles and added boundaries to the camp scene, which I forgot so far for some reason XD I now revisited the castles and urban scenes and edited the flora from the beginning again, since I had to remove most of the flora before because of the conflicting materials, now different and the scenes will look much better, as well as fixed some glitches like the white texture lines in and fixed a lot of the materials used and the new shaders. If your feuds don't give money from taxes you think they should, talk to one of your advisers, chancellor I believe (unless you try another one), and ask to change your kingdom policy or something like that and choose the one you want. Page 18 Flora has completed an overhaul, currently working on fast battles (yes mod will have fast fights finally XD), replacing some grid/textures and technical things, the new version will be released soon. I may be looking at adding some more random meeting scenes, there are already about 20 new scenes to replace the current ones. Great mod, deserves more attention. Sands of Faith v1.4 RELEASED Changelog: - Replaced by all the occasional meeting scenes with 19 new - Capital Flora Repairs - Replaced Shaders, Land Boundaries, Skyboxes, Postfx and Water - Fixed Spear Break Code (only spears break now) - Added fast battles - Optimized performance - Many common small tricks, substitutions and - Source code included Great! The latest version I play 0.7, I think. I don't know, maybe this thing is already in vogue, but can you add a walk-around feature in the camp option? So since there are no bow requirements, there is no point in increasing the power draw for 4?? Well done! The latest version I play 0.7, I think. I don't know, maybe this thing is already in vogue, but can you add a walk-around feature in the camp option? This option has always been available ... So since there are no bow requirements, there is no point in increasing the power draw for 4?? The thing is, are you doing more damage? So since there are no bow requirements, there is no point in increasing the power draw for 4?? The thing is, are you doing more damage? More powerful bows have a minimum Power Draw requirement for use. Power Draw also adds 14% to each onion kick, while four levels are outside the minimum Power Draw onion requirement; for example, if the Power Draw onion requirement is 2, the skill level 2 will add 28%, while the skill level 6 will add 84%. While any level outside 6 will add 84%. Finally, a higher power draw makes powerful bows easier to use, increasing the accuracy and time you can keep your target steady while the bow is drawn, although it can't overcome having a low level of knowledge with bows. The maximum is 140% more damage. From Warband wkia Then I think no. There are certain flowers and grass that don't look very good, but this is a strange problem because it only happens with the editing mode off, since I was developing this version with the editing mode on I never realized this until this version was ready. If you turn on the editing mode on it fixes it, but of course to play with the editing mode included is not recommended for several reasons, especially performance. Anyway the flowers that look worse are rare, I think it's more in the villages in the desert near the water, I'll look to fix/remove it for the next version. Also, fast battles still need some work, since I don't set certain settings, but at least they're functional. I'll look into finishing them for the next version and adding more cards. Well done! The latest version I play 0.7, I think. I don't know, maybe this thing is already in vogue, but can you add a walk-around feature in the camp option? This option has always been available ... Strangely, I can't find it. I only have this option in the outpost when I build it. Well done! The latest version I play 0.7, I think. I don't know, maybe this thing is already in vogue, but can you add a walk-around feature in the camp option? This option has always been available ... Strangely, I can't find it. I only have this option in the outpost when I build it. Maybe it's only when you're entrenched, I don't remember. If you decide to pin it down you will definitely get an option. Well done! The latest version I play 0.7, I think. I don't know, maybe this thing is already in vogue, but can you add a walk-around feature in the camp option? This option has always been available ... Strangely, I can't find it. I only have this option in the outpost when I build it. Ok, I have a look and you can do it anytime, but it's check your camp doesn't walk... Released patch for the new version: - Fixes weapons code violation, only polearms break now (this time for real EHD) and adds again the weapon to fix the code for lancers so they change weapons as before (but without conflicting codes now), it was necessary for those who want to disable the weapon violation function. Also, adds a new auxiliary function (optional and disabled by default, include it in the mod options diplomacy). You will need to start a new game. I hope! Reboot patch (polearms still break on foot, now will really only be on horseback). If someone is good at drawing and would like to make a few draws for the menu (meetings, cities, castles, etc.) evening me, thank you. Hmm, when I choose the option of strengthening and then check out your camp, then when I get back to the camp menu, I can't resume the game - the resume travel button doesn't work for me. I really want if there will be a walking option (as in fashion 1257 AD) where I can see all my armies. You can check your camp even if you're not actually camping, just go to the camp menu anytime, check your camp just like walking, I can change the text to walk - Guys, if you let the supporting player, at the time of the body change it will throw a few warning red lines, but it should be harmless, so don't worry, however Don't use the shift commanding feature by having an auxiliary player enabled, since conflict codes and things are buggy. If you are too injured to fight to turn off during recovery, so you can play as one of your mates. hello, great mod, but I have a problem little, after every battle when updating my mates, they always lose horses on the update page, having an update of the horses part selected or not, no difference armor and weapons in order can be on my part? its my time firt in this fashion, I just instaled 1.4.1.4 patch hell, great mod, but I have a problem little, after every battle, when updating my mates, they always lose horses in the update page, having an update of the horses part chosen or not, no diffrence armor and weapons in order can be on my part? its my time firt in this fashion, I just instaled the 1.4.1.4 patch Can't you equip horses by hand? Yes, I think the automatic thing is a bit of a buggy from the reports, it's best to equip them manually. Page 19 Added CWE backing presentation and reinforcement sounds now work perfectly. thx, bad not to use an automatic update of another doubt Hospitalier sergeant have the power of drowsiness 2, but the veteran crossbow 0 its assumed that so? thx, bad not to use an automatic update of another doubt Hospitalier sergeant have the power of drowsiness 2, but the veteran crossbow 0 its assumed that so? thx, bad not to use an automatic update of another doubt Hospitalier sergeant have the power of drowsiness 2, but the veteran crossbow 0 its assumed that so? It doesn't matter because they don't have a bow, the power draw is associated with bows not crossbows, but I think I can remove it from them. Hello! Before excellent work with mod scenarios, factions and general look. I just have a little question. I started out as king of Jerusalem, but can't find a way to give my vassals a feud. I have seized the castle, and I would like to give it to one of my own But I don't know how. I remember when I captured the castle one of my comrades asked me what he would like to do with it and chose the option, (something along the line) I will decide after taking the advice of my vassals. But now I don't know how to give it to anyone. I can't find an option anywhere. I tried to talk to my vassals, minister, chancellor, constable, treasurer and even my comrades. What do I miss here? It's actually pretty good. I would like to see parties of pilgrims traveling from the edge of the map to Jerusalem. on the interaction you could of course kill them. Or accompany them either for free or for a fee. Depending on religion (Muslim or Christian) you earn brown points with Christian/Muslim states depending on how you feel said pilgrims. Pilgrims loot will include usually crap, really only good to be sold as slaves if you choose this route, and very rarely get one of those encrypted documents that actually costs a decent amount, and a companion or himself to decipher it for a few days and fake it in your name and collect the amount. If you have persuasion skills and pass the low threshold relationship faction with any Christian/Muslim state (20, for example), you can recruit pilgrims of your faith. Just thinking out loud. Honestly haven't experienced any mistakes, although I find it strange you lose touch with factions/get in others arbitrarily while saving the Lords. If I rip them out after I snuck in, and I'm successful, how does everyone know I did it? I wish there was a choice to ask the guy you kept keeping your mouth shut about it if he was talking. Hello! First of all, great work with mod scenarios, factions and general view. I just have a little question. I started out as king of Jerusalem, but can't find a way to give my vassals a feud. I have seized the castle, and I would like to give it to one of my vassals, but I don't know how. I remember when I captured the castle one of my comrades asked me what he would like to do with it and chose the option, (something along the line) I will decide after taking the advice of my vassals. But now I don't know how to give it to anyone. I can't find an option anywhere. I tried to talk to my vassals, minister, chancellor, constable, treasurer and even my comrades. What do I miss here? I'm sure you just need to talk to them, it's no different from vanilla. At best you have more ways to do this, but just talk to them enough, just look at all the options and also can you do that talking to one of your advisers. I believe it's the minister you replace the minister with a companion? You get a lot more options in dialogue with your advisers as soon as you replace the minister with a companion. It's actually pretty good. I wish there were parties, travelling from the edge of the map to Jerusalem. on the interaction you could of course kill them. Or accompany them either for free or for a fee. Depending on religion (Muslim or Christian) you earn brown points with Christian/Muslim states depending on how you feel about said pilgrims. Pilgrims loot will include usually crap, really only good to be sold as slaves if you choose this route, and very rarely get one of those encrypted documents that actually costs a decent amount, and a companion or himself to decipher it for a few days and fake it in your name and collect the amount. If you have persuasion skills and pass the low threshold relationship faction with any Christian/Muslim state (20, for example), you can recruit pilgrims of your faith. Just thinking out loud. Honestly haven't experienced any mistakes, although I find it strange you lose touch with factions/get in others arbitrarily while saving the Lords. If I rip them out after I snuck in, and I'm successful, how does everyone know I did it? I wish there was a choice to ask the guy you kept keeping your mouth shut about it if he was talking. Pilgrims, what you are talking about, happens in events, I remember at least one. I want to add more events and actions that makes you enter the scene if it's a battle or a unique place, but really didn't have time to do it, I've been working on a general graphical and technical thing, it's just me doing everything, it's hard to do whatever I want alone. The idea is first to build all the basics of fashion, and only when everything is the way I want, then I can look at more specific things. For example, I would like to add a game mode quest line, but this is not possible at the moment, since I can't find any help on this fashion. Guys I need feedback on this version, since I'll be looking at fixing things that may need to be fixed in v1.5 Need feedback about flora especially, and if it's not city or castles messed up since it was a big overhaul. I've already figured out what's wrong with a few flora and not in editing mode, anyway I'll remove one kind of flower that can be seen near lakes and rivers that look bad, I'm only aware of a kind of herb too that doesn't look the same with the editing mode off, but it doesn't look bad, so I'll keep it. Anyway report flora stuff you find that doesn't look good, so I take a look at it. Also, if someone is good at drawing and would like to make backgrounds for meetings, cities, etc. menu pm me. Also, any help is welcome, thank you. Bad looking flora is corrected. If you guys find things messed up let me know because I don't know if there will be another version after v1.5 so I want everything fixed for it. Tip: I recommend for plausibility to increase the size of camels (as we did in the CWE Mod), so that they were not as small as they are now. The Elements module horse_scale option. I can also offer you a font that was used in it's not as great as in your fashion and more accurate in my opinion. p5YDAKTBID1bA71wnMc5xd3WpXx8dJlRjPjDS-N_FC1VUvR_SYNw Thank you very much to the man. I take a look at the camel scale in CWE troops.py and font Fixed bug is introduced with a patch where instead of killing counts it will display F4 etc(also got a message that before the battle orders were messed up), it was easy to ignore me with the additional code for the auxiliary player in the combat poll. I had it turned on when it should be disabled (that's why the code for the report is still working). Now it will be turned on automatically only if you have an auxiliary player included and if you die and own another body. The error will still happen if it happens, but only actually in this situation, even if you have it included, if you don't die it will be displayed properly. Anyway the auxiliary player is disabled by default, so use it only whoever wants. All scripts must now be completely disabled if the feature is not turned on by the player. Also finally got CWE water to work properly now with the waves included in the campaign map (can't really show up on the screenshot, but it's noticeable in the game). However, the textures need to be in more detail in order to work properly. 312013.msg8214877.html#new Tips: I recommend for plausibility to increase the size of camels (as we did in the CWE Mod), so that they were not as small as they are now. The Elements module horse_scale option. I can also offer you a font that was used in it's not as great as in your fashion and more accurate in my opinion. p5YDAKTBID1bA71wnMc5xd3WpXx8dJlRjPjDS-N_FC1VUvR_SYNw I rescaled all the mounts using CWE as a template, the differences look more realistic ^^ and you're right, I checked that the font goes very well with the mod and it's easy to read, there have always been players complaining about the font I use that it was nice but hard to read replaced font, and added some scene props missing for the environment and rescaled all the fixings (for example, camels will look more). ENB by MB. EIPadrino time is customized and optimized for Sands of Faith ^^ This will be optional for those with a good computer and who want an ENB. Sands of Faith ENB has already been released, you can download it from Moddb, will be included in v1.5 as optional. Sands of Faith v1.5 RELEASED Changelog: - Fixed problems introduced with patch work - Fixed Fast Battles - Corrected Helmet Stats and Cost - Improved Environment - New Presentation reinforcements and sounds - New presentations - Redesigned audio - Many general fixes, settings and replacements - Additional ENB optimized for SoF - Source code included New version available in touch too. This mod is getting better and better. Epic work. Work. sands of faith warband download. mount and blade warband sands of faith runtime error. warband sands of faith guide. mount and blade warband sands of faith how to recruit. warband sands of faith turkçe yama. mount and blade warband sands of faith crash. sands of faith (mountblade warband). sands of faith (нески судьбы) (warband) скачать

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