EUROPA UNIVERSALIS III

Heir To The Throne

Strategy guide

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Strategy guide

WELCOME

About This Guide

The game franchise, *Europa Universalis III*, has come a long way. In 2006, the first printed Strategy Guide for a Paradox game was the one I (Ed Hanks – Rensslaer on the Paradox Forums) wrote for the Collector's Edition. Now, all players will get to see the parts of that Guide which remain relevant in the upgraded, expanded EU III version today, as well as new elements which reflect how things have changed. The majority of this Guide is either new, or has changed is some way. The historical stories remain, with minor changes for accuracy.

When a gamer today thinks of a Strategy Guide, what first comes to mind is a detailed guide which tells you "go here," and "do this and you'll get this prize." Then, "take that prize here, and do this..." With an open-ended game like *EU III*, that format just won't work. I can't lead you step-by-step through the first few months, because so many things change. In fact, I can't even tell you exactly what to do the first few weeks, because you can choose hundreds of different countries, and I'd have to write a different guide for each one.

Throughout, I have recognized a simple premise which makes this Strategy Guide useful to new players and veterans alike – that most strategy is drawn from relatively simple principles and understandings of the way things work. The trick is remembering those simple principles, and applying them in the right circumstances. Thankfully, for purposes of realism and continuing interest, Paradox games are complex enough that there are many simple principles reflected, which may have more complicated interactions and interrelations with each other. These are the things – the principles, and the interactions – I'm writing about here. Once you understand how the "world" works, you'll be able to understand what specific things you should do to succeed in the game!

You may start to see places where this Guide focuses partly on game mechanics, and not exclusively on strategy. That's because there is no unified Manual for all four elements of the current EU III game, and so in some places I try to fill that gap with this volume. Hopefully, by reading this Guide, you will be able to avoid reading the original EU III Manual, and the Manuals for all three expansions. Things you need to know which have changed over time are discussed in this Guide as they are now, not as they might have been in the past.

Key terms (e.g. Alliance Leader, or Trade Agreement, for instance) are generally capitalized where used. To avoid confusion between the two games, I will refer to *EU III* and *EU 2*.

About the Times

The starting and ending dates for *Europa Universalis III* were chosen carefully, as "bookends." *Heir to the Throne* (HTTT), begins on October 14, 1399, which is the day after Henry IV was crowned King of England, having first militarily deposed Richard II, the last Angevin king. This marked

the ascension of the House of Lancaster to the English throne.

The game comes to a close at the end of 1820. The future Queen Victoria was born in 1819. Friedrich Engels was born in Germany. Historically, much of South America had rebelled, or was about to, and new countries were popping up. The final diktats of the Congress of Vienna, at the conclusion of the Napoleonic Wars, had reshaped the map of Europe.

The major new inclusions from the original EU III game are the final round of the Hundred Years' War, which was still brewing in 1399, and the Napoleonic Wars of the early 19th Century.

The world by 1820 had begun to change alot, with freedom and independence being seized by former European colonies, with the leaders of a new generation being born, and with the intercontinental turmoil which had embroiled Europe, the Americas and even the East Indies to a degree during the Napoleonic Wars. History was giving way to what would be almost 50 years of near-peace in Europe – nearly a century of peace, if you don't count the sharp, quick wars between Germany, Austria and France. The time period after this – a time generally known as the Industrial Revolution – will be covered by the upcoming Paradox title, *Victoria 2*.

These turning points in European and world history punctuate the time scope of the game. The intervening years are left entirely to you to shape, with your character, style and imagination. Like the broad, fertile plain, which historian J.M. Roberts credits with enabling the fertility and prosperity of northern Europe during this period, you, as a player of a historical strategy game, have had placed before you a vast, undetermined worldscape upon which you can make your mark, and design your own, unique alternative history.

You will find this Strategy Guide sprinkled liberally with portraits and personal sketches of important people from these times, and historical accounts, excerpts from books or plays, or otherwise instructive items to helpfully illustrate the background to these four centuries of human history, and to immerse you more fully in the life, times and moods of these fascinating centuries.

Alternative Player Aids

It is said that no battle plan survives the first touch of battle. Likewise, with a game so faithfully supported by both, the Paradox Interactive programming staff, and a fleet of amateur (and some not-so-amateur) volunteer "modders," who all care deeply about the constant improvement of this and other Paradox games, no manual or strategy guide will survive the first few months of patches and changes without some inaccuracies cropping up as the game changes and improves. Especially if some critical modifiers change – like the values of Domestic Policy Sliders, or terrain modifiers in combat – that will somewhat alter how strategy works in that and later versions.

You may rely upon this Guide to remain generally accurate, but any specific values or modifiers may change over time. Please also note that your Game Difficulty, and various other settings, can make a big difference in the effects of important modifiers. You may find that the game will play very differently on Very Easy or Very Hard from what I describe here. This Guide is meant to assume average settings.

That said, help is always available! You will find thousands of gamers connecting with each other at the Paradox Forum, ready to share tips, suggest improvements, or just commiserate about some of the frustrations beginning players may have in learning the game. It's also where you will find a constant stream of patches and improvements upon an already well designed and tested game. Paradox Interactive has earned an industry-wide reputation for never-ending support for its games. You'll find information at the end of this Guide as to where to find the Paradox Forum.

Thank you for your interest in this Guide and the Game!

Sincerely,

Ed Hanks (Rensslaer on the Paradox Forums)
Littleton, Colorado, USA

Introduction

Game Concept

First, let me set the stage for *Heir to the Throne*. *Europa Universalis III* was a complex game by itself. With the addition of three expansion sets, each one adding additional levels of detail, you now have a masterpiece simulation of the world of the period, reflecting many of the important elements which mattered in those times.

It's like starting with a recipe for beef stew, or meatloaf, and adding ingredients in future recipes based on previous experience. You liked it the first time, but it needed more salt. Then you add some herbs, and maybe a can of tomatoes. Before long, you've added quite a few new things – your recipe has become more complex, but the result – the finished product – is infinitely more enjoyable! *EU III* has developed along these lines. With the three expansions, we see many new features that make the game somewhat more complicated, but which add more depth to the game, and which we hope will add much future enjoyment. Depth may turn some people off, but those people who avoid complexity probably never enjoyed *EU III* in the first place!

One thing that veteran *EU 2* players will notice is that *Europa Universalis III* is not as deterministic – Martin Luther will not necessarily post his 95 Theses on 31 October, 1517, when he historically prompted the Protestant Reformation. But you will likely have a Protestant Reformation begin in response to some process – Luther or otherwise – when the conditions for such an event have been met. It may be in 1501, or in 1565 – it will probably happen, but there's no set date.

At first, I was sad to see the historical determinism go away. I'm a historian at heart. I crave realism. However, then I remembered that so many of the major events and turning points of history have been freak accidents that occurred under just the right conditions to achieve the results they did. Both King Gustavus Adolphus and General Tilly, the Protestant and Catholic heroes of the Thirty Years War, died of wounds sustained in battle. What if one or both of them had survived? What if Queen Catherine had borne a healthy male heir to King Henry VIII so he did not feel the need to remarry six times? Other things could also have happened. World History could have turned out very differently with the change of only a few elements.

EU III accounts for all of these things in a way that brings historical trends into play when the historical setup is matched – not on a date programmed to match a predetermined timeline.

Many of the changes and new additions in *Heir To the Throne* are meant to either add more depth and realism to the player experience as you run your country, or to provide an outcome more realistic and historical in nature, especially in Europe's Holy Roman Empire, whereas past *Europa Universalis* games tended to result in "blobbing" (rapid imperial expansion) due to the all-out nature of wars.

Game Starting Point

Where to start? This game is wide open. You may take leadership of virtually any country on any day within the timeframe.

Fear Naught!

Before you get into this, be warned there is a vast level of detail in this game. Don't worry (Fear Naught!)! Most of the enjoyment of the game can be had from paying attention to only a few of the major concepts. You don't need to take it on all at once. When you see a box like this, saying "Fear Naught!" it is explaining how to avoid being overwhelmed by something that seems complex on the surface.

As you play, you will grow accustomed to those things, and can move on to more complex understandings. Come back to the Manuals or this Strategy Guide whenever you have a question about something. Alternatively, you could check the Paradox Forum, where players are always willing to lend a helping hand. The Paradox "community" – both the professional developers and the players – are very welcoming and helpful. It's a strong support system!

Which Time Period?

Are you looking for a specific war, or a time period of specific interest to you? A particular historical person? The game's starting date is completely scaleable. There are "bookmarked" start times, which highlight certain interesting times or events from history, but even from these you can move the date around and choose whatever strikes your fancy. If you are looking for historic people, you'll want to set the realism settings before you start so you have "historic" leaders, not randomized ones.

Selecting Your Country

If you want to conquer, try playing a great power. In the mood for adventure and exploration? Choose a country with a coastline and sea traditions. Just learning, or want to get a feel for *EU III* before getting into the thick of it? Then consider a mid-size country – something that won't be too hard to manage, but which also won't get wiped out in the first 5 or 20 years. If you want a real challenge, try a small country – maybe even a primitive or isolated nation – and try to make something greater of it.

Examining Your Country

Once you've chosen the country you will play, the obvious next step for players who've played Paradox games before is to check out the resources and abilities your new country has at its disposal.

But if you're a beginner to either Paradox Games or to the time period, I suggest an alternative. First things first, we'll look at the countries around you. Remember that ambitious, grasping rulers were a dime a dozen during these centuries, but some countries prospered and others withered. Some of them faltered because their leaders did not have the skills, temperament or resources to see their dreams to reality. Some of them failed because the Rulers next door did! Your neighbors, pressing in upon you from the outside, can have as much impact on the alternate history you will create as you, yourself, will have.

"The relative strengths of the leading nations in world affairs never remain constant, principally because of the uneven rate of growth among different societies and of the technological and organizational breakthroughs which bring a greater advantage to one society than to another. For example, the coming of the long-range gunned sailing ship and the rise of the Atlantic trades after 1500 was not uniformly beneficial to all the states of Europe – it boosted some much more than others."
– Historian Paul Kennedy, in The Rise and Fall of the Great Powers, 1987.

Who Are Your Neighbors?

You are a self-interested Ruler placed in the midst of dozens of other self-interested Rulers. This would be "Anarchy 101" if it weren't for various rules and concepts that work because of the way the world is built. The better you know these concepts and rules, the better off you and your country will be, and the longer you'll survive against either the AI or Multiplayer opponents.

Take a look at every province belonging to each of your neighbors, using the Province Interface (just click on the province and it will appear). Where are the population centers? Where is the strongest Tax base? Any particularly valuable Trade Goods produced? Do they own a Center of Trade? How strong are their armies (the ones you can see, anyway)? Switch to Terrain Mapmode, and see what kind of geography they

have (and while you're there, note what your own country's geography looks like). Remember that mountains are hard to attack into, and rivers also cause penalties to the attacker. Remember that Cavalry operates well in deserts, but has magnified Terrain penalties in mountains, across rivers, etc..

What Forms of Government do your neighbors have? Are you surrounded by Theocracies? Where are the traditional Feudal or Despotic Monarchies? These are important to know, because you can't marry into a Theocracy (not legally, anyway!). You can only create Royal Marriages with other royals, who can be hard to find in Theocracies and Republics (some, more than others – ask the Jacobins!).

Take note of Wars underway, any existing Royal Marriages, Alliances, Personal Unions, etc.

Click through each of your provinces, and nearby provinces outside your country (go two or three layers out, checking each province, if you have the patience). At the bottom of the Province Interface, shields indicate which countries consider that province a Core province. If there are shields other than the country which owns the province, you can expect a war may start for control of the territory at some point in the future.

Check the provinces to see what cultures are there. Any province you own with a Culture different from your own but in the same Culture Group will suffer a 10% penalty to the revenue it provides in Taxes. A culture which is from a completely different Culture Group (i.e. Hungarian vs. Turkish) will suffer a 30% penalty. Remember that your Manpower will also be lower in provinces with a different Culture.

Check the Religious Mapmode to give you an idea of the religious mix in your region. Striped provinces indicate where the provincial religion is different from the government's religion (i.e. where major penalties and potential Revolt Risk will be more prevalent). Religious differences can be even more troublesome than cultural differences. You will not only suffer 30% penalties to your tax income, but you will also face increased Revolt Risk if you are not tolerant of that religion. You may impact this Revolt Risk by setting your Tolerance sliders, discussed in the Religion section.

Check the HRE Mapmode (Holy Roman Empire) if you're in Europe – see which countries are part of the Empire, and also see which provinces are part (even being a Member doesn't mean all of your provinces are part). Click on the HRE icon (lower right of your screen) to see who the Emperor is.

See the Trade Mapmode to see which CoT your provinces Trade through, and what other CoTs there are around you. Note any existing Trade Leagues (crosshatched colouring).

Provinces currently outside of your empire, but nearby, which share your own culture and/or religion, should be at the top of your list for aggressive expansion (if that's how you intend to play). Any provinces you have a Core on (a shield in the Province Interface) are even better! Either type of province is especially valuable to you, because they will contribute more to your economy, and will be less likely to Revolt.

Click on each neighbor country and watch the Diplomatic information. How are your Relations with each of your neighbors? Do you have likely friends and Allies? Do you have bitter enemies? Who's likely to try to ruin your whole day? Regardless of these things, are there countries which, because of moderate Relations, are potential friends or enemies?

Check Out Your Horizons

Pull your magnification back so you can see more. Throughout your region, are there countries which quite obviously start at an advantage over the rest? Is there a hulking superpower dominating your region, or is it full of smaller countries?

If your country has a seacoast (or if it's likely to be able to acquire one within 30 years or so) take a look at what borders your ocean that isn't Terra Incognita. Where, given a Ship and some Colonists or soldiers, could you go? What advantages can you claim over your opponents by exploiting the lands you can reach by sea?

Basically, when you survey your nearby world, you're looking for threats and opportunities.

Remember, when evaluating your strategic situation, that a large country is not necessarily a powerful nation. Or perhaps it's powerful in some ways, but remains vulnerable in others. The Ottoman Empire, for instance, holds a vast territory. But because of internal Cultural and Religious divisions and, frankly, because of the size of the empire it must defend, there are weak

points which can be exploited by its rivals.

One of the concepts in *Europa Universalis III* is "lucky" countries. These will never be your country – your country is lucky enough to have YOU at the helm! – but about 5 countries around the world will be considered lucky. They will get slight bonuses to a number of important Economic, Diplomatic and Military effects that may turn out to be significant over the long term (for instance, each lucky country gets a plus 1 to a Leader's Shock and Fire values, Merchants get slight Compete advantages, etc.). As a result, these randomly picked countries may be seen to exert themselves as regional superpowers in your game, just as certain "lucky" advantages propelled countries like Austria and Spain to prominence in real life. This is the *EU III* method of setting up challenging competitors for you without a historical determinism that would automatically give advantages to certain countries in every game. It should make it more interesting for you. And if you see small countries growing larger and more influential over time, this may be the reason why.

Search Out the Potentials

Check out the geography. What provinces connect what other provinces? Presume you want to attack each of your neighbors, then assume they want to attack you – what provinces are the routes to each of the others. This is important to know for combat purposes, but also so you know which provinces would be good targets for conquest.

Is there a province that would allow you to reach another country you might desire to reach? Put that province on your list of possible targets.

As part of this same survey, check out the Support Limits in each of these provinces. These are like bottlenecks – you can only fit a certain number of regiments through without suffering Attrition. Attrition is an enemy to victory. There are times when you will need to go beyond the Supply Limit in order to get a job done, but don't make a habit of it – this can be wasteful.

Keep in mind the Terrain and weather, too. Bad Terrain can be difficult to attack. Winter increases Attrition for your troops. The more severe the winter, the worse off you'll be.

General government

First Things First

The first thing you should do before you start any game is this: pause the game, and click on the shield in the upper left corner of your screen to open the various Domestic Interfaces.

Set and lock the Budget Sliders (aka Tech Investment Sliders) where you want them (make sure you leave yourself a positive revenue, unless you start the game with a reserve, and are willing to spend some of it on routine spending), and check over your basic game situation (as described above). See what Religious groups are inside your country, and how your Religious Tolerance is set (you don't use Sliders anymore – it's controlled by various things). You should also take a look at the Advisors, and see who's available. One of the new things to *HTTT* is you can create your own Advisors, so see what Advisor types you have the option to create, and see if any of them might be worthwhile. Go through the next few steps to see what your situation is first, but before you unpause the game, you should really grab whoever the best Advisors are for your situation. Otherwise, they'll be "picked over" and you'll get inferior advice!

While you're there, see who your Ruler is, and what his or her Attributes are (Administrative, Diplomacy & Military). Also check whether you have an Heir, and what his or her Attributes are expected to be.

You have the opportunity to do various other things, like make one change to the domestic policy sliders – in *HTTT* it no longer costs you Stability, but it will risk something (in the updated *EU III* you have pro & con possibilities for Slider moves). However, it's my opinion you should wait on any Policy Slider changes until you see how the game has begun to develop. Domestic Policy Sliders can only be changed once every ten years or so. Consider: 1) for the scope of the many years you're dealing with, waiting a week or a month to make a change is no big deal, and 2) changing a slider means taking on that risk – wouldn't you rather get a sense of what your situation is before you make risky decisions?

There is no reason why you must make any Decisions at the start of your game. You could wait until a better time to implement them. However, it is recommended that you at least flip through the available Decisions at the start of your game, so you know what's there. Scroll through the list. See what you can already do, consider whether any of them would be beneficial to you right away, and if not check through the Tooltips to see if there's anything you are really keen to try for in the near future. These often have costs and drawbacks of their own, so just because you can choose something doesn't necessarily mean you should.

Before I go into more detail on these preliminaries, let's take a long moment to discuss that stability issue. It's one of the most important things for your success in the game.

Stability

Combat pilots often say, "Speed is life," meaning that if you can't defeat an enemy, you can at least get away from them. While you're not likely to by flying anytime soon (not without some wickedly tweaked out tech trees!), you have your own

analogy – Stability is Life for your Empire!

Stability impacts your Tax income, your Production, your Tech investment, Revolt Risk, etc. Many Decisions, Diplomatic Actions, Slider moves, etc., may not be made without a certain level of Stability.

Stability is like the "national mood," but it goes far beyond that. It represents how trusting people are, how agitated, how confident – those things add up to how stable the government is, how likely it is to remain in power, and how much freedom a country's Rulers have to pursue their desires outside of their empire without worrying about their situation at home (note that now Legitimacy has an impact on some of these internal things too).

You will soon feel, whether your play style is careful or brash, how your Stability status impacts your game. If you want to build up Stability before you become more adventurous, you may find yourself holding off on certain actions that you know will harm your Stability. If you charge ahead, regardless of consequences, invading neighbors and proclaiming your importance, you may soon find yourself "put in your place" by a sorely negative Stability rating which will severely cramp your style!

Therefore, self-control becomes the name of the game.

"The key to a strong long-term economy is keeping Inflation low, while still keeping a decent inflow of cash. Census Taxes, or direct Taxes, are paid at the start of each year and are 'Inflation free.' So running a monthly deficit is okay, so long as your census Taxes are high enough to cover. The key modifier to census Taxes is Stability. Your census Taxes are highest at +3 Stability."
– Artemis667 (Robert Jackson, Melbourne, Australia)

Maintaining Stability

Frankly, if you're not rocking the boat and living life on the edge as a militarily aggressive country, your Stability should be pretty easy to maintain. Most of the actions and conditions in the game which come with a "Stability hit" are related directly to your own behavior as ruler of your nation.

Look at massive investments into Stability recovery as the cost of doing business with the military, rather than with Diplomats and Merchants. You may also have to increase your Stability investments if your country contains, or will expand into, lands with other religious natures.

Members of the Holy Roman Empire gain an additional boost to their Stability ratings. This is one reason, among several, why it is a good idea to cultivate good Relations with the Emperor – so that he might invite you to join as a Member.

There are a number of random or conditional Events which will cause periodic Stability drops that are minor – generally only one point. If you maintain your Stability at a healthy level (+2 or +3) on a regular basis, these shouldn't be a big deal to you. Nor should they require you to pay much attention to your Stability investment slider.

It's perfectly possible to go through the game and build an empire while maintaining consistently low Stability ratings, but it's going to slow you down in many of the things you do. The long-term impact of having low Stability is that it will retard your empire, and may even make you more vulnerable to your enemies.

Higher levels of Prestige can give you cheaper costs for Stability investment.

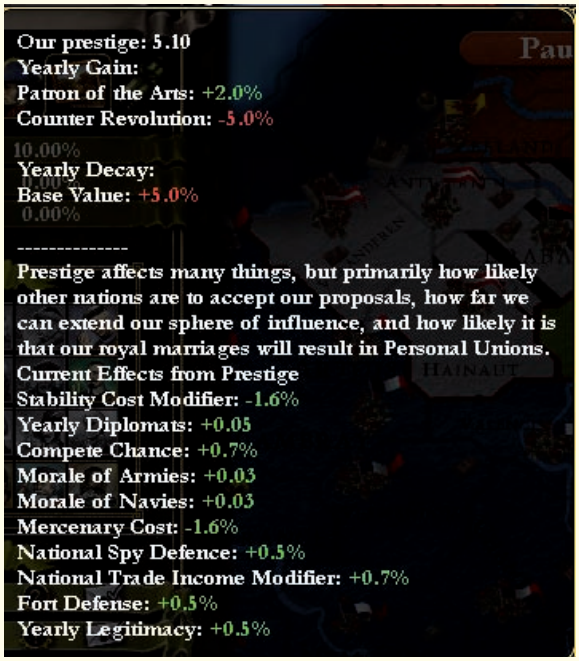
Prestige

As a measure of how other countries view and respect your country, your Prestige is important. It will help determine how likely other countries (or Cardinals in the Curia) are to listen to you when you try to talk to them, get them to do what you want, etc.

You will gain Prestige as you win battles or win wars, make Peace Treaties, Colonize, etc. Certain National Ideas and certain Advisors will add to your Prestige totals. If you are the Holy Roman Emperor, Defender of the Faith, Curia Controller (or all of them!), or if you control any Cardinals at all, you will gain a degree of Prestige for those. Certain random or specific Events may also affect your Prestige.

You may lose Prestige if you lose Diplomatic status, like losing a Vassal or a Personal Union, or if your Spy is discovered. For the same reasons, it's considered bad form to have enemy troops in your capital! You will lose Prestige gradually as time goes on – i.e. if you're not building more Prestige, on average, your Prestige will go down as countries forget about you.

High Prestige impacts the chances of your



Merchants or Colonists to accomplish their goals, and may even tip the balance your way when there's a question of which country will inherit another after a Ruler dies. You'll get more Diplomats with higher Prestige, Stability investment will be cheaper, and your Spies and counter-Spies will benefit. Units will fight better with high Prestige, Forts will hold out longer, and Mercenaries will be cheaper.

The more Prestigious your country is, the easier these things will come for you – if you're a smaller, less recognized country, you'll have to work for what you get.

Since you can now "spend Prestige" to expand your Sphere of Influence, you enter a balancing act. You gain Prestige by expanding your Influence, and you expand your Influence by spending Prestige. It's not a "one-to-one" equation, like that, but essentially this is what you're doing. Keep a reserve of Prestige, but you'll be more likely to gain Prestige later by spending it wisely to expand Influence.

Prestige now makes a difference in who comes out as the winner when other countries have failed successions. You might end up leader of a Personal Union, or you might be a contender to place your dynasty into their throne.

Infamy (Reputation or Badboy)

Like Prestige, Infamy impacts how other countries see you (but in a bad way!), and how likely they are to do what you want, etc. It is a very different measure, though – you can have high Prestige and a bad Reputation, or vice versa – because it measures different things.

Infamy is gained (or lost) primarily through your interactions with other countries. Sheer aggression – making impertinent demands upon your neighbors, like claiming their throne – will earn Infamy. Peace deals will affect it greatly – more specifically, whether you were humiliated, or whether you Annexed vast tracts of land, or were gracious in your victory. Failed Spy missions will hurt your Infamy ("Imagine! A King who would actually send a spy to do his dirty work! How gauche!"). On the other hand, a Ruler with a high Diplomacy rating will help reduce Infamy.

To elaborate – if your Peace deals show you to be an aggressive power, or if you gain too much strength through the adding of valuable new territories, etc., then your neighbors (and even non-neighbors) will come to view you with increasing degrees of fear or alarm.

These impressions of you (valid or not) may bring a world of hurt down upon you when these countries decide they'd better gang up against the bully down the street. This may result in a "Bad-Boy War," which is when one (if you're lucky!), or three, or twenty countries decide they're going to gang up and clip your wings so they can go back to what they were doing without looking over their shoulder. This is why you should pay attention to your Infamy rating, and be mindful of the impact your Peace Treaties may have. Taking Pagan territory isn't as harmful to you as taking civilised provinces.

Like with Prestige, your Infamy will gradually settle down over time as the world forgives or forgets your previous transgressions (or, perhaps, as their worries prove to have been groundless – you are as harmless as a churchmouse!).

Warning: If you are an Elector in the Holy Roman Empire, it is possible to lose that position (by special event) if your Infamy gets too high! Naturally, this would hurt your country's position in the region (and your Prestige), and may also result in another country earning your valuable office.

Legitimacy

Legitimacy is a measure of how strongly your own subjects support you (the Ruler). This is different from Prestige, because Legitimacy measures respect from your own people, whereas Prestige measures respect from other Rulers. Countries which do not have a monarch do not have a Legitimacy value (the icon will be missing).

Legitimacy impacts Revolt Risk, the chances of Rebel pretenders, and assists in Infamy reduction.

You improve your Legitimacy through Decisions, and various other actions which build Prestige. Royal Marriages, especially, build your Legitimacy, because it means other countries respect you enough to want to be linked to your

family. Other things like events may impact this value, as well as government changes, losing wars of aggression, failing to meet war goals, etc.

THE WAX AND WANE OF THE ISLAMIC CRESCENT

The Turkic tribes which during the time period of Europa Universalis III had settled in Turkey, Persia, Central Asia, and the regions around the Black and Caspian Seas, formed the ethnic basis for several of the countries you will see around your map – Crimea, the Ak and Qara Koyunlu, and the Ottoman Empire, among others. Theirs is a "rags to riches" story, unmatched by many in history. Generally, prior to the first century A.D., these tribes existed in the regions of Central Asia near China. But, as the Mongol Horde began migrating east throughout the 1st Millenia, the Turkomen were pushed progressively east and south, moving ahead of the Mongols and into territory that their nomadic and warrior heritage soon made their own.

The Muslim scholar Ibn Battuta, visiting with the Turks in those times, watched thousands of tribesmen, women and children traveling on horseback. They fought and hunted with bow and arrow, and he said Turkish archers would shoot birds from the sky without even dismounting from his horse. The Turks eventually gave up their animist and shamanistic religions and adopted the Islamic faith. As Muslims, they were welcomed into the Arab and Persian lands where Islam was expanding.

One tribe, however – the Ghuzz, or the Seljuks – had become very useful to the Abbasid Caliph al-Mu'tasim in the 9th Century, who employed them as his soldiers and as his personal "Praetorian Guard," of sorts. Being the business end of the Abbasid Caliphate carried great power with it, and when the Turks' power grew beyond what the Abbasids could control, they began to run things. When, in the 11th Century, the great Turkish warrior Alp Arslan had a showdown with the Byzantine Empire at the Battle of Manzikert – even capturing the Byzantine Emperor Diogenes – the Seljuk Turks took control of most of Anatolia (the Turkish Peninsula) and the surrounding territory.

It is this legacy which built what would become the Ottoman Turks, who eventually came to control the majority of the Mediterranean coast and the Arabian Peninsula. When the Ottomans finally captured Byzantine Constantinople in 1453, from that point on through the next two centuries, they also challenged Europe and all of Christendom. The Ottomans fought epic battles with the Serbs, and were contained at different times by the Venetians, Austrians, Hungarians, Poles, and Russians, among others. They reached a "high-watermark" – threatening the future of Europe twice – in the 16th and 17th Centuries, coming to the very gates of the Austrian Habsburg capital of Vienna once in 1529, and later again in 1683.

Legitimacy is intimately tied to the strength of claim of your legal Heir. High legitimacy also means you're more likely to have an Heir with a strong claim, so it's a self-supporting relationship.

Ruler Attributes

Administration

Skill in this area – with effects increasing relative to your Ruler's skill level – will help you to spend less on Merchants, Missionaries, and various other things you might like to buy. It also increases the likelihood that Merchants and Missionaries will succeed.

If your Ruler isn't great at military stuff, but has a high Administrative skill, maybe it's time to put the swords away and get the plowshares out. Take care of business around the house. Convert provinces, build province improvements, pay off debts, send out Merchants, Colonists, etc.

Diplomacy

This is a most excellent skill for a Ruler to have, because it means all the Diplomatic things (i.e. a lot of your functions) you try to do as a nation will have a greater chance of succeeding. Depending on your style of play, this may be more important than Military skill.

If your Ruler's Diplomacy skill is high, this is when you should try all those diplomatic things you had put off because there was such a slim chance of success, like Diplomatic Annexations.

Indirectly, you will find that Revolt Risk will be less of a factor during wartime because you will not suffer so high a degree of War Exhaustion. So even if you would rather have a Ruler with high Military skill, all is not lost with a diplomat. Remember that you'll also be able to get out of wars more easily, and these skills will help you strike better deals at the Peace table!

Military

A Ruler with high Military Skill is often a special bonus for *Europa Universalis* players, because it means you are much more able to sustain wars and succeed at warfare.

Your units (army and navy both) will get a 10% increase in Morale for each point your Ruler has (which is a huge deal – few things modify Morale that much). If your Ruler is very skilled, this can make a huge difference in your staying power in combat.

If your Ruler's Military Skill is high enough, you might consider converting him into a General (this only works with male Rulers). In fact, since the ratings your Leaders have is dependent on high Military Tradition levels, it may sometimes be hard to get a General who is more skilled than your Ruler.

The only drawback is this makes it more likely your Ruler will get killed in combat. These things happened from time to time, historically, and rarely did it not have a very negative effect on the country in question. You will lose Stability, at least. It also means that whatever skills your now-dead Ruler had are gone, and you have no guarantee that his/her heir will have similar skills (though with HTTT you at least have an idea from looking at your Heir). You may even face a Succession Crisis, or War of Succession, which could be really costly.

Good military leaders are notoriously hard to come by, and since AI nations lack the focus and creativity of a human player that can produce a good military Leader, you'll notice that converting a Ruler into a General is a very popular option for your computer opponents.

Heirs & Succession

This will be discussed in more detail later, but keep in mind you can tell what Attributes your Heir will have when he/she takes the throne if you examine the Tooltip for the box underneath your Ruler's Attributes (under the crown icon in your Domestic Interface in the top left corner). It will even tell you what's likely to happen if your Ruler dies.

Roleplay

One of the more under-rated forms of enjoyment in games like this is the ability to roleplay according to the kind of Ruler you have. If you have a skilled strategist (high Military Skill), you might go to war or be more aggressive than you otherwise would. This has already been recommended to you as "the smart thing to do" if there's warfare to be done – be aggressive if you have the ability. But if you're roleplaying, you might actually go to war in circumstances where it's not really

Here we see that King Franz has no Heir, and so the fate of his beloved Wurzburg is thrown to fate. As it stands now, he's set for a Personal Union with Austria – Josef II will become Ruler of both countries, primarily because among those who are married into the Dynasty at Wurzburg, Austria has the highest Prestige. We can also see that when Josef dies, his son Leopold will probably take over the Personal Union unless there has been a serious drop in Diplomatic Relations between Austria and Wurzburg. If Wurzburg got a Divorce, and renounced the Royal Marriage, he would not necessarily improve things, as Prussia's Ruler is probably next in line for either a Personal Union or a Dynastic Succession of some sort.

to your advantage. Maybe your gameplay will become a bit more reckless when you have a Ruler with high Military Skill – especially if your ruler also has low Diplomacy Skill!

If your Ruler is great at Diplomacy, but poor at Military, perhaps your roleplaying will lead you to draw in and pursue peaceful means of improving your country's position. If your Ruler's skills are really low at everything (i.e. he's just not very smart!), then maybe you should try doing some bone-headed things. Heir To the Throne, of course, is a step in the direction of roleplaying, because of the "family" issues it introduces. It's really fun, and can help with your "immersion" into the fictional, alternate history you create through the game. Roleplaying, of course, is a natural option for those who write AARs (After Action Reports, as described in various places).

Heirs & Dynasties

Anytime you can expand your Dynasty, with or without a Personal Union, you gain power in the game, because your Relations with each other will be likely to be warmer. You can form Alliances, and go to War together. Better yet, you're less likely to fight each other.

Keep track of your Heir status. If you don't have a solid Heir, be careful – keep your Ruler out of combat. Royal Marriages are a double-edged sword, but at least you can control some of it. If you don't have a solid Heir, those Royal Marriages are a liability which can allow others access to your throne. Only when you have a solid Heir are those Marriages more likely to help you than harm you.

While you lack a good Heir, it might be wise to stay out of War, too. If your Ruler dies, and a

Succession War opens up, you may need to be prepared to defend your realm without having troops engaged elsewhere.

Budget Sliders and Technology Investment

These "Technology" categories are what determine how advanced your policies, processes or products can be. In a game based upon the Renaissance period, you can imagine that this will impact your games quite a bit. If you're on the cutting edge of Technology (in any of them, but best if you're ahead in all), then you're going to have an easier time dealing with your enemies (and your friends).

If you're lagging Technologically, you should worry. Do what you can to catch up, or at least keep up. Fortunately, countries that are Technologically lagging within their Tech Group, or compared to their neighbors, get a bonus to Tech research.

Nevertheless, there are some hard-coded differences between cultures. The Tech Group your country belongs to will determine what kind of penalties, if any, you must fight to acquire new levels of technology (it also determines what kind of military units you can build), though HTTT makes it easier for you to Modernize or Westernize to better Military Tech types through the use of Decisions.

If you're a Latin country (i.e. western or central Europe), you'll have no penalties. You'll suffer from a small disadvantage if you're a member of the Eastern or Muslim Tech Groups. As you move east, geographically, the penalties become more severe (Indian and Chinese), so that they will have to work nearly twice as hard to earn the same tech levels as European countries. Lastly, African countries must work 5 times as hard for the same achievement, and New World (Native Americans) cultures must work 10 times as hard. This simply models the cultural differences which provided little motivation for some groups of people to advance their technology levels (contrasted to the European model, which constantly pushed new discoveries – often with military applications – to gain advantage over rivals). Modernize or Westernize to fix it.

Remember, as you're moving forward in Technology research, that if you surge way ahead of everybody else, and you start researching Tech levels before they were historically available, you will have to fight against stiff penalties. It's entirely possible you can develop the steam engine (not in-game – just an example) by 1650, but it's going to take an awful lot more investment than it would if you waited a few more decades.

If you have the Money to do so, you can now jump to the next Tech level with a one-time investment of funds. This is terribly wasteful, however, so should be used sparingly when necessary. At times, such as when you've just been attacked by the big kid next door, you can save yourself with a quick advancement to the next Military Tech level.

Government Tech

This impacts when you can choose new National Ideas, which is a big deal. It can also allow new Forms of Government, and new Province Improvements. Since your Economy – and lots of other things – relies upon these Buildings and Ideas to improve, you're going to need to stay on par with other countries you're competing with.

Production Tech

This is how you build your Economy long-term. The cost of everything you buy – and you'll be buying a lot – is rigged to your country's Production Efficiency. If you fall behind, you may find it costs you twice as much as your neighbor to produce the same thing. And if you're not earning twice as much (which you're not, if you're at a lower Production Tech), you're losing ground in the economic battle and everything else.

Only the Workshop and Textile Manufactory (of the Province Improvements) are linked to Production Tech, rather than Government.

Trade Tech

There is tremendous potential to build fortunes in Trading if you are among the top countries in the world for Trade Technology. If profits from foreign trade are something you would like to count on as you build your empire, make sure this investment category stays funded.

Trade Tech level 15 (used to be 7) will allow you to acquire Monopolies in Centers of Trade, which can drastically increase your income if

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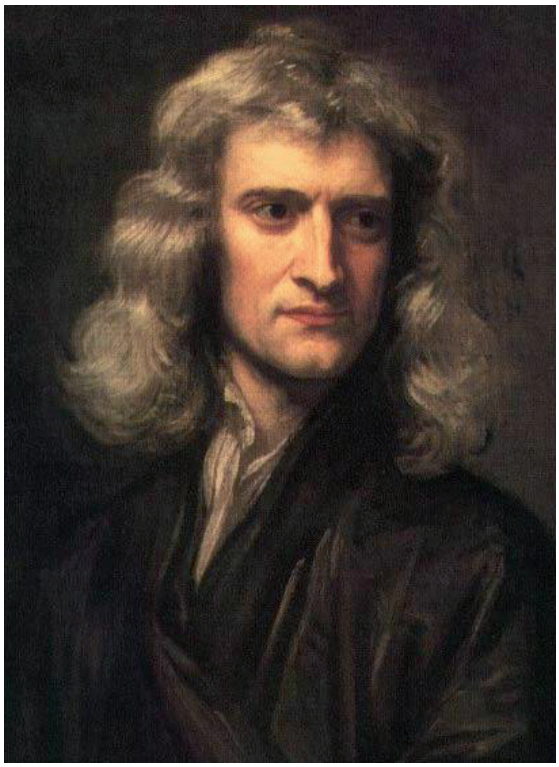
THE AGE OF ENLIGHTENMENT

For the first time, during the Renaissance, the authority derived from practical science began to rival the authority always held by the Church.

It was natural for the existing hierarchy to be resistant toward competing sources for the "truths" of the universe and how it worked. On occasion, the Church – generally the Catholic Church, as Protestant churches had a more informal structure and organization – felt directly challenged, and spoke against the new ideas of science.

In 1543, Nicholas Copernicus proposed that the Sun, not the Earth, was the center of the universe. This threatened the traditional cosmology that everything focused upon Earth. Johannes Kepler, later in that century, expanded upon Copernicus' views, and used scientific principles to prove that not only did the Earth revolve around the Sun, but that the orbit was elliptical. Kepler's theory was perceived as attacking the principle (derived from the Aristotelian model and Church thought, not from the Bible) that God's creations used perfect geometry. In 1609, Galileo's telescopes revealed the Earth-like structure of other heavenly bodies, and he began to flesh out the principles behind science. Some religious authorities, in each case, opposed the new theories.



In 1687, Sir Isaac Newton published his Mathematical Principles of Natural Philosophy, which unified various scientific theories, and demonstrated the practical uses and truths of these scientific principles. Newton, a devout Christian, was typical of the late 17th Century, when Christianity and science began to reconcile and rationalize a natural coexistence between faith and reason. Newton enjoyed describing the fascinating form of the natural world, which he attributed to God's hand.

But later, as man came to understand his world in scientific terms, doubts were raised as to whether a God was necessary for the universe to exist at all. It was a revolutionary thought. Up until the 18th Century, most of the philosophers and scientists of the world sought to integrate and reconcile the worldviews of science and religion in an acceptance that both were not only compatible, but that they both must be true.

Beginning, perhaps, with Voltaire, Enlightenment scientists and philosophers began to celebrate the perfection of human reason and the progress of secular science over the "superstitions" of religion. Science began to displace God and religion. Skeptics rejected faith, insisting instead upon evidence, and found no evidence of God.

Followers of science and reason did not necessarily reject God entirely – most still believed that God existed (or had) – but they placed God aside. Their view of God was as "The Great Watchmaker," who had created a sophisticated world endowed with the intricate scientific principles they were now discovering, but who did not play a real role in everyday life.

But in an age when many monarchs still appealed to their citizens' religious beliefs for support of their own "divine right" to rule, the coming of the Philosophes (Enlightenment

philosophers) introduced a new perspective to the mood of the people – less reverent toward God and authority, more believing in the good and justice thought to be inherent in the popular will.

This was a revolution in thinking about the concept (or "technology") of government, and the relationship between the ruler and the ruled. The ideas of Montesquieu, Voltaire and Rousseau criticized the assumptions of previous ages about deference toward the monarch – upon which, most particularly, rested the justification of the absolutist King Louis XIV of France.

Rousseau, especially, attacked society and the privilege of the elite, questioning the very nature of one man's "right" to rule – or dictate theology – over another. He introduced the concept of an inherent "social contract" in human government.

Among English thinkers, too, new theories began to shake the foundations of long-held institutions. John Locke, at the end of the 17th and beginning of the 18th Century, promoted liberty and constitutional government.

These ideas, taken to heart by the populations of the age, ultimately resulted in some of the most remarkable transformations of government ever contemplated. The American Revolution drew heavily upon the ideas of Montesquieu, Rousseau and Locke – the idea that no government had a "right" to rule over those who it did not represent.

And soon after, drawing primarily upon their own philosophical thought, the French Revolution completely overthrew the established order and began an experimental odyssey that was illustrative of human nature and the nature of governments.

Lastly, an English philosopher of the late 18th Century produced what might be considered the most revolutionary shift in thinking of them all. Adam Smith's concepts of capitalism, recommending the non-intervention of government in the affairs of finance and trade, were first published in 1776. In many ways, his Wealth of Nations marked a permanent break from the old ways of economic thought, and new ones. The next century was to spawn reactions to Smithian Economics, but it was Smith's ideas that would dominate.

you're good at trading. Marketplace and Refinery (a Manufactory) are the only two Province Improvements dependent on Trade Tech.

Land Tech

If your style of play is aggressive, or expansionist, you will want high investments in Land Tech so that you can improve your armies and win battles against your neighbors. Frankly, if you're peaceful, but your neighbors are aggressive, or expansionist, you'll want high investments in Land Tech... just so you can survive!

It's critical that you pay attention (and investment) to Land Technology if you want to keep up with your enemies in combat. Higher levels of Land Tech will not only provide improved Morale levels for your army, but it will determine when you can start building more advanced Infantry, Cavalry and Artillery units. These innovations in the combat arena are cited repeatedly in history texts as the reason why one army won against another – don't give up the edge! Or else, be ready to pay for it in military losses if you do.

A few Province Improvements are enabled by your Land Tech level, too. Among them is the level of Fort you're allowed to build, which is one of the most important things for your long-term survival.

Naval Tech

Generally, if your empire has a significant amount of coastline, you will want to have high Naval Tech. That's not only because you are in a perfect position to build a colonial empire, which will need protecting, but also because you must face off against threats of Blockade or invasion along those shores.

If you don't have a coastline, you don't have to be ahead of everybody else. In fact, you may find that it's a waste of money, or a line-item you can cut in favor of funding something else. But if you want to be a naval power in the future – say, once

you take over your seafaring neighbor with your Infantry – then you don't want to be too behind the curve when you start competing with England or other naval powers.

Like Land Tech, this will provide increased Morale for your fleets, and enable you to build more advanced fighting ships. A couple of Province Improvements – Wharf and Shipyard – are also contingent on a high enough Naval Tech.

Inflation

If your inflation rate is high, your 100 ducats will, over the course of years, only buy what 90 ducats used to. Therefore, fighting Inflation – trying to reduce or reverse it – is important. Fighting it is like earning money – it is an investment in the long-term health of your Economy.

Inflation is caused by direct infusion of precious metal from gold mines (which most players won't ever have to worry about!), or by spending directed toward the Treasury (i.e. "minting"). Since this just happens to be the money you will want to spend on any of 100 important things, most players will put a portion of their revenue toward spending money anyway. It can't easily be helped – if you want to buy much, you're going to have to accept a small but growing amount of Inflation.

What you may not want to do is just crank up the treasury slider at the expense of all of your other sliders. Maybe you do have things you want to pay for – armies, ships, buildings, etc. – but one of your primary purposes as a player should be to build up your Economy and increase your potential in the future. Therefore, you need to have balance in your sliders. A certain amount of money going toward cash is fine, but the rest of it should really be re-invested in your Economy through the Budgeting Sliders toward Technology. Anything else may keep you going for a few years, but you'll eventually be eclipsed by other countries that were spending to increase their Military or Economic Technology.

Warning: Just setting your "minting" (i.e. your Treasury investment) to zero isn't enough to avoid Inflation, especially if you own Gold producing provinces! You must keep an eye on the Tooltip – sometimes you have to have substantially negative numbers for that slider to avoid Inflation. This will fix itself in the later game years, as anti-Inflationary tools become more available.

But fighting Inflation is not impossible. At the province level, you can appoint (purchase) a Tax Assessor (a Province Improvement), which will reduce that province's share of the Inflation by 50%. Unfortunately, the Tax Assessor building is only available after Government Tech level 31 (used to be 23), which may take a while to acquire.

If you choose National Bank from your choice of National Ideas, then you will get a 10% reduction in Inflation (this has been greatly increased from the original *EU III*). If that happens to be greater than the rate of Inflation increase, then you will actually reduce your total rate of inflation and reverse the loss of your buying power! National Ideas aren't easy to come by – especially early on – so it may seem a sacrifice for you to choose this Idea instead of others. But consider the costs to benefits. If a National Bank means that you will eventually buy Infantry at "half-price" compared to your neighbor with high Inflation, is that worth it?

"When choosing ideas, making decisions or altering sliders one shouldn't just look at what the direct gain mentioned in the tool-tip says. Instead close your eyes and think for a while logical consequences such a choice would have resulted in for a state at that point in history. Surprisingly often there is an event or two coming up with exactly the effects you had anticipated. For example conversions can happen spontaneously when you have picked liberal religious ideas, while not embracing ideas embracing wealth of new continents might stagnate you or defensive focus gives forts for free."
– Grosshaus (Kalle Isotalo, Turku, Finland)

National Ideas

As with Domestic Policy Sliders, National Ideas give you a means of shaping your country into what you want it to become. Fortunately, there are no drawbacks associated with National Ideas except in the Ideas that you choose not to take. You can end up with up to 12 National Ideas over the course of your 420 years, and if you find later that an 13th National Idea is more beneficial than something you chose early in your process,

you should definitely consider dropping one and replacing it with the one that will give you more opportunities in your current situation. There will be a penalty for doing so, but depending on your situation you may find it minor enough that the benefits will counterbalance the penalty. You must have positive Stability to replace an Idea you've already chosen, and it will drop your Stability by 3 to do.

Please note that National Ideas have changed a lot since the original *EU III*, especially in Napoleon's Adventures. Because they've changed, so has the advice and information here, so don't just skip over it because you read it 3 years ago!

Trading nations will want to consider Merchant Adventures (reduced Merchant costs), Shrewd Commerce Practice (Merchant Compete Chance), or National Trade Policy (Trade Efficiency). If you're primarily interested in building your Economy, look at Smithian Economics (Production Efficiency), Bureaucracy (+5% National Tax Income), Scientific Revolution (-10% cost in every Technology investment category), and National Bank (Inflation reduction), though you should strongly consider whether Trade and the Ideas recommended for that would contribute to your Economy just as well.

Colonizing empires should look at Quest for the New World (Exploration and Conquistadors – you'll almost always want to choose this first, to get a jump on your competitors), Colonial Ventures (more Colonists), and Viceroys (more income from your Colonies). A caution on Viceroys – it may well prove that the reduced overseas income in HTTT will cut down on the utility of that Idea. Land of Opportunity can help you grow your overseas provinces, but again the true balance of this versus the changes implemented to curtail overseas income will only become apparent over time.

Naval powers should weigh the benefits of Grand Navy (Naval Forcelimit – this has been improved over *EU III* in the past), Superior Seamanship (Naval Morale), or Excellent Shipwrights (Naval Maneuver), which are arguably the best of the naval Ideas. Naval Fighting Instruction (better Blockades, which can improve your income) is also popular. Press Gangs is a new Idea which allows you much faster shipbuilding, and Naval Provisioning is a new idea which allows your ships to Repair in coastal Seazones if you have the Naval Tech to allow it. Naval Glory is a good choice for a country which has a Naval tradition and which does a lot of fighting at sea, but the benefits are to Prestige, not to your Navy (though it helps indirectly, by improving Naval Morale in combat).

Land powers should consider National Conscripts (huge Manpower bonus), Grand Army (Land Forcelimit increase), Military Drill (Land Morale), and Engineer Corps (Leader Siege bonus), which are arguably the best land Ideas. The Land equivalent of Naval Glory is Glorious Arms, which again benefits national Prestige, not the Army directly (though it helps indirectly, by improving Army Morale in combat). At higher Land Tech, you can choose Regimental System, which greatly improves the time required to build Units, and at an even higher Land Tech (level 53), you can choose Esprit d'Corps, which improves your Units' Discipline (effectiveness in combat). Improved Foraging (an Exploration Idea) greatly reduces Attrition, but check first to see how much Attrition you're really seeing – many countries won't have a huge need for this (then again, those who do could really benefit from this).

A Defender of the Faith, or an expansionist empire with many religious minorities, might benefit from Unam Sanctum (formerly called Deus Vult), which gives a Casus Belli on all religious enemies. Also consider Divine Supremacy (more Missionaries and better Papal Influence), or Church Attendance Duty (lower Stability investment costs).

The divisions between Idea categories won't usually be exclusive of each other. Most countries will want to balance the areas in which they concentrate. Bureaucracy is a popular choice, because it gives you more money to fund whatever your priorities are – Colonization, armies, more Economic investment, etc. An Exploring and Colonizing empire is usually a Naval power, too, so Excellent Shipwrights is often selected right after Quest for the New World. Evaluate your country, and see what your priorities are.

Patron of the Arts is a good National Idea for almost anyone, as it increases your Prestige by +2 – that's a better benefit for a small country than for a large one, as large countries can often get that much on their own. Cosmopolitan coun-

tries (i.e. those with religious differences from province to province) may benefit from Humanist Tolerance, as it will help with Revolt Risk and Tax income from Religious minority provinces (saves on Missionaries!), as will Ecumenism and Liberty, Egalite, Fraternity, but Bill of Rights would be a good early choice (reduces Revolt Risk directly). Vetting and Espionage will benefit countries who rely heavily on Spies, or who fall victim to them.

Once the Revolutions start, consider Revolution & Counter Revolution as an Idea. It enables you to throw your weight behind your side in the fight, presuming you want to get involved and have the strength to do so (not meeting those qualifications does not protect you from becoming a victim!).

"Religious ideas are more important than ever now, especially if you're catholic. Many of them add to or detract form your Papal influence. You also need either Divine Supremacy or Church Attendance Duty to get a Holy War CB on heathens that you don't border, unless you're an empire or the Defender of the Faith."
– Darkrenown (David Ballantyne, Paisley, Scotland)

Province Improvements

A lot of the special advantages and "force-multipliers" that will enable you to win against your rivals are provided through Province Improvements. For specifics on these, refer to the chart in the Appendix.

Remember that if a province where you want to build something is not very secure – either it's on the border with a current or likely enemy, or you have armies rampaging across your countryside – that's probably not a good time to build an expensive province Improvement there. If the province gets captured before the Building is done (which can take 1-2 years, sometimes), you'll lose the Building and everything you invested in it. Naturally, if you're building a Fort, it still might be worth the try – that's really what you need to have on the border to prevent capture in the first place.

Province improvements can sometimes also be destroyed by enemy capture. There's not much you can do about this, except for the obvious – don't let it get captured!

Buildings

"Only Constables are worth borrowing money for. Otherwise the boost to income doesn't cover interest."
– King (Chris King, Edinburgh, Scotland)

Workshop – Adds 2 ducats per year to the province income. Since it costs 50 ducats to build, it will pay for itself over 25 years. Not great, but it helps, and can be the early boost that sets your economy to growing. This is the cheapest "economic multiplier" you can get, so it's a good investment in the early game.

Temple – Their Religious influence improves your Stability, which can come in handy.

Courthouse – This helps counter the Revolt Risk you'll get from a Constable building. It can also help in provinces where the population's Religion is different from your own.

Regimental Camp – This enables you to build your army into a credible force with Manpower improvements, and helps sustain you through a long War. In case you hadn't noticed, this has changed from increasing Supply Limits (which is now Forts) to increasing provincial Manpower.

Constable – This will significantly increase your Tax Income from the province (50%), but will also significantly increase your local Revolt Risk. These are cheap to build, so a cost-benefits analysis says "go for it," but logically you should first build in provinces that have 1) lower Revolt Risk, and 2) higher Tax base.

Forts – Forts are some of the most useful Buildings in the game. Higher level Forts help you hold out against enemy sieges longer, which is often the key to winning against a competent enemy. They are worth building, because without them all else you've built may be lost! Forts also increase the Supply Limit in the province.

Marketplace – Increases your Trade Income, which can be important. Even if other countries routinely compete you out of CoTs, if you can get to Trade Tech level 21, a Marketplace will deliver you income you can't get from the CoTs. It will pay for itself within 25 months. Increases Population growth too.

Customs House – Provides bonus for local Tax revenue. This is not one of the more lucrative Province Improvements, but it can help out in provinces with a large Tax base, if not elsewhere.

Ship Yard – Definitely worth the expense if you're a major Naval power. You'll cut your build times in half.

Tax Assessor – The 50% Inflation reduction only applies to the one province, so build these in your richer provinces first. But you've heard me preach about keeping Inflation low – this will pay for itself by increasing the value of your money.

Admiralty & **War College** – "There can be only one!" So choose wisely whether you want to boost your Land (Army) Tradition or Navy.

Manufactories

You can only build one Manufactory per province. These are long-term investments which will take 5 years each to build (i.e. it's vulnerable for that long!). They're also very expensive, but will pay for themselves over time. They become cheaper as your Production Efficiency increases. Each has certain benefits, plus a small financial return, and each will increase your population growth slightly. If you build one in a province whose natural resources are a good match for that Manufactory, then it will give you double the increase to income.

All Manufactories increase Population growth too. Most Manufactories produce far better if they are built in a province which produces a certain Trade Good – check the chart in the Appendix to see which.

"A refinery built 100 years before the end of the game will give +6000 tech investment over those 100 years. Compared to direct tech investment, a refinery starts making a profit after 8 1/3 years. The key with manufactories is to build them as early as possible, since the more months they are active, the more help they are."
– JCanuck (Wesley Ferris, Mississauga, Ontario, Canada)

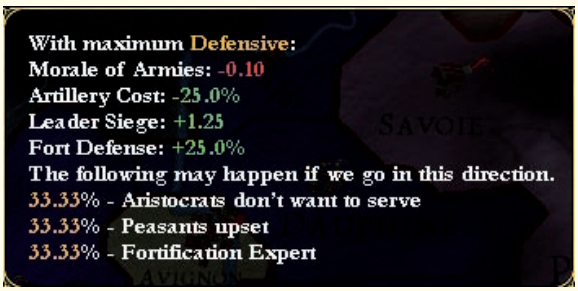
Refinery – Gives a good boost to your Trade Tech investment.
Wharf – Provides a boost to Naval Tech investment.
Weapons – Adds to Land Tech investment.
Textile Plant – Good bonus to Production Tech.
Fine Arts Academy – Promotes Stability by providing a good investment in local tranquility. This is also the only Manufactory (and one of the only sources, total) that produces Cultural Tradition.
University – Helpful in improving your Government Tech, which will enable you to have new forms of government, National Ideas, etc.

Domestic Policy Sliders

Using these Sliders allows you to help determine the "character" of your country. However, except for an immediate slight change at the beginning of the game, this won't be a frequent concern. With approximately 10-12 years between each allowed change, these changes will only occur over a very long period of time. Have an idea of which direction you want to "slide" on two or three of the scales, but realize that by the time you have the opportunity to make the change, your situation may have changed entirely and you'll want a different "slide" than you planned.

Each of the several Domestic Policy Sliders will give you certain advantages, and certain disadvantages. These variations are what shape your country to be different from all the others, so that you can become better than your neighbors at those things you prefer. This can provide either better opportunities for you to win, or a greater challenge for you to overcome.

Careful when you're choosing a slider – make



sure to see what the possible outcomes are, and know if you're ready to accept any of the possibilities. Get an idea of how you might handle it. If you have a 33 percent chance of rebellion, are you ready to fight them off? If you have only 1,000 troops, you might wait until you're more able.

There is no Stability hit for changing a Slider setting (a change from original EU III), but now there is a waiting period after changing it, which is dependent upon your Form of Government and the size of your country (larger countries take longer to change).

Domestic Policy Sliders are instruments of long-term change. You're not going to be able to play with these a whole lot in any one decade, so you have to choose what to move wisely.

Generally, if you are going to be deep into land combat (either aggressive moves, or survival against major rivals), you should look most closely at the Aristocracy – Plutocracy, the Offensive – Defensive, the Land – Naval, and the Quality – Quantity sliders. A primarily naval power should look at Land – Naval, and Mercantilism – Free Trade.

If your preference is for Trade, you should look at Aristocracy – Plutocracy, Innovative – Narrowminded, and Mercantilism – Free Trade. If your concerns are primarily building your economy, pay attention to Aristocracy – Plutoc-

Aristocracy - Plutocracy

Effect	-5	-4	-3	-2	-1	0	1	2	3	4	5
Cavalry Cost (to purchase)	-25%	-20%	-15%	-10%	-5%	0%	5%	10%	15%	20%	25%
Leader Shock	1	0.8	0.6	0.4	0.2	0	(no effect on this end of the scale)				
Infantry/Artillery Cost	-5%	-4%	-3%	-2%	-1%	0	(no effect on this end of the scale)				
Diplomats (per year)	3	2.4	1.8	1.2	0.6	0	(no effect on this end of the scale)				
Spies (per year)	(no effect on this end of the scale)					0	0.4	0.8	1.2	1.6	2
Merchants (per year)	(no effect on this end of the scale)					0	0.2	0.4	0.6	0.8	1
Trade Efficiency	(no effect on this end of the scale)					0	1%	2%	3%	4%	5%
Merchant Placement Chance	(no effect on this end of the scale)					0	4%	8%	12%	16%	20%

Centralisation - Decentralisation

Effect	-5	-4	-3	-2	-1	0	1	2	3	4	5
Maximum War Exhaustion	2	1.6	1.2	0.8	0.4	0	-0.4	-0.8	-1.2	-1.6	-2
National Tax	20%	16%	12%	8%	4%	0	-4%	-8%	-12%	-16%	-20%
Production Efficiency	15%	12%	9%	6%	3%	0	-3%	-6%	-9%	-12%	-15%
Spy Efficiency	5%	4%	3%	2%	1%	0	-1%	-2%	-3%	-4%	-5%
Spy Defence	5%	4%	3%	2%	1%	0	-1%	-2%	-3%	-4%	-5%
Inflation	-5%	-4%	-3%	-2%	-1%	0	(no effect on this end of the scale)				
Magistrates (per year)	0.5	0.4	0.3	0.2	0.1	0	(no effect on this end of the scale)				

Serfdom - Free Subjects

Effect	-5	-4	-3	-2	-1	0	1	2	3	4	5
Infantry Cost (to purchase)	-30%	-24%	-18%	-12%	-6%	0%	6%	12%	18%	24%	30%
Land Morale	-0.2	-0.16	-0.12	-0.08	-0.04	0	0.04	0.08	0.12	0.16	0.2
Global Spy Defence	-25%	-20%	-15%	-10%	-5%	0%	5%	10%	15%	20%	25%
Tech Investment Cost	20%	16%	12%	8%	4%	0%	-4%	-8%	-12%	-16%	-20%
Stability Cost	-25%	-20%	-15%	-10%	-5%	0%	5%	10%	15%	20%	25%

racy, Centralisation – Decentralisation, and Innovative – Narrowminded. Other sliders can be important for the economy, too, so you may have to compare and contrast sliders to see what you really need from these, and what you can get instead through National Ideas and/or Advisors. Unfortunately, some of the slider directions important for both Trade and Economy contradict each other – again, you'll have to weigh what you want or need most.

The Tooltip for these Slider positions will show negative effects in red and positive effects in green, when you look for the modifiers that will come from each proposed move.

Please note: The values, and even the items affected, have changed greatly since the first EU III Strategy Guide! Please examine these recommendations carefully, as they may completely contradict what I've recommended in the past.

Traders will want to slide toward Plutocracy, because of the Trade Efficiency and Merchants, though it will kill your Budget for cavalry (you can do well without cavalry, if you must). If land combat (including the Diplomatic needs that arise) is more important to you, slide for Aristocracy. If they're both priorities, you might be better leaving this slider alone and choosing one that's more clearly in your favor.

The fact that you get spy increases for Plutocracy should not be overlooked – well-employed spies are worth having. And the Aristocracy benefits for Diplomats are something to look at, even if you're not building a large army.

If you're trying to boost your Economy, choose Centralisation, because that improves both your Direct Tax and your Production Efficiency. The Centralisation slider, unlike other sliders, is intentionally "unbalanced," meaning it has a "bad" direction, and a "good" direction. Centralisation is good, while Decentralisation is bad.

On the other hand, the "random possibilities" – the percent-chance things that can happen – are *bad* things! But if you're serious about getting the long-term benefits of Centralisation, it's probably worth putting up with the temporary discomfort of the bad possibilities. Make sure you're ready, though. Having a large Revolt in a small country can make everything moot!

Different game effects (Form of Government, Events, Rebels) will limit your ability to Centralise.

The Free Subjects slide is almost like the Quality slider – it increases your Morale, while also increasing the cost of your infantry. If Morale is more important than cost (a certainty for rich, larger empires), then this is a good move because it greatly saves on Tech costs. However, Stability will suffer. It's a tradeoff – what do you need most?

The Serfdom direction is the opposite – it aids in the cheap production of infantry, and helps make Stability cheaper to achieve. Both of these

Innovative - Narrowminded

Effect	-5	-4	-3	-2	-1	0	1	2	3	4	5
Stability Cost	25.0%	20.0%	15.0%	10.0%	5.0%	0.0%	-5.0%	-10.0%	-15.0%	-20.0%	-25.0%
Max War Exhaustion	2	1.6	1.2	0.8	0.4	0	-0.4	-0.8	-1.2	-1.6	-2
Tech Investment Cost	-15%	-12%	-9%	-6%	-3%	0	3%	6%	9%	12%	15%
Missionaries (per year)	-1	-0.8	-0.6	-0.4	-0.2	0	0.2	0.4	0.6	0.8	1
Papal Influence	-15%	-12%	-9%	-6%	-3%	0	3%	6%	9%	12%	15%
Colonial Growth	(no effect on this end of the scale)					0	5%	10%	15%	20%	25%
Global Spy Defence	(no effect on this end of the scale)					0	2%	4%	6%	8%	10%

Mercantilism - Free Trade

Effect	-5	-4	-3	-2	-1	0	1	2	3	4	5
Merchant Cost (to send)	25%	20%	15%	10%	5%	0	-5%	-10%	-15%	-20%	-25%
Global Spy Defence	1.2	1	0.8	0.6	0.4	0	-0.4	-0.8	-1.2	-1.6	-2
Spies (per year)	1	0.8	0.6	0.4	0.2	0	(no effect on this end of the scale)				
Own COT Compete Chance	40%	32%	24%	16%	8%	0	(no effect on this end of the scale)				
Own COT Placement Chance	5%	4%	3%	2%	1%	0	(no effect on this end of the scale)				
Other COT Compete Chance	(no effect on this end of the scale)					0	5%	10%	15%	20%	25%
Trade Efficiency	(no effect on this end of the scale)					0	2%	4%	6%	8%	10%
Merchants (per year)	(no effect on this end of the scale)					0	0.4	0.8	1.2	1.6	2

Offensive - Defensive

Effect	-5	-4	-3	-2	-1	0	1	2	3	4	5
Artillery Cost (to purchase)	5%	5%	5%	5%	5%	0%	-5%	-5%	-5%	-5%	-5%
Land Morale	0.1	0.08	0.06	0.04	0.02	0	-0.02	-0.04	-0.06	-0.08	-0.1
Fort Defence	-25%	-20%	-15%	-10%	-5%	0%	5%	10%	15%	20%	25%
Leader Shock	1.25	1	0.75	0.5	0.25	0	(no effect on this end of the scale)				
Leader Siege	(no effect on this end of the scale)					0	0.25	0.5	0.75	1	1.25

benefits might be good for a small, unstable country. Tech investment becomes more expensive, but then again if you're struggling just to make it into the next decade, Tech investment isn't your top priority anyway.

An Innovative slide will help Economy wonks with the Tech Cost modifiers (which can benefit Trading and military too). Only if you're a Defender of the Faith, or heavily focused on Colonization or converting religious minorities, should you consider Narrowminded instead (that would help with Colonists, Missionaries and Stability). If both, Economy and Colonization (or something else that conflicts) are important to you, leave this slider alone and move to another. Plenty to pick from!

The Mercantilism – Free Trade Slider has changed almost to the opposite of what it was in the original EU III version. In some ways it's not opposite, but rather better defined. Mercantilists will stay at home, and in your country's own COTs (including in your Colonies). However, Merchant Republics and other empires which want to trade far and wide will need to slide toward Free Trade.

Your Merchants are likely to do amazingly better at home (in your own COTs), but will have to struggle abroad. Sending Merchants is more costly, but you're not going to be sending your Merchants far (considering how comfortable it is at home!) so the cost shouldn't be too bad. Mercantilism also gives bonuses for Spies, both sending and defending.

It's when you start needing to Trade overseas that Free Trade becomes important. You cannot build an efficient Trading empire with Mercantilism – you need to slide toward Free Trade if Trade income is important to you.

I stepped out on a limb in the original EU III Strategy Guide, and made a most unusual recom-

Land - Naval

Effect	**-5**	**-4**	**-3**	**-2**	**-1**	**0**	**1**	**2**	**3**	**4**	**5**
Infantry Cost (to purchase)	-25%	-20%	-15%	-10%	-5%	0%	5%	10%	15%	20%	25%
Cavalry Cost (to purchase)	-25%	-20%	-15%	-10%	-5%	0%	5%	10%	15%	20%	25%
Big Ship Cost (to purchase)	25%	20%	15%	10%	5%	0%	-5%	-10%	-15%	-20%	-25%
Galley Cost (to purchase)	25%	20%	15%	10%	5%	0%	-5%	-10%	-15%	-20%	-25%
Light Ship Cost (to purchase)	25%	20%	15%	10%	5%	0%	-5%	-10%	-15%	-20%	-25%
Tariff Income	-25%	-20%	-15%	-10%	-5%	0%	5%	10%	15%	20%	25%
Global Manpower	25%	20%	15%	10%	5%	0%	-5%	-10%	-15%	-20%	-25%
Colonist Placement Cost	25%	20%	15%	10%	5%	0%	-5%	-10%	-15%	-20%	-25%
Land Morale	10%	8%	6%	4%	2%	0	(no effect on this end of the scale)				
Land Forcelimit Modifier	0.25	0.2	0.15	0.1	0.05	0	(no effect on this end of the scale)				
Naval Morale	(no effect on this end of the scale)					0	2%	4%	6%	8%	10%
Naval Forcelimit Modifier	(no effect on this end of the scale)					0	5%	10%	15%	20%	25%

Quality - Quantity

Effect	-5	-4	-3	-2	-1	0	1	2	3	4	5
Infantry Cost (to purchase)	12.5%	10.0%	7.5%	5.0%	2.5%	0.0%	-2.5%	-5.0%	-7.5%	-10.0%	-12.5%
Discipline (combat efficiency)	10%	8%	6%	4%	2%	0%	-2%	-4%	-6%	-8%	-10%
Global Manpower	-12.5%	-10.0%	-7.5%	-5.0%	-2.5%	0%	2.5%	5.0%	7.5%	10.0%	12.5%
Leader Fire	1.25	1	0.75	0.5	0.25	0	(no effect on this end of the scale)				
Reinforce Speed	(no effect on this end of the scale)					0	5%	10%	15%	20%	25%

mendation. I just want to say that I still hold to it!

The Offensive – Defensive sliders may seem counter-intuitive for someone who will fight primarily with armies (not navies). Winning battles is important, and hinges upon Land Morale. However, winning Sieges/Assaults is just as important, from a strategic standpoint and holding off enemy Sieges is too. I know that extra Shock skill is tempting, but look at this...

Provided that you counteract the negative effects by also sliding toward Quality and Land (two things you should be doing anyway, as a committed Land power), you will do better by sliding toward Defensive. Artillery is massively expensive, relative to your other army units, but it is very necessary for siege warfare. Your Artillery gets cheaper by the dozen as you move toward Defensive, plus you'll pick up Leader Siege skill – both very important for Sieges. Your other slider moves will counteract the Morale penalties, and the Land slider will make your Infantry and Cavalry cheaper, too. Of course, Defensive comes with the more obvious benefit of helping you defend your own Forts.

If you can't bring yourself to slide toward "Defensive," that's a "defensible" position also – if you focus entirely on Land Morale, then your armies may be so favored that they will sweep the enemy from the field and can hold on for the extra few months you'll need to reduce a city without cannon.

This choice is obvious, if military focus is important to you at all. If you are a Trader and/or a Colonizer, and you've run out of other stuff to slide, you could look at sliding toward Naval, if there are no more important sliders for you.

Hard-pressed countries which desperately need numbers of troops for defense should push for Quantity, to make this process affordable. However, aggressive powers which need to win battles against powerful enemies may want to strongly consider Quality over Quantity. Unfortunately, the Morale bonuses are no longer there, as they were in the original EU III (Offensive and Free Subjects can provide these), but they are replaced by something similar – Discipline (which helps you kill the enemy). As a land power, you should also be advancing your Land over Naval slider (alternate between slider moves), which will counteract both, the Manpower losses and the cost increases.

I know Manpower is tempting, and cheaper units, too. But the advantages on the Quality side should really outweigh the other if you can afford

to sacrifice Manpower, or if you can figure another way to improve that rating.

Advisors

Having the right Advisors in your court can make all the difference in the world. The Advisor provides a sustained investment that does not require a proportionate monthly outlay of funds (i.e. most of the cost was up front, and it will pay itself back over time).

Hiring talented people to your Court to advise you is not terribly expensive, in the scope of things. As a matter of course, you should decide what kind of talent you need, and you should hire them as soon as your economy can afford it (which should be right away, or close to it). When better Advisors become available, if you don't have free slots to hire them, you will probably want to fire your more useless Advisors in favor of the new, more helpful guys (or girls).

If you hire an older Advisor (one who's been in court 15-20 years), there is always the chance he might die relatively soon. But considering the low cost, there is little reason not to hire the most qualified people around.

As the game proceeds, your urgent needs will become apparent, and you should keep an Advisor slot open to respond to that need unless you see three really great Advisors available at start (and you can afford them!).

Naturally, if you're expecting warfare, you should choose a military specialist to boost your abilities. The Stability investments of Artists and Revolt Risk effects of High Judges may seem worthwhile if you have an aggressive playing style or if you're going through an especially turbulent period. Otherwise, you might better consider an Advisor who will provide better Merchant Compete Chances (Trader) or Colonist Placement Chances (Pioneer), or one who will contribute to your favorite Technology category. Your choices have been greatly expanded since the original EU III, so you can closely customize your choices for what you want (provided they're available).

Only consider Advisors who are useful to you, and put the others out of your mind. For instance, if you're a landlocked German country, why worry about naval or colonial Advisors until you've got a seacoast? This logic can extend beyond the obvious, though. If, for instance, you need a large army, but you can't afford one yet, you won't have any use for an Army Organiser until later, when you're bumping up against your Forcelimits.

The Diplomat is not very useful unless you have been, or intend to, invade other countries aggressively. There are times when even a peaceful country may find itself with Infamy, because of the odd situations countries may find themselves in, but a Diplomat only becomes useful after the fact, not before.

You won't need a Colonel unless you hire Mercenaries. If that's not your preference, but you later find it necessary to take some of these unsavory thugs into your employ, you might see if you can hire a Colonel to do the dirty work for you and save you some money on the deal.

You (or someone) must have a Theologian Advisor in order for the Reformation events (the Protestant faith) to fire. You could hire one if it's that important to you to speed that process. In most cases, a European country playing through a period of history before the Protestant Reformation will not have need of a Theologian unless they are adjacent to the Ottomans, or have a seacoast and anticipate overseas colonization or conquest. However, it may be more difficult to find and hire Theologians in later years, so it might be worth having one on hand as you approach the likely date of the Reformation. Remember these guys don't live forever, no matter how connected to God they are! So don't worry about keeping one on retainer more than 50 years before the start of the Reformation (this date can float, but you're not going to see it happen in 1399). The other reason you might want a Theologian around is for Decisions, some of which require a Theologian as a prerequisite.

Customizing Advisors

Changes in HTTT keep you from having to "settle" on whatever Advisors happen to be around. After all, your country should be producing Advisors who match the national culture and temperament, right? The new rule on Advisors is to figure out what you want or need to improve for the success of your country, then you find the kind of Advisor that will help you in that way (not all Advisor types are available to produce at all times). The new freedom you have, to create your own Advisors (to a point), will allow you to plan

this more directly.

Your ability to choose new Advisors is partly dependent upon your ability to generate Tradition (Land, Naval or Cultural). You will be helped along by choosing related National Ideas, which you should be choosing anyway if you have a coherent plan for the development direction of your country.

Remember you must first "create" the Advisor, by using your Cultural Tradition to choose from the available types. Then, if you want to use him yourself, you still need to hire him, like you would any other available Advisor.

"You are now paid for advisors which are hired away, so if you're** really **strapped for cash, but rich in tradition, consider making a few advisors for export."
– Darkrenown (**David Ballantyne, Paisley, Scotland**)

Forms of Government

The fact that you can change the type of government your country has does not necessarily mean you would or should in the course of a game. But sometimes you need all the help you can get. Sometimes it matches the role-playing you're doing in-game. Other times, it's just fun.

But slow changes to your Domestic Policy, provided for by the Administrative Efficiency of your Form of Government, aren't the only thing to keep in mind. As adaptable as a Republic is, it lacks a very important characteristic – Royal kids. Never underestimate the benefits of being able to sell your children for political gain! Royal Marriages are a means of improving your relations with other countries, inheriting them, etc.

On the other hand, having Royalty at the head of your country opens you up to a lot of uncomfortable situations, like Succession Crises and undesired Personal Unions where you're the minor partner.

THE ENGLISH CIVIL WAR AND OLIVER CROMWELL'S REPUBLIC

"No court, known to the law, would take on itself the office of judging the fountain of justice. A revolutionary tribunal was created. That tribunal pronounced Charles a tyrant, a traitor, a murderer, and a public enemy; and his head was severed from his shoulders before thousands of spectators, in front of the banqueting hall of his own palace. In no long time it became manifest that those political and religious zealots, to whom this deed is to be ascribed, had committed, not only a crime, but an error. They had given to a prince, hitherto known to his people chiefly by his faults, an opportunity of displaying, on a great theatre, before the eyes of all nations and all ages, some qualities which irresistibly call forth the admiration and love of mankind, the high spirit of a gallant gentleman, the patience and meekness of a penitent Christian. Nay, they had so contrived their revenge that the very man whose whole life had been a series of attacks on the liberties of England now seemed to die a martyr in the cause of those liberties. No demagogue ever produced such an impression on the public mind as the captive King who, retaining in that extremity all his regal dignity, and confronting death with dauntless courage, gave utterance to the feelings of his oppressed people, manfully refused to plead before a court unknown to the law, appealed from military violence to the principles of the constitution, asked by what right the House of Commons had been purged of its most respectable members and the House of Lords deprived of its legislative functions, and told his weeping hearers that he was defending not only his own cause, but theirs. His long misgovernment, his innumerable perfidies, were forgotten. His memory was, in the minds of the great majority of his subjects, associated with those free institutions which he had, during many years, laboured to destroy: for those free institutions had perished with him, and, amidst the mournful silence of a community kept down by arms, had been defended by his voice alone. From that day began a reaction in favour of monarchy and of the exiled house, a reaction which never ceased till the throne had again been set up in all its old dignity." -- *Lord Macau-*

lay, in The History of England from the Accession of James II, 1844.

The English Civil War was sparked by disputes between King Charles I and his Parliament, who claimed that the King might only rule with their agreement. Parliament's right (and sometimes refusal) to levy taxes interfered with Charles' attempts to intervene in religious conflicts in France. Charles exercised his claimed right to dissolve Parliament – and left it inactive through 11 years of his personal rule.

Protestant Puritans – who were acquiring wealth and power as a result of their control of much of the Trade with English colonies in America – feared that Charles intended to re-introduce Catholicism to England resulted in escalating tensions. Charles persecuted the Puritans, who refused to attend services of the Anglican Church, and the conflict developed into armed clashes and rebellion.

Over the next decade, Presbyterian Scots and Puritan Roundheads clashed occasionally with Anglican Royalist Cavaliers. The King, needing funds to pursue this war, re-convened Parliament, which used his desperate situation to demand new powers. Charles' attempts to regain his pre-eminence in 1642 only deepened the rift. It forced Parliament into the camp of the Roundheads, who were led by the cavalryman Oliver Cromwell.

Cromwell's 1644 victory at Marston Moor secured Parliament's dominance of northern England. The conflict quieted, but a renewal of the war in 1648 led to Cromwell's ultimate victory in 1649. King Charles was beheaded after conviction by a revolutionary tribunal in 1649. Parliament established a republican form of government by committee.

Repression of Royalists and continued warfare in Ireland and Scotland (where the heir to the English throne was made King) continued until 1851. But Cromwell's new government, under its various republican forms, and for a time under Cromwell's dictatorial rule, never really achieved stability. Cromwell died in 1658, and his son failed to attain legitimacy. The quarrel reopened. After a struggle of long years, Royalists regained the upper hand.

Oliver Cromwell observes the lifeless form of his former Sovereign, King Charles I.

The English Restoration was effected in 1661. Former King Charles' son was crowned King Charles II of England. Yet, in the wake of this epic conflict, the role of Parliament in the governing of England was forever established.

If you're intending to be really aggressive, you might consider a Despotic Monarchy or Absolute Monarchy. Feudal Monarchy helps you field larger armies. A Merchant Republic might help you with your Trade. And you could switch to Administrative Republic later, which increases your Trade Efficiency. Tribal governments are entirely personal preference – Despotism for frequent warfare, either of the other two for peaceful economy (don't switch back and forth – one will do).

Special rules for Tribes allow them to gain Legitimacy and Prestige by sacking the provinces of non-Tribal nations.

See the Appendix for a chart showing the advantages of various Government types.

Capital City

One new action (from *Napoleon's Ambition*) you can take, as Ruler, is to move your Capital city. You can move it to any province which is a Core. The Capital is moved using the tall crown on the Province Interface, in the same way as you'd move your National Focus. You must be at +2 Stability or higher, and taking this action will cost

you -4 Stability and 1,000 ducats – not a move for the faint of heart! The consequences are drastic, but there are times when it may be advantageous to do so. Some countries are cursed with a Capital that is too near a dangerous frontier. Other empires may grow so large that their Capital is far from where most of its provinces are. Whether your action is taken to be more representative of your empire, or to protect the Capital from being overrun by the enemy, some might question whether the cure is worse than the disease. Take this action only when you're sure it's necessary, or when you're sure you can recover the financial and Stability loss.

Succession

Rulers "in the day" were always concerned about having a successor. Any Ruler without an Heir endangered his legacy and the security of his country, because no one knew for sure what would happen upon his death. The absence of an Heir encouraged schemes, and even treason, among those people closest in line to the throne.

You can evaluate whether you have your Succession assured by examining the Tooltip for your Ruler – it will tell you what will happen, and whether you have a valid Heir (even the strength of his or her claim).

Regency Council

If a Ruler's heir is under-age at the time of his or her death, a Regent or Regency Council will rule until the young prince or princess is old enough (so they don't royally screw something up!). While a Regency is in effect, you cannot Declare War. Eventually your monarch will come of age, and will take the reins of your country.

It's worth noting, for historical purposes, that Regents weren't always what they were cracked up to be – a means of adding stability while a young Ruler grows up. On more than a couple of occasions, the Regents or members of the Council ended up taking power for themselves! This won't actually affect you in the game, unless you're roleplaying or writing a story about your game (an AAR). The game doesn't really care if your ruler is legitimate or not – just so long as he's there.

THE WARS OF THE ROSES & THE PRINCES OF THE TOWER

The Wars of the Roses (1455-1485) were a series of armed struggles between the English Houses of Lancaster and York over the question of who should become heir to the English throne after the insane King Henry VI. Many Royals and nobles were murdered or executed as the factions vied for preeminence. By 1461, King Henry had been overthrown, the Yorkists held the upper hand, and crowned King Edward IV. Henry was eventually captured, and held in the Tower of London.

But Edward's heavy-handedness with regard to Richard Neville, the Earl of Warwick, earned the enmity of this astute and powerful politician. Later known as "The Kingmaker," Neville forged an alliance with the King's brother George, and raised a revolt. Failing in revolt, and fleeing to France, Neville allied with Henry's deposed Queen, and invaded England in 1471 with the intent of freeing Henry from captivity and restoring him as a puppet. His success resulted in Edward's flight to Burgundy.

But later that same year, Burgundy invaded England, meaning to place Edward back upon the throne. At the Battle of Tewkesbury, Edward and the Burgundians were successful, and King Henry was soon murdered. Edward reigned until his death in 1483.

In this painting by Hippolyte Delaroche, the worst is assumed of Richard – King Edward V and brother Richard, the Duke of York, cower in fear of their "Lord Protector.

Edward's will asked his eldest living broth-

er, Richard, to become Lord Protector Regent. Richard had been Edward's direct heir until his son was born. But now Edward's son, only 12 years old, became King Edward V. Historical accounts vary on Richard's role as Regent. The young King and his brother, the Duke of York, were taken to the Tower of London, which was at that time one of the Royal residences. Whether this was for their protection, or so Richard could wield complete control, is a matter of some dispute. In either case, the princes disappeared, and were presumed to have been murdered. Without them, Richard became, once more, the legal heir to the throne. He was crowned King Richard III.

Richard III's reign was short. In 1485, Henry Tudor led the Lancastrians against Richard at the Battle of Bosworth Field. When a key ally betrayed Richard, the battle was lost, and Richard was killed. Upon his coronation, King Henry VII began the Tudor line of English monarchs.

Inheritance & Personal Union

If you have a Royal Marriage with another country, when that country's Ruler dies, you may inherit that country outright. You – the player – are protected from inheritance by an AI country. The higher your Prestige, the more likely you are to Inherit a throne. Check the Tooltips on the country's Ruler to see what is expected to happen when he dies.

You may also be placed in a Personal Union when another country's Ruler dies. If your ruler is the one who died, and another country takes leadership of the Personal Union, then you are prohibited from doing certain things, like making alliances, etc.

You will remain in control of your own country's economy, etc. Since another country is in the driver's seat for a while (until their leader dies), you might as well take advantage of the situation. Build your country up, don't rock the boat, and see if you can make yourself ready for when you take control of your own affairs again. The other country, if it's larger, will act as your ally and protector. If not, just hope that they don't get you involved in any major wars!

A Personal Union will be passed on to the Ruler's successor, provided relations between the two countries are above zero.

Decisions & Magistrates

Magistrates

Magistrates, in HTTT, become a critical part of a coherent national strategy. Since Decisions are how you can quickly accumulate Prestige, and since most Decisions (all Cultural or Provincial Decisions) require Magistrates, it's important to have some on hand, and not to squander them. This means you may have to wait a few months for a Magistrate before you can undertake any of the Decisions.

"Magistrates are really handy! I like to save them up at the start until I have 4, then expand the bureaucracy (a Decision) for an extra .25 per year. This can only be done in the capital, so don't move your national focus away before this!"

– Darkrenown (David Ballantyne, Paisley, Scotland)

You must examine the Decisions you would like to try – at all levels – and decide which are the most important, as your rate of gaining Magistrates will be frustratingly slow (patience, young master – Rome was not built in a day!). This forces you to have a coherent long-term plan for employment of your Magistrates. Without one (a plan), you'll potentially pay an "opportunity cost" for many months or years while you wait for your next Magistrate to appear to accomplish the Decision you maybe wanted to do earlier.

You can speed up your rate of gaining Magistrates – only slightly – by Centralising your government with the Policy Slider.

Decisions

There are four kinds of Decisions every country has available (Cultural, Religious, National & Provincial), and a fifth type which is available

only for the Holy Roman Emperor (HRE Reform Decisions). Each Decision has qualifications which must be met before the Decisions is "available" (i.e. before the checkmark turns green, you can't do anything with it). The Tooltip for the "question mark" indicates what these qualifications are. The Tooltip for the Decision itself will tell you what it will do, or might do (some Decisions have a chance for different possibilities).

Cultural Tradition & Cultural Decisions

Cultural Decisions are one of the ways you can earn more Cultural Tradition. Other ways are by sending Merchants overseas, etc. Build Fine Arts Academies (a type of Refinery) to improve your rate of acquiring Cultural Tradition (the Manual noted also Universities, but this has been changed).

Cultural Tradition is important because it allows you to either hire Advisors or enact Cultural Decisions. Like many other Decisions, Cultural Decisions generally require a cost – Money or Prestige, plus a Magistrate – to enact. Often, the amount of Tradition you will acquire is not certain – you're required to "gamble" somewhat, as leaders always do when they come up with an idea and must test it to see if it works. But playing this "game within a game" well can pay off handsomely, allowing you special results from Decisions such as reductions in Revolt Risk, etc.

Fear Naught!

As you're evaluating Decisions, they may seem overwhelming at first. But in your mind (or on a notepad), figure out which Decisions are possible for you, even if they're not available yet. Discount the others until some event makes them possible. For instance, if you meet one of two prerequisites for a Decision, but you lack the other because your Ruler's Administrative skill is too low, then don't worry about that one until your Ruler changes. You can even look ahead, by seeing what stats your presumptive Heir has.

Only concentrate on those Decisions you can reasonably accomplish in the near future, and re-evaluate occasionally to make sure you haven't let one slip. Keep notes. If a Decision requires you to move a Policy Slider in a certain direction, consider the benefits and disadvantages of doing so, and see if the Decision is worth it. If so, take note of when you might be able to move the Slider (they're generally on a timer, if you have moved them recently), and re-check the Decision possibilities then.

Keep in mind that not all Decisions are worthwhile for all countries, or worth the cost to enact. Even if the outcome may be desirable, is the outcome worth the overall cost?

Events & Event Sequences

There isn't really much you can do about random events, of which there are quite a few. But they're important because they can seriously affect your gameplay – even turn you in an entirely different direction from where you expected.

It's hard to plan for them. Just be ready to deal with a crisis (or a revolt!) should it occur, just like you were already on guard against invasion.

There are some special Event Sequences designed to lead countries into Revolution when the conditions are right. These are only toward the end of the game's time period. The specifics of these Events are discussed in the chapter on Revolts & Revolutions.

Missions

You can "opt out" of a Mission, if you think it's unachievable, or too difficult, or if it distracts from your real, self-imposed mission. In this case, you can "cancel" the Mission so you can get another better one, but it will cost you five Prestige. Nevertheless, it is often worth it. It's also possible to meet "abort" conditions (which are unknown to you unless you check the code). If these conditions are met, generally meaning the Mission has become impossible, the Mission will automatically abort. Overall, the Missions system gives you reasonable goals which your countrymen or Advisors recommend for you. This works the same for the AI-controlled countries, making their behavior more sensible.

War Exhaustion

War Exhaustion, since *In Nomine*, has been based upon how well your War is going. Occupied provinces on your home continent, Blockaded home continent ports, losses in battle, Attrition losses, and War Taxes all combine to increase your War Exhaustion. It is reduced by the Ruler's Administrative skill and various Policy or National Idea triggers. War Exhaustion is increased depending on the Stability hit you take for entering a war (your people will be less willing to support a war they do not approve of, or understand). Your War Exhaustion now affects your fighting units in battle, much like Prestige does.

Using the Ledger to Understand Your Country

The Ledger is your administrative staff – rely upon it! It provides an easy way to look at your armies and navies. They are mostly self-explanatory.

It's important to keep track of your long-term Economic progress, which is easy through pages 21-23 & 25-26.

You can more easily understand your "friendly" and "hostile" Relations (pages 28 & 29) when looking at the graphical representation in the Ledger. The "Current Wars" Ledger page (page 30) can be especially useful to see at a glance who's at each others' throats.

Your army stats (i.e. Fire, Maneuver, etc.) and other important Army specifics are probably easier to grasp in the Ledger (pages 17 & 19) than looking piecemeal between armies on the map, And pages 18 & 20 show the same for your Fleets. You can compare your own with other world Armies (page 6) and Navies (page 7), and you can evaluate how strong your Leaders are (page 4).

Your "Technology Overview" screen (page 16) can be helpful in understanding what modifiers your Tech Levels are providing. For many reasons, the only efficient way to examine and plan your interactions with various Centers of Trade is through the Ledger.

The "Country Overview" (page 9) gives you an insight into your own provinces. You can see which of them are your best candidates to build Forts, Province Improvements, etc., based on their Economy. You can then use pages 11 and 12 to see which provinces do and don't have certain Improvements, and you can build them from there. The easiest way to see and implement Provincial Decisions is through page 13. Colonial management is eased through the use of page 14.

Two screens that you should use occasionally to compare and contrast your status vis-á-vis other countries' vital statistics are the "National Statistics" (page 1) and "National Technology" pages (page 2).

Assuming you have time to check (i.e. probably not in Multiplayer) you can draft creative conclusions by cross indexing the "National Technology" page, showing everybody's Trade Technology ratings, with the "Centers of Trade" page to get a general idea of how "hot" different CoTs are. If there's a valuable CoT where your primary Trade Tech rivals aren't trading, that may be your best bet to get high profits without so much competition.

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Planning & Goalsetting

Keep in mind that this is just a brief overview of long-term planning and goalsetting. See the chapter on Warfare & Security for more thoughts about these issues, with more detail regarding war. Add these concepts to those, and you'll be in good shape!

Plan Ahead

What do you want? Remember, before counting on a war, to consider the ramifications of such an act upon your Infamy and Prestige. Contemplate your chances of winning. Figure if you can afford the Stability hit you will suffer if you take this action (if there is one – check the available Casus Belli).

If you really want to concentrate on Trade or Economy, and aren't in the mood to go to war, set yourself up with some good solid Allies who have the strength to carry their own weight if they do get into a War. There's nothing to say you have to sincerely help when you honour your Alliance. You can do so if you're able, or you can hang back. The important thing is that they be there if you're ever in trouble. That way you can focus all your attention on building your Economic and Military strengths, or your Prestige, if that's your preference.

Pre-Empting Trouble

Maybe you're not confident that you can win against a dangerous neighbor. But if you're gradually losing the "arms race" and are slipping into a vulnerable position, sometimes it's worth starting a war early while you still have at least some chance of winning.

Likewise, if you have a neighbor that you just know is going to be trouble sometime – why wait?! Pick the time and place of the battle on your terms. If there's a threat coming, you would be wise to deal with it before it develops. After all, you might be at war with someone else when that country decides it's the right time to attack you. If you can "teach a lesson" to that country, or knock it down a few notches, it may be less likely to come after you later.

When you're trying to defuse a situation, rather than setting it up for a rematch later, you might not want to take territory – he'll want it back. On the other hand, if you can win a decisive victory, take all the territory you can. If you capture enough of the economic base that makes your enemy dangerous in the first place, it's unlikely even if you end up at war later that he'll be a serious danger to you.

Looking for Trouble

If you're really keen on aggressive expansion, you'll need some solid henchmen. The first qualification should be staying power – pick a powerful neighbor to lure in as your ally. This has the added benefit of keeping them off your back for the first period of your expansion – at least until they figure out what you're using them for. Eventually, if you keep going to war, they're going to catch on and refuse to honour the Alliance.

Naval power may be important for some coastal expansionist powers. But unless your expansion is primarily overseas you should concentrate on beefing up your armies. Look at the recommendations for National Ideas and Domestic Policy Sliders that will help your Land forces. It's not a huge deal if you don't pay immediate attention to your economy on these sliders. If you're successful at expanding, you may be able to finance your expansion with your conquests. Be careful – that will only go so far. Ease off, in between conquests, or else you'll get the whole world breathing down your neck.

Fear Naught!

If you're not sure what kind of penalties you'll face when you Declare War, you can see everything listed for you once you click on the Declare War button. You can select different Casus Bellis, if you have any, all of which show you the conditions attached to that CB. If you don't like the options, just cancel it, and return to the game.

Economy

Taxation & Cashflow

In *Europa Universalis III* you build Province Improvements to exact a greater Tax revenue from each province. While that is the focus of this section, there are other ways to raise revenue, other than Taxation.

No matter what you want to purchase, except for the real cheap stuff that doesn't matter, you will have to plan ahead.

Everyone has competing priorities. Make sure that if you have two track A plans, and one track B plans, that you don't screw up one track by spending all the money on the other. For instance, if you're saving up for Defender of the Faith, don't suddenly blow half of your money on a Manufactory without first making a determination that the one is more important than the other. Normally, you will always be planning to buy 2-3 things – just make sure your priorities don't conflict.

Surpluses are your friend, and while there's always going to be a feeling that you need to get whatever you need/want right away (impulse buying!), it's better to save strategically so that you can pursue all of your various strategies, be they military purchases, province improvements, or even that little bit of cash required to send your merchants (which can bring back big profits – not a small consideration!).

Remember the "Christmastime" Tax income principle. You have a certain amount of Tax income which fills your coffers every January 1. You can try to stretch this out through the year, and try to put off unaffordable expenses until "Christmas." Otherwise – if you have spending needs during the year which cannot be covered with this end-of-year tax revenue – you'll have to look to other options. That mainly means Loans or Minting – both of which have costs of their own – or if you're lucky some kind of War Indemnity or Blockade income (both of which require a war).

Emergency Reserves

It's a good idea to maintain a "rainy day fund" in your Treasury (i.e. don't spend everything – keep a certain amount around at all times, like a savings account), so that if something goes wrong, if an enemy army is bearing down on you, or you have a sudden economic need, you can afford to deal with it. There are many different needs that could arise, and you should be ready for them.

Besides, a degree of savings enables you to have money for the more expensive purchases, like for Buildings or Manufactories, which will impact your country's long-term growth and give you robust economic health.

National Focus

The National Focus is like starting an "enterprise zone" – it attracts Population and Economic improvements to the province and each of your own adjacent provinces. It comes in handy after a conquest to salve the hurt of the local populations with economic prosperity, which helps keep the Revolt Risk down. It can also be used as an irritant to your neighbors though (intentio-

nally or not!), as its effects carry across borders with somewhat opposite results, often making them angry. If you and your neighbor are both Holy Roman Empire Members, this doesn't happen, but otherwise, watch out. The National Focus can be moved after a waiting period, which is dependent upon your Ruler's Administrative Efficiency.

"Your National Focus is a handy tool. It gives many bonuses to the province it's placed in and all provinces which border it. It also allows you to enact many special province decisions. Two of these decisions are capital only: Expand bureaucracy (available right away) and Formalize measures (at gov tech 10). The bonuses granted by your NF are flat, although many of the decision bonuses are percentage based, so it's a good idea to position your NF where it can affect the most possible provinces. Be careful if your NF borders on another nation's provinces though, it'll give them a tax penalty and a CB on you, unless you are both members of the HRE or they are your vassal/overlord/PU partner. It can also be useful in newly conquered areas as it lowers Revolt Risk and increases Missionary conversion chance. It also allows you to Enact settlement policy (this provincial decision gives nasty penalties, but it will eventually change the province to your primary culture). If your national focus is on your capital it doesn't bother anyone, but if it's on any other province that borders a neighbour then that neighbour may get the border war CB on you, unless you are both members of the HRE. Don't lose your national focus, losing it doesn't reset the cooldown time, so you could be without it for a while."
– Darkrenown (David Ballantyne, Paisley, Scotland)

National Cultures

Over time, your country will begin to accept a culture that has been part of the Empire for a while. Fifty years after you first take the province with a culture different from your own, it will become one of your accepted national cultures. This means that that province will begin producing more Tax revenue and Manpower.

You can also get an idea of what troubles your neighbors may be having if you examine their accepted national cultures, and then which cultures reside in their provinces.

When you're expanding, look for national cultures in your surrounding area. These (and those with shared religion) will be easier to integrate, which means they will benefit your economy more and sooner.

How Culture and Religion Impact Tax Revenue

The "Mod %" column of the table of Austrian provinces below will demonstrate how dramatically culture and religion differences will affect your income from various provinces. The non-

Province	Core?	Core Modifiers	Culture	Group	Culture Modifiers	Religion	Religion Modifiers	Base Tax	Mod %	Mod Tax
Wien	Yes	Core = 100	Austrian	Germanic	Same = 0	Catholic	Same = 0	13	100%	13
Breisgau	Yes	Core = 100	Rheinlaender	Germanic	Similar = -10	Catholic	Same = 0	4	90%	3.6
Lausitz	Yes	Core = 100	Saxon	Germanic	Similar = -10	Protestant	Different = -30	4	60%	2.4
Plsen	Yes	Core = 100	Czech	West-Slavic	Different = -30	Catholic	Same = 0	3	70%	2.1
Ersekujvar	Yes	Core = 100	Hungarian	West-Slavic	Different = -30	Reformed	Different = -30	11	40%	4.4
Munchen	No	Non-core = 10	Bavarian	Germanic	Similar = -10	Catholic	Same = 0	14	9%	1.26
Dresden	No	Non-core = 10	Saxon	Germanic	Similar = -10	Protestant	Different = -30	6	6%	0.36
Krakow	No	Non-core = 10	Polish	West-Slavic	Different = -30	Catholic	Same = 0	10	7%	0.7
Cherson	No	Non-core = 10	Mongol	Altaic	Different = -30	Sunni	Different = -30	5	4%	0.2

Breisgau is simply an example. In-game, it would suffer a -10 penalty also for being separated from its home country.

core provinces all produce only a small fraction of their base tax. Another example is to compare the Base Tax for Ersekujvar and Munchen with the Tax modifiers factored in.

Naturally, the lesson here for improving your Economy is thus: 1) hold onto your Cores, 2) hold onto new provinces for 50 years, so they become Cores and their cultures become accepted, and 3) use Missionaries to convert provinces to your religion.

Emergency Financial Strategy

Don't go for broke (so to speak) and take out Loans to get what you want. You'll be sorry later, unless you have a concrete plan for how to pay off the loans, and the confidence that your plans won't get derailed. Sometimes Loans are necessary, but usually they're not cost effective, and simply become a drain on your Economy, causing valuable ducats to go toward non-productive Interest.

Easy borrowing can lead you into a habit of mortgaging your future. It won't do you any good in the long run – it only leaves you further behind your cleverest opponents. If you go Bankrupt, you're going to get seriously set back. Making money, taking Loans, military Morale, etc. will all start becoming more difficult for you.

Loans

Sometimes, having a solid army or two of good size can win a war, or prevent much worse situations.

Be careful, though. Unless your income is both regular and substantial, building up a surplus of enough ducats to pay off a loan can be a daunting task. It assumes a number of things – that you will not remain in the crisis which caused you to take out the loan in the first place, that you won't have other, new, crises to worry about, and, basically, that you will be in far better financial shape in the future than you are in at the time you took the loan. For many, if not most, countries, these are shaky propositions. Make sure the risk is worth the potential consequences!

When your loan comes due, the total will automatically be deducted from your treasury. If you don't have enough to cover it, another loan is automatically taken out for you under slightly less advantageous terms. You just lost money, and you'll keep losing it every month until you pay off the loan.

Like in real life, you can borrow a lot of money in loans – beyond your capacity to pay back, if you're not careful. Each loan has a higher interest rate, which takes another slice of your budget. Eventually, you'll end up with less and less to spend on necessities – perhaps leading toward another loan. This is the road to bankruptcy, which is bad, bad, bad. You've been warned.

Should you take out a loan for a "one-time investment?" These one time investments often pop up more than just once. If you're serious, then go for it. But if you're unsure what the future holds, be careful. Strategic use of this option can actually be beneficial – just make sure you're in control and on plan.

War Taxes

Unfortunately, in times of serious warfare, emergency war taxes are often a fact of life. War Taxes (the button on your budget slider screen) will

increase your revenue (tax income) by 50%. That can be a big deal. But they also increase Inflation, as well as War Exhaustion – consider carefully before you implement War Taxes! You can now have a Message Setting to warn you when your War Taxes expire.

If you're in a real war with an enemy relatively on par with you, you will probably need this increased income. And since, unlike loans, it's not instant cash, you may be better off making this decision earlier, rather than later. Plan ahead. War Taxes – real money you don't have to pay back – are generally preferable to loans.

Overdrive Technology Investment

The little "lightning" button to the far right of each Technology Investment progress bar will allow you to make a one-time investment of cash into that investment category, and will instantly provide you with the next Technology Level. **Caution!** This is a serious waste of money in many cases. On the other hand, if you're in a bind, and you desperately need that next Tech Level, then sometimes it can save your bacon.

This can come in handy in Multiplayer, for instance, because while you can beat an AI country at Technology Investment, you know that rival human players aren't slacking off on their Tech Investment!

Other Forms of Income

War Tribute

If you have no particular desire to gain territory from the enemy, or if you're not to the point where you think you can reasonably expect the enemy to give up land, or if you're way past that point, but don't feel the land is sufficient to make up for your long, and costly, war, then you may ask the enemy to pay you Tribute (a cash payment) as part of your peace treaty.

Sometimes, your enemies will offer you money to end the war. Sometimes you may find it sufficient reason to actually stop the war! It's all up to you. Consider how well you think you're doing in the war, and how much better or worse things look for the future, and determine whether it's a good deal or not.

Blockades

If you are at war, and you have a large navy with better Admirals or better Naval Technology than your opponent, then you may wish to blockade the enemy ports. A blockade of one port, if that's all you can afford, may be of some use, but normally you'll want to go after every port the enemy has.

Blockading a port not only hurts the enemy's income from foreign trade, but also gives you a percentage of the money your opponent would have gotten in the form of captured ships and cargoes. Additionally, it will gradually improve your Warscore. Use it to help win the war!

Vassals

Vassals are a good way to build your country's income. They will contribute 50% of their own income to your empire, which will show up as tax revenue. The process of peaceful Vassalization, as described in the Diplomacy section, is a lengthy one, but one that may well be worth your while. You can also take Vassals in War. Only Monarchies may have Vassals, so if that's your plan for success, make sure you start as a Monarchy.

Trade

This is a potentially lucrative means of adding to your national treasury. This is examined in detail in the next chapter.

Bankruptcy

Avoid Bankruptcy at all costs (so to speak)! If you really need loans, just make sure you can handle them.

First off, a Bankruptcy will drop the Morale of your armies and navies significantly. It ruins your financial standing for a period of time (which means you will have to spend more for other loans), etc.

On the other hand, there are sometimes circumstances where bankruptcy can be a relief to an untenable situation. If you are perpetually having to renew loans at worse interest rates (maybe you faced a bad war, and it's not even your fault!), Bankruptcy can be your way toward freedom despite the serious consequences.

Trade

Foreign Trade is where your Economy has the potential to expand exponentially. Trade has the power to raise your country above your neighbors in terms of revenue – even above your bigger or more powerful neighbors, if you play your cards right! And if you can increase your trade technology level above your main competitors, that just makes it easier – then you're well on your way to outstripping them economically.

Trading may also be your answer to overcoming your neighbors and/or enemies if you are a moderate or weak military power in your region. The Center of Trade is the battleground for countries who don't dare go to war. Over the course of many years, an advantage with trade may give you the financial resources to build a decent army to start contesting your opponents' superiority.

Once you establish your Merchant in a CoT, they will begin bringing in Trade Income. Assuming the CoT remains a lucrative trading hub, and doesn't decline into obscurity, you can count on a good percentage of whatever money it makes until your merchants are traded out of the market. Merchants will eventually lose their spots and have to be replaced. Maintaining an advantage in trade technology over your opponents is the best way to keep this from happening sooner, rather than later. It also helps you kick your opponents' Merchants out faster!

Your Trade will be much more effective (i.e. you will get many more Merchants) if you remain at peace. War is bad for business, unless you can make it a short, sharp war in your favor. If you're successful at Trade, you should have enough money to support such a war.

The most primitive Trade Tech levels do not allow Merchants, which only become available at Trade Tech 2.

Keep in mind that Prestige now affects Merchant Compete Chance – people like to Trade with a winner!

Autosend Merchants

One thing you may find helpful, if you're using the Autosend functions, is to set a priority as you like (using either the Ledger page or the slider in the CoT), and then set Trading to Autosend. If you want to change it later, take Autosend off, change your priority settings, then set it back to Autosend.

Remember, also, these priority settings only influence the Autosend decisions – other factors are involved. The AI will consider the total value of trade in a CoT, and the degree of competition present there (i.e. your likelihood of success against those countries who are already trading there) before deciding to send a Merchant. A high-value CoT without a lot of competition may be preferred by the AI over a high-priority CoT which is either known for cutthroat competition or for not having much to offer you financially. Note, though, that even a poor CoT with low priority may get a Merchant from time to time, according to the AI analysis, unless you have marked that CoT with an "x" to exclude it from consideration.

Opening Closed Markets

The major advantage of opening a closed market is that, if you're the first European country Trading there, for instance, you have a jump on your

COT

Location	Owner	Value	Our Income								
Alexandria		633.6	0.0	×	5	0	4.4	73%	0	0.0
Andalucía		600.3	46.6	×	7	3	2.6	99%	0	0.0
Astrakhan		415.2	0.0	×	8	0	5.6	73%	0	0.0
Bihar		704.6	0.0	×	9	0	15.8	73%	0	0.0
Dadra		695.6	0.0	×	12	0	7.9	73%	0	0.0
Danzig		300.4	0.0	×	0	0	5.0	42%	0	0.0
Fars		293.6	0.0	×	11	0	8.0	73%	0	0.0
Hamburg		665.8	0.0	×	0	0	4.7	42%	0	0.0
Holland		285.4	0.0	×	0	0	6.1	42%	0	0.0
Hormuz		245.1	0.0	×	11	0	7.9	73%	0	0.0
Jiangsu		1330.2	0.0	×	11	0	8.0	73%	0	0.0
Liguria		437.4	11.2	×	8	1	3.9	73%	0	0.0
Lisboa		214.5	11.1	×	8	2	2.9	73%	0	0.0

Auto Send Merchants

competition, as well as a new source for income which is locked out for your rivals. A country can also demand that a CoT's market be opened as part of a Peace treaty (and you can arrange a War to force the Peace, right?).

Creating & Dismantling CoTs

There are times when you should consider either creating a new CoT or dismantling an old one.

Dismantle CoTs (they must be below 300 ducats Trade volume) that have outlived their usefulness, or which are potentially preventing another of your CoTs from achieving its full potential. This may happen if you've used a CoT for years, but you've recently captured a new, more lucrative one. Remember there is a cost to Prestige for dismantling a CoT, but it may well be worth it if getting rid of the old one allows you to consolidate Trade in the new one, and get more money from it. Never dismantle a CoT which is cutting into a rival's CoT Trade – no matter how feeble your own is, it's still taking Trade away from your rival!

A new CoT can only be created if it is in one of your Core provinces, and there is at least 400 ducats of potential Trade (a province only shows the icon if it has achieved this goal). You can only create one if you don't already control the CoT that province Trades through. But here's where this could come in handy. Say one of your rivals has a CoT nearby to one of your Core provinces which has sufficient potential to build a new CoT. Worse, your provinces are trading through your rival's CoT! You can get that Trade back, and take profits away from your rival, by founding a new CoT in your province.

Occasionally, you may find it worthwhile to set up a new CoT even if you already have a lucrative CoT relatively near. Set your new one up between your lucrative CoT and a rival's lucrative CoT. It'll need to be just outside of your own CoT's Trading range, in order to qualify as an option. This will serve the purpose of cutting into your rival's lucrative CoT – it will cut into your own, too, but hopefully the other CoT will pick up more provinces in the other direction, and together the two will capture more Trade than the one did previously (this is almost certain, if the site is carefully selected, but is never guaranteed).

TRADE AND PRODUCTION TECHNOLOGY ADVANCES

In the years leading up to the Renaissance in Europe, new methods of farming had increased the harvest yields, protecting against famine and poverty. The typical peasant in central, southern and western Europe had no longer to worry about just scraping by every week, but could for the first time think to the future (if only for a short way). This resulted, ultimately, in population growth and a fresher outlook from the Middle Ages.

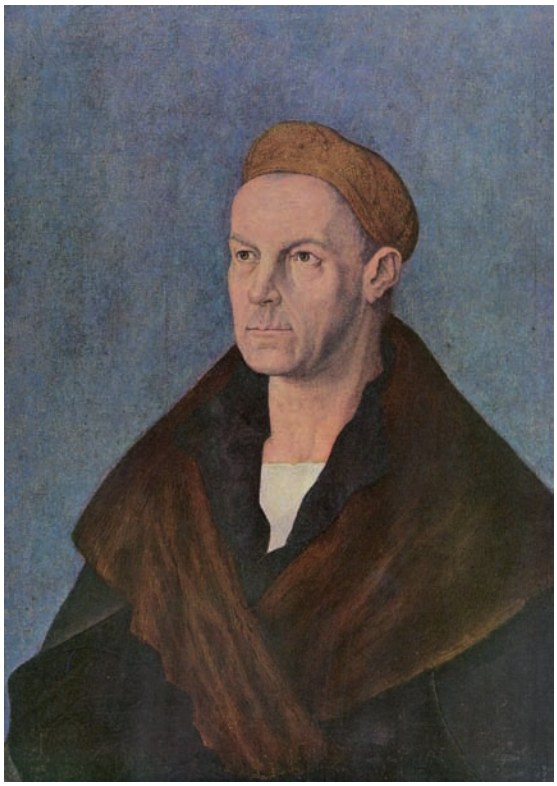
While peasants could eat, it was the landlords who really benefited from the relaxation of desperation. With more to tax, and an increase in cash crops to sell, there was more to spend. A few, then more, estate holders began finding ways to invest their money into profitable ventures.

Part of the improvement in peoples' lives was the application of technology – using Classical theories of engineering like levers, pulleys, waterwheels, etc. to free muscle labor for other work, and to make more efficient the work that was already being done. This expansion of industry encouraged the development of more creative methods to do whatever needed to be done. The development of the printing press at the end of the 15th Century caused the expansion of knowledge to explode.

To use an apt banking metaphor, much of Europe began to experience fluidity, which meant opportunity. The blood began to circulate through the provinces of Europe, beginning in Italy, and spreading north, then west. Mediterranean trade was enlivened, too, and the great trading houses of Italy and the Adriatic began trading further from home. North Sea trade also picked up, in the Hanseatic, English and Scandinavian ports.

This was how a Renaissance began – opportunity begetting more opportunity.

Jakob Fugger was an early entrepreneur – one of the first Renaissance Men who set the tone for the rest of the Age. A weaver of some creativity from rural Germany, he introduced a novel form of cloth in his shop at Augsburg, and



then began to peddle his fabrics in distant markets like Venice. A self-made Merchant, Fugger and his family expanded into a broader range of commodities in a two- or three-way trade network, bringing eastern products north and northern products south.

The Fuggers re-invested their profits to expand their business yet further. With such assets building up, they began a lending house, and influential people, including Popes, would borrow money from them. When Charles V bribed his way to the Holy Roman throne in 1519, he used a Fugger loan. Dutch and Portuguese Merchants borrowed to finance voyages to Asia, which brought back yet more profits to Europe and the Fuggers.

Naturally, Jakob Fugger became a model for others throughout Europe, who soon started their own revolutions of finance. Though vastly enriched, Jakob Fugger himself saw his wealth as a responsibility, which he discharged through alms to the poor, the extension of hire to poor non-guild craftsmen, and even constructing

the first example of "welfare housing" for indigent residents.

Fugger family banking houses, and their imitators spread throughout Germany, the Netherlands, and northern Italy, serving as outposts of trade. Innovations sprung up, far and wide. New methods of accounting, of extending credit, and of making trade and exchange easier boosted the banking and finance trades, which uplifted business. The bill of exchange allowed the transfer of money without actually carrying coin or valuables. Limited liability companies allowed investors some security against economic disaster.

"Trade and Production Technology" developments like these became the lubrication upon which the wheels of progress depended to accelerate through these decades, delivering amazing new levels of commerce, important exchanges of commodities and learning, and a wholly new mood upon vast reaches of Europe and – soon to be – the World wide.

Merchant Strategies

Lots has changed, since the original Strategy Guide, in terms of Merchants and Compete Chances for Trading. You may now Compete and both, defeat a competitor and replace him. You no longer have to "tag team" a CoT in order to have a chance at both, defeating and replacing the competitor. Therefore, ignore anything you might remember about "four play" strategies and "merchant swarms." Single Merchants can do quite well now, if you have the capability to Compete properly.

Trading in EU III (as well as in real life) is a little like gambling. You are putting yourself into a lottery to determine the outcome of your ventures. There are no guarantees. But, also like gambling, there are certain "smart" strategies you can follow that will bring you better returns, on average.

Failed merchants are expensive – you just 1) raised the guy over time, 2) spent money on him, 3) are counting on him to bring a return on your money. If he fails, and you get nothing from the effort, that's a big deal. Trade Tech, National Ideas, or various other strategies to improve your Compete Chance is important so your merchants won't be so likely to fail.

If you check a CoT, and you see that there is a free slot, you can send your own Merchant to try to get it – this is called "chasing." When there are open slots, it makes sense to just send Merchants until all the slots are full. As soon as the CoTs are full, then your strategy must change until you see open slots again.

When there is another country's Merchant already in a slot, your Merchant may Compete – using its Merchant Compete Chance. If he defeats the other Merchant, the other one disappears and yours takes his spot until he is Competed out in turn.

Which CoT?

Generally, you will want to plug your merchants into the most lucrative trade sites. You'll make 3 times more money from a single merchant at a CoT that trades 600 as at a CoT that trades 200 – logical. But, also naturally, the more lucrative sites are the most competitive – your Merchants are more likely to be competed out. Consider per-Merchant costs, too, which are driven by distance from your territory. These costs for CoTs around the world can be 3-5 times more expensive than nearby CoTs, but it can still be worth it (unless competition is hot there, too) because of the amount of value/volume in the CoT – i.e. potential profits.

You'll have to feel out the AI or the MP opponents as far as how important it is to them to keep your merchants out of a site, and pick the best balance for your investment. The CoT Ledger page is helpful to see things like Open Slots, your Compete Chance in a CoT, cost to send a Merchant, and the overall worth of the CoT. Sort it by the amount of income, so you have an idea of where the best CoTs are, and then start looking for other criteria.

If there are too many countries with Merchants already there whose Trade Tech (or other modifiers) makes them too hard to beat,

then maybe you should try for something a little downscale – a less competitive CoT – even if it means less money (but a better chance of getting it!). Some CoTs are just too "hot." Others are "cold" enough that there's not much purpose to trying to get Merchants in there (the CoT Ledger page may show these as "stagnant."

Diplomatic Options in Trade

Trade Agreements

Signing a Trade Agreement with another country prevents either of your Merchants from competing against each other. The unfortunate side effect is that this hurts your Trade Efficiency, which is often a bad trade-off.

Therefore, you would be wise not to sign Trade Agreements with just anybody. Unless you want to be friendly, if you would normally win Competes against a small country, why bother? Only sign them unless it benefits you somehow – like if their competes have been costing you Merchants somewhere. If you refuse to sign, it can hurt your relations, but it's usually worth it to decline.

Embargoes

If you don't like a neighbor, or a competitor, in a Center of Trade you own, you may place a trade embargo on that country. It will hurt your relations, but what it will also do is prevent them from sending any more Merchants into your Center of Trade. It won't automatically get rid of the Merchants already there, but they will eventually be competed out of the market and not replaced.

Drawbacks include the Casus Belli your opponent will gain against you. They might decide to retaliate – either with an Embargo of their own, against you, or with a Declaration of War! If you are the target of the Embargo from another country's CoT, you are welcome to take out your frustrations on them.

Trade Policy

Remaining at peace is one of the best things you can do to improve your Trade situation. You also get extra Merchants for every Monopoly you

control.

Since some countries more or less rely upon the success of their trade policy, it's important to know how to use the various things over which you have influence to improve your chances in the trading market.

The cost to send merchants, frankly, is small change, unless your merchants are competing for far flung Centers of Trade (and if you're doing that, you're probably also able to afford the costs of sending merchants!). The main things you must consider are the number of merchants you get, your Trade Efficiency (related to your Trade Technology) and the merchant compete chance.

Free Trade and Plutocracy are two best slider options you should look at to improve your success at Trade. Innovative may be helpful, too, but less so. Merchant Adventures is a National Idea that may benefit you, but the most useful National Idea is Shrewd Commerce Practice, which will improve your Merchant Compete Chance. National Trade Policy is useful, but it is not as effective as some of the other slider options or National Ideas. Keep that for later, when you can afford to use a slot.

Remember that Prestige helps determine your Compete Chance.

Monopolies – Are They Worth It?

It takes a lot of effort to secure a monopoly in a Center of Trade, and it's often hard to keep the monopoly unless you have a significant advantage in Trade Technology, or the CoT is not a lucrative center (in which case it's less likely a monopoly will be useful to you).

Each Monopoly will provide you with one additional Merchant per year (if you don't control the Monopoly for the whole year, you'll get a fractional bonus based on how long you controlled it). But the best part of Monopolies is that if there are any open slots in the CoT you get their share of the Trade Income.

The short answer for the million dollar question is that Monopolies are worth trying to get. If you can't stay on top – if the competition is too stiff – then you should probably try to get a Monopoly in a less competitive CoT. Put that same amount of effort somewhere else, and you'll probably get a better return on your money.

Owning CoTs

Whoever owns a Center of Trade has power over other countries who want to trade there. You can deny access to the Trade of that CoT by issuing an Embargo. For this reason, there is a degree of power associated with such ownership.

Blockades

An enemy naval Blockade can interfere with, or even shut down your trading income if they have Naval Tech 9 (which enables Blockades). If you are a major trading power, you really should also be a major naval power so that you can defend your trade.

That same major naval force can also enable you to implement Blockades against others. Not only will this knock down that country's Trade Income, but it will also provide a portion of that Trade Income to your own Treasury.

One National Idea – Naval Fighting Instruction – will give you an advantage in Blockading. If that's your style, there is a chance you might find this more valuable than some of the other National Ideas.

"If you're a merchant republic, try to get as many nations in your trade league as possible, and get exclusive trade rights with anyone else you can. You can only have rights to a single good per nation, so pick the most valuble one. You can ask for trade rights from someone in your trade league, if they are already trading through your CoT this does nothing, but if they have some provinces (i.e. colonies) not trading via you this is a good target for trade rights."

– Darkrenown (David Ballantyne, Paisley, Scotland)

Merchant Republics – Special Rules

Merchant Republics are a different kind of animal, diplomatically, and require a different kind of mindset. For instance, rather than taking provinces in war, they may find it more profitable, and more to their interests, to force a defeated foe to join their Trade League, as a war result. This way, a share of that country's profits are taken away from a mercantile rival, and added to the Merchant Republic's own coffers.

It's especially possible now, with the new Trade rules, for a Merchant Republic to become a very powerful country without actually expanding much, geographically. Their power will come in the form of Trade Leagues, monopolies, exclusive Trade Rights, and the income that all of this will bring in. The results of wars will more likely favor their Trading empires, rather than a growing empire of expanding provinces. Even very large empires may find these countries tough to compete with militarily, because they do have enormous resources to throw into wars.

Exclusive Trade Rights

You can pick up some serious profits by examining the Trade Mapmode and finding countries who are friendly with you who Trade through a rival's CoT. Find out what their major commodities are – not just what they produce the most of, but what produces the most value for them (for instance, maybe they only have one province that produces Gold, but... it's Gold!), and see if they'll accept your request for them to give you Exclusive Trade Rights, so those Trades go through your CoT.

If a country trades in mostly one commodity

(fish, for instance), you can basically get a piece of all their trade by inviting them to grant you exclusive Trade Rights.

Trade Leagues

Merchant Republics stand to make tremendous profits through the Trade Leagues they set up. Often, they will prefer to profit here, in Economic competition, rather than competing for military control. Yet, the money they make through Trade may turn them into respectable military powers too!

"When not playing a merchant republic being part of a league might still be beneficial. Note that League members don't compete against each other. So you are not only likely to get decent trading income, but achieve it without hurting relations or having multiple direct trade agreements with associated penalties. Best to leave a league only if you want to join a better one or are able to straight away build and maintain a CoT of your own."
– Grosshaus, (Kalle Isotalo, Turku, Finland)

All members of a Trade League use the Compete Chance rating of the leader of the Trade League, rather than their own Compete Chance (actually, whosever is better, but one would assume the Trade League leader has pretty good stats!). Because of this, a country whose Merchants don't do well on their own, and whose Trade Tech may in fact be very low, will get a serious advantage by joining a Trade League.

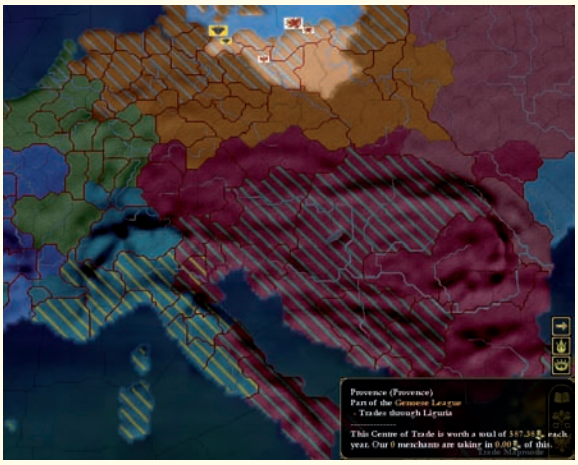
These advantages make it harder for Merchants from outside the Trade League to trade at CoTs within a Trade League (because of the Compete Chance issue against the experts).

If you're a Merchant Republic with a Trade League, keep an eye on the Trade Mapmode, so you can see when other countries leave other Trade Leagues. Be the first to ask them to join, and you may pick up a new member.

"One fairly major drawback of being a MR is you only get 0.25 magistrates per year. That's not so bad with a small country, you only have a few provinces to do stuff in, but the larger you are the more you're going to miss the extra magistrates other governments give."
– Darkrenown (David Ballantyne, Paisley, Scotland)

Trade Stations

Over time, countries in Trade Leagues may get Events which open up Trade Stations. This reduces Revolt Risk and increases the local Tax revenue.



Here, you can see that Provence is part of the Genoese Trade League, which is shown on the left in yellow stripes. A rival Venetian Trade League is shown in blue stripes, and the Hanseatic League is up north, shown in orange striped with gray.

Diplomacy

How to Win Friends and Influence Countries

This section goes into the complicated formulae that determine how other countries will react to your diplomatic overtures, or whether they will even listen to anything you suggest.

Remember that every diplomatic action you take toward a single country will keep you from doing anything else with/to them for one month. This means that if you want to declare war on someone as the last step of several, make sure you have enough time in your plan to account for each action. It also means that if you must break an Alliance, Vassalization, Military Access, etc. in order to Declare War (note that you can now Declare War despite Military Access or Vassal status, but there's a price to pay), you're providing your would-be enemy with at least a month's advance warning of your likely intent. Some countries (usually Multiplayer enemies) might take this as a signal to prepare for war, recruit Mercenaries, or even to Declare War on you first! One improvement implemented through patches and expansions has been that now you're informed on the popup how another country will likely respond to a Diplomatic Offer, whether for peace or various others.

Prestige

If you have high Prestige – whether through combat, conquest, control of the Papal Curia, or any of several other ways to build Prestige – you will be on the mind of other countries, and they may decide that it is best to do business with you. If your Prestige is low – especially if it's negative – these same countries may scoff.

Prestige also impacts a lot of the things your country tries to do – Merchant Compete Chance, Unit Morale (army/navy), your number of Yearly Diplomats, Stability costs, Spy Defence likelihood, Trade income, your ability to defend Forts, and the cost of Mercenaries. The more Prestigious your country is, the easier these things will come for you – if you're a smaller, less recognized country, you'll have to work for what you get.

Infamy

Your national Infamy (formerly called Reputation) will affect how likely other countries are to trust you. This is very separate from Prestige – you may have built up a lot of Prestige through conquest, but that very same combative nature could have given you quite a bad reputation (Infamy). In that case – high Prestige and high Infamy – the two factors may act to counteract each other. There's a third consideration, though – high Legitimacy helps counteract Infamy, and put you back on a level playing field with fellow countries.

Religion

Countries with which you share either a general or specific religion will be more likely than others to give you the time of day in Diplomatic interactions.

Intolerance toward a particular Religion – on top of the normal penalty from having a different Religion from them – will add to the dislike other countries have for you. If you want an Alliance – good luck, 'cause God isn't going to help you.

Diplomatic Skill

Your ruler's Diplomatic Skill can make all the difference. It can counteract negative influences that would otherwise make other countries ignore you. Or it can make possible what before had seemed impossible. You wanted to forge an alliance with a neighbor who only kind of likes you? Maybe they even fought a war with you in the distant past, and you still hold some of their cores. The only way you're likely to overcome serious negatives in relations, or with your reputation, etc. is through having a ruler with very high skill in this area.

Legitimacy

Legitimacy impacts Diplomacy primarily by means of reducing your Infamy, but otherwise is not directly related.

Royal Marriages

"Marrying the girl next door" This is the way Royal Dynasties have operated for centuries. Royal Marriages have the dual benefit of improving Relations between two countries, and linking their two hereditary lines at one point.

Because of that – the possibility of Inheritance – Royal Marriages are generally a very good thing to have, just in case the line of Succession passes your way. There is no guarantee that the hereditary/Vassal relationships will merge, but there is a chance that one will Inherit the other if a Ruler dies with no Heir. On the other hand, there is a lesser chance that it's *you* who will fall victim to one of the difficulties associated with the coincidence of a Royal Marriage and a Royal Death!

In HTTT these possibilities are more predictable – you have an idea of your own lines of Succession, and you know which other countries have difficulties with the Claims of their own Heirs. When you see a weak Claim, or no Heir at all, that's when you can take the initiative and try to establish a Royal Marriage.

You can now Claim a Throne only if you have an existing Royal Marriage (formerly, you could do so with no justification). Your likelihood of being the one who takes the Throne (presuming there are other Royal Marriages with different countries) is related closely to your Prestige.

If you expect you'll Declare War on a country, then don't get a Royal Marriage with them (and don't accept one!). All it will do is cause you more trouble when you try to cause trouble with them. The same is true if you intend to use the Claim Throne Diplomatic Action to take over another country. Countries which have Royal Marriages with you will wonder if they're next! Your Relations with them will sour.

Make use of the Tooltip on other countries' Rulers. Not only will it tell you (as will the Tooltip for the Succession Alert) which countries have a possibility of Succession trouble (i.e. Weak Heir or none), but the Ruler's Tooltip also shows what is expected to happen when he/she dies. Inserting your Royal Marriage during either of these conditions increases your likelihood of getting a Personal Union or Inheritance. Check the Tooltip to see if you've improved your chances of either, or if you might have to fight for the throne in a Succession War. The Tooltip will even show you what happens to the throne of any country who is married into that Royal line, so that you can predict what might happen one or two steps down the line.

Divorce

Welching on your deal can be a very bad thing, especially when you're dealing with another Ruler's daughter! Dance with the girl you brought, or suffer the consequences. You will suffer a -1 to your Stability, and relations between your countries will be harmed.

Sometimes, this Relationship drop can be to your advantage, such as if you actually need to harm your relations with a country in order to set up some other action.

However, divorce can be a means (usually more useful in Multiplayer, since your opponents are craftier) of protecting yourself against various nasty things, like someone claiming your throne, or causing a Succession War. Divorce won't necessarily protect you if you have no Heir (normally the opposite is rational!), but you can at least screen out those Royal Marriages with rivals who you don't want to potentially benefit from a Personal Union or Dynastic relationship. As has been mentioned, *you* as the player cannot lose your country because of a PU or Dynastic relationship, any more than you do if you become a Vassal. It's a matter of how much control you have over your country's actions.

THE SIX WIVES OF KING HENRY VIII

Excerpt from "A Man For All Seasons," A Play by Robert Bolt:

King Henry VIII: Thomas, does a man need a Pope to tell him when he's sinned? It was a sin, Thomas; I admit it; I repent. And God has punished me; I have no son... Son after son she's borne me, Thomas, all dead at birth, or dead within the month; I never saw the hand of God more clear in anything... I have a daughter, she's a good child, a well-set child – But I have no son. It is my bounden duty to put away the Queen, and all the Popes back to St. Peter shall not come between me and my duty! How is it that you cannot see? Everyone else does.

Sir Thomas More: I am sick to think how much I must displease Your Grace.

They go on about other things, but before the King leaves:

Henry: Touching this other business, mark you, Thomas, I'll have no opposition...

More: Your Grace?

Henry: No opposition, I say! No opposition! Your conscience is your own affair, but you are my Chancellor! There, you have my word – I'll leave you out of it. But I don't take it kindly, Thomas, and I'll have no opposition! I see how it will be; the bishops will oppose me. The full-fed, hypocritical "Princes of the Church!" Ha! As for the Pope! Am I to burn in Hell because the Bishop of Rome, with the King of Spain's knife to his throat, mouths me Deuteronomy?

Sir Thomas More was King Henry VIII's Chancellor, who followed the will of the Pope and refused to allow the King to divorce from Catherine, his Spanish wife, and take a new bride who he hoped would bear him an heir. Henry eventually had More executed, and founded the Church of England, otherwise known as the Anglican Church. He got his divorce, and married five other wives. One – Jane Seymour – bore him a boy child, who would become Edward VI, but only under a Regency at the age of nine, and only for six years, as he died while still a teenager. He attempted to cut his two half sisters out of the succession, naming his cousin Lady Jane Grey, but she served only nine days. Ultimately, the legacy of Henry VIII was to be carried on not by his unfortunate son, but by his Catholic daughter Mary (Queen Catherine's daughter) who he had tried to keep from the throne, and later by the famous Queen Elizabeth, daughter of the executed Anne Boleyn. Henry's machinations failed to either place a son on the throne to rule (he never ruled), and also failed to disinherit his spurned daughters.

Claim Throne

This is a really rude thing to do! But it can be very effective for an ambitious Ruler. History is full of examples of how nobles claimed a right to titles that lacked a clear line of succession. Sometimes, these claims resurrected centuries-old bloodlines that no one had thought about for most of that time. Hence, it's possible to make such a claim with the flimsiest of evidence. The credibility of your claim is often less important than the force you have to back it up.

Not only will you ruin relations with your

target country, and gain a Casus Belli to invade them. But other countries who have Royal Marriages with you will feel like they might be next – your Claim on one country's throne will harm your relationships with other friends. This presents a dilemma for many countries – if you don't plan ahead and choose your Royal Marriages carefully, you will end up hurting yourself in the eyes of your Allies.

Countries who are your targets with this tactic are often your friends (after all, your son married their daughter!). You may have to either do things to reduce your relations before declaring war, or accept a Stability hit when you declare war on someone your population thought was on your side.

Vassals

Vassalship is an oath-sworn relationship between one power and another where one is the master and the other his servant. The country will – literally – live to serve you. Or else!

They will provide 50% of their revenue to you – a great bonus for your treasury. You are guaranteed Military Access without a separate treaty – it's part of the deal.

To ask a country to become your Vassal, you will have to have relations of +190, a Royal Marriage, an Alliance, and share the same religion. If you want Vassals, plan these steps out ahead of time, using the same formula as for Diplomatic Annexation (without the last step... unless you really want to!) as described below.

If they do not find your request worthy (or diplomatic enough!), and they say no, it will drop your Relations by -30.

Attempts at peaceful Vassalization, of course, can backfire, and cause delay in its eventual accomplishment. It's a matter of style whether you want to try, fail, wait and later try again, or whether you have the patience to wait until conditions are not just "possible" but likely to succeed. On the one hand, you may be giving up a possible success. On the other, it will prevent frustration and avoid pushing a close ally away for a time (which will cost ducats to restore the relationship so you can try again).

On the other hand, many countries come to be Vassals without having much choice in the matter. You could be forced to become a Vassal through a Peace Treaty. If your war is not going well, and your enemy has a substantial Warscore, there would be little you could do to prevent this outcome if it's requested. You may also be in a situation where refusal to accept a proposal of Vassalization will result in a war which you cannot be expected to win. Dragonslaying is an occupation for the valorous or the foolhardy. It's up to you to decide whether discretion is the better part of valor.

One of the few benefits to being a Vassal is that you have an automatic Alliance to protect against your enemies. However, this doesn't usually compensate for the fact that you lose 50% of your income to your liege lord.

You can't ask for a country to become your Vassal through diplomatic means if they are a Republic or Theocracy, because those governments just don't work that way. These countries can only be Vassalized through force (as part of a peace settlement).

It is now possible to Declare War upon your own Vassal. This will cost you a -3 hit to Stability (because they're your Vassal! – why are you attacking your friends?), whether you have a valid CB or not. But there are times when you'll want to do this, including in order to incorporate your Vassal into your empire by force, or to punish them for not being a very good Vassal (refusing Calls to Arms, etc.). Having greater control over your Vassal's provinces may be meaningful to you.

As a Vassal, when you believe yourself to be in a position where you can break free from your "liege lord" (master, oppressor, craven bastard, or whatever you call him), you must send a Diplomat to delicately break the news to your Sovereign. Since he will then gain a Casus Belli against you, be ready to defend yourself! A request for Independence is a Diplomatic Action, so follow the steps for improving your chances for acceptance of diplomatic overtures – good relations, wait until you have a Ruler with good Diplomatic skill, etc.

Create Vassal

You can improve your Infamy (and perhaps save yourself some serious headaches from Revolt Risk) by releasing one or several of your national provinces as a Vassal (you'll have to let go of all

provinces you own which are this country's Cores, to let any go).

If you do this, your Infamy will be reduced. Other countries look on this action as a sign that you are not aggressively expanding (i.e. it will improve your Infamy rating by relaxing tensions), and yet you still get to benefit from your Vassal's economy and military strength (you were already, as owned provinces, but this way you still benefit some financially, plus the other benefits). All you're doing is giving up your rights of direct control. Yes, this can be a hassle, but it's sometimes worth it.

Diplomatic Annexation

This is a drawn-out and complicated process, but it's worth it if you wish to expand peacefully.

You want to acquire a Royal Marriage with your target country first, which is the easiest step. Then an Alliance, then Vassalization. If you fail, you will lose Relation points – use a Trade Agreement or something similar to repair Relations, or a State Gift, if all else fails. The whole process may take about 20 years.

If the target country is not so close in relations, then you may have to start with a Trade Agreement in order to improve relations enough that they won't laugh off your Alliance proposals (or your daughters!). Then follow up with the Royal Marriage proposal and the Alliance proposal. If this process doesn't successfully end in a Vassalization, then your relationship will drop quite a bit. You may have to resort to State Gifts to return to the right level of diplomatic relations to try the process again. Once you've established a Vassalization, you need to wait 10 years, ensure your relations are high enough at that point (ensuring +200 will improve your chance of success), and then ask for a Diplomatic Annexation.

Your plan may be complicated when you declare war on another country. Your allies (i.e. your target country) may Dishonour your alliance, and then you'll have to re-start most of the process of preparing them for Diplo-Annexation. You will still have a Royal Marriage with them, which is both good and bad. You won't have to re-do that part of the process (though that's the easy part!), but you will have to find other means to get the boost in Diplomatic Relations you normally get from that overture.

As with Alliances, and Vassalization, you will ruin your good relations if the subject country's Ruler refuses your request to become an honoured, if powerless, citizen of your empire. The country will remain eligible for Diplomatic Annexation in every way except for your Relations – that's the good news. The bad news is that you're out of cheap ways to influence those relations back to the point where you can try the request again. You'll probably have to use State Gifts to improve those relations, and that is a burden some countries can afford... others cannot.

Because of how much is riding on this risk you're taking, you should make sure you've taken every effort to improve your chances. You may even want to consider waiting 10-30 years to get a Ruler with high Diplomatic Skill. On the other hand, in all that time, you will probably have the resources to push through a State Gift. It's a matter of where your priorities are, and what's competing for your attention and ducats.

Alliances

Alliances can be a double-edged sword. They entangle others (usually) into coming to your aid when you need them. But it also entangles you in their schemes – and if your Ally is an aggressive nation, it can get you in trouble. Even if it's not aggressive, but rather is attacked by a grand alliance of powerful countries, you can be faced with a choice of either Dishonouring the Alliance, or backing up your word and maybe facing an unwinnable war which you may not even control (depending on whether your Ally is bigger than you – i.e. Alliance Leader).

If you're weak, an Alliance is not necessarily a "security blanket." It's not a 100% benefit to you – without risk – unless you're willing to break your Alliance when you don't have the resources or ability to fight in your Allies' wars.

Unless a country is your Vassal, your Alliance will be broken if your Relations drop below zero.

Expanding your Alliance system has an added benefit – increasing your range of vision through the fog of war.

Dishonouring or Breaking Alliances

Ask any world leader: A good Ally is a charitable

Ally, who will stick with you through thick or thin, and concentrate on your priorities, not their own. Unfortunately, most Allies are just not that good! Allies aren't much different from any other country – they put their own priorities and self-interest first. So long as they coincide with yours, they are likely to remain an ally. To the extent that their goals diverge, so will their alliance.

Breaking an Alliance will greatly harm your relationship! Make sure it's worth it to you, versus the costs of honouring it.

Casus Belli

Even an absolutist king's power is only absolute within his own realm. Anywhere outside of it, he is going to be subject to the powers, opinions, and unwritten rules mandated by the existing balance of power and the "world community." Before you declare war on another country, it's always best if you can at least have an "excuse" for why you're going to war. Without such an excuse, your own people will be upset that you're making aggressive war. Also, without such an excuse, other countries may react badly to your action.

In past versions of EU III, there was only one type of Casus Belli (CB), and you could get it for various reasons. Now, there are 30 types, with more likely to appear in future Mods, and perhaps in other ways. The types are described in the CB Guide, which is available on the Paradox Forum.

Each CB has its own triggers, and a separate set of costs for what you ask for at the end of the War. You may be allowed to take a province, for instance, without acquiring any Infamy, but if you ask for a different province, or more than are allowed, etc., you will acquire Infamy (often at a rate worse than it was in older versions!). The Prestige impact may also be different for the Peace that you sign.

In the Developer's AAR a series of conquests by Byzantium cost zero Infamy because they were made under Reconquest CBs (i.e. it didn't seem rash for him to annex these provinces, since they were once his anyway!) – a commenter noted that the same conquests would have cost at least ten points of Infamy/Reputation in In Nomine!

The way these Casus Belli are structured, they should encourage more wars between countries who historically did go to war, and fewer between countries which have more reason to be friends and neighbors. Not that there wasn't plenty of fighting between friends and neighbors, historically, but these wars have a more substantial cost to relationships with other friends and neighbors in the game, as they did in real life. The causes, consequences, and results of Wars should all be more realistic.

The Casus Belli Guide (available online at the Paradox Forum) will explain the different types of CB and how you get them. Tooltips will show this as well. You only have certain CBs available against a country at any one time, and there's no guarantee you'll have a CB against a country you want to attack.

Watch out for Sphere of Influence declarations, as well as for Guarantees and Warnings before you Declare War.

Badboy Wars

Perform enough questionably aggressive actions, like declaring war without Casus Belli, or Annexing other countries, and you may come to be regarded as a pariah – a "Badboy." Your Infamy will grow, and you may be subject to wars of reaction mounted by those countries who are fearful enough of your intentions to join an Alliance against you (called "Badboy Wars").

The Artificial Intelligence has been tweaked since previous versions of EU III so that AI countries are less likely to be overly concerned about "Badboys" (i.e. countries with high Infamy) who are distant from them, as well as less likely to declare "suicidal" Badboy wars (as in Baden will not take it upon themselves to tell France or Burgundy to stop bullying!). On the other hand, countries are also far more likely to coordinate

wars – Baden, for instance, might team up with the Palatinate, Wurttemburg and Burgundy to go against a Badboy France. They may also wait for an opportunity, when they believe the target Badboy may be down, and make an effort to put her "out." All of this should make such Badboy wars more realistic (not to mention more likely to be successful!). You've been warned!

Spheres of Influence

You expand your Sphere of Influence into another country (usually a neighbor) by "spending" Prestige. This allows you a certain amount of control over the affairs of that country, including what other countries are allowed to conduct Diplomacy with them. If a country violates this Sphere, you will get a CB against them.

This new ability introduces a level of relationship between countries which is stronger than a Royal Marriage, but less strong than an Alliance or Vassal relationship. At the same time, in some ways (by disallowing "diplomatic contact," as did the 1820s "Monroe Doctrine") it grants you power above what either would deliver by itself. You should, of course, try to draw your Allies and Vassals into a Sphere of Influence relationship too.

National Focus

Remember that your National Focus can be useful for more than just improving your own economy. You can use it as a means of provoking an attack upon you (one you want, presumably!) or negatively impacting your neighbor's economy. Unless both countries in question are members of the Holy Roman Empire, the National Focus placed along a border can create serious tensions.

Improving Relations

As was mentioned, the easiest way to improve relations is through a Royal Marriage. An Alliance will be a good follow-on proposal. Trade Agreements, among other things, can all improve your standing. The more expensive option is State Gift.

You can never be sure how much benefit you'll get from a State Gift. Some countries will perform flips & rolls for you. Others will be decidedly ungrateful.

Dynamic Cores

Once you have established your apparently permanent status in a province, you will receive Core status in that province, so that it will be forever after (unless you lose it again for 50 years) considered a home province. You'll then get to pick on anyone who occupies that province to your heart's desire.

On the other side of the coin, this process works both ways. If you lose a province in a bad peace deal, the people of that province which held a fondness for your leadership will eventually lose heart. The old folks will die, and the younger populace will not remember a time when their new country was not their homeland. When this happens, you will lose that province as a Core (which also means you will lose the automatic Casus Belli against the illegitimate occupier, and your ability to Annex the province in future wars without a normal Badboy penalty).

This can be a subject in Peace Treaties. If there's a province which you covet, and you want to interfere with your enemy's ability to get income from and perpetually claim that province, you can demand that they renounce claims on it. That means that it will be at least 50 years before that province become their Core again, even if they maintain ownership! If you pick a rich province, that can cost your enemy dearly in ducats, because non-Core provinces contribute their income at a much reduced rate.

Lesser Diplomacy

Don't underestimate the importance of some of the less powerful forms of diplomacy. Each technique can be combined with others as part of a master plan that will bring you victory. Remember that some of these actions have time limits (they expire), so you may have to renew your Actions to keep them in force.

Proclaim Guarantee

This can be either or both of two things – potential protection for a friend, and potential excuse to invade. You can use it either way, depending how crafty you're meaning to be. There are certain reasons why you might use a Guarantee rather than an Alliance. Obviously, if you are intent on protecting a country, but they won't

cooperate by accepting your Alliance, then this is your other option. AI countries should take this into account, as will players in Multiplayer (and MP players will be more likely to recognize it for what it is – a real threat).

The other way you can use a Guarantee is as a trigger, or tripwire, to get a Casus Belli against someone you want to attack. Usually you'll have a pretty good idea who will want to attack the country in question – do they occupy another country's Core provinces? If so, that's where you expect a war. If you have designs on that country, then you can arrange to turn it to your advantage.

If you're going that route – the tripwire – make sure you have a Military Access treaty with the country you're protecting, unless you have some other land route into the country you're fighting.

Honouring a Guarantee will provide you with a boost to Prestige. Guarantees of member countries of the Holy Roman Empire will improve your relations with each of the HRE Electors.

Send Warning

This is a more direct version of the tripwire approach. You pick the country you want to target, and you get a Casus Belli if they do anything hostile toward any one of your neighboring countries (in previous versions of EU III this applied to the warned country's neighbors, not yours). This isn't limited only to aggressive plans – like with the Guarantee, you can use it for sincere purposes of protecting your neighbors from a bullying country.

Again, you'll need to ensure Military Access so you can reach this country if you're not already adjacent. This will, of course, depress your relations with the targeted country – no one likes to be threatened.

Send Insult

Another more hostile action, this one not only angers another country, and reduces your relationship with them. It also challenges them, and dangles what may be a tempting Casus Belli against you – inviting them to attack you.

State Gift

This is the opposite of an Insult. The goal of this is to improve your relations with another country. There are plenty of other actions which will improve these relations, and so there is an art to knowing whether to use those tools, or to spend your precious money to become better liked.

There are many things – including chance – that impact how much your relations will improve. It can be disappointing to spend 50 hard-earned ducats on a State Gift and gain only 15 relation points. These things will always work better, on average, when you have a good reputation (low Infamy), high Prestige, and/or a Ruler with high Diplomatic Skill. There are no guarantees.

If you're busy trying to gain favor with the Holy Roman Electors, this technique will be a frequent choice to maintain and improve relations with these key countries.

Sell Province

If you're desperate for money, you might consider selling a province that isn't very valuable to you. Top candidates for this would be a province that's a core to another country, which you could sell to that country. Or if its population is of a different culture and/or religion, perhaps it's not very useful to you. Sometimes you might consider selling a province to keep it from being a trigger for an unwanted future war. Generally, selling a province is an extreme choice. Depending on your style of play, you may find it more useful than others.

War Subsidies

War by proxy – "Let's you and him fight!" – has a long tradition in foreign affairs. If you don't have the resources (or the will!) to fight a war with your rival, but someone else is already involved in war with them, why not support them? It may be financially cheaper (likely is) in the long run, it will cost you fewer soldiers (i.e. none), and will avoid major costs to your economy in terms of War Exhaustion, looted cities, etc.

If you can afford it, this is often a better option. The main problem with this is that you have no control over how those funds are spent. If the AI is intent on squandering your money in ways that don't help him win the war, then you've wasted your investment. Play the game and get a feel for this – the AI will change from patch to patch, and you may find them better able to fight

wars as experience allows players and programmers to recommend changes to the AI.

This is also a way of making friends – your Relations with countries you support with Subsidies will improve.

Offer Loan

Remember that chapter that emphasized how wasteful loans are of your hard-earned money? If you just happen to be the recipient of that "wasted" money, then it suddenly turns out much better. It's good to be the banker!

If you have spare funds, and would like to make some interest in your favor, consider offering loans to countries that may need it (or who may not, but who didn't read that earlier chapter on how bad loans are!). Consider carefully whether your money is better spent on Province Improvements, versus Loans to other countries. Often, countries which are geographically small but which still have significant income (Merchant Republics come to mind) are those which may benefit from preferring Loans to building their own provinces (which may already be maxed out).

There is some strategy associated with offering loans. You need to figure out about what terms – interest rate, etc. – the computer is offering to that country, and then undercut them some. Unfortunately, this means you're taking on the risk that the computer would otherwise bear. Hopefully, you'll get the principal balance of the loan back, in addition to the interest you've earned.

If you're clever, this can become another tool to give you a Casus Belli against another country. If you can figure out which country is probably unable to repay a big Loan, and if you can convince them to take your money, not only will you 1) get them to give you interest payments, 2) load their economy down with these debt payments, but also 3) gain a "defaulted loan" Casus Belli on them if they can't pay it back, which means you get to go in and fight the troops you paid for. Such a deal!

Trade Options

As mentioned in more detail in the section on Merchant Republics, these governments have the option to Invite or Expel countries from their Leagues, as well as to ask for exclusive Trade Rights.

Other Uses for Diplomats

There is another important reason to keep diplomats around. You must use a Diplomat in order to create a new Leader (General or Admiral,). If you're short on Diplomats, you could use a Colonist to create either an Explorer or Conquistador, but Colonists are too valuable to use unless you have a special need for one of these exploration types.

This is another reason why it's good to always have a spare Diplomat on hand, just in case you need him to create a General in a pinch, or to sue for Peace.

Military Access

If you are at war (or soon expect to be), it's always helpful if you can actually reach your enemy in order to fight them!

If you have just one country, or maybe two, that you need to cross in order to reach your enemy, it may be worth spending a couple of Diplomats to gain Military Access to those countries before you actually need the Access (you'll need your Diplomats for other things when that time comes). Once done, just march across their lands and into your enemy homeland. They can't come back across that same territory against you unless they, also, have Military Access (check this!).

Don't count on gaining Military Access when you don't already have it. Many countries, as can be expected, are uneasy having foreign troops on their soil. Plan ahead, and ensure access before you Declare War, if you are the aggressor. If not, then you're welcome to pray.

Watch your back! Other countries can use this tactic too. It may be useful to set a popup message to alert you when Military Access is granted (it may be annoying to be bothered so often, usually for countries that are unimportant to you, but it can come in handy to know about if it's your neighbor granting access to your enemy – it's up to you whether you want to endure the popup hassle to stay informed).

Of course, there is a time when you definitely want to grant Military Access – when the requesting country is at war with an unfriendly neighbor of yours (or if you happen to know

they have proper Military Access beyond your neighbors) and your willingness to allow Access will allow the requesting country to fight a potential enemy of yours. Don't do this if you want to save the enemy provinces for yourself. You can also propose Military Access by granting it to a country for this same purpose, even if they have not made the request (it's rare that a country will refuse Military Access if offered, especially if it allows them to attack an enemy).

Religious Tolerance

Religious Tolerance has changed since the original EU III so that you have less direct control over your levels of Tolerance. Things like Slider positions, National Ideas and Religious Decisions can modify your Tolerance settings. This, of course, has ramifications to how much citizens of other Religions contribute to your economy, and your Relations with countries of other Religions.

Spies

Even in an age where feudal loyalties were strongly held by many or most people in the society, you still had those rogues, vagabonds and persons of poor character who were desperate enough or deceitful enough to betray certain loyalties. In fact, since so many more of the people lived in abject poverty, there may well have been more individuals willing to risk their honour and their very lives for an opportunity to advance themselves. Other spies, surely, were less craven, and conducted their activities out of wholesale loyalty to a different master who required information or actions to be conducted upon an enemy (or even a friend!) on his behalf.

There are various useful things you can ask your spies to do for you. If you're fortunate, these things will remain secret, and you will suffer no adverse relations penalty. On the other hand, the enemy has spies and counterintelligence agents (not necessarily represented in the game – just chances) who are likely to find out about what you're doing to them.

The number of Spy Missions has increased from 7 in the original release of EU III to Some assignments are more useful than others. Some assignments are also more unfriendly than others. If you send a man to kill your neighbor's top technocrat, or mercantile genius, or if you sink his favorite three-decker ship-of-the-line, he's not going to be happy with you! Be ready to accept the consequences when you do something to your opponent that is decidedly unfriendly.

Failed Missions may have negative consequences to the Prestige or Infamy of the country sending the Spy, in addition to the CB against you.

Here are some evaluations of each mission – keep in mind these are Beta version values, which will likely be tweaked over time to improve game balance (some of these are too effective to not be downgraded!).

Fabricate Claim – This is an easy way to generate an "obscure documents" Casus Belli against another country, by forging documents "proving" your right to own a piece of their country! This is an expensive and risky operation (high cost to Prestige if failed, plus Infamy costs), but if you need an extra province, it might be worth it. This is targeted against the enemy Capital (which is a change from previous versions), and the target country must be a Monarchy which is not a lesser partner in a Personal Union. Their Legitimacy must be below 50, and they must either have a Weak Claim (their Heir) or a Regency Council.

Spy Ring Infiltration – No one likes a double agent, and it's embarrassing to be caught with one. It harms the target's ability with Spies. In the original Strategy Guide I counseled against using this Mission, because it was expensive and risky. That's changed, and this has become a cheap an less risky Mission which should be quite worth your while.

Incite Against Merchants – This can be very effective. It's cheap, easy, likely to succeed, with little chance of it backfiring. Its effect hurts the target's ability to earn Money from Trade.

Weaken Rival League – This is a relatively cheap Mission restricted only to Merchant Republics (both attacker and target). If successful, it harms Diplomatic Relations between the League owner and League Members.

Tarnish Reputation – A successful Mission lowers the Prestige of the Target country. This is a cheap and non-risky way to play "King of the Hill" with your rivals.

Infiltrate Administration – This is probably closest to what a typical Spy did in this day

and age – it places a Spy in the administration of your target country, so that you know what's going on inside his country. It lifts the Fog of War so you can see where his troops are and what he's building, etc. Depending on how much you know about his country already, this may or may not be worth your time. Obviously, if you already border him on two sides and can see all but one province without Fog of War, this isn't much use to you.

Sow Discontent – This represents influencing (bribing!) prominent nobles and churchmen to speak out against the target government. Success reduces the target country's Stability. This is an difficult and expensive Mission, and will cost a great deal of Prestige if discovered.

Sabotage Reputation – This is probably the worst choice, and with so many good ones, why bother? This attack which causes your target's Infamy rating to rise slightly is very difficult to pull off, and the backfire for being caught in terms of Prestige and Infamy are more severe than your opponent would suffer if you succeeded! Don't try this unless you have a Ruler with remarkably good Diplomacy skills.

Counterfeit Currency – By releasing debased (fake) coins into the target realm's circulation, this will increase Inflation. This action is expensive, and is relatively difficult to succeed. Discovery increases your Infamy and has a serious consequence to your Prestige. This is another choice which isn't that great, but depending on the time period (i.e. whether the target has access to Tax Assessors) you may find it worthwhile to increase their Inflation by a full 1% (remember, the earlier in the game you try this, the more overall impact it will have upon your enemy).

Assassinate Advisor – Playing hardball here! Feel out your game for how available Advisors are, to decide whether it's worth the risk to take your rival's Advisor out. If he's easily replaced, don't bother. This is chancy, expensive, and risky to both your Prestige and Infamy if discovered. But if your target has a very capable Advisor, especially if he's alone (or if they have more than one very capable ones), this might be worth the risk. The Advisor killed is chosen at random from those they have, so if they only have one, it's a sure shot (if you succeed).

Commission Privateer – This is cheap and easy, without much risk of backfire. Pirates can be a nuisance to your enemy. However, there are players out there who make a serious business of capturing Pirate ships and using them against you. Test this out and make up your own mind whether it's worthwhile in your environment.

Bribe Defenders – Placing a few gold coins into the right hands can sure speed a siege to completion! This involves sending an agent provocateur into a besieged city (the siege can be yours, or anyone else's), and bribing some of the defenders to compromise the city's defenses. This is a cheap operation, not very risky, and success is likely. A successful mission advances the timetable for surrender of the city. I can imagine a power at War committing nearly all of his Spies to this Mission, in order to take over countries more quickly. Consider it!

Support Revolt – Revolts in this game are no small deal (since the original EU III, Revolts have increased in size and potency). If you really want to reduce your opponent's troop strength, or disrupt his economy, throw a good, solid Revolt at him and see how he deals with it! It's cheap, easy and not risky. It does not *cause* a Revolt, but it increases Revolt Risk (RR) for a full year, which is pretty significant. There's even a small chance of a double-hit, increasing RR even more.

Incite Natives – Only useable against another country's Colony where the native population is higher than 100, this represents spending a small amount of ducats to distribute cheap trinkets and alcoholic incentives for the natives of this Colony to rise up against their "oppressors." Success increases the chance of a native armed Revolt. This is a cheap act, and not very risky. Very fun in poorly-garrisoned enemy Colonies!

Incite Troop Desertion – One of the most effective espionage missions (if somewhat risky to your Prestige in failure – not too bad). In the Warfare section, you will see me describe the debilitating effects of fighting in foreign territory during the winter. This action by spies (as of the Beta version) is cheap, likely to succeed, less injurious to your Prestige if discovered, and yet increases both Attrition and Maximum Attrition in a province by 5 – the equivalent of a "normal winter," except that this winter lasts for 5 years. I would not be surprised if such a situation escapes the notice of an AI ruler, and you may find it's even more likely to ensnare an inattentive Multi-

player opponent if he's not on the ball and watching his Attrition (which means you should watch for this being used against you, too). Careful not to get caught in your own web if you invade!

Fund Patriots – This is a variation on the Support Revolt Mission. If conditions are right for Patriot Rebels to appear in another country's province, you can cause them to rise up by funding them through your Spies. There's little risk to this (the conditions were created by the enemy, after all!), and it's likely to succeed. The cost in ducats is serious, but perhaps worth it, so long as you weigh the cost versus the possible gain. If you're likely to cause mayhem at a time and place advantageous to you, then go for it!

Fund Nationalists – Basically the same as Fund Patriots, but in an area where there's Nationalist rebellion brewing, you can cause them to rise up and wreak havoc upon your enemy.

Fund Pretender – Basically the same as the previous two, this causes Rebels to rise up in support of a Pretender, where the conditions are right. Pick the right province, and it will show you this Mission as an option. Obviously, this is most likely where the other country has issues with weak or non-existent Heirs.

Your spy options are often most useful during peacetime, because they are one of the few ways that you can adversely affect your opponent's internal military and financial interests without being at war. But don't forget the usefulness of Spies during war just because you've got 20,000 other guys doing nasty things to your enemy. The Spies are "force multipliers" – they can do lots more, sometimes, than any 2,000 soldiers can.

Also remember that you're not the only country with Spies. Take things in perspective when you're the victim of a Spy – don't overreact, but also don't underreact. Especially in Multiplayer, when Spy wars can be really fun!

In Darkrenown's Venice Beta AAR, he uses Spies to employ the Mission "Weaken Rival League," which causes Relations to drop between a rival Trade League and a country he wishes to cultivate. A cunning plan, this eventually results in the country leaving their former Trade League, meaning another (Darkrenown) can ask them to join their own!

Remember that having one of your Spies caught will give your targeted country a "discovered spy" Casus Belli against you.

Don't forget that high Prestige aids you in defending against enemy Spy attacks! Also remember that Spy Defence is 50% less overseas – use that as both a warning (which you can't do much about), and a reason to look for opportunities overseas (which is the real value of this knowledge).

Keep An Eye On Your Enemies

It's always best to review every once in a while to see what your neighbors are up to – especially if those neighbors harbor ill will toward you.

Who are their Allies? Have they been annexing provinces (i.e. Are they growing? Are they aggressive?), and might you even have a new neighbor?! Normally, you will have set your message settings to notify you of the most major of these things, but sometimes you get very involved in things (this happens often in Multiplayer) and don't notice. A little review will be helpful when the "tests" come!

Importantly, see what National Ideas these other countries have. Is there someone who may be building a Colonial empire at the edges of the Earth while you're busy fighting on the continent? Is someone telegraphing a certain direction their empire will take? Have they forsaken Naval combat for Land warfare?

These are things you need to know before you get into a war, so you can prepare to deal with them.

Fear Naught!

Europa Universalis III relies upon a game engine that takes countless little factors into consideration to determine what happens in the game. You can't know everything that's going on. This book can help you. The Manual(s) can help you. Experience can help you. But even experienced players have to choose a threshold beyond which it's just "Too much information!"

If you change the settings to alert you of every little thing going on – every Royal

Marriage, or every Trade Agreement – you will quickly get overwhelmed. These things are what the game's History Log is for. In fact, many players even turn those things off so that they have time to read the game Log as it scrolls.

Set your game to tell you about what's really important *to you* (which may be different from another player). If you find, later, that you're missing things you needed to know about, then change the settings. But mostly all you need to know about are Declarations of War, and major things that happen to you. The less you are distracted by paying attention to little details, the better you can get at the game. Besides, with experience, you'll learn to handle more information, and you can start changing your settings to alert you about more stuff.

Religion & religious authorities

Missionaries

Religious diversity can be a thorn in your side because of the economic penalties, and potential Revolt Risk.

Missionaries are expensive to use, but are useful in promoting long-term economic growth, as Tax revenue benefits remarkably from shared Religious beliefs.

Since the original release of EU III, some things have changed in the way Religion operates. Missionaries cost more, according to the size of the population which needs to be converted. Remember also that this is no longer a "hit or miss" chance, but rather a matter of how long it will take you to succeed at your current funding rate. Missionaries must be supported with Maintenance, just like Army and Naval Units. The higher your support for them (as a percentage of requested), the faster they'll accomplish their missions. There's no guarantee of success, but the longer you try and the more you fund them, the more likely their success.

The success rate of Missionaries will be greater if you have a strong Fort in the province. Forts are important for your defense strategy anyway, and the provinces with non-matching Religion are usually the same frontier provinces you'll want Forts in anyway. Go ahead and build them if you can afford it.

Missionaries are almost twice as expensive (75%) if you're using them overseas. It's always better to transform captured Colonies gradually through Colonising methods.

If Missionary work is really important to you, Divine Supremacy is the National Idea that specifically increases your yearly number of Missionaries. You just need to find the money to fund their work, which will pay off in the end by way of better productivity from like-minded worshipers.

THE SPANISH INQUISITION, AND SPANISH ASCENSION

At the end of the 15th Century, the hereditary merging of Castile and Aragon under King Ferdinand V and Queen Isabella I (a Personal Union) combined with their use of the Spanish Inquisition, requested of and authorized by Pope Sixtus IV, to make Spain into a powerful, relatively centralised and unified state.

Jews had been expelled from England and France two centuries before, and had settled in a tolerant Spain, but now the Inquisition was brought to bear upon them, upon the many Islamic (Moorish) residents of the Spanish Peninsula, and later against Protestants. Roman Catholicism – and unity under the King, Queen and Pope – was enforced by Papal authorities. Tomás de Torquemada, the most infamous of the Grand Inquisitors, placed reputed heretics on trial, and executed at least 2,000 who were considered insufficiently faithful. The most significant result, however, was the fear he instilled, and the migration of tens or hundreds of thousands of Jews and Muslims from Spain.

His Inquisition was so zealous and indiscriminate in its tactics that in 1482, the Pope himself expressed serious concern as to Torquemada's methods. There was some question whether the Inquisition more served the religious aims of the Pope, or the political aims of Ferdinand and Isabella.

But the tale of Ferdinand and Isabella reaches far beyond the Spanish Inquisition. Three main things were achieved under their rule – 1) the union between Castile and Aragon as the Kingdom of Spain, 2) the defeat of Islam in Spain at Granada, and 3) the discovery of the New World by their agent, Christopher Columbus. It was their partnership that led to Spanish control over much of North and South America, and dynastic control over much of Europe.

As a final side note, Isabella – the Renaissance Queen – raised her daughter, Catherine of Aragon, in the same mold as herself. She was well educated in the learning available during those days, and was immersed in the remarkable events that were underway – the conquest of Granada, and the discovery of America. Isabella and Catherine accompanied Ferdinand in his military campaigns. Few of their peers around Europe had such an exposure to the world as these two strong women.

It was that strength that Catherine carried with her in a Royal Marriage with King Henry VIII of England. She was a survivor, and for many years, she survived through political subtlety and guile, even after her divorce from Henry. Eventually, three years after the divorce, she died of cancer. Henry went on to have a total of six wives, many of whom died at his hands.

But Catherine had secured her legacy through her daughter – another talented young woman who was raised in the spirit of Queen Isabella – who would go on to become Queen Mary I of England, who briefly restored Catholicism to England, and who briefly married the Habsburg King Phillip II of Spain (a Royal Marriage which could have brought Spain, Portugal, Naples, Sicily, Habsburg Netherlands, Spanish America and England into a Personal Union!). Her death introduced her half-sister (by Henry VIII and Anne Boleyn) to the throne as Queen Elizabeth I, who returned England to Anglican Protestantism and who eventually warred with King Phillip II, destroying his Spanish Armada.

The Protestant Reformation

When Protestantism comes along (which, in EU III, can happen very early or late), it will play havoc with European province incomes and internal dissent. You (or your neighbor) may suddenly take a 30% reduction in Tax Revenue from a major economic center when that province Converts, whether you like it or not!

You will have to choose whether it's wiser to convert to match the Religion of most of your population (see Conversion, below), or if you're going to fight it with Missionaries and perhaps by putting down Rebellions. Conversion is a very disruptive and destabilizing process. But it's also difficult to Convert more than a couple of your provinces at a time. Will you be able to re-Convert renegade provinces in a "counter-Reformation" faster than the Reformation turns them away from you?

If your country is primarily (or entirely) one Religion or another, and fragmentation and disruption is happening in neighboring countries, this might be a prime opportunity to Declare War and take advantage of the turmoil.

Conversions

At certain points in the game (i.e. the Protestant Reformation), you will be able to choose whether to switch to a new Religion. This can be a very unsettling process for your population, most of which will remain adherent to the old Religion. Converting from one Religion to another – even one branch of the same Religion to another – is a big deal! You may anger your own population (unless they already believe similarly), and you will certainly upset other countries around the world who hold your former position.

The consequences of switching are pretty severe. You will lose 5 stability, which basically means no matter how stable your government

is, you're throwing it all away by switching. Revolts will automatically break out in some of your provinces, as citizens who refuse to accept the new order attempt to either change your mind (or government!) or gain their independence.

In fact, you may upset your population enough that they will try to change your mind. Maybe even by force! These "internal" Holy Wars are relatively common in history, whether it be between Catholic and Protestant Christians, or Sunni and Shiite Muslims. As your Stability is reduced by 5, so too is your Tax revenue reduced considerably, and your Revolt Risk increased substantially.

Casus Belli are also passed around freely between countries of rival Religions (including those of the same group – often *especially* between those of the same group!), so you may end up at War. In fact, it is a virtual certainty that you will face War over Religion at different times during the Reformation period. Consider these choices very carefully.

What will you gain from converting? Compare it to what you will lose. Do short-term considerations outweigh a long-term gain? Or will you make the change because it will benefit you years down the road?

It may be that switching – say, from Catholic to Protestant Christian, or vice versa, as happened much during the Thirty Years War – will be a long-term benefit for your country. If many of your neighbors belong to a religion different from yours, you can gain some degree of security by switching (or, conversely, you can pick fights by choosing a religion in conflict with your neighbors).

You can also force a Conversion in a defeated enemy country as a result of a Peace Treaty. In fact, sometimes Converting may gain you a future Ally in the Religious Wars. On the other hand, it may be that you're simply trying to weaken your rival country by crippling him with Conversion consequences! When you force Convert a country, they are not guaranteed to always remain as you have required – once their Ruler who signed the Treaty dies, his Heir may choose to leave your faith.

Tolerance Strategy

There are three levels of Religious Tolerance – your own Religion gets full Tolerance, Religions in the same Religious group but not the exact same Religion are considered Heretics, and Pagans or those who are not from the same Religious group are not Tolerated at all. These conditions affect provinces within your country, and most often will come into play when you conquer territory. Religious Decisions, National Ideas and Domestic Policy Slider positions (more accurately, the potential results of changing them) can influence how Tolerant you are of the different levels, but you do not have direct control over it.

If you have a country which is not very diverse, internally, you can afford to have your Tolerance settings as you like them. More diverse countries may need to consider Tolerance as a way of keeping the population satisfied.

Some players may find these settings useful for role-playing – if you have a brutal king who for purposes of your story/game will pursue some religious or cultural grudge against a certain group of people (as happened historically on many occasions) this is how you would do it.

Primarily these settings will impact your Revolt Risk and the Population Growth in provinces that are predominantly of one Religion or the other. Favored Religions will prosper, spurned populations will not. These settings will impact your Relations with other governments too, if they are of the despised Religion.

Sole Defender of the Faith

If you are committed to your faith, have hundreds of ducats lying around, and you're willing to take on the world (you don't have to, actually – but you can!), you might consider becoming Defender of the Faith. It gives advantages in terms of Land and Naval Morale, and in War Exhaustion, and gives you a Casus Belli against anyone at war with one of your co-Religionists. All of which means you can be highly aggressive, relatively more successful at war, and won't suffer as badly from Revolt Risk when your wars drag on forever. This is a formula for long-term expansion.

You'll also gain Prestige, which can be helpful in Diplomatic negotiations, Inheritances, etc. The main drawback is a 20% drag on your economy, which can be a big issue. But the 50% increase to your military units' Morale is very significant – one of the largest increases to Morale possible. It can keep you from losing.

Just don't lose a war, or your Defender status will end and the many ducats (this used to cost 1,000 ducats – now it's cheaper, but still a significant cost) you spent to acquire the title will be lost as well. After two years as Defender, any country of your faith with higher Prestige may choose to spend their own money and take the position from you.

A seemingly obvious National Idea to match your Defender of the Faith title is Unam Sanctum (formerly Deus Vult), which allows you a Casus Belli against anyone who is not of your religion. Thus, you can go to war without increasing your Infamy as much as otherwise. On the other hand, since your Defender status already gains a Casus Belli against countries who are at war with someone of your Religion (almost as good), Deus Vult may be redundant and a waste of a valuable slot. Consider adopting Divine Supremacy instead (or Patron of the Arts, so you gain Prestige and don't lose your Defender status to a rival!).

You'll need Missionaries to convert the provinces you take over. Problem is, the Policy Slider that gives you more Missionaries (Narrowminded) also counteracts your War Exhaustion benefit. Use the Divine Supremacy National Idea to counterbalance. A Theologian Advisor will help your Missionaries succeed.

There is a vigorous debate as to whether the Defender status is worth the cost. My initial reaction is that the benefits are pretty substantial, and can keep you from losing a war which would eliminate your hard-bought Defender status. But many players consider it just too expensive and too easy to lose.

It's probably a lot harder to hold onto Defender status in Multiplayer, for instance, because all of the players will perceive what you're up to and try to knock you down. AI countries won't have that much foresight.

The Pope & Curia

The Curia & Papal Controller

If you want to become the Papal Controller, it's probably not going to fall into your lap (though it's possible). In order to have "the ear" of the Pope, you must have some Influence among his Cardinals ("the Curia" or council). You also, of course, must be Catholic! Your Government, at least – your people may be of other faiths, though your chances are better with more, and more financially profitable, Catholic provinces.

There is no longer a system of "bribes" to bring Cardinals to your way of thinking. Now, instead, we have Papal Influence, which is a measure of how much the Pope and his Cardinals like you, and listen to you. See below for more information. The more Catholic provinces you have, and the more Tax income you get from them, the more likely you are to get a Cardinal slot (they change over time, as Cardinals die).

The Papal Controller gets certain advantages, such as cheaper Stability costs, extra Diplomats, and increased Prestige. What's more, they have an automatic bonus to increase their Papal Influence, which means they will have an easier time getting more Cardinals which helps them keep the Controller position.

Here's an interesting fact: A Vassal can still be Papal Controller, and so this is one of the very few ways a Vassal may exercise power against other countries independent of its liege lord.

Papal Influence

You increase Papal Influence by maintaining good Relations with the Papal States, as well as your Policy Slider positions and National Ideas.

The Narrowminded Policy Slider positions will give you more Papal Influence, while Innovative will give you less. National Ideas can also impact your Papal Influence – Church Attendance Policy, Divine Supremacy and Unam Sanctum will improve it, and National Ideas like Scientific Revolution, Ecumenism, Liberty Fraternite Egalite, and Tolerance will reduce Influence.

Keep in mind that non-Catholic countries do not have Papal Influence, and so they need not worry about these Policies and Ideas.

Papal Influence for everybody is reset when a new Pope comes into office.

Clerical & Papal States

Clerical states are the Theocracies which dot the landscape of Europe – they were founded by the Pope, and are meant to serve him. If Rome, or the Papal States, are conquered, the Pope may relocate to one of these clerical states, and that country will become the new Papal States. Even years after the Pope was kicked out of Rome, you may find that a newly released Theocracy can become home to a new Pope, and the Curia will open up again. The obvious way to keep this from happening is to make sure there are no clerical states left. There is also a situation where, if you occupy Rome, you may be called upon to release it as the Papal States.

Excommunication

A country which does not have a very good Relationship with the Pope (i.e. the Papal States) is vulnerable to Excommunication, and the Papal Controller can exercise this as a Diplomatic Action. This gives Catholic countries a Casus Belli for War against the Excommunicated Ruler. Obviously, only Catholic leaders can be Excommunicated.

You're not Excommunicating the country, just the Ruler, though while the Ruler lives the effect is the same. If there's a Personal Union, you're Excommunicating the Ruler of both countries, so both countries feel the effects. Once the Ruler dies, his Heir is assumed to be back in the good graces of the Church.

Crusades

The Papal Controller may also Call a Crusade against any non-Christian country which is within reasonably close distance to their lands (obviously, with a quick regular war you can annex a province near your target country, and then Call a Crusade). Any Catholic country gets a bonus to Manpower and Tax income if they Declare War on the Crusade target.

The Holy Roman Empire

The Holy Roman Empire (HRE) was a creation of the Holy See, dating back to 8th Century Charlemagne, who the Pope crowned Emperor, intending him to be the strong force which would defend and expand the Catholic faith. Over time, the HRE became more political, and less responsive to the Pope, growing into a political entity in its own right.

Member countries enjoy special privileges, such as a monthly investment toward Stability, an increase in Manpower and Forcelimits, as well as the safety of a pledge of protection (weaker than an Alliance, but decent nonetheless) from the Emperor and other HRE Members. There is a certain degree of extra security you can count on if you're a Member, less security and an extra challenge if you're the one going up against the

Empire. Imperial Members can fight with each other, but it's discouraged. If you're either at War with the Emperor, or warring against the Emperor, you can cross any province which is an HRE Member as if you had Military Access.

Joining the Holy Roman Empire can be done province by province (or as a country by special event) – it requires being Christian (any denomination will do!), and having a neighbor province which is a member of the HRE. You'll need good relations with the Emperor (+100 with his country), and a little bit of Prestige. There's a Province Decision you can choose, using up a Magistrate, if your Relations are sufficient. The Emperor will have the choice of whether to admit that province. You will gain Prestige for every province allowed to join.

You can also have a province leave the HRE, if your country's Relations are low enough, you have a Magistrate, and you select the Province Decision. You'll lose Prestige and your Relations with the Emperor (his country) will get even worse. If your Relations with the Emperor get bad enough, remember you can also be asked to leave, which is, shall we say, somewhat embarrassing (and harmful to your Prestige).

Electors

The Holy Roman Empire was a democracy (for some people, anyway). In fact, it was a democracy for only a few people... Say, for only about six people in the whole Empire! But you can use this electoral system to your benefit if you know how to influence these several people (especially if you happen to be one of them!). And influencing six people is a lot easier than influencing tens of thousands, though there is no guarantee it will be cheaper.

These Electors – they may be six in number, or more or fewer – are chosen by the Emperor. An Elector who badly displeases the Emperor may find himself asked to leave, while Rulers who come to the Emperor's good attentions may be asked to become an Elector. It's the Electors who choose a new Emperor when the current one dies. The HRE Interface shows how each Elector is leaning in his likely choices (there's always a "deathwatch" for the Emperor – everyone's always speculating who might be next, just as with the Pope, or the "Fed" Chairman).

An Elector can vote for himself as the next Emperor, but won't necessarily do so. This rule has changed back and forth over the past 3 years of EU III versions, and this is how it stands now. Much goes into these choices, but they are largely determined by Prestige and Relations between the Elector and the candidate in question.

Acquiring the Iron Crown (The Emperor)

You will acquire a wealth of advantages if you happen to be a Member of the Holy Roman Empire, and have the resources and "fire in the belly" to go after the big job – Holy Roman Emperor. In order to maneuver yourself into a position where you can become Holy Roman Emperor, you must place your inhibitions aside and prepare to be a true Renaissance statesman – soldier, sailor, diplomat, spy, and yes... tinker. First off, remind yourself that this is something you must seek –

you cannot "take" it through some single action, nor can you completely assure yourself of acquiring the position even if you do everything right.

To be Elected the Holy Roman Emperor, on the death of the former Emperor, you need to remain on good terms with the Electors. Among the many member countries, there are only a few Electors. Each one has a preferred candidate from among his favored countries. If your Relations with an Elector are high enough, you may become their candidate.

The fundamental necessity is for you to gain the highest possible relations with two, three, or sometimes even four Electors (depending entirely on how strong your competition is – if you're in a Multiplayer game, then watch out!). You need enough Electors on your side to outnumber the Electors pledged to any one of your rivals, and if another rival already has three Electors, you will need four (or you'll need to cultivate the allegiance of one of your rival's electors).

You want your Relations to be 200 (or as close as possible) with the Electors in question. The process need not cost all that much money. You can substitute a daughter, for instance! You know the drill – Royal Marriages, Alliances, Trade Agreements... and if all else fails, you may have to resort to brib... Ahem. State Gifts.

Keep in mind that, while there may be a sufficient number of "obvious" Electors you can try to turn to your side, you shouldn't become fixated on those. If there's stiff competition for the allegiance of one Elector, such that you cannot easily get them to come to your side, it may be easier just to turn your attention to a less obvious elector where you have more "relationship" to build, but face less opposition.

One of the tricky things about getting close to these two, three, or four Electors is that they can get you embroiled in nasty wars that you don't necessarily want to be a part of. If part of the relationship you've built with an Elector is an Alliance – as it often will be – then you face a choice. You're going to have to abide by the terms of that treaty, or else give up on cultivating that elector for the time being, because there will be bad feelings! It can get worse... if one of your Allied Electors declares war on another! That, however, is very unlikely to happen.

This is where you have to remind yourself why you wanted the job in the first place! Normally, it won't take long to go back to the task after you remember.

Once you've got everything in place, you'll have to wait. The elections for Holy Roman Emperor are held only every so often. And the schedule is known only to God. An election happens whenever the previous Emperor dies. Yes, historically, there may have been people with the wherewithal and lack of ethics to try to "schedule" an election. But normally, you cannot do this in Europa Universalis.

The Emperor

The Emperor's country gets an extra investment toward Stability for every country which is a Member. The Emperor also gets a magnified version of the Manpower and Forcelimit bonuses Members get, as well as extra Diplomats, increased Prestige, and increased Spy Efficiency.

You normally won't want to be on the Emperor's bad side – he gets enormous Forcelimit advantages, and he generally has good Relations with many of the German and Italian countries, which can cause an enemy trouble. If ever the Holy Roman Emperor's own country is Annexed, the Electors will select a new Emperor from another member country. Keep this in mind if you're ever in a position to Annex the Emperor! It would be hard – because of the Emperor's relations with the Electors, but it's barely possible you could work the Electors just right to get yourself elected in the vanquished Emperor's stead.

THE HOLY ROMAN EMPEROR & PAPAL AUTHORITY

Charlemagne, a Frankish King of the 8th Century, became the first Holy Roman Emperor, being given the title by the Pope as recognition of his conversion to Christianity. Ever since then, there existed a struggle between the religious power of the Pope and the temporal power of the Holy Roman Emperor.

This battle between religious and secular authority happened in distant lands, with other kings, too. European kings often disputed with the Pope over "lay investiture" – who had the power to appoint men to positions of power in either church or civil offices.

In 1075, the Holy Roman Emperor, Henry IV, claimed independence from Pope Gregory VII, which act resulted in a Papal decree excommunicating Henry. The Emperor was forced to make an abject prostration (literally) before Papal authority. Henry stripped naked in the snow outside the Papal residence at Canosa and apologized to the Pope, who generously provided him with a woolen hairshirt with which to clothe himself. After several days in the snow, Henry's excommunication was ended, and Gregory accepted the Emperor's allegiance.

In 1209, King John of England not only refused to recognize Papal power over his kingdom or his vassals, but also insisted upon his ability to appoint the Archbishop of Canterbury. Pope Innocent III set him aright, after a period of 6 years, having excommunicated King John and any subjects or vassals who supported him, and placed England under "interdict" – shutting the English churches down and prohibiting priestly services such as the baptism of children, the blessing of subjects at marriages or funerals, or the absolution of sins. Naturally, faithful Catholics – which included virtually everyone at that time – were frustrated and fearful at their being "cut off from God," and eventually the defection of vassals and the uproar among the population convinced King John to apologize and have his powers restored by the Pope.

Later popes squandered the supremacy

Gregory VII had built up and defended. Despite Gregory's annoying "holier than thou" attitudes, he was, by and large, a church reformer who fought against internal corruptions such as "simony" (the selling of church offices through bribes), "nepotism" (the providing of church offices to family members – legitimate or illegitimate), embezzlement and sexual sin that had become common among the higher clergy at that time.

But the Church, no matter its real or imagined closeness to God, was filled with a mixture of sincere believers and cynical opportunists. All of these abuses became commonplace again in the religious hierarchy, which by no means excluded many of the Popes.

Benefiting, somewhat, from these abuses of power, and the lack of credibility of these irresponsible Popes, later Emperors were able to assert their independence, and even their authority over the Pope. In 1527, for instance, the Holy Roman Emperor, Charles V, sent troops to sack Rome, where Pope Clement VII had joined the French and declared war upon Charles. This established once and for all the Emperor's

independence from the Pope.

These struggles – between religious and temporal offices and authority – continued throughout the time covered by Europa Universalis III. In the game, this struggle is represented, and can be fought out using the tools provided in the game. For instance, the Cardinals of the Curia are subject to influence through financial outlays, whether intended as bribes or as sincere gifts to the Church. This influence may be used by you or other kings to gain benefits from control over the Curia's bureaucratic structure.

If anyone – it could be you! – manages to both, rise to the Holy Roman Imperial throne, and acquire the ear or the allegiance of the Pope, they are sure to attract wealth, prestige, and enemies.

Imperial Authority & Duties

Being Emperor is not all fun and games – you have special obligations to keep the Empire secure, internally peaceful, and you will lose Prestige, for instance, if you conquer territory from an HRE member country. If you fail to keep up on these duties, you will lose Imperial Authority.

Imperial Authority is gained by maintaining peace within the Empire and protecting its Members. If the Emperor fails in these duties, and disputes arise between Members, other countries attack Members of the Empire, or if some of the Members fail to acknowledge the Emperor's leadership, it will impact Imperial Authority. If, on the other hand, the Emperor successfully leads his Members and maintains the internal and external security of the Empire, he gains Authority.

The Emperor has a duty to protect the Empire, and so he is called to respond when a Member state gets in trouble, such as being attacked by a neighbor. This is a non-binding Alliance relationship, but if the Emperor chooses not to respond favorably, he will lose Authority. If he joins, and is successful in the war, the Emperor gains Authority, as well as if he is able to force certain actions upon these external enemies which cause them to become weaker (and the Empire to gain, relatively).

Imperial Authority is used to enact Reforms and make demands of the Members, which is all part of maintaining the stability and security of the Empire.

Basically, the Emperor gains Authority when he performs favors for Members, and he uses Authority to ask favors of the Members. It is a mutually supporting Relationship which must be maintained, and which can go very wrong if not properly maintained.

Imperial Grace

By bestowing Imperial Grace, the Emperor can greatly improve Relations with an HRE Member state. This, of course, can lead that country to respond more favorably to requests made by the Emperor. Think of it as a super-powerful equivalent to Send Gift.

Imperial Ban

The Emperor can issue an Imperial Ban against a non-member country which owns provinces which are part of the Empire. This creates a Casus Belli which can be exercised by any HRE member country. This only becomes available after certain Imperial Reforms are implemented.

Religious Unity

Not all Members of the HRE are required to be of the same Religion. For that matter, not even the Emperor must be the same Religion as his predecessor. But often it is in the Emperor's best interests to require as many countries as he cares to ask to Convert to his Religion. This eases

tensions within the Empire. Ideally, he would be able to get all of the Empire in accord.

By demanding Religious Unity of a country with a different Christian faith, the Emperor is putting them to the test. He uses Imperial Authority to do so. By risking his Authority, the Emperor is gambling that the Member state will respond appropriately. If the Member agrees, the Emperor gains Authority. If they refuse, the Emperor is embarrassed and loses it.

Member states are more likely to agree to the Emperor's requests if he maintains good Relations with them. Part of this is maintaining security – if Member states start fighting between each other, at least some of them are going to end up not very happy with the Emperor.

Forming An Actual Empire

The joke, which I'm sure you've heard, was that the Holy Roman Empire was neither holy, nor Roman, nor really much of an empire! Nevertheless, that still remained as a dream for some Emperors and Popes – to have an actual, centralised Holy Roman Empire, without all the constituent states which gave it its decentralised "federal" nature.

A series of administrative reforms in the Holy Roman Empire can eventually lead to unification. The ultimate goal of the series of HRE Decisions you may make is to unify the Holy Roman Empire into one country under your control. This is kind of like creating Germany, but reaches even further.

This Imperial Reform will require the approval of the Electors. The Emperor should keep his Infamy down, keep his Relations with his Electors high, and otherwise keep things on an even keel to encourage the Electors to vote in favor of this Reform.

Dismantling the Holy Roman Empire

The Holy Roman Empire can be Dismantled (destroyed) by any country who occupies the current Emperor's capital, as well as the capitals of all of the current Electors of the Empire. They will then have the choice to Dismantle the Empire. There's no special strategy to accomplishing this – it's just a number of obvious strategic goals, and you must accomplish them while wrestling with the world's most powerful empire at the time. Don't worry, it's possible – Napoleon did it! It must always be an outside power who Dismantles the Empire. The current Emperor cannot do it.

Exploration & colonization

Quest for the New World

You must have the "Quest for the New World" National Idea (QFNW) before you can recruit explorers or conquistadors, which is the only way you get to explore beyond your known world (and the best way you can extend your empire into those lands). You could always wait for your neighbors to find the territory first – you would eventually learn of these lands through the normal exchange of information between cultures – but who knows what they would do with those lands in the meantime. Why let them have the chance, if you have anything to say about it?

Quest for the New World is not just for colonizers or seafaring empires! If your landlocked empire is surrounded by Terra Incognita (as many are), you will need a Conquistador to find new neighbors and expand into their territory, which means you will need Quest for the New World as a National Idea.

QFNW also increases your Colonisation range now, which is limited by the nearest port.

Rolling Back Terra Incognita

The world which remains unknown to you appears as a "white out" like fog, which is how many cultures of this time regarded anything outside their experience. They might have ideas about what lay beyond the fog, but really had no idea.

The "business end" of your Questing is your Explorers and Conquistadors. You must purchase them, once you have Quest for the New World. They will each cost one Colonist, and 100 ducats.

Conquistadors explore on land, and Explorers explore at sea. Unless your empire is hopelessly landlocked and/or you are surrounded by enemies who are likely to keep you occupied for the next several decades, you will definitely want to get at least an Explorer, and eventually a Conquistador, in order to make your Colonial impact upon distant shores. It's not necessary to get a Conquistador until and unless you have good coastlines scouted out, or you have Terra Incognita near your own borders (as many countries do at game start).

This can be useful for Colonization purposes, especially if you have explored territory unknown to your competitors and have not shared your knowledge with them. In these cases, you can be assured that they will not be able to contest your Colonization, because they don't know you're there!

Explorers normally penetrate Terra Incognita at sea, and discover new sea zones and coastlines (not the provinces behind the coastlines, but you can see there's land there to target with a Conquistador for Exploration).

A bored Explorer, yearning for adventure and envious of the glory of the Conquistadors, will sometimes send landing parties ashore to map a coastal province for you as he passes by (i.e. no Conquistador is required in a few cases)! This is a lot more likely if your Explorer has a high Maneuver rating.

Conquistadors are not famous for respecting the territorial integrity of other empires. If they

are sent to explore a province, and find it occupied (owned) by another country, the Conquistador will sneak scouts across the border long enough to map the territory, but won't stay long enough to cause a war. This will map the province for you, but the Conquistador will stay in the province where he started. That's fine, because it allows him to move to the next spot and try the same thing again.

You're in a race. If you're at all free to do so, you will find it beneficial to go look for these far away lands and scout them for sites for Colonies. As a European empire, you'll likely find any native cultures or countries you run into of little opposition, but don't completely count on this. If you're from a non-European culture, this may be harder because of the technology penalties imposed upon your Culture.

If you're a pagan country, don't expect to be Exploring much. You'll gradually learn about other territory through the natural diffusion of knowledge from your neighbors, but this is certainly less efficient than you'll achieve with paid professionals.

Finding Good Trade Goods

As you Explore, you will presumably be looking for new sites for Colonies. And you would preferably want Colonial locations with good Trade Goods. This used to be easy – in previous versions of EU III – but now it is somewhat randomised, which means you won't know what Trade Good is produced in the province until you Colonise. This is so that players don't automatically send Colonists to "that third province up from Yucatan, where you can get gold!"

The good news is the "random" process is still reasonably predictable. If a continent held provinces producing gold, naval supplies and iron in the past, it will continue to do so now. The problem is you might have to Colonise two or five provinces before you find the one Trade Good you were looking for. Just expect that if you're used to seeing a certain Trade Good in a certain region of the world, it will still be there in roughly equivalent quantities.

Colonists & Colonies

You are limited to five colonists at any one time. If colonization is important to you, and you can afford the relatively small expense of sending them, it's always a good idea to send one out before you reach this upper limit. Otherwise you will stop getting new colonists, and you'll lose that potential Colonial advantage. Remember – you're in a race!

Choosing a Site

Don't overthink the process of deciding which province to Colonise. Obviously, you're limited to you Colonisation Range. Within that Range, think strategically – you're looking for one of th-

What's there in Natal? Could be ivory, could be gold... or it could just be wheat!

EXPLORATION, COLONIALISM, TRADE, AND THE THEMES OF THE AGE

The last half of the 15th Century saw Portugal and Spain begin to explore abroad, placing stations along Africa's Atlantic coast. Da Gama introduced direct Portuguese contact with India in 1498. With Christopher Columbus' voyage under a Spanish flag to the Americas in 1492, Portuguese and Spanish ships were soon plying the Atlantic Ocean in search of trade and colonial outposts.

French and Portuguese trading ships reached out to India, and the Portuguese opened trade as far away as China and Japan, but the bulk of European colonial activity was to be focused on the perimeters of the Atlantic Ocean.

Over the next 200 years, many European powers would establish colonies in the Americas. First it was Portugal in Brazil, and Spain in Mexico, Peru and elsewhere. These colonies – especially the Spanish outposts – produced an amazing bounty of wealth to be carried back to Europe. Spanish gold and silver was a primary support for the Spanish Habsburgs' foreign adventures for many years to come.

Largely, that was the purpose for other countries beginning colonial adventures overseas. British and French island outposts were used as bases for privateers (pirates hired by a country) who raided and captured Spanish shipments of precious metals, which were diverted to their own crowns. Later, the Dutch, and even the Danes and Swedish, tried their hand at colonies, the Dutch founding Caribbean colonies and New Amsterdam (now New York City), and the Swedes founding a small outpost nearby.

Tragically, a heavy trade in slaves began across the Atlantic, in what came to be known as the Triangular Trade. Ships would begin in Europe, pick up slaves in West Africa from African slave traders, and transport them across the sea to America, where slaves were used first in the sugar cane fields of the Caribbean, and later in the tobacco fields of North America.

In the early stages, the economic activity in the Americas was concentrated on South/Central America and the Caribbean. But predation at the hands of Spain's enemies, and the growth of North American colonies, eventually shifted the balance north. Spain and France attempted to reach colonial arms beyond and around the English colonies of New England.

America became a theatre of conflict in the Seven Years War, the result being that France was evicted from most of both continents. Partial costs of the war and subsequent defense were placed by Great Britain upon their colonists, which bred resentment. Ultimately, that led to a desire for independence, and to the American Revolution.

It was that colonial revolt which introduced a yearning for freedom and liberty into the world consciousness, which led shortly to the French Revolution, at the end of Europa Universalis III's timeframe. That aborted revolution led to dictatorship in France, and to one of the most classic Badboy Wars in history.

Themes of liberty and dictatorship were to be revisited across Europe and America, and eventually the world, for the next two centuries. Ultimately, that story began with the introduction of a spirit of adventure and renaissance at the very beginning of Europa Universalis III's timeframe.

ree things: 1) a certain Trade Good, 2) a strategic position, or 3) your best chance of successfully planting a Colony. But successfully planting a Colony which has neither a strategic position or a needed Trade Good is not very useful except to support other Colonies. A province may be strategic if it's nearby a rival's Colony who you want to fight (don't get too close – allow yourself time to build defences before you take on a well-established rival!), or because it is on a Strait, nearby some other strategic position you want to claim or conquer, etc. Sometimes, your strategic goals will simply be to have Colonies where the other guys don't!

Success depends on the character of the native population, distance from home, your Ruler's good Administration rating, and adjacent colonies of yours. Not having an adjacent colony province will make your colonizing efforts more difficult (higher costs, worse chances of success, etc.). The colonies are mutually supporting, once they're there.

You do get a 5% placement chance penalty if you don't have an adjacent province under your control. But you get a 4% bonus for each level you add to the colony. So within one colony level, the penalty will be mostly counteracted.

It's cheapest to plant your colonies on the coast, as it's easiest to reach, and of course you cannot colonise inland until you first have a colony on the coast. But once you start trying to push inland, the cost for your colonists will be slightly increased (10%).

Tropical provinces can be difficult. They are 20% more expensive, the Colonist Placement Chance is reduced by 10%, and once you start your Colony, Attrition is extra, population growth is reduced, and so are all forms of income from that Colony. Nevertheless, if you need that province, for its gold, or for its strategic position, it's worth the expense.

The easiest way to claim a frontier province for your future colonization is by planting a single colonist there first. It becomes a placeholder, and you won't lose that spot unless the natives rise up, or an enemy fights you for it. Otherwise, your enemies (or, worse, your friends! – less excuse to seize them later) might colonize there instead.

Don't overextend yourself. Be reasonably sure you can defend what you take. Usually it makes more sense to strengthen (add levels) to an existing colony or colonies before you start a whole set of new ones. But you really have to go by your feeling on this. How likely are you to end up in a war, which would make your colonies vulnerable?

But, given some feeling of relative security and/or the means to whack any enemy who might try to give your Colonists trouble, it may be worthwhile to snatch up as many of these uncolonized scraps of land that you can.

Colonisation Range

Colonisation Range is measured from your nearest Core port. Your Range is increased through Tech advances, National Ideas, Decisions and Events.

Developing Your Colony

Colonists must be supported with Maintenance, just like Army and Naval Units. The higher your support for them (as a percentage of requested), the faster they'll accomplish their missions and successfully found a Colony.

Once a Colony is founded, using one Colonist, and enough Colonial Maintenance to successfully establish him, the Colony will eventually grow to full size on its own (this is a substantial change from both, the original EU III and changes in Napoleon's Ambition). It will normally take about 10-20 years to reach "city" size, depending largely on the amount of Colonial Maintenance over time. You may still send additional Colonists to improve the size of the Colony more quickly, but they are often better used setting up new Colonies unless you're concerned about military action or Natives capturing or destroying the Colony, in which case you would be well advised to use whatever means you have to build it up more quickly so you can also set up a Fort.

The primary determining factor for Colonial growth is the setting of your Colonial Maintenance slider. However, you can also affect growth through Policy Sliders, National Ideas and your Advisors. Things out of your control – Native aggressiveness, and climate – will also affect your Colony's growth.

Overseas provinces do not provide Production income, and their Tax income provided is seriously limited. You can get more income pro-

duced from your Colonies through Tariffs if you improve their Buildings. Building a larger navy (large or medium warships) will increase your Tariff Efficiency.

Beware of the natives. Check their aggressiveness and population to see 1) how likely they are to want to become citizens (or not) of your fine empire, and 2) how much say they might have in the matter if they don't. A high population of natives may be difficult to assimilate into your empire, and they may cause trouble down the road. An aggressive population of natives will almost certainly be trouble. A high population of aggressive natives may make you wonder if there are weaker countries to go fight. Evaluate your chances, and then go boldly forth if you dare.

Seizing Colonies

If you're at war, you can send an army to an enemy colony and either burn it or capture it.

If you decide to burn the Colony, it will cease to exist, and the province goes back to being unoccupied and available for Colonization again by any power. This option is one that may seem best if you want to rebuild your own Colony from scratch, with your own Culture and Religion, or if you just want to cause trouble.

If you want to save yourself the trouble of rebuilding, or if you don't want to take a chance on being first on the scene with a Colonist, you can seize the Colony for yourself. It will still have the other country's Culture and Religion, if yours and theirs don't match... But it's yours!

Provinces outside of Europe, North Africa and the Middle East with a population under 5,000 will eventually become assimilated to your primary Culture, even if they had a different Culture when you conquered them. As you add to the population of a Colony below city size, they will also adopt your State Religion. All this, of course, will make these provinces more to your benefit financially.

Independence Movements

After 1750, you will have to begin watching out for "breakaway Colonies" – Colonies whose populations don't like being taxed without full representation and participation in your Government, which of course you cannot grant without them doing screwy things you won't like. Eventually, things will become so bad that some of your Colonies will probably form "Colonial Assemblies" and attempt to break away and become Independent.

Revolts & rebel types

Conflicting Religious beliefs were a constant source of tension, Revolt and warfare throughout the time setting of Europa Universalis III. Many of the Revolts that you will face will have some Religious element to them, or else they will be in areas which you've recently conquered (within the last 50 years or so). And these Revolts can often be a serious challenge to you and your empire. You should be mindful of the potential for trouble, and be ready to deal with it when it occurs.

Brouwer's "The Bitter Drunk"

Revolts can kill you. In EU III they are generally more powerful than in EU 2, and in HTTT they are generally more powerful than in the original EU III release! Revolts these days often have enough men to besiege and eventually break down city walls, especially if you don't attend to them quickly. You should have armies positioned in or near the Revolt Risk zones, ready to deal with Revolts.

It can be intimidating having a 6,000 man Rebel army in an outlying province, when your whole national army is 4,000 soldiers. But you can't just ignore a Rebel army, because if it takes over it may move on to another province and cause trouble there (some Rebel Types won't), and a province that has been taken over can defect to a neighboring country (again, check the Rebel Types chart to see if your type will Defect).

Rebels aren't great at fighting (especially if they lack a General), so you may be surprised to find you can overwhelm the rebels. At the very least, when you first see the rebels rise up, you can run in, hassle the rebels long enough to kill some of them and see how easy the combat might be. Then run away before you get hurt too badly. The walls of that city (assuming it didn't fall by event and assuming the city has walls at all!) will hold for some time. The fewer rebels besieging those walls, the longer they will hold. Eventually, unless the Rebel Type reinforces, you can hope that through attrition and through your actions the rebels will go away before the walls fall.

Revolt Risk

Monitor Revolt Risk throughout your empire. Routinely check the ratings in provinces, and keep a close eye on those provinces with the highest Revolt Risk. Troops reduce the Revolt Risk in a province. Use the Alerts to determine where

Rebel Types & Capabilities

Rebel Type	Reason	Region?	Defection?	Independence?	Government	Resilient?	Reinforcing?	General?	Smart?
Anti-Tax	high tax	nation	yes	no	Republic	no	no	no	no
Particularist	too centralised	nation	no	no	any	yes	yes	yes	yes
Nationalists	freedom	culture	same culture	no	any	yes	no	yes	no
Patriots	freedom	culture	same culture	no	any	yes	no	yes	no
Colonials	freedom	all	new country	colonial tag	different	yes	no	yes	yes
Colonial Patriots	freedom	all	colonial tag	no	any	yes	no	yes	no
Revolutionary	civil war	nation	no	no	republic	yes	yes	yes	yes
Angry Nobles	pro-aristocrat	nation	no	no	monarchy	yes	yes	yes	yes
Religious	theocracy	all	same religion	no	theocracy	yes	no	yes	no
Heretics	persecution	religion	yes	no	theocracy	yes	no	yes	yes
Pretenders	claim throne	nation	no	no	monarchy	yes	yes	yes	yes
Natives	protect home	province	no	no	n/a	no	no	no	no

* - Please note this has changed since In Nomine. One new rebel type, plus values have changed
Region = where rebels operate, Defection = If they'll join another country and which, Independence = whether they'll start a new country, Government = if they prefer a gov't type, Resilient = will they retreat or die in place, Reinforcing = do they regain strength, General = do they have a leader, Smart = are they trained to attack forts & perform on battlefield

your greatest risks of Revolt are, and send troops to maintain order.

War exhaustion can have a severe impact on revolts and revolt risk, especially if the war drags on and on without significant changes. The AI can be difficult when there is no clear winner (even when there is!), and might not want to end the war just when you want to.

Rebel Types

There is now a wide variety in the forms of Rebels you can face. There is a level of predictability as to where they will appear, *why* they appear, and there are specific ways certain Rebels can be handled, as opposed to others. This will be useful knowledge to you, as leader of a country. Because certain types of Rebels are a danger because of certain conditions in your country, you can avoid having the right conditions to spawn them.

The differences between Rebel Types will determine what their goal is, whether they will Reinforce after having taken over a province, and whether they are Resilient (i.e. whether the rebels will be destroyed upon being forced to retreat, or if you have to hunt them down). Most Rebel Types may have Generals, and some of these exhibit characteristics of military strategy & tactics (listed as "Smart" on the chart below):

Certain Rebel types may also have certain "higher" function, such as requiring a new Form of Government, or converting a province to a new Religion.

Rebel Negotiations

Some Rebels are more trouble than they're worth! Do you really want to fight them? Do you even have the capability to defeat them? Sometimes, discretion is the better part of valor, and you must consider Negotiation rather than combat.

If you go to the Religion/Rebel Interface (accessed through your country shield at the top – the Religion/Rebel Interface has a cross and a rebel flag), you will find listed any Rebels you have in your country. Who they are, what they want, etc. You may choose to accept their demands, and suffer the consequences of having given in to them, which is often a loss of Prestige.

Natives & Native Uprisings

Native tribes in colonial areas have populations of a certain number which also have an Aggressiveness and Ferocity rating. They may rise up and attack unguarded Colonists, or engage in combat with any military unit in the province. Their Aggressiveness determines their likelihood for an uprising. Their Ferocity rating becomes their Morale when they enter combat.

Natives can become a benefit to your Colony if they don't rise up. They will be integrated into your society once the Colony has grown to City status, the population is added to yours, and they convert to your religion and culture (because the population is mostly yours). You'll have to determine whether you're willing to take the risk of uprising in return for the possibility of benefit. Hostile (aggressive) natives will harm the Population Growth rate in a Colony.

If you suffer uprisings, or if you don't want to risk the chance, you can attack the Natives and burn their villages to the ground. It is ruthless, but it was done many times "back in the day," and it keeps them from bothering you again.

Careful that they don't give your army a nasty surprise! When you attack them you will go into combat with a Native unit of infantry (sometimes cavalry) and not all of them are easy to fight. Their numbers will total the population of the tribe, and their Morale/Ferocity is sometimes high enough to give you a run for your money.

Revolutions & Counter-Revolutions

The expansion Napoleon's Ambition introduced some event strings which are meant to simulate a Revolution in a country, and in the aftermath created Revolutionary and Counter-Revolutionary "Targets" which served to enable a Casus Belli against that country. This structure has not really changed, except for the way it's handled internally, as it now uses the different CB types. A Revolutionary Government becomes a Revolutionary Target, and Monarchies become Counter-Revolutionary Targets. Each has an automatic Casus Belli against the other.

Revolutionary countries will get access to two special Forms of Government – the Revolutionary Republic, and the Revolutionary Empire. A special triggered modifier gives the Revolutionary Target bonuses when at war with enemies of the Revolution (i.e. Monarchies). They will also receive expanded support from the citizenry for the Revolutionary struggle. This special support will reduce the country's War Exhaustion, enabling the country to fight longer without serious penalties to its economy, etc., and without such extensive internal Revolts.

Monarchies also get bonuses when they are fighting the Revolutionary Target (because these things scare their Kings and their people to death!), so they will also receive advantages against War Exhaustion while they fight against the evils of Revolution. Additionally, when a Monarchy is at peace, and not in a Truce with the Revolutionary Target, the Monarchy will begin receiving penalties, as the people blame the King/Queen for not taking adequate measures against the Revolution!

The effects of the Revolution only apply to countries whose capital is on the European continent. Countries in other continents will be able to ignore the Revolution and hope its effects pass them by. A Revolutionary Target can no longer be Defender of the Faith. Avoid Revolution (as best you can) by keeping your Prestige high and your War Exhaustion low.

Warfare & security

Security Policy (Preparing for War)

Always have in the back of your mind 1) a list of all the credible threats against you, and 2) how you would deal with each if it came to war. You could potentially end up at war with any of your neighbors. Just figure out which are more likely, and which would be the more dangerous, and prepare to deal with either.

Recognizing Threats

Be wary of growing threats. It's always better if you can control the situation and deal with threats early on, before they can grow bigger than you can handle by yourself.

Be careful! The AI will watch to see when you're occupied or vulnerable, and take advantage of it.

Having a border with another country is a good way of getting into a war with them. This is one reason why it's often wisest to avoid having borders with countries more powerful than you. Now, if you're a growing empire, this will of course lead you into conflict with other more powerful countries. If you weren't growing – sometimes in their direction – you can never *become* a more powerful empire! Keep an eye on those border adjacencies, and be deliberate in when you choose to acquire "neighbor" status to a great power.

Remember that countries which are controlled by a Regency Council cannot Declare War. This is as good as a "non-aggression" pact for the duration of that Regency Council.

"When faced with multiple, powerful enemies, it has always been my gaming instinct to wait for the right moment and strike one or the other of these enemies when the conditions are on my terms. This may be a dangerous policy, but I generally feel it's less dangerous in the long run than waiting for my enemies to join against me, or for them to wait until I'm down so they can walk on in on me...

"I see the fact that France is heavily involved in war with Burgundy as an opportunity. I would generally want to wait – to build up so I am on more equal terms with the biggest and most aggressive of all of my neighbors. But this opportunity may not come again soon. I am a generally cautious player, but I can also recognize where too much caution may be incautious in itself!"

– Rensslaer (Ed Hanks, Littleton, Colorado – taken from the AAR Sforza!!!)

Alliance Considerations

Having Allies is a complication, as much as it is a comfort. Think, carefully, about what you will gain, and what you might lose before you acquire Allies. For one, you're drawn into their wars, or forced to consider Dishonouring. They, also, may Dishonour your calls to war. Good practice says you should be confident in your ability to defeat your targets by yourself before Declaring War, because your Allies may not come with you. Lastly, you must be wary of separate Peace deals they may make. Alliance Leaders may be able to cut Allies out of the deal, and take what

they want. But even being an Alliance Leader will not prevent your Allies from cutting their own deal before you're ready. They may take lands you wanted, or they may leave you with far less Warscore, and having to make up the difference on your own. On the whole, Allies are a good thing – just be careful what you expect from them.

Countries sometimes Dishonour Alliances – that's the real world. Should you Ally with a country which is already an Ally of a rival? This, actually, forces them to choose between you, if you should go to war. That's an improvement over the previous situation – they would have probably been against you, unless they'd Dishonoured against your enemy. So you should never count on these Allies, especially, but it's good to have their scrap of paper, just so they have to think twice.

An Alliance like this, of course, brings with it the drawbacks of any other Alliance – you may have to go to war at their request. However, the two worst things that could happen is you might have to dishonour, or you might have to fight side-by-side with their other Ally who is your mortal enemy. That's not necessarily a bad thing either – it keeps them occupied so they don't stab you in the back while you're fighting by their side!

When you do honour an Alliance with another country, there's never a requirement that you actually send troops! However, there are some important considerations in this. First, any war allows you the possibility of conquest, unless your Ally has already besieged every enemy province. Do you have an opportunity? Do you want to take it (sometimes you won't want to – some conquests are more trouble than they're worth!)? Second, will your involvement make the difference between victory and defeat for your Ally? If so, you need to decide whether that's reason enough to send aid. Third, the longer it takes your Ally to defeat your common enemy, the longer you will be faced with the unfortunate drawbacks of war (not least the War Exhaustion!). Sometimes it is just more expedient to send a sizeable force to war in order to bring a conclusion just that much sooner. Some things to think about, before you ignore an obligation which exists only on paper (and in the minds of your Ally).

Strategic Planning

Don't destabilize a situation when you're not reasonably sure how it will turn out. If you severely weaken a neighboring power, what does that do to the regional calculus? Does it mean another of your unfriendly neighbors will be more able to threaten you, now that they don't have to worry about the guy you just knocked down?

Wait until your major opponents are busy with other wars. Even if you're a smaller country, sometimes it's possible to prevail against a major when they're already involved in war with another major. Just make sure they don't make peace and leave you in the lurch. Then, they could turn all their (albeit weakened) power against you... And that would be bad.

Defensible Borders

Countries are often more vulnerable if they have no mountains or rivers to protect their borders. Forts can only go so far in producing a ring of protection around your perimeter. If you have mountains or rivers between you and your worst enemies, you have a "force multiplier" – a guaranteed modifier against those who would attack you.

If you see a place where you can add defensible terrain to your border with other countries, it might be worth fighting over. As an added bonus, you not only gain it for yourself, but you take it away from your opponent!

The obvious drawback to this is that, because it's defensible terrain, you're going to have a harder time taking it if it's defended. Try to outflank this terrain – send your armies into your enemy's backcountry, forcing these mountain defenders to retreat in-country (a strategic withdrawal), or so you can come at the river territory from the backside without having to attack across the river. If you're attacking a mountain Fort and its Garrison (or even no Fort at all), absent any defending armies, you'll be much happier at the result, and so will your troops!

If at all possible, it is naturally best to have your territory all together – without gaps between your various territories. This is not always possible, and there are several countries which will start the game with separated territory (this was not unusual in the days of feudal inheritance). A country with her territories separated geographi-

THE THIRTY YEARS WAR

Other Church reformers had come before him – Hus, Wycliffe, Erasmus – but it was Martin Luther's break with the Pope in 1517 that sparked the Protestant Reformation. Reacting to abuses and corruption that he saw among those who should have been focused on God, Luther repudiated many of the most fundamental tenets of the Catholic Church, and began a movement that caused intermittent warfare throughout three centuries.

Martin Luther

One of these sets of wars were the Schmalkaldic Wars, between the Holy Roman Emperor and France, which Holy Roman Emperor Charles V ended with the Peace of Augsburg in 1555. It allowed German princes to determine the faith that would be followed within their own feudal holdings.

Tilly

That treaty kept peace for some time, but at the beginning of the 17th Century, central Europe was ripe for another clash between the Catholic Holy Roman Emperor and Bohemian and German Protestants. The Habsburg Emperor had designs to bring Protestants within his lands back into the Catholic fold. Meanwhile, Protestant Bohemia and several major German Protestant leaders were just as determined to be free of interference and increase their autonomy. War broke out in 1618 with the Second Defenestration of Prague, when the Bohemians threw two of the Emperor's ministers out a high window.

Wallenstein

The early, Bohemian phase of the war involved primarily a Protestant vs. Catholic conflict, but also involved some Protestant German states on the Emperor's side. The Catholic forces were led by the Count of Tilly, who was one of several remarkably talented generals to emerge during the war. He trained his army in Spanish tercio tactics, with pikemen and musketeers in a mutually supportive formation. In 1620, Tilly and the Emperor defeated Bohemia, which was forced to convert and become a Habsburg vassal.

Soon after, Danish King Christian IV intervened to support the Protestant cause. But between 1626 and 1629 a series of defeats resulted in the defeat of the Danish armies by Albrecht von Wallenstein, a leader of the Emperor's Catholic armies.

In the third phase of the war, with French and Dutch support, Swedish King Gustavus II Adolphus led a large Swedish army into Germany to contend with Tilly and the Emperor's army. Gustavus marshaled his armies in remarkably innovative ways, emphasizing mobility, and utilizing cannon made of lighter materials that could be moved quickly around the battlefield.

Both Gustavus and Tilly were killed in separate combats during 1632. Command of the Swedish army was left to, among others, Johan Banér. Meanwhile, Emperor Ferdinand II turned to Wallenstein to lead his armies, but Wallenstein was caught trying to make a separate peace with the Swedes. He was charged with treason, and died in 1634 at the hands of the Emperor's soldiers. A temporary peace soon came.

Finally, France entered the war against

Spain and Austria, with the Dutch and Swedes joining France. Under Banér's leadership, the Swedes pushed forward into Bohemia, suffered reverses, but then again resurged into central Germany in 1636, leading inferior Swedish forces to victory against the Habsburgs.

The Habsburgs pushed nearly to Paris in their offensive in 1636. But 3 years later, Banér stormed across Germany, invading Bohemia again. Further French and Swedish victories later humbled the Habsburg armies.

The Peace of Westphalia, in 1648, ended the Thirty Years War. It provided sovereignty to the many small states of Germany, and allowed each to choose their own religion. It thoroughly checked Habsburg power, shattered the Holy Roman Empire as an effective force (it would survive in a weakened state until 1806), firmly established Dutch and Swiss independence, and confirmed the Dutch, French and Swedes as the new rising stars of Europe.

Gustavus Adolphus

Johan Banér

cally is in a very vulnerable position. It's possible for her to be "piecemealed" – to have one province, or group of provinces, cut off from the others and conquered while the armies stationed in the other area remain unable to protect them.

When this occurs, your best bet is either to make it a goal to unify your territories, or arrange for very solid Alliances and Military Access treaties to connect your lands. I say Alliances because just having Military Access is no guarantee – you can lose that access. An Alliance places all of these countries in a union of common interests, which makes it more likely they will continue granting access.

Islands

Be aware that one-province islands are hard to hold on to, especially if they're conquered territory and have high Revolt Risk. There are two philosophies for keeping islands in the face of revolt. Either you don't garrison them, and when they revolt, you send an army (you had one ready for this purpose, yes?) to retake the island. The other option is to keep a massive garrison there. This garrison will be difficult to defeat, and will hopefully prevent the fall of the island in the first place. This, of course, is the more expensive option. It is always best to keep enough transports nearby (so they can arrive within 3-4 days) so if you get a bad die roll or it's a particularly bad revolt you won't lose your troops. That's the drawback of this second option – if, despite everything you've done to protect the island, the rebels prevail, your troops will have to either retreat to your waiting ships or be utterly destroyed. Overprotect these islands if you're using this approach. Too often, even large garrisons will face this situation (the size of rebel armies increased dramatically in later patches).

Even two-province islands can be dangerous, especially if you lack a Fort in one or the other. If the Rebels (or the enemy) defeats you in one province, you retreat to the other. But what if they take your first province, then follow you and defeat you again? You would be forced to Surrender (lose all your troops) all the same.

Maintenance

Historically, Governments would often reduce their military strength, commitments, and readiness during times of relative peace. You should do this, too, to save money.

However, war can be difficult to predict (especially in Multiplayer games!). If you suspect something is up – if your Relations with a neighbor take a dip, they make an Alliance with a traditional enemy, or they perform hostile Diplomatic Actions toward you, etc. – you might do well to increase your military readiness so you will be prepared if war breaks out.

If you're planning a war, make sure part of your preparations include raising your Maintenance sliders far enough in advance of your declaration to ensure time for your armies to get to full strength. Attacking with low-Maintenance armies/navies is just a bad idea – see the history section about the Spanish Armada as an example.

If this change is going to upset any of your other Budget settings (as it may), and throw you into deficit, etc. make sure to check your Budget Sliders after making this change.

Obviously, if you are landlocked, or have no navy, then you have no reason to have any Naval Maintenance funded. Rarely will the opposite be true – having no army. If that is ever the case, Maintenance sliders are probably the least of your worries!

Managing Units & Unit Types

A good early step when you start each game is to go into your Domestic Military Interface (where you control Maintenance and Unit Type) and choose the type of each land unit you prefer to use. This choice may be guided by how you expect to use these units. If you're a smaller country, a peaceful one, or a trading power, for instance, you may expect to be on defense, and you should choose unit types which excel at defense. If you will play aggressively, choose offensive units. This doesn't matter a huge amount, because each unit in combat will use both, defensive and offensive statistics at different times.

When building units, you have the option to pay up front, placing them into a Production Queue (this doesn't make them build faster – it just helps decrease the micromanagement involved). Just remember to check back to see if the Queue has finished its list and might need another assignment.

You can consolidate below-strength units of the same types (it doesn't have to just be "cavalry" – it has to be the same type of cavalry). This may or may not be a wise choice. It can save you Manpower costs, if you're not going to need so many units in that area anymore (or can't afford them). It can be used to "build down" after a war, which will reduce your Maintenance costs. The drawback is that you permanently lose those regiments you merged (all but the remaining consolidated ones). You could end up losing 2-3 units permanently, and have to rebuild them. This function may best be used with Mercenary regiments, which will keep you from having to pay full cost for the whole bunch when you no longer need them.

Hussars of the Polish-Lithuanian Commonwealth, which might have served during the 16th or 18th Centuries. Painting by Józef Brandt

Benefits of Land Unit Type

Your cavalry will always be valuable for their rapid movement, if for no other reason.

Cavalry is especially good for "ping-ponging" – once you've defeated an enemy infantry unit (or combined-forces army), send your cavalry ahead to the retreating enemy's destination so that they'll be there when the enemy arrives. They won't have had time to recover their Morale, so your Cavalry will mop them up.

But in general, infantry has greater staying power than cavalry. Infantry is also considerably cheaper. You will want to field armies of each type, when you prepare for war. But your cavalry's mobility will frequently prove useful, and so they will tend to go their own separate ways at different times during the war. Always bring

them back together for the combined arms effect when you're facing a major battle.

During certain periods of the game timeframe, infantry and cavalry may change relative to each other as far as which has the higher stats for certain types of combat. New technology is what produces this effect, and different cultures (Tech Groups) will also have differences in this regard. Just keep an eye on these things, and when you're recruiting take the stats of each unit into consideration.

Artillery is a big deal during combat – and a bigger deal in certain periods of history. Artillery starts off relatively weak, but will pick up in capability as time goes on. It's a "force multiplier" because it adds a bonus if it's deployed in the back rank. Artillery will always give you benefits while sieging – an army without artillery can certainly bring down the city walls after a while, but they'd be better off with artillery support.

The same goes for general combat. Never leave your artillery by itself – they'll get creamed. But so long as they exist within a combined arms force, the benefits of artillery in your combat line will be important.

Improving Land Unit Types

Remember that you set Unit Types in the Domestic Military Interface. You will want to first figure out what kind of attribute is most valuable to you in combat (it may be helpful to read the Process of Combat section before doing this, so you understand how combat is calculated). Look for what type of unit your enemy uses when you first get into combat with them (there's no way to check this in-game unless you're in combat). Go into the combat screen and mouse-over the little "x" that represents each army – a tooltip will appear to show what kind of unit it is (i.e. Latin Knight, etc.). It will also indicate what its stats are. **Important**: As patches modify the game, as they will, some unit attributes may change from what you're used to – check the Paradox Forum online to see what has changed.

How are your enemy's units most vulnerable? Are they weak in Morale? If so, you could choose a unit from your potential build list which is competent at other things, but which has high Offensive Morale. If their Defensive Shock is low, you could pick a unit which has high Offensive Shock. You get the idea – but remember also to check your own vulnerabilities...

How are your enemy's units most advantaged? Do they have high Shock? High Fire ratings? High Morale? Can your units hold up against them? Your defensive ability is obviously more important when your enemy's Land Technology Level is higher than your own, because that means you're going to have a harder time overwhelming them in combat.

You may even want to customize your units with a certain enemy in mind. If you then have another enemy that you're more likely to fight later on, then you can change. Careful, when you change, that you don't handicap your units with reorganization penalties (i.e. they'll have to recover their Morale again) at a time when you need those units (in other words, plan ahead – don't do this just because you suddenly find yourself at war with a new country).

If you have a large empire, you may find that your provinces cross from one military technology group to another – say from Latin to Eastern. In these cases, some of your provinces will build one type of unit, and another province may produce a different type of the same class of unit. Find which of these units benefit you the most, overall, and specialize those provinces which can produce them to do so.

Westernization and Modernization is accomplished through Decisions which are made available to non-Westernized countries by having the right levels of Decentralisation and Innovation Policies (sliders), maximum Stability, and a forward looking ruler with high Administrative skill.

The process will destroy your Stability, but the long-term benefits will outweigh the cost to Stability, which can be recovered.

Mercenaries

Mercenaries can be your best friend, or your worst enemy... And we're still just talking about the ones fighting on your side!

Mercenaries can be useful in a pinch, if you're not very particular, if your opponent is not very strong, and if you are rich. Throughout history, "mercs" were notoriously unreliable, and many battles were lost because the mercenaries retreated early or faltered at the wrong moment.

But if you can't afford to keep a standing army, or you're just desperate, mercenaries can be a useful part of your strategy. In fact, almost everyone will be forced to use them at some point because Manpower during wartime is channeled toward reinforcing existing armies, and you can't always predict where or when you'll need troops.

There is some debate as to whether Mercenaries are competent in combat. You're better off feeling this out for yourself. I'd say they'll have a capability somewhat below that of your regular units. They will almost certainly remain worth what you pay for them, considering their versatility.

Prestige impacts the cost of Mercenaries. The more Prestigious your country is, the cheaper they will be.

Your country's Prestige also determines how many Mercenaries you have available to hire (i.e. your "pool"). When you hire them, they will take about 25% of the time a normal Unit would in order to recruit and assemble before being deployed.

You may actually recruit Mercenaries in occupied territory (they have no country loyalty, after all!). This may be a good tactic, because it actually increases your troop-building capacity, even if those hired outside of your country will not be as good or as useful as regular army recruits.

Which Ships to Build?

As with land units, you can also improve the type of ship you're building, though this is handled automatically – there are fewer ship types, and each improvement is itself clearly superior to its predecessor.

As for which available type to build, there are always going to be two philosophies here – quality vs. quantity. Which in some ways translates to large vs. small.

Generally, if you can afford to hold onto enough cash to build a larger ship, it will last longer and is less likely to be sunk in combat. But if you have many small ships, it means you have a further reach and scope – i.e. can cover more sea zones to prevent navies slipping through. On the other hand, I've watched a swarm of small ships completely overwhelm and capture a ship-of-the-line. It really goes to your personal philosophy, which you're going to have to feel out for yourself.

Speaking of capturing... There have been times (and certain patches more so than others) when you can build a good navy by capturing the ships of your enemy! It works with Pirates also. The faster your ships are, the more likely they might be able to capture a ship. The catch is you have to be able to defeat the enemy before you can capture them, because you can only capture a ship when it begins to flee.

You will want to have transports available to take your soldiers around where they're needed. A strong cannon-armed navy is fine to protect your own shores, and your transports. But without those transports you're not going to be able to make your influence felt on land.

Light ships are good as scouts, and can be good ships for Explorers if you don't have to cross large oceans because they're fast. Otherwise, you'll want a larger ship for overseas travel because it won't get especially bad modifiers in deep ocean zones.

Military Access

As has been mentioned in the Diplomacy section, a Military Access treaty can give you a strategic

advantage over your opponent because you can attack from a country but he can't follow you back in, or reach your homeland through that country.

You can now Declare War on a country with which you have a Military Access treaty, but you will suffer a serious Stability penalty. If it's worth it to you, then you might consider pre-positioning your best armies to places where they will have the greatest advantage in combat, before you Declare War.

You may find you'll be able to get Military Access through some places you wouldn't expect. It's worth just checking Military Access so you can see if the computer says "Impossible" or not.

Protestant Reformation

Sometime in the 1500s or 1600s, you're likely to start seeing the Protestant Reformation begin, and if it means nothing else to you, it's likely to mean war... no matter whose side you choose!

The Reformation adds all kinds of complication to a European country's game. Do you go along? Do you join the Counter Reformation and oppose the upstarts? Do you enjoy watching the Reformation tear your enemies apart, and take advantage of the confusion? There are many ways to play this. Just be aware this will probably take on a role as a serious "subplot" to whatever your plans, and the plans of others, were before it started. The conflict these conversions cause may last well into the 1700s, but at an increasingly "background" level.

War With the Holy Roman Empire

Remember that if you ever tangle with the Holy Roman Emperor (or even one of the member states), he's going to be able to marshal huge armies against you. Also, both you and the Emperor will be able to access any member state of the Empire. This is a whole different breed of war. If you're strong enough to hold your own against the kind of Manpower and Forcelimits the Emperor has, plus all his Allies, then go for it!

HRE Warmaking Power

Don't underestimate the protection offered by the Holy Roman Empire. The Emperor is somewhat obligated – now more than in previous versions – to come to the aid of member nations who are at war with non-member nations. If he fails to defend a Member, there are consequences to Imperial Authority. If he comes, he gains Authority, which is the lifeblood of the Empire.

Strategy & Conduct of War

Interface Aids

There have been some Interface improvements introduced through the expansions which can help you wage war at the strategic level, as well as the tactical battle level.

The Land and Naval Battle Resolution Interfaces (added in Napoleon's Ambition), shown at the end of combat, are useful for examining how well your troops or ships are doing in combat with the enemy. This, also, will give you an idea of how Generals, Admirals or Tech differences are affecting your fighting ability. Knowing this, you may have a better idea of your staying power, and whether you should fight on, or accept a disadvantageous Peace.

At the top of this screen, numbers will explain the strategic effects of the battle (things that affect your whole country, and theirs). The "P", "T", and "WE" at the top show Prestige gain/loss, Tradition gain/loss and War Exhaustion gain, respectively.

Remember that the War Status Interface (accessed by clicking the shield with crossed swords in the lower left of your screen when you're at war) can tell you important information to help you keep track of how your war is progressing. It explains what countries are involved, gives you their relevant information such as War Exhaustion, Stability, and the number of ports under Blockade. It also shows War Capacity, which may affect how willing that country is to accept a Peace deal against its interests, and the total number of soldiers, ships, etc. that whole alliance can field. These troop numbers are very important in assessing your war, because you can locate a certain number of enemy troops on the map, but by subtracting those from the actual number you will know not only how many others are out there (a very helpful statistic!), but also you might get an idea of where they might be (be-

cause if you can't see them, they must be where you cannot see, right?). The listing of battles so far in the war can give you an idea of how effectively you're fighting, and how much impact certain things (Generals, Tech differences, etc.) may be having in the war.

Economics & Logistics In War

If I've not mentioned it before, just remember that sometimes, despite all my warnings against debt, loans, minting, inflation, etc... Sometimes, fiscal conservatism in the face of a stiff military challenge is folly. You can lose more than you'll save if your "savings" results in the enemy sacking your commercial centres!

Be mindful of your Forcelimits, but don't let yourself get caught with too small an army when you need it. You can raise an army in about 40-60 days, usually, if you employ all of your provinces. If that's enough time, you can wait until war arrives for real. Otherwise, you must plan ahead, or rely upon expensive Mercenaries. Major operations often require a newly recruited army, as the rest of your army may be busy. All in all, the Maintenance costs are not enormous, even if you are over your Forcelimit.

Be very careful when transporting your troops by sea. Have sufficient escort warships to ensure the enemy doesn't destroy your transports. Otherwise, you risk losing not just your ships, but your troops too.

Remember that Mercenary armies are not the preferred military force for most players. When you're done needing them, you should try to remember to disband them and save yourself the cost. Be careful that you really don't need them, though. Or replace them with your own sworn, loyal troops when you can.

War Exhaustion & Infamy

Even if you're playing an aggressive, expansionist country, you need to take a break sometime. A country which is constantly at war will suffer serious War Exhaustion, which will cripple your economy over time. A country which is at war very often, even if War Exhaustion isn't too strong, will actually start to fall behind technologically, because you end up spending a lot of money on Minting and military Techs. You can't do it all – a continual attention to warfare will mean your Government, Production and Trade Techs will fall behind, which translates into a financial cost, too.

High War Exhaustion will always result in troublesome Revolts which draw troops and attention (and money!) away from your war effort. Careful management of War Exhaustion, as well as the various methods of warding off Revolts in your provinces, can save you from much frustration.

You can actually increase your Infamy (Badboy) at a far higher rate now, than in past versions of the game, because Infamy is now tied to the type of CB you're using. If you have a weak CB, which doesn't allow massive conquest, but you do it anyway, you can add multiple points to your Infamy for each province you take! On the other hand, playing by the rules now allows you to make aggressive conquests without Infamy, so long as you stay within the bounds of your CB allowance.

Naval/Land Tradition

Practice makes perfect. And if what you're trying to do is conquer (or defend yourself!), practice, practice and more practice is the way to go. There are certain countries around the world who have gained a reputation as fearsome, warlike countries, or perhaps as famed seafaring nations. That's Land and Naval Tradition at work, and it's very valuable in Europa Universalis III.

The concept is very similar to the Cultural Tradition mentioned earlier. You gain military Tradition (land or naval) from fighting land or naval battles. Even if you lose, you'll gain Tradition based on the number of enemy you kill in relation to the size of your own army. Naturally, it's better to win.

There are certain National Ideas – Glorious Arms and Naval Glory – that will help you build land or naval tradition also. However, be careful to measure whether these Ideas are worth taking in place of others. I've always preferred to build Tradition in battle, rather than using these valuable Idea slots for what ends up making a small portion of my total yearly Tradition. If you are in conflict often, you will build Tradition well enough on your own.

You'll use your tradition to affect what kind of Leaders (Generals and Admirals) and Explor-

ers (Explorers and Conquistadors) you will recruit. The better your Tradition percentage, the higher the stats will be for any of these Leaders you recruit.

You'll gradually lose your tradition over time, especially during peacetime. You can counteract this loss by exploring, either by land or by sea. Or you could always find someone else to attack, which is a popular solution.

If you've accumulated nearly 50% Land or Naval Tradition, you may want to ensure that you remain at war a fair amount in order to keep those high ratings. It will pay off well in terms of excellent Generals or Admirals. You can't gain more than 50% at peacetime, even from exploring, so if you're counting on those high values, go to war to keep it. Obviously, if war is going to cost you more – in terms of War Exhaustion, military losses, territorial losses, etc. – than the Tradition values mean to you, then it's not worth going to war to keep the Tradition.

Leadership

The best way to keep your soldiers alive is to place them under the leadership of an able and competent commander. You can raise leaders from your ranks of Diplomats by spending 100 ducats.

Certain Leaders on either side will have special combat ratings – like extra Maneuver, Shock, etc. These Leaders have an advantage over others, because they will automatically impact the battle beyond how a non-Leader would.

By and large, you can assume that armies which have Generals will prevail over armies of the same size which do not. More casualties will be inflicted, because the General helps get better die rolls, even if only in one category. For instance, if a General has a Fire rating and it's early in the game (before Fire ratings are normal for Regiments), that General could be the only one capable of killing anybody during the first 5 rounds of combat!

The more Tradition you have stored up when you recruit a new leader, the better your chances of getting a highly skilled General or Admiral (you won't have to spend higher quantities of tradition for a better general – high tradition just results in better skills). Think about whether it's more important to have several mediocre Leaders who can cover several armies, or to have one great Leader in charge of your country's main army. Also consider the degree of your need (if it will take you 20 years to develop enough Tradition, but you need your General now, now, NOW!) then you need to get a lesser General right away. Ideally, you'll have plenty of Tradition stored up, and won't have to make such choices at all.

When the army with a General does get good die rolls, the pace of enemy casualties can be breathtaking! This works both ways, of course, so be careful when meeting enemy Generals.

If you are getting constantly killed because of an enemy leader (or Ruler), then your only option is to combine more forces together or to find your own similarly competent leader.

Rulers as Generals

Speaking of professionals (or not!), there may be times when you find it useful to give your country's ruler a sword and armor and allow him to lead your armies personally. This is not unheard of. In fact, in many periods of history it was very common. Think of Richard the Lionhearted, or Henry the Fifth. The tradition did not die with these legends of yore.

Often, this can be a useful tactic if your ruler has an especially high Military Rating. Sometimes – as when you're a small, or poor country with little military tradition – this may be the only way you will be able to find competent leadership for your armies!

There is always a chance that this may result in the death of your ruler in combat. As you can imagine, this can be a very bad thing (it can also be a very good thing, in rare circumstances, but sending Young Dunsel Nimrod out to play army so you can replace him is widely considered in poor taste and is not recommended!).

When the particular use that you had in mind for your Commander in Chief comes to an end, consider stuffing him into the back ranks (replace him with another general, and send him back to the leader pool) to keep him from being a casualty in some small-scale rebellion or some other combat where the King's presence is not necessarily needed. This is really too risky a job for a Ruler, though for role-playing purposes or simple desperation it's nice to have the option.

Forts

If you have the resources, and if you have hostile neighbors, you would always do well to increase your Forts. This is what will keep your enemy busy while you prepare some kind of a counterattack to take the besieged province back.

Forts are worth building to the highest level you can afford. Forts will keep your enemy busy while you figure out how to get rid of him. Without Forts, you lose a lot of the initiative in strategic combat, and you'll quickly be losing your territory, too! The primary reason why Forts are relatively more important in EU III (compared to EU 2) is the size of the armies, Forcelimits, Support Limits, etc. But it's also that in EU III it is so easy to quickly recapture a fallen province because there is a period of time before the garrison restores itself -- for a period of time, it's as if that province no longer has a Fort, or has a weaker Fort.

Since there is that period of vulnerability, it's really best for your side if you keep your Forts from falling in the first place.

Don't worry about your enemy taking the Forts over and using them against you – a Fort isn't much good without a strong Garrison, because a weak Garrison can be easily Assaulted. You can count on any Garrison being relatively weak for at least several weeks after it's been broken down. That should give you time to take the province back. But remember "relatively" is the active word – it will be stronger after five weeks than it is after only two, so the longer you wait, the more difficult it will be.

Your Prestige impacts your ability to defend Forts – the higher your Prestige, the better your defenders will be able to hold off Assaults and withstand Sieges. Forts now increase the Supply Limit in a province (Forts have replaced Regimental Camps in this way, while the Camps have other functions).

Besieging Cities

You launch a Siege in order to break down the enemy – wear him down – so that he will eventually surrender the city (province). This process can take months. You can track the approximate progress of the Siege in wearing down the defenders by checking the Siege Interface, and checking the Tooltip on the image of the city. The image itself will show varying levels of fire in the city, to represent its degree of suffering. There's no guarantee, though, that a city which seems about to fall will actually do so anytime soon. There is a "mean time to happen" at work, and it sets an average, but that doesn't mean some Sieges may not take twice as long, or more.

Usually you won't want to pursue the wasteful process of Assaulting a fort with troops – especially if you have cavalry in your force, because they'll die like horseflies. If you can afford patience – sometimes you can't – you should just bide your time and lose no troops in an enduring siege. Methodical reduction of your enemy's forts – presuming you aren't being swarmed by armies and can concentrate on sieges – is a surefire way to win a war. It can also be exhausting to your economy, and sometimes to your master plans.

If your siege armies are beyond the Support Limit, and you have the time and patience for a long siege, leave a force sufficient to force surrender of the fort and send the excess elsewhere to fight, or to start another siege.

The more of your enemy's provinces you can afford to besiege, the better off you will be in a long war. It keeps your opponent from raising troops there, it severely hampers his economy, and it will eventually gain you territory and War Score.

If there are no major enemy armies roaming the land, you can spread out your invading force in order to get maximum coverage of provinces under Siege. Thankfully, you can make use of the "Detach Siege" button on the Unit Interface to leave behind just enough troops to eventually succeed (remember, it may usually be wise to leave a force larger than the minimum required, to deal with potential siege-breakers, or rebels). This spreading out is only possible if you do not intend to Assault, or else you will need a dedicated army of sufficient size to move around, Assaulting each province in turn. Assaults, of course, are the more costly in terms of men, while long Sieges are the most costly in terms of time. If you can afford the men, Assaults are generally the more profitable, because you end the economy-depressing war sooner. However, only very large countries can afford to make one Assault after another, and even those who can "afford" it may

find themselves in trouble if an unanticipated war comes.

Assaulting Cities

It's possible, if you have a superior force to the enemy, or are just desperate, that you may be willing to trade cost for speed by Assaulting the city (breaking down the walls), instead of just waiting for it to fall of its own accord. This will inevitably inflict heavier casualties upon your own forces than if you had remained outside the walls. But waiting for an enemy surrender from starvation is often a tasking, frustrating proposition of delay.

Remember that only infantry and artillery may assault, and that artillery does not do so directly, but rather in support of the infantry. This means that only the infantry will suffer casualties. If you don't have enough infantry for the Assault to succeed, then you've wasted your effort. Artillery will make their job easier, but only infantry can carry the day.

One thing I failed to mention in the original Strategy Guide is that you can stop an Assault in progress if you're losing. After the Assault is started, if things are going badly (bad die roll for instance) or if the enemy approaches, you can order your troops to march away, and then click on the city's province again to order them to stop. The Assault will have stopped. The only catch is if you have Allied troops present – they will assume control of the Siege, which is maybe not what you wanted.

On the other hand, remember that in HTTT the enemy's Morale will increase to maximum if they have achieved the inspiring victory of having fought you back! If you fail to win an Assault, the defending Garrison will immediately return to 100% Morale, which means you have to recover fully before trying again, or bring in reinforcements.

A city/town that has been besieged, captured and looted will be weak. The garrison will be low, and will replenish slowly. That means that any province that has traded sides will be easier to recapture unless it is guarded with an army. Usually, it makes sense to Assault these when recapturing, because the garrison will remain depleted. It won't take long to wipe out these few defenders. These provinces can trade hands over and over several times in the course of a war where a clear

advantage is not there.

Watch, also, when your cities are under Siege. If the enemy mounts an Assault, but they fail to capture the city, that is the perfect time to run in and break the Siege, even if you have a much smaller force. The enemy morale will be practically zero (it was depleted during the Assault, which is why it failed), so you should have no trouble dispatching them if you have troops to hand!

Aggressiveness

Often, a decisive victory requires you to follow a defeated enemy, and defeat them again. Not doing so allows them to regroup their forces, replace their losses (especially Morale), and come back to fight you. Ideally, you will be able to prevent this from happening – in HTTT the rules have been stiffened yet again, causing badly outnumbered troops to Surrender on defeat. However, it is not always possible to pursue the enemy, sometimes not necessary (depending on the type of war, the nature of the Casus Belli, etc.), and occasionally not even desirable. Measure the possibilities, and decide which course to take. Just don't let timidity rule your inaction.

If you're coming to HTTT straight from Hearts of Iron III (Paradox' World War II strategy game of similar scope), you will need to remind yourself that it is not necessary to maintain a line of supply or a solid front line in EU III. Instead, you may roam freely across the map with your armies, mindful only that you do not want

to be caught surrounded by enemy troops, because then you may be forced to Surrender (the army, that is). Sending a raiding party to either wreak havoc upon enemy cities (by staying long enough – a day or two, sometimes – you may inflict economic damage upon the province) or to try to capture an important province behind the lines is allowed, and many times may be recommended strategy. You will be considered "out of supply" but in EU III that only means you cannot Reinforce.

When you're forced to flee a battle, there's nothing that says you have to flee in the direction the enemy wants you to flee in! What would cause the most problems for your enemy? Sometimes it's unwise to move deeper into enemy territory, and it's always a safe move to retreat toward your friends. But there are other times when moving toward the enemy capital, or other major objectives, will distract the enemy and cause him to have to detach front line units to follow you. Confusion to the enemy!

"Hunter-killer" groups, of medium-sized armies, can be set to roam the countryside of your enemy, once you've gained the advantage, to kill off small, isolated armies while your main army waits for his main army.

Colonial Wars

Be aware of how dangerous Natives can be. Often, you'll send small armies into newly colonised (or uncolonised) territory in order to scout (Explorers), to attack enemy colonies, etc. It's rarely sensible to use more than a small army. But Native armies can be quite large, and they can quickly overwhelm an army. Before your troops enter these territories, consider what options you might have for retreat. Remember that if you retreat from an active colony, the Natives can kill many of the colonists, and may even destroy the entire colony! It's often good to have a large army nearby a cluster of colonised provinces so they can respond to a major Native uprising.

Scorched Earth

The Scorched Earth order from the Land Unit Interface is a new option (since In Nomine) for countries who are hopelessly inferior in military strength to their enemy. Since many armies tended to support themselves by foraging, and since the provincial Support Limit is an important consideration as armies move forward, the Scorched Earth order can slow the enemy's advance and/or inflict high Attrition on them as they move forward.

Armies who are defeated, or who know they won't stand a chance if they even engage the enemy, may consider using the Scorched Earth command. It leaves nothing but destruction in their wake, and that province will not be economically useful to anybody who controls it for some time. If you somehow end up back in control of the province in the near future, you may feel sorry for having used this command. On the other hand, if it's likely to remain in enemy hands for a long time – perhaps even permanently – then why let them have it? If you're role playing, of course, this is such a drastic step that it should give you pause before you inflict such hardship upon your own people. If the province is an enemy province that you're just now being forced to let go of, then.... that's up to you.

The Scorched Earth order also gives you the opportunity to make actual fire & pillage raids deep into enemy territory! In the past, you could just send Cavalry romping across your enemy's countryside. This would cause some damage from "looting." But now you can go a step further, and have yet more impact from these raids.

Land Combat

Support Limits

Remember, at the beginning of this book, you were asked to take a look at all your nearby provinces, and to examine their Supply Limits? This is where it all comes into play – when your armies start to move into those enemy provinces. Supply Limits will change as the game goes on, because of new Building construction, so keep an eye on them. Review them occasionally.

Think of the Supply Limit as a bottleneck. You can only squeeze a certain number of Regiments through without losing some of them to Attrition. If you have a 7,000 man army, and send them through a province with a Support Limit of 4, you will likely lose (5% of 3,000 =) 150 men that month. Over time that can add up. Especially if you're in enemy territory and also taking losses

from combat. Remember that the Support Limit counts all units, not just yours. If your 7,000 are battling with 4,000 enemy in a province with a Support Limit of 4, then all of your Regiments may face attrition. The enemy won't suffer attrition if it's on his home territory, because his Support Limit is higher at home.

Sometimes the weather will impact the limit. During winter months, especially in far-northern or mountainous terrain, you may experience mild, normal or severe winter conditions. These each decrease the Support Limit, so beware of winter when you're outside of your home territory! Tropical provinces have Support Limit and Attrition issues similar to wintertime year-round! See Weather, below, for more on how to deal with this.

Sometimes a Spy can ruin the Supply Limit in a province – that's something you need to know, because it could cause you to lose troops if you're not paying attention. It's also good to know someone is targeting you with espionage, because then you can evaluate who it might be and take action against them. You can use this trick yourself, if there's a spot your enemy must pass through, but which you don't need to.

Managing Your Armies in Combat

Because the first round of combat in HTTT is now Fire, not Shock as in the past (it's gone back and forth from patch to patch), those countries whose Land Tech is higher may have even more of an advantage, because those higher ranks of Land Tech unlock Unit Types which have higher Fire values.

When you first arrive in combat, the first three days (this has changed over the course of the game too – it used to be 5-day rounds) will consist entirely of "Fire" combat. That's to say, you'll use your army's ranged weapons (muskets, flintlocks, some bows, etc.), presuming you have them. If you don't have them – as many armies early in the game (and technologically backward cultures may not have throughout most of the game) – then you may actually go for three days without inflicting more than a few casualties. Naturally, that's bad if your enemy is not suffering from the same handicap.

You will only see these "harmless combats" in the early years of the game. Once the major pow-

ers start to get Fire ratings to their units, things will get bloody, and you'll have to change your tactics in those initial three days.

In each round of combat – Fire or Shock – a die is rolled for each side, and that modifies the total values on each side (if your value was "0," anything times zero is still zero, so hence no casualties). This random factor can greatly tip the battle one side or the other. Any terrain modifiers are also considered. If one side was landed by sea, or crossed a river, they get negative modifiers. And the General, if any, has his own statistics added into the mix.

In any single 3-day round, you will quickly realize whether you're getting hammered or if you're doing the hammering. If it is one-sidedly against you – enough that your units are in danger of being overwhelmed – you used to have the option to Retreat. No longer! You will be locked in combat for the first 12 days now! This means once you've committed to an attack you may see disaster coming, but not be able to do anything about it (this, also, happened much in history).

Because of the new rules for overrun & Surrender, it's now possible for even very large armies to be destroyed in combat (as happened many times in history – complete routs are not uncommon). Because of this, when you see yourself beginning to lose against an enemy force which is superior, either in numbers or in numbers of casualties they're inflicting (i.e. if you're losing badly), it might be a good idea to pull out of combat early

and retreat to a defensible location (provided the 12 days are past). Maybe they won't come after you, and you'll have a chance to recover. Or maybe they won't be so lucky next time!

At each step in the process, Morale casualties are also checked. When one side's Morale gets close to running out... then *they* run out! Keep in mind that Morale is another of those many things influenced by Prestige – if you've got it, then your troops are proud to fight and will fight longer.

In the original EU III Strategy Guide I recommended testing the enemy – seeing how your die roll, or your peculiar mixture of modifiers would do, and Retreating if it's not in your favor. Since Napoleon's Ambition, and especially now with the new Surrender rules in HTTT, none of this will work any longer. There's no point in trying to get in a lucky shot. If your army is inferior to the enemy, on average you will do poorly. You may get in a good first hit, but the enemy will have four total rounds (Fire-Shock-Fire-Shock) to go with them, and if the odds are they'll prevail in more than half of those rounds, you will take some serious casualties, and may be forced to Surrender your army if they are overrun.

If you successfully defeat the enemy (destroy his Morale) within the first full round of combat (the first three days), and you outnumber the survivors 2:1, then the enemy is considered "overrun" and is automatically forced to Surrender. Also consider that if any unit is defeated with zero Morale (which might happen after the second successive defeat, for instance, as in "ping-pong" battles) is forced to Surrender.

There is more danger, in HTTT, to using one "large" army as your attacking force without a reserve army. Remember that "large" is a relative term, and if you find yourself battling an even larger army, you may get "overrun" and forced to Surrender! The Surrender rules have changed quite a bit. You're now forced into 12 rounds of combat before you can retreat, which will place many armies in danger of having much reduced numbers. If those reduced numbers are less than 10 times your enemy's army, you will be forced to Surrender and your army will disappear. If that was your only army... Well, can you recruit a new army before the enemy reaches your capital?

WAR OF THE THREE HENRYS & THE EDICT OF NANTES

In the mid-16th Century, Protestant Calvinism began to spread across France. A brutal repression of the Calvinist Huguenots began, at the hands of the Catholic French kings.

The French kings were not particularly attached to the Pope, or Catholicism. They had not hesitated to forge alliances with Lutheran German states, or even with the Ottoman Turks, who they found to be a useful countercheck to Austrian power. So their purposes in persecuting the Huguenots during the early 1500s were at least as political as they were related to a concern for religious purity.

But when King Henry II died in 1559, leaving a set of young and unprepared princes to rule, a civil war broke out between the Calvinists and the Catholics. Henry's crafty widow, Catherine de Medici (product of a long line of Italian intriguers), tried to play sides against each other and hold things together, but eventually turned to the faction led by Catholic Henry of Guise. It

Henry IV, previously Henry of Navarre

all culminated in 1572 with the St. Bartholomew's Day Massacre of thousands of Huguenots, which only intensified the conflict.

In 1589, moderate Catholic King Henry III had his anti-Huguenot Catholic rival, Henry of Guise, assassinated. But soon after, the King himself was assassinated. Henry of Navarre – a Huguenot – was the legal heir, but Catholics would not accept him. The War of the Three Henrys ensued, and the Catholics, backed by King Philip II's Spain, warred with Henry and the Huguenots, backed by Queen Elizabeth I's England (in game terms, this could be interpreted in various ways, but might possibly be considered a Succession War for the throne of France with Navarra and France, in alliance with England, contesting with Spain).

Eventually, in 1593, Henry IV (as Henry of Navarre had come to be called), agreed to convert to Catholicism, eventually settling into an uneasy peace with both Catholics and Huguenots. Thus marked the end of the Valois kings, and the beginning of the Bourbon line which was to survive in history for centuries more. In 1598, Henry issued the Edict of Nantes, which granted each noble the right to be the religious leader of his own house – Catholic houses could worship as Catholics, and Protestants as Protestants.

Discipline reflects the training and expertise of your troops, which translates into fighting effectiveness. Any unit's basic Discipline value is 100%, but certain things such as the Domestic Slider position on the Quality vs. Quantity scale can increase your units' Discipline, and therefore their effectiveness in combat (their ability to inflict damage upon the enemy).

Artillery is best deployed in the rear rank – you should not let your Artillery get caught in the front rank, because it is especially vulnerable. Artillery can reach the enemy's front rank units from the rear rank at 50% strength. Considering how valuable Artillery is, and how vulnerable, you should normally consider that the best you can safely expect. An additional advantage, however, of having the Artillery in the rear rank is that it will give 50% of its defensive bonus to the unit in front of it (this is new, as of In Nomine).

If you've been playing EU III for a while, and you've gotten in the habit of using large cavalry armies, or armies composed mostly of cavalry, you may need to re-train yourself. In HTTT the advantages of cavalry have been intentionally reduced, plus armies which are more than 50 percent infantry will have a special bonus applied in combat. You need to take this into consideration when you build your armies, when you form them, and when you send them into combat.

Cavalry has twice the Terrain penalty applied in combat. Also, Terrain in HTTT seems to have more of an impact upon combat results than in previous versions, and so start paying more attention to where those Mountain provinces are!

It's good practice, provided you have enough regiments to spare, that you take regiments which have taken significant battle damage and let them rest – detach them in a capacity where they can guard whatever you've just taken, and move forward with your strongest, freshest units.

Watch the war situation carefully. You may see an opportunity that wouldn't otherwise be obvious. Is the enemy moving troops away from one of your targeted provinces? Is an enemy army weakened from a siege, or from another battle, which would make them vulnerable to attack? Watch even for enemy provinces which are constructing new armies – sometimes it's possible to move in quickly just before the unit is produced, and force it to surrender to overwhelming force when they're first produced (when they have no Morale!).

It's also possible to rush in and relieve an enemy Siege if they're Assaulting. Wait long enough for them to have taken some Morale damage, but don't wait long enough that the Assault will succeed before you get there (unless you're more interested in defeating the army than saving the city), then send your troops marching. If you time it right, they will arrive before the Assault succeeds but after they're already too exhausted to repel your attack.

Often, the best time to attack a large enemy army is right after they've failed an Assault (or

even right after they succeeded!). Their Morale would be low – you can tell how low by watching the Assault carefully. If you deem them of low enough Morale to possibly beat, consider marching on them. Remember two things – they will have recovered some Morale by the time your army reaches them, and if they seriously outmatch you, even at low Morale, you might face the possibility of overrun if things turn badly for you during 12 rounds of combat, and you might be forced to Surrender.

When there is more than one war underway, and another country has caused damage to an enemy province's city walls, you may be able to take advantage of the opportunity. The walls may already be weakened, and other defences may be seriously depleted.

There is a certain strategy which may help you overcome the enemy when your forces are relatively well matched. I've seen it work once, I think it could be engineered when the conditions are right, and I believe it would be as beneficial as when I tried it. I'd call it a "daisy chain" strategy – send one good-sized army into battle (I prefer this first to be cavalry with shock value) with a similar-sized or larger-sized enemy army. Let them battle it out for a few days, which will drop the Morale on both sides. You may get the worst of the combat, or you might not. It doesn't matter so much because you have a second army of infantry coming behind it. These fresh troops join the combat after the enemy's Morale has already been lowered. This second wave may accomplish what you need – they provide the Morale boost to your combined army which may keep them above the enemy. A third army would add to the strategy. Why is this better than sending all two or three armies as one larger army? For two reasons. First, your first army will either do well, or not. If he does well, they'll inflict significant damage upon the enemy's Morale, knocking him down far enough for the rest of the strategy to work. But it's the boost in Morale provided by the fresh troops (fresh troops you would not have if they'd been in the first wave) that add to the success of your first army. Secondly, if your first army does poorly, it's at risk of being badly defeated during the 12-day mandated period of combat before you're allowed to retreat. In this case, the fresh troops in the second army will provide the Morale that prevents you from losing altogether during this 12-day period. Maybe your fortunes will turn around, and you'll get a better die roll which enables eventual success. Or maybe, once both armies have survived the 12-day period, it will enable you to retreat on your own terms, in good order. In a way, it improves your average chance of surviving a disastrous first round of combat.

Fabian Strategy (Being Outmatched)

If your armies do not fare well in battle, and it wasn't just a fluke of luck – a bad die roll, or some other oddity – then there's something working for them that's not working for you. Maybe Land Tech (or Naval Tech – this works the same at sea), or particularly good Generals. When you find this is the case, you should try what's called a "Fabian" strategy – avoid battle with the enemy unless you have local superiority. The enemy may have 17,000 troops, divided into three armies with another couple small armies, and you only have one or two armies of 5,000 each. Wait until you find 1,000 or 2,000 of the enemy's troops isolated from the rest, and attack them. Soon, using this strategy, you may be able to whittle the enemy's total troop strength down to where you can manage in larger battles with one of their armies.

Keep the new Surrender rules in mind, though – you're using them to your own advantage when you find 2:1 or 3:1 superiority over a small enemy army. But your "main" army could face the same fate if you cross swords with the enemy's strongest armies. Be quick on your feet! If you can't effectively fight the enemy, you need to be able to run. As important is having the foresight to understand when the enemy is coming for you, and when your armies are in danger. This same sort of situational awareness is what will tell you when you can cut off a straggling enemy army and employ the Fabian strategy.

"Avoid losing units (army or navy). It is easier and cheaper to pull a unit out of the front line and give it time to recover than to have to build a new unit. The creation of mega-size armies does not work well with EU III, as attrition will deplete you. Smaller armies are needed in this game."

– Dtroiani (Douglas Troiani, New Jersey, USA)

Separate Unit Tactics

Sometimes it is worth splitting your cavalry into a separate army so it can move at top speed and engage the enemy before the rest of your force can arrive. If you're sending them into combat, make sure they can survive long enough for reinforcements to arrive.

Recalling the Fabian strategy just discussed, if you feel that part of your army may be destroyed because they can't flee the enemy fast enough, try saving your fastest and (arguably) most important units – your cavalry – by splitting them off and sending them ahead of you in flight. Not a noble deed, but perhaps a very wise one!

As mentioned before, separate cavalry armies can also be useful for starting a Siege, or for spreading several Sieges quickly across the enemy's home territory. Send the cavalry ahead, and relieve them later with infantry once they get there. Or you can follow up with your single, large Siege army, which will be able to crack the enemy Forts one by one.

There may be times when you have one mission which is more important than the others, but in order to pull it off, you must have another operation – either a feint, or a holding action – that must happen in coordination. Cavalry is perfect for this. You can engage, hold a unit for long enough for your infantry to slip past, and then let the enemy go – they'll just run into your infantry, or whatever it was you had in mind for them. Be *very* careful in the employment of this, though – with the new Surrender rules, it's become far more likely that these "suicide charges" become the sacrifice they promised to be.

Reinforcement

No Units may Reinforce in an empty, uncolonised province. Your Units will Reinforce at half the normal rate when you are outside of friendly territory, but only one province away. Your Reinforcement rate is only one tenth of normal when in enemy territory if you are not adjacent to a friendly province (i.e. if you're "out of supply").

Mercenaries do not Reinforce. Once Mercenary Units have taken combat losses, you must hire more in order to maintain your troop levels. Mercenaries at zero strength are automatically disbanded. This is where it may be useful to Consolidate your troops, so that you have a strong Mercenary regiment, rather than three or four weak regiments.

Terrain

The kind of ground on which your armies fight (hilly, swampy, mountainous, desert, etc.) may have a significant impact on the results you get from your combat. This is even more so in HTTT, it seems, especially for cavalry. To the best extent possible, you should take terrain into account before committing to battle.

Straits & Chokepoints

Often, the easiest place to fight the enemy is where you can force him to attack across a Strait – not only is it a bottleneck, where he only has the choice to sit or attack, but also the enemy automatically gets a "river crossing" penalty.

A "chokepoint" is any natural geographic position that acts somewhat like a Strait, by channeling the enemy's travel or direction of attack through a small corridor. Often, this is dictated by country borders, where only one province connects a warring country with its enemy. Other times it really is a Strait, or simply a narrow strip of land. Other times, other routes may be blocked by high mountains or other Terrain features. Maybe the blockage is a large army, or a massive Fort.

Never underestimate the power of having naval superiority, and positioning ships along a Strait, where the enemy cannot cross without their navy first removing your ships.

Climate & Weather

EU III has penalties for being away from home in winter. You will be fine so long as you're in your home provinces. But once you set booted foot outside of your own borders, you really need to pay attention to the weather. It can turn certain victory into an embarrassing defeat. On another country's home turf, you will take Attrition at a very high rate, while it will be like a day at the beach for your opponents.

The Supply Limit in winter provinces will be severely restricted, which will make winter combat hard. If you have any control over this, and you are on the offensive in winter provinces, consider pulling back through the worst of winter, and come back in the spring when Attrition will be lower.

If the province you're attacking is only one away from yours, you can keep troops at home, resting, and when your first army has suffered from attrition, you can replace them with your fresh army.

Keep in mind that Tropical provinces have the same penalties as "normal winter," so be ready to face that kind of attrition. In general, the tactics will be the same except that you will not get a break from it after 3 months or so has passed.

In long campaigns in tropical provinces, you will want to switch your units out to keep any of them from being eliminated due to Attrition.

THE DEFEAT OF THE SPANISH ARMADA

In the late 1500s, England was locked in a decades-long struggle with the Spanish Habsburgs, prompted by the revolt of the Netherlands from Habsburg control. Fighting had begun between Spanish and English fleets in America, and on the high seas. There followed a series of tit-for-tat naval attacks, the sacking of major ports, the capture of treasure ships, etc., Much of this activity on the English side was led by the English captain, Sir Francis Drake (who managed to circle the globe on one of his plundering missions!). By 1585, England had militarily intervened in the Netherlands. That, in addition to Drake's success in harassing the Spanish, and the fact that leaders on both sides saw it as a conflict between the Catholic world and the Protestant world, all combined to not only infuriate the Spanish King, Philip II, but also attracted the negative attention of Pope Gregory XIII, who encouraged Philip to put an end to the English escapades.

There followed one of the most ill-fated military efforts ever – the assembly and destruction of the "Spanish Armada." In 1587, King

Philip ordered the establishment of a fleet to invade and conquer England. A flurry of activity ensued, but the planning was flawed, the scope of the plan was really beyond the capacity of the infrastructure available, the plan quickly became known to English spies, Sir Francis Drake showed up in the Spanish harbor at Cadiz and sunk or captured 30 of the vessels, then plundered the Portuguese coastline, which (as historian Garrett Mattingly points out in his brilliant popular history *The Armada*) destroyed the aged barrel staves the Spanish were collecting to support the invasion effort. The combination of Drake's surprise attack and Spanish ineptitude delayed the Armada until 1588. The Spanish admiral died, but his successor put new energy into the effort. However, the new casks and barrels, constructed with new, green wood, caused much of the fleet's water stores to go foul. Seasickness, lack of clean water and poor food caused most of the Spanish soldiers and seamen to become gravely ill. Then storms ravaged the fleet on its way to England.

An English attack of fireships at the Battle of Gravelines, scattered the Spaniards' vulnerable wooden ships, and the Royal Navy engaged with the rabble and further ravaged them. The Armada limped away, but was followed by more illness and more storms, and more of the damaged ships foundered upon the shores of Scotland and Ireland on their way home. The intended invasion of England was soundly defeated.

Many of the same elements that doomed the Spanish Armada are present in the gameplay of Europa Universalis III. The religious conflict between the Protestants and Catholics plays a major role in the game. The revolt in the Netherlands, the Habsburg attempt to hold on to a Personal Union, and the English intervention are all possible to replicate in EU III. The general preparation of the Spanish fleet was marred by inadequate attention and funding to naval maintenance. Leadership, surely, also came into play on both sides. And Naval Attrition (i.e. storms) ripped the Armada to lower Morale levels even before the English came into the action!

Naval Combat

Control of the Seas

Always remember that an enemy can potentially come at you from sea, unless you have a sizeable navy watching your coasts and which are of sufficient strength and quality (ship types and morale) to defeat the enemy.

At sea, command of the land can actually transfer into control of the sea, just as certainly as command of the sea can turn into control of the land (through unopposed seaborne invasions). If you take over your enemy's only ports along their coast with one sea or another, they can no longer effectively operate in that sea (they'll suffer serious Attrition, which makes their presence on the long-term impractical).

Make sure to keep patrols out so that your enemies cannot land troops on your shores. If they're likely to come in large numbers – numbers which will overwhelm you – then you may have to just wait in port. But if you can manage it, patrols are essential. If you can't patrol, then make sure you have some good "reaction force" armies stationed along your coast to respond when the enemy lands.

If you control the seas, you hold the initiative, as to when and where to attack, and you provide your enemy with significant hurdles which he must overcome in order to even touch you.

If you're playing England, or if you're playing against England, keep in mind that London, their capital, is now accessible by sea. What might be an advantage in some cases can be a serious problem in others.

Port Raids

Control of the seas can translate into advantages on land, but this is not necessarily a one-way condition, benefiting the army. The navy can land troops in a port where enemy ships are sheltering, and if they can take the province the ships will be forced out into the waiting guns of your superior fleet.

Naval Operations Before & During War

Be careful with naval Attrition. You may calculate that your ships will survive a journey – maybe only just. But if you're at war, and if there's any possibility of combat, then you may find yourself drawn into a battle and taking damage – those ships may not make it back if they're already suffering Attrition.

Watch out where you have your ships moving (watch the path, not just the destination). Fleets will suffer Attrition in non-coastal seazones, or in any seazone outside of your country's Naval Supply Range (which is a fraction of Colonial Range). Check the Tooltips in the Colonial Mapmode to see if you're within Range for your ships. If you want to stick to coastal seazones to avoid Attrition, you can use shift-rightclick to dictate the path you'll take, seazone by seazone.

Avoiding Combat

There are times when you don't want your ships to come in contact with the enemy – like when you're outnumbered! In naval combat versus the AI (and in most cases in Multiplayer too), you can sometimes avoid combat if you're smart about the path you choose. Use shift-rightclick to set your path, seazone by seazone.

The AI will tend to use the same path anytime they're moving from place to place. If you know, or can guess, what paths these relatively direct lines take, you can choose a course for your ships that are off the beaten path. This will require some micromanagement, but if you're counting on staying out of harm's way, it's worth it.

There is no way to really teach this – it's something you'll have to learn. In general, it's a good bet that if a seazone is not directly between two major ports, then you'll be okay there. Expect to be surprised sometimes, but gradually you will learn the paths the computer will use.

Blockades

Blockades can be effective, but to Blockade multiple ports, you must split your forces. The enemy – trying to break your blockade – has no such obligation. Therefore, if the smaller squadrons of your split navy don't have the staying power to hold off your enemy's breakout attempt, your Blockade is going to be over real quick. Ideally, by the time you start your Blockade, you will already have eliminated the bulk of your enemy's navy, so you don't have to worry about this.

Blockades, since In Nomine, have extended to impact inland provinces as well – provinces which might use the Blockaded port. This results in more income from Blockades, which can be very helpful if you have the naval strength to maintain it.

What If You're Outnumbered?

I've mentioned, in other strategy guides, the "Rensslaer Paradigm" – a naval strategy for understrength naval powers. It's essentially a modification of Fabian strategy at sea. Keep your navy in one large fleet. If you meet the enemy's main battle fleet – a force which could do significant damage to your own – avoid it. But if you find the enemy is split into small fleets, take them on one by one.

Technically, the Rensslaer Paradigm (developed in one of my old After Action Reports – Fire Warms the Northern Lands) is for use with larger fleet units. Say, for instance, you have six ships of the line, and your enemy has 15. You find a small enemy fleet (as in a Fabian strategy) and engage. If you see any of your own ships of the line taking damage that could result in its loss, you retreat – try to flee. But try to hang on in battle, even if you're slightly outnumbered, long enough to sink one of the enemy's ships of the line. If you

do sink one of theirs, and they don't sink any of yours, then you've gained against them in total ship numbers. Repair your own damaged ships (obviously, they can't repair those that you've sunk!), and repeat the process until your numbers of large warships are more even. Eventually (it may take years), this strategy can result in your gaining parity or even dominance.

Pirates

Pirates have become more common, but you can now set your fleets to Patrol in order to keep the seas free of Pirates. You'll do less of this during wartime – you've got better things to do with your fleets, right? (so does everybody else) – and so you may see more Pirates during these periods of conflict. With marauding enemy fleets, too, you will want to exercise more care with your own fleets while at war.

Pirates will not appear where a Patrol has recently been (click the Patrol button on the Naval Unit Interface), and you can confirm this for sure by checking the Tooltip on the Seazone in Colonial Mapmode. A Patrol from any country will do, and the Tooltip will show that too.

War Aims & Concluding Wars

You may not be that eager to go to war, though for many strategy gamers, that's the whole point of playing. Regardless of your personal philosophy, in a world like EU III, you are likely to find yourself at war eventually, whether by your hand or your neighbor's!

That said, one of the most important things to decide is what are your war aims. You may not have a lot of choices. If your bigger neighbor invades you, and you have no allies, your war aims may be limited to simple survival! But in most circumstances you will have some latitude. What do you most "need" from this war?

Is it more important to you to end it quickly so you can attend to your other goals? Are you desperate enough to give up significant amounts of money and/or even a province to make peace? Is your enemy enough of a nuisance that you need to teach him a lesson? Is this instructional revenge important enough to you that you're willing to commit to a long and bloody war of conquest that will likely be fought at great monetary cost to your empire?

Is this a war of religious conversion? Would that meet your strategic needs, or does it fit the goals you're roleplaying?

Heir to the Throne changes the war aims situation quite a bit. With the new CB system, and the fact that you can avoid Infamy with many of your Peace options, it becomes more critical that you wait for a CB before you Declare War. That said, it's easier to get some types of CB than it was before, when you could only get one generalized CB. This should change your gameplay quite a bit, and you should consider this carefully as you take on this updated game.

Before you intentionally go to war, make sure to always check your target's diplomatic condition – what allies does he have? Anybody Guaranteeing him? Also check to see if you've been Warned by anyone. Attention to these details will keep you from being surprised when the war starts.

Strategic Thinking About Peace

Along with the different types of wars, the new Casus Belli system now adds a concept that in modern-day language is termed "proportionate response." You don't take over all of another country just because they sent you an insult. Wars should be pursued in a way that matches the way in which they started. Each type of war may have a different desired conclusion, and they may be very different from the desired goals of a different war.

Whereas in generic EU III and its previous add-ons the nature of war tended to cause dramatic changes to the landscape of the world, many of the modifications made in HTTT will actually cause less long-term disruption, because the major powers and power brokers are more correctly modeled to desire stability more than change.

Keep an eye on your CBs, taking anything in a peace deal which is not allowed by the CB you're using results in double BB (or infamy) gains. This includes taking your core provinces from someone else.
– Darkrenown (David Ballantyne, Paisley, Scotland)

You may not have a chance to meet your goals in totality in the space of just one war. You may suffer unanticipated setbacks, or perhaps your goal is too broad to be accomplished all at once. But the extent to which you accomplish your war aims will determine the real "success" of your war.

Sometimes, you may find yourself at war with 2-3 countries (or 5-7!) at once. Often you can break the alliance apart through separate peace offers. Just make sure not to offer more in concession to the enemy's ally than it's worth to you to be rid of him. If the English Royal Navy is ravaging your coastlines with pinprick attacks that you can't fend off, then maybe it's worth giving up a province for peace. But if you haven't seen any soldiers from that country used against you, then why give up something to get no practical gain?

You will get some Infamy if you Annex too much territory. Sometimes it's better to be nice and generally liked by those who don't hate you, but don't allow yourself to be walked all over (especially in a Multiplayer game with observant enemies).

There is something to be said for removing an enemy's capability to be a major threat again. What is it you can take that would handicap your enemy's development as a nation?

Depending on the Casus Belli you used to go to war, if you had one, you will have different "acceptable" conditions, and other "extreme" options for peace. As you add up your selections on the Peace Negotiation Interface, you will see what approximate Peace Offer Value you're de-

manding (compare to your Warscore), as well as what the result will be in terms of Prestige, Infamy, and other things. Pay close attention to these, and adjust accordingly.

Before you go to war, the Tooltip on your CB options shows consequences of a peace deal in terms of Infamy and Prestige.

Territorial Gain

Sometimes, despite the potential harm to your Infamy and despite the other options you have (which have greatly improved in HTTT), you will be reluctant to be satisfied with a war that doesn't result in some territorial gain. First off, it's very unlikely that the enemy (especially AI) is going to offer you peace on favorable terms unless they are desperate to get out of a bad situation (usually not even then!). They may offer you 100 ducats for peace, but how much have you spent to go to war and defeat them? Why should you take a net loss on a war you've won?

Push for territorial gains, if that was what you were after when you started the war, or if it's what you want since he attacked you.

Choose wisely which provinces you want. They should be defensible – something you can protect – and be of some economic benefit to you. Provinces which match your Religion or Culture would be the best choices. Aim for Cores in your negotiations. If you want to pick a fight for later, but want your neighbor to be the one who Declares War, take one of his Cores. He'll be back for it, eventually.

Remember you can only Annex a country with one remaining province, unless it is Pagan (which you can Annex province by province, as you take them – make sure you can defend it before you take it). If your ultimate goal is to completely Annex a country, make your plan with this in mind.

If your armies have occupied a province for five years, the value of that province in Peace negotiations is reduced, and it becomes easier to demand. This means that if you soundly defeat a major empire (or a small one), but their AI Diplomacy refuses to meet your reasonable demands, eventually they will come to recognize their limited bargaining power and will give in.

Capturing CoTs

Owning a Center of Trade can be important, because it allows you to deny access to Trade in that CoT through an Embargo against whoever you don't like.

A province that contains a CoT is going to require a higher War Score to demand at the Peace table, but it might be worth it if it's an important CoT.

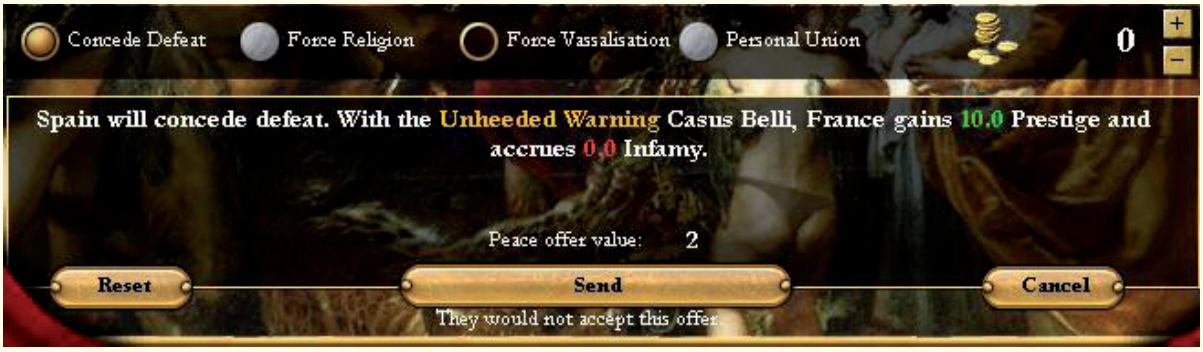
White Peace

If a war is too costly in terms of financing, Manpower, or disruption of your plans, a White Peace may be acceptable. But only use a White Peace to get out of an uncomfortable situation, not as a war aim unless the aim is simple survival. A White Peace gains you nothing but Peace. Granted, that can be a legitimate goal.

Concede Defeat

One of the new is the "Concede Defeat", and it's one of the most exciting new additions to come with HTTT. It's like a White Peace, except without the "pointlessness." One side admits they've been defeated, which means they lose Prestige, and the winning country gains it.

That may not sound like a great result, except for the major changes to Prestige in HTTT. You benefit in so many ways, now, from added Prestige. Not only from improved Merchants, Colonists, more Diplomats, easier Stability, cheaper Mercs, stronger Forts, and even better fighting ability. But if your goal is to accomplish things peacefully, without massive warfare, Concede Defeat helps give you that added edge against your rivals for Diplomatic results and Inheritances, etc. Life is good if you have Prestige. It's worth more than Money in HTTT, in many ways.



Force Religion

During the Protestant Reformation events, this option could be as good as gaining an Ally – can make it easier for you, anyway. It comes with no guarantees (the Heir can change back once the Ruler who signed the treaty dies), but there are many times when this could be a worthwhile choice. Obviously, it's great for roleplaying purposes, too.

On the long-term, this could also be a good choice because it will ultimately result in more provinces of your Religion, which may someday be yours.

Force Vassalization

This is like a "shotgun wedding" – you'll be my partner, or else! This is actually a great option, though it's very "expensive" in terms of Warscore. This would have to be your primary (only?) war aim. Making someone a Vassal is, in many ways, as good as or better than claiming territory.

Though you may have to work to get your Relations up to where a Diplomatic Annexation would work someday, this is certainly a worthy goal. It also makes it easier to get them as an Ally, which is another great thing.

Personal Union

Obviously, this is better than a Forced Vassalization. It's cheapest, of course, when you're pursuing a War of Succession. If you can arrange this by force, rather than having a PU drop into your lap, then you're taking control of your own destiny.

Tribute

Figure out how much money you would be willing to accept. If you've been at war for a while, most offers of Tribute won't make up for what the war has cost. Decide how much it means to you to accept an end to the war without territorial gain. On the other hand, Tribute avoids Badboy effects (Infamy). And significant Tribute will allow you to rebuild, but perhaps keep your enemy from recovering too quickly.

The same considerations, backward, should be made when deciding whether to Offer Tribute – how much is it worth to you in Tribute to end a war so you don't have to give up territory. Can you prevent the loss of territory? Or is it worth some money to prevent it? How much?

The new consideration with HTTT is how much Prestige this Tribute will bring you. It becomes a far more worthwhile Peace result now, compared to past versions of EU III.

Cede Provinces

This is the typical "gain territory" result, except it's gotten more complicated with the addition of different types of CB and the fact that some provinces are "cheap" to take (in terms of Infamy), while others are most certainly not. Take this additionally into consideration.

Revoke Cores

Personally, my playing style wants them to keep their Cores, so we can go to war again later. But there are times, like when you're suffering high War Exhaustion, you do not want to be at war as often, and making long-term peace more likely by their renouncing of Cores (ending their CB option) is productive.

In many ways, this can be seen as "winning the last war" – you finally get the enemy to accept your gains from last time. But in HTTT this may become a more popular choice than in the past because war creation and expectations are so different.

Cancel (Release) Vassals

Another choice you have is whether to ask your enemy to release a Vassal. It will prevent your enemy from getting the half of his Vassal's income he's due. It will also derail any designs your enemy had to Diplomatically Annex his Vassal. The former Vassal could become a barrier between you and your bitter enemy, keeping you from going to war. Best case is if the former Vassal doesn't even grant his former master Military Access!

Reduce Spheres

This helps to free up *your* hands for further mischief! By reducing your enemy's Sphere of Influence, you essentially extend your own, if only marginally. The country in question doesn't automatically come into your Sphere, but it makes it more possible it could be someday, and it also means you can conduct Diplomacy with them without angering your former enemy.

Release Nations

Like released Vassals, if you ask your enemy to release part of its sovereign territory as a Vassal, that can become the buffer which will keep you safe from further wars. Obviously, it will also impact his future economy and may complicate other things about their relationship.

Annul Treaties

If you ask your enemy to Annul Treaties, you can set yourself up for advantage in the future, or you may set them up for trouble, instead! This can disrupt Alliances, Trade arrangements, etc. This allows you to "move in" on some territory and perhaps gain an Ally who was once theirs. It could also remove a key Alliance or other relationship which protects your rival from you (or even from another great power who might be waiting for this opportunity!).

The Other Side of the Coin

All this is assuming you're ahead in Warscore. If not, then you have to think about how to bow out of the war gracefully, or even just how to survive with your dignity or your country intact.

If you need out of a war, you need out, and it's a matter of figuring out how. Do you make one last-ditch effort to take back territory and increase your Warscore so you can get better terms? Or do you need to just suck it up and accept the loss of some provinces? Normally, countries who are losing wars have already spent their Treasuries on the war, so you may have to take a Loan to pay for Tribute. But it may also be worth it, in the long run.

You have more options now than ever before – use them to figure a way out!

Offers He Can't Refuse!

Consider embarrassing your enemy, if you can afford to be generous. Sometimes it's worth giving a Peace Offer that's 20% or more lower than your earned War Score. Your enemy will suffer a Stability penalty if he turns it down, because it's "an offer he can't refuse!" That way, he will be more likely to accept your terms. But if he turns your offer down, he will suffer the economic and Revolt Risk consequences and you can continue earning War Score against him. If you do this more than once, you can eventually ruin your enemy's economy by pushing his Stability to bad negative numbers. When he reaches -3 Stability, he's done – he's forced to accept your terms. Potentially, instead, he will see reason (i.e. he may be desperate!) and offer you (or accept) more than you asked for in the first offer.

Alliance Leaders

If you are Alliance Leader, part of your role (in the eyes of your Allies, at least!) is to look out for their interests. You can negotiate terms on their behalf. If they've conquered a portion of your enemy's territory, it's good form to arrange for them to get that.

In Multiplayer games, if you're the Alliance Leader, you will earn enemies among your friends if they don't get what they wanted! You've been warned.

What's Your Footprint?

Consider what you want your "footprint" to be – will you rampage across your neighbor's territory and annex, or will you expand your power through less aggressive Vassalizations? Will you make your mark abroad with colonies, or will you remain unadventurous in military terms, content to build up your economy or inheritances?

Multiplayer

General Tips

Because it's so hard to find times for Multiplayer groups to play, and because these games often go over a long range of years, these games are often played at relatively high speed (entirely at the players' consensus) and with minimal pausing.

Because of this, you will find it most useful to snatch up whatever Advisors you have access to at the very beginning of the game. Otherwise, the AI countries will grab them before the players do! This may be a good reason to argue for beginning at pause, and letting everybody get things set before you start playing at speed.

Learn to cope with the speed of multiplayer, and the lack of frequent pausing, by playing single player that way. Run at medium speed, and try not to pause unless you have to. Learn to rely more heavily on the warning indications at the top of your screen – the ones that indicate deficits, province improvements you can build, national ideas or slider movements that are possible, revolt risks, etc.

Multiplayer Strategy Advice from FAL

By FAL (Fokke van der Molen, Groningen, Netherlands)

In Europa Universalis Multiplayer, you must make sure you are in a strong alliance.

A big difference between single player and Multiplayer is that having the best morale for your armies is of the utmost importance.

Slider moves that raise the morale of your armies are much more popular in multiplayer than in single player. National Ideas that boost morale will likely be more popular than in single player. The same counts for those ideas that boost the support limit of your armies/navies and manpower.

In single-player, you can afford to besiege (as opposed to assaulting) provinces almost the entire game and splitting your armies in smaller parts for this purpose. In multiplayer, you will be crushed with this tactic. There, people will use large combined armies (restricted in size only by the support limit of your own provinces) in order to defeat the enemy army and quickly assault his fortress or follow the retreating army for another blow. This will be used to gather enough warscore quickly to send a stability-hitting peace offer to the enemy (i.e. one that will cause him to take a stability hit if they refuse) for one or more provinces.

For the rest, it's common sense that dictates your behaviour in warfare. Like DOWing when you have a good MIL monarch or were lucky with generating a leader. Making sure you have a good leader in place before you start an assault. Avoid attacking large enemy armies in your territory until they have suffered some attrition.

Generally, the same rules of economy apply to both single-player and Multiplayer, but where in single-player people often focus on economically profitable sliders and National Ideas, in Multiplayer you are often forced to choose those that give you a better warmachine instead.

Also, in Multiplayer, trading works different from in single-player. Owning CoTs is of the utmost importance for any serious trading nation, not only because they give you a nice income, but especially because they allow you to embargo fellow players.

In single-player you can simply appease the AI

by sending them gifts and/or signing trade agreements. In multi-player this won't be the case. There, the majority of players will be trading very actively and aggressively, making it much more difficult to have a monopoly in AI CoTs, and you an forget having a monopoly in a CoT that is owned by another player.

This is also one of the reasons refineries are the most popular manufactories by far – the boost they give to Trade Efficiency is a must-have.

Multiplayer Strategy Advice from TheArchduke

By TheArchduke (Thomas Mittelbach, Vienna, Austria)

See that your allies don't lose too much, or gain nothing, or else you won't find them very supportive in later campaigns. You must keep in mind that there is always a second round for a war.

In the aftermath of war, thank the allies that supported you. Repair relations with your enemy and his allies – tell them you were forced to take them on. Don't let any relationship deteriorate beyond repair. Your enemies will thank you, if you do!

Try to begin wars, and wage wars, with high stability and little to no war exhaustion. The opposite goes for your enemy. Pay attention to your enemy's situation – if the Ottoman Empire is occupied and exhausted in Persia, that would be a great time to teach France a lesson if you're playing Austria.

Be sure to have a nice war chest at hand. Income drops in case of war very quickly, due to looting, trade embargoes, etc.

Fortresses are really important, regardless of whether you want to defend, or attack. You need to protect your manpower and cash cows, and discourage others from attacking. Never underestimate how a heavily fortified border looks on the map!

Keep your reputation to keep deals, or else you will have difficulty finding people who will believe your word.

Knowing your terrain makes everything else fall into place. Knowing how to retreat well, into high supply provinces, and preserving your army intact, is an art form that should be mastered. It is like denying your opponents a win.

Multiplayer Strategy Advice from Damocles

By Damocles (Author of "Damo & Dukey's Guide for EU 2)

The biggest threat to you in multiplayer is simply information overload. Cull your worthless popups. You don't need to know when an army has arrived, or when a province is under siege, or when an army has embarked or disembarked. [**Editor's Note**: Just be sure to check on these things occasionally].

If you can multitask twice as well as your opponent, you can do twice as much as he can. You have to be able to absorb information and put it to practical use within seconds of receiving it. Unfortunately, this cannot be taught. I've seen veterans who can't seem to manage more than one front at a time, and I've seen newbies do very well. It's just something you have to make an effort to develop. It isn't possible to multi-task unless you keep a cool head and a steady hand. Intertwined with the concept of multi-tasking is knowing that the key to victory is to give your opponent the very same information overload that you have become comfortable with.

If you have the numbers, and the forts are low enough, I would almost always suggest an assault so you can get the job done, and redeploy afterward.

The stakes in multiplayer are high. Unlike other real-time-strategy games, where a match might take 30 minutes, your standard Europa Universalis campaign will take months to complete. There is a lot riding on your shoulders.

I've seen far too many players shocked and completely unable to go on after a bad turn of events. There are some people who can't stand the thought of losing even a single core province, or some other precious province. Even though in the long term it won't hurt them, it's the nail in the coffin for them.

Some players are notorious for losing a single war, and then going off to find another game, instead of persevering, and rebuilding politically and militarily. Losing 3 or 4 provinces is not the end of the world, unless you are a minor country. The top eight player nations can easily recover.

In Tsunami I (a Europa Universalis 2 Multiplayer Tournament), my France was making a bid to dominate the game in the last 40 years. However, I was betrayed and ganged up on by England,

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Denmark, Prussia, Netherlands, Spain, Austria, Russia and even Colombia! I lost 26 provinces. People immediately assumed my France was finished. However, everyone began to turn against each other. Soon, it was France, Colombia, England, and Denmark vs. Prussia, Sweden, Austria, Russia, Spain and the Netherlands. Despite losing so many provinces, I was more than able to win back nearly 15 provinces on the continent. As the game came to a close, France was in second place behind England. It would have been so easy just to get out and go away. But I knew that the only war that matters is the last war.

Other

Web Resources

If you have questions, want to download patches, wish to discuss the game, or just chat, all of those things are available at the Paradox Forums http://forum.paradoxplaza.com/forum/index.php . You will also find all of the things listed below:

Modding

If you're interested in going beyond your normal playing experience, you can learn how to modify your EU III scenarios on the Paradox Forum. You will also find others who have the skill to do this, and you can play the "Mods" they create. Once you've experienced the wide range of scenarios and situations the regular EU III game can throw at you, playing Mods can further enhance your playing enjoyment.

AARs

One of the finest things available on the Paradox Forums is the AAR section, where budding authors and creative minds, or even just those who had an interesting experience in a game they'd like to tell others about – write accounts of their games in what we call "After Action Reports." Some gamers tell the story straight – "I did this, and my neighbors did that, and so I did that back to them..." Others tell it as a history textbook might, simply following the alternate history the game provides. Others illustrate their stories with fictional accounts of people who exist within their game-based empires. Sometimes, it's hard to tell there's even a game behind the story, when the authors delve deeply into their dramatic accounts.

Many a Paradox gamer has found that he has no other hobby than to play Paradox games and read stories about Paradox games... It happens!

What makes Forum writing all the more fun is that you get to illustrate your AAR with screenshots or public domain (non-copyrighted) pictures (many of which are available on the Web.)

The AAR community is a tight-knit family that, nevertheless, is always eager to welcome a new member. One important rule of starting a new story is to not expect immediate readership. People will begin to read, but they may not necessarily say anything until you've proven to be one of your favorites. In time – over the course of a few months – you will gradually build up a readership base.

The feedback provided from these readers, in the form of Forum comments, can be very valuable for a beginning writer. Many amateur and professional authors post some of their work in a forum with other authors, very like the AAR community. Sharing stories and critiques of stories – so long as criticism is constructive, and is taken as such – is one of the most valuable tools an aspiring author can use to hone his or her skills. The other most valuable process is to just write. And write, and write, and write – because the mere practice of writing stories helps an author to improve skills.

The benefit of the AAR community as a writing forum is that we all have a shared basis of experience – Paradox Games – and we have a demonstrated preference for historical fiction (or alternate histories in textbook format, or alt-historical comedies, or whatever else you have a

mind to try!) such as you will find in the Forum. If you think you would find this experience fun, or instructive, then search out the AAR Forum on the Paradox Forums!

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Credit List

Game Design
Johan Andersson
Chris King
Henrik Fåhraeus

Producer
Henrik Fåhraeus

Programming
Henrik Fåhraeus
Björn Johannessen
Johan Andersson
Olof Björk

Graphics
Jonas Jakobsson

Lead Tester
Chris King

Original Music
Andreas Waldetoft

Paradox Interactive Publishing

CEO: Fredrik Wester
EVP Development: Johan Andersson
EVP Sales: Reena M Miranda
EVP Publishing: Susana Meza
Pr & Marketing Assistant: Shams Jorjani
Product Manager: Boel Bermann
Associate Producer: Mattias Lilja
CFO: Lena Eriksson
Finance & Accounting: Emilia Hanssen
Packaging Layout: Christian Sabe
Cover Art: Jonas Jakobsson
Logo: Jonas Jakobsson

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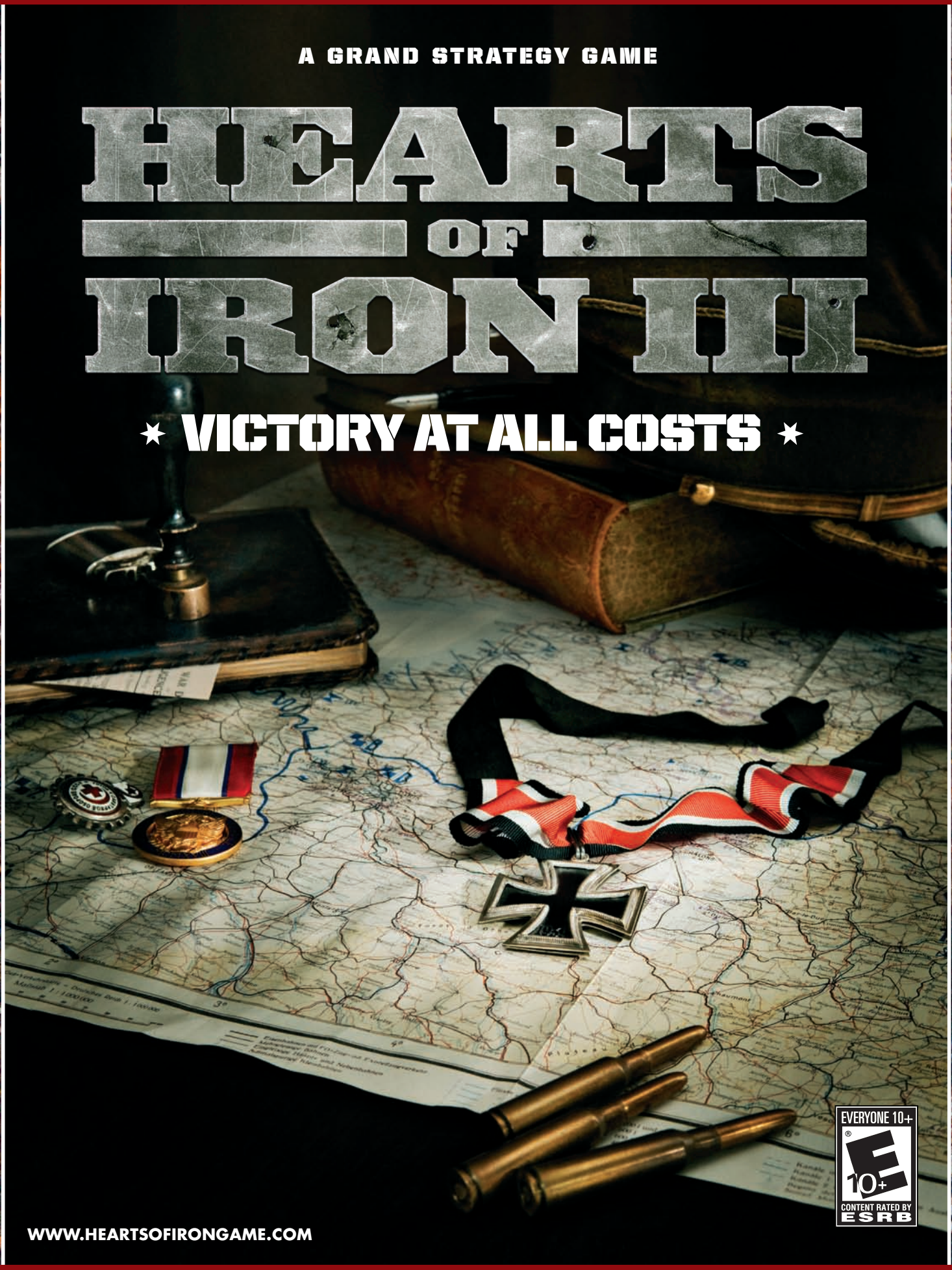

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OFFICE ADDRESS

Paradox Interactive AB. Åsögatan 108, 11th floor, 118 29 Stockholm, Sweden.

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