


## Ck2 transfer vassalage

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Crusader Kings III is a strategy game about complex systems overlapping rules in the Middle Ages that can make it a rather challenging experience at first. It turns out, however, that you can completely ignore all the feudal customs of age and dominate each campaign. The so-called North Korea Strategy from the Kings of the Crusaders II is back, and in the Crusaders of Kings III, it is stronger than ever. YouTuber Reman, who covers the paradox of the game widely on his channel, made the video detailing the use of strategy in Crusader Kings III. When you play normally, you are constantly trying to entitle the size of your domain in order to avoid fines of up to 90% of taxes and fees for having too many personal possessions. North Korea Strategy rejects this idea, based on the fact that by the time you are emperor, you get even less gold and less fees from individual countries, because each ruler in the feudal chain takes their cut. Thus, instead of sending out your kingdom of vassals, this strategy dictates personally controlling each holding once you become emperor. Naturally, getting to this point involves depriving quite a few vassals of their possessions, and Rehman explains the easiest way to do this in his video. We let him explain: In short, find some idiot to loaf around with the intrigue of skill scratch and make it count. While he strutted around feeling great about it, frame him in jail. Confuse this poor patsy on, once he's in your dungeon, giving him the kingdom. Then transfer each of your vassals to this new, bewildered king. This blown cheese works for three reasons: first, vassal prisoners cannot rebel against you. Second, they also can't refuse when you strip them of titles. And thirdly, if you take away the last district from the vassal, which has its vassals, they automatically usurp the district of one of their vassals. All this means that you can clean all your vassals by having one king-level vassal in prison, giving you personal control over every conduct in your kingdom, and no one can do anything about it. So what are the benefits? You'll be well outside the domain limit, of course, but you'll still collect 10% of your taxes and fees from each of your holdings, which can eventually double the amount of fees you have and can increase your tax revenue five times or more. Then you can spam as many county buildings and duchy-level improvements as you want - compounding bonuses that together can completely eliminate maintenance costs for men on gun regiments. You will also sink into prestige, which you can use to capture a couple of dynasty improvements that help maintain public opinion and control. The downside is that the game just isn't fun to play so if you are more interested in playing the usual way, check out our guide to the novice Kings of the Crusaders III or our guide to the succession laws of the Kings of the Crusaders III. In: Beginner's Guide, Strategy Guide edit comments share If you've played Crusader Kings II for any decent period of time, you'll almost certainly encounter what happens when vassals get too strong and don't like you. If any one vassal becomes strong enough to challenge your power, you are under constant risk of rebellion. Everything you've worked for can be undone in recent years. So I'll go into how to prevent this by focusing on keeping your vassals weak. The basic concept to prevent significant uprisings, you have one main goal: to prevent your vassals from having more power than you. This is achieved in a number of ways. First, you have to keep yourself strong. Second, you don't want your vassals to hold many titles. Third, you don't want your vassals to have many vassals. Fourth, you want your vassals to be happy. Keeping yourself strong To keep yourself strong in the long run primarily depends on two factors: the number and concentration of holdings, and construction. You want to spend each county in the two duchys you have that are either granite with each other, or very close together. These two duchys together should have 7 to 10 districts, so you can use most of your limit demesne without having to build holdings. By keeping all your demesne in the two duchys you avoid execution from more than two duchys and you avoid punishment for vassals by wanting your duchy. Thus, no vassals will be able to plot for your duchy, thereby keeping your power base safe. The advantage of keeping your demesne confined to a small geographic area is that you can now assemble your army very quickly, so that you will be able to respond quickly to any rebellion with a very low risk of your units being taken off separately. Second, you want to upgrade your stock as much as possible. This is detailed in the installments of the construction. By upgrading your holds you will have more money available, and more troops. You will also top up your fees faster so that you can recover from wars faster. As your vassals are rarely able to upgrade their stocks to the same extent as you do, building can give you a great advantage. Keeping your vassals weak The other side of the coin keeps your vassals weak, and reducing their powerbase whenever possible. If you expand through conquest, you will often have the titles that you need to give out. You have to be very careful about who you give these titles as it is easy to end up with one vassal holding many titles, and end up being able to challenge your power. The strategy I recommend for giving counties goes like this: Finding characters that don't rulers, have your religion, your men, and your culture. Then you have to sort by dynasty, and scroll down on your own. Now you have to find someone who is not an heir to anything and whose heir does not own anything. Then you give this person one county with all his possessions (if applicable). Teh Teh Expect to soon make stocks in the county of vassals, and there will be no threat to you. You're doing the same for the Duchy. Search for symbols that are rulers, have your religion, and your culture. Sort by dynasty, and scroll down on your own. Find someone who owns one county or a baron. One district and one baroni is also good, but only one holding is preferable. This man should get the Duchy. It doesn't matter if (s) it actually has any counties in the Duchy; that's their problem, not yours. By following this strategy you will end up with dukes who hold one duchy and one district, and are unlikely to ever be able to challenge your power. Whenever the rebel vassal and you beat him, you have to strip him of the main title. To do this, you will need limited control of the crown. You can then follow the strategy described above to give this name to someone else. In addition, you can intentionally make strong vassals rise up, so you can put them in jail and strip them of the title. Just give them a court jester an honorary title, and raise their vassal fees and just leave them there. Eventually they will rebel and then you can crush them and take the title from them. Another way to make them rise up without inseding tyranny is to put them in jail with the help of a case alone. They will rebel for about half the time, and after suppressing their rebellion you will be able to deprive them of the title. If they don't rebel you can just redeem them in this way by taking some money from them and giving it to you and you will probably end up with another reason to put them in jail later. Aside from how you distribute county/duchy grants, and divestment titles, it is very important to achieve the average crown of the body. The Middle Office of the Crown will prevent all in-area war except rebellion. This will make it virtually impossible for your vassals to expand through conquest, and they are thus much more likely to remain weak. They also won't use huge amounts of fees on meaningless internal warfare, so you'll have the fees you need when you go to war. By keeping your vassals happy, finally you must do your best to keep your vassals happy. The two most important ways to do this is to preserve your vassals of the same culture as you, and keep them the same religion as you. This avoids large foreign penalties and you get a -15% rebellion risk for everyone. Having all your vassals of the same religion especially simple, as in the Middle Crown Authority you can revoke any title held by the erotic or infidel without inseding tyranny. For a culture you should just make sure you never give names to people of another culture if you have a very good reason, for example, in order to push their claim to another title. You can also, as described above, intentionally make them rebel, so you can give your titles to someone else. In addition, you have to care for your heir yourself. If you have no good reason not to, your heir should always your ward, not someone else's. This will allow you to make different choices throughout your childhood, thus ending up with it with good traits. A few good traits can make a huge difference both when it comes to the chance of rebellion, and the fees and taxes he can get from his vassals. Finally, apply bribes and honorary titles strategically. If you actually want someone to rebel, it is usually better to pay them a bribe than to crush their rebellion. Please note that honorary titles expire only after the death of the recipient (or rebellion); they will continue after the death of the ruler. So you have to be careful when you give them, as there are quite a limited number of them. Resume Keep your vassals happy and weak, and yourself strong, and it becomes much easier to hold the throne. My advice is: When giving the county, give it to a member of the dynasty who has no other titles when granting the Duchy, give it to a member of the dynasty who has one district or barony after the crushing uprising, deprive each member of the rebellion of their main title. You will need limited control of the crown to revoke the names of any infidels and heretics. You will need the middle body of the crown If any vassal becomes too strong, cause a rebellion, then deprive it of the title Avoid vassals of different cultures and religions. Inducing rebellion can help Get Medium Crown Authority, it will stop vassals from expanding via intra-realm conquest Hold every county in two bordering duchies Upgrade your holdings as much as possible Be your heir's guardian Give out bribes and honorary titles to prevent rebellion Written by Meneth Source Beginner's Guide Strategy Guides Community content is available under CC-BY-SA unless otherwise noted. Noted. ck2 can't transfer vassalage. ck2 auto transfer vassalage. ck2 what does transfer vassalage do. ck2 transfer vassalage console. ck2 transfer vassalage not working. ck2 transfer vassalage duke. ck2 transfer vassalage rules. ck2 transfer vassalage mod

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