**Laws & Governments Overhaul for LI**

**Realm Laws**

Centralization:

* ~~Take away Revokation of titles allowed -> revoke titles laws~~
* Reintroduce revocation of titles effects if no Zeus DLC
* ~~Add prevent inheritance from outside the realm enabled from level +2~~
* Explain in tool tips that this is about decision-making power
* Make it a condition for advanced forms of other laws
* That condition can be replaced by strong soul-based laws [to be expanded later]

Control on Clans:

* ~~Take away Revokation of titles allowed -> revoke titles laws~~
* Reintroduce revocation of titles effects if no Zeus DLC
* ~~Add set\_tribal\_vassal\_levy\_control = yes at level 4 of Martial Disposition~~
* ~~Add set\_tribal\_vassal\_tax\_income = yes at level 4 of Mercantile Disposition~~
* ~~Integrate the council voting rules found in Vanilla Tribal Orgnaization [I don’t understand these fully but this set of law corresponds to Tribal Orgnaization so let’s integrate Vanilla feature]~~
* Add *limit = { NOT = { has\_dlc = "Zeus" } }* as appropriate in front of effects normally handled by Council Law as in Vanilla Tribal Organization
* Make it a condition for advanced forms of other laws
* That condition can be replaced by strong soul-based laws [to be expanded later]

Revoke titles law:

* ~~Merge with Controlled Real inheritance and call it “Sovereignty”~~
* ~~Remove religious as it is covered by religious intolerance~~
* ~~Depends on normally on centralization/clanic control as previously.~~
* But in addition, some soul-based laws can allow better law even at low centralization/clanic control [to be expanded later]

~~Status of women / gender:~~

* ~~Link it to SELIN~~
* ~~Localization of custom tool tips as appropriate~~

Administration:

* Called: Informal / Legal / Imperial
* Follow Vanilla with rebalance so that lower levels are more interesting
* Tribal will always be informal but shall see the law (if anything for awareness purposes)
* Dependent on centralization or special soul-based governments

**Viceroyalty Laws**

* Replace mention of tribal organization by clanic organization
* Dependent on centralization or special soul-based governments

**Council Laws**

Replace mention of tribal organization by clanic organization

**Governments**

* Tribal government at game start now a SELIN characteristic corresponding to “Tribal authority-based politics” (except for nomads), i.e. an attribute of unreformed “Barbarian”, Germanic, Celtic, Norse, Shamanic or Steppe- civilization religions.
* Adding Castles to allowed\_holdings: tribalism is more capable to thrive on modern societies than in Vanilla, to reflect the equality of “Barbarian civilizations” with the classical ones, a LI theme.

Note: this will result on some realms now “Feudal” to become Tribal, like Kiev. That’s fine since Tribal rulers can control fort holdings.

Note 2: remove redundant code from Tribal governments, already defined by the religion (eg # of consorts)

* Adding “Archaic” for both Archaic and Persian civilizations. Like feudal but a few differences. Advantages: more centralized succession laws. Disadvantages: not tolerated by vassals of other governments except for Tribal (tolerates feudal lieges, though). Difficult to build an empire beyond the historical area for Mesopotamian Empires.
* Adding “Classical” for Graeco-Roman civilizations. Like feudal but a few differences. Advantages: no gavelkind. No wrong government type on city holdings. Disadvantage: higher thresholds for centralization.
* Iqta: remove free\_levies\_in\_offensive\_war = yes, have\_gender\_laws = no, allows\_matrilineal\_marriage = no, free\_retract\_vassalage = yes (defined by SELIN rather than government)
* [soul-based laws] Adding radical governments [to be expanded later]