

Introductory Guide To Europa Universalis II

by Fodoron © 2004. Version 2.0.0 (November 2004). EU2 version 1.08.

For more information go the FAQ pages in the Paradox forum <http://forum.paradoxplaza.com/forum/forumdisplay.php?f=64>, or <http://forum.paradoxplaza.com/forum/showthread.php?t=87146>. This guide is based heavily on the data contained on those FAQs.

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1. What scenario?

You select the scenario at the introductory screen. You choose Grand Campaign (GC) when you want to play the full 401 years (1419-1820). The European map of 1419 was very different to today's Europe and it usually evolves in a different way as it did in real history (IRH). If you want to play a more European map use one of the later scenarios, like Age of Exploration (1492-1819). Some countries, like Netherlands, are available only on later scenarios (1617). Avoid playing Fantasy, where the rules are different, unless you want to play something new.

2. Which country?

You select your country by left-clicking in on one of the shields at the introductory screen. If you want to play a country different from the ones showed, right-click on one of the shields and change it to the one you want to play. Your performance in the game will be compared to the other countries showed. If you don't care how China is doing, or don't want to be compared to Novgorod, that usually disappears soon, go ahead and change those or any other also.

Any country is playable in EU2, but the degree of difficulty and enjoyment varies a lot. In your first games you should choose a country that has been successful in history. They get several advantages in the game that make them easier to play. Examples are Austria, Castile, France, England... They all are even easier if you play them from 1492 (Age of exploration), as they are already formed. You should avoid countries that are at war at the beginning of the game, with the possible exception of France and England in the GC that can easily recover from a lost war. When you get more experience move to countries that have your personal interest. Avoid single province countries (minors) until you learn how to take advantage of the AI weaknesses and game exploits. Do not play pagan countries early on. They have severe penalties that make them quite boring and challenging. Exotic countries also are usually not that much fun, with some exceptions that you can learn in the forums.

In the Paradox forum there is a guide that ranks the countries in terms of difficulty for new players. You can find it at Sliver Legion's Nation Guide <http://forum.paradoxplaza.com/forum/showthread.php?t=152033>

3. What level of difficulty and speed?

One usually starts a game at the easiest settings to learn the ropes. You can also do that, but when the AI is set to weakling, it will almost never declare war to you, that, combined with the powerful nation you just chose will make for a dull game. If you find the game not challenging enough, you can change the settings every time you reload. As soon as you find yourself comfortable, go for normal/normal at least or even better normal/aggressive. It's a long game and otherwise you will get bored in 50 years. Soon you will be playing at hard/aggressive or very hard/furious. These settings are more fun. Speed should be set at fast and you pause the game when something happens. There are long periods without anything going on, and your game will be longer for no good reason. When you are at war you may want to reduce the game speed (Ctrl - to reduce, Ctrl + to increase, or also "," or "." for other keyboards) to monitor enemy and allied army movements and give yourself more time to react. The exception is if you want to eventually play multiplayer (MP), then you should train at normal without pausing, so you learn to do a lot of things on the go.



Figure 1. First choose your scenario



Figure 2. Then choose your country



Figure 3. Finally choose your settings

4. What to do first?

Don't forget the game starting tips, and the amount of information that you get from hovering the pointer over almost every feature in the game.

Game interface. First orient yourself. The screen shows the map that can appear in several modes. Normal mode (N key) shows topography and armies, with the boundaries between countries in red. A fog darkens every province or sea square where you don't get information on armies. Political mode (P key) shows the countries in different colors. Your core provinces will have your shield in this mode. Here you can see more clearly every city with its little flag that shows the nation controlling it (not necessarily the owner nation), and if smoke or flames are coming out, a clear indication of hostile activities since the previous year. A colored bar under the city indicates it is under siege. Economical mode (E key) shows the resources produced by every province. The darker the green shade the richer the province. More modes are available by pressing other buttons as we will see.

On top of the map is the bar that shows the number of merchants, colonists, diplomats, and missionaries available, the current date, the war/peace flag and your stability, your manpower recruiting pool and your treasury (coffer) and the pause clock (don't forget your keyboard pause, Ctrl-S for some keyboards).

At the left side is the info screen. The information displayed here depends on what you click. There are five buttons on the top, from left to right: Naval information displays your naval technology level, support limit, total number of ships, maintenance cost and other useful information. Army information displays the same for troops. Nation screen will show you your monarch and his/her skills, and your nations state cultures, and allows you to access the domestic policies screen, the state religion screen and the vassal creation screen. Budget screen allows you to adjust your expending priorities, and finally Financial summary screen will show you your monthly income and inflation, and allows you to ask for loans or raise war taxes.

If you click on a province in the map, very useful information will be displayed in the info screen, whether in the form of a picture if you own it or a table if you don't (you get the same table if you click the church in your provinces). When the province is under siege, you can left-click to access the siege window.

At the bottom of the info screen four buttons will help you decide what to do with your missionaries, diplomats, merchants, and colonists. Each changes both the map and info screen to show you the available options.

And below, the mission chooser and the most useful ledger (also, F6). Finally, the bottom message board registers what is happening in the game. You can select what it logs in the Menu/Options/Message settings. With experience you will learn to keep an eye on it to extract little gems of information from a lot of noise in this log. By right-clicking the reports you can control if messages are displayed or not, if in the log or in a box and if they should pause the game.

The small map allows you to move quickly all over the world. By default it shows your provinces under siege as red dots, but you can right-click the map to



Figure 4. The screen is divided in the map, where you control your armies, the top bar, that gives information, the left info screen, where you control your kingdom and your provinces, and the bottom log, where information is displayed as it happens.



Figure 5. In the options of the game you can set how you want every kind of message displayed. You can do the same by right-clicking on a message in its box or in the log.

show armies, navies, conquistadors, explorers, colonies or TPs. Another way of moving fast around is by typing shift-/ (or shift-?) and then typing the name of the province you want.

We will review the different aspects of the game later on. Right now the game

is paused and you are confused about what to do and want to avoid making mistakes.

Let's review some of the initial movements:

War/peace.

Hopefully you are not at war. You know whether you are at war or not if your flag in the top bar has a red halo (difficult to see with some flags), in your diplomacy screen, or in the ledger. If you are at war, go to that section right away (chapter 6) and then come back. If at peace, the economy takes priority.

Army maintenance.

You have some starting funds that you should administer wisely and you have an army that needs money to run. If at peace, press the army shield and reduce the maintenance slider all the way down to 50%. Always keep it there at peace, and go up to 100% when somebody declares war to you, or a month before you declare war to somebody. If you forget it at 100% you will waste valuable money. If you forget it at 50% you will probably lose all your battles. It is that important. Navy maintenance is not that expensive and many players keep it at 100% all the time to avoid losing valuable ships.

Income.

Now let's increase your income. Review your provinces. They have two circled numbers, the left is the direct income value and the right is the trade income value. By hovering over the direct income you will see its breakdown. Look at the base tax value (BTV), the second number in the tax income line. Choose your highest BTV province, usually the capital, and promote a tax collector (click on the appropriate little house), promote a couple more in high BTV provinces until you have spent about a third to half of your initial money. You want a tax collector in every province in a few years. If you own a Center of Trade (CoT) you can also send a few merchants to it, otherwise don't bother with merchants at the beginning, they'll make you lose money. If you cannot promote tax collectors you need to research Infrastructure level 1, keep reading.

Domestic policies.

Next your domestic policy (DP) sliders, they are in the nation screen (when you click your capital or your shield), pressing the left shield. They are probably quite wrong for what you want, so you should move one every ten years, unless the stability hit is unbearable. Try not to forget about them. Go to the domestic policies section (chapter 10) to see what is best for your country and game goals.

Research investments.

Next your budget screen. You can expend your budget on six chapters. Four of them are research.

Land and Naval research will make your armies and fleets fight better and will allow you to build Weapon and Naval manufactories and Shipyards and Conscription Centers, and to explore unknown places with regular units, when they reach certain level. You don't want to fall very much behind on these, but they should not be your first priority.

Trade research will allow you to have successful merchants and make more money out of trade, and is therefore very important. For most nations, trade will eventually become their main source of income.

Also very important is Infrastructure research, it will let you make more money from production and also increase your tax income through province promotions. Infra level 5 allows Governors, your only weapon to fight inflation.



Figure 6. By typing shift-forward slash (shift-question mark in other keyboards) you will be taken to any province in the world as long as you know its exact spelling.



Figure 7. The land button will show you the army support limit of your country (left), and if you are paying extra (right), that you shouldn't unless at war. The slider allows you to save valuable money during peace time. Same applies to the naval button.



Figure 8. Do not forget to move your DPs every ten years. They give you the edge you need to succeed.

I personally recommend expending 80% in Infra and Trade, and 20% in Land and Naval, more in Land than in Naval. A good advice is to not divide the Trade and Infra expenditure and use it all on one of them until you reach a level and then shift it all to the other. You end up reaching both levels at the same time, but you can enjoy the benefits of one extra trade or infra level from earlier on, and some trade or infra levels are crucial for a better economy. If you don't have Infra 1 invest it all in Infra.

Keep the stability slider all the way to the left for now.

And finally the treasury slider, this is money that goes to your coffer and gets available for armies, promotions, manufactories, to keep your diplomacy running, etc. It is a temptation to move it towards the right to have more money available, but this has two negative effects. It increases inflation so everything becomes more expensive, and it detracts from research, making you backward. Both things combined can undermine your success. Good players tend to keep the slider all the way to the left most of the time, and move it towards the right (mint money) for some specific purposes or during difficult times. Keeping it to the left means you incur in a small negative income (expense) every month, so you have to administer the funds that you get at the beginning of the year (the yearly census tax). If your available funds reach zero due to small monthly expenditures, the money gets detracted from research (no big deal), but if it gets below zero from an event or because your expenses (maintenance + interests) are higher than your monthly income, a loan will automatically be asked, and you can be in trouble to repay it. Although I do not advise it, keeping the treasury slider so that your monthly income is zero is another alternative, that will slowly raise your inflation, but probably at manageable levels unless you have a big army. If you click twice the buttons, they gray out and become fixed.

Religion tolerance.

In the nation screen, the shield at the right of your monarch will show you the religion information. You have several sliders (three or four depending on your religion), but with the introduction of new religions their number will go up. These sliders determine the level of tolerance to the different religions within your kingdom. You should worry firstly about the religions present in your kingdom, and only secondly about your neighbors' religions. If you have more than one religion in your kingdom, you should set maximum tolerance to your state religion and to the other religion. If three (you chose the wrong country), in general favor two based on number of provinces, but don't let the other below 50%. Some countries automatically start with low tolerance to some of the religions they have, and is a recipe for revolts. A low tolerance towards other countries' religions will worsen your relationship, but a high tolerance will not help you if they have a low tolerance towards your state religion.

Diplomacy.

And finally take a look at your neighbours. Any country that you share a border gets priority, since they will end up being your allies or your enemies, or go from one to the other.

In the diplomacy screen, go first to the relations button on top and see the map around you. Grey or light green countries are neutral or mildly friendly, and therefore not an immediate danger. Dark green countries are your friends right now. Red countries belong to two types, countries with a bad relationship with you (bright red) and countries with a good relationship but that have a casus belli (CB) on you or countries at war with you (dark red). More on that later. Hover the pointer over your neighbours and will tell you your relationship with them. The same information is in the list of countries at the left. Click on a country to see information on their relationship with others.



Figure 9. Your budget sliders should usually look something like this, alternating between Infra and Trade.



Figure 10. Your religion tolerance sliders are most probably wrong at the beginning of the game.

Now click the alliances button. Some important symbols are: A crown indicates a royal marriage (RM). Two animals indicate vassalage. A storming cloud means a CB. Fire around the shield indicates they are at war. And a fist with two crossing lightnings indicates they belong to the same alliance. If you are not in an alliance you might consider getting into one or creating one. You must have one diplomat and you can send it to a country without allies to propose common alliance with you as leader, or you can send it to the leader of an alliance and propose to join. They'll probably won't accept if your relationship is less than +50 and will likely accept if over +100. You can also wait until somebody proposes you an alliance and see if you are interested. If you join an alliance that is at war, you also join the war. If you are at war and join an alliance, the war remains yours only. Your alliances are a very important strategic decision, and a very personal one too, although is not difficult to change alliances. More on the appropriate section.



Figure 11. In the alliance button of your diplomatic screen, you will find your wars, alliances, vassals, casus belli, trade agreements and trade bans. England is at war with a bunch of countries, Burgundy is an ally, and Brittany is a vassal, but relationships with both are not that great.

Merchants/colonists.

If you are playing a later scenario, you might benefit from sending merchants or colonists from the beginning. If you play the GC you will probably lose money if you send your merchants before you reach trade research level 3, although there are exceptions. Check the trade section in the economy chapter. Also at the start of the GC very few countries have a place to colonize. If you play a country with knowledge of colonizable territories, check the colonization section to learn if you should start colonizing or not, since early colonization might have some disadvantages.

Now let the game run for a couple of months and check the financial summary screen, that needs to be updated every time you start a game to show any data, also the data for February is bugged, check any other month. First is your income, broken in taxes, production, trade and gold. That's the money that you make every month. Taxes income is the summation of four concepts: Taxation (direct taxes), Tolls (trade taxes), Trade tariffs and vassals (50% of their direct taxes). Goods production income is the summation of Production and manufactories (without decimals). Trade income is income from traders in CoTs. And gold. Below are your monthly running costs that are broken in army maintenance cost, that should be necessarily lower than your income, and loan interests, hopefully zero. Below is the money that you spend in research broken in the four chapters, and finally your net monthly income that will be a red negative number or a green positive number. If negative, your coffer should ideally contain that number, times the number of months left in the year in ducats (D). There are also two buttons, one to ask for loans, and other to raise war taxes if you are at war.

A common problem when starting a game is that you have more armies that you can possibly maintain. There are two ways to deal with this problem. One is to disband armies. They just disappear. Reorganize your units and armies to get rid of exactly what you want. Infantry goes first, since they are cheaper to replace, although artillery is useless in 1419 and those three cannons slow your army down. They must go even if you are going to use the army. Do not disband ships since they are so expensive to replace. The other method is to go to war where those extra soldiers will become casualties. That's your choice.

Now lets review the main aspects of the game. These are economy, war, diplomacy, exploration and colonization, religion, domestic policies and events.

5. Economy

Money is your most important asset in the game. With money you buy research, armies, peace and allies. Without money you are an easy prey. Yet money is very hard to come, specially at the beginning of the game. Here we review what you can do to slowly increase your income. There is no fast way.

You should always try to spend your money in things that have a return (assets). These are in order of temporal availability:

5.1 Promotions

Tax collectors (TC): They are relatively expensive but absolutely crucial to your early income. You need Infra 1 to promote them, but you may already have it. Otherwise spend all research in Infra until you get it. They have the penalty of increasing revolt risk by +3, so you should not promote them in provinces of a different religion to your state religion, unless your tolerance to that religion is high, or you convert them. TCs increase the tax revenues and production income from the province by 1D each per year. However their effect is most noticed in the yearly census tax (your treasury income on January first) where in addition to 1D per province per year, they increase the percentage of the monthly tax that also goes to the census tax by up to 75%. The increase in province tax value by one that TCs produce (unless province base tax value is zero, a rare occurrence), also will increase your recruiting capacity in the province and might increase the level of fortress you can build. Early in the game, squeezing your minions for all they are worth is the main way of making money. Just like in real life. But don't be surprised if they start complaining.

Chief judges: They require a tax collector and Infra 3. They are more expensive but in addition to increase tax income by 1D per year, they reduce revolt risk by -1. Chief judges should eventually be built in every province, but their return is lower, so do it when you don't need the money for more pressing matters or better investments.

Governors: They increase production income in the province and fight inflation, so they are a must after you reach Infra 5 and a reason to rush to this technology. Governors fight inflation over time, so every province should have a governor as soon as possible. They also increase population growth by 1%.

5.2 Stability

Stability has an important impact on the economy right from the beginning. High stability will raise your income from taxes (+10% for +2 stability, and +25% for +3 stability) and your population growth. Low stability (-3 to +1) will not only reduce your income and population growth, but also trigger rebellions that loot your provinces and reduce your population and make you spend valuable troops. It will also get your merchants kicked from CoTs, so you lose trade income and have to pay to replace them, only to see them fail again. Keep yourself in high stability as much as possible, and consider expending in stability if necessary. Although that money is detracted from research, it may be worth it, specially later on when stability becomes so expensive that it doesn't really go up on its own, and you have more money available.

The stability base cost is mainly related to your size, and is 25D per province of the same religion as your state religion, reduced by the bonus awarded to your religion (very high for Confucianists, high for muslims, orthodox, catholics, buddhists and CrC) or increased by the penalty (low to protestants, reformed, and hinduists and high for pagans). The stability cost is very much penalized by having different religion provinces to your state religion. Provinces of a different religion from your same religion group contribute double to the stability cost, while provinces of a different religion group or pagan contribute four times to the stability cost.

Other than your size and religion, your Bad Boy (BB) rating and war exhaustion also increase your stability costs.

5.3 Expansion

Expansion is the second available way of increasing your income at the beginning. Until colonization becomes an option, gaining provinces in peace treaties and annexing other countries are your only options to expand. Be careful that the price to win a war can easily outweigh the benefits from the territory gained for many years, not to mention if you lose. Pick your wars carefully and try to avoid increasing your BB rating through force-annexations and wars of aggression without a CB. But you do must expand, and core provinces of yours in other countries hands are the way to go unless you have a different strategy. Next expand in same culture provinces, and last expand in different culture same religion areas. Expansion in different culture, different religion provinces is not justified in economical terms. In addition to several penalties to taxes and productions from those provinces for a total of -60%, your stability costs will go through the roof and you will incur in constant military expenses to keep them, specially if you have to deal with several religions. The other way of expanding is the diplomatic one. You first get good relationships and ally with a smaller poorer country of a compatible religion, you then diplo-vassalize him, and 10-30 years later you diplo-annex him. How this is done is explained in the diplomacy section. Once you are experienced you can even try to take over the world.

Once colonization becomes available, early for some countries, very late for the rest, colonies are a very wise investment, and the only way of growing without increasing your BB rating, besides conquering pagans. Trading posts are cheap and are a good way to claim land, but their benefit is mainly through the CoT they belong (see trade section 5.5). If you don't have merchants in that CoT, that benefit goes to other nations. Also they are easily burnt to the ground even by natives. You will want to settle as many cities as possible. They are expensive and labor intensive, but heavy colonizers are the richest nations in the world.

One special note are gold provinces, they provide direct income, so go get as many of those as you can and you will worry about inflation later. Colonize every gold province available and conquer the Aztecs and Incas if you can. European gold mines (Toledo,



Russia Financial Summary		
INCOME CALCULATION		
Tax Income	23 (x1.20)	28.3
Goods Production	35 (39%)	13.9
Trading Income	0 (42%)	0.0
Gold Mines		0.0
TOTAL:		42.2
FIXED EXPENSES		
Military Maintenance		-3.9
Loans Interest		-0.0
TOTAL:		-3.9
INVESTMENTS		
Land Technology		0.0
Naval Technology		0.0
Stability		0.0
Infrastructure		42.2
Trade		0.0
TOTAL:		-42.2
MONTHLY BALANCE		
		-3.9
INFLATION		
		6.0%
CLOSE		

Figure 12. Your financial summary screen. If the treasury bar is set at the left, your monthly income is invested fully in research, and your military maintenance comes out of your yearly census taxes through a monthly expense (red number). Some inflation is fine if you use the money to grow your economy.

Steiermark,..) are another matter, but if they are in your way, don't spit at them. Gold is the most profitable resource followed at a far distance by spices, chinaware, sugar, tobacco, etc.

5.4 Vassalage

If you vassalize your enemies or allies, you get half of their monthly direct taxes (no trade taxes or tariffs). This amount gets added to your monthly tax income. It may not be much, unless your vassal is big and rich, but it is money that goes directly into your monthly income, and avoids BB rating increase. Since vassalized countries are left alliance-less, consider forming an alliance with them to protect them. You might have to improve your relationship through gifts before they join your alliance. You can only have four allies, but you have no limit on vassals. Go ahead, vassalize the whole world if you think you can keep relationships good enough so they won't break free. They might fight each other though, and if one is in your alliance, he will ask you to join his war, giving you a tough choice. Check the diplomacy section for requirements on vassalization.

5.5 Trade

The effect of trade in your economy is huge. Trade income can be broken in three chapters that are handled separately with two appearing in the monthly tax income and the third in the monthly trade income.

Tolls are the sum of trade taxes from all provinces and depends on province population and your trade efficiency. They are lumped with other taxes.

Trade tariffs are collected from the merchants present in your CoT and they are one of the reasons why a CoT boosts your economy. They also appear as taxes. They amount to 3 times the number of merchants in the CoT in Ducats per year, so if the CoT is full you will get 60D per year, or 5D per month. Early on this is a huge income. Go get yourself a CoT if you don't have one, and if you do, go for another. Owning a CoT has the additional benefit of giving you a bonus extra merchant per year.

Trade revenue depends on the number of your merchants in CoTs, times the percentage of the CoT value they get, times the percentage of your trade efficiency. This value divided by 12 is what appears under trade in your monthly income. It is likely to become your main source of income unless you colonize like crazy and get lots of gold. At the beginning of the game don't bother sending merchants to CoTs that you don't own. The exception is if you are one of the lucky countries (like Venice) that start with a Trade 3 level, while everybody else is at level 1 or 2. Around 1500, once you have raised a level or two in Trade, you should start sending merchants to selected CoTs to see how well you compete. Even if you break even, trade is worth it, since its income goes directly to research through the monthly income.

Which CoTs?: Start with low competition CoTs (periferal) that are nearby (low cost to place) and with good trade value. Tago, Anglia, Andalusia are usually good. Avoid cutthroat Veneto and Liguria, your merchants won't last there until you reach a good trade efficiency. Exotic CoTs are great, even if expensive, if you get to discover them. Once you have 5 merchants in nearby CoTs, you are succeeding and can move to other CoTs. If you go through a low stability period, start to rebuild your merchant network once you regain at least 0 or +1 stability (-1 if you have a big trade advantage). Otherwise you lose money. The administrative skill of your monarch also affects the ability of your merchants to remain in the CoT.

How to send the merchants?: Do not auto-send. There are two techniques. Sending the merchants in batches of three is the easiest. The rationale is that one will fail, the next will compete other nation's merchant, and the third will take the available slot. Many times it doesn't work, but is much better than sending them one by one. The other technique is the available slot one. You check in the ledger which CoTs have some slots available. It is the competition value. If it is 100% then the CoT is full and you avoid it. Every 5% below 100% is one slot available. That way you send your merchants to different CoTs, all with available spots. This technique has been proven to be slightly superior, to the batch technique, but it requires a little bit of extra work. Also avoid sending merchants on the first day of the month. The AI is a great expender and usually runs out of money. On the first day of the year and on the first day of the month, as the AI gets the money, lots of nations flood the CoTs, so the first day of the next month, competition is at its worst, and you don't want your merchants arriving with the pack. Some say the second day of the month is slightly better than the rest as there are more slots available from the fierce competition of the first day.

Monopolies.

They require Trade 3 level, and are rarely worth it early on, because the sixth merchant gets kicked very soon. Exceptions are: It's your CoT, it's an exotic CoT with ignorant natives (Cuzco is



Figure 11. You can find your rivals trade efficiency in their shields. You need a higher efficiency to outcompete them from the CoT.

Trade Information				
Center of Trade	Our Activity	Competition	Trade Value	Placement Cost
Novgorod	0.0%	95.0%	340.00	5.00
Livland	0.0%	100.0%	6917	9.00
Veneto	0.0%	95.0%	485.00	10.00
Thrace	0.0%	100.0%	335.83	10.00
Tago	0.0%	100.0%	121.33	10.00

Figure 12. To send your merchants order the CoTs by placement cost, and send to the ones with available spots. In this case 1 merchant to Novgorod should be the first.

great for that, but it usually disappears due to lack of competition), or you have a huge trade advantage. It's also a good way of getting banned by the CoT owner. Monopolies direct any empty slot income directly to the monopoly owner and are a very good source of income once you lead in trade. Having a monopoly will give you an extra merchant a year. By sending merchants to your monopoly, you compete out other nations merchants, increasing your share of benefits, although if the CoT is yours you lose part of the tariffs. Theoretically you can get all the trade in the CoT, but once the competition diminishes, the CoT disappears and reappears somewhere else, so don't overdo it.

Trade embargoes.

If you are a successful trader, once trade level 4 is reached by other nations, you will be banned by the CoT owner that feels threatened. To avoid that, you can get a trade agreement with them or depending on your personality use it as a CB to go to war with them and perhaps take the CoT for yourself. If you win the war (you have to get some money or provinces) the trade embargo is lifted, the resulting truce prevents them from banning you for 5 years. If you want, you can deny access to your CoTs to your enemies, but do it while at war with them to avoid the stability hit. I personally don't like trade bans, because if you go Free Trader in your DP, you get a reduction in your trade efficiency and your trade research if you embargo. You also give them a permanent CB and I don't think that you harm them that much, since there are so many CoTs. Most AI nations will lift the ban when your merchants have disappeared or reduced. A strategy that many of us use sometimes to gain a CB is to prepare for war, cancel the trade agreement and flood the CoT with merchants. When the trade ban comes, we just declare war and march on, but that is naughty.

Trade agreements.

There is only one reason to sign them, to avoid being banned by the CoT owner. It is really your choice. I usually avoid them unless the alternative is getting banned. I never have them with non CoT owners. TAs also reduce your trade efficiency by 1% (up to 5% in some beta patches), so they could hurt you more than help you. In theory, if you have too many of them your merchants will have problems establishing in the CoTs that are full. I recommend having a TA with Spain, since Spanish AI will embargo you for life, and usually they own several rich CoTs.

CoT behavior.

Although it exceeds the aim of this guide, you probably have noticed that new CoTs spring suddenly in some provinces, and might also disappear or move to a new location due to lack of competition. Also provinces can change the CoT they feed. To improve your chances of getting and keeping a CoT there are a few things you can do. CoTs favor provinces (or colonies) that belong to nations with a high trade efficiency, and city size plays a secondary role. Being mercantilistic favors that your provinces trade in your CoT, while being free trader favors other nations provinces close to your CoT to trade there. Finally do not strangle your CoT by driving competition out. If you gain a monopoly do not drive out all the competing merchants to take it all, that all could turn to nothing.

5.6 Manufactories

Manufactories are very expensive, but they are the best investment in the game, they also reduce revolt risk by 1% and increase population growth by 2%, while improving research, trade and production income. The sooner you build them the more benefit you gain from them. The more you build the better. You should stop building them around 1750, when they are probably very expensive and will not give you a return. Where do I get the money? you say. Manufactories are well worth minting money to get them. Go ahead and seriously mint to get them, just make sure you don't lose the money in peace deals while saving. The enemy knows how much you've got when he offers peace.

Fine arts academies (FAA). They are the first manufactories to become available. It is generally advisable to build one in your capital province. It will net you a small bonus to your production (one Ducat per month) and a reduction to your stability cost (5 Ducats a month, and an additional 1% reduction up to 50% maximum), in other provinces you get 0.5D production per month. Whether or not you need more is a matter of debate. You are likely to get more FAAs from your neighbours. If you have a large, multi-religious empire and a high BB rating, stability is going to be a problem for you, and you will benefit from more, some say one every ten provinces is their optimum. Otherwise your money will be better spent in other manufactories, at least early on. Once you reach your maximum levels of research, FAAs keep their value (you still need to move your DP sliders, a -1 stab every 10 years), while other manus reduce theirs.

Refineries. They get the same production bonus if built in a sugar or wine province (one Ducat per month), and half otherwise. In addition they raise your trade efficiency and increase your trade research. Refineries are the best investment in the game bar none. Get as many as you can as early as you can.

Goods Manufactories. They get the same production bonus if built in a cloth, cotton, or tobacco province, and half otherwise. In addition they raise your production efficiency and increase your infrastructure research. Second best, get as many as possible.

Weapons manufactories. They get the same production bonus if built in an iron or copper province, and half otherwise. They also provide an increase in your total army support limit (see section 6.2.2). In all cases weapons manufactories increase your land research. Get a few of these if you can and you will become more dangerous. They are third best so build a few.

Naval equipment manufactories. They get the same production bonus if built in a fish or naval equipment province, and half otherwise. In those provinces they also provide an increase in naval support limit. In all cases naval equipment manufactories increase your naval research. They are probably the last ones, although if you are a naval oriented nation they are more important to you. Otherwise just build them in the appropriate provinces.

Loosing manufactories: Every time an enemy or rebel army walks on a province that has a manufactory, there is a small chance that the manufactory will be burnt. If you place your manufactories in provinces that see a lot of action, you are very likely to lose them.

You are not notified when this happens. Also, once you have three or more manufactories, you are at risk of receiving a random event that will burn one of them.

Gaining manufactories: If you are innovative enough (>5) you are eligible for a random event called "unexpected invention,, that will place a random manufactory in a random province. It will probably be the wrong type of manufactory for the province, but it is even worse when it hits a province that already has a manufactory, changing it to the wrong type for a net loss. Some lucky countries gain a manufactory through a historic event, and then it is usually of the right type.

5.7 Missionaries

They are the last of the investments in terms of return, but still worthwhile. They are very expensive in many cases and they have the annoying habit of failing when you cannot afford to send more. They are a good investment because different religions increase the stability costs, have a -30% penalty on taxes, and may increase your revolt risk so you incur in revolt expenses. Always convert the second religion in your country (French reformed, Venetian greek orthodox), conversions have a better chance in provinces with the same culture as your state's cultures. Always convert the pagans, since they instantly become your culture also. Do not deal with more than 3 religions in your country, try to expand in your religious area. How you send the missionaries has no impact, but you feel better if you send them in batches and some of them are successful. Persevere until the heretics and pagans are converted. Check the conversions section in the religion chapter.

5.8 Expenses without return

You still need to expend your money in certain things that will not have a return (liabilities). They are Land and Naval research, armies and navies and fortifications.

Military research. You don't want to expend too much in Land and Naval research (some people recommend nothing), since as your economy improves, the small percentage dedicated to these, will become a larger sum than your neighbours', and you will be able to catch up. Being two or three levels behind is no big deal and you even get a bonus in your research for it. An exception might be between Land technologies 5 and 9. These are separated by a relatively small investment, and are researched quickly by everybody. You don't want to be in a position of having to go to war with your neighbours at level 9, while you are still 4, because this is also a big step in military efficiency. So if you see your neighbours going over 5 quickly to 9, you should move the slider for a while and keep out of wars until you also reach 9.

Armies and navies. How big an army I should have? There is no easy answer to this question. The bigger the army the more expensive it is and the less your economy develops. On the other hand a small army is a sure way of getting a war declaration, or even many at the same time. So the answer is probably as big as you can afford, without compromising your economy. You will soon develop a feeling, because as you expand so has to expand your army. Go to the army screen, and you will see a number. That is the number of supportable troops that your country currently has. You should try to keep your armies below that number, unless in dire need, because if you go over it, maintenance becomes very expensive, even at 50%. Go ahead and reduce your troops if you are stable, at peace and over that number.

What about the navy? Pretty much the same, except that you never disband warships, they are way too expensive. If you go colonial you will need a bigger navy. Otherwise they are useful for blockading ports and moving troops around. Fortunately, naval battles have few casualties in the first two centuries of game-play.

Fortifications. In SP, fortifications are basically a waste of money. If you have a rich province that everybody wants, one with very low supply limit that everybody attacks, then it may be worth to build those up. Otherwise the human strategy against the AI does not call for fortifications, and they are a waste of money over level 2. It is hotly debated if colonies should have a level 1 fort or not. I always give them that, but most people think that interior colonies, not in contact with sea or potential enemies don't need them. Some never build any. I find annoying that a tiny enemy army may have a run through my unfortified colonies raising his warscore without justification. You definitely need them if you are catholic and colonizing within Tordesillas treaty colonies, otherwise the spaniards or portuguese will come and take them, and you just kiss them goodbye. This way you still have to defend them, though. Fortifications produce a small increase in your conversion chances, and more importantly, raise the supply limit of the province for the owner, so certain key provinces with low supply limit might benefit from a higher level of fortress. On the negative side, the size of a rebel army is tied to the fortress level of the province, since you almost always get a rebel army big enough to size the province, so the lower the fortification the lesser the rebellion problem.

5.9 Inflation, loans and bankruptcies

As everybody knows, inflation is what makes the same things more expensive with time. EU2 inflation has little to do with real life inflation, and is more like a penalty imposed on big spenders. Inflation will increase every cost in the game, from stability to research, armies, promotions, etc. Inflation is shown in your financial summary screen at the bottom, and if you hover the pointer over it, it will tell you how much inflation you are getting and for what concept. You usually get inflation in two ways, by minting money from monthly income to your coffers (treasury) or by gold income. Raising war taxes, going bankrupt and some events will also jump your inflation. You will need to mint money from time to time, just don't make a habit of it. Every good player agrees that if you mint money and you spend that money in early investments that really pay off, you will end up with a stronger economy than if you never mint. As they say, "If you don't have some inflation, you are not minting enough". Rightful reasons to mint money are obviously desperate situations when you really need to buy peace or a few more armies to win the war, saving money for manufactories or promotions, and getting enough money to repay loans. Until you reach Infra 5, inflation will make everything, even research, more expensive, and that can seriously compromise your victory. In MP, if you let inflation get out of hand you are probably done. In SP things are more lenient. Try not to get over 25% inflation by 1550-1600. By then you should be about to discover Infra 5 if not done yet, and your problems with inflation are over. Some deflationary events can help you, and allow you to mint more and still keep

within the limits. The way governors fight inflation has changed in different versions of the game. If every one of your provinces has a governor you get a 0.25% deflation every year, if you have less governors than provinces you get your percentage of provinces without governors deducted from that 0.25% total deflation (i.e. if half of provinces with governor, 0.125% yearly deflation).

Loans are dangerous, but sometimes an event will come that requires a big amount of cash. If possible keep around 200D at hand all the time. If not, take the loan providing that your economy is big enough that you can repay it, plus the monthly interests. You are not informed when the loan will expire (5 years after taking it), unless you check the ledger page on loans, but you are notified when the loan has expired. If you are unable to repay it you can extend it increasing the interests, but keep in mind that the higher interest makes it cheaper to ask for a new loan to repay the old, rather than extending it. Additional loans can also be asked for, for a total of five.

Lender	Borrower	Amount	Interest	Yearly Cost	Due
Bank	Russia	200.00	8.0%	16.00	NOV 1545

Figure 13. Keep track of the date when your loan is due in the ledger and make sure you have the money.

Bankruptcy. If you are unable to pay the accumulated loans interests and no additional loans are available, bankruptcy will be declared. Your stability will plunge, your inflation will jump by 10%, +1% for each failed loan, you will get some revolts and your armies will have reduced morale for five years, but your credit will be cleaned without having to pay anymore. That's better than what the third world gets. In fact it makes for a possible strategy when you play minors against a bigger nation. With borrowed money you buy armies and mercenaries and try to beat them before bankruptcy hits. The five years morale penalty can then be spent on the resulting truce. Rinse and repeat. Do not try this at home unless you become a pro and know what you are doing. There are alternative, less painful, strategies for most countries. Bankruptcies can also happen because of hard coded events. Spain may get two and France may get one depending on their choices. Usually you recover from them quite fast, so they are not the end of the world.

5.10 Population

Population is largely out of your hands, but it does have an effect on the economy. One of the first things that surprises people is how low the population is in most provinces. This is because the population you see refers to the people living in the capital city, and most people live in the countryside, where census are difficult to carry out. The population growth shown in the province info window (11% for example) is per decade. It is too high for the time period, but probably incorporates migration between provinces and from the countryside to the city.

The population in your provinces grows faster if you have high stability (+1% for stability -3, and +1% for each additional level of stability, up to 7%), and is positively affected by a governor (+1%), by a manufactory (+2%), by a CoT (+5%) or by having a CoT in a neighbour province (+2%).

It is negatively affected by a harsh climate (hardcoded in some provinces outside Europe), the presence of enemy troops (-5%), the province being under siege (-5%), being occupied (-3%), and being looted (-5%). Rebels produce the same effect as the enemy. The effect of climate only affects you if your capital is located in a province with a different climate.

The population growth of your colonies will also increase by 5% once they go over 5k.

The main benefits of a large population are increased income from production, gold, tolls, generated trade (census taxes depend on base tax value and are unaffected) and increased manpower. The main disadvantage for large population is reduced chance for conversion and increased cost for conversion.

When you are colonizing, you will gradually increase your production, gold income and generated trade that goes to the CoT from 1/10 to 10/10 (1x) when your colony changes from a level 1 to a city province. Then you will increase these incomes by 1/6 when your population goes over 5k, 10k, 20k, 40k, 80k and 200k, up to 12/6 or 2x. For gold provinces your income will also depend on the mine value, while for production it depends on the resource and your production efficiency, and for generated trade it depends on the market value of the product. A TC and a governor will increase your production and gold income.

For tolls (trade taxes) the effect of population is even bigger, because the factor increases by integers, going from 1x for a level 1 colony to 16x for a city province of population over 200k, in the same steps as above. For trade tolls your final income still depends on your trade efficiency.

The manpower of a province depends crucially on its population. Province base manpower is multiplied by zero if below 1000 pop., by 0.25 when it becomes a city, by 0.5 when over 20k and by 0.75 over 200k. You will see below that the final manpower depends also on other factors (section 6.2.1), but don't forget that you do not get any manpower from provinces outside your continent that are not connected to your capital by land (straits count as land).

So what should you do regarding population? Nothing that you are not probably doing already: Keep at high stabilities as much as possible, promote officials in your provinces (except TCs in wrong culture/wrong religion provinces), build manufactories, fight wars in foreign soil, reduce your revolt risk and squash those pesky rebels. When colonizing, keep friendly natives alive. Most players would advise against sending additional colonists to a city, in most cases it is not worth it considering how expensive it is to colonize and how many virgin lands are out there. Finally, if you are going to convert, the sooner the easier and cheaper, but your monarch administrative skills are foremost here (see section 9.4).

6. War

Let's face it, war is the best part of empire building games. That's what you prepare for and work hard to have the upper hand. Unfortunately the AI is quite bad and easily beaten. Fortunately you can give the AI so much advantage in morale, numbers, technology and leaders as to make it challenging, just by choosing a small pagan country for example. But let's start with the basics.

6.1 Terrain

There are 5 types of provinces. Plains (white-off), mountains (brown), forests (green), deserts (yellow) and swamps (bluish-green). All of them can be coastal, meaning they have or can have a port (anchor). Quite a few provinces next to a sea square cannot have a port and behave as interior provinces. The picture of the city in the info screen shows a seashore in the first case. If they have the right climate for it, all provinces have a chance of getting snow during winter. Snow will turn the province bright white and affect supply and attrition. The topography of the province is important for three things, one is their supply limit for friendly and enemy armies, another one is the efficiency with which different types of troops fight on them, and the third one is the rate of movement of armies entering that province. Troops move faster toward plains than into forests or swamps, and are slowest when directed into mountains.

Other geographical features of note are rivers, that delay and give a big penalty to armies that cross them to get into battle, and the same applies to troops crossing straits or disembarking into sea-adjacent provinces. These places make great defensive positions.

Regarding straits, they are great for moving troops across the sea, and they eliminate the no land connection penalty on income and manpower. Remember that now you can block the passage of enemy troops across a strait by having a fleet in that sea square. A must know for Byzantium.

6.2 Units and commanders

To fight you are going to need some armies and fleets. Fleet units are very easy, each ship is a unit. Army units are defined as fractions of 1000 infantry, 1000 cavalry, or 10 artillery. So 1001 infantry and 2000 infantry are both 2 units. They both occupy the same space in a transport fleet and suffer the same amount of attrition. It is unfair and it is important to understand it. Also for mixed armies, the number of units is calculated separately for each type of unit and then added, so an army of 1001 infantry, 1001 cavalry and 11 artillery has 6 units. There is no way to disband that odd soldier to make it a 3 unit army. The number of units in your army is displayed next to the little balance in the army information screen. The number next to armies in the map window is not the number of units and is not very important except as an indicator of size. If you hover the pointer, it will tell you exactly the number of soldiers in the army.

6.2.1 Manpower.

An important number is next to a group of soldiers in the top bar, that is your available manpower pool or recruiting pool and is related to your total manpower. You can order new armies to be recruited until you run out of money or that number reaches zero. It will then slowly increase again by half the manpower pool per year or at least by a default increase of 1000 men per month until it is full again. Low manpower is a real problem for small countries. The manpower pool is twice your total manpower modified by the DP slider Land/Naval and Quantity/Quality. So you can recruit double amount of men with full quantity and full land than with full quality and full naval. You only get manpower from provinces that are in your continent, or provinces that are land connected to your capital, so you usually don't get manpower from your colonies unless you are expanding by land (as Russia, for example). Each province that gives you manpower has a manpower value that can be modified by some events, and this value is displayed in the province info screen. There is a minimum manpower of 2 (manpower pool of 4000) for any country. Increase in population (over time or by event) will also increase your manpower from those provinces, while being of a different culture and having nationalism reduces the manpower you get from them. So usually expanding at the expense of your neighbors is your only option to increase your manpower in the short term. Once available, conscription centers will also increase your manpower. Recruiting troops and emptying the manpower pool while at war will increase your war exhaustion.

6.2.2 Support limit.

We have already seen it. Your support limit determines how big your armed forces can be without having serious economical problems, so it is also very important. It depends on your economic success, manpower pool depth (how big it can maximally be, not the value it shows), your grain provinces, your grain traded (how good you are at CoTs that receive trade from grain provinces), and later on weapons manufactories and conscription centers. It is a reason to go after your neighbors' grain provinces.

6.2.3 Recruiting capacity.

This is the third important number regarding armies. Nothing is more annoying than needing an army and every province in the area being able to recruit 1000 men at most. This forces us to a lot of micromanagement. So what determines the number of troops/ships that we can recruit from a province? It is mainly determined by the modified tax value of the province (MTV), and you can see this number by hovering the pointer on the total income of the province (the left number). It's the first value in the income tax line. The MTV depends on the BTV modified by stability, culture, religion, land connection to capital, promotions, manufactories, and revolt risk (RR). It is also modified for some provinces through several events. But the final recruiting capacity is determined also by core status and conscription center/shipyard. You can recruit three times more armies and double amount of ships from a core province of the same MTV. A conscription center (only available in your manpower providing provinces, i.e. same continent/land connected) will double your recruiting capacity. A shipyard will multiply by ten your ship building capacity, and the first one should be placed on your highest tax value port core. If in doubt check the number of ships you can build, the one with the highest number is the right one. To increase your recruiting capacity in your colonies you should first colonize only high tax value provinces, promote a tax collector, and convert if pagan. A manufactory will also help if you can afford it. Population has absolutely no effect as surprising as it seems at first.

One interesting tidbit is that low stability affects not only your MTV, RR, and merchant lack of success, it will also lower your support limit and recruiting capacity, therefore reducing your military capacity. Waging war at low stability seriously handicaps you, and should be avoided if there is a choice.

6.2.4 Land units.

Land units are composed of infantry, cavalry and later artillery. There is no need for artillery in the first hundred years anyway. You assemble them in usually mixed armies and tell them where to go. They are headed by default leaders with 2,2,2,0 statistics. The first number is movement and influences the attrition of the army, and the losses when retreating from combat. The second is fire value and influences the number of enemies killed during that phase of combat, there is no fire phase before Land tech 9. The third one is shock value, and influences the number of enemies that will be killed during that phase of combat. They both also influence the speed at which the enemy loses morale. The shock and fire value for default leaders can be modified with the DP sliders. The last number is the siege value and is zero for default leaders unless a bonus is also obtained from DP settings. The siege value is a siege bonus that in practical terms reduces the time needed to capture an enemy province. You may also get historic commanders that have different values, usually higher, but sometimes lower than default. The commanders also have a rank. Commanders with a higher rank take the lead when armies from several countries siege the same province. If you have two historic commanders in the same army/fleet, you can toggle between them by clicking in the triangle. You may want to split the army/fleet so each one is led by one of the commanders.



Figure 14. Henry V is a great leader with 5,6,5,1 stats. He is also a monarch (crown) and will command any siege by an army from his allies. This army should be split to take advantage of its two leaders.

Cavalry has a faster movement and has a high shock value meaning that they kill more enemy units and reduce enemy morale during that phase of combat. They have negligible fire value and therefore become less important as the fire phase becomes more decisive in late game. They rule in the plains and deserts, where they have a bonus to shock and are great infantry killers. You will see a small horse in the battle screen if you get the bonus, this happens if you have double amount of cavalry than your enemy. In all other type of terrain they are penalized. This does not mean that you should not take your cavalry with you to the mountains. It means that is not wise to take a cavalry only army to the mountains, or confront your infantry army to the enemy cavalry in the plains. As a general rule, a 2/1 infantry/cavalry army will do well in most cases. Cavalry participates in sieges, but not in assaults, although they do take casualties in assaults. You can also make small cavalry forces for looting provinces or getting early to sieges. Cavalry is 5 times more resistant to attrition than infantry in addition to moving faster, this means that you are better off exploring with cavalry, and having some cavalry in your sieges to prevent them from failing before reinforcements arrive. A cavalry only army is also a good idea as an army killer in the plains.



Figure 15. In plains and deserts, if you manage to bring double amount of cavalry, you will receive a bonus (white horse).

Infantry is slower, less efficient in combat in the early years, and more sensitive to attrition. Yet it is much cheaper than cavalry, and is absolutely required for assaults. It basically constitutes your cannon fodder and has to be replaced all the time. You can also have specialized, large, infantry armies for assaulting fortresses in the late game when manpower and money are not a problem. Also infantry becomes more powerful respect to cavalry with time. So don't forget those foot soldiers.

Artillery is quite useless in the battlefield during most of the period. Its main use from 1500 on is to help in sieges and assaults. It is very expensive, so measures have to be taken to protect the cannons. Fortunately artillery does not suffer attrition as long as there is infantry or cavalry in the group, and you really don't want to leave the artillery without infantry support. On their own they can be massacred quickly. Long sieges are a problem. Your warscore suffers from not conquering provinces, attrition decimates your armies, and the sieges can fail. Also war exhaustion builds up. Your only ways of reducing siege time are with artillery (the more the better), with leaders that have a siege bonus, and by blockading port provinces during their siege. From 1750 on, the cannons become a nice addition to your armies during battles and you should field quite a few of them, with infantry to protect them and provide the attrition casualties. Although cannons are very expensive for the fire they provide compared to infantry, attrition reasons and money being less tight at the end of the game do favor cannons in the battlefield.

Army composition. A little bit of advice while you decide your ideal army composition is to make cavalry only armies at the beginning to fight in the plains and deserts, to cover and loot enemy provinces, and to get the first to alliance sieges. Make mixed armies with more infantry than cavalry to fight in other terrains and to siege, with the sized required by the fortification level taking attrition into account. From 1550 start making artillery for sieges only, and have it always with infantry for protection and attrition, and with protection armies that do the fighting. Use infantry only armies for assaults on pagans when you are at Land 9 or over. After 1750 do the fighting with infantry alone and use infantry + lots of artillery for sieges and assaults.

6.2.5 Naval units.

Naval units are composed of galleys and warships, available at the beginning, and transports later. Galleys are good for the mediterranean, baltic and coastline. They are a lot cheaper than warships and are stronger also during the first 9 naval levels. But they are very slow and slowly decline in power. One thing in their favor is that for the price of a warship you can get four galleys, and those are going to pack a lot more power than the warship for a long time, so keep the galleys as coast-guards unless you hit the support limit and need to replace them. If you take them to high seas you will lose some randomly every sea square they move. Every ship can carry army units, but transports are the affordable way of moving troops around, since they load double amount of army units. Also they are quite cheap and fast, and can also be used in exploration. It is also good to have them in battle, since loses are spread over all your ships in the fleet, and they make more affordable loses, but due to naval attrition conditions, do not have a lot of transports and a few warships in your fleet. Transports are capable of defending a little outside of europe. In european waters they are defenceless.

Remember that one of the most useful features for fleet management is the ability of establishing route way-points by shift-clicking. If you shift-click a port province that you control or have MA, the fleet will resupply and continue the trip without disembarking the troops. You can also set fleets on patrol by clicking the appropriate box and setting the path, the fleet will come back at the end of the path. Do not forget to include a port to prevent attrition build up. Patrols are also useful for coastal exploration to increase the chances of province discovery without too much micromanagement.

At the beginning of the game naval battles usually have few casualties. This is quite historic since there were no good cannons in that period (the spanish armada was lost to storms, i.e. to attrition), but watch out in middle and late game, when a few naval battles may cost you several hundred ducats, even if you win them.



Figure 16. If you set a fleet to patrol on your national waters, don't forget to include a port to avoid attrition to build up.

6.3 Movement

As we have seen, cavalry is the fastest type of unit, but armies always move at the rate of their slowest moving unit. Nevertheless, sometimes you need an estimate of how long is it going to take for your army to reach some place, to lift a siege, or to avoid winter, attrition, etc. We also know that the time depends only on the destination province and not on the initial province. The time it takes to move also has modifiers. So how can I calculate how long it will take my troops to arrive? Well take a look at this: C = cavalry, I = infantry, A = artillery, time in days.

Plains: 10d (C); 15d (I); 20d (A)

Desert/Forest: 12.5d (C); 18.75d (I); 25d (A)

Swamp: 15d (C); 22.5 (I); 30d (A)

Mountains: 17.5d (C); 26.25d (I); 35d (A)

River cross: +5d (C); +7.5d (I); +10d (A)

Day fractions will be ignored, or added if moving over several provinces.

Ship loading in port province control by you or war ally: 10d (C); 15d (I); 20d (A)

Ship loading all other: 20d (C); 30d (I); 40d (A)

Unloading time is equivalent to movement to the topographical province where you unload, or half if the province is controlled and no enemy present.

Some extreme climate regions (Africa, Arctic regions not in Europe, Tibet) have a penalty of double movement time.

Remember that leader movement rate does not affect army movement times except that a conquistador will take three times the normal amount of time to go into Terra Incognita versus six times for other armies.

Fleet movement is also at the rate of the slowest ship. Galleys always take 20 days to move from one sea zone to other, and 5 days to get in or out of port. Warships and transports take the same at naval tech levels 0-4, but then reduce that by about 25% every four levels, reaching 10 and 2 days at level 13 and 3 and 1 day at level 55.

6.4 Morale

Army morale has a disproportionate effect on battle outcomes. A small high morale army will most of the time defeat and force to retreat a bigger low morale army. If you hover the pointer on the morale bar of an army that is not fighting it will tell you how much morale the army has. Another indication that you are lagging in morale while fighting is if during battle your troops morale goes down faster than your enemies troop morale. So how do you get high morale troops? Easy enough, have a high Land technology level, set your DP sliders at offensive, land, quality and free subjects, and have your army at full maintenance. You will have a very expensive high morale army. Be aware that army morale cannot go over a certain maximum, so some of your bonuses might be redundant after you reach a land tech level high enough. You also get a bonus for being shiite, hindu or counter-reformed catholic (CrC), or for claiming to be the sole defender of your faith (DoF, not for reformed or CrC). Also the military skill of your monarch will affect army and fleet morale. And finally do not go bankrupt, your armies will be at half morale for 5 years. For your fleets is the same except that the only DP slider that affects morale is land/naval, and no religious bonus applies. Although it seems illogical, attrition has no effect on morale.

Regarding troops, your base morale increases every three or four technology levels reaching integer amounts at levels:

Level 0: 1.5
Level 4: 2.0
Level 11: 3.0
Level 21: 4.0
Level 41: 5.0
Level 60: 6.0

A 100% maintenance will add +0.5, while the deduction from 50% maintenance depends on tech level and goes from 0 at level 5 to -1.0 at level 60. The DP factor is smaller than some people think, and goes from +1.2 when all the sliders are fully favorable, to -0.7 when they are fully desfavorable. At the beginning of the game most countries do not have a significant DP bonus, and it might take you 150 years or more to max this bonus out. The religion factor is +0.5 for shiite, hinduism and CrC. The monarch factor goes from +0.25 to -0.125, and DoF gets you +0.15. Morale cannot be higher than 7.0.

Regarding fleets, your base morale increases every eight to ten technology levels:

Level 0: 1.5
Level 17: 2.5
Level 31: 3.0
Level 42: 4.0
Level 49: 5.0

And you can boost it +0.5 with the naval/land DP slider at 0. All other factors are similar to land morale.

An army with low morale (new army or recently defeated) will increase its morale every first of the month until full. Let your armies recover morale before facing the enemy, but do not allow the enemy to recover morale. Another way of increasing morale is by winning a battle. But an army undertaking a siege does not increase morale after a succesful battle. This allows to defeat a siege by successive attacks in the same month to reduce the morale of the enemy army until it can be defeated due to low morale.

6.5 Battles

Engaging in battles is very easy. You just direct your units to a province or sea square where there are enemy units, or you just wait for your enemy to do the same. Additional armies or fleets from an alliance can join the battle at any time, and their morale in proportion to their number of units, is added or subtracted to the morale of their side at the time they join. So if you want to turn a battle, just have a large army with high morale join the battle, and your side will experiment a morale boost. Battles are resolved through a combat resolution table (CRT), an old way of doing this in board-games. The engine adds the bonus and penalties (terrain, leaders, cavalry in plains, etc), both for combat and morale, to the technological level of the armies/fleets engaged and applies them as the battle proceeds through a series (turns) of shock and fire (after level 9) phases in which soldiers and ships are removed from each side and morale is reduced. Morale and casualties affect each other, so low morale increases casualties, and high casualties reduce morale faster. Luck also plays a role, inherited from the dice that used to be thrown. The shock phase is decisive in early game, but as armament evolves, fire phase becomes more important and starts killing more units. When a side runs out of morale or troops or decides to retreat, the battle is over. The winner retains the position and gets a morale boost. The loser, if survives, retreats if possible to a square not controlled by enemy forces, and retains the morale at the end of the battle, usually very low. By all means retreat your forces if they are going to lose. That way you diminish your loses, choose the direction of the retreat (not always possible) and retain more morale. But keep in mind that even if your army is losing its morale, if it still manages to kill all the enemies when they are few, you will achieve a last minute victory. When you retreat from combat you lose some men, this loss is reduced by the movement rate of the army commander, and increased by the movement rate of the enemy army commander. The reverse happens when you are the victor.

Naval battles are even more unpredictable. During early naval warfare at low tech levels, casualties are very sparse, so the combat is decided almost exclusively on morale. It ends up working as a snowball effect, since an early small morale advantage gives a bigger advantage in the next roll. That explains why 20 ships can lose against 2. Bonuses in naval battles are assigned to the fleet fighting in national waters, and to the fleet that gets the wind advantage (indicated by the small white wind symbol). The wind bonus is assigned randomly, with a greater chance for a fleet coming out of port. The number of ships in the fleet is almost irrelevant in early game, unless you can wipe out the enemy. Reducing your Land policy towards Naval is the only way to increase your naval morale, other than a higher naval tech level.

6.6 Battle tactics

Since you don't know the enemy statistics, and the CRT roll chosen also depends on luck, you don't know the most likely outcome of the battle. The only things to guide you are technological level, relative morale, numbers and leaders. You see the technological level of your enemy by hovering the pointer over his capital, provided they are not building troops at that moment. You know your morale but not your enemy morale until you engage it, but if the enemy army lost a battle or failed an assault recently or was recruited recently, you can assume that they have low morale. The size of the enemy army is stated, but its composition cannot be known in advance. If the enemy army has a leader, you can learn his name when you hover the pointer over the army. Unless you happen to know the leader (Napoleon, for example), you don't know how good or bad he is, but assume is a good one to be safe. Tactical advantage can give you some bonuses. Defend in the mountains (the only terrain bonus exclusive to the defender) with infantry, attack or defend with cavalry in the plains and deserts, wait for your enemy at the other side of a river or strait (penalty to the one crossing), or at the beach (I mean sea-adjacent territory) when they try to disembark, and have reinforcements at hand. Remember that the AI is allowed to disembark troops even while fighting a naval battle, unlike you. Other sound strategies are to wait for your morale to recover (the AI never does this), to occupy a territory where enemy armies are being recruited and wait for them, and simply to never attack unless you have superior technology and/or numerical advantage and/or good leadership. Think about all the decisions that the

AI can take in the current situation, and have a plan for all. As we will see in the war strategy chapter, usually it is wiser not to engage the enemy, because every-time you do it, you run a risk and you lose money.

6.7 Attrition

In my first game I went to war a lot, and therefore I was very surprised when I found that after 150 years my loses to attrition were almost double the loses in combat. It turns out this is historically right. Bad sanitary conditions and low or no pay were the biggest army killers through deaths, medical leaves and desertion. Attrition is probably the biggest way of wasting money in EU2, and therefore your worst enemy. Attrition is coded in a funny way in EU2 and requires a different approach whether an army or a fleet. You see the attrition in a small skull in the army/fleet information screen. That skull can be green, yellow, gray or red, and has a number that often times is slightly incorrect. Sometimes is 1% more than showed due to movement attrition not being correctly displayed. One vital piece of information is that attrition will be applied on the first day of the month, as if the troops went all in medical leave or deserted after getting their paycheck. Although attrition happens both at war and during peace, you will probably suffer it a lot more during war times and while exploring unknown territories.

6.7.1 Land attrition.

Any army in movement suffers 1% attrition, so don't move armies around for the sake of it, and consider sea transport when the distances are big, and/or your armies have to move through other nation territory and/or during winter. An army inside a moving fleet also suffers from movement attrition, but they move much faster. An army is only counted on moving the first of the month, so if it starts moving after the first and stops moving before the first of the next month, for attrition purposes it hasn't moved. The only way to reduce movement attrition is through leaders that have a high movement rate. Movement attrition is not added to the supply limit attrition, you will only get the higher of both. Conquistadors eliminate movement attrition.

Any army will suffer supply attrition when its number of units exceeds the supply limit value of the province they are at the end of the month. The actual supply limit (ASL) is based on a base value that is displayed and several modifiers that are not, and is very difficult to know, but you can have an estimate. The displayed supply limit (DSL) is the number that appears in the province information screen. It is always based on the base tax value (BTV) of the province. If you own the province (even if don't control it) the DSL is 5x the BTV increased with each fortification level and with a conscription center if present. If the province is owned by an ally it will be 2x BTV and will become 5x BTV if the ally fights in the same war. If the province is owned by another nation the base value will be 2x BTV, 3x BTV if you control the province or 4x BTV if you have military access (even if at war with them). In all cases the base supply value is doubled if you carry a naval blockade (only available for port provinces), but this bonus ceases to apply the moment you control it, or during both land or naval battle that take place during the siege. This means that you should try to break the enemy blockade at the end of the month, even with a hopeless naval battle, so the troops in the siege will lose the bonus on the first of the month and suffer more attrition, during the rest of the month the blockade is irrelevant in attrition terms, although not for siege advancement.

The other number in the province information screen is the maximum attrition that you can suffer in that province, it goes up in difficult terrains, harsh climate, when the province has been looted, and when the province is out of supply for you (the DSL number is red). It also has a tech level penalty that goes down with every sixth level that you reach. The higher the max attrition number, the more troops you will lose.

The ASL will be the DSL modified for your armies, increased by 2x the movement factor of your leader (4x for a conquistador) and reduced by 5% for tropical climate and 10% for winter, that is increased to an awful 25% if you don't own that winter province. Climate therefore increases attrition while reducing supply limit. So to make your estimates, look at the DSL, add 4 for the default leader, subtract the penalties and you get the maximum number of units that will not suffer attrition. So if attacking a 20 DSL province in Russia, you will go from an ASL of 24 units to zero when winter comes, and you will suffer the maximum attrition, which can be very high when at low tech on a looted province in winter and if you don't have a supply line. This in practical terms means that your army will become irrelevant or disappear in a very short time. Napoleon didn't know as much as you now do.

The DSL will be green in provinces that you or your war allies control, and it will be yellow in provinces that you can reach while keeping a line of supply to a province controlled by your war alliance. All other provinces have a red DSL meaning out of supply.

The army attrition information is given by the number near the skull. The color of the skull is green (yellow in tropical areas), and turns gray (but stays yellow in tropics) when there is attrition. It will be red when in a foreign province.

The number near the skull can be 1% less than the actual attrition.

Infantry takes 5/6 of the attrition and artillery doesn't take any attrition as long as there are other units (artillery does get siege attrition though). That's why at the end of the war your armies are made mostly of artillery with some cavalry. Plan on replenishing your infantry continuously so your more expensive units don't pay the attrition price.



Figure 17. The maximum attrition defines the percentage of your army that you will lose when you exceed the supply limit. In winter the supply limit falls by -25 (still shows 12, but it is zero now) and the attrition rises by 10%. Minimize attrition to save a lot of money.

One last important aspect of attrition is that very small armies that in theory should suffer very little attrition when out of supply, get a minimum attrition penalty, that goes from 1% when between 500-1000 soldiers and go over 10% when smaller than 100 soldiers. If you get the first to a siege and your allies start to pile armies until they go over the supply limit, you should take your army out, leaving a small force to take control of the province when it is conquered. If your force is too small, attrition will increase quickly and your force may not survive to the end of the siege. Since reorganization is not allowed during a siege, I recommend that you break your army before moving into the siege, and move out the larger force when you see that over-piling is going to happen. Your other option is to cover the province, that leaves about 1000 men per fortification level.

6.7.2 Naval attrition.

As land attrition, naval attrition is also composed of movement attrition and supply attrition. You only get the higher of both. When the percentages of attrition are applied to the ships in the fleet, fractions of one ship are lost and subtracted month to month while at sea. When an integer is reached, that integer in number of ships is lost, and the leftover fraction is carried over to the next month-count. Ships are repaired to integer values when they are split, reorganized or merged. Troops inside fleets also suffer attrition that can be equal or higher to the fleet attrition and that is not reduced by a troop leader or conquistador. When fleets carrying troops lose more carrying capacity than troops (wether by attrition or combat), the excess troops are not thrown to the sea, but the overcapacity is maintained until the troops are disembarked. However, avoid reorganizing fleets that carry troops, unlike splitting and merging, fleet reorganization is very likely to result in troops loss. Galleys take the blunt of fleet attrition and you lose 5 times more of them than any other type of ship. If no galleys are present, expensive warships take that role. Do not mix a few warships with lots of transports and send them on long journeys, it is better to send them separated in two fleets.

Movement attrition is 1% when the fleet is moving on the first day of the month. Movement attrition is nil when moving from any port. Movement attrition is also negated by a naval explorer, but only for ships not for the troops carried, even if lead by conquistador. Movement attrition means more ships lost for big fleets. It makes sense to split your fleet for long journeys, but not if you reach small fleet attrition penalty (see below). Movement attrition is constant for the whole game.

Naval supply attrition is different from troop supply attrition. It counts the months that the fleet has been at sea since last being at port, but starting at 1, not zero. The months counted are not actual ones, but a factor times the months that starts being 2 at naval tech level 0 to 6, and reaches 1 at level 19, and zero at level 41. Naval supply attrition is nil while at national waters (those that are adjacent to any of your possessions), but the number of months at sea is still being counted. Supply attrition is also applied to the troops on board.

The time at sea has several modifiers. It is increased by +10% for a storm or frozen sea (canceled at levels 38 and 41 respectively), and decreased by -3% for coastal waters, -2% for next to war ally port, -3% for blockading and -1% for every movement rate of the fleet commodore (-2% is default), or -2% for every movement rate of the explorer. The implication is that your first fleet trip way-point (shift-click) should be the port in your departure province. This is specially crucial in the low naval tech levels. Also secure MA so you can have resupplying ports in your trips. You should also be careful when your fleet is very long at sea without supply attrition and you are forced to move it (a naval defeat, a war ally that signs a truce, etc), a huge sudden attrition can then kill most of your fleet at once.

Small fleet penalty. Fleets of 5 or less ships have an increasing penalty to supply attrition that goes to 10% if only one ship. Use fleets of size 6 or more to move troops around for significant distances. If no troops are carried, fleets of size 3 or more are usually acceptable. If you have an explorer, a size of two is probably best for exploration if you fix the fleet every so often (see exploration).

Maximum naval supply attrition. You can only lose one ship to supply attrition per month, so the maximum supply attrition that a fleet can suffer decreases with the number of ships in the fleet, and goes from 100% for 1 ship, to 5% for 17-20 ships, 1% for 51-100 ships, and 0% for >100 ships. That is right, a fleet of 101 ships will not suffer supply attrition even at naval tech 1, but the movement attrition will kill one ship every month of travel unless you have an explorer on command. After 13 months at sea, if your fleet attrition is over 5%, your fleet will be ordered to port. The chosen port is your closest owned one, but if you have MA to a closer one you are allowed to change the path to the closer non owned port, but you won't be allowed to direct your fleet to a sea square. A fleet of 17 ships or more will never be ordered to port for as long as it continues having at least 17 ships.

Loss of galleys in high seas. Although not strictly attrition, the end result is the same. Everytime you take a fleet containing galleys out of coastal waters (with the exception of the mediterranean and baltic seas) you have a 20% chance of loosing each galley upon entering the high seas square.

The AI does not suffer from naval attrition. Otherwise computer nations will probably have no fleets, seeing how badly the AI suffers from land attrition. That explains why, far away nations manage to bring troops even early in the game.

6.8 Sieges and assaults

Sieges.

Sieges are the most important part of war, because its the only way of controlling enemy provinces that have a fortress. Control of enemy provinces increases enormously your warscore and allows you to gain provinces in peace deals, which is the only way of expanding at the beginning of the game for most countries.

When you have sufficient forces in an enemy controlled province with a fortress, you start a siege. You need 5000 men per fortress level. They don't have to be infantry, they can be cavalry or artillery (1 cannon = 100 men). Remember that having extra men in the siege will not help the siege advance faster, but attrition is higher during sieges, due to specific siege attrition, so you must have some extra room for that. If you have between 1000 and 5000 men per fortress level, then you are covering the province, meaning that no enemy forces can be recruited there, and that the fortress cannot be repaired. It also means that you have a supply line through that

province. If you go below 1000 men per fortress level, the siege fails, the fortress is instantly repaired and the supply line is broken, so adjacent enemy provinces become out of supply if no other supply line reaches them.

The siege window informs you of the siege progress. The left number is the attacker siege value composed of the best siege leader bonus plus the artillery bonus. The artillery bonus is 1 for 10x the fortress level, 2 for 25x the fortress level, and 3 for 40x the fortress level. The right number is the defender siege value, that has a default value of 1 plus the fortress level from 1 to 6 and a terrain modifier that is 2. Every siege cycle (goes from more than a month to less than a month as the game goes through historic periods) a 1-10 random number is generated and the difference between the attacker and the defender siege is added. If the resulting number is less than 5 the siege does not progress, and only 0.3 is added to the time penalty that is deducted from the defender siege value. This means that if the defender has an advantage of 6 over you, the siege will not progress for a minimum of 3 cycles (with a 90% chance of not progressing for 5 cycles). When the resulting number reaches 5-10, then a higher penalty is deducted from the siege value in addition to the time penalty. If the number is between 11 and 12, breach will increase by 1 plus a siege penalty. Numbers over 14 will surrender the fortress. In addition, siege specific attrition can be added to the attacker or the defender depending on this resulting number and this attrition is applied at the siege cycle, not at the beginning of the month. If the defenders fall below 100 there is a great chance that the fortress will surrender. A non blockaded port province will have the 0.3 value subtracted from the time penalty instead of added, until the time penalty becomes 0. To blockade a port you need 5 warships, 10 galleys or any combination that counting double for warships reaches the same value. I find it useful to blockade a port with two blockading fleets that alternate between blockading and resupplying. This way the blockade is never lifted and attrition doesn't get costly. Additional fleets may be necessary to intercept enemy fleets attempting to lift the blockade, since a blockade is lifted just by entering into battle, regardless of the result.

Two interesting things come from this analysis. First, sieges follow a semi-exponential decay, they start slow and end fast, so to siege successfully and fast you should bring your best siege leader, bring artillery in 10x, 25x or 40x the fortress level, go after the plains cities, and blockade those ports, nothing that you already don't know. Second, don't bother with those non plain, high level fortress, high attrition provinces unless you can have a very high siege value and are prepared to pay the attrition prize for a very long time, or conversely fortify those provinces if they are in your enemy way.

Although building up your fortifications will increase the time that your provinces resist, the effect is not worth it in the opinion of many experts. First, the AI usually sieges with huge amounts of troops, and second, that money could buy another army to siege more enemy provinces allowing you to increase your warscore and win the war. Also, during a siege there is a 20% chance that the fortification will lose a level (this is not affected by assaults), so in essence you would be wasting 20% of the money put into fortifications that you use (you waste it all if the province is not sieged). And finally, the number of rebels that spring is tied to the fortification level, a hidden but real cost of fortifying.

Siege leader.

When more than one nation participates on the siege, one of them is awarded siege leadership, and will be the one controlling the province once it falls. To be the siege leader is probably the most important aspect of winning alliance wars. You know who the siege leader is because his shield is the left one in the siege window. When all the commanders involved in the siege are the default ones, then siege leadership is awarded to the one that gets to the province first. Use faster cavalry forces or start many sieges to be that one. If non default commanders are present, the highest ranking one present will lead the siege. If they have the same rank, then the one with the highest siege bonus takes precedence. If you go full defensive in your DPs your default leaders will have +1 siege bonus (although -1 shock) and they will lead the sieges over other default commanders. The size of the armies has absolutely no importance in determining the siege leader. As unfair as it seems this constitutes one of the greatest exploits in the game when you play a minor. The concept of stealing sieges is to take siege leadership from the nation that previously had it. If you lose siege leadership you may as well abandon the siege, since you are providing attrition victims for no benefit. You might have, however, strategic reasons to want your ally to be the siege leader. To do this, if you have a default commander, move your army and immediately cancel. That will give your ally precedence over you. Be careful that if your ally doesn't have enough forces to cover, the siege is reinitialized even if the game is paused.

Sieges can be inherited. For example, if a rebel force is trying to take control of one of your enemy provinces, you can move in, defeat the rebels and pick up the siege at the point where it was (i.e. with the reduced defender siege value). This also happens when the nation leading the siege makes separate peace, as long as you already have enough forces to at least cover the province at that moment.

Assaults.

Assaults become available at land level 5, and you can see the AI do them consistently from then on. They can be ordered only by the country that leads the siege. Cavalry does not participate in the assault, but also takes casualties. During assaults, the fortress level is deducted from the shock and fire value of the attacking army, unless there is a breach in the walls. Assaults cause a terrible number of casualties when the defender has a similar or superior land tech. The high level of casualties is also a risk for your historic commander that has an increased chance of being killed and even your complete army could be wiped out. When assaults fail, a very common occurrence, the attacker not only loses troops, but his morale goes to the minimum, and is therefore very vulnerable to a strike by a smaller high morale army. Don't put your armies in that situation when there are enemy forces nearby, and use it to your



Figure 18. Every siege cycle some troops may be lost to siege attrition, the defender value may go down, a breach can happen in the wall or the siege might succeed. Notice that cavalry alone can siege.

advantage when the AI does it. Also if you have a strong army nearby and don't care much about casualties, you can reinforce your siege forces right after a failed assault so your morale goes up and you can order another assault before the defender morale has a chance to recover, making the second assault more likely to succeed. In general, I find assaults in Europe too expensive unless your allies are providing the cannon fodder or until your land tech shoots over your neighbors', but strategic reasons might call for an assault (winter arrival for example). Assaults are incredibly effective against land 1, poorly fortified, pagan nations, allowing you to conquer them fully in a few months, with losses probably inferior to the ones caused by a longer war attrition.

6.9 Looting and other war spoils

When an army of any size is inside an enemy province (not a TP or colony) at the last day of the month, the province is looted, provided it wasn't looted in the previous 13 months. You will see smoke coming out of the city, and the smoke will stay for 12 months. After 1 month (13 total) the province is ready to be looted again. The looter gets the full yearly amount of base tax (census tax) times his stability modifier (+10% for +2 stability, and +25% for +3 stability). The bonus is received at the end of the month that troops are in an enemy province that is not already burning. The bonus will appear in your tax income before stability modification in the month after you have already received it. Controlled provinces are still looted by the enemy, unless they belong to a vassal. The looting of a province also reduces its supply limit (that actually works against the looter). The looted loses all the income from the province, including the full census tax (yearly income from the province). In essence, the looted loses a lot more than the looter gains.

One interesting thing about looting, is that the money goes to wherever your treasury slider is set, but does not produce inflation, giving way to an interesting yet difficult to implement strategy known as synchronized looting. Consists on looting simultaneously a lot of provinces while setting the slider to full minting. To do it you need to be at war with a large nation/alliance with lots of high taxes provinces, and have several small cavalry armies in position to quickly deploy over many of them. It is easier if you have MA and are prepared before DoW inside the country. You start by DoW if appropriate (you could already be at war) on the 21 of the previous month or a little bit later, you then deploy your small armies as fast as possible over as much territory as possible, covering, etc. They won't start arriving to the first provinces until after the first of the second month. That second month you set the treasury slider to full minting. The armies don't need to hold their ground, because they loot while retreating also, but they have to be in the province at the last day of the second month. That day you will net a significant amount of money directly into your coffers for a 0.1% inflation. How much? 100D to 200D is said to be possible. Don't forget to put the treasury slider back. Also important is the huge damage that you inflict in your opponent economy while at war (for that you don't need synchronization). If you do it every 13 months you can push them into a bankruptcy later. Even if you don't synchronize your looting, if you are small you should try to loot all the enemy provinces because the income is significant even if it goes to research.

A variation of the technique easier to implement is to gain a 100% victory over an enemy that you don't want to conquer yet. Instead of asking for provinces and peace, you deploy your forces for synchronize looting from a few station points, and loot every 13 months. War exhaustion will set the limit for this. After a few cycles the AI can accumulate also more money that cannot spend easily and that you can also extort in the peace deal. This way a relatively small country can greatly improve its economy without increasing stability and technology costs that go associated with size.

Controlled provinces also give you part of their income. You get all their gold (with inflation), half of the taxes and all the production, and if you control a CoT all its trade tariffs.

After a successful naval battle you might also win some stolen rutters. Apparently your chances depend on the size of the fleet defeated, its number of months at sea, and obviously on the enemy nation knowing sea squares you don't. You will get to know a few (two or three) sea squares that you didn't before, but sometimes you get more.

6.10 War taxes and war economy

During war your economy is likely to take a hit. Your stability may come down if you DoW a country that shares your faith or that has good relationship with you, If you were at +2 or +3 stability, it will reduce your income. Your number of troops and your army maintenance cost will increase. If your provinces are looted or conquered you will lose a significant part of your income. If your country is small and you are not careful you might be forced to take one or more loans, and you won't be asked to agree. It is important therefore to increase your income during war, but your options are limited. The first thing that you should do if you see that your economy cannot cope with the war is mint some money. Move your treasury slider towards the right as much as needed, with the caveat that a long war might jump your inflation. You might also cut expenses by not sending merchants or colonists, but this will also harm your future development a little. You should definitely try to get some money from your enemy by looting and conquering his rich provinces. Your final option is to raise war taxes, doubling your direct tax income for six months at the expense of a +1 war exhaustion RR and +1% inflation. If your six months include the first of January, you will also increase the yearly census tax that goes to your coffers, so it is more advantageous if you raise war taxes in the summer. Economically, raising war taxes is not a wise move, but sometimes the alternative can be worse.

6.11 Warscore



Figure 19. Assaults are very hazardous, and more when there are not breaches in the walls and the fortress level becomes a defender bonus. Leaders also tend to die during assaults.

How a nation or alliance is doing in a war is computed as a warscore. The warscore is kept as a score between every nation in the war, between every nation and the opposite alliance and between both alliances. Every land or naval battle fought nets +1% warscore to the winner(s) and -1% warscore to the loser(s) regardless of the number of troops/ships lost by each part, so even if you immediately retreat, you lose that 1% warscore. Every province whose control is lost to the enemy, rewards the controller and its alliance a warscore percentage that depends on the province, from 2% for some colonies or TPs to >25% for capitals or very rich CoT provinces. Battles can contribute up to +/- 95% of the warscore, and controlled provinces can raise it up to +/- 99%. To reach 100% warscore you need complete victory, or control of all enemy provinces by you, or your alliance if you are the war alliance leader. Any country leaving the war through independent peace will have his contribution to the alliance warscore deducted.

The way the warscore is computed, ongoing sieges are irrelevant (even though the AI is aware of them and may affect his willingness to sit at the peace table), and relative army size, country size, tech level and economy size are irrelevant. This is very important, because it means that a small country without money and a pathetic army, that is being overrun by a juggernaut, can still win the war if he manages to temporarily have a higher warscore and does well at the peace table.

6.12 War strategy

War strategy is very different if against the AI or other human players, as usual. If you want to play MP, check the strategy guides in the forum. Against the AI you only need a war strategy if you are weaker, poorer and smaller than the AI alliance. But a strategy will also minimize your losses.

The way the warscore is computed follows that the best strategy is to lead the siege of as many enemy provinces as possible, from as early as possible (be ready if you are DoW) and using all your tools to conquer them as soon as possible (siege bonuses, naval blockade, cannons). As long as you manage to carry on two or three sieges for every enemy siege on your side, you will win the war. Battles have a much lower impact and are very expensive, so you should avoid them unless you find low morale armies (fresh recruits or retreating foes) or tiny ones that can be used to raise the warscore. A small retreating army inside your territory is good for continuous abuse or even ping-pong beating. Avoid pitched battles of uncertain result even if it means abandoning a siege, or the next war will caught you with insufficient armies. If you are caught unprepared by the DoW, to win the war you will have to reject unfavorable peace offers until the warscore turns in your favor. If you are going to lose, buy peace before your provinces fall. See if you can increase your warscore and sign a white truce.

The AI is blind to topography and will gladly attack with cavalry in the mountains, and attack across a straight with inferior forces. I cannot predict how the AI will react to my armies, sometimes it ignores them, sometimes it avoids them, and sometimes it attacks them. In general it appears that at the start of the war, every country in the enemy alliance choses a province (two at most) and moves part or all of his forces to siege it. If your armies happen to be in the way, battles will ensue. I think the province is chosen by its value and desirability (core, etc.) and usually is the same for most or all the alliance members, so they all pile their armies on that province. Fresh recruited armies are sent to that province regardless of the size of the siege army already there, until the province is taken by whoever happens to be the siege leader. Then they all chose a new province and move their armies. The AI is absolutely ignorant of attrition, winter and supply lines. It seems to know about blockades and definitely knows when you have sieges on his provinces, although he may not do anything about it. Often times the AI takes the worse tactical decisions, like splitting the forces when there are strong enemy forces nearby. On top of all this, the AI doesn't know if it is winning or losing the war. It may declare war and come in full force only to ask for a ridiculous amount of money when you think you are going to be swallowed. Given all this shortcomings, the AI is not a difficult enemy and this makes possible to win the game with a small, poor country, that IRH disappeared 400 years ago.

6.13 Winter war

Winter in EU2 goes from November 1st to March 30th. During this time most Northern provinces, and some more meridional will be covered by snow, turning white colored. In the meridional provinces, snow is random both in location and duration. As we have seen snow will have a reduction of supply limit by -25 if you don't own the province, and will increase the maximum attrition, making this provinces very efective lethal traps.



Figure 20. Before offering peace, you can find where the warscore is coming from. In this case 51% of it comes from 51 won battles.



Figure 21. As long as you manage to carry out several sieges for each of your enemy, you will win, even if your enemy is at land tech level 11 and you are at 4, as in the figure. Just avoid battles.

Winter war is therefore a special kind of war where your main enemy is by far attrition. It requires a special strategy to reduce losses. It takes place in provinces that are covered in snow some time of the year, every year. The general idea is that you avoid fighting during the winter months and try to limit foreign soil operations to march-november period. Most northern european provinces in Scandinavia and Russia will have 0 supply limit and huge maximum attrition during winter. Ideally you prepare in advance for it and declare war on February. You should know the time it will take your troops to arrive, so they enter the province after the 1st of March but as close to it as possible. If snow is still present in March you cancel movement or retreat so you are out by the 30th of March and come back to arrive in April. Summer operations are as usual, but you do not go deeper into enemy territory unless you can take provinces in a few months (usually with a high siege bonus leader and cannons). On November, if snow comes you retreat to your provinces. If the siege is progressing well you will want to leave a cover force of over 1000 men per fortification level. To avoid the siege from failing, you will, at the same time, send a small infantry force (say, 500-1000 men) from your reserve force to reinforce the siege. They will provide the inevitable popsicles for a couple of months, when you will have to send more. Ideally you will have several sieges going at the same time. If the enemy comes in force to lift one, don't hesitate to abandon it. Even if you send your army and win, your losses will multiply with attrition during combat. If the enemy comes to your territory, avoid them and let general winter do the fighting. The AI unfortunately doesn't know how to fight in winter, so their attrition losses will be awful. Let them siege. Once you control one level of depth into enemy territory you have two choices: collect your reward at the peace table or go one level deeper. The small increase in supply limit from controlling the province won't help you during winter, so you will take inevitably a lot more attrition, so you have to know if your manpower, recruiting capacity and economy can deal with it.

Some more advise. Leaders with a siege bonus help a lot by speeding sieges, but leaders with a high movement rate will reduce attrition so they are even more useful. Keep those in the cover force during winter through army management, provided you can keep them alive with reinforcements when necessary. Leave leaders with movement rate of 1 at home, they have a limited use in winter war. Naval blockade is very much needed if you have naval superiority, otherwise port provinces will be very difficult to take. Do not keep your troops in the ships during the winter, they will also suffer from high attrition. If you have military access with your enemy, it will help you a lot by doubling your supply limit. You will then have to wait for them to DoW you, or DoW any of their allies and hope they don't dishonor.



Figure 22. When winter arrives, brings a hard choice: Should I stay or should I go? I will lose 21% of my army (3198 men or 32 D) at the end of the month.

6.14 Mercenaries and privateers

Mercenaries can only be recruited in Europe. I find that the more you can afford them, the less you need them, but they are a valuable resource that can get you out of a tough spot. There is a strategy for minors that calls on asking for several loans, recruit all the manpower pool and hire mercenaries to beat your enemies before going bankrupt. Use at own risk. Another strategy when you are quite rich is disbanding your armies to get a DoW and then hire mercenaries to start fighting while the new armies are trained.

Privateers can be commissioned or appear on their own. I doubt many people ever bother commissioning privateers, but it is done by selecting the sea square and pressing the appropriate button in the info screen. Your relationships with the countries that hold national waters in that square will worsen and you might get 1BB. The privateers will then behave as normal, attacking everybody in that square and then they might move to an adjacent square. Privateers cause a reduction in the trade income from the coast provinces they affect. They can even blockade your ports preventing troop recruitment. They are a major pain in the caribbe, but are also present all over the Americas and South-East Asia. They interfere with your naval operations and appear to have an intermediate tech level, so they are very hard to defeat until about the 1650s. If you leave a token fleet in a sea square, privateers won't appear, but they can still move from adjacent squares. If you want to exterminate them you are going to have a lot of work, I recommend you either park one galley in every national water of yours to prevent them from appearing (specially in the caribbean islands), or ignore them. Do not let them park in your CoT, that is a significant trade loss. In the late game they disappear (historic reasons).

6.15 Rebellions, defection and civil war

Rebellions are a special kind of wars in which you fight your own people, so everything are losses. The less you have the better. In 1.07 the revolt risk (RR) was computed monthly, and as a result, the first day of the month was revolt day, but the revolters had a low tech level and when you had a high land tech they where only a major annoyance. Due to general protests for the workload, the system was changed to a yearly RR, effectively reducing the frequency of rebellions by a factor of 12. To compensate, rebels have now your land tech and morale and are therefore a highly dangerous enemy that can decimate your armies. Additionally, each RR % over zero reduces your tax income from the province by a 5%, becoming more of a burden on your economy. Some people have developed tricks to deal with them. The best is probably to have an army big enough in the province when they appear, this way you get them before they increase their morale. Other proposed strategies are letting them conquer the province and catching them on the move (or better if they go to your neighbor), or using attrition in your favor by using a big army that gets in the province right before the month ends and then retreats, this way you cut them down to a more manageable size. With a lower chance, the rebels will take control of the province from the beginning (enemy in sight), and if you had a conversion on the go, the missionary goes under cover (see conversions). An awful bug, since if you save and reload you lose the missionary, and the provinces that you need to convert are the most likely to

revolt. Another mostly negative side effect of rebellions is that the population of the province is reduced, unless this plays in your favor for easier conversions.

So what gives RR and what reduces it?

-First stability. You get a -2 RR for every level of stability over -1 that you have, and a +2 RR for every level below stability 0 that you have.

-Tax collectors give a +3% RR, but Chief judges give a -1% RR.

-A province with different culture to your state culture(s) will have a +1%RR at peace and +2%RR at war.

-Nationalism gives an overruling RR for every province that you gain that is not a core, is not a colony or has not defected to you. It will give you a +3% and the condition that RR cannot be lower than that (but it can be much higher), and will reduce by 1% every 10 years, until nationalism disappears (30 years).

-A rebel controlled province will give a +2%RR to every neighbor province. This can help spread a revolt (known as festering revolt) even to neighbor countries.

-Religion is a major factor in RR. It will go from a -4% RR for a religion with 100% tolerance to +11% RR to one with 0% tolerance. This effectively makes managing more than three religions a real problem.

-War exhaustion will increase RR as the time that you have been at war increases. The time that has to pass to increase war exhaustion is one year modified by the time delay that depends on your DP sliders position on centralization and innovativeness. War exhaustion will require several months at peace to disappear. War exhaustion will increase when you recruit new troops, and it will increase by one if you empty your manpower pool. War exhaustion is also increased by one every time you raise war taxes.

-Manufactories also reduce RR by one in their province. Just one more benefit of them.

One bug is that the game can only record one duration for the revolt risk, so if an additional event will have an increase in RR, the new increased RR will stay until the end of the later date, overruling the expiration date of the previous RR risk. If you play China you will love this bug.

After some time being revolted, a province or group of provinces will become independent if they are in the list of provinces that can become a country (revolt.txt). If it cannot become independent, it will defect to another country that shares a common border, preferably of the same culture. The time before revolted provinces start to become independent has a base value of 3 years, that is modified by a factor called rebellion delay that can be positive (longer time) or negative (shorter time) and is measured in months. This rebellion delay depends on your DP settings and is higher for centralized countries. A newly independent country starts by declaring war to his former owner, an often suicidal condition. If the original owner manages to achieve a 100% victory over the new country in less than 3 years, then it can re-annex it, even if multi-province. Be aware that a bug will prevent it if you save your game and reload. Provinces that cannot become independent will defect to a neighbor country, regardless of DP settings, after 4 years, unless you have troops on them, then the defection is delayed until no troops are present. Provinces that defect in this way don't have nationalism RR and don't increase BB, so they are one of the best things that can happen if you are the receiver. So much that some players go to the extent of engineering defections by preventing their neighbors to retake their revolters (through war obviously), be aware though that you are in for a 4 year war or more, so make sure the province will not become independent instead. The provinces will not defect to you while you are at war, so make sure there isn't a more peaceful neighbour to receive them. Provinces that cannot become a country and cannot defect will remain under rebel control for as long as allowed. Most remote islands are a perfect example of this, but some islands, like Taiwan, will defect, in this case to China. Defection gives the country losing the province a 1 year temporary CB on the receiver.

Government fall.

If a country has more than half of his provinces revolted, the first day of the next month his government will fall. The effects can be very nasty. Any rebel controlled province will declare independence if it is in the list of possible nations, and the original owner won't be at war with the independent nation/s. Any rebel army in the independized provinces becomes their national army. If at war, any enemy controlled province is lost to the controller, while control of enemy provinces is also lost. Peace is automatically declared. Rebel armies in provinces whose ownership is retained disappear. Finally, 100 victory points are lost and all monarch skills are penalized for the rest of his life. This is a major problem if you play a nation that disappeared IRH, so you have the same monarch for the rest of the game. Government fall is terrible for big nations, but for small nations that are not at war, and have no potential independents, is only a minor inconvenience.

To take strategic advantage of your neighbour revolt problems, it is very important to know his situation. Even if you have fog on the country (the normal situation unless you have a RM or is your vassal), you can see the flag on the province city (you know the rebel flag, I am sure), the smoke of looting and the siege bar and flames. You can then know when your target is going through a bad



Figure 23. Do not let revolt risk get this high.



Figure 24. If your government falls and you are small, it is only a minor nuisance. Island nations are very exposed to government falls. A battle lost to rebels is all it takes.

period and is more vulnerable. When your target has low RR, but several rebel provinces concentrated in an area, and few or none of them undergoing siege by their armies, and low looting, they suffer from a festering rebellion due to military incapacity or AI stupidity. If the conditions are right, attack then, but if you don't want turbo-annexation to happen (very expensive BB wise) watch out for rebel controlled provinces and take them also if necessary. Your neighboring provinces may then defect to you free of nationalism and BB. However, if your enemy has high RR, lots of looting and rebel provinces scattered all over, they are going through a crisis and their government is likely to fall. There will be no defections (lack of time), and there is probably no time for a successful war followed by a peace treaty, so unless you want to turbo-annex some provinces (very expensive BB-wise), there is nothing for you to gain.

Civil war.

Civil war (CW) is a random event that can happen anytime that you are at 0 stability or lower. Another not required factors that increase your chance are de-centralization and high BB rating. About 1/3 of your provinces and armies will become rebels. You then have three years minus or plus the rebellion delay factor to get things under control before some of your provinces will declare independence from you if they can (they are in the list of provinces that can independence), and then you will be at war with them. Or four years before your provinces start to defect to your neighbors. If you are at war, or mismanage the rebellion, and the rebels take over more provinces that you keep, your government will fall, with the consequences stated above. Government fall could also happen if you suffer two civil wars separated by one or two years and you didn't move fast enough on the first one, an unlikely event that has happened to me and others.



Figure 25. In a civil war, even your own commanders might turn against you.

7. Diplomacy

Diplomacy is without doubt the most difficult part of the game and the one that generates most questions in the forums. It has many illogical arbitrary rules that need to be known. Otherwise you will find that after expensive hard won wars, you cannot reach your goals because you do not meet the requirements for them. You can only send one diplomat to a nation, and have to wait 30 days before sending the second one to the same nation. The AI doesn't have this limitation, and can cancel MA and DoW on the same day.

For most diplomatic moves you need one diplomat, and although most of the time you will have an excess of diplomats, sometimes you will need a lot of diplomats, like when you do a lot of diplo-annexations and need diplomats to improve relationships, or while at war with lots of countries if you want to make peace with them to give war exhaustion a rest. The problems is that the number of diplomats received has a lot less flexibility than your other helpers. You get a minimum of 1 diplomat a year. You get 2 diplomats a year for being catholic/CrC, 1 for being reformed and 0.5 for protestant, nothing for the rest. You also get 1 diplomat when you enter a war. Other than that you depend totally on your monarch diplomatic rating, that will get 1 diplomat a year for every diplomatic skill point above 6 (four green dots). Really the only thing that you can do is increase your aristocratic DP slider for the bonus to diplomatic skill, but if your monarch has 1 or 2 dots you are out of luck. Use your diplomats well.

The diplomatic skill of your monarch will also influence the success of most of your diplomatic interactions. To see what your monarch current diplomatic skill is, more exactly that the dots in the monarch screen, hover the mouse over the option to send a gift in the diplomatic screen with the relationships option chosen. Notice that it may change from -2 to +2 depending on being from fully plutocratic to fully aristocratic. An excellent minister event will also raise your monarch's diplomatic skills by +3 (in addition to the administrative and military skills), but notice that the value is capped at +11 for game purposes.

7.1 Military access

You may ask for MA to any country you don't have MA already, and is not at war with you. It is unlikely to be accepted by non allies if your relationship isn't > +150, but your chances improve a lot if you are in the same alliance and specially if both countries are allies in the same war. MA gives you access to the target country provinces and ports, both at peace and at war, and increases the supply limit of troops in target country by a factor of 2. MA never expires, and has to be cancelled by either party to lose effect.

The country that holds MA can cancel it at any time but suffers -1 stability. The country that grants MA can revoke it at any time but suffers -1 stability and gives a 1 year CB to the country that loses MA.

As previously said is great having MA from your friends, and even greater from your foes. There are other (better) ways to get into wars than DoW, specially if you play aggressive/furious settings. In general you won't need MA with minors unless they are strategically placed, but you can benefit a lot from having it with big countries. The fact that they never expire and that you can hold them while at war makes it a exploit.

7.2 Alliance

You create an alliance when you have no allies and ask another country to create an alliance together. The target country cannot be in another alliance and cannot be a vassal of a third country. When accepted your relationship will improve by +20 (-10 if rejected) and you get +5 VP. You become the alliance leader. If you are at war, the target country joins the war. If the target country is at war you don't join the war. The duration of an alliance is of 10 years at peace for all the alliance members, and gets prolonged for every war of any of the members in the alliance. You can invite other countries to join your alliance provided they are not members of a different alliance and that they are not vassals. If relationship >100 they are likely to accept. A very high BB rating or very low monarch diplomatic rating affects your chances. There is no limit to the number of members an AI led alliance can have. A human player

led alliance can only have 5 members maximum. When you ask the fifth country to join, they will always refuse, but you won't be informed that a maximum number has been reached.

You join an alliance when you are not a member of an alliance and ask the alliance leader to join. When accepted your relationship will improve by +20 and you get +5 VP. If rejected you lose -10 relationship. You join the alliance wars, but the alliance members don't join your wars. You also join an alliance when you accept an invitation from the alliance leader, you are informed of all the current alliance wars that you will be joining.

DoW between alliance members are not allowed. Any member of an alliance upon DoW with other country outside the alliance (whether defensive or offensive) might ask all the alliance members to join the war. Those alliance members that refuse to join (dishonor) automatically leave the alliance and give a 6 month CB to the alliance countries that honor the call. The AI countries will always call the alliance to join the war when defending from a DoW, but not always when they are the aggressor. Countries dishonoring an alliance will often soon rejoin the alliance and the war. If you are going to use their dishonoring to your advantage (independent war, invite them to your alliance, etc) do it quickly.

If you want to leave an alliance you cannot be the alliance leader. The alliance cannot be at war. You ask the alliance leader. You give the alliance members a 1 year CB and suffer a -1 stability hit, but the relationships are not affected, although you lose 5 VP.

If you are the alliance leader you might ban a member from the alliance, but for that you need to have a CB against him. Your relationships worsen by -50.

Sometimes you want to know when other alliances are set to expire. AI countries outside alliances can be recruited or attacked. You can check by selecting the country in the diplomatic screen and then hovering over the scissors symbol or over another member of their alliance. Alliances expire after 10 years of peace.

7.3 War

Declaration of war (DoW) requires that the target country is not in your alliance and does not grant you MA. Your stability has to be higher than -3 and you must have one diplomat. Immediately every part can call their allies to the war if they choose so, no diplomats are required for this. The country that DoW and the receiver become war alliance leaders in their respective alliance, and can negotiate peace in the name of the alliance. Other effects are that any RM with the opposite alliance gets broken (but not MA), and that the country that DoW might get a cumulative stability hit due to:

- Having the same religion -1
- Not having a CB -2
- Relationship with target >+150 -2, between +100 - +150 -1
- RM with target -1
- Target is a vassal -3
- A peace treaty in effect -5

But you will be notified of this, avoiding costly mistakes.

The country that DoW and all his allies also get a 6 month CB against any member of the alliance that dishonors the invitation to war.

Any country joining an alliance also joins any alliance war. The alliance doesn't join the new member former wars.

Alliance hopping is an exploit in which you join alliances just because they are at war, to participate. You usually join the defensive side for lower BB. Once you get what you want, you get out of the war and when convenient, you abandon the alliance to join a new one, sometimes against your former allies.

Invitation to war.

You will be invited to your allies wars and you have the option to invite all your allies to your war. Refusal to join the war breaks the alliance between the country dishonoring and the rest of the alliance, giving all the members a 6 month CB, as we have seen. This system allows for a lot of diplomatic tricks.

Outside of your alliance, countries dishonoring their alliances are targets for action. You can try to recruit them to your alliance, or you can DoW on them now that they are alone. Keep in mind that being out of allies is a very temporary situation for an AI country. They will soon rejoin their former allies or new ones. In the second case, if they become alliance leaders, they will bring their new allies to the war.

Inside your alliance you have to consider if you should dishonor or not the invitation, in the first case losing one in stability and abandoning the alliance, and in the second case depending on the enemies (could even be your vassal). You are informed what the rest of the members has decided to make it easier. It can be the opportunity to form a new alliance as an alliance leader. If you just don't want to fight but are happy with the alliance, it is usually best to honor and then try to get a white peace with the enemy leader, but it not always works and you might have to reach a positive warscore.

You should not invite your allies to wars that you can easily win. You should not invite your allies to wars when they have leaders and you don't, as they will steal your sieges. You should not invite your allies to your wars against pagans or countries liked (good relationship) by your allies unless you want them to dishonor. Do not invite your allies when you want them to be neutral for strategic reasons, so your troops can take refuge if you have MA, etc. Invite your allies when you have to fight a tough enemy, and they are supposed to take the heat while you rip the benefits. You are not expected to be a good ally.

7.4 Peace

Peace offer.

What you can gain in a peace deal depends, as we said, entirely on your warscore. The AI offers are usually guided also by the war score, although, as you, the AI can also ask for more, usually without luck too. As a general rule you won't get your offer accepted unless it is at least 10% below the war score. But that does not mean that you will get it accepted if you follow the rule. Sometimes you may ask for 25% less than your war score and still don't get it. The offers by the AI nations can sometimes be a lot more generous than your warscore entitles you. Take advantage of those offers, but be aware that you will be signing an alliance wide peace, if the peace offer comes from the opposite war alliance leader. Check next to the shields to see who you are signing peace with. After signing peace with the enemy alliance you might still be at war with a former member of the alliance that signed an independence peace with one of your allies. After every peace deal check your diplomatic info or the ledger to make sure you are at peace with everybody.

The war alliance leader isn't necessarily the same as the alliance leader. The nation that DoW is the war alliance leader from the attacker alliance. The nation that is DoWed is the war alliance leader from the defender alliance. If the war leader abandons the war alliance through independent peace, the regular alliance leader becomes the new war leader. If the alliance leader also abandons the war alliance, then the oldest member in the alliance is chosen the war alliance leader.

The war alliance leader might negotiate with the compound warscore of all the alliance members at the time of negotiation (some nations drop from the war alliance through independent peace), against the compound warscore of the other negotiating party (either independent or alliance). Battles warscore can go up to +/- 95% and overall score can go up to +/- 99% unless complete victory is achieved. Complete victory (100% warscore) is achieved when a country or alliance control all the provinces of a country. If that country is the war alliance leader then complete victory over the alliance is achieved. If both sides achieve complete victory (easy when war leaders are minors), only the defender alliance is awarded complete victory. The alliance leader can achieve complete victory, while the alliance members have partial victories (control different provinces each).

When negotiating and asking for tribute, a war alliance leader can claim provinces he controls, his core provinces even if not controlled, provinces controlled by his allies (ownership goes to controller), money to be shared equally by alliance members, vassalage, annexation or military access only to alliance leader. Force-conversion requires separate peace.

When negotiating and offering tribute, a war alliance leader can offer its own provinces or money to be paid equally between alliance members. The maximum common amount times the members in the alliance is the maximum that can be offered. A corollarium is that you will get more (money and provinces) if you make separate peace with every country in the enemy alliance. Every player soon realizes this.

You need a 20% warscore to ask for military access.

You need a 50% warscore and sign a separate peace to ask for force-conversion.

You need a 70% warscore and control of their capital to ask for force-vassalization.

Every country in a war can negotiate a separate peace against another country or against the enemy alliance (with the opposite war alliance leader), but only the war alliance leaders can choose to negotiate an alliance binding peace or a separate peace for their side. If you are the war alliance leader you do so by clicking on the shield in the peace proposal, that toggles between alliance and separate peaces for your side, or also for the enemy side if negotiating with the opposite war alliance leader.

When a country DoW another, a war item is created in the save-file. This war-item lists the attackers first and then the defenders. When a country reaches a separate peace with some but not all of the opposite war alliance members, a new war item is created to reflect the separate war that continues. If any of the original war leaders is present, his side will continue being what it was (attacker or defender). But if none is present in the new war, the country involved in the separate peace deal and in the separate war will take the attackers side. In other words, if you join a war in the defensive side and reach a separate peace with the attackers' war leader, you are now the attacker to all the other countries, and each province gained will cost you two BBs instead of one.

White peace.

A white peace can be agreed upon by the parts (no tribute choice), but will also be automatically applied when the two factions had been without controlling each other provinces for 36 months. White peace is many times the only way the AI wars end, and this can be important if you are involved, which is a very common situation. White peace is considered a victory for the defender/s and a defeat for the attacker/s (a separate peace can make you the attacker). Requesting MA or force-conversion only, is considered a white peace despite requiring to press the (+) tribute button. If you are the attacker and achieve victory, but request only MA and/or force-conversion you will lose the war, meaning lose of DoF title and not lifting a trade ban. Get a few ducats also.

Sometimes you want to vassalize and take some provinces from your enemy, but if any of the members of your alliance has made a separate peace with other country, or you are not the war leader of your alliance (i.e. you will make separate peace), or your victim has a separate war going on, after you reach an acceptable peace treaty, your now vassal, still at war, will be a defenceless victim and likely to be decimated or even annexed by others. In this situation you have three options. You make your separate peace, taking a -10 relationship with your allies for every province taken, and accept the outcome of whatever happens to your new vassal. Or you wait for the alliance war leader to make peace, accepting what he grants you (sometimes only pocket money), and the country goes its way. Or finally you get into a separate peace condition through a third country, and then wait for all the rest to end their war being last for suing for peace. If you control all the provinces of your foe, after three years, everybody else will have to make a white peace leaving you as the only negotiator in the table. If anybody else controls any province, then you might be up for a long wait if you are unlucky. I have seen Suzdal control both of Novgorod provinces for over ten years before agreeing to peace for one of them and probably a ton of cash at that point.

Truce.

After peace has been signed, a truce comes in effect that lasts 5 years, you can see when is expiring by hovering the pointer over the target country in the diplomatic map in alliance mode or in the appropriate page in the ledger. Breaking the truce only costs -5 stability and relationship worsening with lots of countries. No BB points. If you are at -2 stab and already hated, it is almost free.

Refusal to make peace.

Many times your peace offers will be rejected even when much lower than 10% below the warscore. One of the reasons can be that the AI counts double the warscore required to yield his cores in a peace deal. You may find solace in that if your warscore is over 50%, any rejected peace offer 11% or more below the warscore will cost the stubborn nation 1 point in stability, and the same will happen to you if in that situation. If you are the winner, you can see their stability go down every month for as long as you have diplomats. The low stability can even trigger revolts (even in your controlled provinces) and with time cause a government fall and then you gain ownership (turbo-annex) of the provinces you control. Other than that, you can try to increase your warscore more or you can accept their offers, that often times are more generous than what the warscore warrants, even if it is not exactly what you want. Also, build up of war exhaustion makes AI nations more willing to negotiate, although they build up war exhaustion at a slower rate than you do. If you feel overly generous, know that a peace offer less than 50% the warscore is always accepted, for example if you are declared war and don't want to fight, an offer of 1275D (-50% warscore) will stop the war cold. You will also have to accept 50% lower offers from the AI, although, fortunately, they are rare. And finally if you achieve complete victory, 100% or less offers will also always be accepted by the AI.

Peace strategy.

Never really leave peace negotiation in the hands of the AI unless you don't care about the war (and sometimes not even then). Best thing is to be the war alliance leader so you can choose between alliance or independent peace at your convenience. If you are not the war alliance leader you should try to reach a separate peace with one of the enemy alliance nations as soon as possible (even if you have to pay a small amount sometimes) so you can guarantee that your goals will be achieved, and victory won't be stolen from you. If you have problems finding an enemy country that will accept a white peace, choose and get a +10% warscore quickly. They will always accept a white peace while at -10%.

The offers that you receive will indicate if the offer is in the name of the whole alliance, or an independent one. Make sure you know who you are signing peace with, specially since the war alliance might not be formed by the same members, since countries join and leave war alliances all the time.

7.5 Royal marriage

Royal marriage (RM) is not a marriage between queen and king or between heirs to the crown, it is a marriage between members of both royal families. It expires after 25 years unless broken by war.

RM can only be offered to countries that have a compatible religion and that are not the vassal of any nation, compatible religions are:

Pagan: Pagan
Sunni: Sunni, Hindu, Buddhist, Confucian
Shiite: Shiite, Hindu, Buddhist, Confucian
Hindu: Hindu, Buddhist, Confucian, Sunni, Shiite
Confucian: Confucian, Hindu, Buddhist, Sunni, Shiite
Buddhist: Buddhist, Hindu, Confucian, Sunni, Shiite
Orthodox: Orthodox, Catholic/CrC, Protestant, Reformed
Catholic/CrC: Catholic/CrC, Orthodox
Protestant: Protestant, Reformed, Orthodox
Reformed: Reformed, Protestant, Orthodox

There is a bug, when the game informs you that a conversion has broken all alliances, this is only true if the conversion is to an incompatible religion, if compatibility is maintained (catholic to CrC for example) alliances and RM are maintained.

After the Edict of Tolerance (1650) every Christian can have RM with each other. There is a spy-master event that can arrange a RM with non compatible religions for France and England, but only for random countries if the event is accepted.

You can offer RM to Papal States and The knights, but they will never accept it. They might offer RM to you and you can accept it. Watch out for those missions to marry the Pope.

RM instantly boosts your relationship by +15 (or -4 if rejected) and gives you 2 VP. It is usually accepted by everybody you have a bad or good relationship, but usually rejected by countries you have a neutral relationship (-30 to +30). RM removes the fog allowing you to see the country military activity. If you have a RM and DoW, you get -1 stability hit, the RM breaks and your relationship with every other country RM to you worsens. Joining an alliance war means breaking any RM with members of the enemy alliance, with the corresponding stab hit if you are in the aggressive alliance.

Having a RM is a requisite for diplo-vassalization. Being capable of offering a RM (compatibility) is a requisite for diplo-annexation. Papal States cannot be diplo-vassalized, only force-vassalized. They can be diplo-annexed. The knights cannot be diplo-vassalized, nor diplo-annexed for as long as they keep in their island (no land border). Having a RM is also a requisite for claiming the crown (see below).

You can also break RM. You do it if you are going to declare war but only to avoid the worsening of relationship with other RM countries. The stability hit is the same -1. You can also space it so it doesn't accumulate with others. It gives you -5 VP.

7.6 Vassalization

Force vassalization conditions are: victory with a warscore over 70% and control of the capital, usually over 85% will be required for the AI to accept. The target country cannot be somebody else's vassal. However it can have a vassal himself, giving way to very interesting chains of vassalization, the longest one ever reported involving six countries.

Diplomatic vassalization conditions are: same alliance, RM, relations >190, target country has to be at peace, target country cannot have vassals or be a vassal already, you must have a bigger economy (bigger income). you must have a diplomat.

It might be difficult to get an ally to accept being your vassal. Conditions that are not a requirement but improve your chances are: Much bigger economy (only tax and production counts, it is usually linked to size), high military power (army size and high maintenance), good stability and the difference in diplomatic skill between respective monarchs (in your favor).

When accepted vassalization (both forced or diplo) breaks all RM of the target country, forbids any alliance except with the suzerain and gives the suzerain half of the direct tax income (see the economy section). Notice that a vassal can still declare war to any country not a member of his alliance. This is a major source of headaches for suzerains with multiple vassals.

Refusal of diplo-vassalization will result in -30 relationship.

Breaking vassalage.

Vassalage can be broken both by the vassal or the suzerain. It has a -1 stability hit if the suzerain breaks it, and -3 stability if the vassal breaks it. In both cases it worsens the relationship and gives a 1 year CB against the breaker. In general, vassals won't spontaneously break vassalage if the relationship is sufficiently high (+150 is safe), and in general they won't brake it even if much lower if you are a lot stronger. They might break it as a result of bad diplomacy on your part, normally for a failed annexation attempt or after dishonoring a call to war. In the first case a bad diplomatic skilled monarch makes it more likely. In the second case do not invite them to a war with somebody whose relationship with them is not at least -50.

A little known fact is that vassalage expires after 300 years, due to a carry over from EU1 which was a shorter game. This is hardly a problem for most players that plan on annexing their vassals as soon as possible.

7.7 Annexation

Force-annexation is only possible for more than one province pagan countries. All others, exotic included have to be a one province country. 100% warscore is required. If they reject annexation with a 100% warscore, it is because they still have an army or fleet in a battle situation.

Diplomatic annexation conditions are: same alliance, compatible religion (royal marriage should be possible, this changes for christians after the Edict of Tolerance), 10 years of vassalization (bonus increases up to 30 years), bigger economy, common land border somewhere, relations >190, target country has to be at peace.

It might be difficult to get a vassal to accept being annexed. Conditions that are not a requirement but improve your chances are: Much bigger economy in taxes and production (trade is not counted), this is usually linked to size, high military power in terms of army size and morale (set at 100% maintenance the month before) and the difference in diplomatic skill between respective monarchs (in your favor, that is).

After annexation, all armies and fleets from the target country are transferred to the annexer, gaining the annexer tech level. Any annexation gives a 2 year CB to every country in the world that has < -150 relationship. It also gives 20 VP when accepted and -50 VP when rejected. You also get 6BB for any force-annexation, plus 1BB for every province, colony and TP, if diplo-annexation or defensive war force-annexation, or 2BB if offensive war force-annexation. The provinces gained from annexation will have nationalism for 30 years. Also the vassals of the annexed country are released, too bad they are not inherited.

Turbo-annexation is the colloquial term to describe government fall while you occupy one or more provinces of that country. It is explained in the revolts section (6.15), and is not a diplomatic action. Also the country does not stop existing, so you just turbo-annex some provinces.

A very cunning strategy is to try other countries to do force-annexations for you. Ideally you want your vassal or your enemy to do the annexation so you can later gain that now province in a diplo-annexation or peace treaty spearing you the 6BB (see below). While there's not much you can do to encourage your enemies to annex, you can punish them for doing so. With the casus belli they provide you can gain the province for 3BB (1BB DoW + 2BB 1 province aggression) instead of 9BB (1BB DoW + 6BB annex + 2BB 1 province aggression). To coase your vassal to do the annexation you have to make sure he leads the siege, although you might have to help by removing enemy troops before and providing extra forces for the siege if necessary. If you are leading the siege, but your forces are necessary, by retreating and cancelling the movement, you give his army a first-come precedence over yours. In general, if your vassal is the war leader, he is more likely to demand annexation, instead of signing peace for a few ducats (always a possibility). If you did the DoW, and so you are the war leader, you can give your vassal war leadership by signing an independent truce with a third party, preferably an inoffensive far away bystander ally, because he will still be at war with your vassal. That way you can still help with the victim beating. When you absorb your vassal, that province will just be 1 extra BB in the operation. Part of the fun is that sometimes these operations go horribly wrong and your vassal gets into a never ending war with new players joining all the time, and is eaten alive while you watch, pondering what to do.

7.8 Badboy rating

BB rating is the first number that is displayed when you hover the pointer over your monarch's reputation. The second number is the bb threshold. The bb threshold has a minimum value of 30 that is increased based on your monarch diplomatic skill and the year you have reached. The ratio between them is reflected in the reputation description that can go from respectable to hated throughout the

entire world. A high BB rating will penalize your relationship with every country in the world, and if you play at very hard and go over the bb threshold or the bb threshold goes down below your BB rating (your new monarch DIP sucks), bb wars will be triggered. Basically any country with his capital in your continent or that shares a common border will declare war on you, a very serious matter unless you are dangerous enough to deal with it and know how to time all peace deals to avoid war exhaustion to build up to maximum for ever. If you play at a lower difficulty setting you will not get bb wars and will just find that every nation hates you, and you might also get more DoWs that you would otherwise due to your bad relationships. Other negative effects of the BB rating are:

- it increases the cost of your stability.
- it increases your chances of CW.
- it continually drops your relationship with everybody
- it reduces the chances of success of a diplomatic action, even if you raise the relationship through gifts.
- it increases the chance that your merchants are competed out in CoTs.

So, keeping BB points low is important.

How do you get those nasty BB points?

Declaration of war (DoW). For any religion, you get 1BB if you have a CB, and 4BB if you don't, unless it is a pagan country, and you are not, then you don't get any BB. There are no special BB penalties for breaking truces, attacking good relationship countries, attacking your vassal, dishonoring your alliance or any other general nasty behavior with the exception of commissioning privateers that has a 10% chance of netting you 1BB.

Peace treaty. You don't get any from force-vassalization or force-conversion of enemies. You get 6BB if force annex a same religion group country and 3BB if different religion group, except pagans that are free for non pagans (they cost 2BB + 1BB per province when annexed by another pagan). In addition you get 1BB for every province won in a defensive war and 2BB if in an offensive war. The exceptions are core provinces, TPs and colonies (non city), that always come free of BB unless gained through annexation, when they cost 1BB in defensive war and 2BB in offensive. Turbo-annexed provinces have the usual cost, 1BB if defensive, 2BB if offensive. You should know that if you are part of a defensive alliance, but not the country that received the DoW, the moment you go into a separate peace with any country in the offensive alliance other than the one that DoW, you become the aggressor in terms of BB, receiving 2BB per province gained.

During peace. You get 1BB per province, colony or trading post when you diplo-annex a country. You get 0.25BB per province when you inherit a country (through a historic event). You will also get 1BB when you change your religion. You don't get any BB for provinces that defect to you.

Losing BB points. You lose 1BB every time you lose ownership of a province, unless you manage to lose it to a pagan (or release a pagan vassal) in which case you don't lose any. You lose BBs over time depending on the diplomatic rate of your monarch (increased by a high aristocratic DP setting) and the difficulty setting, just sit and wait.

Badboy management. You should avoid declaring war without a CB and force-annexing countries, since it is very expensive. Force-vassalization and diplo-annexation are far superior in terms of BB. You can afford to gain double amount of provinces when in a defensive war, and pagans are free for the taking when you are not a pagan. Some pagans will change their religion through a random event so get them before they do that.

7.9 Trade diplomacy

A trade embargo from a CoT owner impedes the target nation to place merchants in the CoTs belonging to the giver or to obtain benefits from his remaining merchants there. A trade embargo causes a lose of -15 relationship and of a -1 stability to the giver unless at war with the target and gives the target country a permanent CB until lifted. Your Free Trader / Mercantilism DP setting determines how many trade embargoes you are allowed to give before they start reducing your trade research and your trade efficiency. The trade embargo lasts until is lifted or the giver loses a war against the target (even if by alliance). Losing a war means signing a tribute peace even if only by 1D, but if you request vassalage or MA exclusively, it is considered a white peace, and a white peace is a lost war if you are the aggressor (you may become one upon signing a separate peace). During the resulting truce, new trade embargoes are prevented. Lifting a trade embargo improves relationship by +15. If you are embargoed, your merchants are also more likely to be competed out of the banned CoTs. Trade embargoes from the AI become more common when they reach high efficiencies in trading, since it requires a trade 4 level. Trade embargoes are a great way of getting a CB. I don't particularly find embargoing AI nations very useful, since the damage to their economy is very small unless you own a lot of CoTs (and then who cares). If you like Free trader you actually damage yourself a lot more. Most AI nations will lift the trade embargo after some time, when some or all your merchants are competed out, others will impose a permanent embargo and you will have to go to war with their alliance if you want to see it lifted.

A trade agreement (TA) will avoid the merchants from the signing parts to compete at CoTs and impede embargoes between the parts. They last until cancelled, but the AI never cancels them. Relationships do not appear to play a big role in signing trade agreements, since they can be signed at -200 or rejected at +150. Owning a CoT appears to play a bigger part. Signing or cancelling trade agreements does not affect relationships or VPs. But consider that if you sign a lot of trade agreements, your merchants will have a hard time succeeding in the CoTs. As a general rule I only sign trade agreements with a few CoT owners. From 1.08 TAs have been having a penalty of -1% on trade efficiency.

7.10 Obtaining maps from other countries

Discovery exchange or map trading allows you to know all the settled territories that the other country knows in exchange for your known ones. If you don't have good relationships and know more territories than the target country don't bother asking. This aspect of

the game has changed a lot with different versions. Be aware that your maps may end up in third hands. The actual number of territory maps exchanged is different from the number of known ones, because the parties do not receive maps of unsettled territories.

When you own a CoT and an unknown nation sends a merchant to it, their capital will suddenly be discovered.

Other non diplomatic way of obtaining other nations maps is to take control of their capital province, obviously at war. This is considered to be exploration without explorers, and Tago is a popular army destination around 1500. It is no longer possible to obtain maps from pagan capitals other than their national provinces, because it was considered that it allowed exploration by any nation. You can also steal routers from defeated fleets (happens automatically), but usually you only get a couple of sea squares, although you might be lucky.

Finally, if you are an isolated country and know less than 19 countries (see technology, section), you need to discover more countries. Join an alliance with the farthest alliance leader you can find, or if he happens to colonize nearby. Every time the alliance goes to war you discover all the enemies that honor. Jump alliances to keep going.

7.11 Loans between countries

You can offer loans to other countries. If accepted, they'll have to pay the agreed interest every month, and return the money at the end of the agreed time. The money is lost if the country is annexed or goes bankrupt. If they refuse to repay you, they'll give you a CB, but no money. This is one of the least used features in the game. The AI never offers loans, and most players consider them useless and a waste of a diplomat, since they are rarely accepted by the AI, even if the offer has an extremely generous interest rate. Nevertheless, some people manage to make money out of it. The key appears to be to loan a small amount (50D) for a low interest (1-2%) for a long time (80-100 months). The AI is said to prefer longer loans, rather than low interest ones. You need a relationship of +50 or more and it helps if the country is at war, not with you obviously. Once accepted the next one can be offered before the previous one has expired, and you can either increase the amount or reduce the time every time you offer a new one. If you want them repaid you time them to expire at the beginning of January, when the AI has money. If you want the CB you time them to expire at the end of a later month. You can have several loans with different extension set to expire all at the same time, at which point the AI will be short on funds and willing to take a new loan.

7.12 Casus belli

Casus belli (CB) is having an internationally acceptable reason to DoW another nation. This way, DoW is a response to their hostile acts towards your country and not merely your desire to expand your dominions, something unacceptable by the international community. Therefore finding a CB against your target is very important in terms of reducing your BB increase, keeping your stability, and maintaining your relationships with other nations. There are two types of CBs. Permanent CBs do not have an expiration date, they disappear when certain conditions are no longer met. Temporal CBs have an expiration date that is indicated in your diplomatic information. Lets review the reasons why you get a CB.

Owning other nation rightful possessions. Any country that has some of his core provinces in the hands of another nation, has a permanent CB on them. Losing a province through defection gives the loser a 1 year CB on the receiver. Losing a province to Portugal or Spain due to the treaty of Tordesillas also gives the loser a 1 year temporary CB that can be useful to start a colonial war.

Killing a nation. Every country that annexes another one, gives a two year CB to any country in the world whose relationship is < -150.

Denying income. Every nation that bans other nation merchants in his CoTs gives a permanent CB to that nation.

Religion is the source of many CBs. A country changing his religion gives a two year CB to his former faith mates. Any catholic country at war with Papal States gives a permanent CB to any other catholic country. Owning Rome when you are not Papal States also gives a permanent CB to all catholics. Becoming CrC gives that country a permanent CB on protestants and reformed until the Edict of Tolerance. Shiites have a permanent CB on sunnis and viceversa. Spain has a permanent CB on all pagans and muslims.

If you are not provided a CB from your target actions, there are still some diplomatic actions that you can try.

Sending a warning. You might gain a CB from a country by sending him a warning. If that country attacks one of your neighbors (countries with a land border with you) during the next 5 years, you will get a 1 year temporary CB against him. Useful against aggressive nations in your vicinity, and the AI ignores warnings.

Proclaiming a guarantee. A more limited version of the warning, you guarantee the independence of any country of your choosing, so any country DoW your guaranteed country in the next 5 years gives you a 1 year temporary CB. The AI is very fond of these and it is very funny to see Mantua guaranteeing the independence of China.

Claiming the throne. You can claim the throne of a country with whom you have a RM. It will cost you a wade of cash, the actual amount depends on the size of the target country, a stability hit of -3 and a fall of relationships of -100 with every country you have a RM with. For all that, it gives you a two year CB. Very few people use it except for a laugh or when managing the BB is a lot more important than stability, because you will also have to break the RM and might even get some more stability hits when DoW.

Defender of the faith. Being the DoF will cost you 1000D. That money gives you a CB against any country of the opposite religion (catholic/protestant, shiite/sunny) that gets involved in a war with any country of your religion, and a boost in troop morale. Reformed and CrC can still claim the title, and the AI does it, but is a great way of blowing 1000D since they don't get the bonuses (bug, bug). You will be the defender of your faith until you change your religion, or more commonly you lose a war. Losing a war means signing a tribute peace with anybody, even if only by 1D, or signing a white peace when you are the aggressor, even if you have beaten your enemy before getting tired of that war. For most people is too expensive to be worth it, but you can have fun role-playing through the religion wars.

Now the question is how do you get that CB or DoW from your target country? First check your diplomatic info. You get CBs all the time through other countries behavior, but you are not informed about it. Also you can get a CB from a trade ban. If you don't have a trade agreement with your target, and flood his CoT with merchants, a country might ban you, although is not guaranteed (that CB appears at the beginning of the month after the ban). If you feel like burning 1000D you can proclaim defender of your faith (DoF, unless Reformed or Counter-Reformed catholic), that will give you CBs against some of your heretic neighbours. Finally you can issue a guarantee on some of your target neighbours that he likes to beat. That guarantee is good for 5 years and the AI appears to be oblivious to them. Of course, if you join an alliance already at war with your target, you don't need a CB, and you don't lose your MA, you do lose your RM, with a -1 stab hit if you are on the aggressor side. If everything else fails you can always disarm and wait, (save and reload, see game re-initialization in section 12.5) although you can get the attention of some other unwelcome neighbor.

7.13 Changing relationships by diplomatic means

Relationships between your country and others are affected by many things. The main ones are the religious settings, the BB rating (reputation), behavior (alliances, wars...) and events. Relationships are not only affected by those factors in your nation, but also in other countries, and are therefore beyond your control. However you have the means to diplomatically change your relationships with other nations. As a general rule you will need money if you want to significantly improve relationships in the short term.

Letter of introduction, personal gift and state gift are the ways of improving relationship through money. You will never receive them. Their difference is the amount of money they cost (it is related to the economy size of the target country), and the span of relationship they might improve. In my opinion, personal gifts give more bang for the buck, but state gifts are the way to go if you need results pronto. All of them can actually worsen relationships, because the amount of improvement can be zero if you are unlucky, and a penalty for a low monarch diplomatic rating applied instead of a bonus for high diplomatic rating. When you are small or when you want to do a lot of diplo-annexation, a fair amount of your money and diplomats will be used in sending gifts.

Sending an insult is only possible if you are not at war with the receiver. It worsens relationship by -50 and gives the receiver a 1 year temporary CB. You will never be insulted by your computer (except by event), but you might need to insult a country to avoid the stability penalty for DoW friendly nations, -1 if between +100 and +150, and -2 if > +150.

7.14 Holy Roman Emperor

The Holy Roman Emperor (HRE) is an elective title that certain monarchs can hold. Only one monarch can have it, and once elected it lasts for the life of the monarch. Currently, only catholic monarchs can be elected HRE. Austria and Spain have a +50 bonus to have their monarch elected HRE for historical reasons (Habsburgs). The HRE title is decided by the countries in the HR Empire (elector states). They vote according to their relationship with the candidates, one vote per country (not province), but Cologne and Palatinat get double vote. To be a candidate you don't need to hold land within HRE limits. You see the HRE lands in the religion map (missionary button) with a red border, there are 31 provinces. The current emperor is shown with the flag with golden ornaments. When hovering over the provinces you will see the elector status. Their bonus all but guarantees that the HRE will be Austria or Spain.

Being the HRE has several advantages and you should know how to benefit from them if your monarch happens to be elected. One of them is that if the HRE is at war, all the HRE territory is open for his armies. This access is not MA in the sense that it doesn't increase the supply limit, although it keeps the supply lines. You get 2D and 1 extra manpower for every elector who you have > +125 relationship for as long as you keep the relationship and the HRE status. You also get 50 VP every time your monarch gets elected.

Be aware that the map has a mistake regarding HRE that cannot be fixed (EU2 map is hardcoded). The HRE electorates are 31 provinces (in the file province.csv), of these, Mermel, East Prussia, Danzig, and West Prussia are actually electorates (and behave as such) but they are not included in the HRE red bordered territory in the map.

8. Exploration and colonization

At the beginning of the game most of the world is not shown in the map, and the white parts are labeled terra incognita (TI). This situation tries to represent the knowledge of the world for every country in that period. To avoid your present day knowledge of the world from giving you a very unfair advantage, exploration is forbidden for most of the game unless you have a special kind of commanders called explorers (naval) or conquistadors (land). You can tell them because explorers have a sextant icon in the fleet info screen, and conquistadors have a spanish helmet icon in the army info display. These commanders allow their armies or fleets to move into TI and also greatly reduce the attrition suffered by their units so they can reach further before having to turn back to resupply. The vast majority of explorers and conquistadors are historical leaders (like Columbus and Cortes) and are given to the historic countries



Figure 26. Gifts are very necessary to keep relationships high. There you will be told the actual diplomatic skill of your monarch, including the diplomatic bonus from high aristocracy.

that employed them. The AI colonizing nations are also given the direction where they historically expanded (Portugal towards Brazil, for example) to result in a more historical game. But to also open the exploration and colonization game for non historical nations, random explorers and conquistadors can be awarded to most nations depending on the date and the DP settings. You are likely to get a few of these along the game.

8.1 Sea and shore exploration

This section deals only with your own explorations, visit the diplomacy section 7.10 for obtaining other nations maps. Sea exploration is done with explorers until naval tech 27, but explorers can also do shore exploration, since they have a 10% chance of discovering any shore territory adjacent to the sea square they enter, until naval level 18, when they discover every adjacent territory. Every sea square or territory that you discover by yourself will get you 1 VP. Being the first to reach a continent or certain areas will also have a small reward (like 5 VP). One of the most important jobs for explorers is to find the exotic CoTs, many of them low competition and very valuable.

To explore you first need the explorer. There are two ways of getting an explorer. The first one is if you are a historical colonizer nation (Portugal, Spain, England, France, Denmark, Netherlands, Russia and China) then you will receive historical explorers that appear at a certain date and expire (die) also at a certain date. Every nation with a port also has a chance to receive random explorers, and they last 20 years. The requirements (Table I) are that the nation is naval and free trade oriented and that the date is later than 1550, with better options after 1600. You also need to have a naval tech level of at least 11 (better chances with naval level 18 after 1600), which is a steep requirement to meet unless you actively pursue it. There are no guarantees that you will get them, or that when you do they are mostly useless because you

already can explore with all navies (naval level 27). Historical explorers appear with three warships (not too shabby), and random explorers with one, but accompanied by some colonizers in case you are innovative. Besides allowing moving into unknown seas, and reducing the time to enter them, explorers also

reduce naval attrition by reducing months at sea by a factor of two times their rate of movement. Explorers have a 1 in 10 chance of discovering one of the unknown territories adjacent to a sea square when they enter it. This feature allows you to start colonizing the areas you are exploring. Finally explorers also give a bonus to colonization chances and cost when they are inside the colony port, but this means they are not good for the first, most difficult, colonization attempt.

So what is the best way to use the explorers. There is no definite answer and different players develop different strategies to explore farther, loosing the least possible amount of ships.

My favorite way of using an explorer is to send him in a two ships expedition. If you remember what we said in the naval attrition section, you know that they get a small fleet attrition penalty, but on the other hand you won't lose the first ship until fleet attrition reaches about 30% and if you do it right, that means never. To avoid the fractional attrition to accumulate, every month I split the fleet and re-merge it (even if en-route) to repair the ships. When attrition gets over 10%, I let them get to the next TI sea square and order them back to port while continuing the monthly repair. Remember that attrition is reduced by 3% when near the coast, so a 9% shore attrition is equivalent to months at sea for 12% attrition. Finding a storm should not be a problem, it just shortens your trip if you find it in the way out, but you should have room for even a couple of storms in the way back. If something goes horribly wrong you lose one ship and replace it. The fractional attrition monthly repair is crucial, because it means the first ship cannot be lost until the displayed attrition goes over 26%, and you should be reaching national waters by then. With this technique I reach Brazil with the first Portuguese explorer (and is a bad one, with a movement rate of 1) by 1428 at the third trip and with naval level 2. At the second trip if I have MA in the canary Islands. I find that if I use 6 ships I only get one square further per trip at the cost of 4 or 5 ships. Whatever technique you use, unless you have a 101 ship fleet with an explorer (again see naval attrition), you will find that you have a maximum range. When you reach it, it is the time to get a resupplying port, either by colonization, conquest or by MA.

8.2 Land exploration

Land exploration before land tech level 31 is done with conquistadors. You can also get historic conquistadors if you are the right nation. If not you will have to wait for the random ones, but they are easier to get than explorers, since several of the random events that trigger after 1500 do not depend on DP settings, although after 1600 being narrowminded will help your chances. Conquistadors come with a few troops, but most players find that conquistadors do better with cavalry due to the intrinsic lower attrition of this units and their higher speed. Conquistadors have the same ability of moving into TI before land tech 31, and at any land tech they move faster into TI, they take 3 times longer than the terrain they enter requires, versus 6 times longer for other commanders. Also conquistadors negate the 1% movement attrition, and increase supply by 4 times their movement rate. A small cavalry army led by a conquistador can basically explore forever, provided is not eroded too much by hostile natives or winter. Beware that the attrition bonuses do not apply when the conquistador party is transported on board ships, and that the explorer bonus only applies to the ships, not the troops on board. The final bonus that conquistadors have is that they increase the colonization chances for the province they occupy at the time of sending the colonist. This bonus is 5 times their movement rate, and caps at 95%. They also reduce the cost of sending the colonist. The colonization bonus is the reason conquistadors are always useful. If you are not exploring, put them to work to start your colonies and to help with provinces where keeping the low/medium aggressive natives alive is important. Conquistadors are only to be used outside of Europe. To avoid distorting the european balance of power, conquistadors only get their fire and shock rates outside Europe, when in Europe they have a default fire and shock value of zero.

First year available	Land DP	Mercantilism DP	Naval tech.	Trade tech.
1550	<=3	-	>=11	>=3
1550	<=1	-	>=11	>=3
1600	<=3	<=3	>=18	>=5
1600	<=1	<=1	>=18	>=5

Table I. There are four random events that can give you an explorer as long as you meet the conditions. Unless you actively pursue them, it is unlikely that you will meet them before 1650-1700 even if you are latin tech.

8.3 Trading Posts

Ts are one of the best investments in the game in terms of return. They cost very little and provide a nice income through trade tolls and trade through the CoT they belong. That income benefits you most if you are an efficient trader (as you should). Ts also allow you to quickly and cheaply claim land in interesting areas, as the caribbean. That said, they have also several disadvantages. They do not provide a resupplying port, although they provide friendly waters. They can be burnt to the ground even by natives, and are essentially indefensible as they cannot be fortified. If you are at war with other colonial powers and you have lots of Ts you are more vulnerable. If you are an early or small colonizer with lots of colonists (Portugal, Netherlands, Spain, England), you should probably start with a few colonies and lots of Ts. Be aware that having many unfinished Ts under level 3 give a penalty to establish new ones. So when you reach that point (depending on your monarch administrative skills), you should start converting some of your Ts to colonies or taking them to level 3 TP, before you establish new ones. You know you have reached the limit if upping a TP or converting it to a colony improves your chances of planting a new one in an uncolonized territory.

You can only build Ts when you can reach the province, either by sea (shore province), by lake connected to the sea (great lakes, for example), or by owning the adjacent province (TP, colony or city).

8.4 Colonies and cities

Your colonization chances are affected by a series of factors. First, during your first 20 attempts you have a penalty. Then, you have a limit on how many unfinished non land-connected colonies you can have, that is affected by your monarch administrative skill. Bonuses to your chances are: already a TP present (the level doesn't matter), already a colony present (+5% per level), province has your culture, province has your religion, you are a historic colonizer nation (Spain, England, Portugal, France or Netherlands), or a conquistador or explorer in port is present (5x their movement rate). Penalties to your chances are intrinsic difficulty of province, presence of natives (4x their aggression level) and harsh climate. Unless you have a conquistador, medium aggressive natives will make colonization very difficult and you may prefer to kill them. Always kill high and very high aggressive natives, but only when ready to colonize, they also difficult the AI colonization attempts. Once you establish your first level, you change the religion and culture of the province to yours, and chances of colonization improve by 18% due to accumulation of bonuses. Chances will never go over 95%.

You can only colonize a province when you can reach it by sea (shore province), by lake connected to the sea (Great lakes), or by having a city next to it. The exception to this rule is Siberia, where ownership of a province allows you to colonize the next one.

Once you establish a colony through your first successful colonist, that province is rightfully yours and it cannot be taken from you by any nation except at the peace table or by defection. This rule has two exceptions, the first is that a native uprising can damage your colony to the point of wiping it, and if not, the colony control goes to the hands of the natives (ownership is still yours). The second exception is the Treaty of Tordesillas (ToT, 1505-1650) that awards right of ownership to most of the world to Portugal and Spain. That right requires that both Spain and Portugal do exist at the time of the treaty and only applies to nations with catholicism as their state religion (the colony religion is irrelevant). ToT areas are shown in the colonization map. Only the upper half of North America, Siberia and Australia are outside ToT limits so if you are catholic and ToT is in effect you have two choices, either colonize outside ToT, or defend your colonies through troops and forts. Portugal and Spain don't need to DoW you for your colonies, they can attack them at any time and if they manage to occupy them, you will have to DoW to recover them. Of course if you are Spain or Portugal take advantage of the situation, specially before Luther arrives and the English colonies and Ts in the Caribbe become out-bounds (until Mary when you have another window of opportunity). Another funny aspect of ToT is that if Portugal or Spain are your allies and you are catholic, you will find that outside of europe your armies will engage in combat even if you have MA to their provinces, this is a side effect of them being able to fight and take colonies from friendly nations under ToT. The Edict of Tolerance (1650) will disable the effect of ToT.

The first colonist to succeed will change the religion and culture of the province to yours. This has the effect of making the ensuing colonization attempts much easier, since you get a nice bonus to colonization chances. The new culture and religion are not permanent, they can be changed by a later colonist, as long as is not the one that converts the colony into a city. Once it becomes a city (1000 pop), the new culture is semi-permanent and can only change in a special case: In a non european colonial city (less than 5000 pop), if the current province culture for the colonial city does not match the province base culture (that only appears in the province.csv file), the province will change its culture to the state culture if/when no nationalism is present (30 years after conquest or immediately if defected).

8.5 Natives

Natives present in uncolonized territories can be a danger or an asset based on their level of aggression. The aggression goes from 0 to 10, but is rated in game from none to very high in six levels. Every level of aggression introduces a higher penalty to colonization chances and the danger of native uprising, that is very high when a colonization attempt fails or when troops enter the province. Native uprisings can also happen spontaneously due to the aggressivity of natives. Also, natives join the population of the colony when a 100 colonizers short of city status, therefore saving you the last colonization attempt and pushing the population up. No, very low, or low aggression natives should be spared for this small benefit. Medium aggression natives may require that an idle conquistador helps overcome the penalty for a couple of colonization attempts, and then some troops are left for protection of colonists until city status. Otherwise they should join aggressive natives in being exterminated without remorse by pressing the appropriate button in the army info screen.

The exact benefit of natives is that they push both the population and the growth rate up, perhaps to a positive value if you are in a tropical area where growth is penalized. The economic benefit of population grow in a colony city takes place when the populacion reaches 5000, basically increasing production, gold, generated trade and tolls by a fraction. This small effect is not negligible, and over

a lot of colonies it becomes significant. You will not get any manpower benefit from population growth in your colonies, unless they are in your continent or land connected to your capital.

A particularly nasty trick with natives, bordering the cheat, is to get military access with a nation that is also colonizing in your desired area. You can walk a small army to any TP or colony that has natives and attack them. Immediately you retreat and let them damage the establishment. A few days later they calm down and you come back, repeating until the establishment is gone, leaving room for yours. The game AI is not prepared for this uncivilized behavior and will continue being friendly and even allied to you.

8.6 Frontier nation

If you are a frontier nation you get one extra colonist a year while you keep being frontier. You are a frontier nation if you have land connection between your capital and some colonisable land, i.e. unsettled province, colony non fully settled or TP.

This situation applies for example to Sweden, Norway/Denmark, Russia or Oman. It might be a good idea to keep those territories unsettled, since they mean 400 extra colonists in the GC. If these countries want to be innovative they could still colonize a little.

9. Religion

9.1 Religious differences

Christian group.

Catholic: small penalty to tech research, big stability bonus, extra 2 colonists, 2 diplomats and 1 missionary per year.

Counter-reformed catholic (CrC): increased penalty to tech research, -10% trade efficiency, -10% production efficiency, +0.5 troop morale bonus and +1 missionary per year respect to catholic.

Protestant: small bonus to tech research, stability penalty, +10% production efficiency, +10% bonus to tax income, extra 1 colonist, 1 diplomat and 0.5 missionary per year.

Reformed: medium bonus to tech research, stability penalty, +10% trade efficiency, -10% penalty to tax income, extra 2 colonists, 1 diplomat and 0.5 missionary per year.

Orthodox: same as catholic except slightly bigger stability bonus and only 1 colonist and 1 missionary per year.

Muslim group.

Sunni muslim: same as catholic except no colonist or diplomat, but gets the missionary.

Shiite muslim: has an increased penalty to tech research, -20% penalty to tax income, +0.5 troop morale bonus respect to Sunni muslims.

Exotic group.

Buddhism: Medium penalty to tech research, big stability bonus, -20% penalty to tax income, and 1 missionary per year.

Confucianism: Big penalty to tech research, huge stability bonus, -20% penalty to tax income.

Hinduism: Big penalty to tech research, stability penalty, +5% bonus to tax income, and +0.5 troop morale bonus. No extra colonists, diplomats or missionaries.

Pagans.

Paganism: Huge penalty to tech research, big stability penalty, and nothing else.

9.2 Change of religion

State conversion to a different religion, has a steep -6 stability cost (except CrC). Changing to Protestantism will also give you a one time cash bonus of 25D per province. You cannot change your religion while at war. You can only change your religion at will within the western rite christian religions. All other religion changes are through event only.

My general advice. Your state religion should essentially be determined by what the majority of your provinces are. The cost and time of converting a lot of provinces is huge and upfront and will outweigh the small advantages between the different religions that you can choose for a very long time. Specially if you consider the benefits of that money put to work at that early time. An obvious exception is if you are pagan, then change to an organized religion when/if given the choice. Most countries that should convert can take advantage of an historic event, avoiding having to swallow the -6 stability hit for conversion. England (if it owns Scotland) is probably the only country where the two choices are probably fine, protestant or reformed. Reformed is economically better because of the importance of trade and the help in colonizing and is the best choice for small, medium countries that depend more on trade, but suffers from coming later and being minoritarian (for expansion purposes). In any case if you are going to change religion you should stall all your colonies two levels before city to avoid having to convert them. All said, if you play SP any religion is viable for any country. As it has been said in the forum, in SP, a country going with scientology can still win by a landslide.

A special case is CrC since your provinces remain catholic and happy. There are no CrC provinces, when you convert successfully, the provinces become catholic. The only advantage of CrC is if you want to push religious wars, you get the troop morale boost, the CB against protestants and reformed and an extra missionary to help with the conversions. The economic penalties are serious but not crippling, especially since it is a temporal situation that ends with Edict of Tolerance. It is a big help if you are attempting a WC with a catholic european country.

9.3 Force-conversion

The idea behind force-conversion is that imposing your state religion on an enemy country has several advantages. They can manage to convert some of their provinces to your religion given enough time (for later recollection), and they become RM compatible and therefore susceptible to diplo-vassalization and diplo-annexation. Also, a forced conversion breaks their alliance with any ally of their former religion subgroup.

Western rite christians (Catholics, CrC, Protestants and Reformed) can force-convert each other, but you can expect the AI to switch back as soon as the truce ends, so there is no much point. The christian AI will stay in the religion that is predominant in his provinces. If you change his ratio, the AI will convert on his own. At 50% provinces of each of two religions, the AI will be stable in any of them and will try to convert the others.

Muslims (Sunni and Shiite) can force-convert each other, and it sticks, because they cannot switch freely.

Anyone can force-convert pagans, but you probably don't want to force convert pagans unless you are really cheap, because all the provinces will have the wrong culture. Additionally they stop being free in terms of full country annexation, and BBs for DoW and provinces taken from them even if the provinces are still pagan. The other way around doesn't work, and in any case it is probably better to convert yourself to a half decent religion (in game terms, I have nothing against pagans).

To ask for force-conversion you must win a war with at least 50% warscore and negotiate an independent peace even if you are only fighting one enemy in the war. It is funky stuff like this that keeps the forum bussy.

9.4 Conversions

We have already mentioned them in the economy section. They are expensive and they take a long time, specially overseas where they have both a cost and a time penalty. Every successful conversion will reduce your stability cost a little bit, will increase your direct tax income from the province by 30% (60% if pagan), and may reduce your RR in the province depending on your religious tolerance settings.

To convert you need missionaries, and you get them by being narrowminded. Your religion also affects it (see above), but you are not going to change it only to get more missionaries. With the possible exception of turning CrC, that isn't really a change of religion but of attitude (there are no CrC provinces) and gives you 1 extra missionary per year in addition to several bonuses and penalties (see above). Some random events can also give you missionaries.

The cost of conversion depends mainly on the population of the province, with the province tax value and the distance to your capital playing also a role. It cannot be lower than 100D, and will be incremented by your inflation as everything else. If you don't have land connection to the province the cost almost doubles. A more realistic cost of conversion, however is obtained by dividing the stated cost by the probability of success. If you convert a lot of provinces you will end up paying something close to the addition of that truer cost for each province.

The chances of the conversion being successful depend mainly on the huge penalty applied if the culture of the province is not one of your state cultures. In that case your chances are halved. The penalty also does not apply if the province is of pagan religion. The factors that establish the probability of the conversion being successful are by order of importance, monarch administrative skill, population in the province (the more the harder), and province fortification level (the higher the better). An excellent minister event will increase your chances by 12% for same culture or pagan and by 6% for different culture. A special bonus of 20% is given to pagans converting other religions, but in their case the wrong culture penalty always applies. The decision about the conversion success or failure is taken at the moment of sending the missionary. Although the success or failure is already set, if successful the conversion takes place at the end of the process, at wich point the province receives your state religion. If you change your state religion along the process, the province will receive your new one.

The minimum time for conversion is three years, but since time of conversion has a big penalty for not having a high administrative skill monarch and long distance to the capital, it can be a lot more. Loss of province control will not stop the conversion, but the missionary icon disappears (see below).

If the conversion fails, a rebellion is triggered, so you can prepare beforehand. If the conversion of a pagan province is successful, it will also change the culture of the province to your main state culture. If the pagan conversion takes place by a random event, even during your conversion attempt, the culture remains the original native culture (bummer). When control of the province is lost, the missionary disappears (goes under cover, bug) but continues his work unless you save and reload, in which case it goes for good (BUG). If you start a lot of pagan conversions you better have a lot of game time ahead because time of conversion can be in the order of 10 years and some of them might go undercover due to rebellions.

When choosing which province to convert first, other than your available funds you have to weigh in both chances and cost. On the plus side are the small benefits. The reduction to stability cost is the same for every province, but the economical benefits (always marginal) are better for high tax value provinces. Regarding cost, it is very important to say that the cost will increase by 4D (7D if no land connection) for every 1000 population that your heretic city grows. High population provinces grow faster than low population ones at the same rate of growth, while at the same time the chances of success reduce by 1% (0.5% for wrong culture, no pagan) for every 5000 population increase, until it caps at 100,000 population. If you must convert your provinces and you want to reduce your total final costs you should convert first the biggies unless your next monarch is going to be a better administrative. If you don't have the funds consider letting the rebels fester there for a while (negative growth) and then assault to kill as much population as possible before they think about becoming independent (3 years +/- rebellion delay) or defecting (4 years). God will sort out the faithful ones from the heretics. This is a possibility if you look at it in terms of total cost. Almost everybody else looks at it in terms of investment versus return and advice to go for the cheap ones first, since the return is pretty flat and you will have more cash later. You can also

take the practical approach and quickly convert all the cheap provinces, hoping that if you get a conversion event (low innovative DP required) it necessarily has to hit an expensive one. Alternatively consider the possibility of not converting your provinces, provided you have room in the religious tolerance sliders. Other than with pagans (increased chance, culture change), missionaries are about the worst investment that you can do with your money in the game, and the removal of the tax and stability penalties might not compensate the cost of converting a high population province for several hundred years. Use the money to build a manufactory instead, that will reduce the revol risk by 1%. If the province has a TC promote also a Chief Judge. If not, don't promote a TC in a wrong culture/wrong religion province.

9.5 Defender of the faith

As said before, DoF will give you a CB against any country of different religion that gets involved in a war with any country of your religion, and a boost in troop morale of +0.15, for a not too modest 1000D. Its disadvantages in addition to the steep price are an increase of +2% in the RR of any of your provinces of different religion and an increase of 15% in your technology costs. Reformed and counter-reformed catholic countries should never claim DoF title. Although it is possible and the AI does it consistently, it is a bug, and you will be burning 1000D for nothing. Not very many players claim DoF unless role-playing. Early on, losing a war is not a very uncommon situation and in most cases you have a better use for 1000D.

10. Domestic policies

The domestic policies (DPs) are one of the best implementations of the game in the sense that you can change the character of your country and the events that will happen to you through your policies. They are of the utmost importance to achieve your goals in the game, since they affect research, economy, diplomacy, fighting, exploration, colonization, religious conversions and events. Define the type of country that you want to be before hand since you are only allowed one DP change every 10 years (40 changes in the game) so you won't be able to change them all up and down. Every DP change will cost you a -1 stability penalty and it will become painful when your stability costs are so high that it takes you over 10 years to raise it without extra expenditure on stability. Nevertheless most gamers will advise you to change the slider when the time comes every single time.

Every slider has 11 positions (value from 0 to 10) and for the purpose of the manual can be defined with the value of the policy at the right of the slider, so a Land value of 0 also means being fully naval oriented. The positions indicated for some events do not mean that you will not get them otherwise, some like explorer events or random conversions have more than one trigger, and the position indicates an increased chance from that point.



Figure 28. The domestic policy reminder is an event made by Korath. It will remind you to change your DPs every 10 years. It forms part of the AGCEEP scenario. If you have AGCEEP you can easily make it work with the official game by adding the line `event = "AGCEEP\Events\AGCEEP_Global\DPSliders.eue"` to the events.txt file in the db folder (AGCEEP folder has to be in its default location: EUUI Data Files).

10.1 Aristocracy slider

This slider, together with others, defines a land versus naval orientation. Aristocracy will reduce the cost of cavalry up to -7D and increase the cost of warships up to +10D in the extreme positions, while Plutocracy will do the opposite. Plutocracy will also increase your trade and production efficiencies up to a 5% and aristocracy will reduce them by the same factor. But the most important factor for many will be the diplomatic bonus to your monarch of +2 when fully aristocratic versus -2 for fully plutocratic.

For some, this might not be a very important slider, and if you are a small naval trading nation you want to be plutocratic, but if you want to expand a lot, either by war or diplomacy you want to be at aristocracy 10. Your BB rating will also reduce faster in this position. If you want to do a WC you need aristo at 10. The bonus to cavalry cost is great in the first century, as you need cavalry to win battles.

The events tied to this slider are for aristocracy gift to the state (>5 and high serfdom), noble feud (>3), nobles ally with foreign power (>3), cities demand old rights (>5 and high centralization), bourgeoisie request privileges (increased at >5) and for plutocracy enthusiasm for the navy and Nobles petition for old rights (increased at <6). Being at aristocracy 0 will avoid a lot of bad randoms, while being at 10 avoids some. Be aware that for some nations there are very bad historic events tied to a high aristocratic position, although they give you a more historic game.

10.2 Centralization slider

This slider is one of the most important ones. Centralization has so many advantages that most players will choose that option. Being at centralization 10 will increase the rebellion delay (time to independence, default is 3 years) by 6 months, will reduce your technology cost by 10% and will increase your production efficiency by 10% and your census tax by +25% (if you have tax collectors only) with the negative effect of increasing your war exhaustion by +2. Being decentralized has the opposite effect.

Centralization is such an obvious option that a lot of random events push it down and you have to keep moving it just to keep it at the same position. If you want to be decentralized just let it move on its own, while you take care of the other sliders.

Decentralization doesn't really have bad events tied, while centralization will give you colonial uprisings (>5) and nobles (>3) and cities (increased at >5) demanding old rights, that will lower your centralization. Petition for redress and build a great palace can raise centralization

10.3 Innovativeness slider

This is possibly the most important slider and the one that truly defines your nation. Innovative 10 will increase your stability cost by 25% and reduce your technology cost by -15%, will increase your war exhaustion by +2 and will reduce your missionaries and colonists by -2 per year. Innovative 0 (narrowminded) will have the opposite effects.

The choice is easy. If you are, and plan to be, small, non colonial, and mono-religious you want to be innovative and you will hypertech more easily. All others want to be narrowminded. If you want to colonize and convert, you need the colonists and missionaries. If you are big you need to reduce your stability costs. If you go from small to large you want this slider to accompany you in the transition. The war exhaustion bonus that you get for being narrowminded will compensate for the war exhaustion penalty that you get for being centralized.

Narrowminded is tied to heretic uprisings (<4), colonial dynamism events (conquistadors <3), and conversion of heretics (<3) while innovative is tied to unhappiness among the clergy (>2) that pushes it down and unexpected inventions (>6). Also philosophers, painters and university events will allow you to move it at a cost.

10.4 Mercantilism slider

A lesser importance slider, since a middle position is acceptable to many. Being fully mercantilistic will reduce your number of merchants received per year in -2 but also will cut their placement cost by 50%. It will allow you 10 trade embargoes without penalty to trade efficiency and research and will reduce your colonists per year in -1. Being a full free trader will have the opposite effect except that no free trade embargoes are allowed when mercantilism is 5 or less.

Regarding competition in CoTs, free trader will help your merchants enter the CoT, while mercantilism will help them resist competition (stick).

Colonizing nations, and non-historic exploring nations will favor free trade despite the higher cost for merchants because of the colonist and random explorer. Major trading nations will go mercantilistic when competition is tough because of the cheaper merchants and their stickiness. If you go full mercantilism and need more merchants, having coastal provinces, a shipyard, being fully naval, holding monopolies and owning CoTs will give you each one extra merchant per year, so you can still reach the maximum of 12 per year.

Free trader is tied to random explorers (<4 with low land), while mercantilism is tied to new monopoly company formed (>6), and unhappiness among merchants (>5). Foreign trade competition lets you move it.

10.5 Offensive slider

Very important slider for warmongers. Being fully offensive increases your troop morale by +0.20, increases the artillery cost by +10 and the default leader shock value +1 while siege value is reduced by -1. Being fully defensive reduces artillery cost by -10 and gives your leaders a default siege value of +1, reducing the shock value by -1. You will also have a morale penalty of -0.20. Notice that the siege and shock bonuses/penalties are gained at positions 2 and 8 respectively. The fortress cost is increased by 5% for every offensive slider position up to a maximum 50% increase.

Most players want to be offensive for the morale and shock bonus and you probably will also. I am between the few that advocate an offensive value of 1 for the siege bonus. Although morale and winning battles is very important, I defend that conquering provinces and stealing sieges is even more important, and morale can be found in other sliders.

Offensive is tied to Foreign drill instructor (<10), while defensive is tied to Italian engineer (>2) and fortification effort (<4).

10.6 Land slider

Another first priority slider for everybody. Full land will give you reduced cost for troops (-3 for infantry, -5 for cavalry and -10 for artillery) and increased cost for ships (+10 for warship, +3 for galley and +5 for transport) and will increase your land morale by +0.50. Full naval will have the opposite effect on the units cost but will increase your naval morale by +0.50 and give you 2 colonists more per year. Full naval also reduces the no land connection penalty on province income. There are no morale penalties in this slider. Full land has a production bonus of +5% and a trade penalty of -5% that are reversed at fully naval. Full land will increase your support limit for armies by 25% and reduce your support limit for ships by 25%, while full naval will do the opposite.

Most people want to be land oriented for the battle boost and cheaper troops, but if you are going to have an overseas empire you want to be naval for the colonists, random explorers and the only boost to naval morale available in the game. After all, if you are fighting the AI you can easily afford being naval. Being naval reduces the penalty for provinces income due to lack of land connection to capital, a huge economical bonus for big overseas empires.

Land is tied to enthusiasm for the army and established cantonments (>5), while naval is tied to enthusiasm for the navy and random explorers (<4).

10.7 Quality slider

This is the war capability slider. Full quality will reduce your manpower by 50% and increase the cost of troops by +2, but will reward you with +0.25 troop morale and a default leader +1 fire bonus. Full quantity will increase your manpower by 50%, reduce the cost of troops by -2 and penalize your troop morale with -0.25 and your default leaders fire value with -1.

Quality has a steep penalty in the two lower positions. In general you want to have a quality of 9 or 10, but if you have a small country or you want to take over the world, manpower will be your main need, so in those cases I advocate a quality of 2 to get the maximum manpower without the penalty. The manpower change is really steep making quantity a better choice that it was.

There are no special random events tied to this slider.

10.8 Serfdom slider

Fully serfdom main benefit is the -25% in stability cost but also has a -2D cost for infantry, all at the price of -10% production efficiency and -0.25 land morale. Free subjects is just the opposite.

Size is the main determinant here. If you are big you want to enslave your minions. If you are small or medium orient yourself towards free subjects.

Serfdom is tied to the awful unhappiness among peasantry (>5) that will sack your stability, and the less problematic unhappiness among the artisans (>3). You can also get a gift to the state (>5 and high aristocracy).

<i>DOMESTIC POLICY SLIDERS</i>		ARISTOCRACY	CENTRALISATION	MERCANTILISM	INNOVATIVENESS	OFFENSIVE	LAND	QUALITY	SERFDOM	RESULT
		10	10	10	0	10	10	9	10	
POSITION OF A SLIDER *		10	10	10	0	10	10	9	10	
TRADE EFFICIENCY	%	-5					-5			-10
PRODUCTION EFFICIENCY	%	-5	10				5		-10	0
OVERSEAS TAX PENALTY	%						10			10
STABILITY COST	%				-25				-25	-50
TECHNOLOGY COST	%		-10		15					5
MERCHANT COST	%			-50						-50
NUMBER OF COLONISTS	1/year			-1	2		-1			0
NUMBER OF MERCHANTS	1/year			-2						-2
NUMBER OF MISSIONARIES	1/year				2					2
NUMBER OF FREE TRADE REFUSALS	1/year			10						10
DIPLOMACY RATING		2								2
LAND MORALE						0.2	0.5	0.2	-0.25	0.65
NAVAL MORALE							0			0
MANPOWER	%						25	-20		5
DEFAULT LEADER FIRE								1		1
DEFAULT LEADER SHOCK						1				-1
DEFAULT LEADER SIEGE						-1				1
CAVALRY COST		-7					-5	1.6		-10.4
INFANTRY COST							-3	1.6	-2	-3.4
ARTILLERY COST						10				10
WARSHIP COST		10					10			20
GALLEY COST							3			3
TRANSPORT COST							5			5
FORTRESS COST						50				50
WAR EXHAUSTION MAXIMUM	%		2		-2					0
INDEPENDENTISM DELAY	months		6							6

Table II. This are the DP settings that I recommend for a big land conqueror (France, Austria, Russia). Big colonials (Spain, England) should go with Land 0 and Mercantilism 0. Small colonials (Holland, Portugal) can afford to be 0-10-0-0-10-0-9-0. This excellent excel table is from Barnius (reproduced with permission, slightly modified for style coherence with the guide) and can be located at <http://forum.paradoxplaza.com/forum/showthread.php?p=2767288#post2767288>. It allows you to enter your actual DPs.

11. Events

Events will happen from time to time to your nation. They are of two types, random or historic. Random events are basically the same for every nation, although nation specific random events are being included in the modified scenarios or mods. From the complete list of random events, your nation can only get a sublist due to religion, DP positions, and date requirements for many random events. If you are under the impression that you get the same events over and over, it is probably because your sublist has become relatively small. The way it works, after one year, a check is made to see if you are to receive an event. If you do, an event will be chosen and checked, if it doesn't apply, a new event is chosen and checked, and so on. The effect of these events can be good or bad, and being human nature, we tend to think we get all the bad ones for a few good ones, but on average they tend to even out, even if strings are not uncommon. The bad events tend to be badder for bigger nations very sensitive to stability hits, while the good ones tend to reduce their goodness as you become richer. Some random events give you a choice and constitute an opportunity, for example, to move your DP sliders faster in the desired direction, but at a cost. A complete list of random events and their conditions is beyond the scope of this guide, and is available in a FAQ by lawkeeper in the Paradox forum. He has calculated that the chance of obtaining a particular event is close to 1%, although some events are repeated and therefore have higher chance. I only add the general recommendation of having about 200D always in the coffers as soon as feasible by your economy size, to avoid having to take a loan or worse for not having enough cash at hand.

Historic events can affect several countries, like religious reformation, or ToT, but most of them are specifically tagged to a single country. If you like historic events you should play the big nations, regrettably small nations tend to have few, if any, historic events. Sweden gets more than his share on account of being a Swedish game. If historic events are your bread and butter, you have to start playing the mods, these are modified scenarios where dedicated players have changed events, nations and conditions. Check the forum at Paradox. I personally recommend you start with the AGC/EEP (Alternative Grand Campaign / Event Exchange Project). When the historic event has several choices, the first one is the historical one, and the AI nation will choose it with a much higher probability, although the other options can also be chosen. By choosing the non default option you will be changing history. The main historic events that affect many nations are: the Treaty of Tordesillas (after 1505), the Reformation (after 1515), John Calvin (after 1540), the Council of Trent (CRC, after 1570), and the Edict of Tolerance (after 1650).

Some historic events, like the French revolution, have such difficult requirements to trigger, that you are likely to not see them ever happening. This gives two approaches to historic events. You can enjoy not knowing them and choosing the possible options on your own to see what happens. This way you are surprised by the events. Another possibility is to study the events files to see what opportunities they offer. For example by owning certain provinces at certain dates you can twist history in your favor and win the hundred years war or become a different nation.

12. Mixed stuff and bugs

12.1 Culture

Although it affects many aspects of the game, culture importance is not being emphasized in this guide because for the most part is beyond the players control. There are two aspects of culture, province culture and state culture. Except for conversion of pagans or colonization, province culture can only be changed in the game through historic events. More important is the state culture that defines your main expansion area, because of the wrong culture penalties to taxes, manpower, recruiting capacity and RR. The state culture also only changes through historic events, but you have the choice of which country to play, so we will comment a few interesting things.

There are over a hundred different cultures in the game, but many of them belong to uncolonized provinces, and will change once colonized. Some cultures are better in terms of room for expansion, richness of provinces and manpower available. The top ones are German, Arabic, French and Italian, probably by that order if we consider all three factors. Playing a country that has one of those as state culture will give you a lot of room to grow.

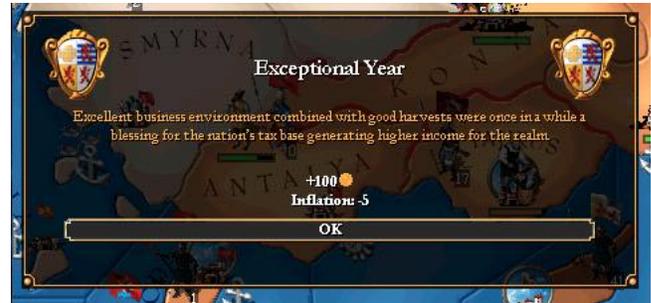


Figure 29. The exceptional year is one of the best random events that you can get.



Figure 30. This is an example of a historic event that I made for AGCEEP Granada. You are unlikely to see this one while playing Granada, because it is designed to make her a vassal of Castile in case Gibraltar is lost. This event usually helps Granada survive longer to follow history a little closer. You can also make your own events and scenarios.

Even better is when you play a country that has several state cultures. The big countries with the best combination of cultures are the Ottoman Empire (turkish, arabic, greek and slavonic), China when forming from Manchuria (manchu, han, cantonese), and England never loosing the hundred years war (anglosaxon, french, gaelic).

The medium countries (at 1419) with a good mix are Novgorod becoming Russia and church event (russian, ugric, greek), Austria (german, magyar, czech, slovak), Bohemia (german, czech, slovak), Sweden with event (scandinavian, ugric, baltic), Mughal Empire (mongol, afghani, hindi), Aragon (iberian, italian), and Venice (italian, greek, slavonic).

The minors (at 1419) with the best potential are The Knights (french, italian, greek), Lorraine (french, german), Navarra (basque, iberian, french), Granada (arabic, berber, iberian), and Byzantium after event (greek, slavonic, italian). Having several cultures does not reduce the difficulty of playing this minors.

12.2 Technology

Your technological progress in the game depends on your technology investments reaching the cost of researching the next level. Once the investment reaches that amount, the technology level is acquired.

The technology cost depends mainly on the base value of the technological level being researched. This is a fixed value for each level of each technology, that is increased by the following factors;

-Your country size (number of provinces fully settled). It increases with almost every province that you have over your capital until you have eight, when it caps. This is the reason why single province countries on a rich province and big countries advance faster than medium size countries.

-Your religion. The cost of research is slightly decrease for Protestant/Reformed over the base cost for Catholicism. All others cost is slightly increased except for Hinduism and Confucianism, where the cost is significantly increased, and Paganism where the cost increases a lot.

-Your technology group. This has nothing to do with religion, but with the geographical region the country is located. It tries to reflect the fact that science and technology were developed in Western Europe. The more remote you are, the more expensive research is for you. See below for the areas and their exceptions.

-As everything else in the game, your level of inflation.

The technology cost is modified by the position of your Centralization and Innovativeness DP sliders. It can go from -35% (fully centralized, innovative) to +35% (fully decentralized, narrowminded)

The technology cost can be increased by several penalties that apply to certain countries:

-The ahead of time penalty. Technology cost for research, can be increased by a penalty known as "ahead of time penalty (ATP)". Basically, each level of research has a standard date for being researching it. If you are researching it 5 years before this date its cost is increased by several times (around 2.5 for some versions). Every year before 5 increases this penalty slightly. You know you are suffering from ATP if the cost for the technology gets reduced the first of January.

-The isolation factor penalty applies to any country that does not know at least 19 other countries (check your relationship list in your diplomatic info screen if in doubt). No european country suffers from it. If you are an isolated country, you have to do your best to get maps that will allow you to know more countries. When a member of an alliance declares war to an isolated country, and the rest joins, their capitals become known. If you find a colonizer that is alliance leader, bribe him and join the alliance. Honor the war and jump alliances. When isolated nations annex their neighbors, their penalty increases as the number of known countries reduces.

-The whiteman penalty is several times worse than the isolation factor and applies to all native american pagan nations for being in an unknown continent. The way to eliminate this penalty is to have five interactions with non-american nations, wether diplomatic, commercial (sending merchants to european CoTs counts), or more often having five wars. Check your technology cost in the budget allocation slides. When the technology cost drops drastically after an interaction, the whiteman penalty has been released. If you have a whiteman penalty you are not allowed to build cavalry or ships whatever your tech level (you did not know about them).

The technology investment is the amount of money that goes into research, and is not related to the cost. It is determined by three factors. The first is your monthly budget allocation. If you don't invest in stability or treasury, your full monthly income minus the army and navy maintenance cost will be invested in technology. The second is your monarch skill. Administrative skill invests into trade and infrastructure research. Military skill invests into land and naval research. The third is your neighbor bonus. Its value is determined by the difference of technology level between the most advanced nation in your tech group and you (the same applies to the AI nations), and this bonus is also reduced by the tech group if different than Latin (see below). Also some events, both random and historic, will give or take a lump of money from the amount already invested. Do not press the button left of the slider. It will deduct 200D from your treasure and invest 100D in the appropriate technology. There are much better ways of investing your valuable treasure money.

The technology groups are:

Latin: All european catholic, and protestant/reformed countries and Granada. No increased cost for technology. They get the full amount of the neighbor bonus.

Orthodox: All european orthodox countries. Poland and the Ottoman Empire might belong to this group or to Latin and muslim respectively depending on historic events. Technology is 10% more expensive. They get 80% of the neighbor bonus.

Muslim: Sunni and Shiite countries plus China, Shonghay, Zimbabwe, Zanj, and other Africans and Asians. Technology is 20% more expensive. They get 60% of the neighbor bonus.

Chinese: All non-muslim asian countries except China that might belong to this group by event. Technology is 40% more expensive. They get 30% of the neighbor bonus.

Exotic: All pagans plus Nubia, Khazaks, Uzbeks, Chagatai, Ak & Kara Qyunlu. Technology is 90% more expensive. They get 10% of the neighbor bonus.

Technology costs and neighbor bonus are one of the aspects of the game that get changed nearly all the time. Take the values given as orientative. You get the picture.

This complicated system is designed to reflect historical technological advancement through the period. It is also compensated so small, poor countries develop almost as fast as big ones and tries to prevent the human player from hypertechning in military and crush every other country. You will technologically advance at a similar pace as your neighbors provided you invest a reasonable amount into research, something important since the AI is much worse than the human player in technology investment. Some recommendations follow this analysis. As everybody will tell you, you should invest heavily in Trade and Infrastructure, because the first three levels have no ATP and because they will improve your economy, feeding back into all research. Also the dates for ATP in trade and infra are set later, so you can get a bigger advantage over the AI. Although you will lag a little bit on military until your economy flourishes, this is hardly crucial, because the neighbor bonus should prevent you from stalling. But don't forget Land levels 5-9, they are researched fast and are a very significant difference in terms of battle results.

If you like to go into numbers, look into the technology cost in December and January and write them down. If they are the same you don't have ATP for that technology, and that value is the base cost for that level of that technology for you. If the cost got reduced by about half (reductions between 35-75% depending version and patch), you just hit the threshold year for the ATP on that technology. The January figure is your base cost. If the reduction is a small percentage, multiplying the reduction by ten will give you the base cost. You are paying an ATP for that technology. If you are investing a lot more than your base cost, consider shifting your investment to a technology where you don't have ATP to maximize return. But remember that if you gain a level in infra or trade ahead of date, the benefits for those years will cover part of the extra expense. If you have to invest against ATP do it in trade or infra.

Regarding the tech group penalty and other penalties, if you decide to play a pagan american (worst case) your technology cost can be in the order of ten times higher than for europeans. No matter how you look at it you are going to be very backwards. By removing the whiteman penalty and the isolation penalty and converting (religion is a small factor compared to the tech group), the technology penalty will still make research twice more expensive, and you will never get any significant neighbor bonus. The europeans are not your technology neighbors, even if you have a land border with them.

12.3 Playing minors

I wanted to write a little on minors. They terrify new players. In the game, minors are defined as 1-4 province countries (for events and other stuff), but in the forum, minors are mostly 1 province nations. If your province is conquered it is game over. After reading this guide you might feel overconfident, you know so much. Be warned that experienced players also lose games with minors quite often. If you do decide to play a minor be prepared. Not every minor is the same. Some like Granada, are surrounded by a coalition of sworn enemies and are very likely to suffer a quick death. Others like Lorraine and Navarra are stuck between growing opposing forces that leave little room for mistakes. German minors are bundled and need to be played with skillful diplomacy because other minors can be your worst enemies (due to AI cheating they are much stronger than you). In any case if you only have one province your first priority is to get a second one to avoid a game over condition. MA with some neighbor is important so your army can take refuge from the enemy. You are not thinking about going to battle right? Given your economy, your army is irremplazable and only for taking over undefended provinces when the owner has worse problems than you. Historic leaders are extra-useful to steal sieges, otherwise use a small (2K) cavalry force to get to the siege before your allies and command the siege avoiding most of the attrition. The advantage of minors is that you don't worry about stability, and that all research is done by monarch bonus, but be prepared to accept that you might only have 7 ducats to spend for a whole year. The key to play minors is undoubtedly to be in the right alliance at the right time, and change alliances when necessary. You also need to observe carefully everything that happens, waiting for the right opportunity. Force-annexation of other minors is a temptation that should be resisted or will make you pay later. Vassalization is rather preferable. A general strategy could be to expand diplomatically in one direction, and militarily in the other.

12.4 Victory Points

Despite VPs not being very well implemented, in general the final standings reflect the most successful nations. They are displayed twice. One on the 30th December 1819, and in that one the pirates usually do very well; the second one when you quit the game, and then pirates and rebels are eliminated. The VPs are assigned in different categories:

12.4.1 Military

Divided in:

Battles: You get 1VP for every battle won, and -1VP for every battle lost (even against pirates). The human player does much better than the AI, if only by avoiding suicide attacks.

Peace Resolutions: The human player usually gets more out of the warscore than AI nations.



Figure 31. The pirates are a tough cookie, and on account of battlescore alone they rise to the top five often. A clear indication that the VP system is badly implemented. Guess who I was.

12.4.2 Economy

Divided in:

Economy: Rich nations rule. China always has the lead for the first two centuries.

Discoveries: Reserved to nations with plenty of explorers and conquistadors, but if the human player does not get many maps and explores on his own the whole world, will lead by a huge margin.

Establishments: The realm of the big colonizers.

12.4.3 Diplomacy

If you use your diplomats a lot and they are successful, you will do well. Austria is given a huge advantage here, and the HRE nets her 50 VPs every time.

12.4.4 Missions

The worst of all. Some nations, like the Mughal or France are awarded a lot for doing nothing. The human player has to do the stupid missions to score here. Most of the missions are impossible or nearly impossible, while others are trivial. Most players take the missions to keep province X every five years. One more chore to do for no good reason. IMHO missions should be heavily reworked or eliminated.

12.5 Reinitialization of games

The save game, despite its size, does not contain everything. So when you load a saved game some funny things happen. First, a lot of wars may erupt, because the AI is reinitialized and re-evaluates the situation, so don't save when you are weak unless is a tactic, rearm first. Second, a huge wave of merchants is sent by the AI nations, resulting in some of your merchants being kicked. Wait a few days before sending any of your merchants to avoid this peak of competition. Third, all event triggers are re-checked resulting in some events triggering at load. Fourth, it is said that random events have a counter of over a year (13 months \pm 1), so if you save and reload every 11 months you don't get them. Fifth, some things are lost, if you temporarily lost control of a province where a missionary was at work, the missionary went under cover, not visible but still working, if you reinitialize the game, the undercover missionaries are gone for good. But sometimes the AI goes to sleep and does not perform as it should. It stops exploring and colonizing, and does not relate to other nations. This can affect a few countries in the game. For a more realistic game it is advised to reinitialize the game every 15 – 20 years.

12.6 The calendar

Every month of the year has 30 days. February is however a funny month. It displays 28 days but also has 30. There are two 1st and two 15th of February. If you micromanage army movement you should be aware of this. Also the economical information displayed in February is wrong. It does not include the manufactories income for January. Just ignore it because is a display problem and the actual amounts are properly added in the game. However this calendar means that we are being cheated 5.25 days per year by Paradox and the game has 5.8 years less than it claims.

12.7 Annexes

Important Land Tech levels:

- 5 - Assaults
- 7 - Artillery
- 9 - Infantry fire
- 18 - Weapons manufactories
- 21 - Cavalry fire
- 31 - Exploration
- 41 - Conscription centers

Important Naval Tech levels:

- 4 - Transports
- 9 - Bronze cannon
- 11 - Shipyards
- 16 - Naval equipment manufactories
- 18 - Increased sight-range
- 21 - Iron cannon
- 27 - Exploration
- 38 - No storms
- 41 - No supply attrition

Acronyms

- AI Artificial intelligence
- ATP Ahead of time penalty
- BB Bad Boy
- BTV Base tax value
- CB casus belli
- CoT Center of Trade
- CrC Counter-reformed catholic
- CRT Combat resolution table
- CW Civil war
- DoF Defender of the Faith
- DP Domestic policies
- D Ducats or dollars.
- FAA Fine arts academies
- GC Grand Campaign
- IIRC If I remember correctly

- IRH In real history
- IMHO In my humble opinion
- IMNSHO In my not so humble opinion
- LOL Laughing out loud
- MA Military access
- MP Multiplayer
- MTV Modified tax value
- RM Royal marriage
- RR Revolt risk
- SP Single player
- TC Tax collector
- TI Terra incognita
- TP Trading post
- VP Victory points

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All the forum members that shared their knowledge with others.

Feel free to do with this guide whatever you want, with the exception of saying that you wrote it. My only interest is for people to benefit freely from the knowledge I have acquired from others and from the game.

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