

Sands of faith warband

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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 Muslim ui if you want to change the copy/paste .dds file into the Sands of Faith Textures folder and replace. - The FACTION RELATIONS map 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_teuton_knight with the one you choose. 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 Arms 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 city are built, the villages of the city will have volunteers. There is no need to recruit mercenaries, but they are more expensive. CREATION TEUTONIC KNIGHTS: While technically you can create a random fraction, 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 stop 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 bugged. - 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 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 T 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 become the default player of the kingdom vassal title in this case Master, just go to the camp menu / manage your kingdom / custom customs 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 lucky 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 sultante Ram territory) without permission el xabao de la Cova from Hispania 1209 (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 xabao de la cova for the release of the source code with its mod Hispania 1209 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 - Goofutter for this crusader voice purpose for this fashion (also Matmohair, 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 Caladria, Gecucyo, 1429 la Guerre de Cent Ans, Native Modular, Floris el xabao de la Cova, Feyd1979, Feyd1979, Waichi, Rubik, Taragot, Kaba'drin, Windiplines, Motomaru, Jinmai, Arch3r, MartinF, Arandion, Chekmati, Blessed Lancer, Tempred, Ainar, Almansur, Counterpoint, Lumos, Love, Sphere, Spirit, Ruthven, Laseros, Papa Lazarus, Ibolak Dunde, Cheribina, Andry, Goodfootter, Matmohair, Ibibl, FantasyWaror, Mark7, Melfiz, Cuauk, DrTomas, Seid Usman, Winter Evil, Mike BlackDeer, TheFatty, zedpao RELATED: - Excerpt in your Mount Blade Warband / Modules folder - Select Sands of Faith v1.5 on the Launch Mod 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 presentations - 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 Serake Castle with Kesaria, so it is close to Acro-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 Sergeant 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. 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 hospitaliers 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 Sultanate 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 Sultanate 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 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 (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 from Europe) and then perhaps filter out in the northern states, sort of like the reverse part of the exis 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 mamluks 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 Mamlik). 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. 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Even that 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. Mamliks 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 hospitaliers and Templars to expand much because I want them to be more supportive factors for Jerusalem and Antioch. Basically, I don't want military orders to feel like normal groups. 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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. Mamliks 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 hospitaliers and Templars to expand much because I want them to be more supportive factors for Jerusalem and Antioch.

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 festiva) 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 Amiraah_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 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... it'll 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 morghs. 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/SofFaith_troopTXView.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. Subtai 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 the wanderingknight 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 the wanderingknight 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 festiva) 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 Amiraah_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 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. 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I actually changed it to 7, since it's 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 snowy, 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. 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 xabao 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. script_setup_random_scene and operation_map_get_water_position_around_position, the rest must be self-evident Isn't 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 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 the mod of the year Hispania 1200, which inspired designed Fashion a lot as well as without their help this mod mode twice as good. 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