

# *Magna Mundi Platinum*



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*A Historical Mod for Europa Universalis III: In Nomine*

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*This mod is dedicated to those who gave us a love of history.*

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## *A Brief Note on the Platinum Release*

Soon after the release of Magna Mundi Gold 2, Paradox Entertainment launched the second expansion for Europa Universalis III: **In Nomine**. For the first time we had the opportunity to maximize the plausibility, historicity and common sense of the AI through proper design choices using the engine. After little more than a year, Paradox hit the nail on the head and produced a game nearly universally acclaimed worthy to be the successor of its illustrious predecessors.

The new expansion introduced several new features that created nearly unlimited potential for players and modders alike: the country, province and religious decisions and the mission system. Conceptually, **decisions** change gameplay by much more than is apparent. For the first time there are options available to the player ready to be used when he deems fit and that can bypass any menu system limitation. This means a much closer relationship between the player and the situation in the game and a much greater capacity to make new content immediately available to the player. **Missions** provide the player with some direction to follow in what is essentially (and that is good!) a sandbox game. Having small goals within the greater freedom of the game enhances the overall experience.

There are shortcomings in how both concepts were implemented, however. Decisions are only useful when the AI can make an informed choice about when to make a decision. Missions were used mostly as simple rewards for the player – but can cripple the AI. The AI is simply not good enough to cope with the strategic decisions needed to contextualize many missions and ends up hamstrung in the long run, unable to understand when to quit and move on or keep up with the rewards given to the player.

Our approach was for the most part different. We use decisions as balanced options the player can choose rather than straightforward rewards, while at the same time tying them into the complex event pools experienced by players of the mod. This means there will

probably be many decisions always available to be taken by the player waiting for the proper moment or strategy to be enacted. More than ever players have the ability to follow their own agendas and let the game take a new turn every time.

Regarding missions, we trust that the AI, with the new capabilities available to modders, will not need missions to provide direction. In fact, given the capacities at our disposal with *In Nomine*, we are certain that Magna Mundi can provide the most plausible experience ever for the AI without a single mission slowing down the game. While the human player can enjoy the full range of missions available to him, **the AI never receives missions.**

So, what can a player expect from Magna Mundi Platinum?

Magna Mundi Platinum is primarily a conversion of Magna Mundi Gold 2 to the new expansion. Many events had to be re-coded from scratch, while others took advantage of new triggers or options to become more adaptive and sensitive. Many events were transformed into decisions and the game start was extended by 54 years to 1399, although **the recommended start date continues to be 1453.**

Then we added content, of course. Not in spades, but enough to do justice to a new version. We expanded many Magna Mundi features like the Holy Roman Empire, world religions, the Barbary pirates, vassalization, the Sengoku Jidai, national ideas – in fact, very little is completely unchanged, even if little was changed radically!

We also included all-new content: the **Hiring Fair** standalone mod, a different map with more provinces, a new, in-depth experience for **the Knights of St. John** that is a must to play, a **provincial tax system**, **Jewish advisors** and more! Finally, we took advantage of AI coding to better simulate the different drives of each nation during the period.

We hope this release will give you all many hours of fun!

# 1. Foreword

*"Eu sou o Senhor  
dos senhores, não  
o servo dos servos."<sup>1</sup>*

- João II, King of Portugal



This project began more than a year and a half ago as a cry for greater realism and depth from a powerful game engine that was undermined by a rushed release and a few unfortunate design decisions. Europa Universalis III had lots going for it, but many found it to be less enjoyable than its predecessor.

The community was polarized. On one side, many players enjoyed the new game, while on the other many players hated the new game and felt it was little more than a fantasy game with real-world names in it. Where was the history in all the randomness? Players who enjoyed the game retorted that they didn't want a game, they wanted a history book.

The Magna Mundi vision grew out of a compromise between these two factions. One side equated the pressing of the start button with the total rewriting of History, generating random scenarios completely devoid of plausibility. The other side held history to be sacred and

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<sup>1</sup> "I am the Lord of the lords, not the Servant of the serfs" - Spoken shortly after taking the throne, when he stripped all nobility from their titles only to make them kneel before him and demanding from them to kiss his ring while granting the titles back. A fitting start point for a shrewd character, with a great diplomatic finesse, very strong military sense and the greatest administrative skills, all tied in an ambitious but realistic project that enabled a backwater European country to be the centerstage of Europe at the dawn of the XVI century. He went on to become Portugal's best King and Europe's most powerful man of his time.

demanded a procession of specific events, ignoring the changing conditions caused by luck or player intervention in every new game. Magna Mundi stood in the middle, neither on one side nor the other. And standing in the middle of the trenches, let me tell you, is sometimes the wrong place to be. We were accused of being “determinists”, we were accused of being “randomizers” and we were accused of going nowhere.

One year and a half later, judging by the popularity of the mod and the direction official expansions have taken, it is obvious our vision went somewhere on strong legs that can not only walk, but run. Our numbers show a silent majority supports our vision -- and our criticisms about the unmodified EU3 release, often referred to here as ‘Vanilla.’

So, what is Magna Mundi?

In a nutshell, **Magna Mundi is an effort to lead the game through historical *processes* to allow the game to flow freely within the constraints faced historically, thus creating plausible alternate realities.** We ask *why* something happened and come up with rules that can allow it to happen again if those conditions repeat themselves – or not, if they don’t. Throughout every version of the mod we have kept this vision as our goal when we discuss what to implement and how to implement it.

For this release, you can expect a refinement of most of the systems previously developed, and the introduction of new ones in the never-finished quest to provide at your fingertips a living, breathing world where you can dive in and achieve the Holy Grail of gaming: suspension of disbelief.

*Welcome to Magna Mundi Platinum!*

## II. General Considerations



*"Du sublime au ridicule il n'y a qu'un pas."*<sup>2</sup>

-- Napoleon Bonaparte, Emperor of France

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<sup>2</sup> "There is only one step from the sublime to the ridiculous."



For the full enjoyment of the mod, ***the starting options*** (such as leaders, monarchs, and lucky nations) are set by the mod and ***should not be touched***. In addition, Magna Mundi was designed from the ground up to be played ***from a 1453 start***. It is playable at other dates, but you may notice inconsistencies in gameplay if you start at other dates, some of which may be severe. You are welcome to do so, of course, but be warned that you may be sailing in uncharted waters.

As befits the Europa Universalis era, total wars are a rare happenstance in Magna Mundi Platinum. By **halving each nation's reputation limit** we better simulate the fine balance of power by making each nation more sensible when judging the power-mongering of other nations. Players also must be much more careful about when, what and whom they conquer. **Your ruler's diplomatic rating has double the importance** in determining your nation's reputation limit. Given the precarious nature of your reputation, you will receive friendly warnings when your reputation starts to grow. Ignore these warnings at your own risk! Continuous aggressive behaviour is also punished by linking it to revolt risk. **Internal revolt risk and stability are serious factors one must manage to be successful.** Religious tolerance has less of an impact on managing revolt risk. Cultural and religious rifts have a deeper impact in a country; conversely, humanist ideas are more important for multi-cultural or multi-religious states.

With the **significant increase in time to gain cores**, and the impossibility of losing one except by peace resolutions or events, the world is a bit more static than the vanilla game.

*National Ideas* have a comprehensive event system to support and accommodate the big changes they introduce. **Certain ideas will be unavailable normally and are made available only by event** – and **many ideas are radically different from Vanilla EU3**.

*Colonization* is handled in a very different way from the standard EU3 experience. The **first discoveries of the New World are modelled by event**. By the fifteenth century, the nations that would become the great colonial powers already had enough advantages to ensure they would be the reach the New World one step ahead of

competitors that only began preparing at the start of the game. Other countries may still become colonial powers, but only by single-minded determination and sacrifice. Colonization is no longer a matter of simply adjusting sliders and taking a single national idea. Colonists may be hard to come by, and many colonies will fail in the early years. **Only the allotment of several national ideas and many resources to colonization can guarantee a strong presence in the New World.** To help make this sacrifice worthwhile, **the spread of knowledge about newly discovered provinces was also curbed dramatically.** It now takes between 75 and 100 years for knowledge about a discovered province to spread to countries of the same technology group.

Magna Mundi Platinum offers more to colonies than ever before. **Countries will be able to define colonial policies toward natives**, ranging from benevolent integration, to the callous, racist policies of fear and enslavement. **Colonies can also have specializations**, helping them to have a single place within the player's colonial empire. Emigration was also reworked. Expect to see migration from Europe to the colonies once cities are large enough. This in turn will lead to events where religion and politics come into play. Colonies will also develop colonial cultures that reflect their origins in the Old World but also their experiences in the New. Later in the game, players will experience dynamic **colonial independence movements** like never before.

In the economic sphere, the *trade* system has been rewritten from the ground up. **No longer can any single country aspire to control every center of trade in the world.** As was the case in reality, there are limits to what you can do, making it more important to strategize your trade. Small-time traders will find it easier than ever to turn a small profit, but it is harder than ever to dominate trade. *Centers of trade* are more expensive to develop and the decision to destroy one carries great consequences for your country. **Trade goods have also been expanded greatly.** Provinces can supply new goods such as gems, livestock, beer, millet, hemp, brazilwood, glassware or opium – over forty in all. Prices for these goods are more sensitive, with many elements that can cause price fluctuations at

once or over time. Wars, specific buildings or the number of countries all influence the price of a certain trade good. Expect luxury prices to fall during periods of war and strife while the price of basic goods goes up.

With the influx of colonial goods and the ever-more complex nature of trade in the era, all advanced nations experienced some inflation; to reflect this, **inflation is now harder to control** – indeed, one should expect some inflation in any game of Magna Mundi!

Governments are now more diverse than ever. You will see shoguns, sultans and tsars alongside bishops, caliphs and patriarchs. At the same time, **government form is now directly related to your ability to rule a large and diverse empire**. Your government is the single greatest factor determining *administrative efficiency*, which in turn limits how many provinces you can control without any penalties. This can cause stagnation and rebellion in decaying, old empires while allowing smaller and more advanced countries to thrive.

A complex religious system that depicts the dynamics of religion in the timeframe has also been introduced. **Conversion of provinces is a gradual process** that requires repeated conversion of the population until everyone shares the same faith. There is also an expanded role for the Defender of the Faith and for each religion alongside new religious decisions for each.

**Population growth is much slower than vanilla**. In the regular game it was possible for most provinces to reach an absolute population limit before the game ended! This in turn created serious issues with the huge economic capacity of these countries later in the game. Not anymore! Population growth – and decline – are now modelled in much more gradual ways.

Changes abound in the military sphere as well! **Every nation now has a choice of units** when it develops a new model, and the AI will always upgrade to an appropriate new style of war – just like the player. The stats and technology required for units was completely revised to better match history, both in Europe and around the world, allowing battles to be fought with roughly historical forces on each

side. **Any country can also adopt European style tactics** and weapons once it develops a good enough land technology without changing its technology group. *Cavalry*, overpowered in the regular game, has been limited by an **Army Specialization** system combined with **recruitment penalties** and a **cavalry pay system** which encourage different army makeups for nations. Simply put, if your cavalry makes up too much of your army, your country will have to pay for it. As a rule of thumb it is a wise idea to have no more than a third of your army on horseback. *Recruitment speed* also underwent several changes. It is now dependent on factors such as cultural affinity, religious affiliation, colony type and laws and most of all, if the province has a land connection to the capital.

*Fortresses* have now completely different values. Now, **fortress value depends on geological, geographical and historical factors**; in some places you may find mighty fortresses at the start of the game, making them practically impregnable. Though they were backwaters, places like Malta and Tibet were simply not conquerable by 1000 men with 12 months to kill.

Naval technology was also totally rewritten, emphasizing the later importance of Ships of the Line, while stressing their shortcomings, modifying the fighting ability of transports and introducing a new dynamic for light ships and galleys. Each ship will feel and fight differently, making your navy come alive!

**Radical settings on a nation's policy sliders can lead to several events**, most of them negative in nature. Of course, you may strike lucky and experience a great breakthrough due to your nation's single-mindedness. Ever wondered why the worst position to be in the policy sliders was the centre? Not anymore. **Now having all your policies between -2 and 2 gives you a special 'balanced' bonus to all areas of your country.** Each of the bonuses is small, but together they can make a huge difference, creating yet another path for the player to follow.

A new *vassalization* system was introduced to create relationships between liege and vassals. **Vassals now have needs and goals and may even try to influence the policies of their overlords!**



With more than 50 spy missions and an inclusive approach to other game elements the new **Covert Action System** allows you to have one more tool to decisively influence the outcomes of distant conflicts, be they commercial, diplomatic, military or colonial. This also includes some advanced diplomatic options useful in a variety of circumstances.

A new revolutionary technology model was introduced. Supported by a batch of dedicated events, **the player can now turn backwards and primitive countries like the Aztecs into a developed and enlightened powerhouse**, given proper insight, sacrifices, luck and time. Rather than waiting for a single event to fire that changes everything overnight, the player will now have to reach a series of goals to gradually overcome the obstacles preventing his country from modernizing.

*Advisors* got a serious uplift with different capabilities and the inclusion of **ten new special advisors** into the game. More importantly, **hiring fairs can now be organized in provinces to hire specific groups of advisors**, thus ending the complaint about the unavailability of the right advisors at the right time.

### III. Installation and Troubleshooting



*"Буду самодержицей: то мое ремесло.*

*И Господь простит мне: то его"*<sup>3</sup>

-- Catherine the Great, Empress of Russia

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<sup>3</sup> "I shall be an autocrat: that's my trade. And the good Lord will forgive me: that's his"

## **INSTALLATION INSTRUCTIONS**

- 1) Install EU3, Napoleon's Ambition and In Nomine.
- 2) Update In Nomine to version 3.1
- 3) You should see a mod pull-down option in the launcher (it should say "default" to begin with).
- 4) Extract the MagnaMundiPlatinum.exe file to your EU3/mod directory.
  - 4.1) Make sure that before extracting, you delete all content from any previous version of Magna Mundi from the mod directory.
  - 4.2) After extracting, make sure that you see a file with a MagnaMundiPlatinum.MOD extension in that directory. If you don't, you should move the directories so the MagnaMundiPlatinum.MOD is in EU3/mod and there is a MagnaMundiPlatinum directory right after it (in EU3/mod/MagnaMundi2).

## **TROUBLESHOOTING**

### **I can't start the mod!**

If at the game launcher there is no pull down menu at the bottom center of the screen with the word "default" selected, you have updated your EU3 version badly. You must exit the launcher menu and update again, running the patch executable. Then you will have access to this pull down menu. From it, select Magna Mundi Platinum.

### **The modifiers and icons are distorted!**

Players using ATI graphics cards or playing on a Mac will have trouble with the default graphic files used in the mod. Luckily, there are some alternate files provided for these computers. Copy the contents of the **Extras/ATI Fix** directory into your MagnaMundi Platinum directory and it should solve the problem.

### **I don't like the new map!**

Magna Mundi Platinum comes bundled with an in-house version of the TOT 3.0 map mod. We think it enhances the game, but if you disagree, you can return to the regular map by using the batch file included with the mod (you must agree whenever the file asks for confirmation). If this file does not work for you (if you are on a Mac, for example) you will need to manually remove the files from your mod directories.

## **How do I get Lutherans in the game? And what's with all those crazy culture names?**

If you'd like, there are alternative localisation files provided with the mod so you can choose to have "Protestants" called Lutherans or Evangelicals and "Reformed" called Calvinists or Presbyterians. There is also a generic culture file so that the new colonial cultures that might seem strange to the player (like "Huayi" for Chinese colonists) are described simply in the game ("Colonial Chinese").

If you'd like to use any of these alternate files, copy the ones you want from the **Extras/localisation** directory into your MagnaMundi Platinum/localisation directory. Remember to remove the original localisation files from the localisation directory, however, or the game may be confused!

*For example, to have "Protestant" show up as "Lutherans" in the game, you should move the file Protestant\_Lutheran into the MagnaMundi Platinum/localisation directory, then move the file Protestant\_Protestant out.*

## **I got two contradictory events at the same time!**

Magna Mundi uses a technique to generate random results based on previous event choices. In Nomine added the capability of sort out this type of bugs. We converted lots of them but if you see two events contradicting each other, please be so kind as to inform us.

## **My sliders go off the screen saying 'on\_right' and 'on\_left'!**

This is caused by a new feature added to *In Nomine* 3.1. If you are playing In Nomine 3.0, you will encounter many bugs with Magna Mundi Platinum (this being only the most obvious). We highly recommend playing with the latest patch from Paradox.

## **I cannot see any of the new modifiers or icons – they're blank!**

Due to the way the game works, the graphic files used by the mod have to be in the mod/MagnaMundi Platinum directory or they will not be used at all. You can change the directory they are found in by editing the .gui files in the mod.



## IV. Trade

*“Nicht Gutes kommt  
jemals von Gewalt”<sup>4</sup>*

-- Martin Luther

### **GUIDING PRINCIPLES**

In previous versions of Magna Mundi, there were “haves” and “have-nots” in the trade game. If you picked the right national ideas you could dominate world trade within a few years. If you failed to pick those ideas, you might be unable to place even a few merchants. This was just as true for the AI, creating a significant imbalance in the game.



In Platinum, trade is much more accessible to every nation. At the same time it is much harder to dominate trade. You should always be able to place a few merchants, but in order to break through into the exclusive circle of successful traders you will have to focus your nation’s resources on this goal.

There are now many more strategic options available, both to you and the AI. National ideas remain the most important factor, especially short-term. In the long run the adjustment of domestic policies can provide you with an added edge. You may also be given an option to commit to more far-ranging trade policies offered by

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<sup>4</sup> “Nothing good ever comes of violence”

event, from open markets to the protectionist exclusion of foreign merchants.

## **KEY FACTORS**

### **Compete Chance**

The most important factor in determining your prospects of making money from trade is your compete chance. It **determines the base chance of success** in replacing the merchant of another nation with one of your own.

### **Tenacity**

This is a new concept introduced in Magna Mundi Platinum. If you are a small-time trading nation, your merchants are less of a threat to merchants in the 'big leagues.' This is reflected by the higher tenacity of your own merchants. **When any new merchant is sent to a CoT, he picks the target with the *lowest* tenacity.** The more successful a nation's merchants become, the lower their tenacity will go, and they will be more likely to be targeted by merchants from other nations. In this way the competition heats up the more trading you do. This also means that all merchants will target their most successful rivals first.

### **Trade Efficiency**

Trade efficiency determines how much money your merchants bring home. If the total trade of a CoT is 250 ducats, then each merchant in that CoT will have a 10-ducat share of that trade (*in Magna Mundi there are 25 merchants in a CoT*). If your trade efficiency is 65%, that means your merchant will make a net profit of 6.5 ducats (=65% of 10).

As your trade technology advances, so does your trade efficiency. **With increased trade efficiency, your compete chance also increases, but your tenacity decreases at the same**

**time.** You will also have to pay more for sending merchants, but these merchants can earn you more.

## Number of Merchants

Gaining a significant number of merchants per year will require a dedicated strategy. The table at the end of this manual lists the different options you have for increasing the number of merchants you receive.

## Triggered Modifiers

Some events that happen in the marketplace are beyond your control. Others can be influenced or even caused by your decisions. This section gives you an overview of how these different factors affect your ability to profit from trade. These modifiers will be in effect whenever you meet certain conditions.

## Trade Rankings

This is the heart of Magna Mundi's new trade system. Depending on your success in trade, your nation will be ranked on a 10-tiered scale ranging from "Underdog" to "Royal Merchants." Giving bonuses or penalties ranging from mild to severe, these modifiers serve to level the playing field, and to create a "curve" – **the higher you advance on the curve, the steeper it will become.** If you have placed no merchants at all, your chances of success will be very high. If you have already placed 50 merchants and dominate world trade, your chances of increasing your trade network will be much lower, perhaps impossible!

Smaller countries can place more merchants than larger countries – the smaller country can focus more of its energies on succeeding in trade. If you expand your territory, you might find that the market becomes a tougher place for your traders. The number of merchants you can place without penalty also depends on your overall national income. The more money you make from other sources, the less you will be able to focus on trade.

## Trade Acumen

If you devote significant energy to trade, by adopting two or more national ideas that help your merchants, and if your country is comparatively small, you might find you gain additional benefits in compete chance and tenacity from your decisions. **When your country grows too large, it may imperil this benefit.**

## Random Events

These occur at random, but all occur because your nation meets certain conditions. Some may be recurring; others may give you a choice of different policies, which you may be able to revise at a later date.

## Trade Mishaps

The more successful your country's merchants are, and the more of them are already placed in CoT's, the more likely you will be to see mishaps such as shipwrecks and bankruptcies. Merchants may retire, leaving you with empty spots to fill with new ones.

Certain mishaps are more likely to affect nations which meet specific conditions. For instance, a **shipwreck** will rarely be a problem if your country has few ports. **Bankruptcy** will be much less likely to strike your merchants if you have no monopolies. The rich merchants whose **retirement** might disrupt your commerce are most likely to emerge in nations owning CoTs. And foreign countries will be more likely to **expel** your merchants from their CoT's, if you aggressively issue embargoes; but less likely if you have entered into many trade agreements.

**The more cautiously you expand trade, the less likely these mishaps are to affect you.** Keep one merchant unsent, at home, and the competition will see you as less of a threat. Keeping more merchants at home will lead to negative events *much* more rarely.



## Trade Crises

The more advanced the financial and trading networks between countries become, the more likely you are to encounter an early capitalist crisis, bringing commerce to a grinding halt. Witness the speculative bubbles that struck London and Amsterdam in this era... with great trade success came great risks as well. **The more successful and aggressive your country is in trade, the more likely such a global disruption of trade is to affect you.**

## the Merchants' Guild

If your trade has grown quickly, and you do not own a CoT, you might find that many of your merchants leave their counting-houses abroad to return home, to found a new center of trade in your capital city.

## the Navigation Acts

Nations with overseas possessions and mercantilist leanings may pass Navigation Acts. This will give you a powerful boost to trade and production income, a strong bonus to naval force-limit and naval tradition, much improved compete chance in CoT's you own, and some prestige increase. The downsides are a hefty reduction in manpower, a slight penalty on your chance to compete in foreign CoT's, and an annual increase in your reputation.

## Expulsion of Merchants

If you own a CoT, but have had a hard time placing merchants, you may opt for a policy that will expel the most aggressive foreign traders from your country. This can cut both ways: If you are a successful trader, your merchants may be subject to expulsion from other countries.

Nations that have a trade agreement with the owner of such a CoT, or who share the same culture group, are exempted from expulsion.

## Closure of Colonial Markets

If your overseas provinces have reached a critical mass, you might be able to create a CoT there – and you will also have a chance to exclude other nations from trade in your overseas CoT's. Again, this might also turn against you. Nations that have a trade agreement with the owner of a protected colonial CoT will not be affected.

You will occasionally see an event **“Hostility Towards our Merchants.”** That means that some country in the world has enacted one or the other protectionist policy.

The tooltip will let you know -

- countries from which your merchants are expelled.
- countries that have a protectionist policy, but in whose CoT's you have not placed merchants (and which you may want to avoid targeting.)
- countries following protectionist policies, but which do not target your nation's merchants, because you have a trade agreement, or share the same culture.

Whenever a CoT is protected by either domestic or colonial policies, a yellow indicator in the province window (shown in the example – the middle of the three icons) will warn and remind you that any merchant you place here may be in danger of being expelled.



# Foreign Policy and Trade

You can still enter into trade agreements and proclaim embargoes, by clicking on the respective buttons in the diplomacy screen of the provinces of foreign nations, just as before.

## Trade Agreements

Trade agreements mean that your merchants will not compete against each other, as in Vanilla, but they may provide you with other benefits, primarily by delaying bad events, and speeding up good ones. Your reputation will see a very small increase per year, per agreement, but be careful, as these can add up.

## Embargos

The merchants of a country you embargo can no longer trade in CoT's you own, nor derive any income from provinces you own, even via a CoT owned by another country. Each embargo adds 0.01 to reputation per year.

## TRADE GOODS & MARKET VALUE

Trade goods are changed greatly from Vanilla. **Magna Mundi Platinum has almost 50 different trade goods and considers many more variables when calculating the price of goods.**

**The stability of nations has serious consequences in the value of the market.** A nation will want the country owning most of the CoT provinces to be as stable as possible to maximize CoT value and enjoy a good return on investment.

Consider the Lisbon CoT, entirely comprised of Portuguese provinces. In this example, this CoT is valued 650 when Portugal is at stability +3. If Portugal drops all of a sudden to stability -3 the same CoT, in the next day, will be valued at 275.

This adds another layer of complexity in a player's decision making process for trading: Whether he goes for CoTs in big countries, mostly exclusive to them, where the player can reap great profits but is at the mercy of a single country's stability, or going to CoTs in small countries, where the average stability will mean never enjoying the +3 stability bonus to CoT trade, but also never go to -2 or -3 CoT trade penalties due to many different countries contributing provinces to that CoT.

**Another aspect that impacts a trade good value is its rarity.** This means the number of provinces that are supplying the trade good in question. In fact, this is the only way we have to control the supply of a trade good.

**The number of wars also has a significant impact on the model.** Luxury goods are driven down in price while basic provisions will go up. A distinct category of products, closely tied to warfare, will see the biggest increase.

Yet **another factor impacting the value of the trade goods is the overall number of countries in the world.** This is always positive. The bigger the number of countries, the greater the value of the goods. But some goods are more sensible to this factor than others.

The final **value of the trade goods is also affected by the naval ideas the owners of the provinces have.** Each naval idea values a trade good by 5%, up until 30% given by the 6 basic naval ideas. The greater the emphasis on naval competition in the game, the bigger the trade market becomes.

Finally, **many buildings influence the demand of the trade goods...** as refineries crop up in the Caribbean, for instance, Sugar becomes even more valuable as there is more production capacity to process it.

Here is a list of the trade goods in the game, showing how strongly different demand factors affect the global price of the good.



## Factors Affecting Good Prices

Trade Good	Base Value	Maximum Demand	Effects of War	Effects of # of Countries
GRAIN	LOW	VERY HIGH	VERY HIGH	VERY LOW
RICE	LOW	VERY HIGH	VERY HIGH	VERY LOW
WINE	MEDIUM	MEDIUM	MEDIUM	HIGH
LIVESTOCK	HIGH	VERY LOW	MEDIUM	VERY LOW
OLIVE OIL	MEDIUM	MEDIUM	MEDIUM	HIGH
CLOTH	HIGH	LOW	LOW	VERY LOW
SILVER	-	-	-	-
LEAD	LOW	VERY HIGH	VERY HIGH	-
NAVAL SUPPLIES	LOW	VERY HIGH	MEDIUM	-
EBONY	VERY HIGH	MEDIUM	HIGH	VERY HIGH
LEATHER	MEDIUM	HIGH	MEDIUM	VERY LOW
SALT	MEDIUM	VERY LOW	LOW	LOW
INDIGO	VERY HIGH	VERY HIGH	HIGH	VERY HIGH
CARMINE	HIGH	VERY HIGH	HIGH	VERY HIGH
SLAVES	MEDIUM	-	-	-
COFFEE	MEDIUM	HIGH	LOW	HIGH
CLOVE	VERY HIGH	HIGH	HIGH	HIGH
TOBACCO	MEDIUM	HIGH	LOW	HIGH
MAIZE	LOW	VERY HIGH	VERY HIGH	VERY LOW
WAX	LOW	MEDIUM	HIGH	LOW
COTTON	MEDIUM	MEDIUM	HIGH	MEDIUM
WOOL	VERY LOW	HIGH	VERY HIGH	HIGH
SILK	HIGH	MEDIUM	MEDIUM	VERY HIGH
GOLD	-	-	-	-
GEMS	-	-	-	-
COPPER	MEDIUM	LOW	VERY HIGH	-
PEPPER	HIGH	HIGH	VERY HIGH	VERY HIGH
CINNAMON	VERY HIGH	MEDIUM	VERY HIGH	VERY HIGH
TEA	MEDIUM	MEDIUM	MEDIUM	HIGH
IVORY	MEDIUM	MEDIUM	HIGH	VERY HIGH
CHINAWARE	HIGH	HIGH	VERY HIGH	VERY HIGH
GLASSWARE	MEDIUM	MEDIUM	MEDIUM	HIGH
MILLET	VERY LOW	VERY HIGH	VERY HIGH	VERY LOW
BEER	MEDIUM	MEDIUM	MEDIUM	HIGH
FISH	MEDIUM	HIGH	VERY HIGH	HIGH
PALM OIL	MEDIUM	VERY HIGH	HIGH	VERY HIGH
HEMP	LOW	HIGH	HIGH	MEDIUM
IRON	HIGH	HIGH	HIGH	-
SANDALWOOD	VERY HIGH	MEDIUM	VERY HIGH	VERY HIGH
BRAZILWOOD	VERY HIGH	HIGH	HIGH	VERY HIGH
FUR	MEDIUM	VERY LOW	HIGH	MEDIUM
SUGAR	HIGH	HIGH	MEDIUM	VERY HIGH
CACAO	HIGH	HIGH	HIGH	VERY HIGH
NUTMEG	VERY HIGH	MEDIUM	VERY HIGH	VERY HIGH
OPIUM	MEDIUM	LOW	VERY HIGH	HIGH

## FACTORS INFLUENCING TRADE

	Complete Chance	Tenacity	Trade Efficiency	Merchant Send Cost	Annual Merchants	Trade tech cost modifier
Base Value	40%	100%	30%	4 ducats	1	n/a
Trade Efficiency, <i>from technology, per 100%</i>	5%	-50%	100%	+10%		
Ruler's ADM, <i>per step</i>	0.5%	+1%	1%		0.2	
Trader Advisor, <i>per star</i>			1%		0.2	
Prestige, <i>per 100%</i>	10%	-10%				
Mercantilism, <i>per step</i>			5%	-2%		-3%
Free Trade, <i>per step</i>	2%	+2%		+2%		+3%
Plutocracy, <i>per step</i>					0.2	
Free Subjects, <i>per step</i>					0.2	
Merchant Adventures	5%	+5%		-20%	0.5	
Shrewd Commerce Practice	5%	+5%				-5%
National Trade Policy			10%	-25%	1	
any monopoly	5%	-10%				
per trade agreement		+2%				
per embargo		-4%				
Reputation, <i>per point, counts only in foreign CoT's</i>	-0.5%	-2%				
Stability, <i>per step</i>		+3%	2%		0.3	
War					-1	
War exhaustion, <i>per point</i>		+2%	-1%			

# NATIONAL TRADE RANKINGS

Conditions	Bonuses				Penalties						
	<i>Underdogs</i>	<i>Local Traders</i>	<i>Regional Traders</i>	<i>Specialized Traders</i>	<i>Successful Traders</i>	<i>Wealthy Traders</i>	<i>Affluent Traders</i>	<i>Merchant Princes</i>	<i>Barons of Trade</i>	<i>Royal Merchants</i>	
	Merchants Placed	0-3	4-11	12-19	20-29	> 30	> 40	> 50	> 60	> 70	80+
	Number of provinces <sup>5</sup>						> 4	> 8	> 12	> 16	20+
	Income from Trade		<75%	<75%	<75%						
CoT's owned			None	None							
Effects											
Trade Efficiency					-4%	-8%	-12%	-16%	-20%	-24%	
Merchant Cost	-40%	-33%	-20%	-10%		+5%	+10%	+15%	+20%	+25%	
Tenacity	+20%				-5%	-10%	-15%	-20%	-25%	-30%	
Compete Chance	+20%	+5%	+2.5%	+1%	-2%	-4%	-6%	-8%	-10%	-12%	
Yearly Merchants	+1	+0.75	+0.5	+0.25	-0.5	-1	-2	-3	-4	-5	

<sup>5</sup> If a country has not passed the threshold for the number of provinces owned to be ranked in the next higher category, it will remain in the next lower rank that matches its number of provinces. Example: a five-province country has placed 55 merchants. It will rank as *Wealthy Traders* because it does not have enough provinces to be ranked as *Affluent Traders*.

# TRADE ACUMEN

This powerful modifier gives you significant benefits.

-10%	Merchant Cost
+5%	Compete Chance
+10%	Merchant Tenacity
+1	Merchants annually

It will be available only to small countries that have adopted at least two trade-related national ideas (Shrewd Commerce Practice, Merchant Adventures, and National Trade Policy). If a country enjoys this bonus, it cannot get any additional bonus based on the rankings!

The following table shows how many trade-related national ideas a country needs to qualify for the “trade acumen” bonus.

	How many provinces does the country own?			
Does the country own a CoT?	1-4	5-10	11-20	21+
<b>Yes</b>	2 NI's	3 NI's	<i>not eligible</i>	<i>not eligible</i>
<b>No</b>	2 NI's	2 NI's	3 NI's	<i>not eligible</i>

## V. Religion



*"Reason must be deluded, blinded, and destroyed. Faith must trample underfoot all reason, sense, and understanding, and whatever it sees must be put out of sight and ... know nothing but the word of God."*

- attributed to Martin Luther, German Reformer (1483-1546)

# INTRODUCTION

Religion has always been one of the most powerful forces in history. Throughout the Early Modern Era new religions were founded, old religions were split asunder, missionaries clamoured for souls, and holy wars were fought between nations. It was impossible to ignore faith, for it could be stronger than patriotism, loyalty or love. This power is reflected in several ways.

## In-Depth Religions

*Buddhists today are mostly known for pacifism, but this is only one facet of a complex faith. It is true that Buddhism preaches peace and tolerance towards other faiths, but it also has many other unique facets. For example, Buddhism has always placed a great emphasis on education, and Buddhist countries often provided access to public education centuries before the West did so. Why Christian Europe ended up leading the world in technology is a question that has many answers, but the scientific superiority of their religion is probably not one of them.*

Whenever possible, each religion has been fleshed out a little more to reflect the complex social effects it can have on countries and provinces. You will find that **each religion now has many different effects, both national and provincial**. Each is balanced with the others, so that playing a Confucian or a Muslim is just as fair as playing a Catholic or a Protestant (although Pagans still have some penalties, they are balanced with each other). Special attention was given to the value the AI assigns to these modifiers, so strange conversions are much less likely to happen now.

If you are interested in the modifiers a particular religion gives, the easiest way to see them is to hover your mouse over a province of that religion; it will list all the provincial and national modifiers given by that religion. **In addition, many religions have events specific to them.** This includes Catholics, Protestants, Reformed, Orthodox Christians, Hussites, Sikhs and Hindus, and thanks to the work of Alqamar, Muslims have new events for Sunnis, Shi'ites and Wahhabis. There are not always many events, but we hope that there are enough to get a feel for the complex world of faith outside Europe!



# GRADUAL CONVERSION

*The Reformation took firm root in Germany but not in Poland. In both regions there was a weak central authority and powerful regional lords who adopted the new creed, but in Germany Protestantism remained despite two religious wars, while in Poland it virtually disappeared without bloodshed. Why this difference? In Germany the Lutheran princes forced their religion upon their countries (one ruler, one faith), persecuting the Catholics but leaving their countries firmly Protestant. In Poland the Magnates converted in large numbers but did not force their peasants to do the same. When the Jesuits arrived a generation later, the Protestants had not established firm roots and were quickly excised.*

Religion was often stronger than nationalism for the average person in the Early Modern Era. Which lord a peasant paid taxes to was of little consequence, but which Lord they prayed to was not! It could be difficult to convince people to give up their faith and embrace a new one and often took generations to fully take root in an area. This is now represented by a system of *gradual conversion*.

It now takes between two and four successful conversions to convert a province to the true faith. **The first time that a province is converted (by event or with a successful missionary), it receives an event which converts it back to its original religion** but adds a 50-year Converts modifier which reduces the penalties from that heresy and represents the religious division of the province. Be careful! This division weakens the province towards *any* conversion; should some new heresy appear, or should the province fall into the hands of heathens, they might be able to use that partial conversion to convert the locals to their ungodly faith.

If nothing else happens, when the modifier disappears, the province will return to heresy. However, if the province is converted a second time before the modifier fades, the province is *permanently* converted. If it was a heretic province it becomes the state religion and its tale is finished. If, however, it was a heathen province, it changes to an **Indigenous**, or Syncretic, religion that represents the blending together of the new religion and the old. Indigenous religions are part of your religion group, so they count as heretics, not heathens. This includes future conversion – you will need to convert the province again twice to root out all heresy and have it become the true faith. Luckily, indigenous provinces are more easily converted in the future... both by you and by any other religion that happens to conquer them from you! A Christian nation that converts

an Indigenous Muslim province will convert it to Indigenous Christian in a single step.

If you are used to playing the vanilla game, you will discover that missionaries are more expensive than you are used to and harder to come by. The chance of a missionary succeeding in a province depends on many factors. In general, you should find it relatively easy to convert your homeland, but quite difficult to convert recent conquests or heathens from other cultures. Temples are one easy way to gain a nice bonus to convert, but if you are planning to conquer the infidel and convert his provinces to the true faith, you would be well advised to take the Divine Supremacy national idea.

Factor	Effect
<b>BASE CHANCE</b>	<b>6%</b>
Nation has the <b>Divine Supremacy</b> national idea	+6%
Province has the <b>Converts</b> modifier	+4%
Province has a <b>temple</b>	+3%
Province has a <b>pagan</b> religion	+3%
Province is a <b>Core</b> province of the nation	+3%
Province has a <b>Syncretic (Indigenous)</b> religion	+3%
Nation's state religion is a <b>missionary</b> faith (Catholic, Gnostic, Protestant, Orthodox, Sunni, Wahhabi, Zikri, Theravada)	+3%
Province is suffering a <b>heresy</b>	+1%
Nation has a <b>Theologian</b> advisor	+0.6%/star
Province has a <b>fort</b>	+0.5%/level
Monarch Administrative ability ( <b>ADM</b> )	+0.3%/point
Province is suffering <b>nationalism</b>	-0.2%/percent
Province is suffering <b>revolt risk</b>	-0.2%/percent
Province religion is <b>tolerated</b>	-0.5%/tolerance
Province is a similar but non-accepted culture	-1%
Province is suffering <b>Revolt risk</b>	-1%/point
Province is suffering <b>Nationalism</b>	-1%/point
<b>Base tax</b> of the province	-1%/point
Province has a <b>stubborn</b> religion (Reformed, Shiite, Ibadi, Mahayana, Confucian, Sikh)	-3%
Province is looted	-3%
Nation's state religion is a <b>pagan</b> faith	-3%
Province religion is a <b>Heathen religion</b>	-4%
Province has a <b>non-accepted culture</b>	-4%
Province has been scorched	-6%

Each faith is considered missionary, stubborn or pagan.

It is also possible to have provinces spontaneously convert by event. This happens most famously in the Protestant Reformation, but can also happen to other religions, such as the founding of the Sikh and Wahhabi religions. However, it is also possible to experience the **decline** of a heathen religion in your empire. There is a rare event which can strike heathen (only) provinces that converts it to the state religion for free.

This decline event is more likely to fire the more heathen provinces you own, but *especially* so for heathen provinces that do not border a country where their faith is practiced! Players should be aware of this and always try to conquer the last pockets of heathens as they expand; it will dramatically speed up your conversion of these territories to get rid of them. Other factors that influence this event are self-explanatory: all the factors that affect your chance of success in a conversion will have a similar effect on the decline event. For example, building a temple or hiring a theologian will help, and pagan provinces convert faster than Christian or Muslim ones.

The reward for converting a province is to lessen or remove the penalties in that province, of course. Doing so also removes the chance of events triggering in that province, although this is usually not a real concern. In addition to this, however, **converting a province gives you +1% prestige and may improve relations with countries that share the same faith.**

## Religious Conversion

Conversion of state religion is handled by religious decisions in the game. It is possible to convert between **Catholic**, **Protestant**, **Reformed** and **Hussite** *once those religions have been enabled*, and in special cases between Catholic and **Orthodox**. It is also possible to convert between **Mahayana Buddhist**, **Theravada Buddhist** and **Confucian** under the right circumstances. All other religions may not convert voluntarily except in unusual circumstances. For example, all Dharmic and Pagan countries will eventually meet Jesuit missionaries by event, beginning an event chain which may allow them to convert to Catholicism.

Whenever you change religions, your stability will fall depending on three factors: your monarch's ADM, your dominant religion and the religion of your capital. If you expect your country to convert on its

own, it may be worthwhile waiting for another province or two to convert before making the decision to embrace heresy! Since conversion can also cause relations to change wildly, it is not something that should be undertaken lightly. Luckily, it is not possible to change too quickly: each monarch can convert state religion only once in his or her lifetime.

## **DEFENDER OF THE FAITH**

*The empire of Russia has its roots in the Orthodox faith. It was Orthodox priests who first proposed a union of the Russias against the Tatar hordes, and the title of Tsar comes from the Roman Caesar (KAI-sar), or emperor, because the Russians saw themselves as the heir to the Orthodox Patriarch of Constantinople, the second Rome. At first this title was meant to portray the seriousness of their plight as the number of Orthodox countries grew smaller and smaller. Gradually, however, the tide turned and the Russian empire began expanding into infidel lands and spreading the true faith. At this point Russia began using its title as Third Rome to justify intervening in the Balkans, whose Orthodox Christians were under the rule of infidels, and to claim Constantinople for their empire. Although Russia was never able to enforce that claim, it remained a major goal of their foreign policy until the empire fell and was replaced by a Communist regime in the 20<sup>th</sup> century.*

There is a slightly expanded role for the Defender of the Faith. The title of Sole Defender of the Faith has all the usual benefits: +.50 morale, 1% extra prestige every year, an extra missionary every year, and faster recovery of war exhaustion, plus a casus belli against any nation that goes to war against a co-religionist. All of this is in exchange for a one-time payment of 1,000 ducats and a continuous 20% higher production and trade research cost.

The Defender of the Faith has a few new effects. Many religious events are affected by this status, and you are likely to see more events because of this title. In addition, conversions give twice as much prestige when you are the Defender of the Faith. Finally, you will occasionally be asked (once per monarch in Magna Mundi) what form you would like the status to take in your country: to be a Bastion of the Faith, to purify the true faith by fighting heresy, or to spread the true faith by crusading against heathens. Each choice has different effects, mainly upon countries of that faith. You may offend larger countries of your own religion who do not need your

protection and see your claims as thinly-veiled attempts to expand your empire. Smaller countries of your own faith will appreciate the protection, however, if you promise to bring the war to the heretics or heathens at their doorstep. In addition, if one of the holy lands of your faith is in heretic or heathen hands you may be given a core on it – for as long as you remain the Defender of the Faith.

## Holy Lands

*Few places in the world have so illustrious a history as Jerusalem – or as terrible. The city is considered a sacred place by three world religions. It is the site of the First Temple of the Jews and the capital of their promised land of Israel, but it is also the city where Jesus Christ was crucified, making it holy to the Christians. Finally, it is holy to the Muslims, who were first taught by their prophet to pray towards it as the birthplace of all Abrahamic religions, from which they sprang. Over the centuries this has made the city the target not only of conquerors who wanted to control the thin strip of land connecting Africa, Asia and Europe, but the target of crusaders, ghazi, and Zionists. Despite being holy to all, it has been the site of some of the worst massacres in history because of its importance.*

Some religions have places that are particularly important to them. This is especially true in religions that place a large emphasis on pilgrimage; for them, having a holy place in the hands of infidels or heretics can be problematic. If the most important holy land of a faith is in the hands of heretics or heathens, every country that shares that faith will suffer an annual -0.5% prestige penalty because of it. Be warned that some places are holy to more than one faith, and holding them could cause conflicts with the Defenders of other faiths!

Conversely, the country that controls their religion's holy lands will get a prestige and missionary bonus for holding it. In both cases, only countries that have a religious bent will be affected: a country must be narrow-minded, have a religious national idea or be defender of the faith to get any modifier from a holy land.

Religion	Most important holy land	Other holy places
<b>Catholic</b>	Rome (Roma)	Jerusalem (Judea)
<b>Orthodox</b>	Constantinople <sup>6</sup> (Thrace)	Alexandria, Antioch (Damascus), Jerusalem (Judea)
<b>Muslim (all)</b>	Mecca	Medina, Jerusalem (Judea)
<b>Shi'ite</b>	al-Najaf (Karbala)	Mecca, Medina, Jerusalem (Judea)
<b>Hindu</b>	Varanasi (Allahabad)	-

<sup>6</sup> The Orthodox faith stops receiving penalties for not owning Constantinople once any Orthodox country has proclaimed itself to be the Third Rome.

# **JEWS**

The Jewish population in Europe and the Mediterranean World was one of the most important groups of people for the intellectual and commercial development of the late Middle Ages and the Early Modern Era – but until now, they have been absent from the game.

## **Jewish Settlements**

If Jews live in your country, you will receive a message at the start of the game. You will find that there are three distinct types of Jewish communities:

**Ghetto:** this is a separate part of town to which Jews are restricted. Historically, most Christian nations forced Jews to live in ghettos. Rulers and clergy were obliged to protect Jews, but they asked a high price in extra taxes in return. Popular Christianity was full of anti-Judaic stereotypes. Whenever lower-ranking clergy or nobles – often debtors to Jewish merchant-bankers – took up the cause of anti-Judaism, riots resulted. We call these “Pogroms”, after the Russian word. Anti-Judaic mobs would attempt to kill, convert, or expel Jews from their cities. In most of Germany, this kind of violence, and reluctance of states to quell it, drove away much of the Jewish population by 1500.

**Shtetl:** this is a separate Jewish settlement in the countryside, almost exclusive to the Polish-Lithuanian Commonwealth, which invited many Jewish refugees from Germany to settle in an area depopulated by the plague. This is where Yiddish developed as a language, using Hebrew script, and German, Hebrew, and Polish words. “Shtetl” means “small town” in Yiddish. While Jews enjoyed many freedoms under the Polish-Lithuanian rulers, Kossack raids, most notably in the 1640s, took a terrible toll on the Jewish people. In the 1940s, most of the six million Jews killed by the Germans had been living in shtetls in Eastern Europe.

**Congregation:** mostly under Islamic rulers, but also in the Iberian Peninsula, Jews lived in cities without being segregated from their gentile (non-Jewish) neighbors. In these places, Jews enjoyed social and economic rights that allowed them to thrive both commercially and culturally. The societies in which they lived profited in many ways from their presence.



**Citizens:** in modern, constitutional states where civic status is no longer based on religious affiliation, Jews enjoy equal rights as citizens. The United States and France, after their revolutions, were the first to consider Jews as citizens.

## Reactions to Jews

Christian and Islamic rulers followed widely different paths in their treatment of Jews. When a newly-unified Spain expelled its Jewish subjects in 1492, for instance, the Ottoman Empire welcomed these refugees with open arms.

**Expelling Jews:** you can expel the Jewish population from your country. This may be a course of action you wish to pursue if your native people are restive. Removing Jews from your cities will reduce the revolt risk and give trouble-makers one less reason to rebel against your rule. Once you have expelled Jews, you will be most unlikely to attract new Jewish settlers, if you change your mind at a later date.

**Offering Refuge to Jews:** if another country has expelled Jews, you may be able to offer a new home to the refugees. If your country is qualified to make such an offer, you will have a country decision available. There is no guarantee that the leaders of the refugees will take you up on your offer. Even so, your willingness to receive refugees will not be forgotten. If refugees decide to settle in your lands, you will have to assign them to provinces by making decisions at the province level. This must happen within a year of their arrival, or the refugees will move on. The refugees make their decision among the countries that have offered shelter to them based on the policies and ideas embraced by these nations. Humanist Tolerance and a policy of free subjects are the most important factors, but stability and the size of the country also matter. Only cities of at least 10,000 inhabitants can be picked for such settlements! Every time you decide to allow a group of refugees to settle in your lands, it will become more likely that Jews will seek shelter in your country, in the future

**Giving More Rights to Jews:** by default, Jews will settle in ghettos. If your nation has embraced the idea of Humanist Tolerance, however, you may be able to dissolve the ghettos, and allow the

Jewish congregation to live freely among the gentiles. This will reduce the risk of revolt, significantly.

**Establish Equal Citizenship:** Jews will still live in your country, but they no longer are limited to a special status. They are citizens like everyone else. This emancipated Jewish population will still produce advisors, but cannot be burdened with special taxes. They will, however, emigrate, if ever your country abandons the national ideas that made possible emancipation, in the first place.

**Hiring Jewish Advisors:** well-educated and often well-travelled, Jews in European and Muslim courts contributed greatly to the making of modern states. Jewish advisors can only emerge in provinces that have a Jewish settlement. The more rights they enjoy, the more likely such advisors are to appear. Although these advisors are powerful, they will pique the jealousy and resentment of gentiles, thus increasing revolt risk across your nation.

## CHRISTIANS

Religion	Status	Advantages	Disadvantages
<b>Orthodox (Eastern Orthodox)</b>  <i>Eastern Europe and the Balkans</i>	<b>Major</b>  Missionary  Available from start  Holy lands	-15% stability cost +5% production efficiency -5% production research costs +3% missionary chance -10% missionary cost	-3% tax income  Conversion difficult  Holy lands begin occupied in 1453 start
<b>Catholic (Roman Catholic)</b>  <i>Southern Europe</i>	<b>Major</b>  Missionary  Available from start  Holy lands	+1 diplomats +2.5% production eff. -5% production research cost May influence cardinals and become Curia Controller +0.2 missionaries +3% missionary chance -20% missionary cost +5 morale	-5% global taxes +5% trade research cost +2% interest fees Church corruption events Royal scandal event
<b>Protestant (Lutheran, Evangelical)</b>  <i>Northern Europe</i>	<b>Major</b>  Missionary  Available in Reformation	+1 tolerance of heretics +5% production efficiency -10% stability cost +1% tax income +3% missionary chance	Little content
<b>Reformed</b>	Medium	+5% trade efficiency	+10 local stability cost

<b>(Calvinist, Presbyterian)</b>  <i>The Netherlands, Scotland, Switzerland</i>	Stubborn  Available in Reformation	-5% trade research cost -10% merchant cost -10% missionary cost -2% interest fees Harder to convert Reformed provinces	+10% global stability cost  Little content
<b>Oriental Orthodox</b>  <i>Ethiopia and Armenia</i>	Minor  Missionary  Available from start  Holy lands	-10% missionary cost -15% stability cost +3% missionary chance +5% production efficiency -5% production research cost	-3% tax income  Very little content  Conversion impossible
<b>Hussite</b>  <i>Bohemia</i>	Minor  Stubborn  Not usually playable <sup>7</sup>	+10% manpower -10% gov't tech cost -5% stability cost +50 morale -10% missionary cost Harder to convert Hussite provinces	+10 local stability cost +2% interest fees +10% trade research cost  Little content
<b>Gnostic (Bogomil)</b>  <i>Bosnia</i>	Minor  Missionary  Not usually playable	+1 tolerance of heretics +0.2 missionaries -20% missionary cost +3% missionary chance -4% local revolt risk	-25 morale -25% local manpower -10% local tax income Easier to convert Gnostic provinces  Very little content  Conversion impossible

<sup>7</sup> The Hussite religion becomes enabled after the pope has condemned lollardy (historically in 1415). Countries will only be able to convert if they have Hussite provinces, limiting it to Bohemia and environs in most games.

# MUSLIMS

Religion	Status	Advantages	Disadvantages
<b>Sunni</b> <i>Africa, the Middle East, Central Asia, North India, Indonesia</i>	<b>Major</b> Missionary Available from start Holy lands	-5% government research cost -5% land research cost +5% trade efficiency +3% missionary chance -20% missionary cost +1 tolerance of heathens	-10% manpower +10% stability cost +5% naval research cost +5% production research cost  Conversion difficult
<b>Shi'ite</b> <i>Persia</i>	Medium Stubborn Available from start <sup>8</sup> Holy lands	+10% tax income -10% stability cost +50 morale Harder to convert Shi'ite provinces	+5% technology research cost (all)  Little content  Conversion impossible
<b>Wahhabi</b> <i>Arabia</i>	Medium Missionary Available late in the game <sup>9</sup> Holy lands	-5% land research cost -5% naval research cost -5% production research cost +10 morale +3% missionary chance -10% missionary cost	-10% manpower +5% gov't research cost +5% trade research cost +2% interest fees  Little content  Conversion impossible
<b>Ibadi</b> <i>Oman</i>	Minor Stubborn Available from start Holy lands	+50 morale +25% spy defence +5% tax income +5% production efficiency -25% stability cost Harder to convert Ibadi provinces	+5% technology research cost (all) -0.5 diplomats  Very little content  Conversion impossible
<b>Zikri</b> <i>Baluchistan</i>	Minor Missionary Not usually playable Holy lands	-5% gov't research cost -5% land research cost +5% trade efficiency +3% missionary chance -20% missionary cost +1 tolerance of heretics	-10% manpower +5% naval research cost +5% production research cost

<sup>8</sup> The major Shi'ite power, Safavid Persia, does not appear in-game until around 1500 AD, but it is possible to surrender to the Safavids and become Shi'ite Persia or play a smaller Shi'ite country.

<sup>9</sup> Wahhabism appears by event in Arabia in the late 18<sup>th</sup> century and may spread out from there.

# DHARMICS

Religion	Status	Advantages	Disadvantages
<b>Mahayana Buddhist</b>  <i>East Asia</i>	<b>Major</b>  Stubborn  Available from start	+5% manpower -10% stability cost -5% land research cost Harder to convert Mahayana provinces	Very little content  Conversion difficult
<b>Hindu</b>  <i>India</i>	<b>Major</b>  Missionary  Available from start  Holy lands	-5% land research cost -10% stability cost -5% advisor cost +3% missionary chance	+5% gov't research cost  Holy lands start in heathen control  Little content  Conversion impossible
<b>Theravada Buddhist</b>  <i>Southeast Asia, Indonesia</i>	<b>Major</b>  Missionary  Available from start	-5% gov't research cost -5% trade research cost +3% missionary chance +1 tolerance of heretics	-50 morale +5% land research cost +5% naval research cost +10 local stability cost  Very little content  Conversion difficult
<b>Confucian</b>  <i>China, Korea</i>	Medium  Stubborn  Available from start	+1 tolerance to heretics +5% tax income -15% stability cost -10% build cost -1% revolt risk +10% spy defence Harder to convert Confucian provinces	-1 tolerance to state religion -10% manpower -50 morale  Little content  Conversion difficult
<b>Sikh</b>  <i>The Punjab</i>	Minor  Stubborn  Available late in the game <sup>10</sup>  Holy lands	+1 tolerance of heathens +10% manpower +0.5 leader fire +50 morale -5% land research cost +25% faster to recruit units from Sikh provinces Harder to convert Sikh provinces	-5% tax income +10% stability cost +5% gov't research cost +1% naval research cost +1% trade research cost  Conversion impossible

<sup>10</sup> The Sikh religion began in the late 15<sup>th</sup> century but did not become important until the early 17<sup>th</sup> century.

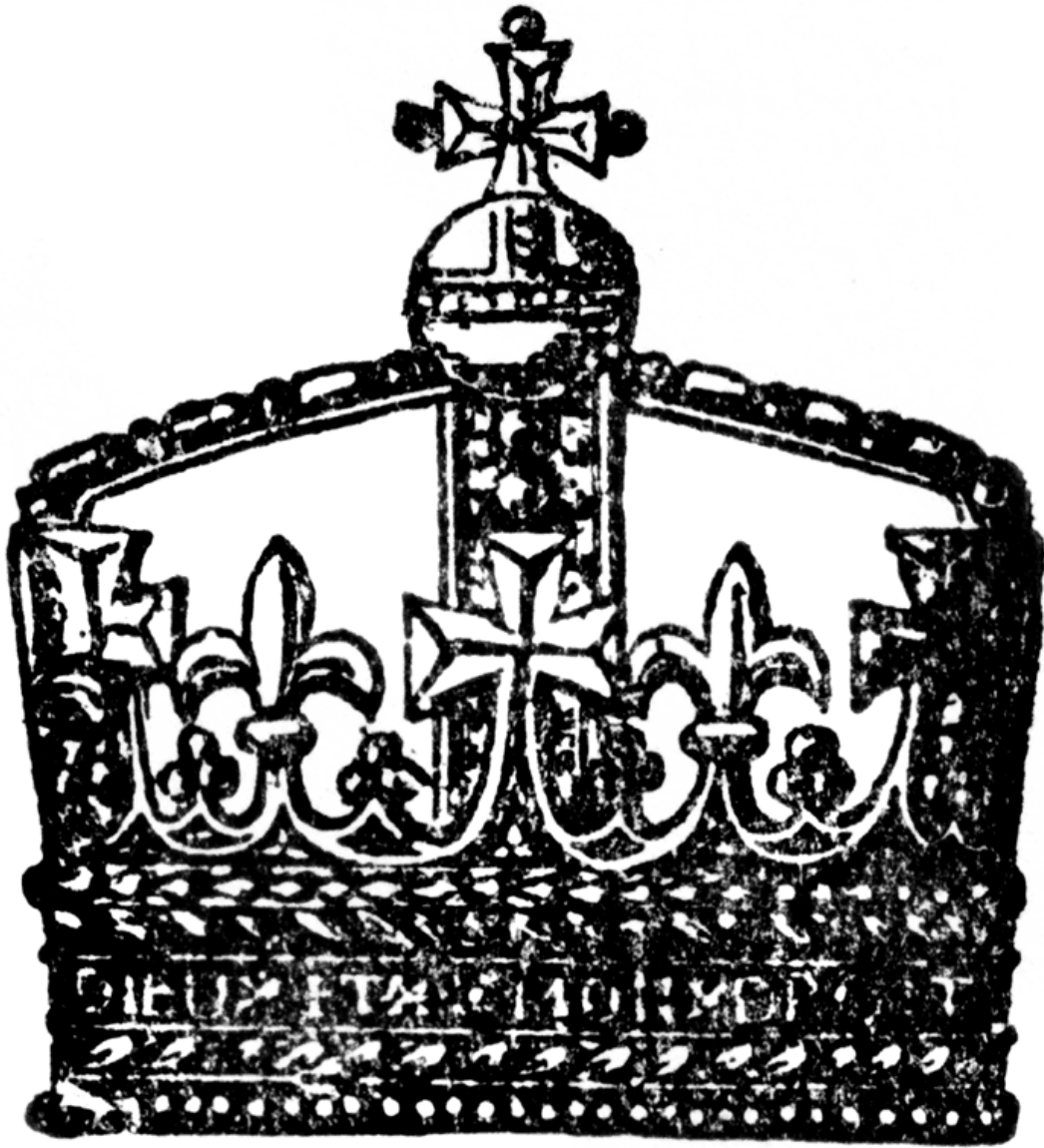
# PAGANS

All pagan religions share some values: their provinces are easier to convert and colonize and pagan countries have a harder time converting (fewer missionaries, higher costs and lower chances). In addition, conversion is impossible for pagans and all pagan religions have few or no events, decisions or missions specific to them.

Religion	Status	Advantages	Disadvantages
<b>Tengriist</b> <i>Eastern Steppes</i>	Medium Pagan Available from start	+0.5 leader shock +50 morale +10% spy defence	+5% naval research cost +10% merchant cost +10% spy cost
<b>Inti</b> <i>The Andes</i>	Medium Pagan Available from start	-5% gov't research cost +5% production efficiency -20% stability cost	-5 reputation limit +5% naval research cost +5% trade research cost +10% merchant cost +10% spy cost
<b>Teotl</b> <i>Mexico</i>	Medium Pagan Available from start	+1 tolerance of heretics +50 morale -5% land research cost	-5 reputation limit +0.01 monthly reputation +5% naval research cost +5% trade research cost +10% merchant cost +10% spy cost
<b>Midewiwin</b> <i>North America</i>	Medium Pagan Available from start	+0.25 leader shock +10% spy defence +25 morale -5% land research cost	-5 reputation limit +10% stability cost +5% naval research cost +5% trade research cost +10% merchant cost +10% spy cost
<b>Fetishist</b> <i>Africa</i>	Medium Pagan Available from start	+1 tolerance of heathens -10% stability cost +10% spy defence +10 morale	-5 reputation limit +5% naval research cost +10% merchant cost +10% spy cost
<b>Animist</b> <i>North Asia, South America</i>	Minor Pagan Not usually playable	+1 tolerance of heathens -10% stability cost +10% spy defence +10 morale	-5 reputation limit +5% trade research cost +10% merchant cost -0.1 merchants +10% spy cost



## VI. Reputation



*“Der Krieg ist eine bloße Fortsetzung  
der Politik mit anderen Mitteln”<sup>11</sup>*

-- Karl von Clausewitz

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<sup>11</sup> “War is merely the continuation of politics by other means”

# INTRODUCTION

Since Europa Universalis III was released, it was clear to us that the system promoted gameplay too quick and aggressive for a grand-scale strategy game. Realistic options and plausible results should be fitting to the era portrayed. **It was necessary to slow down the appetite of the AI to go on successive conquests, while also making it harder for the player to expand quickly at the cost of the AI nations.**

Finally, all of this should be achieved by providing the player with valid ways of growth by following an aggressive path, making the game even more interesting and fun by increasing the conqueror's challenge in a fair way.

## CONCEPTS

While the abstract concept of “reputation” is an important way to portray the realities of historical perspective and plausibility, its implementation in Europa Universalis III left much to be desired. There were two basic problems:

- The basic reputation threshold in Vanilla was too high, enabling all nations to be far more aggressive than was experienced in the era. Worse, nations got away with it unscathed.
- The player's actual reputation was displayed in the form of a number. This introduced the subtle but real problem of letting the player know too much, effectively inviting him to stay marginally on the safe side of the current threshold of the reputation limit. The fact that reputation was an easy value to gauge, as it suffered very few random variations in a game, contributed to amplify the mistake of showing the precise number that defined it.

## **Reputation Threshold**

Our first fix was to **cut the base reputation threshold by half, from 30 to 15**. This decision has the effect of keeping in check the most aggressive behaviour from both the player and the AI, which is coded to pay close attention to the reputation limit. A secondary, if relative, effect was to increase the importance of the ruler's

Diplomatic score, as this adds to the base value and was left untouched.

## **QUANTIFYING VS. QUALIFYING**

Unfortunately we don't have the tools to hide the number that defines a player's reputation value and limit. To keep the player from simply 'playing smart' and staying marginally below the reputation limit, turning the mechanic into an arithmetic problem -- a far call from the way situations like these were handled by nations of the era -- we added randomness to it.

More events are coded to provide bonuses or penalties to reputation. This added uncertainty means the player has a much harder time actually controlling his reputation to within a few points. This in turn leads to much more interesting game play, getting away from simple power-gaming arithmetic and approximating real life decision making.

## **THE "FRAMED!" EVENT POOL**

The Framed! event pool is the quintessential design decision to stop a player from being a greengrocer, good at math. It is also a harsh and dangerous event at least for those who hover too long near their reputation limit, and worth a separate section of explanation.

What's up with this event? Nothing serious. In its simplest form, it only increases by 10 the reputation at once! There are complex paths which can render the event less harmful, increasing your reputation by 1 ... and very bad paths, which can increase your reputation by quite a bit more, though usually between 1 and 13.

This event can happen to anyone, independent of their current reputation. Of course, if someone has just a small dent in an otherwise spotless reputation, this event even if serious, will not be dangerous as the reputation limit will not be passed.

**As a rule of thumb, things start to get grimmer if a country is at more than half its' current reputation limit.** In this case, the +10 penalty can very well point the player to a situation above the reputation limit, leading pretty soon to the so-called "badboy wars." This has the effect of spiralling the country into more wars, gaining more reputation, that in turn will bring more wars, until either the player is so "good" at arithmetic and AI exploiting that he is able to

beat the computer whatever the odds or the nation will collapse under the weight of so many wars, enemies, trade inefficiencies, war exhaustion, rebellions, etc.

### **Chances of Receiving the “Framed!” Events:**

Reputation (percent of limit)	Odds of being framed per year <sup>12</sup> <i>on average</i>		
	DIP 3	DIP 4-6	DIP 7+
0%	1 in 451	1 in 750	1 in 939
5%	1 in 225	1 in 376	1 in 470
10%	1 in 150	1 in 250	1 in 313
15%	1 in 125	1 in 209	1 in 261
20%	1 in 104	1 in 174	1 in 217
25%	1 in 87	1 in 145	1 in 181
30%	1 in 78	1 in 130	1 in 163
35%	1 in 70	1 in 117	1 in 147
40%	1 in 63	1 in 106	1 in 132
45%	1 in 57	1 in 95	1 in 119
50%	1 in 46	1 in 76	1 in 95
55%	1 in 37	1 in 61	1 in 76
60%	1 in 26	1 in 43	1 in 53
65%	1 in 18	1 in 30	1 in 37
70%	1 in 13	1 in 21	1 in 26
75% or worse	1 in 9	1 in 15	1 in 18

Remember that it is always possible to be framed, no matter how innocently you have been playing! The odds against it are low – but with thousands of people playing the mod, it is bound to come up every day for someone. That someone could be you! Luckily, if you get framed when your reputation is low, you have a very good chance of surviving the attack without any severe repercussions. Even so, it is always a good idea to prepare for the worst.

## **How to Survive being Framed**

After getting framed, you are now presented with several options dealing with the event. You may simply protest your innocence and suffer the +10 reputation hit, or you may try other tactics to deal with the event. Be warned: **there is never any guarantee of success** (or failure!), and failure may be more costly than simply giving up in the first place! Success, however, can be well worth it. Before you decide, consider whether your country is likely to succeed or fail at each tactic and whether or not the results are worth it:

<sup>12</sup> without the Espionage national idea, which makes these odds 1/3 higher

Tactic	Investigation	Compensation
<b>Key Factors of Success or Failure</b>	Stability Monarch ADM Any spymaster modifier ( <i>not</i> advisor)	Prestige Monarch DIP <i>Mastermind</i> or <i>Silver Tongued Grey Eminence</i> modifier
<b>Cost</b>	<b>+2 reputation</b> -40 ducats	<b>+3 reputation</b> -250 ducats
<b>Success</b>	<b>-2 reputation</b> +10 prestige casus belli	<b>-2 reputation</b>
<b>Inconclusive Result</b> ( <i>most likely if no key factors are present</i> )	<b>+7 reputation</b>	<i>Refuse to pay more</i> <b>+5 reputation</b> -10 prestige (Ends chain)
		<i>Pay further compensation</i> <b>+1 reputation</b> -100 ducats (Another chance for success, inconclusive result or failure)
<b>Failure</b>	<b>+10 reputation (total of 12)</b> -25 prestige	<b>+6 reputation (total of 9+)</b> -25 prestige

## DEALING WITH A BAD REPUTATION

- In the first place -- do not be overly aggressive!
- Vassalize instead of annex.
- If you must, annex through peace and not through war.
- Demand claimed provinces in a peace settlement.
- Release vassals to drop current reputation.
- Create new nations to drop current reputation.
- Hire a Diplomat (or two... or three!)
- If all the above fails and you are over the reputation limit...know you have an emergency exit: the **Ultimatum**.

## **The Ultimatum/Surrender Events**

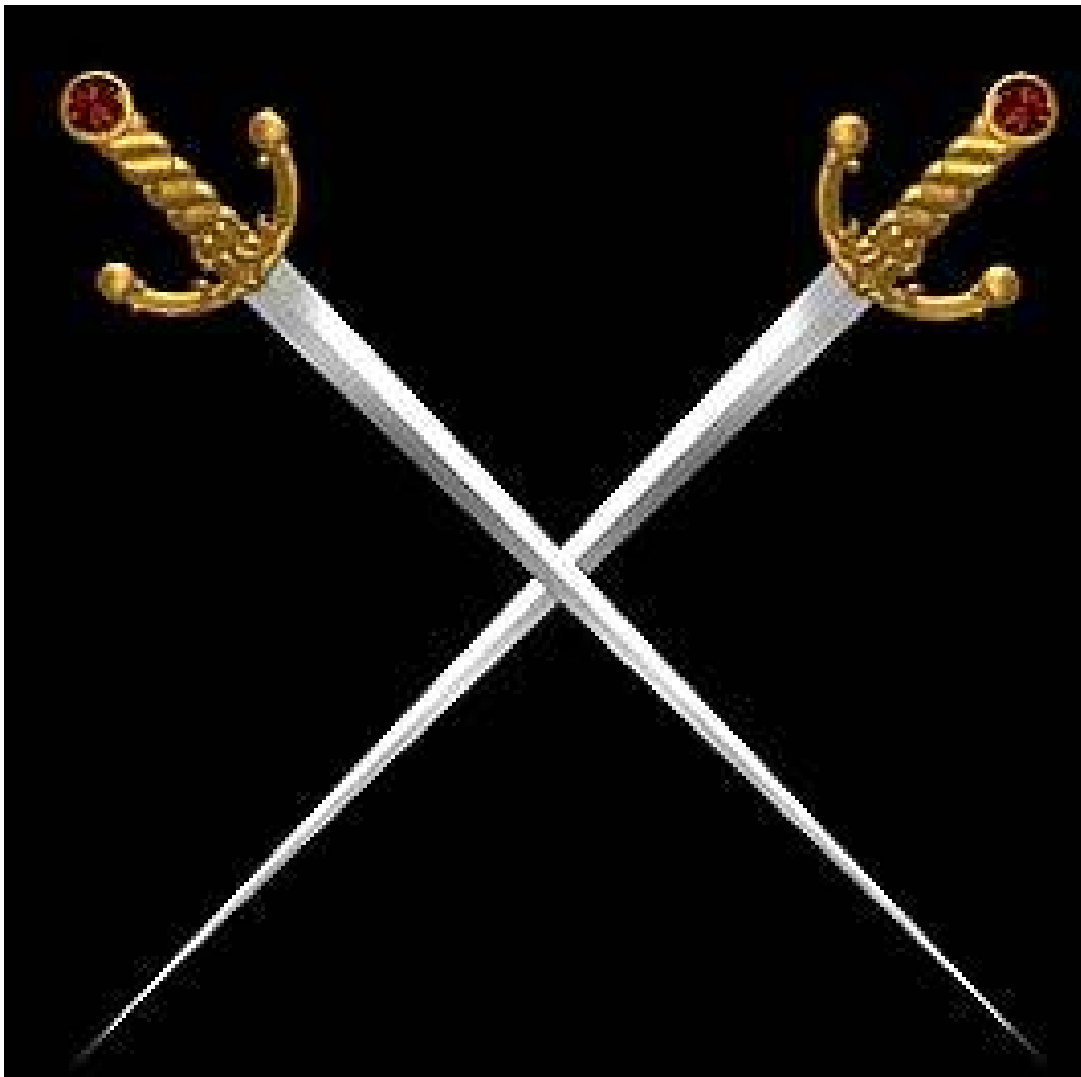
If a player goes above the reputation limit, and goes over by a large amount, all hope is not lost. Sooner or later, while at peace, the player will be offered an Ultimatum with varying conditions that depend on the current level of reputation (the higher, the harsher.)

If the player chooses to surrender, he will get a huge reduction of reputation, which means he will not be subject to continuous wars again. However, the conditions imposed upon your nation are crippling. One can expect serious tax income reductions, serious trade income reductions, serious manpower reductions and serious colonial income reductions for decades.

After going 3 times over your reputation limit, there will be no more Ultimatums. Instead, a new event will fire that essentially makes bishops, priests, imams, rabbis and witch-doctors all agree: Your nation can go to hell, wherever that is!



## VII. War



*"Przybyliśmy, zobaczyliśmy, Bóg zwycięży"<sup>13</sup>*

-- Jan III Sobieski, King of Poland

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<sup>13</sup> "We came, we saw and God won!"

## OVERVIEW

War in Magna Mundi is a very different affair from the same activity in the Vanilla game.

Infantry is costlier, take longer to recruit under many circumstances and maintenance is higher. This is especially true for Mercenaries. **Depending on mercenaries as a main fighting force for a nation is now a great way to lead a country to ruin.** Mercenaries should be regarded as an alternative to add depth to the countries army and provide help at critical times when the lack of manpower is felt during a war – but not replace standing armies.

Within the context explained below under the Army Maintenance Section, Cavalry should be regarded as a luxury that, over time, slowly loses power to the infantry. It must be noted however that cavalry will sport some interesting advantages until the end of the game: They move faster, suffer lesser casualties than infantry, and provides an important bonus in tactical combat; both in speed of reinforcement of the main line as well as in bonus for its presence (the cavalry advantage.)

Artillery is slow, expensive and cumbersome, but the later the game runs, the more important it will be to the battle's final outcome. It also can be decisive in fortress assaults, especially later in the game.... See the Static Defences section for more on artillery's uses.

## Naval Warfare

At sea, we reviewed and tweaked things. **Big ships take now longer to build** and remain the most powerful ships around, but the same cannot always be said regarding their **poor cost/effectiveness**. **Big ships can be efficiently commanded by any type of admiral** as their capabilities do not have weaknesses.

**Light ships** provide a credible alternative due to their **quickness of built, swiftness of speed and low cost**, when compared with their big cousins. **Light ships can be efficiently commanded by any type of admiral as their capabilities do not have particular weaknesses or strong points**, instead depending on the opponent faced (better have a high shock admiral to fight against transports and a high fire general to fight against galleys).

**Galleys**, while fragile by themselves, easily turn a small naval power into a dangerous opponent due to their **numbers and cheapness**, especially in engagements on a **closed sea**. It can be ruinous to send a fleet of big ships to face a larger fleet of galleys in the Baltic, for instance: while the galley owner will laugh off its ten galleys lost as some 50 gold less in the treasury, the proud carrack owner can very well be scratching his head when seven big ships go to the bottom, together with the savings of many years. **To command a squadron of galleys, it is much more useful to choose an admiral with a high shock rating.**

This being said, **galleys are extremely specialized** and should not engage any ships outside their element: the confined seas. **In the open, even transports can be dangerous to them.** As a rule of thumb, the longer the game runs, the less effective they become.

Finally, **transports** in Magna Mundi do have a chance in a fight if properly commanded, both at a strategic level (by the player) as well as at a tactical level (by the appointed admiral) and as long as no big ships get involved in the equation. To command a squadron of transports the player should look to **an admiral with a high fire rating.**

## Attrition

We think we are accurate when saying that **over an entire game, attrition will probably be the leading cause of casualties for any nation.** When planning a campaign, the player's first concern should be attrition management. Magna Mundi is very unforgiving for the careless leader who does not pay attention to "details" like province support limit or timing campaigns to avoid a harsh winter.

Attrition is not a signal of bad news in all situations. If playing on the defensive, **protecting his lands, the player should bid his time before attacking the enemy armies,** waiting for attrition to do his soldiers' work, before committing his forces to battle.

What **is important to be stressed is attrition in Magna Mundi does bite!** And don't commit the mistake of thinking that only land attrition has teeth now. **Sea attrition is also much less forgiving.**

# STATIC DEFENCES

No province should have fewer than 1000 man or less than a level 1 fort defending it - the absolute minimum a huge piece of land such as a province could muster. This represents many small outposts that are easily pacified by a determined enemy army, but impossible to take in a single day by an exhausted, demoralized force straggling in to the province. Most provinces in Magna Mundi will have 2000 men protecting it – perhaps more, if the conditions are right:

Lvl	Type	Men (total)	Defensiveness (total)	Other Bonuses	Cost	Time (months)
0	Provincial Militia	1000	0	-	Free	Instant
1	Keep Network	2000	0	- Supply Limit: 0.025	50	12
2	Stronghold	3000	5%	- Supply Limit: 0.075 - Missionary Chance: 0.5%	100	24
3	Star Fort	5000	15%	- Supply Limit: 0.175 - Missionary Chance: 1% - Revolt Risk: -0.25%	200	36
4	Royal Castle	6000	30%	- Supply Limit: +35% - Missionary Chance: 2% - Revolt Risk: -1% - Stability Cost: -2 - Trade Income: +2.5%	400	48
5	Martello Towers	8000	50%	- Supply Limit: +62.5% - Missionary Chance: 3% - Revolt Risk: -2% - Stability Cost: -5 - Trade Income: +10% - Population: +0.5% - Tax: +5%	1000	72
6	Polygonal Fort	10000	100%	- Supply Limit: +102.5% - Missionary Chance: 3% - Revolt Risk: -3% - Stability Cost: -10 - Trade Income: +20% - Population: +1% - Tax: +20% - Tax Income: +1 Gold	2500	120
n/a	Defensible Position	-	+50%	Geographically assigned	Free	n/a
n/a	Legendary Fort	-	+100%	Historically assigned	Free	n/a
n/a	Palace Guard	-	-	Capital province	Free	Instant

# Special Army Maintenance

Contrary to the vanilla game, where army maintenance was a linear progression however one decided to plan his army, it is not so in Magna Mundi.

First, each **country military is always included in one of several different categories**: An infantry based army, a mixed unit army or a cavalry based army<sup>14</sup>. This is not chosen by the player but assigned to each country, although later in the game, with the proper advisor and a very good leader a country may have a chance to change it.

The following is a list of bonus/penalties each category gives:

## Infantry Based Army

- Infantry Cost: -15%
- Land Force Limit: +15% (more troops at lesser maintenance)
- Leader Fire: +1

## Mixed-Unit Army

- Morale: +35%
- Prestige from Battles: +5%
- Discipline: +5%

## Cavalry-Based Army

- Global Manpower Modifier: -10%
- Land Force Limit: -25%
- Leader Shock: +1
- Prestige from Battles: +10%
- Nation Ignores First Cavalry-Pay Penalty (see below)

## Artillery Based Army

- Artillery Cost: -35%
- Leader Siege: +1
- Leader Fire: +1

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<sup>14</sup> There is also a final specialization, native-based armies, which represent tribal or primitive militaries and add a number of penalties to undeveloped nations.

**Countries can also have certain weaknesses when their military composition becomes too unbalanced.** Here are the conditions and consequences of each of these weaknesses:

### Infantry Weakness:

If cavalry and artillery both number more than 10 regiments and infantry comprises less than 10% in men of the entire army, the country will earn the infantry weakness modifier. The following are the consequences:

- Leader Siege: -1
- Leader Shock: -1

### Artillery Weakness:

*From the year 1500 onward, if cavalry and infantry both number more than 10 regiments and artillery comprises less than 10% in men of the entire army, the country will suffer the artillery weakness modifier.*

- Leader Siege: -1
- Leader Fire: -1

### Cavalry Weakness:

If artillery and infantry both number more than 10 regiments and cavalry comprises less than 10% in men of the entire army, the country will suffer the cavalry weakness modifier. The following are the consequences:

- Leader Shock: -1
- Discipline: -10%

**Please note that a balanced force can suddenly be rendered weak if battlefield losses cause you to drop below the above limits.**

So, if you have 43 regiments of infantry, 11 regiments of artillery and 7 regiments of Cavalry, even if in number of regiments the cavalry is above 10% to avoid the cavalry weakness, what matters is the number of men in those regiments. If you have only 1000 men spread over those 7 cavalry regiments, while having the infantry and artillery regiments full, you'll suffer the cavalry weakness penalty, as the number of mounted men is far less than the required 10%.

## CAVALRY TAXES

Finally, fielding a large number of cavalry has another impact on a nation's economy, called a **cavalry tax**. Your Exchequer will let you know when your army is supporting too many cavalrymen, giving you a chance to make changes before they begin costing you. If nothing is done to change the situation, the tax will be instituted within a few years at most.

Note that **the game can only check the proportion of men that are cavalry, not the proportion of regiments!** You may find that after a particularly costly assault or the loss of a single unit your army may be left dangerously unbalanced!

The following explains when they apply and their penalties:

Tax	Mild <sup>15</sup>	Moderate	Severe
Effects	Cavalry cost +100% Global Tax -20% Trade Income -15%	Cavalry cost +200% Global Tax -35% Trade Income -25%	Cavalry cost +300% Global Tax -50% Trade Income -40%
Requirements	40-60% of your total <b>men</b> (not regiments) are cavalry	60-80% of your total <b>men</b> (not regiments) are cavalry	80% or more of your <b>men</b> (not regiments) are cavalry
Exemptions			
1-5 cities	Under 2 cavalry regiments total	Under 5 cavalry regiments total	Under 12 cavalry regiments total
6-10 cities	Under 3 cavalry regiments total	Under 6 cavalry regiments total	Under 13 cavalry regiments total
11-15 cities	Under 4 cavalry regiments total	Under 7 cavalry regiments total	Under 14 cavalry regiments total
16-20 cities	Under 5 cavalry regiments total	Under 8 cavalry regiments total	Under 15 cavalry regiments total
21+ cities	Under 6 cavalry regiments total	Under 9 cavalry regiments total	Under 16 cavalry regiments total

Once a cavalry tax has been implemented it will take some time to remove as the Exchequer and the bureaucracy adjust their policies to the new conditions facing your nation. Expect some years between the institution of the tax once the conditions are reached and its removal once the conditions are avoided.

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<sup>15</sup> Cavalry-based nations such as the Mongol Hordes ignore this level of penalties



# WAR EXHAUSTION

**War exhaustion** is one of the cornerstones of warfare in Magna Mundi. As in the Vanilla game, **war exhaustion grows the longer you are at war** and its effects will be progressively felt in diverse aspects of gameplay. However, the rate of growth is significantly lower than vanilla if the country is not engaged in warfare at the moment. On the other hand, **maximum war exhaustion** is higher than vanilla.

Of course, all actions during war, from blockades to sieges and occupations also increase war exhaustion; this is especially true of **war taxes**, which have a dramatic effect on exhaustion! However, Magna Mundi also ties war exhaustion to reputation. **This means that the worse your reputation becomes, the faster your war exhaustion will grow!** Thanks to this link, it is dangerous to pursue a very aggressive path in Magna Mundi. If your reputation gets bad enough, you will reach a point where being at peace is no longer enough to lower your war exhaustion, dooming you to a long period of dealing with rebels before your reputation improves. To avoid this fate, **players should never go above three times their maximum reputation** (three times your badboy limit). Otherwise your game may become unplayable without some major concessions!

## SEIZING PROVINCES IN WAR

*With the help of the maid of Orleans, French king Charles VI was able to drive the English out of France for good – without landing a single troop on English soil. The scattered English possessions were isolated from each other and from England and had little loyalty to London, and eventually the English were forced to recognize the futility of the Hundred Years War and gave up – an act which helped drive England into bloody civil war.*

In the middle ages having a legitimate claim – or at least a manufactured one - was an iron-clad requirement for Europeans to annex a parcel of land. But this rule was not true throughout the world, and as time went on it became clear that sometimes, might made right.

In the game, **countries who occupy a province for long enough will be given ownership of it without a peace treaty.**

After several months of occupation, the owner of a province will receive an event which sets a special modifier called *Occupation* in a province if the enemy does not control any adjacent province. Pay attention to this modifier! If the controller continues to occupy the province after it expires, the province will change hands by event.

How long it takes for this to happen depends on many factors. The weaker the claim of the owner and the stronger the claim of the occupier, the faster the province will change hands. In a best case scenario the province could change hands in just over 2 years, but every factor that applies adds 20% to the time until a province requires more than 25 years to switch allegiance in a worst-case scenario!

### Factors

- The province is the owner's capital city
- The owner has the a core on the province
- The owner has the same culture group
- The owner has the same culture or accepts the culture of the province
- The owner belongs to the same religion
- The owner belongs to the same religion group
- The owner owns at least one neighboring province
- The owner's capital is on the same continent
- The controller does **not** have a core on the province
- The controller does **not** have the same culture group as the province
- The controller does **not** have the same culture or accept the culture of the province
- The controller does **not** belong to the same religion
- The controller does **not** belong to the same religion group
- The controller's capital is **not** on the same continent

*Example: In 1419 the province of Normandy, owned by the English, falls to a French army. England accepts Norman culture, but does not belong to the French culture group (x1.2); Normandy is Catholic, as is England (x1.2) and is in Europe, along with London (x1.2). England also has a core on it (x1.2). However, England does not own any neighboring provinces, and France has a core on the province, is Catholic, French, European, and accepts Norman culture. In total it will take 50 months for the Occupation modifier to wear off. Even if the English refuse to make peace, if the French can hold out until 1424 the province will be theirs.*

## VIII. National Ideas



*"Eto mene, eto vas, eto vama rata sa Turcima!"<sup>16</sup>*

-- Miloš Obrenović, Prince of Serbia

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<sup>16</sup> "Here I am, here you are. War against the Turks!"

## CONCEPTS

Five vectors guided Magna Mundi Platinum approach to National Ideas.

First and foremost, **all the National Ideas should present credible choices** to a human player, given the right circumstances.

Second, a new concept is introduced: **specialization**. Upon choosing four National Ideas from a certain group, a new idea, previously inaccessible, becomes available. These Ideas are more powerful than any other single idea of the same field.

Third, **all the nations start now with three predefined National Ideas** to help define the differences between each nation and make playing a particular country feel very different from playing another, giving the game more replayability. Starting national ideas were extensively researched by a single team member, faithfully recreating the most relevant aspects of countries at the start of the game for every country on Earth.

Fourth, **we coded the AI to pick National Ideas based on its current situation at the moment**, increasing the effectiveness of its decision.

Last, but not least, **some ideas are now only attainable through events** and under special circumstances.

## SPECIALIZATION

When a country **has 4 National Ideas from a certain group** (listed below) and **if the country is considered a Medium Power or better**, a Specialized Idea will become available by event to that country. These ideas are some of the most powerful and desirable ideas in the game and are well worth the sacrifice! Any combination of ideas will grant this powerful idea, as long as all four are from the same group. Note that countries do not need to choose these four ideas together or in any order; as long as you have four ideas from that group total, you will receive an event enabling you to take the Specialized Idea for that group.

However, **if you ever lose any of these prerequisite four ideas, your specialized idea will be removed immediately**. So, a player cannot pursue a strategy of choosing four ideas of the same

group to again access to the advanced one and then discard the basic ones that form its foundation.

**In order to choose a Specialized Idea, you must meet the following conditions:**

1. The nation must be a Medium Power or stronger.
2. The nation must have 4 National Ideas selected from the same group of ideas as the specialized idea (this is not always the same as the ideas shown on screen!).
3. After these two conditions are met, an event that enables the advanced idea will fire within a few months.
4. The nation must not be going through the effects of a national idea switching (this disables the ability of countries to choose any national idea).

## Groups of Ideas

<i>Land</i>	<i>Exploration</i>	<i>Naval</i>	<i>State</i>	<i>Culture</i>
<b>GLORIOUS ARMS</b>	<b>MASS COLONIZATION</b>	<b>NAVAL GLORY</b>	<b>LIBERTE, EGALITE...</b>	<b>SCIENTIFIC REVOLUTION</b>
...is enabled by choosing any four of the following related ideas: (including the Advanced National Idea for each column)				
Grand Army	Viceroy	Excellent Shipwrights	Bureaucracy	Excellent Shipwrights
National Conscripts	Naval Provisioning	Naval Provisioning	Bill of Rights	Patron of The Arts
Military Drill	Colonial Ventures	Sea Hawks	Colonial Ventures	Revolution & Counter-Rev.
Engineering Corps	Improved Foraging	Superior Seamanship	National Trade Policy	Engineering Corps
Battlefield Commissions	Merchant Adventures	Naval Fleet Instruction	Humanist Tolerance	Humanist Tolerance
Regimental System	Cabinet	Grand Navy	Cabinet	Cabinet
Advanced National Ideas (require Gov't 30+ and a prerequisite idea (underlined if found above))				
Elite Regiments (regimental system)	Land of Opportunity (improved foraging)	Modular Shipbuilding (grand navy)	Internal Security (espionage)	Ecumenism (humanist tolerance)

There are now many strategies to consider when choosing ideas. Many ideas are doubly versatile at providing access to **Specialized Ideas**, while one idea, Cabinet, is triply versatile. These **versatile ideas** are color-coded on the chart. Some ideas do not grant access to any specialized ideas, including Unam Sanctum, Divine Supremacy, Church Attendance Duty, Shrewd Commerce Practices, National Bank, Espionage and Guild Privileges. These ideas may still be worthwhile on their own merits, of course!

**Advanced National Ideas** represent powerful ideas only available late in the game. Gameplay-wise, their power stands between a normal idea and the specialized ones. Advanced National Ideas are only available when a country has Government 30+ and a directly related idea (underlined in the chart above). For example, to choose *Elite Regiments*, a country must first take *Regimental System*.

Contrary to Specialized Ideas, players may later remove the prerequisite idea without losing the advanced idea it is based on (but they will still suffer the full effects of changing a national idea!).

## **NEW IDEAS**

Players expecting to find Quest for the New World, Vetting, Press Gangs, Esprit de Corps or Smithian Economics may be confused when playing Magna Mundi. These national ideas did not fit the theme of the game and were renamed and sometimes repurposed to provide a better fit for the Early Modern era.

Quest for the New World, for example, was causing misunderstandings given the new colonization and exploration model, so it was renamed *Mass Colonization and Exploration*, a specialized idea that reflects the capability of countries not only to send small, rag-tag expeditions across the oceans, but also the capability of developing a complex network of bustling colonies while preparing a cadre of experienced explorers and conquistadors that can be called up on a whim to go explore any part of the world - an idea that fits the seventeenth century and beyond, not the world of 1492.

To cover those first forays into uncharted waters, we introduced the concept of **financing expeditions** - events where a country can organize a single expedition through the payment of a hefty sum. The player also has the chance of keeping future exploration open, while not financing the present one.

Since we know you're interested, the conditions to be offered such an opportunity are the following:

- At Peace
- 3 or more Ports owned.
- No Explorers or Conquistadors in your employ.
- Positive Stability.
- Naval Tech 3 or better.
- No Mass Colonization and Exploration idea.

This event is FAR more likely to happen to a European power, but Muslim, Eastern and Chinese tech group nations can get lucky!

## **SWAPPING NATIONAL IDEAS**

In Magna Mundi, national ideas are not a disposable tool to be swapped at the whims of the player like in Vanilla. This means that **swapping national ideas will cause serious problems in the country**, while your entire social structure is trying to adapt to a new paradigm and a shift in ethos. The **instability will probably last more than a decade, approaching two in many cases** and its consequences range from a continual loss of stability, to several side effects, which go from lower merchant effectiveness to a poor disposition to fight, or many others. At worst, it may lead to a civil war.

**While this instability period lasts, no new idea can be chosen**, even if the country is entitled to it through an increase in government technology.

With such a radical decision, **it must be noted the Administrative skill of the monarch will greatly influence the whole endeavour**. So, the players are well advised to wait for an administrative genius before changing a National Idea. Consequences can be minimized this way.

To mitigate these consequences, a player may elect to spend relief money through all the social classes of the country in a wide number of situations. This increases the probabilities of assimilation quicker and softens the consequences of such radical action.

Please understand that throwing all the money in the world at the problem and having an great administrative ruler, does not necessarily prevent the more unpalatable consequences of changing a



National Idea. It only improves your chances. Conversely, swapping a national idea while an halfwit is in charge of the country does not guarantee grave consequences. The potential for disaster is however, much bigger...

## **EVENT-ONLY NATIONAL IDEAS**

In Magna Mundi we introduced the concept of **event-only national ideas**. This applies to three national ideas: **Unam Sanctum, Revolution and Counter Revolution and Liberte, Egalite et Fraternite**. These ideas cannot be chosen normally. They are only granted by event. The player has some control over the firing of such events.

### **Unam Sanctam**

Unam Sanctam no longer can be chosen normally. Now, it is either present at the game start, or can only be attained by one of the following:

- Being a Religious Military Order
- Being any sort of Theocracy
- Having Church Attendance Duty, Divine Supremacy and at least being in the middle point of innovative/narrowmind scale (more narrowminded is ok)
- Being at least at 3 narrowminded
- Owning any of the following religiously significant provinces:  
**Roma, Mecca, Basra, Allahabad, Thrace.**

There are then several modifiers that make the event much more likely to fire. These include being extremely narrowminded (4 or 5, better with 5), owning one of the above mentioned holy places or having a theologian as an advisor.

The most important modifier is the innovative-narrowmind slider. To help the players gauge their chances, I would say a country fully narrowminded will probably experience the event enabling Unam Sanctum in the next 35 years. A country without modifiers but fulfilling the conditions can expect the event enabling Unam Sanctum to fire in 100 years.

The event gives the chance to the player of getting the idea immediately, of postponing it or of refusing it once and for all.

## Revolution and Counter-Revolution

This is the other national idea that cannot be chosen directly. A country can experience the Revolution idea by fulfilling the following conditions:

- Attaining Government Technology 20
- Owning at least 15 cities
- Being a Major or Greater Power

Many, many modifiers apply. Having as an advisor a philosopher, poor stability (the poorer the better the chances, the higher, the lower the chances), being in the middle of a civil war, being eminently innovative ( $\geq 3$ ), the later the year, etc.

To help the players gauge their chances of getting the event, if a nation fulfils the conditions but does not have any modifier, it will probably get the event in the next 500 years. If a nation has a philosopher, it will probably get the event in the next 250 years.

Once a nation gets this event, you will have the National Idea. **Unfortunately, it will immediately go through a civil war.** As time passes, the revolutionary and counter revolutionary ideals will spread to the nation's neighbours. The neighbours are then ready to choose this idea when their government technology level allows the picking of a new one.

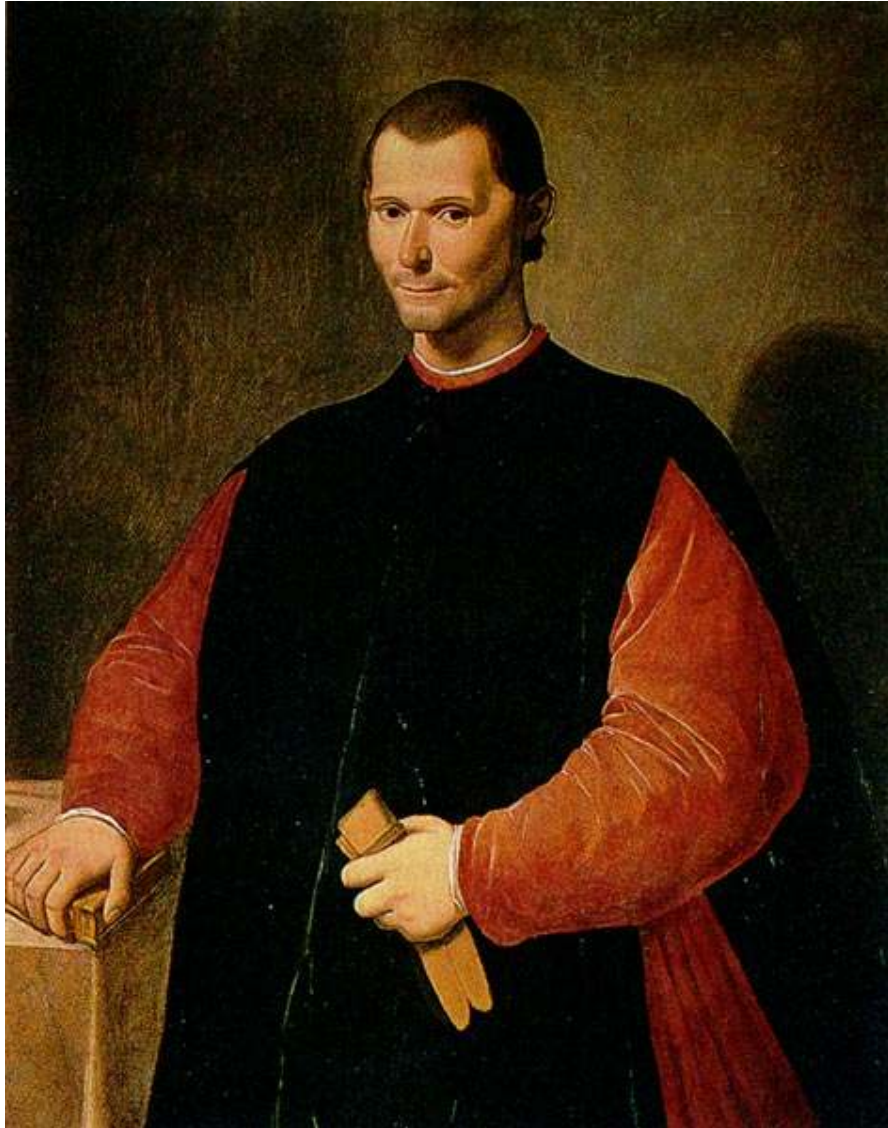
So, we have seminal events that generate this idea on bigger countries and then, the idea will slowly spread to the neighbours and beyond.

It is important to notice the seminal event can happen in several places at the same time. If the first country to get the event is France, nothing prevents Ming from getting the event also and then the spread of the revolutionary ideals will start in Asia as well.

## Liberte, Egalite, Fraternite

This idea can only be adopted by a country that does not have any of Unam Sanctum, Church Attendance Duty or Divine Supremacy.

## IX. Espionage



*"Man bör säga sanningen,  
men alla sanningar bör inte sagas"<sup>17</sup>*

-- Christina, Queen of Sweden

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<sup>17</sup> "You should tell the truth, but not all truths should be told"

## **OVERVIEW**

Subterfuge is just another tool a nation can use to further its position in the international scene. **Magna Mundi expanded the number of different espionage missions to 59**, introducing **specialization as a requirement** for several of them.

Through them, the crafty player can cause all kinds of trouble to any target nation, effectively hindering its progress in the game. Of course the computer will not shy away of doing the same to you.

There are five basic types of missions: **General Missions, Infiltrations, Specialized Missions, Operations and Diplomatic Overtures.**

The topmost missions on the list are the # **General Missions** #. As long as a nation has the basic requirements for planning espionage actions (gold, spies), it can order these missions at will.

The next category of missions is \* **Infiltrations** \*. Infiltrations are targeted at specific areas of the country, inflicting a general penalty, but also enabling specialized missions in that area.

Enclosed between each Infiltration and grouped by relevance (Army Missions below the Infiltrate Army operation, for instance) are the **Specialized Missions**. These missions are directed at a specific area of the target country and their effects are more powerful than the relevant infiltration. They can only be selected while the relevant Infiltration is in effect.

The last Specialized Mission in each category is an [**Operation**]. Operations work just like any other Specialized Mission with two twists: They are extremely powerful and they require you to have the **Espionage** National Idea.

Finally, (**Diplomatic Overtures**) represent special actions that are not otherwise allowed by the game engine. Right now there is only one.

# **MISSIONS**

## **SMUGGLING BANDS**

This mission installs a smuggling operation in the target country. The target country will suffer a 5% trade efficiency penalty, 2% merchant compete chance penalty and 2% merchant placement chance penalty for 730 days. If discovered while executing this mission it will cause a penalty of 2 prestige. This mission is only available to countries that currently sponsor Smugglers Guilds while the target country must not have already smugglers operating there.

## **COUNTER-SPY**

This mission seriously reduces the spying capability of the target country. Target loses 3 spies per year and gets a penalty of 25% in spy efficiency for 730 days. If discovered will lose 1 prestige.

## **COMMISSION PRIVATEER**

This mission funds privateers to operate around a specified target port for 730 days. While in effect, a local modifier is applied to the port targeted and there is a serious possibility of pirates appearing in an adjacent sea zone. If discovered will give a penalty of 2 in prestige and increase reputation by 1.

## **SPY RING INFILTRATION**

The first of the available infiltrations, it is essential to pursue other more damaging general purpose missions. It gives a penalty to spy capability on the target country and if discovered, gives 1 prestige penalty to the planner.

## **FABRICATE CLAIMS**

One of the most powerful missions in Magna Mundi, when the player order this mission he is just starting a complex recognition process that will take many years, probably more than a decade, to conclude. The mission portrays the presentation of the first claims to a province and its acceptance for review by the international community. Once successful, it will continue through an event pool that presents the player with several options, from better supporting the claim, to forging documents or murdering particularly effective enemy diplomats. All this cost time and money, at the very least. A country cannot have more than a single spy claim running. To speed up the whole process a good administration is important, as well as the Espionage idea, or any spymaster. The Silver Tongued Grey Eminence, the Mastermind, the Espionage national idea or a

spymaster employed. The claim is finally recognized influenced first and foremost by the current reputation of the claimer. Then, by various options you choose (different challenges might appear) and a good diplomacy rating or the employment of a diplomat are important to success. Avoid a bad diplomacy rating. This mission requires Spy Ring Infiltration. Penalties for the discovery of the mission are 5 points of prestige and 2 points of reputation.

**This mission requires Spy Ring Infiltration.**

#### **INCITE NATIVES**

This mission can only be applied to colonies and causes unrest among the native populations, creating a revolt in the target colony. Penalties to discovery are limited to 1 prestige point.

**This mission requires Spy Ring Infiltration.**

#### **CAUSE PLAGUE**

Country's agents will carve a preserved infected corpse and spread its remains throughout the water supply in the target province. It has two effects: Population drop by 17000 and local population growth will be at -30% for a year. If discovered the country will lose 20 prestige and gain 5 reputation.

**This mission requires Spy Ring Infiltration.**

**It can only target High-Population provinces.**

#### **STEAL TREASURY**

The country organizes the theft of 50 ducats from the target nation's coffers. A small part will be added to the planners treasury. If discovered the country will lose 4 prestige.

**This mission requires Spy Ring Infiltration.**

**It can only target countries with more than 150 gold in their treasury.**

#### **SUPPORT REVOLUTION**

This mission increases the revolt risk by 20 points in the target province for 2 years. If discovered the country will lose 2 prestige.

**This mission requires Spy Ring Infiltration.**

#### **TRADE CHAMBER INFILTRATION**

This infiltration will weaken the target in all commercial matters, exposing the country to further missions of the same type. Its effects are -10% Trade Income, -2% Merchant Compete Chance, -2% Merchant Placement Chance, -0.5 merchants. Penalties for discovery are -1 Prestige and 1 Reputation. It will last for 360 days.

### **MERCHANTS DESPISED**

This mission seriously reduces the return on investment capability of the target country. It causes 25% loss of trade efficiency over a year. Penalties for discovery are 2 prestige.

**This mission requires Trade Chamber Infiltration.**

### **DISHEARTEN TRADERS**

Target nation will lose 2 traders annually. Penalties for discovery are -3 Prestige. It lasts for two years.

**This mission requires Trade Chamber Infiltration.**

### **SLANDER REPUTATION**

Reduced chance of a merchant of the target's nationality to establish in a COT by 15% for 2 years. Discovery means a loss of 3 Prestige.

**This mission requires Trade Chamber Infiltration.**

### **CRIPPLE TRADERS' CONFIDENCE**

This mission will cripple the competitive edge of the traders. Lose 15% compete chance for 2 years. Discovery means a loss of 3 Prestige.

**This mission requires Trade Chamber Infiltration.**

### **BUREAUCRATIC COMMERCIAL PARALYSIS**

This complex Operation will have widespread effects on the commercial effectiveness of the target country. Effects: -20% Trade Income, -10% Compete Chance, -10% Placement Chance, -1 Merchant. Penalties: -5 Prest, +1 reputation.

**This mission requires Trade Chamber Infiltration  
and the target lacks Espionage National Idea.**

### **ADMIRALTY INFILTRATION**

This Operation will weaken the target nation in all naval matters, exposing the country to further missions. Effects: -20% Naval Morale. Penalties: -1 Prestige, +1 Reputation. Duration: 365 days.

### **REDUCE PORT CAPACITY**

This mission jumbles the target nation's ports with more bureaucratic requirements to provide repair and refit assistance to ships. Effects: -25% Naval Force Limit. Penalties: -4 Prestige, +1 Reputation.

**This mission requires Admiralty Infiltration.**

### **NAVAL MORALE REDUCTION**

This mission works by having the country's operatives issue directives that lower the fighting standards of the target nation's ships. The recruitment policies of officers in particular will be relaxed. Effects: -50% Naval Morale. Penalties: -1 Prestige, +1 Reputation.

**This mission requires Admiralty Infiltration.**

#### **NAVAL RESEARCH REDUCTION**

By assigning this mission gold will be diverted from financing naval research to more innocuous pursuits. Effects: -5 gold Naval Tech. Penalties: -5 Prestige, +1 Reputation. Duration: 1825 days

**This mission requires Admiralty Infiltration.**

#### **ADMIRALTY CONTROL**

This Operation involves bribing, blackmailing or otherwise influencing the nation's First Admiral. Effects: -10% Trade Income, -5g Naval Tech, -30% Naval Morale, -35% Naval Force Limit, -25% Blockade. Penalties: -5 Prestige, +4 reputation. Duration: 1825 days

**This mission requires Admiralty Infiltration.**

#### **ARMY INFILTRATION**

This Infiltration will weaken the target nation in all army matters, exposing the country to further missions. Effects: -25% Land Force Limits. Penalties: -1 Prestige, +1 Reputation. Duration: 365 days.

#### **REDUCE ARMY EFFECTIVENES**

This mission works by controlling decision nodes on the target country military and issuing directives that lower the fighting standards of the target nation regiments. The recruitment policies of officers in particular will be relaxed. Effects: -10% Land Prestige, -20% Morale. Penalties: -2 PRestige, +2 Reputation. Duration: 365 days.

**This mission requires Army Infiltration.**

#### **REDUCE DRAFT**

This mission orders a policy on the targets military of rising the minimum draft age while reducing the maximum one, which will lead to fewer able men. Effects: -20% Manpower. Penalties: -2 Prestige, +2 Reputation. Duration: 1825 days

**This mission requires Army Infiltration.**



### **REDUCE LAND RESEARCH**

Gold from the target nation will be diverted from the research of the army to other innocuous projects. Effects: -3 gold Land Tech.

Penalties: -5 Prestige, +1.Reputation. Duration: 1095 days.

**This mission requires Army Infiltration.**

### **PUPPET WAR COUNCIL**

This mission subtly turns the military control away from the target nation's leaders.

Effects: -5g Land Tech, -20% Land Morale, -25% Land Force Limit, -20% Manpower. Penalties: -2 Prestige, +4 Reputation. Duration: 1825 days.

**This mission requires Army Infiltration.**

### **GOVERNMENT INFILTRATION**

This Operation will weaken the target nation in all government matters, exposing the country to further missions. Effects: +10% Stability Cost, +1% Minimum Revolt Risk, -10% Spy Cost, -1 Diplomat. Penalties: -1 Prestige, +1 Reputation. Duration: 365 days.

### **SOW DISCONTENT**

This mission will explore possible rifts in the social patterns of the target nation's society to unsettle the population and cause unrest.

Effects: -1 Stability. Penalties: -2 Prestige, +2 Reputation

**This mission requires Government Infiltration.**

### **COUNTERFEIT CURRENCY**

This mission will manipulate the economy of the target country in order to cause inflation. Effects: +1 Inflation Penalties: -2 Prestige, +1 Reputation.

**This mission requires Government Infiltration.**

### **DIPLOMATIC OFFENSIVE**

Our agents will work to stain the diplomatic record of the target nation from within. Coordinated with this effort our diplomatic channels will move to put pressure against the target nation in the international scene. Effects: -5 Prestige, -3 Diplomats. Penalties: -6 Prestige, +1 Reputation. Duration: 1825 days.

**This mission requires Government Infiltration.**

#### **ASSASSINATE ADVISOR**

This mission will perform a murder attempt on a random advisor of the target nation. Penalties: -10 Prestige, +1 Reputation.

**This mission requires Government Infiltration.**

#### **ASSASSINATE RULER**

This mission will perform a murder attempt on the ruler of the target nation. Penalties: -10 Prestige, +6 Reputation.

**This mission requires Government Infiltration.**

#### **SOCIAL CHAOS**

This complex and expensive mission brings the target country to its knees by a wide combination of factors. This mission is available only against targets without Espionage National Idea. Effects: +25% Stability Cost, 14% Revolt Risk, -1 Diplomat, 5% Inflation, -25% Global Tax, -5 Prestige, -33% Overseas Income, -33% Trade Income. Penalties: -5 Prestige, +3 Reputation. Duration: 1095 days

**This mission requires Government Infiltration and the target lacks Espionage National Idea.**

## X. Vassalage



*"It is better to trust in the Lord  
than to put confidence in Princes."*

-- Psalms 118:9

# OVERVIEW

In Vanilla Europa Universalis III, vassals are merely a stepping stone to increase one's domain while avoiding the nasty side effects of a bad reputation. In Magna Mundi, vassals are now much more demanding, fickle and autonomous than before.

They also tend to forge stronger diplomatic bonds with the overlord and have various ways of coming to his aid in time of need. So, the goal of this module is to add a story to the bonds of vassalage between countries, while at the same time curbing abuse of the strategy of diplo-annexation.

## FORCED RELEASE OF VASSALS

Depending on events, the Overlord can be forced to lose some of previously annexed vassals. An overlord should expect lots of internal trouble if he stays at -3 stability for long. Your ruler's Administration Rating and your Centralization / Decentralization rating also factors in.

<b>Factors <u>Decreasing</u> Likelihood of A Vassal Breaking Away</b>	<b>Influence</b>
<b>Overlord Controls Fewer than Three Vassals</b>	Very High
<b>Ruler has High Administration Rating</b>	High to Very High
<b>Ruler Has High Diplomacy Rating</b>	Low to High
<b>Overlord Has Positive Stability</b>	Low to Medium
<b>Overlord is a "Greater Power"</b>	Very High
<b>Overlord is Decentralized</b>	Low to High
<b>Overlord, Vassal have Positive Relations</b>	Low to v. High
<b>No War Exhaustion</b>	Low
<b>Happy Vassal Flag</b>	Extremely High
<b>House of High Lords Event</b>	Very High

<b>Factors <u>Increasing</u> Likelihood of A Vassal Breaking Away</b>	<b>Influence</b>
<b>Overlord Controls More than Three Vassals</b>	Very High
<b>Ruler has Low Administration Rating</b>	High to Very High
<b>Ruler Has Low Diplomacy Rating</b>	Low to High
<b>Overlord Has Negative Stability</b>	Low to Medium
<b>"Equal Status Quo" Event</b>	Medium
<b>Overlord is Centralized</b>	Low to High
<b>Overlord, Vassal have Negative Relations</b>	Low to v. High
<b>War Exhaustion</b>	Low to v. High
<b>Nation was Force-Vassalized in a Peace Settlement</b>	Very High
<b>"Unhappy Vassal" Flag</b>	Very High

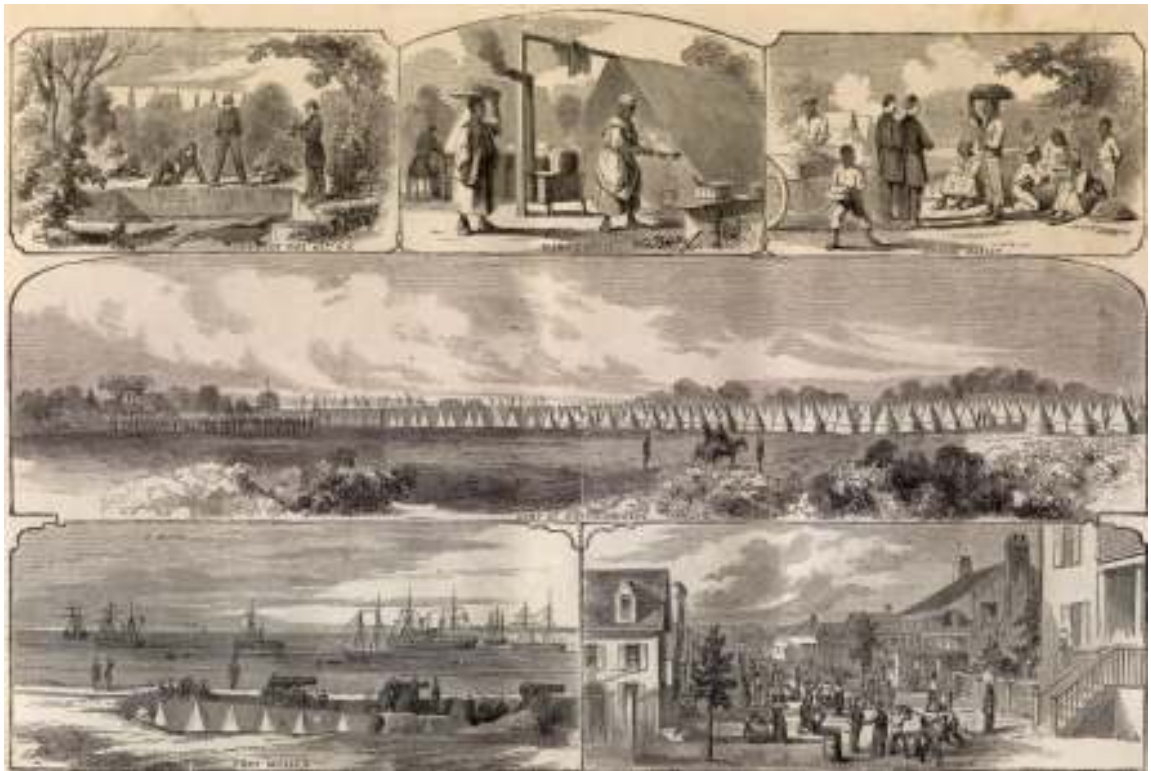
## **The House of the High Lords**

If an overlord has more than two vassals, he will be presented with an option to build a forum where all the interested parties might discuss the future of the country. This forum is called “The House of the Highlords” and immediately provides a great bonus to the strengthening of the vassalization ties. From then on, on political cycles of roughly 5 years, new policies will be issued and the Overlord must decide on what to demand and what to give to vassals.

## **The War Council**

If the Overlord ever comes into war, a war council will be called where the overlord might decide some policies regarding its vassals contributions to the war effort. It is important to note that demanding more from vassals in times of war will be better tolerated from them, than implementing unfair policies in the House of the High Lords.

## XI. Colonialism



*"And here in Florida, Virginia, New-England, and Cannada, is more land than all the people in Christendome can manure, and yet more to spare than all the natives of those Countries can use and cultivate."*

**-- Captain John Smith, 1606**

## **OVERVIEW**

The discovery of the New World had a dramatic effect on Europe. At first the reaction was muted, but as American gold made its way back to Spain the colonial race sped up. Throughout the sixteenth century there were few actual colonies; the wealth of the Americas came from enslaved natives and fallen kingdoms. By the seventeenth century, however, several European nations had begun to colonize the Americas with differing levels of success, and colonies were fought over as every nation tried to get their fair share of the spoils. By the eighteenth century, the winners of this early struggle had expanded their empires and many colonies had become self-sufficient economies with large populations who had never set foot in the motherland. For the first time a war was fought on three continents simultaneously. But the distant nature of the colonies combined with their growing power proved a recipe for independence movements, and the nineteenth century became the age of revolutions in the New World. By the end of the century the European presence in the Americas was all but erased – and yet, it was stronger than it had ever been.

Colonialism should be a major part of the game and usually follows stages: from the rush of exploration and conquest of the natives, to the establishment of the first colonies and the plagues and native raids that resulted, to the establishment of colonial policies, to the beginnings of unrest among the settlers, to the independence movements and revolutions.

# **COLONIAL POLICY**

Colonization is one of the biggest features of Magna Mundi. Once a country discovers an empty province, if he has colonists available, he can colonize it. Sooner or later he will need to define the global policy adopted for his colonial empire.

The policy is defined at most once in the life time of a monarch. It is important to note that changing policy down the road will prove costly for the country in terms of stability and other lesser penalties.

It is important to differentiate the policy ordered and its implementation in the field. After the country decides on a policy, each of the colonies will take time to adopt that policy. This is presently done to simulate the complex relations between the power to decide and the will to apply those decisions in the field. In a future version, when governors are a new reality to juggle, implementation of policies will be affected by each governor policy.

The five different policies each has strengths and weaknesses that can only be understood in the context of colonies in general. For example, since colonies have only 25% of normal manpower, the +25% bonus from military possession *doubles* the amount they supply to your armies, while the -50% census tax modifier means the player will receive only 10% of the base tax from provinces every year.



Policy	Positive Effects on Colonies	Negative Effects on Colonies
<b>Overseas Province</b> (base modifiers cumulative with colonial policies)	<i>Viceroy</i> s adds +15% monthly tax	-40% census tax -40% monthly tax -75% manpower +400% regiment recruit time
		+400% shipbuilding time -5% garrison growth (base 10%) +5 stability cost +75% missionary cost -20% spy defence
<b>Military Possession</b>	+1 fort level -2% revolt risk +25% manpower -100% regiment recruit time -100% shipbuilding time +5% garrison growth speed -5 stability cost +10% spy defence	-50% census tax -50% trade income -50% monthly tax -1% population growth
<b>Trade Supremacy</b>	+50% trade income +2% population growth +10% census tax +10% monthly tax	-10% manpower +1% revolt risk -3% garrison growth speed -20% spy defence +200% regiment recruit time +200% shipbuilding time
<b>Extractive Prerogative</b>	+50% census tax +1 supply limit +10% trade income +10% manpower	+6% revolt risk +10 stability cost +50% regiment recruit time +50% shipbuilding time -1% population growth
<b>Merciless Subjugation</b>	+60% census tax -50% regiment recruit time -50% shipbuilding time	+12% revolt risk -50% manpower -30% monthly tax -20% trade income +4% maximum attrition +20 stability cost -5% population growth
<b>Peaceful Integration</b>	-3% revolt risk -10 stability cost -2% maximum attrition +3% population growth	-25% census tax -25% monthly tax -10% trade income -15% spy defence +100% regiment recruit time +100% shipbuilding time

### **Military Possession**

Colonies are first and foremost regarded as military outposts to project power around the world; everything else – expansion, turning a profit, or interacting with the natives – is secondary. Trade suffers the most, but all income suffers to some degree to pay for the military presence. This policy does not prosecute the natives, even if the heavily militaristic approach may cause some problems. This policy immediately adds 1000 men to the static defences of any province adopting it, which by itself makes the policy worth it during war! (Imagine New France in the 18<sup>th</sup> century)

### **Trade Supremacy**

This policy gives control of the colonies to chartered companies that intend to make a profit for their stakeholders at home. Colonies are aimed at turning a profit, but the military plays only a minor role there. It is hard to raise troops or build ships in trade-based colonies and forts are less effective there. Since trade acts as a multiplicative factor to any other economic activity, this policy can be extremely profitable in the long run. The policy is somewhat friendly towards natives, who often provide the raw materials and valuable goods that the economy of such colonies is based on. (Imagine the Virginia colony in the 17<sup>th</sup> century)

### **Extractive Prerogative**

The objective of this policy is to exploit the resources of the colonies to their fullest. You can expect a bigger tax from the provinces, smaller gains in trade and a balanced military might to control both the productive capacity as well as the colonial cogs of it: the natives. Not very surprisingly, the natives do not like being treated as an indirect resource to fuel the colonial economy.

### **Merciless Subjugation**

This policy sets aside any consideration for the natives as human beings, instead taking advantage of them in the most inhumane forms in order to maximize colony value. This goes beyond the concepts of slavery up to mass extermination or the creation of production chains where the element called “native” starts to be used to transform a certain raw good and at the end, his hair will be used to produce beautiful belts and his fat used to polish the colonizer’s boots. Military capacity will be somewhat increased while trade will be

hindered due to the unforgiving environment. Natives tend to get restless with this policy and cause attrition due to guerrillas.

### **Peaceful Integration**

This policy aims for an acceptance of the colonizer as the “father” of the colonists in order to avoid future conflict. The drawback is everything else ends up being sacrificed to the natives well being, even if not very seriously so.

## **COLONIAL IDENTITY**

Around the same time as a country is developing a colonial policy, its own colonies are often developing their own consciousness. When a colony becomes a city near fellow colonies it has the chance to develop a unique **colonial identity**. The culture of the colony will change by event to a related **colonial culture** from the same culture group as its motherland; the exact culture depends on the location of the colony. A British colonist in New York will become an American; one in South America will become a Guyanese. Since these are still British cultures, Great Britain would have few problems with them – but more than with its homeland provinces. However, this event is also the harbinger of a new relationship with the colonies.

A similar event is possible to happen in captured colonies from other countries (**cultural isolation**) or in native provinces (**assimilation of the natives**).

## **Colonial Laws**

Colonies are not always the most fruitful pursuit; they can be costly to develop and protect and being overseas pay few taxes with a core and fewer without! They provide few soldiers for the armies, take long times to build troops, and often suffer from little supply. For these reasons, colonizing countries may be given the chance to introduce colonial laws to make up for these shortcomings by introducing **conscription, colonial taxes** or **quartering laws**. These laws add a province modifier to each colony in the affected continent that can make colonies much more valuable. Each has advantages and disadvantages.

Law	Colonial Conscription	Colonial Taxation	Colonial Quartering
<b>Advantages</b>	-200% regiment recruit speed +20% local manpower +1% garrison growth rate	+50% census taxes	+0.25 supply limit -1% attrition
<b>Disadvantages</b>	+1% revolt risk -1% population growth +10 stability cost	+2% revolt risk -1% population growth +10 stability cost	+5 stability cost

As long as the settlers remain loyal to the motherland there is no risk in passing these laws save for the slight disadvantages shown here, while there *is* a risk of colonists becoming used to their freedoms if the government chooses to exempt them! Problems can also appear when colonists become frustrated with the homeland.

## COLONIAL DISSENT

Colonies that have established their own identity may begin to speak out against issues that concern them – unpopular governors, soldiers that have committed crimes, taxes or mercantilism. Countries are given several possible responses to each issue, but until the root causes of the complaint are dealt with it is always possible for the issue to come up again. To tell how colonists feel about a response look for the **native hostility** change in the tooltip. The higher the native hostility, the more frustrated the colonists are with your policies! At +3 hostility they become *frustrated*, at +6 they become *upset* and at +9 they become *bitter*.

As colonial frustration grows, problems in the colonies become more frequent and new problems can appear. Colonists will also be less forgiving once they have begun to feel frustrated! However, this process can be a slow one; some issues cannot appear at all until the development of key ideas about liberty and human rights, and all of them are rare until these ideas are developed by your nation. Colonial dissent events become more likely to happen after the development of the concepts of Constitutional Monarchy (Government 24), Constitutional Republics (Government 39), and Enlightened Despotism (Government 43).

Issue	Immediate Causes	Short-term Solutions	Long-term solutions
<b>Colonists demand protection</b>	Colony borders a foreign country or enemies are nearby	Hunt rebels Impose Martial Law Implement a <i>Military Possession</i> policy	Build forts in the province Maintain troops in colonies Minimize border provinces
<b>Soldiers on trial</b>	Armies are in province but it does not border an enemy	Learn Military Drill <i>Military Possession</i> policy Impose Martial Law	Station troops in border provinces or wrong-culture conquests Grant colonies autonomy
<b>Colonial Smuggling</b>	5+ merchants placed in a colonial COT	Impose Martial Law	no Navigation Acts Do not build customs houses in colonies
<b>Unpopular Governor</b>	Bad luck	Do not shuffle bad governors to new positions	Adopt plutocratic policies Adopt serfdom policies Institute bureaucracy
<b>Demands for Expansion</b>	Colony borders a foreign country and the nation is at peace	Impose Martial Law Start a war	Pursue a policy of serfdom Do not stockpile colonists Make royal marriages with colonial neighbours Pursue a defensive policy
<b>Tax Evasion</b>	Province has a constable, tax assessor or colonial taxation law	--	Keep troops in colonies Do not build constables or tax assessors in colonies

Most of these issues can come up in any colony on any continent. However, once colonists have begun to become frustrated, other problems may begin appearing as well that are unique to the Americas and Oceania:

Issue	Immediate Causes	Short-Term Solutions	Long-Term Solutions
<b>Demands for Autonomy</b>	Colonists are <i>frustrated</i>	Impose Martial Law Grant Autonomy	Build courthouses Keep stability high Pursue decentralization
<b>Colonists Protest</b>	Colonists are <i>frustrated</i> Province has colonial law modifiers Government Tech 24 or more	Impose Martial Law	Do not build regimental camps, constables or tax assessors in colonies Do not impose laws in colonies that were previously exempt
<b>Riot</b>	Colonists are <i>upset</i> Medium-sized city	Impose Martial Law	Keep troops in colonies Appease colonists
<b>Colonial Boycott</b>	Colonists are <i>upset</i> Trade Tech 30	Impose Martial Law	Keep troops in colonies No customs houses Appease colonists
<b>Secret Society Founded</b>	Colonists are <i>bitter</i> Government Tech 39 or more	Impose Martial Law	Keep troops in colonies Appease colonists
<b>Independence Movement</b>	Colonists are <i>bitter</i> or the movement has begun and they are <i>upset</i>	--	Appease colonists Reconquer rebel provinces before they declare independence

<b>Revolution</b>	Province has independence movement Colonists are <i>bitter</i> or martial law has been imposed	--	Stay at high stability Avoid long wars Keep troops in colonies Hunt rebels
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There are many possible responses to each issue, but two come up repeatedly: granting the colonists **autonomy** by giving them their own legislatures will sharply reduce the problems a colonizer has from the colonies by allowing them to deal with them themselves without bothering you...but at the same time, it reduces their value to the homeland because they are using local resources to solve their problems instead of sending tribute home.

Colonial legislatures have a chance of voting in favour or against colonial laws. If a colony votes in favour of a law, they will *never* protest it, and if the homeland later repeals the law, that province will continue to enjoy the effects. However, the more frustrated a province is, the more likely it is to vote *against* colonial laws, which can also be a problem. This makes autonomy a wise policy to pursue when relations with colonists are good – but this can backfire on you: colonists who become used to having autonomy can be upset if it is revoked!

Another effective policy is **martial law**. This is an unpopular policy that always upsets colonists, but it is also extremely effective at stopping dissent events from firing! It can be a two-edged sword, however, since imposing martial law too frequently can be the very thing that causes a revolution. It is best used sparingly, when one needs a breather or it is obvious a revolution is in the works.

## **REVOLUTION!**

Revolutions usually begin at the worst possible time, when their homeland is distracted by war or unrest; it is even possible for one revolution to spark others as they sense the opportunity to rebel. Unless a revolution breaks out quickly the colonists will probably offer an **Olive Branch Petition** to their homeland, offering to become an autonomous vassal. Accepting allows the country to avoid a messy colonial war; rejecting it is certain to cause revolution.

Revolutions cause provinces with the cores of a revolter to rise up and try to achieve independence. There is no guarantee of success,

but a revolution is never easy. Revolutionaries are likely to seize control of the province in addition to spawning rebel armies to attack neighbouring provinces, and the revolution can spread quickly to neighbouring provinces with independence sentiments. However, **rebels who fail to achieve independence (even briefly) will not rise up again.** You may suffer other colonial problems, but the immediate danger is over if you defeat them right away. Be careful, though – wait until the revolution has spread as much as it is going to before declaring victory!

If the rebels do succeed in declaring independence – even briefly - you have another problem to deal with. You may have to annex a former colony when it declares independence, which means suffering more colonial problems! The good news is that every time a revolution happens the frustration of the colonists declines by one level (-3 points) as the most dissatisfied join the rebel cause or flee reprisals after losing. And if you still can't keep them under control...next time you'll be better prepared to deal with the revolution.

## Independence!

New states are likely to be fragile and weak; this fact can be exploited by unsavoury sorts who hope to crush them and secure an American empire. However, these sorts of conquests are rarely permanent. It may take more than one revolution, but eventually the colonists will have the spirit of liberty beaten out of them – and a wiser administration can keep them docile.

Revoltors that achieve independence will change culture and religion to that of their capital province. This allows the United States of America to become American Protestant...or Canadien Catholic...or Huayi Confucian, depending on the colonizer! This helps the nascent nation by giving it the right state culture and religion.

There are 23 possible colonial revoltors in the game. Some are more likely than others to appear in the game thanks to their location; areas that are colonized early are likely to develop the needed colonial identity and frustration, while those that are reached late in the game may not.

There are many colonial revoltors, some of which may never show up in any given game. Each has a few core provinces which it can show up in if colonists become bitter there, but each can also spread

to nearby provinces organically. Independence movements are likely to spread along national, geographic and cultural lines, so the USA is likely to spread in British North America but not to French Canada. It is possible for colonies to have overlapping cores as well, *especially* after independence.

***Colonial Revolvers***

<b>Revolver</b>	<b>Region</b>	<b>Revolver</b>	<b>Region</b>
<b>Acadia</b>	<b>Canada</b>	<b>Guyana</b>	<b>Amazonia</b>
<b>Alaska</b>	<b>Western America</b>	<b>Haiti</b>	<b>Caribbean</b>
<b>Australia</b>	<b>Oceania</b>	<b>La Plata<sup>18</sup></b>	<b>Platea</b>
<b>Liga Federal<sup>19</sup></b>	<b>Amazonia</b>	<b>Louisiana</b>	<b>Great Plains</b>
<b>Bolivia</b>	<b>Platea</b>	<b>Mexico</b>	<b>Caribbean</b>
<b>Brazil</b>	<b>Amazonia</b>	<b>New Zealand</b>	<b>Oceania</b>
<b>California</b>	<b>Western America</b>	<b>Peru</b>	<b>Andes</b>
<b>Canada</b>	<b>Canada</b>	<b>Paraguay</b>	<b>Platea</b>
<b>Central America<sup>20</sup></b>	<b>Caribbean</b>	<b>Texas</b>	<b>Western America</b>
<b>Chile</b>	<b>Andes</b>	<b>United States of</b>	<b>Great Plains</b>
<b>Columbia</b>	<b>Columbia</b>	<b>America</b>	
<b>Cuba</b>	<b>Caribbean</b>	<b>Venezuela</b>	<b>Columbia</b>

<sup>18</sup> The Viceroyalty of Rio de la Plata, later known as Argentina (and other states)

<sup>19</sup> Known as Uruguay after 1820

<sup>20</sup> also known as the United Provinces of Central America or the Federal Republic of Central America (1823-1840)



## XII. Government



*"L'état c'est moi."<sup>21</sup>*

-- Louis XIV, King of France

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<sup>21</sup> "I am the state."

# OVERVIEW

*Medieval France was a feudal state in which the aristocracy owed the king military service in times of war. The Hundred Years War showed the limitations of the feudal system: when one or more vassals rejected the king's authority, the entire system could come tumbling down. When the French won the war, the king turned his attention not to the English for vengeance, but to his own nobility to consolidate his rule so such a thing could never happen again. Through a series of laws that centralized the state and introduced a powerful bureaucracy Charles VII moved France away from the feudal system and towards something new: an administrative kingdom.*

The Early Modern era saw Europe move away from feudalism in the 15<sup>th</sup> century towards centralized nation-states by the 19<sup>th</sup>, experimenting with many ideas about government along the way. The flaws of feudalism were readily apparent from the Hundred Years War and the weakness of the Holy Roman Empire; only backwards, stagnant nations remained reliant on a feudal system by the end of this period. Indeed, it could be said that the government of a nation predicted its future just as much as it reflected its past. All of this is reflected in the game, with the addition of regional governments, ruler titles, and administrative efficiency.

## GOVERNMENT TITLES AND RANKS

*The aristocracy descends from a hereditary warrior caste, so it should come as no surprise that virtually all noble titles have military origins. The European duke, for example, comes from the Latin Dux Bellorum, general, while count comes from the Latin Comes, a friend of the chief who rode with him in war. Latin is not unique in this; the Arabic title of Emir literally means Commander. The highest titles are usually an exception to this rule, but even exceptions have exceptions: the Japanese title Shogun was originally a temporary title meaning Generalissimo – before one shogun seized power from the emperor he was sworn to serve. The sheer number of autonomous nobles in Europe is testament to how dangerous it could be to mix the ideas of military service with the ruling class.*

In Magna Mundi you will see a plethora of titles, from counts to emperors and from emirs to padishahs, all helping to add verisimilitude to the game – but **all countries use the same governments**, with no practical differences between them. There is no difference between an emirate, a beylik or a county – but there is between a county and a kingdom. Every government has a **rank**. Your rank helps determine your government name and ruler title as well as your culture and religion: a highest-rank European country is an Empire ruled by an Emperor, while a lowest-rank European country is a county ruled by a Count. The highest two ranks give a

prestige bonus (+0.5% for the highest governments and +0.2% for the second rank) and have a small effect on administrative efficiency. Other than that, they remain the same government.

Things can get confusing, so remember a simple rule of thumb: **the first word in the government's name is the type of government.** A *Feudal Shogunate* and a *Feudal Beylik* are both kinds of *feudal* monarchy, and both give the same bonuses: +15% to force limits and +15% to manpower. The **second** word in the government's name is the **rank** of the government in its local name. A *Feudal Shogunate* is obviously Japanese and is the highest rank there is, while a *Feudal Belylik* is a Turkish title belonging to the lowest rank. If you get confused, simply hover your mouse over a government in the game and it will come up with a helpful tooltip that describes the government and its effects.

## Changing Ranks

*"Once I was the King of Spain...now I eat humble pie."*

- Moxxy Frúvous, 20<sup>th</sup> century Canadian band

*When Charlemagne's kingdom was divided between three sons, the third brother, Lothar, received the middle lands between Germany and France. His untimely death allowed this kingdom to be absorbed by his brothers and sink into obscurity. During the 15<sup>th</sup> century, however, the idea was raised again by the Duke of Burgundy. Through a string of marriages, deals and wars, the duchy had managed to acquire a string of possessions throughout the Low Countries and had designs on others. The Duke petitioned the Holy Roman Emperor to revive the kingdom of Lotharingia with himself as king, but the Emperor rejected the idea the kingdom was stillborn when Burgundy disappeared.*

The title of *emperor* is one that has been coveted throughout history, and few can claim to have ever held an imperial title. Naturally it is quite difficult to become an emperor in the game! For this reason the few countries that start with high-ranking titles – often the fading claims of former glories, like Byzantium – have a special attraction. However, it's not impossible to change your rank, and it can be extremely satisfying to know that you have worked your way up from being a nobody to being an Emperor of all you survey.

The requirements to change your rank are the same regardless of your track, with two exceptions: countries in the Holy Roman Empire and in Japan have special requirements. In the chaotic days of the Sengoku Jidai, Japanese daimyo were able to claim as high a title as they could force their neighbours to recognize; consequently,

changing title is extremely fast, but also very fragile, in Japan. In Germany, on the other hand, member states had to fit into the rules set down by the Reichstag, the Emperor and the Golden Bull, and so gaining a higher title was a slow process that needed the support of the emperor to succeed.

To help players understand how to change ranks, a national decision has been added called **Seek a Higher Title** for countries that are not members of the Holy Roman Empire or Japanese feudal states. This decision is present only to help players tell what they may still need to do to become eligible for the event which raises their title without checking the manual; it does **not** actually change your title.

Change	Requirements	HRE requirements
<b>Higher to Highest (King -&gt; Emperor)</b>	<ul style="list-style-type: none"> <li>• <i>Great Power</i> status</li> <li>• At least 75% prestige</li> <li>• A living monarch with at least ADM 7 and DIP 8</li> </ul>	<ul style="list-style-type: none"> <li>• Holy Roman Emperor</li> <li>• <i>Great Power</i> status</li> <li>• At least 75% prestige</li> <li>• A living monarch with at least ADM 8 and DIP 8</li> </ul>
<b>Lower to Higher (Duke -&gt; King)</b>	<ul style="list-style-type: none"> <li>• <i>Major Power</i> status</li> <li>• At least 50% prestige</li> <li>• A living monarch with at least ADM 6 and DIP 7</li> </ul>	<ul style="list-style-type: none"> <li>• <i>Major Power</i> status</li> <li>• At least 75% prestige</li> <li>• A living monarch with at least ADM 6 and DIP 7</li> <li>• +3 stability</li> <li>• At least +140 relations with the emperor</li> <li>• There must be no more than 4 kingdoms in the empire already</li> </ul>
<b>Lowest to Lower (Count -&gt; Duke)</b>	<ul style="list-style-type: none"> <li>• <i>Medium Power</i> status</li> <li>• At least 25% prestige</li> <li>• A living monarch with at least ADM 5 and DIP 6</li> </ul>	<ul style="list-style-type: none"> <li>• <i>Medium Power</i> status</li> <li>• At least 50% prestige</li> <li>• A living monarch with at least ADM 6 and DIP 6</li> <li>• +3 stability</li> <li>• At least +140 relations with the emperor</li> </ul>

Even after meeting these conditions it may take some time before you are granted a new title; the mean time for the events is 20 years! You can increase the odds of your new title being recognized by **exceeding the requirements for your title** or by **hiring a statesman advisor** (the better his ability, the faster the more likely the event becomes).

There are also a few event-driven changes in the game. Many nation-forming decisions will also increase your rank if you are below

a certain threshold, for example, while other events may simply replace your rank entirely.

## **POWER STATUS**

*"Living next to the United States is like sleeping next to an elephant. No matter how friendly and even-tempered is the beast, one is affected by every twitch and grunt."*

*-Canadian Prime Minister Pierre Trudeau, 1969*

The Hungarian engineer Orban invented a massive bronze cannon called a Bombard. Orban originally offered his invention to the Roman Emperor, but the conquest of their empire by the Turks left Constantinople with too little to pay for his services. The Byzantines offered to canonize Orban instead, to no avail. Instead, Orban was hired by the Turkish Sultan Mehmed II, who paid Orban a handsome sum for his cannons and used "Urban's Cannons" to great effect in the siege of Constantinople shortly thereafter. This drama was just one of dozens of signs that the Byzantine empire was an empire in name only – it had long ago ceased to play any meaningful role in Europe – and even in Greece was quickly becoming irrelevant. In comparison, the Turks would go on to become a threat to all of Europe by the time they reached their height a century later.

Not all countries are created equal. Rich and powerful countries are capable of throwing their weight around, and so gain the attention of their neighbours. After all, a sign of discontent from Bourbonnais can be ignored...but not one from France. Even if it is allied to you, a great power can never be ignored when planning ahead.

In the game there are five levels of power that a country can achieve. Each is assigned a status within months of the game's start, shown by a country modifier. As a country's situation changes, their power status will be updated twice a year to reflect the new realities. More powerful countries are more noticeable and so find that their prestige falls more slowly than for other countries, helping them attract advisors who serve out of patriotism instead of lucre. They will also have an easier time gaining audiences with other countries and have a greater pool to draw from when selecting diplomats and merchants. Smaller countries, on the other hand, are out of the spotlight. They have a harder time being heard, but at the same time they are less likely to make waves when they act because of that. The smallest nations are also more homogenous and more efficient because of their size.

Level	Advantages	Disadvantages	Value
Minor Holding	+50% tax income +10% production efficiency -3% revolt risk +10 reputation limit	-2 diplomats +1% prestige decay	0-2
Small Power	+5% tax income +5% production efficiency +5 reputation limit	-1 diplomats +0.5% prestige decay	3-5
Medium Power	--	--	6-11
Major Power	+0.5 diplomats +0.25 merchants -0.5% prestige decay -5% advisor cost +5% manpower -1% revolt risk	--	12-23
Great Power	+1 diplomats +0.5 merchants -1% prestige decay -10% advisor cost +10% manpower -2% revolt risk	--	24+

For the curious, it is possible to tell a neighboring country's power status by checking the revolt risk in one of their provinces and looking for a modifier.

There are many factors that go into calculating a country's status. The biggest three are **size, manpower and income**. It's possible for a trading nation to become a decent power through income alone, but in order to become truly great, most countries need to excel at all three. There are other factors as well, most notably ownership of trading routes and networks of vassals. Every six months the game calculates a score for every country based on these qualifications, then totals it up to assign a power status to each.

Value	Cities Owned	Maximum Manpower	Monthly Income	COTs Owned	Vassals
1	2	2	4	1	2
2	4	4	8	-	4
3	8	8	16	2	8
4	14	16	32	-	-
5	22	32	64	-	-
6	32	64	128	4	-
7	44	128	256	-	-
8	58	256	512	-	-

In addition to these general scores, there are a handful of other specific modifiers countries can get to their power level:

Holy Roman Empire	Value
Elector	1
Convener	1
Figurehead or Symbolic Emperor	1
Strong Emperor	2
Powerful Emperor	3
Hereditary Emperor	1

Religion	Value
Defender of the Faith	1
Papabile (Catholic)	1
Curia Controller (Catholic)	1

Power status can vary from 0 (weakest) to 34 (strongest) for most countries, or up to 42 for a Holy Roman Emperor and Curia Controller at its height of power!

By itself, power status has only limited effects on gameplay. However, it is a good indicator of how your country is doing in the world and one of the prerequisites for raising your official title and rank...and can be one of the most rewarding goals to set for yourself. Can you turn the Byzantine Empire from minor holding back into a global power? Only time will tell.

## ESCAPE FROM TRIBALISM

*The Catawba Indians of the Eastern Appalachians proved some of the most stalwart allies of the British colonists in North America and continued to side with them during their revolution against Britain. Like the Five Civilized Tribes, they eagerly adopted some American ways of life, which for the Catawba included their government. After the Revolution, they adopted a democratic model of government with a written constitution based in part on the American one. Tragically, the Catawba nation had been decimated by war and disease and this step did nothing to put a halt to their decline.*

Tribal and Steppe governments are some of the worst in the game, offering only half the regular bonuses and truly terrible administrative efficiency. Naturally, countries that start with these governments are interested in changing to more advanced governments as soon as possible! This is made possible by the addition of two new forms of government: **Oligarchic** governments are made available at Government level 9 and allow a tribal government to adopt a slightly more advanced government. From there the next step is to convert to a **Transitional** government at Government level 18. This government is really a stepping stone; while not a bad government, its real purpose is to allow tribal countries to change to a regular Feudal Monarchy, Despotic Monarchy or Noble Republic. There are no other requirements – only an understanding of how government works. Sadly, many tribal countries may never reach those levels before being annexed, but a player-controlled country has a hope of modernizing and developing beyond its tribal roots.

Tribal/Steppe -> Oligarchic (9) -> Transitional (18) -> Feudal/Despotic/Noble

## ADMINISTRATIVE EFFICIENCY

*In the sixteenth century the Ottoman Empire was considered to be the greatest threat to Europe: a powerful Muslim empire using modern weapons and tactics and seemingly limitless resources on a holy war against Christendom. Only the desperate alliance of several kingdoms kept the Turks from rolling over all of Germany, and it seemed only a matter of time before all of Europe paid tribute to the Sultan...but these grim visions never came to pass. The Empire overextended itself and failed to reform its administration to meet the challenges of ruling an empire across three continents. The very things that had driven the empire's meteoric rise – the Timariot system, the professional Janissaries, the bureaucracy – became the very things keeping it from modernizing, too interested in maintaining their own power. By seventeenth century the empire had begun its long, slow slide into corruption, decay and obscurity.*



Primitive governments are not always *bad* governments. They rely upon family bonds and feudal oaths to manage the economy and military of the state. This system of government can work perfectly for centuries – but it breaks down when states expand and become empires. When a state rules over a large, heterogeneous population familial bonds break down, and when nobles rule far from the capital, feudal oaths can prove less reliable. As a country expands it needs to reform its government and adopt more modern systems of rule if it wants to avoid corruption and stagnation. This is reflected in the **administrative efficiency** model.

Every country is invisibly given an administrative efficiency rating every few months. This efficiency rating is compared against the number of provinces that a country owns to see how easily they can control their holdings. **If the country has expanded beyond their ability to take firm control, they will receive one of five increasing modifiers that penalizes the country in a variety of ways.** At first, when a country has up to a third more provinces that it can comfortably control, it will suffer the mild *Inefficient Administration* modifier, more of a warning than anything else. As the country continues to expand, the penalties **double** every time the country grows by another third, until around the time it owns four and a half times what it can comfortably control it is suffering the aptly-named *Overwhelmed Administration* modifier.

Every 5% extra administrative efficiency allows a country to comfortably control roughly a third more provinces than it had before.

Number of Provinces that can be comfortably controlled by AE%

5%	10%	15%	20%	25%	30%	35%	40%	45%	50%
1	2	3	5	6	9	12	16	22	30
55%	60%	65%	70%	75%	80%	85%	90%	95%	100%
40	53	71	95	126	169	225	299	398	530

These penalties are meant to slow down rapid, early expansion and to penalize some of the large but primitive empires. Luckily, there are ways around it! Administrative efficiency is calculated based on four factors, most of which are under the player's control:

The single most important factor is your **government type**. Each government has an administrative efficiency rating that roughly corresponds to the number of steps away from tribalism it is. In-game you can roughly guess the administrative efficiency of a

government by looking at the number of years required to move a slider – the fewer years, the better the government’s efficiency.

Government	Efficiency
Tribal	10%
Steppe or Oligarchic	20%
Despotic, Feudal, Theocratic or Merchant	30%
Noble or Administrative	40%
Absolute, Bureaucratic or Republican	50%
Constitutional or Enlightened	60%

Your **government rank** also has a small effect on administrative efficiency.

Rank	Efficiency	Slider Changes
Highest (emperor)	+5%	-1 year
Higher (king)	--	--
Lower (prince)	-5%	+1 year
Lowest (count)	-10%	+2 years

Your national ideas are very important and can be the fastest way to overcome any administrative efficiency penalties you may be suffering. Both **bureaucracy** and **viceroy**s add +10% to your administrative efficiency as long as you have them. Since the normal effects of the Viceroy's idea only apply if you have overseas possessions, the Viceroy's idea gives **+20%** administrative efficiency as long as you have no overseas territories to make up for this lack of effect.

Finally, your monarch administrative ability is important as well. A great ruler can keep a fractious empire together, but a poor monarch might watch as it descends into civil war.

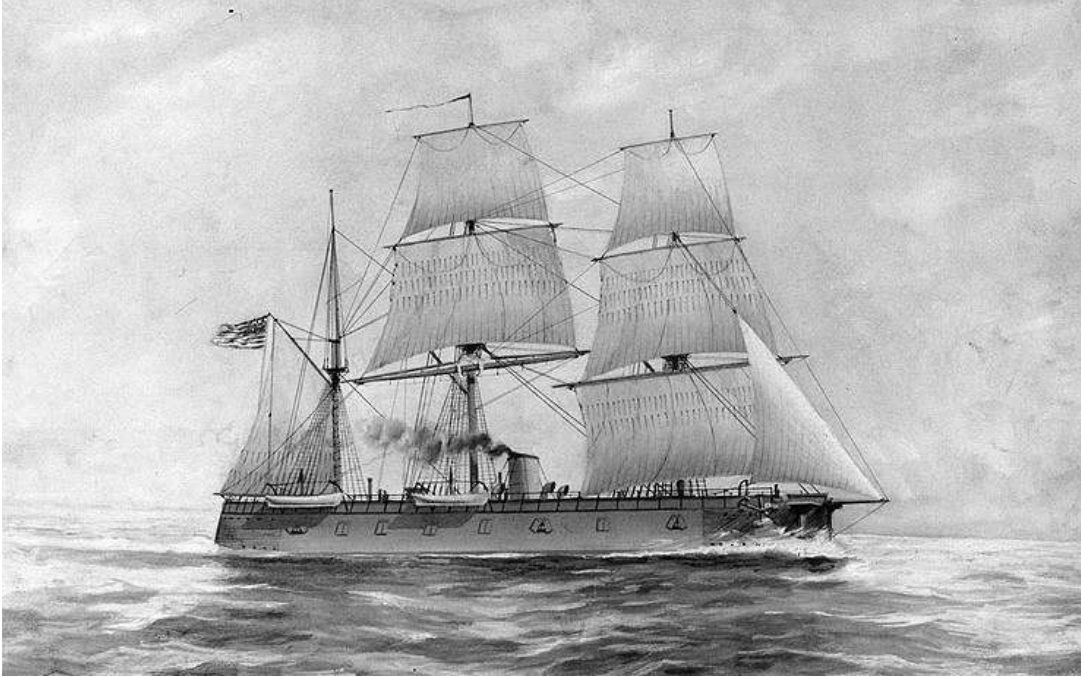
Monarch ADM	Efficiency
8-9	+15%
6-7	+10%
4-5	+5%
3	--

The **Holy Roman Emperor** is treated slightly differently; he has both a personal title and an imperial one, and he may be able to take advantage of imperial institutions to help him maintain control of the Imperial Demesne. The end result of this is up to +20% efficiency depending on several factors.

Holy Roman Emperor only	Efficiency
Powerful or Strong emperor	+10%
Symbolic emperor	+5%
Figurehead emperor	--
Imperial Cabinet <i>or</i> Imperial Tax	+5%
Imperial Court <i>and</i> Criminal Code	+5%

Adding these factors up should give you a total between 5% for a completely worst-case scenario and 100% for an absolute best-case scenario, but nearly all the time you will be between these extremes.

# XIII. Modernization



*"It is better for us to leave the ranks of Asian nations  
and cast our lot with civilized nations of the West."*

-- Fukuzawa Yukichi

## **OVERVIEW**

In the middle ages China, India and the Muslim world were at the forefront of innovation, developing sophisticated cultures while European languished in feudal warfare and manorial economies. By the nineteenth century Europeans were at the forefront of technology and innovation while the rest of the world lagged behind. This unprecedented revolution can be explained by the combination of several factors that pushed Europeans to innovate while simultaneously preventing the East from doing so. Not every European nation rose to greatness – and not every empire beyond its borders fell into obscurity. Some countries managed to match the Europeans at their own game by modernizing their countries, from Peter the Great's Russia to Emperor Meiji's Japan.

The modernization system is almost exactly the same as in previous versions of the mod; although changing the system to a series of decisions was considered, it was eventually rejected because (a) it would speed up modernization too much unless it was made harder to achieve and (b) the requirements for each decision would be so complex that players would not understand what they needed to do to modernize by looking at them.

## **TECHNOLOGY GROUPS**

In Magna Mundi, nations are divided into geographic *techgroups* that determine several things:

- The graphics used to represent cities and armies
- The infantry and cavalry units a nation can raise
- The provinces a country can see at the beginning of the game
- The spread of discoveries on the map
- The spread of technology via neighbour bonuses
- The starting technology levels that a country has

Indirectly, they also affect the research speed a country has during the game, but they do not limit it: any country, even the Huron or Zimbabwe, can gain the same 100% research speed that many Western European countries start with by a process called *Modernization*. Doing so does not change their technology group –

their graphics, spread of discoveries, infantry and cavalry units will always remain the same.

## Research Speed

Several factors play an important part in determining a country's research speed. Every country pays 100% technology costs after they receive the ***Our Society*** event at the beginning of the game (there may be a brief time when backwards countries suffers from twice the usual modifiers, but they will expire at the end of the month after receiving this event). The 'Our Society' event calculates and compares a number of factors for every country, examining the neighbours, slider settings, technology group, religion and national ideas of each country to determine which obstacles (if any) a country has that are preventing it from modernizing. These obstacles are divided into three modifiers that a country may have: Lack of **Foreign Contact**, the willingness to embrace **Change and Diversity** and the basic **Socioeconomic Structure** of a nation.

There are five different modifiers in each category, ranging from the most primitive society to the most advanced. There is also an invisible sixth "modifier" that represents modern societies that receive no penalties at all for that category. Each modifier usually has multiple effects, but the most important one is their **technology cost modifier**, which can be +10%, +25%, +50%, +100% or even +200%!

These modifiers are added together to find your total costs. In a worst-case scenario, a country that started with all three +200% modifiers would have a total of 700% technology costs, seven times worse than a Western European country. In a best-case scenario, a country would have no modifiers at all and their technology costs would be 100%, the same as the vanilla Latin techgroup.

All technology cost modifiers are cumulative, so modifiers from religion, national ideas, the Defender of the Faith title or other modifiers are all additive. This makes Bureaucracy much more valuable to France, who would lower their government tech costs by 5% to 95% of normal, than to the Cherokee, who would lower their government tech costs by 5% to 695% of normal.

To determine your actual research speed, or *effective techgroup*, divide 100% by your total technology cost. The worst-case 700%

country would research as if it were in a techgroup rated as (100%/700%) 0.142, a fair bit better than the vanilla *New World* techgroup (0.1) but still behind the vanilla *African* techgroup (0.2). A country with only a single +10% modifier would research as if it were in a techgroup rated as (100%/110%) 0.909, slightly better than the vanilla *Eastern* techgroup (0.9).

## **MODERNIZATION**

Through perseverance and planning it is possible for countries to overcome these obstacles to gain a faster research speed. Modernization requires a competent ruler (with 5+ ADM) and a stable country; the higher your stability, the lower your ruler's ADM can be, and vice versa. Each obstacle also has a different way of overcoming it. Overcoming an obstacle almost always requires a policy slider to be changed but also includes one of many possible solutions.

Once the conditions have been met to overcome an obstacle, a country will receive an event after a short while; this removes the modifier and replaces it with the next-weakest one. In this way, a relatively primitive country such as Zimbabwe can slowly gain faster research speeds until it is on a level playing field with Europe.

Your country will also adapt to the change by moving its policy slider back one level. This reflects the changing values of a society; what was considered innovative for a Victorian, for example, would be considered old-fashioned today. In addition to these effects, modernizing adds a ten-year modifier to your country to simulate the friction caused by society adapting. At first this modifier is light, but if a country modernizes again before it expires the effects get much worse. If a country happens to modernize a third time before this second modifier disappears, the effects become crippling and the nation may experience a political revolution to match the social and economic one going on in the country!

Each obstacle is a little different, but you will find common themes among the three categories. Foreign Contact usually requires movement towards a Market Economy; Change and Diversity demands innovativeness; and Socioeconomic structure demands free subjects.

# Foreign Contact

Good ideas spread as people adopt them. Travellers and merchants return with tales that inspire or goods that become part of the economy and eventually these become adopted and passed along in turn. The more contact with alien cultures a country has, the faster it will adopt new ideas and technologies. Countries that are relatively isolated become set in their ways and fail to take advantage of foreign ideas. **Asian, African** and **American** countries are particularly susceptible to this problem. Naturally, the way to overcome this is to meet new civilizations.

The worst modifier, **Isolated**, is removed by event when a country makes contact with any other country that does not have the Isolated modifier; this can include a neighbouring country that has similarly lost the modifier. When this happens, the country should also soon lose the **Semi-Nomadic** modifier if they have it, and will also be struck with horrible plagues as they make contact with foreign diseases. The remaining modifiers must be removed by careful policy.

To increase foreign contact, you **must** have a stable society and a competent ruler; the higher your **monarch ADM** the lower your **stability** can be, and vice versa. With perfect stability your monarch can be average (3 stability/5 ADM), while with a perfect monarch your stability can be below average (-1 stability/9 ADM).

In addition, you **must** move your sliders towards Market Economy. In addition, there are several methods you can use to trigger the event removing the modifier:

- Explore the world around you (hire explorers or conquistadors)
- Establish colonies on other continents
- Trade with other countries (establish merchants in COTs)
- Open your country to foreign trade (move towards Market Economy)
- Be interested in sailing the oceans (move towards Naval)
- Have **close contact with** a more modern country. This means you must be: allied to, a vassal of, a junior partner of, have your capital occupied by, or neighbour *and be* on good terms (100+ relations) with a country that is at least two modernization levels higher than yourself.



In addition to their effects on technology cost, the harsher Foreign Contact modifiers may also affect the cost of raising cavalry or building ships, the success rate of your merchants and the number of spies and diplomats you receive. They may also lower stability costs and increase spy defence.

### Foreign Contact

Modifier	Isolated <sup>22</sup>	Closed Society	Limited Contact	Opening Society	Provincial Outlook
Tech Cost	+200%	+100%	+50%	+25%	+10%
To overcome you must have stability, ADM and at least:					
Market Economy	--	-3 (not totally moral economy)	-2	-1	+0
And one of:					
Exploration	--	Mass Exploration or Colonial Ventures	Mass Exploration	Mass Exploration	Mass Exploration
Colonization	--	5% of provinces are overseas	10% of provinces are overseas	20% of provinces are overseas	30% of provinces are overseas
Trade <sup>23</sup>	--	18 merchants placed	24 merchants placed	36 Merchants Placed	48 Merchants Placed
Market Economy <sup>24</sup>	--	+0	+2	+4	+6
Naval <sup>25</sup>	--	+0	+2	+4	+6
Both sliders <sup>24,25</sup>	--	-2	+0	+2	+4
Contact with a more modern society	Does not have the Isolated modifier	Has only +10% tech modifiers	Has no tech penalties	--	--

## Socio-Economic Structure

During the middle ages, no more than one in ten people lived in cities, but by the nineteenth century as many as one in two did. It was in cities that peasants became specialists and trades flourished, and it was thanks to these specialized trades that innovation grew. The more people had leisure available to them, the more ideas and

<sup>22</sup> Removing the Isolated modifier is the only condition for removing the Semi-Nomadic modifier. It also causes severe plagues to strike.

<sup>23</sup> Only for player-controlled countries (AI nations may place more merchants than a human could due to different mechanisms used)

<sup>24</sup> Owning one COT counts as +1 Market Economy for the purpose of modernizing; owning two or more COTs counts as +2. This is the only way to get "+6" Market Economy.

<sup>25</sup> Having a shipyard in your capital counts as +2 naval for the purpose of modernizing. This is the only way to reach "+6" Naval.

inventions arose – although not always to the benefit of society. Indian, African and American countries are particularly susceptible to this.

The worst modifier, **Semi-Nomadic**, is removed by event shortly after a country makes contact with another civilization. Semi-Nomadic countries are then offered the choice of becoming a society that revolves around horses (Horse Nomads) or a society based around agriculture (Subsistence Farmers). The remaining modifiers must be removed by policy sliders.

To increase urbanization and develop an educated middle class you must move your sliders towards Free Subjects. In addition, there are several methods you can use to trigger the event removing the modifier: grant rights to the peasants, place limits on the power of the aristocracy, or develop a more representational government.

In addition to their effects on technology cost, the harsher Socioeconomic modifiers may also affect the cost of building ships, the cost of buildings, your manpower and tax income. They may also lower stability costs and decrease the cost of troops or provide bonuses to leaders in combat.

<b>Socioeconomic Status</b>						
<b>Modifier</b>	<b>Semi-Nomadic<sup>26</sup></b>	<b>Horse Nomads</b>	<b>Subsist. Farmers</b>	<b>Hierarch. Structure</b>	<b>Limited Social Mobility</b>	<b>Emerging Middle Class</b>
<b>Tech Cost</b>	+200%	+100%	+100%	+50%	+25%	+10%
To overcome you must have stability, ADM and at least:						
<b>Free Subjects</b>	--	-4 (not totally serfdom)	-3	-2	-1	+0
And one of:						
<b>Plutocracy<sup>27</sup></b>	--	--	+0	+2	+4	+6
<b>Free Subjects<sup>27</sup></b>	--	--	+0	+2	+4	+6
<b>Both sliders<sup>27</sup></b>	--	--	-2	+0	+2	+4
<b>Government</b>	--	More advanced than Tribal/Steppe	More advanced than Oligarchic	Administrative Constitutional Bureaucratic Enlightened	Constitutional Enlightened	Constitutional
<b>Other</b>	Not Isolated	--	--	--	--	--

<sup>26</sup> Semi-nomadic nations may choose to become Horse Nomads or Subsistence Farmers after they have made contact with foreign civilizations and removed their Isolated modifier.

<sup>27</sup> The Bill of Rights national idea counts as +1 Free Subjects and +1 Plutocracy for the purpose of modernization.

## Diversity and Change

Ironically, Ming China stagnated in part due to their success: having achieved a comfortable standard of living for the average person that far exceeded the nations around them, the Chinese had few reasons to want to change and many reasons to reject foreign influence. Similarly, medieval peasants were often the most reactionary force in Europe because their traditional rights could be eroded if the situation changed. Part of the reason Europe did so well technologically was the realization that they needed to change combined with a tolerance for other beliefs born of a hundred years of interconfessional warfare in the Reformation. Without a willingness to accept risk and change, other societies stagnated. **Muslim, Asian** and **American** countries are particularly susceptible to this.

The worst modifier, **Innocent Savages**, is removed by event when a country neighbours or owns a province that has a religious or cultural group different from their own – often, when they meet or conquer the colony of another country. After this, all other diversity and change modifiers must be removed by careful planning and policy sliders.

To increase your society's tolerance of risk and diversity you move your sliders towards Innovativeness. In addition, there are several methods you can use to trigger the event removing the modifier: become more interested in change, force change upon your people, grant rights to a minority group or have **close contact** with a foreign country (ally with them, have excellent relations with them or vassalize them).

In addition to their effects on technology cost, the harsher Diversity & Change modifiers may provide a number of bonuses: lowered revolt risk, higher spy defence and higher morale. However, these modifiers do not make up for the technology costs associated with them!

### Diversity and Change

Modifier	Innocent Savages	Inward Thinking	Superiority Complex	Entrenched Past	Traditional Values
<b>Tech Cost</b>	+200%	+100%	+50%	+25%	+10%
To overcome you must have stability, ADM and at least:					
<b>Innovation</b>	-4 (not totally narrow minded)	-3	-2	-1	+0
And one of:					
<b>Innovation<sup>28</sup></b>	--	+0	+2	+4	+6
<b>Owned Cultures</b>	Different culture group	Accepted Foreign Culture	Accepted Foreign Culture	Accepted Culture AND Heresy with Tolerance +1	Accepted Culture AND Heathen with Tolerance +1
<b>Owned Heretics</b>	--	Tolerance 0 or more	Tolerance +1 or more	Tolerance +2 or more	Tolerance +3 or more
<b>Owned Heathens</b>	Any	Tolerance -1 or more	Tolerance 0 or more	Tolerance +1 or more	Tolerance +2 or more
<b>Neighbouring Foreign Cultures</b>	Different culture group	Ally, vassal or +100 relations and heathen	Ally or vassal with +100 relations and heathen	Ally or vassal with +200 relations and heathen	Vassal with +200 relations and heathen
<b>Neighbouring Heathens</b>	Different religion group	Ally, vassal or +100 relations and foreign culture group	Ally, vassal and +100 relations and foreign culture group	Ally or vassal with +200 relations and foreign culture group	Vassal with +200 relations and foreign culture group

<sup>28</sup> Having very high centralization can lower the innovation requirement for modernization by 1 (Centralization 3), 2 (Centralization 4) or 3 (Centralization 5). This is the only way to reach “+6” innovativeness.

## XIV. Nation-forming

In a game where there are no winning conditions, setting your own goals can be key to enjoying the game. One of the most satisfying achievements is to become a new nation.

In Magna Mundi Platinum there are many nations that can be formed. Nearly all of these have decisions that will show up if your country has the potential to become that nation that clearly shows how to do so; once you meet the conditions you can instantly change your country. For a few countries where the triggers were too complex, there are no decisions, but events can still let you form great empires.

**If you have the potential to become a nation, you will have a nation-forming national decision visible to you.** There are a handful of cases where you may be able to gain this potential later; this is almost always related to owning at least one province of the right culture. For example, Cyprus is a French culture nation that owns no French provinces. It will not see the “Form French Nation” decision unless it conquers at least one French-culture province. Generally speaking, if you do not see the decision on day one of the game, chances are very good that your nation cannot form another nation. For example, if you play Vijayanagar, you will not have the “Form Hindustan” national decision, which informs the player that Vijayanagar is not a possible country to form Hindustan with.

### Potential Nations

Arabia
Austria
Byzantium
France
Germany
German Republic
Great Britain
Greece
Hindustan ( <i>the Hindi nation</i> )
Incas
Ireland
Italy
Japan

Mughals
Netherlands
Persia
Poland
Prussia
Romania
Qing China
Russia
Sardinia-Piedmonte
Scandinavia
Serbia
Spain
Timurids

## Common Features

When you form a new nation you will often receive an event raising your rank by one, up to a limit of *king* for most nations (there are a handful of exceptions to this). Your capital will also gain a higher tax base due to its new importance (this is true even if you change capitals owing to your dynasty's continued interest in it). You will also centralize, improve your prestige and gain a missionary inspired by your declaration. Your flag and name will also change and you are likely (but not guaranteed) to gain many new cores as you claim lands that historically or culturally belong to your nation.

On the downside, you are likely to get worse relations with countries who feel threatened by your new claims, so it is always best to declare your new title from a position of strength and be prepared for war.

## General Advice

**Whenever you form a new nation, you should always save the game, then reload it.** The EU3 engine does not handle tag changes well, and it may take some time for the game to recognize the change. Your vassals will remain your vassals, but they will believe you are a new overlord with a new countdown to be annexed. Your cores will turn into new cores, but the game may take a while to realize they are yours for the purpose of *casus belli*. **You can avoid all these problems by simply saving the game, resigning, then reloading your game.** I cannot stress this highly enough!

**Nations cannot form when you are at war.** This may seem contrary to history in some cases, but it's for a good reason: it's possible for the game to crash if the player clicks on a war involving a country that has changed tags. As a result, you need to be at peace to get a nation-forming event or decision.

## Special Cases

Nearly all nation-forming decisions have clear, easy to understand triggers. The few that do not are explained below, along with alternate ways to become countries.

<b>Nation</b>	<b>Culture Required</b>	<b>Special Requirements</b>
<b>Arabia</b>	Any Semitic	(Alternate) May also be formed by converting to Wahhabiism by event in the 18 <sup>th</sup> century if Arabia does not already exist.
<b>Byzantium</b>	Any Byzantine	Greece cannot form Byzantium (and Byzantium cannot form Greece).
<b>Germany</b>	Any Germanic except Dutch, or the country Prussia	Must have dissolved the Holy Roman Empire and own one province from every German culture except Dutch as well as a suitable capital (See the HRE chapter for full details)
<b>German Republic (Revolutionary Germany)</b>	Any Germanic	Must be suffering a Revolution, have Government Tech 40+, own at least 10 or 20 provinces and be a Convenor, Elector or Holy Roman Emperor. (See the HRE chapter for full details)

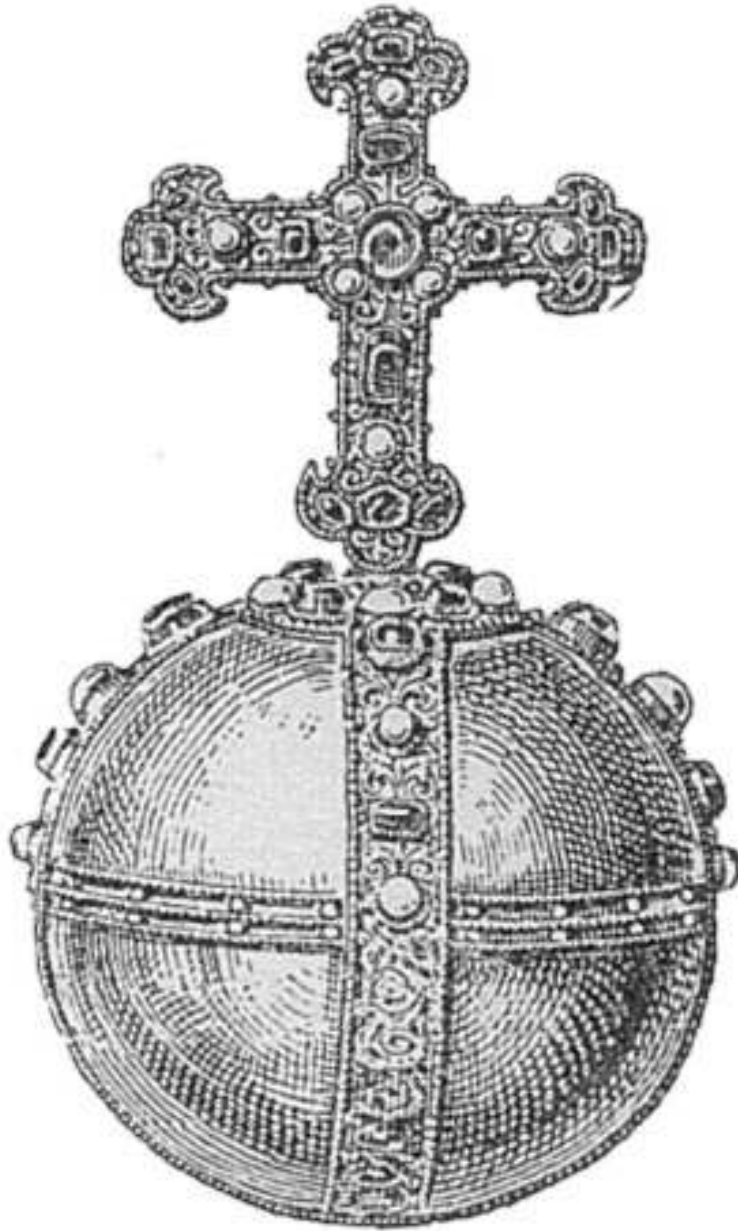
<b>Great Britain</b>	Any British	May not be fighting the War of the Roses
<b>Greece</b>	Any	Byzantium may not form Greece (and Greece may not form Byzantium). Remember that crusader states owning Greek provinces do not necessarily have Greek state culture!
<b>Hindustan</b>	Any Western Aryan or Hindusthani	Remember that <b>not every Indian country can form Hindustan</b> , the nation of the Hindi-speaking people of India – not the nation of all Indians, or (despite the name) all Hindus! Check your state culture to be sure, or simply check that your country lists the “Form Hindustan” national decision.
<b>Inca Empire</b>	Any South American	Must have received 3 of 4 Inca province events (each requires ownership or vassalization of 3 provinces in a region of the Andes).
<b>Italy</b>	Any Latin	(Grant yourself the Iron Crown) Must be an empire or be a powerful or strong Holy Roman Emperor.
		(Ask for the Iron Crown) Must be a member in good standing with the empire.
		Must have the <i>Revolution &amp; Counter-Revolution</i> idea.
<b>Japan</b>	Any Japanese	Must abolish the Ashikaga shogunate before this decision becomes available. Must own all provinces in the Kansai region and have a ruler with at least one 7+ stat. (See the Sengoku chapter for full details)



<b>Mughal Empire</b>	Any Turkic or Altaic except Turkish	The Timurids may not become the Mughals directly; they must first become one of the Timurid successor states like Ferghana (which historically became the Mughals). Only Mongol nations next to Indian provinces will have this potential.	
<b>Netherlands</b>	Dutch	Any Dutch province	Must be after 1550 Neighboring province must be foreign ruled
		One of Zeeland, Holland, Utrecht or Friesland and one of Vlaanderen, Hainaut, Brabant, Breda or Gelre	Must be after 1550 Must have 3+ provinces
<b>Persia</b>	Any	Any Muslim country can become Persia if it surrenders to the Safavids in the <i>Qizilbash</i> event before Persia has formed. (The Qizilbash and Safawiyyah are likely to strike Azeri provinces first.)	
<b>Prussia</b>	Teutonic Order	Must have changed to a secular government (this can be done easily by converting to Protestant or Reformed in the Reformation).	
	East Elbian only	Old Prussian must be an accepted culture Prussia must have a core on Konigsberg Must be a monarchy Cannot be emperor	
		Prussia must be a vassal Prussia must have a core on Konigsberg Must be a monarchy Cannot be emperor	
<b>Qing China</b>	Altaic only	Must unite the northern hordes (Manchu and Mongol) first. Note that cores gained on China are given gradually via a series of events and not all at once when becoming the Qing.	

<b>Russia</b>	Russian only	May also form Russia by being the only remaining independent Russian state (all others must be conquered or vassal states).	
<b>Scandinavia</b>	Denmark only	Skane, Halland, Smaland and Akershus	0+ stability 2+ allies
		Skane, Halland and Smaland	1+ stability 2+ diplomats 2+ allies 150+ relations with Norway (or it does not exist) 5,000 manpower Low war exhaustion
		Skane, Halland	2+ allies 2+ stability 2+ diplomats Sweden has a monarch with 3 or 4 DIP 150+ relations with Norway (or it does not exist) Not 25%+ BB limit No revolts
<b>Spain</b>	Castille or Aragon	May become Spain through the <i>Union of the Crowns</i> event by maintaining 160+ relations with the other nation, having a royal marriage with them and not going to war with them after the initial event has fired.	

## XV. The Holy Roman Empire



*"Eppur sí muove!"<sup>29</sup>*

-- Galileo Galilei

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<sup>29</sup> "...and yet, it moves!"

*The Holy Roman Empire began with the reign of Charlemagne in 800 C.E.. As King of the Germans and Emperor of the Romans, the Emperor was at once a secular ruler and a spiritual guardian of the Catholic faith, as well as of the Roman legal tradition. In the High Middle Ages, conflicts with powerful local lords had weakened the Emperors. By the 1400s, they were mere figureheads, presiding over a quarrelsome group of states who pursued their self-interests with little effective oversight by the Empire.*

*Yet, the moral authority that came with the Imperial crown continued to carry considerable weight. Some later Emperors – notable Charles V in the 16<sup>th</sup> century – attempted to reshape the power relations in the Empire, attempting to centralize influence in their hands by creating Empire-wide institutions, and by curbing the power of the Electors.*

From the earliest beginnings of this mod, it has been our aim to allow the Empire to thrive, even though the AI's behavior made that most unlikely in vanilla games. Daboese's initial contribution was a brilliant system of events that asked conquerors to return provinces to their rightful owners. SharpAlignment greatly embellished this system, by giving the Emperor different options to respond to aggression in the Empire. Helius is responsible for the final flourishes as presented in Magna Mundi Platinum.

## **IMPERIAL SANCTIONS & ROGUE STATES**

### *Landfrieden & Reichsexekution*

*Even at its weakest, the German states recognized the role of the Empire as a peacekeeper. Instead of deciding territorial and dynastic conflicts by force, the Empire offered a legal framework for peaceful solutions. When in doubt, ancient rights and venerable traditions were regarded as more valid than claims based on sheer power.*

In Magna Mundi, this peace-keeping role of the Empire is modeled by **Imperial Sanctions**. Any country holding a province on which it does not have a core will be considered in violation of Imperial Law. The Emperor prosecutes aggressors with the backing of the Great Powers of Europe, who are interested in maintaining the balance of power on the continent. If the Empire has grown in importance, central institutions of the Realm may also aid the Emperor in his task of enforcing Imperial Law.

Just how severe your violation of the law will be depends on how many provinces you own illegitimately, and how valuable these provinces are. The value of provinces you occupy, and your relations with the Empire, determine your **Rogue Factor**. If you are a minor member of the Empire, stealing a valuable centre of trade may not even put you on the radar of Imperial authorities. If you are a large and aggressive outsider like France, stealing even a comparatively worthless province can get you in trouble.

Per Occupied Province	Rogue Factor	Example 1: <i>Lübeck, taken by Hamburg</i>	Example 2: <i>Baden, taken by France</i>
Base value	<b>10</b>	10	10
Is part of the Demesne	<b>10</b>	-	-
Has a center of trade	<b>10</b>	10	-
Was someone's capital	<b>10</b>	10	10
Has a manufactory	<b>10</b>	-	-
Has a workshop	<b>2</b>	2	-
Per 2 base manpower above 4	<b>2</b>	- (4 mp)	- (1 mp)
Per 2 base tax above 2	<b>2</b>	6 (8 base tax)	- (3 base tax)
Value of trade good produced	<b>From 2 (grain) to 10 (gold)</b>	3 (naval supplies)	4 (wine)
Population < 100,000	<b>-5</b>	-5	-5
Population 200,000-499,999	<b>+5</b>	-	-
Population < 500,000	<b>+5</b>	-	-
<b>Modifications based on your country's size and situation</b>			
per any core province you own	<b>+1</b>	1	20 (estimated)
Not an HRE member	<b>+10</b>	-	10
Fair standing	<b>-10</b>	-	-
Good standing	<b>-10</b>	-	-
Fewer provinces than the Emperor	<b>-5</b>	-5	-
More provinces than Emperor	<b>+10</b>	-	10
Smaller army than the Emperor	<b>-5</b>	-5	-
Larger army than the Emperor	<b>+10</b>	-	10
<b>Totals in Examples:</b>		<b>27</b>	<b>69</b>

Your Rogue Factor, in turn, determines the measures the Empire may take against you. **You are automatically sanctioned once your Rogue Factor exceeds 40 points. These sanctions continue in effect for as long as you hold any province illegally.** When such a province becomes your core the rogue factor is recalculated and your good standing is restored.

An exception to this rule is any court case brought by descendants of the original owners. Once such a case has been brought, the verdict of the court (which can take a *long* time to be handed down) may still take away your rights to that province, even if you gained a core on the province.

If the sanctions become too much of a burden and you wish to lower your Rogue Factor, **you may at any time during peace time return a province to its owner by a simple province decision.** If the Emperor is strong enough, you may also have the option of turning over a province to the *Imperial Demesne* (→ p. 8), or asking the Emperor for a lien on it.

**Every time you make a province decision that affects its status, your rogue factor is recalculated.** Beware that buildings you have added since your conquest will be counted against you! After all, you developed the province to its full potential, and the original, legitimate owner could have done the same, had you not prevented him from doing so.

## Imperial Sanctions

Rogue factor	Sanction	Effects / HRE member	Effects / non-member	Other events that may apply, <i>starting at this level of sanction:</i>
0-39	None	-	-	-
40-79	Admonition	-10% tax income -1BB limit +5% advisor cost -0.2 diplomats, colonists, merchants, and missionaries +0.1% prestige	-5% trade efficiency -1BB limit +50% advisor cost -5% spy defence +0.1% prestige	Embargo  Diplomatic Offensive  Use of Force Authorized
80-119	Reprimand	-20% tax income -2BB limit +10% advisor cost -0.3 diplomats, colonists, merchants, and missionaries +0.2% prestige	-10% trade efficiency -2BB limit +100% advisor cost -7.5% spy defence +0.2% prestige	Imperial Agents  Demand to Step Down  Loss of Electorship  Interventions to apply Force Law
120-159	Censure	-30% tax income -3BB limit +25% advisor cost -0.4 diplomats, colonists, merchants, and missionaries +0.5% prestige	-25% trade efficiency -3BB limit +200% advisor cost -10% spy defence +0.3% prestige	Massive Revolt Incited  Imperial Army intervenes
160 or more	Banishment	-40% tax income -4BB limit +33% advisor cost -0.5 diplomats, colonists, merchants, and missionaries +1% prestige	-50% trade efficiency -4BB limit +300% advisor cost -15% spy defence +0.4% prestige	Palace Rebellion

## **IMPERIAL POWER AND REFORM**

During the Renaissance and Reformation, various Emperors attempted to centralize the institutions of the Empire to increase its administrative capabilities. These attempts ultimately failed, because the conflict between the Emperor's interest in expanding his power ran up against the interest of powerful member states in protecting their privileges.

Most small member states will prefer to see the Empire strengthened so that it can defend them against aggressive, larger countries within and without Germany. The larger member states might favor strengthened Imperial institutions because they hope they will weaken the Emperor. They will guard their own rights jealously, opposing any move by the Emperor to expand the influence of his own home country at the expense of others.

Any attempt to create strengthened Imperial institutions will have to navigate this tangle of interests. The better a central institution can defend the rights of all member states of the Empire, the more likely it is to increase the power of the Empire. Strengthened centralized institutions can only be created as a federal effort. For instance, Electors will expect to be appointed as conveners in their home Circuit.

If an institution has been established, a modifier in Oberpfalz or Nassau will indicate it.



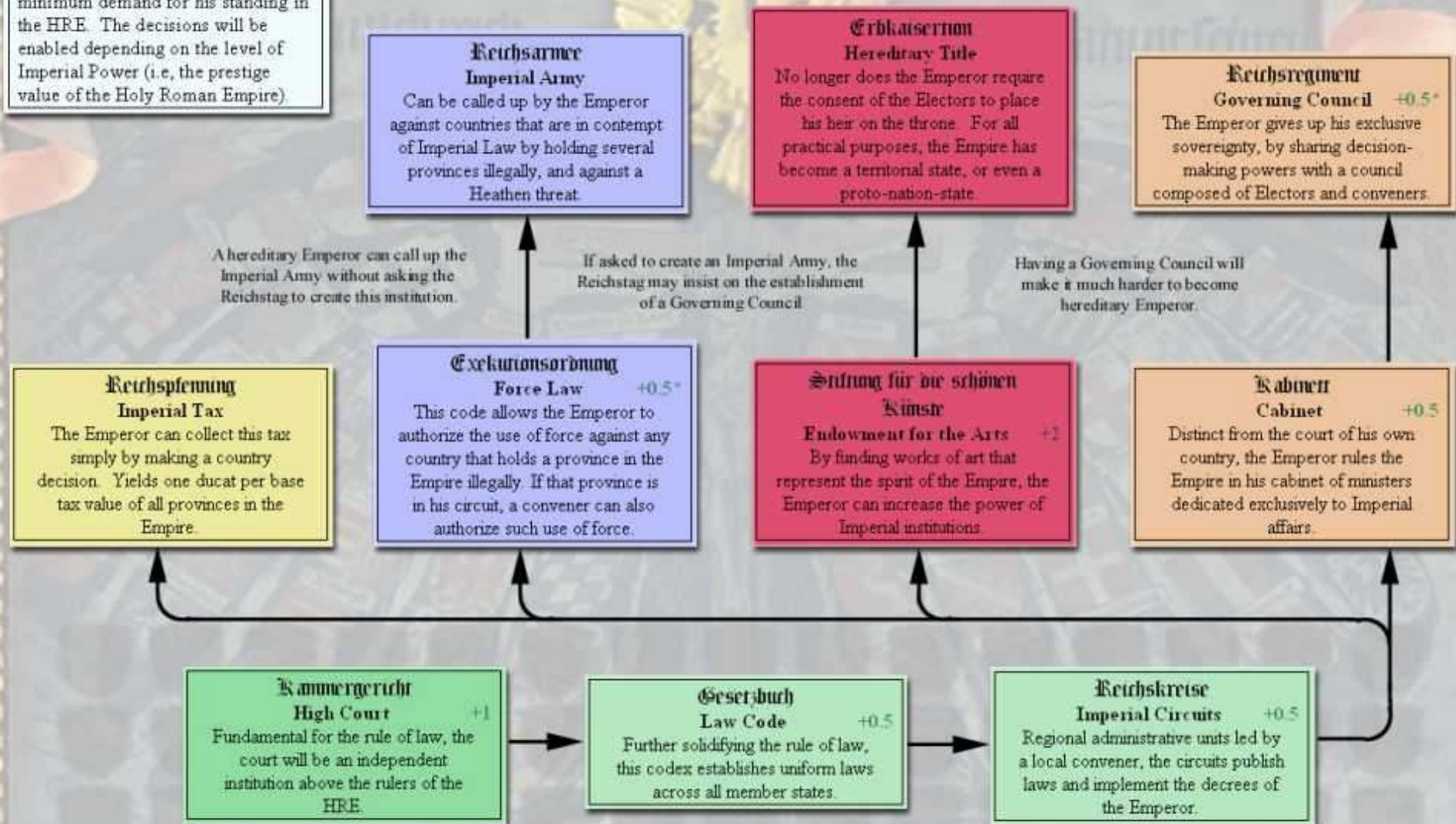
*Albrecht Dürer*



All institutions can be proposed to the Reichstag by the Emperor by way of a country decision. Such a decision will be shown, if the required precursor institutions are in place, and if the Emperor meets the minimum demand for his standing in the HRE. The decisions will be enabled depending on the level of Imperial Power (i.e., the prestige value of the Holy Roman Empire).

# Das Heilige Römische Reich

## und seine rechtsgebenden, ausführenden und verwaltungsmäßigen Organe



Numbers in the windows indicate the effect this institution will have on Imperial Power.  
Example: The High Court will add 1 point of prestige/year for the Holy Roman Empire.  
An asterisk (\*) means that this effect will be lost, if the Emperor becomes hereditary.

REQUIREMENTS FOR PROPOSALS	High Court	Law Code	Imperial Circuits	Cabinet	Governing Council	Endowment for the Arts	Heredity	Force Law	Imperial Army
Voting Modus	Reichstag	Reichstag	Reichstag	Reichstag	n/a	n/a <sup>30</sup>	Electors	Reichstag	Conveners
Existing Institution	./.	High Court	Law Code	Circuits	Cabinet	Circuits	Endowment for the Arts	Circuits	Force Law
Imperial Power	20	40	60	60	60	80	90	60	80
Emperor’s Prestige	20	40	60	80	By negotiation only –	100	100	60	80
Emperor’s Standing	Decent	Fair	Fair	Decent		Good	Very Good	Decent	Fair
Other Requirements				Diplomat, Jewish Diplomat, or Ambassador (any rating)		2000 d. cash ADM 8	ADM 7 DIP 8 2000d. cash Centralization	Army Reformer (any rating)	MIL 8
The Emperor must be at peace, have less than 1% of his maximum allowed reputation, and have five diplomats as well as <b>one</b> of the following:									
	ADM 6	ADM 7	ADM 7	Cabinet idea	Conveners and the Rival of the Emperor may take the initiative	6★ Artist	6★ Diplomat	MIL 7	6★ Army Reformer
	DIP 6 and 4★ Statesman	DIP 7 and 5★ Statesman	DIP 7	ADM 6 and DIP 8		3★ Jewish Architect	6★ Jewish Diplomat	6★ Army Reformer	Sergeant-Major-General
	4★ High Judge	6★ High Judge	6★ Statesman	6★ Diplomat		3★ Jewish Philosopher	6★ Ambassador		Quartermaster
		4★ Jewish Philosopher		6★ Jewish Diplomat					Army Organizer
				6★ Ambassador					Recruitmaster
				6★ Statesman					Colonel

<sup>30</sup> All member states of the Empire will be asked to contribute money to the endowment.

Magna Mundi uses the measure of **Imperial Power** to keep track of the ability of central Imperial institutions to set policy and enforce the law across all member states. **Imperial Power is the prestige value of an invisible country called *The Holy Roman Empire*.** Whenever an action you take influences this value, the tooltip will say so. The actions of AI countries also have an influence on this value. If you are the Emperor, you can choose to be informed of such actions taken by the AI. You get a choice to be informed of every occurrence, all but the most minor occurrences, or only the most important ones.

Imperial Power is always displayed by a modifier in the capital province of the current Emperor, the “Imperial Court” (a blue crown). This modifier has three values:

The *trade income* modifier corresponds directly to the amount of *prestige* the Empire enjoys: an added 2% local trade income means that **Imperial Power** ranges between 20 and 29.

The *population growth* shows the **Degree of Authority** enjoyed by the Emperor. Each added degree opens more possibilities for the Emperor to influence policy in the Empire.

Finally, the *government tech* investment is an added bonus of being Emperor. It corresponds to the degree of authority enjoyed by the Emperor.



In this example, the Emperor is a “Symbolic Leader” (2% pop. growth), and Imperial Power is between 50-59 points (5% trade income modifier).

Prestige Value of the Holy Roman Empire	Level of Imperial Power / <i>trade income modifier</i>	Degree of the Emperor's Authority / <i>population growth</i>
< 0	-10%	-1% (Anachronism)
0-9	0	+1% (Figurehead)
10-19	+1%	
20-29	+2%	
30-39	+3%	
40-49	+4%	+2% (Symbolic Leader)
50-59	+5%	
60-69	+6%	
70-79	+7%	+3% (Strong Leader)
80-89	+8%	
90-100	+9%	
		+4% (Powerful Leader)

## THE IMPERIAL DIET AND VOTING

The Reichstag is an assembly of the rulers of all states within the Empire. When member states of the Empire talk to each other at Reichstag sessions, it is usually a good sign for the peace and quiet of the Realm (you will see occasional messages about such contacts). The Reichstag will also have a say in the creation of additional Imperial institutions, and determines replacements for Electors that have lost their title, or have been annexed.

The different categories of members sit on different benches. If the Emperor suggests the creation of an Imperial Institution, the Reichstag usually has to vote on it. Each bench has one vote.

**First Bench: the Spiritual Lords** (theocracies and religious orders)

**Second Bench: the Temporal Lords** (monarchies who own at least three provinces or are an elector)

**Third Bench: the Minor Estates of the Realm** (everyone else, like republics, free cities, minor monarchies, etc.)



Once the Emperor has submitted a proposal to create one of these Imperial Institutions, a Reichstag member in each bench must pick up that proposal, and submit it to the full bench for a vote. Once such a **SPONSOR** has emerged, the vote in that bench will take place immediately.

For a country to sponsor a proposal it must have excellent relations with the Emperor (160+). It must share the Emperor's state religion, too, unless the Empire has adopted an official policy of toleration. Even so, it may take as long as ten years for the Reichstag to move.

Members will cast a vote of Aye, Nay, or Abstention, depending on multiple factors:

- Prestige, standing, and diplomatic abilities of the Emperor
- Prestige of the Empire ("Imperial Power")
- Relations with the Emperor, the Rival, and foreign powers
- The country's interests

A measure will count as approved by the bench if there were more Aye votes than Nay votes. Once all three benches have voted, the Emperor will be informed of the outcome.

**If all three benches have approved the measure, the Emperor's proposal has passed**, and the proposed institution will be created. If one bench did not approve but the other two did, the Emperor may ask the dissenting bench to reconsider. If a second vote in that bench has the same outcome as before, the Emperor may create the institution by decree. This will harm Imperial Power and make it less likely for the members of this bench to support future Imperial initiatives. If an elector who was an official supporter of the Emperor is a member of that bench, he will immediately join the camp of the Emperor's rival, or at least abandon his support for the Emperor.

If two or three benches did not approve, the measure is dead. The Emperor will be unable to propose another measure for the next ten years. He may

not be able to propose the exact same institution, again, for longer than that.

Not all institutions require a Reichstag vote by benches. Some institutions are created by different rules:

<b>Institution</b>	<b>Voting Modus</b>
High Court	Reichstag (as described above)
Law Code	Reichstag
Imperial Circuits	Reichstag
Force Law	Reichstag
Endowment for the Arts	no vote – member countries will be asked to make a contribution, and will decide based on their financial situation
Cabinet	Reichstag
Imperial Army	six Conveners must approve
Governing Council	no vote – can be created as the result of simple negotiations between the Emperor and the Conveners and Electors
Hereditary Emperor	five Electors must approve

## **RELATIONS WITH MEMBER STATES**

The member states of the Empire (especially the Electors) are on guard against the designs of any ambitious ruler in Europe. It is much easier to offend or scare them than it is to win their trust. Their trust in your country is measured by your **Standing in the HRE**. Every action you take in relation to the Empire affects your standing. When you make decisions, you will see in the tooltip that they have an effect on your relations with *The Holy Roman Empire*. Each point of relations correspond to one count of “Standing”. For example, if the tooltip says that your relations with the Holy Roman Empire will change by 10, you know that your standing changes by 10 counts.

You always know your country’s approximate current standing in the Empire by the country modifier that will be displayed on the diplomacy

screen for your country. Your initial standing depends on the size of your country, whether you are a member state, and whether you are an Elector or the Emperor. If you chose not to be notified of events in the Empire when you started the game, you will not have any standing in the Empire at all. If ever you go to war with a member state of the Empire, though, all of the member states will take notice of you, and you will acquire a standing.

Total	Your Standing in the Empire
< 20	Horrendous
20 - 39	Bad
40 - 59	Decent
60 - 79	Fair
>= 80	Good

For every province you conquer in the HRE, you lose ten counts of standing. If you are the Emperor, every decision you make that weakens the Empire will *seriously* affect your standing. This, in turn, will affect your relations with Electors.

There are few ways to improve your standing. The most important one: **Do not go to war in the Empire!** After fifty years at peace with all members of the HRE, your standing will improve by default. You can also sign a trade agreement with a member state who owns a center of trade, or enter an alliance with a member state that is not your vassal, to improve your standing.

Please note that going to war against a member state of the Empire, as such, does **not** hurt your standing. It does, however, mean that you must wait for another fifty years from the moment you made peace, before your standing will improve.

## Events that Raise or Lower Imperial Power

### Peace and Prosperity

- Whenever a member state has enjoyed forty years of uninterrupted peace (+0.5/+1/+1.5)
- A member state has avoided a threat of annexation, or regained its independence (+1)
- In a peace deal, the Emperor has made another country release a one-province minor (+3)

### Conquest and the Restoration of Provinces to their Owners

- Provinces given back by a conqueror to the rightful owner (+1)
- Provinces given by a conqueror to the Imperial Demesne (+3)
- The Emperor refuses to grant a lien (-1)
- The Emperor steals a province (-5)
- A province joins the Empire (+1)
- A province rejoins the Empire (+2/+3)
- The owner of a province refuses to have it leave the Empire (0/+1)
- A province is expelled from the Empire for a violation of the law (+1)
- A province leaves the Empire (-2/-3)
- A province falls into the hands of non-Christian conquerors (-1/-2/-5)
- A province is reclaimed from non-Christian conquerors (+1)
- The Emperor offers to give an existing part of the Demesne as a lien (+1)
- The Emperor refuses to give an existing part of the Demesne as a lien (-1)

- A one-province country decides to become part of the Demesne (+5)
- The rightful owner of a province removes the Demesne's core on that province (-2)
- The Emperor removes a province from the Demesne (-1/-2/-5)
- The illegitimate owner of a province removes the Demesne's core on that province (-5)
- The rightful owner of a province in the Demesne renounces his claim on the prov. (+1)
- A claim on a province is filed at the Reich Court (+3)
- The Emperor agrees to restore part of the Demesne to its rightful owner (+1/+3)

### Politics & Institutions

- An Elector engages in intrigue against another Elector (-1)
- The Electors disagree about a replacement Elector (-1)
- A nation declares itself the rival of the Emperor (-5)
- A nation refuses to declare itself the rival of the Emperor (+1)
- The rival of the Emperor has to give up his claim to the crown (+3)
- The Emperor proposes the establishment of a new institution (+3)
- A new institution is established (+3)
- A Reichstag member votes for an Imperial proposal (+1)



- A Reichstag member votes against an Imperial proposal (-1)
- The Reich Court decides a case in favor of the Emperor (+1/+3)
- The Reich Court decides a case against the Emperor (-5/-10)
- The people of a member state show public support for the Emperor (+1/+3)
- The Imperial Law Code improves relations between the Emperor and trading nations (+1)
- A friend of the Emperor's gets in trouble under the Law Code (-1/-5)

### **Emperors**

- An "Enemy of the Emperor" becomes Emperor (-5)
- The Emperor's country is annexed (-10)
- The Emperor who lost his crown was someone's vassal (+5)
- The newly-elected Emperor re-opens all cases (-1)
- The Emperor becomes hereditary (+20)
- The Emperor fails to become hereditary (-20)
- The Emperor loses his hereditary title (-10)
- The Emperor refuses to respond to demands to give up his hereditary title (+10)
- The Emperor makes concession in response to demands to give up his hereditary title (+10)
- The Emperor makes strong concession in response to such demands (+20)
- The Emperor agrees to demands to give up his hereditary title (+30)
- The Emperor accepts the word of the Reich Court, denying him a hereditary title (-10)
- The Emperor dissolves the Reich Court, and usurps a hereditary title (-30)
- The Emperor is crowned by the Pope (+10)
- The Emperor decides to abdicate and join a monastery (-10)
- The Emperor is excommunicated (-10)
- The Emperor converts away from Catholicism (-10)
- The Emperor becomes Defender of the Faith (+10)
- The Emperor becomes Curia Controller (+10)
- The Emperor owns more than 20 provinces (+3)
- The Emperor owns more than 40 provinces (+5)
- The Emperor owns more than 60 provinces (+10)
- The Emperor owns less than 20 provinces, after owning more than that (-5)
- The Emperor owns less than 40 provinces, after owning more than that (-7)
- The Emperor owns less than 60 provinces, after owning more than that (-15)
- The Emperor has more than 50% prestige (+1)
- The Emperor has less than 0 prestige (-2)
- The Emperor has more than 10% overseas provinces (+8)
- The Emperor's income derives to 50% from trade (+8)

### Foreign Affairs

- A country answers the call for an Imperial Crusade against the Turks (+1)
- A country refuses to participate in an Imperial Crusade against the Turks (-1)
- An Imperial Crusade ends in success (+20/+50)
- An Imperial Crusade ends in failure (-10)
- A small HRE country is vassalized by a major foreign power (-1)
- A medium-sized HRE country is vassalized by a major foreign power (-2)
- A large HRE country or Elector is vassalized by a major foreign power (-5)
- The Emperor is vassalized by someone (-20)
- A hereditary Emperor is vassalized by anyone (-50)
- A foreign power agrees to release an HRE vassal (+3)
- A foreign power refuses to release an HRE vassal (-5)
- The Emperor vassalizes a small or medium HRE country (+1)
- The Emperor vassalizes a large country, or an Elector (+3)
- The Emperor vassalizes a major, non-HRE country (+5)
- The Emperor agrees to release an HRE vassal (+3)
- The Emperor refuses to release an HRE vassal (-10)
- The Emperor releases Demesne provinces as a vassal (+3)
- An HRE country regains its independence, after vassalization (+1)
- The Emperor annexes or vassalizes a country he had previously released (-50)
- The Emperor's capital falls into enemy hands (-20)

## **RELATIONS WITH THE ELECTORS**

The Electors take your standing very seriously. If you want to become, or remain, Emperor, make sure your standing is always *fair* or *good*. If you are not yourself a member state of the Empire, you can never hope for an Electoral vote, unless your standing is *good*.

The Electors have become much more disciplined in their choices. They will usually be divided into two groups: **Supporters of the Emperor**, and **supporters of the Emperor's Rival**. The Emperor and the Rival can have up to three dedicated supporters each. On rare occasions, an Emperor perceived as putting his interests above those of the Empire will drive a fourth supporter into the camp of the Rival.

An Electors' preference will be indicated by a modifier in his capital province. **Using regular bribes to gain the support of an Elector is futile!** There are events that regulate the relations between Electors and others, and these events will counteract any such bribes. The exception to this rule is the seventh, uncommitted Elector, who will be a swing vote. He will be more open to being "convinced."

**If you want to become Emperor, you must strive to become the official Rival of the Emperor.** If you manage to improve your standing in the Empire to *fair* (for member countries) or *good* (for non-members), you have a good chance of being asked by your friends in the Empire to declare your intention to become Emperor.

**You can become the Rival of the Emperor by invitation, or by sending a spy to the capital of the current rival. If there is no current rival, you can become rival by sending a spy to the capital of the Emperor.** For your standing, and for Imperial Power, it is better to wait for an invitation, rather than to force becoming the official Rival through intrigue.

Elector is... You are...	Undeclared	Supporter of Emperor	Supporter of Rival
The Emperor	110-160	200+	<1
The Emperor’s Rival	100-150	<40	200+
<b>The Emperor or his Rival</b>			
.. but different religion from the Elector	50-100		
.. but with a bad standing or reputation; and the Elector is a theocracy	50-100		
.. and all of the above	0-50		
.. but high sanctions, or bad standing	-200-0		
.. but low sanctions, and decent or fair standing	1-100		
.. but low sanctions, and good standing	120-170		
Emperor, but not HRE member; unless your standing with the Empire is “good”	-10-40		
<b>Neither emperor nor his rival</b>	<b>All Electors</b>		
<b>Not a member state</b>			
any sanctions, or bad standing	-200		
.. same, but ally, spouse, or overlord of Elector	1-100		
no sanctions, decent standing	1-100		
.. same, but ally, spouse, or overlord of Elector	100-150		
<b>Member State</b>			
any sanctions or bad standing	-100-50		
.. same, but ally, spouse, or overlord of Elector	1-100		
no sanctions, decent standing	60-100		
.. same, but ally, spouse, or overlord of Elector	100-140		
no sanctions, and good standing	100-120		

## THE IMPERIAL DEMESNE (“REICHSLANDE”)

An exceptionally gifted Emperor may be able to expand the power of the crown, and to expand the territory under his control, without aggravating the Electors and other member states. He can do so by creating an **Imperial Demesne**. This is a territory that is governed by the Emperor without being a part of the Emperor's country.

Whenever the crown changes hands, so does this territory. As a result, becoming Emperor comes with an added bonus of income and manpower. Since the Emperor's country cannot claim this land as its core, it cannot recruit armies or navies here.

The more provinces added to the Demesne, the more powerful the institution of the Emperor will become. Provinces can become part of the Demesne in different ways:

An aggressor within the Empire may decide to turn over a province he conquered to the Demesne instead of returning it to its original owner. The Emperor may on occasion be able to do the same. And small member countries of the Empire might submit themselves voluntarily to the Demesne, if they believe they are better off under Imperial protection. Finally, provinces outside of the Empire may be turned into a part of the Demesne by the Emperor after he conquers them.

As Emperor, you may release parts of the Demesne as vassals. Giving a country back its independence will be good for the power of the Empire, even though the released territories will leave the Demesne and end their vassalization to you, immediately.

The Demesne can only be expanded if the Emperor has certain qualifications. If he lacks these, neither he nor any other member state can initiate the addition of a province to the Demesne.

If the Emperor has any of these minimum qualifications, he *might* have a chance to expand the Demesne whenever he conquers a province:

- Diplomatic AND Administrative Ability of 6
- Diplomatic OR Administrative Ability of 7
- 5-Star Diplomat or Statesman Advisor
- Prestige of 90
- Is “Strong Leader” (see p. **Error! Bookmark not defined.**)

If the Emperor has any of these qualifications, he will *always* have a chance to expand the Demesne if he conquers a province:

- Diplomatic AND Administrative Ability of 7
- Diplomatic OR Administrative Ability of 8
- Prestige of 99
- Is “Powerful Leader” (see p. **Error! Bookmark not defined.**)

The Demesne will change hands, whenever the Emperor’s title does. Only a hereditary Emperor will be able to avoid this loss to his territory.

## **GERMANY**

There was no notion of “nationality” during the Early Modern Era. Peasants were peasants, not Germans or Frenchmen. The nobility felt at home with their peers in other countries, but despised those who had to perform physical labor. No nobleman would have entertained the notion that he shared the same blood as a peasant living on his land, owing him rent and tribute. The clergy likewise was divided into local parish priests and high officials drawn from different social strata. Their loyalty was with their social peers, not with their “nation.”

At the same time, a small group of intellectuals, raised on literature printed in the local vernacular, rather than Latin, began to embrace an idea of the nation that would be familiar to us. If this group grows in size and influence, they might be able to drive a powerful member state of the Empire to pursue the unification of all German states under a single authority.

# Forming Germany



There are three different Germanies that you may form:

If you are the Emperor, and you have managed to make the title hereditary, you have, for all practical purposes, transformed the old HRE into a territorial state, much like France or

England. As the leader of such a **centralized Holy Roman Empire**, you do not get to change the name of the country – but you have become the German Emperor, more than the Holy Roman Emperor. This will be a proto-nation-state.

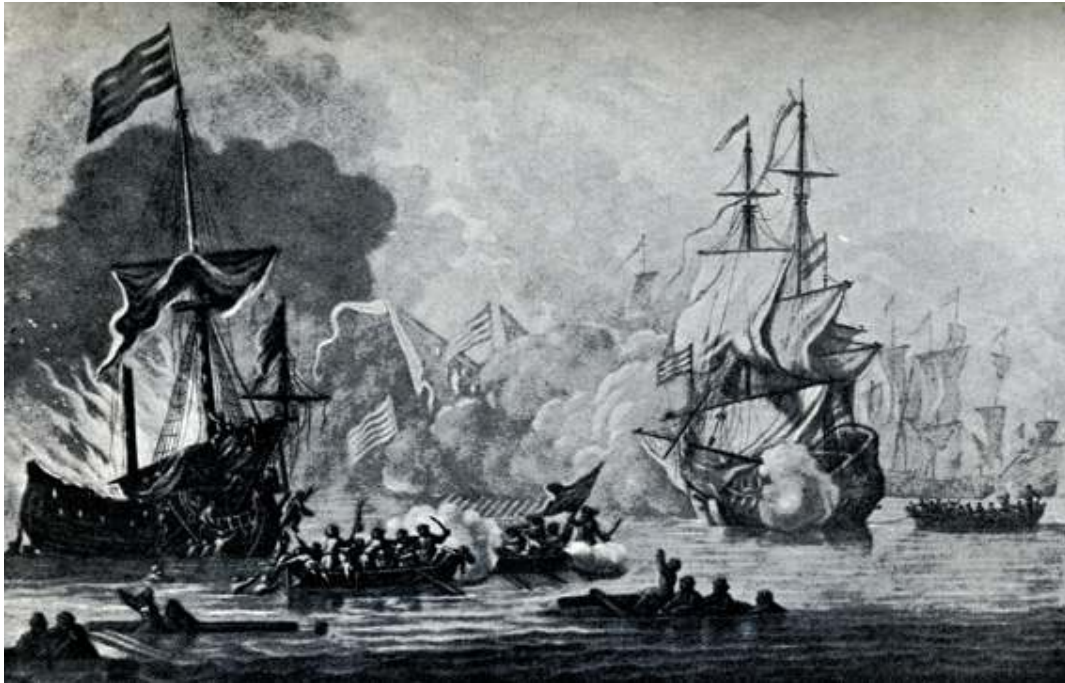
If a revolutionary movement has affected your country, and if you are the Emperor, an Elector, or the Convener of an Imperial Circuit, you may become the “Revolution Target.” At that point, your citizens will proclaim the state a republic, **“Revolutionary Germany.”** Even if another country has become the “Revolution Target,” your country may still become “Revolutionary Germany,” if it meets the above conditions.

Finally, you may form **Germany**, if the Holy Roman Empire has ceased to exist. If that is the case, you must meet the following conditions to form Germany:

- own one province, each, of all German culture groups except Dutch
- own Berlin (Brandenburg), Frankfurt, or Vienna
- own twenty provinces
- be at peace
- have +3 stability

Once you meet all these conditions, you can become Germany by making a country decision.

## XVI. Pirates of the Barbary Coast



“その場ですぐ解決できないことは一生かかっても埒があかないものである”<sup>31</sup>

■ Yamamoto Tsunetomo

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<sup>31</sup> “Something not done in the right time will remain undone for long”



# **BACKGROUND**

The **Barbary Coast** was the term used by Europeans from the 16th until the 19th century to refer to the coastal regions of what is now Morocco, Algeria, Tunisia, and Libya. The name is derived from the Berber people of North Africa. In the West, the name commonly evokes the Barbary pirates and slave traders based on the coast who attacked shipping and coastal settlements in the Mediterranean and North Atlantic and captured and traded slaves from Europe and sub-Saharan Africa.

Although piracy had existed in the region throughout the decline of the Roman Empire, the barbarian invasions, the Muslim conquest and the Middle Ages, piracy became particularly flagrant in the 14th century when the local Berber dynasties were in decadence. The town of Bougie was then the most notorious pirate base.

Several events influenced the growth of the pirates. The conquest of Granada by the Catholic sovereigns of Spain in 1492 drove many Moors into exile. They avenged themselves by raids on the Spanish coast. They had the help of Muslim adventurers from the Levant, of whom the most successful were Hızır and Oruç, natives of Mitylene. Oruç having fallen in battle with the Spaniards in 1518, his brother Hızır appealed to Selim I, the Ottoman Sultan, who sent his troops. He drove the Spaniards in 1529 from the rocky island in front of Algiers, where they had a fort, and was the founder of the Ottoman power. From about 1518 till the death of Uluch Ali in 1587 Algiers was the main seat of government of the beylerbeys of northern Africa, ruling over Tripoli, Tunisia and Algeria. From 1587 till 1659, they were ruled by Ottoman pashas, sent from Constantinople to govern for three years; but in 1659 a military revolt in Algiers reduced the pashas to nonentities. From then onwards, these African cities, although nominally forming part of the Ottoman Empire, were in fact anarchical military republics which chose their own rulers and lived by plunder.

During the first period (1518-1587) the beylerbeys were admirals of the Sultan, commanding great fleets and conducting serious operations of war for political ends. After 1587, plunder became the sole object of their successors—plunder of the native tribes on land and of all who went upon the sea. The maritime side of this long-lived brigandage was conducted by the captains, or reises, who formed a class or even a corporation. Cruisers were fitted out by capitalists and commanded by the reises. Ten per cent of the value of the prizes was paid to the treasury of the pasha or his successors, who bore the titles of Agha or Dey or Bey.

## **Overview**

The Mediterranean in EU3 often feels like a lifeless body of water, hardly befitting the dynamics it has displayed since the dawn of time. Commerce, the lifeblood of civilization, always thrived there. Cultures intermingled, religions clashed, futures were claimed and fortunes lost all around the large, shallow sea called the Mediterranean.

Between the fifteenth and eighteenth centuries, the Mediterranean was also a focal point for piracy, instigated first by the Mamluks and later, more efficiently, by the Ottomans, to wage a silent war against Christian shipping.

As the Berber Kingdoms were the home ground of the pirates, they became targets for Ottoman and Mamluk influence, while at the same time attempted to gain control over pirate activity in their own territories. Gold and plunder arriving at their ports helped convince the Berbers to support piracy.

The Barbary Coast events abstract all this activity by considering four different factions in the module: the **Christian nations** bordering the Mediterranean suffer the raids while playing their court games throughout Europe, never turning their backs on a profitable temporary agreement with the Berbers or the pirates; the **Berber Kingdoms** served as bases for the pirates and stood to profit the most (in many different ways) from them...but at great risk; the **Ottomans** (and, to a lesser extent, the **Mamluks**), acting as wire pullers, using the pirates as a weapon against the Christians; and finally the **pirates** themselves: unruly, reckless and greedy scum who can be controlled but never commanded by the other factions. Players can experience this module from different perspectives from any of the first three factions, but the pirates themselves – while they will be felt, influenced by and influencing the game in many ways – are not playable.

## THE CHRISTIANS

Most nations owning provinces on the Mediterranean are in danger of pirate attacks, but if you play any of the following nations you are quite likely to experience the dynamics of the Mediterranean as never before.

Portugal	Castille	Aragon	Morea
France	Sicily	Spain	Cyprus
Provence	Savoy	Milan	The Knights
Modena	Genoa	Tuscany	Ragusa
Siena	Urbino	The Papal States	Naxos
Venice	Albania	Athens	Styria
Austria	Achaea	Naples	

Even outside Europe, Mali can also experience pirate raids with all their consequences.

Christians have a wide range of actions upon which they must make choices. Below are the most significant.

## **Barbary Pirate Raids**

**Pirate raids come in three intensities:** weak, normal or strong. The effects, as you may guess, vary. **At a provincial level a raid is always strongly felt and the effects last for two years. At a national level the effects are mainly a scare to the sea traders that is unlikely to last more than six months.**

The following is a list of factors influencing the chance of a raid striking any given province. Note that **levels of influence stack together**, which means if you have four weak influences it may very well be stronger than a single strong one. Also note that province modifiers affect only the province they are in, except for Berber provinces owned by Christians. Although the effect of any one province under Christian control is slight, having many in Christian hands could well have a major impact!

Factors Affecting Pirate Raids		
Worsens	Critically	At war with the Ottoman Empire
	Greatly	Province is an easy target for pirates (Mediterranean Islands)
		At war with <i>each</i> Berber state*
	Noticeably	<i>Each</i> Berber state* that actively supports piracy
	Somewhat	The Ottoman Empire supports piracy
	Fairly	<i>Each</i> Berber state* that discreetly supports piracy
	Mildly	Mameluks support piracy
		At war with the Mameluks
Lessens	Mildly	<i>Each</i> coastal Berber province controlled by Christians
		An agreement with <i>each</i> Berber state*
	Fairly	Province is a difficult target for pirates (far from the Berber coast)
	Somewhat	National Defence Plan
	Noticeably	Limited provincial defenses**
	Greatly	<i>Each</i> Berber state* that is hunting pirates
	Critically	Advanced provincial defenses**
		Pact with the Pirates or Berber Kingdoms
	Decisively	Muslim State Religion

\* Morocco, Algiers, Tunis and Tripoli

\*\* Apply only to the provinces where built

### Planning Counter Raids

After a pirate raid, powerful men from the province may begin organizing a counter-raid against the Barbary coast in revenge. The crown will be asked to finance the raid and, if they accept, will have a stake in any plunder later.

There are six different types of counter raids. All provide the chance for the Christian nation to gain plunder while running some risks in the process. The presence of **Grand Admirals** and **Spymasters** will contribute to the success of counter raids – especially the *Eye-Patched Raider* admiral and *Aggressive Schemer* spymaster. Remember, though, that when talking about the Barbary Pirates, nothing is ever a sure thing!

## Making Deals with the Pirates

Sometimes violence is not the answer. There are two ways for a Christian nation to deal peacefully with the pirates. First, they can **provide aid to pirate fleets in return for cash**. Secondly, they can **pay tribute to the pirates in return for protection**. This will greatly reduce the risk of pirate attacks, but not eliminate them entirely (since pirates tend to be unruly), and there is always the danger of the pirates getting greedy. Both of these are very risky, since they can lead to a relations hit with many Christian nations and a loss of prestige if discovered. *Spymasters* are useful in keeping this sort of activity secret!

## Making Deals with the Berber Kingdoms

Similarly, Christian nations can approach Berber Kingdoms and propose deals to them to help **prevent pirate attacks** on their coasts. *Spymasters* are important to the success of these deals. They may also present a **strategic pact** to the Kingdoms and partake in the profits of piracy by discreetly helping their raids. All of this activity must be kept secret, and if all goes well, significant advantages can be enjoyed by the nation who establishes such pacts. However, if their ties are discovered, harsh consequences should be expected.

Supporting piracy will lead to plenty of different events and decisions where Christian nations are confronted with new problems, diplomatic challenges and unexpected friends.

## **THE BERBER KINGDOMS**

### **Morocco, Algeria, Tunis and Tripoli**

The Berber Kingdoms are the ones who gain most from pirate activity, at least from a purely economic point of view. However, many traps await them if they do not choose their path wisely, and some missteps can spell their end as political entities!

After the game begins, the Berber kingdoms each get the event ***Stance Towards the Pirates*** soon afterwards. This lets them choose the path they will take when dealing with the pirates in the future.

They can choose to **turn a blind eye** to the pirates. This is a nice option for those who do not want to upset the powerful Christians to the north without incurring the wrath of the Ottomans and Mamluks.

They can also choose to **quietly support the pirates**, providing some seed money but denying any involvement with them. This has a chance of getting noticed by the Christians.

They can **actively provide support**, allowing them to use their port facilities, providing spare parts, even a smaller, older ship or two from time to time. **This will get noticed by the Christians much sooner** with unpalatable consequences.

But for the true populist Bey, they **can also stage a speak, capitalizing on the domestic environment the pirate support**. The drawback is as soon as this is done, two weeks later **all the Mediterranean will know about it**. Whether the Christians will act or not is uncertain but risky! This action can grant a Christian nation a Casus Belli towards the kingdom in question.

But why not turn the tables and **hunt down the pirates**? Catching them by surprise, a Berber kingdom could confiscate their vast riches and gain the goodwill of the Christians – but perhaps anger the Ottomans and Mamelukes. Surely they have more to worry about... or not?

### Making Deals with the Pirates

Supporting the pirates will provide the Berber kingdoms with a steady income over time. Openly supporting them will on average grant more plunder, but comes with its own risks. Inevitably, however, there will always come a time when you feel the pirates are not giving you enough...so why not press for more? Just be sure to have decent **Spymasters** to know their minds, a ruler with decent **military skill** to scare the pirates into submission and a **Grand Admiral** who can chase them down to ground. Remember, though, nothing is certain when it comes to the pirates: they may decide enough is enough and simply cut you out of the deal...permanently. The pirates are greatly influenced by the Berber kingdoms, but not under their control. From time to time a **lone wolf** will rise to take over a fleet of pirates and cut the ties they had with a kingdom. Of course, Lone Wolves usually don't last long, but while they last, they can be a pain...

## Making Deals with the Europeans

Occasionally a Christian country may ask a Berber Kingdom to stop supporting piracy. Such a deal usually includes a lump sum along with more money over time. The gratitude of the Christians will fill your pockets – not to speak of any plunder seized from pirates hunted down in the process! Sadly, the Ottomans and Mamelukes fail to appreciate the fine points of such deals.

## Dealing with the Ottomans and Mameluks

Some friends only show up to give bad news. Both the Ottomans and Mamelukes have this habit. They will send emissaries to request support for piracy and demand the Berbers cease hunting them. If expertly dealt with, perhaps with a spymaster here or there, a Berber nation could milk them for money in return for your troubles...but it is never wise to anger a giant!

# THE OTTOMANS AND MAMELUKS

## Turkey and Egypt



The wire pullers, the puppet masters - whatever you might call them, both the Ottomans and the Mamelukes have a vested interest in a continuous low level commercial war against the Christians.

They must deal with the pirates and the Berbers, striving to maintain a balance between them, keeping them happy while herding them towards their cause. They will gain some plunder from pirate activities, but will also have to work to keep it all under control.

Hayreddin "Barbarossa"

There are also occasional raids to be planned to assuage Berber anger one time or another. In the last years of the fifteenth century there may also be an important pirate named **Barbarossa**. If you play a Christian nation you will learn to fear his name! He was an admiral and a pirate in the service of the Turks, a man whose deeds rank him firmly alongside such greats as Vasco da Gama, Francis Drake or Horatius Nelson.



## XVII. The Order of St. John

*The Sovereign Military Hospitaller Order of St John of Jerusalem*



The Knights of St John were a Christian military order that's founding dates to the crusades. The Knights were evicted from their base at Acre in 1291, establishing a presence in Cypress. By the year 1310, the Knights had conquered the island of Rhodes, taking it from the Byzantine Empire to use as their new stronghold. The Knights began to conduct daring raids against Muslim naval interests, establishing themselves as a naval power in the Mediterranean, and earning a reputation as a terror of the Muslim world.

The Knights of St John were in many ways a centralized Christian equivalent of the dreaded Pirates of the Barbary Coast. They conducted raids and operations against the full breath of Muslim naval activity, a Muslim shipping to battling their hated enemies the Barbary Pirates.

### **THE GRAND PRIORIES OF ST JOHN**

The Military Hospitaller Order of St John received much of their funding and manpower from the Priories of St John. These priories served as the local administrative units for the broader order that operated throughout Europe. Many prestigious noble families were associated with the Knights, providing material support in the form of tithes, donations, and sons to join the order.

In Magna Mundi, the Priories are represented by the ability of Christian countries to build Grand Priories of St John in their provinces. The number of Priories in existence determines the strength of the order in Europe, and this affects their ability to prosecute war against the enemies of Christendom.

A country that chooses to host a Grand Priory in their borders will have access to special benefits, and their continued support will help the Knights war against the Turks, Egyptians, and the dreaded Barbary Pirates.

#### **Benefits**

Knight of St John Advisors are available to the country, able to A chance of receiving a random Knight of St John Advisor OR +5 Small Bonus to Naval Morale and number of Diplomats each year. Receive events that allow the host country to fund new ships for the Knights. These help to strengthen the Knights and ensure their survival in their constant wars against the Turks, Egyptians, and Pirates of the Barbary Coast.

Only one new Grand Priory can be founded every five years. If a country's relations with the Knights sour, there is no limit to how many Grand Priories they can destroy at once. A skilled Grand Master will try to keep positive relations with all the countries of Christendom to strengthen the Knights.

## **KNIGHTS OF ST JOHN - ADVISORS**

One of the greatest benefits the Grand Priories provide is access to special Knight of St John Advisors. These advisors represent members of the order serving at court as loyal subjects to the princes of Europe. These advisors can only spawn in provinces that have Grand Priories or at the Fortress of the Knights. Countries that do not have Grand Priories may occasionally hire a Knight Advisor from the general pool, but the Grand Master of the order has a habit of recalling them within a few years if no priory has been established in the country.

### Knight of St John



*Members who have served with the Knights in their campaigns against the Turks and Barbary Pirates, learning the value of discipline, morale, and defensive fortifications.*

Discipline +0.01  
Defensiveness +0.05  
Land Morale +0.05  
Tolerance Heathen -0.35

### Knight Commander of St John



*Knight Commanders have a great deal of experience from commanding warships in battles against the Barbary Pirates, Turks, and other Muslim ships. Their experience can be put to use training your crews at boarding and close quarters fighting.*

Naval Morale +0.04  
Blockade Efficiency +0.08  
Leader Manuever +0.35  
Tolerance Heathen -0.35

### Knight Chaplain of St John



*Knight Chaplain's have experienced war against the Turks, Barbary Pirates, and other heathens, they have aided in the negotiations to cease hostilities between Christian nations, and they have been the confessors to nobility.*

Diplomatic Skill +0.5  
Prestige from Naval +0.01  
Prestige from Land +0.01  
Tolerance Heathen -0.35

### Knight Bailli of St John



*The Knight Bailli of St John has personally lead the forces of the Knights into battle against the heathen foes of the Barbary Coast. Vastly outnumbered, in strange and hostile lands, he has commanded the attention of his friends and foes.*

Leader Siege +0.35  
Land Attrition -0.035  
Tolerance Heathen -0.35

# CAMPAIGNS AGAINST THE PIRATES

Campaign Requirements
13+ Pories
5+ Military Skill
Pirate Sunset has not Occurred
10+ Ducats
Naval Strength (8 or more points):
1 point Galley
2 points Light Ships
4 points Big Ships

The Knights conducted operations against the ports and safe havens of the Pirates of the Barbary Coast. These campaigns were intended to suppress pirate operations in the area, and as a means of retaliation on behalf of Christendom. In exchange for safe harbor, they enlisted the help of Christian Pirates, leading them into attacks and raids against the Barbary Coast. They cut off supply lines to the pirates and suppressed their activity along sections of the coast.

The Knights have a series of decisions available that represent these campaigns against the pirates of the Barbary Coast. When activated, the decision will result in a campaign against the targeted country, as well as support for Christian Privateers in the Mediterranean. It will temporarily remove their ability to support the Barbary Pirates, and adversely affect the economy of the target country. The target country may choose to respond by building defenses, or even to go to war against the Knights.

Benefits
Removes the targets ability to support the Barbary Pirates, reducing Increases Blockade Efficiency and Manpower but does increase yearly Automatically benefit from Christian privateers during the campaign.



# **THE TONGUES**

## **Manning the Walls and Ships**



The Knights maintained a central fortress from which they planned and executed their operations against their enemies. These are impressive fortifications, with each section of fortification assigned to a grouping of Knights known as a Tongue. Each Tongue was responsible for one section of the walls, their upkeep and maintenance, as well as a division of duties. Tongues were organizational and political groupings based on region, culture, and language. Historically, there were normally between 6 to 8 tongues within the Knights, but at times some of these were devoid of any meaningful membership (such as the English Tongue after King Henry the VIII closed the English Grand Priory of St John).

The power of the Knights is linked to the manning and upkeep of their central fortress. A powerful order may be able to expand beyond seven tongues and establish an eighth, ninth, and maybe even tenth tongue. But if the order begins to decay, tongues may need to be re-organized and consolidated.

<b>Tongue Level</b>	<b>Required Priorities</b>	<b>Local Tax Bonus</b>	<b>Naval Forcelimit Bonus</b>	<b>Land Forcelimit Bonus</b>	<b>Local Manpower Modifier</b>	<b>Discipline Bonus</b>	<b>Defense Bonus</b>
<i>Two Tongues</i>	1	0.50	2	0	0.2	0.04	0.04
<i>Three Tongues</i>	6	0.75	3	0.5	0.4	0.06	0.06
<i>Four Tongues</i>	11	1.00	4	1	0.6	0.08	0.08
<i>Five Tongues</i>	16	1.25	5	1.5	0.8	0.1	0.1
<i>Six Tongues</i>	21	1.50	6	2	1	0.12	0.12
<i>Seven Tongues</i>	26	1.75	7	2.5	1.2	0.14	0.14
<i>Eight Tongues</i>	31	2.00	8	3	1.4	0.16	0.16
<i>Nine Tongues</i>	36	2.25	9	3.5	1.6	0.18	0.18
<i>Ten Tongues</i>	41	2.50	10	4	1.8	0.2	0.2

## XVIII. The Sengoku Jidai



*"Deru kuí wa utareru."*<sup>32</sup>

<sup>32</sup> "The nail that sticks up gets hammered down."



## **INTRODUCTION**

*Japan has always captured the imagination; it is a nation that rose from humble beginnings to become reluctantly accepted as a world power, only to face ruin – and redemption. It is a nation of what-ifs, and many of those choices appeared in the Sengoku Jidai, or era of warring states.*

*The Ashikaga shogunate was a weak one to begin with. Needing support to overthrow the Hojo shogunate in 1336, the Ashikaga made many promises that weakened the shogun's authority. The generations-long civil war that followed between the Northern and Southern courts led the Ashikaga to move their capital from Kamakura to Kyoto to lead the war – but it left a power vacuum behind that would come back to haunt them. This began a process that created more autonomous lords called Daimyo who began acting independently from the shogun. Only in 1392 did the fighting stop with a brokered peace between the courts, and with the adoption of the shogun into the imperial family in 1407 Ashikaga fortunes reached their height. For a brief, shining moment it seemed that the peace and order would come to the land.*

*Unfortunately, the Ashikaga violated their role as shogun by using their power to enrich their clan and their allies, arbitrarily intervening in successions and stripping lands from vassals. Hints of trouble to come showed as the Ashikaga clan fell into a succession war in 1438, leaving no adult heir when the assassination of the shogun by a disgruntled vassal left a child on the throne just three years later. The shogun was never meant to be a child...let alone three in quick succession as the new shoguns died without siring children of their own. Had the foundations of the shogunate been strong to begin with it might have survived this crisis, but instead the vassals took full advantage of the situation to run the shogunate themselves. By then the decay was irreversible, and when a second succession war broke out in 1467, it spread far beyond the Ashikaga clan and left Kyoto in ruins.*

*Over a hundred years of warfare ensued as clan fought against clan for control of fiefs, provinces, and ultimately of empires. During this period Japan met Europeans and their guns for the first time, embraced and then rejected Christianity, embarked on a war of conquest and decided their future for the next two and a half centuries.*

*In the game Japan is modelled as a collection of small states rather than a single, unified country during this period. The Ashikaga usually begin in control of the shogunate, but as time goes on and events shake up Japan that control may slip and the shogunate ultimately fall, to be replaced with a stronger, unified Japan that can play a major role in Asia and the world.*

## **Choosing a Clan**



There are twenty-nine provinces in Japan and twenty-nine clans that can contest them, although not all clans appear at all dates. The player who wishes to experience the Sengoku has many choices to choose from! The Oda clan who abolished the shogunate in the sixteenth century were unimportant vassals of the Hatakeyama in the fifteenth century – and the Tokugawa who restored it afterwards were a minor clan themselves. The Sengoku Jidai is a free-for-all in which any lord could dream of establishing a new dynasty – but not all daimyo are created equal. If you want an easy time of things, the Hosokawa, Yamana, Uchi and Uesugi are all good choices in their own way. Of course, the easiest clan to play is the Ashikaga themselves – the shogun still had great authority in the beginning! If you want a harder time of things, try playing the Kono, Akamatsu or Ashina.

When deciding to play a clan, consider how important different factors are to you. With most clans having only a single province, that province can be all-important: look at its tax income, production income and manpower when deciding which clan to start with. Tax income, which provides your inflation-free census income, is more important than production. Manpower is also a key indicator of strength in the game, so don't neglect it.

The position of the province can also be important; many of the richest and most powerful clans are in central and western Japan, so playing a trading nation may be easier on the periphery. Related to this is culture. There are three Japanese cultures: **Kyushu**, the culture of the southern island, **Yamato**, the culture of Western Japan and **Azuma**, the culture of Eastern Japan. The Ainu, the aborigines of Japan, continue to dominate the far north. Yamato clans will have an easier time conquering the rich lands of the West, while Kyushu clans will have the hardest time trying to unify Japan.

Each clan is a little different from those around it. Although all the Japanese clans have much in common, their initial policy slider settings and national ideas vary from one clan to the next. Some clans are more specialized than others and may fit your playing style better than others.

You should also look at the relationships each clan has; some start allied to the shogun, a real advantage, while others may have a vassal or ally, and still others have nothing between them and a nearby aggressive alliance. Finally, some clans start with the trust of the shogun, while others may start mistrusted by him. This can easily

be changed during the game, and most players are likely to end up deeply mistrusted anyways – if they don't simply usurp the role of shogun! However, it can have effects on the early game.

## A Historical Perspective

Not all clans are available to play in every scenario – nor are all clans equal! Some are stronger than others, some are easier to modernize with or have the potential to be trading powers or can steamroll over their neighbours. Although there are no country-specific events for any of the Daimyo, many of them have proud and noble histories. More than one clan had the potential to unite Japan, and each has a tale to tell. For players interested in the history of the Sengoku, here is a brief summary of each.

***Akamatsu (1399-1442, 1467-1560):*** Supporters of the Ashikaga, the Akamatsu were one of the most trusted clans before they assassinated the shogun in 1441 to prevent him from intervening in their internal politics yet again. The clan lost everything and spent the next two decades waging a fierce war with the Yamana for their ancestral lands, taking advantage of their distraction during the Onin War. (Weak/Military)

***Amago (1477-1566):*** Appointed governor of Izumo, the Amago struggled with the Yamana there for decades until gaining control of the province. Eventually they were conquered by the Mori. (Moderate/Military)

***Asakura (1471-1573):*** Vassals of the Hatakeyama along with the Oda, the Asakura gained power in the north while fighting the Ikko Ikki. Famous for their keen sense of honor, it failed to save them from the expanding Oda. (Strong/Diversified)

***Ashikaga (1399-1568):*** The shogun's clan, the Ashikaga gained many lands and powers in the northeast – too much, in fact. The Kanto Kubo rebelled against his cousin and afterwards the Ashikaga divided the northeast between several clans. This was just one in a series of succession wars and poor decisions that left several children on the throne and weakened Ashikaga authority, leaving them as little more than puppets of the Hosokawa. In 1568 Oda Nobunaga marched into Kyoto and abolished the shogunate. (Very Strong/Diplomatic)

***Ashina (1467-1589):*** Little is known about this eastern clan. (Weak/Diversified)

***Chosokabe (1573-1600):*** Initially the Chosokabe fled to Shikoku where the Ichijo sheltered them, but later they gained strength and defeated all rivals on the island in a lightning campaign that drew the attention of Hideyoshi Toyotomi. This proved their undoing. (Moderate/Military)

***Date (1454-1636):*** The Date clan possessed holdings in the far northeastern reaches of Japan and gained influence in the region after the fall of the Kanto Kubo. The Date warred with their neighbours with some success but were unable to match the growing Tokugawa shogunate. They did retain great autonomy for decades after unification, with the Date sending ambassadors of their own to Europe. (Strong/Military)

***Hatakeyama (1399-1586):*** A trusted clan, Hatakeyama fortunes sunk gradually with the shogunate and after it was abolished they were conquered by the rising Oda clan. (Moderate/Diversified)

***Hojo (1512-1590):*** An unimportant clan in eastern Japan took on the name Hojo after a distant ancestor who had been related to the old Hojo shogunate. Using that as a pretext, Soun Hojo began fighting the Uesugi and carved out an empire for himself. Later daimyo were not as gifted and the clan was finally defeated by Hideyoshi Toyotomi. (Strong/Military)

***Hosokawa (1399-1549):*** One of the Ashikaga's most trusted vassals, the Hosokawa often dominated court and used their power and wealth to become the power behind the throne several times. Although powerful, the Hosokawa succumbed to internal strife and were supplanted by their own vassals. (Very Strong/Diplomacy)

***Ichijo (1469-1573):*** Fleeing to Shikoku during the Onin War, the Ichijo were relatively isolated from the civil war sweeping Japan until the Chosokabe usurped their position on the island. (Moderate/Diversified)

***Imagawa (1399-1562):*** Trusted retainers of the shogun in the east, the Imagawa grew too powerful and were stripped of most of their lands in 1395, leaving them to gracefully decline until the Tokugawa seized control of the region from them. (Moderate/Diversified)

***Kono (1399-1580):*** The Kono supported the Ashikaga and ruled over northern Shikoku until their vassals, the Chosokabe, seized control. (Weak/Diversified)

***Miyoshi (1399-1582):*** Vassals of the Hosokawa, the Miyoshi were increasingly relied on by the Hosokawa during their wars and began acting more and more independently until they betrayed the Hosokawa and conquered them. Their grip on the mainland proved tenuous and eventually they were defeated on Shikoku by the Chosokabe. (Weak/Military)

***Mogami (1454-1590):*** Little is known about this northern clan. They gained power in the north after the Meitoku War broke up the Kanto Kubo's possessions. (Weak/Military)

***Mori (1471-1600):*** The Mori were a stubborn clan who opposed the Ashikaga from the beginning. Having lost their ancestral lands, they fought bitterly to recover them, then embarked on a victorious campaign in the Kansai

that saw three powerful clans destroyed and the west come under Mori domination. Sensing the rising tide, the Mori at first allied with Toyotomi Hideyoshi, then betrayed him in the battle of Sekigahara. (Strong/Military)

**Oda (1560-1582):** From humble beginnings comes greatness: the Oda were vassals of the Hatakeyama until Oda Nobunaga managed to unify his clan, throw off his liege and conquer neighboring states. Eventually he marched into Kyoto and abolished the shogunate, only to be assassinated a short while later. (Strong/Military)

**Otomo (1399-1569):** Known primarily for their later conversion to Christianity, the Otomo struggled with nearby clans for control of Kyushu until defeated by the Mori. (Weak/Diversified)

**Ouchi (1399-1556):** One of the earliest supporters of the Ashikaga, the Ouchi clan were well rewarded for their loyalty until they grew too strong. After the Ouchi rose in rebellion in 1398, they were stripped of their lands. No longer trusted or powerful, the Ouchi began to focus on trade with China instead and became fierce rivals of the Hosokawa, engaging in bloody warfare to eventually dominate the trade. Eventually they conquered western Japan again, only to see their clan wiped out by a disloyal vassal, the Mori. (Strong/Trade)

**Ryuzoji (1559-1584):** The Ryuzoji rebelled against their masters, the Shoni, leading to the downfall of the latter. They were later defeated in turn by the Shimazu. (Weak/Military)

**Saito (1542-1567):** The Saito managed to drive the Toki out of Mino and lived to see the end of that clan, only to be wiped out by the same enemy that had defeated them – the Oda. (Weak/Diversified)

**Satomi (1399-1564):** Relatively far from court, the Satomi stayed out of politics. They were fierce rivals of the Hojo until they were defeated by them. (Weak/Military)

**Shimazu (1399-1619):** Known for its independent streak, the Shimazu controlled southern Kyushu and attempted to expand their holdings to all the island. Their ambitions brought them into conflict with Toyotomi and they were reduced to vassals of the shogunate. They remained one of the most autonomous clans in Japan even after unification. (Moderate/Diversified)

**Shoni (1399-1540):** Little is known about the Shoni. They were eventually brought low through a combination of rebellious vassals and opportunistic neighbours. (Weak/Diversified)

**Takeda (1399-1582):** For many years the Takeda were used as generals by the Ashikaga shogun and at times acted as military governors of the lands they had captured from the shogun's enemies in the west. They were also involved in the colonization of Hokkaido and fought the warlord Uesugi Kenshin at home. Eventually, though, the Takeda were beaten by the Tokugawa and their last lord committed suicide in ignominy. (Strong/Military)

**Toki (1399-1560):** The Toki had large holdings in central Japan but gradually lost them during the Sengoku. (Strong/Diversified)

**Tokugawa (1562-1869):** A small clan in the east, the Tokugawa gained fame as the vassals of Toyotomi Hideyoshi, then after his death became regents for his son and eventually took over the reins of power directly, establishing a shogunate that would last for nearly three centuries. (Moderate/Military)

**Uesugi (1399-1586):** One of the strongest clans in the east, the Uesugi rivalled the Kanto Kubo for power, a fact which resulted in the Meitoku War. Unfortunately, the clan split into three competing branches and this allowed the Hojo to seize power in the south. Eventually the remnants of the Uesugi clan swore fealty to Hideyoshi Toyotomi. (Very Strong/Military)

**Yamana (1399-1580):** One of the shogun's favourites until the clan rebelled in 1391, the Yamana regained the shogun's favour and expanded their lands after the Akamatsu rebelled. It was the Yamana and Hosokawa who instigated the Onin War as they vied over the succession of the shogunate. The Sengoku weakened the clan considerably and in the end they submitted to the ambitious Oda Nobunaga. (Very Strong/Diplomacy)

## **PROVINCIAL CAMPAIGNS**

The Sengoku Jidai lasted for over a hundred years, but in that time there were relatively few wars between the great clans. More often the clans struggled against peasant revolts, their own retainers, or to unify their own clan and claim an entire province.

Most provinces in Japan start with one of four modifiers that reflects the size of the owner's fief and therefore their control over the rest of the province.

Modifier	Income	Manpower	Stability Costs	Fort Level
Badly Fragmented	-20%	-40%	+40	-1
Fragmented	-15%	-30%	+30	-1
Divided	-10%	-20%	+20	-1
Slightly Divided	-5%	-10%	+10	--

Daimyo may choose to begin a provincial campaign at any time by selecting it as a *provincial decision* when they are not at war or recovering from one, but the costs of declaring war this way can be high. It may be better to wait for an opportune moment when your rivals are distracted – simulated by receiving a random event, **Feuding Daimyo**, which is more likely to fire when you have one or

more armies in the province, as the shogun's authority falls, and in conquered provinces.

A **provincial campaign** is modelled by adding a modifier to the province for several years that gives it a higher revolt risk; a **concerted campaign** is handled in the same way, but is both shorter and harder to fight. Both also add war exhaustion to reflect the internal warfare going on in the province.

If rebels or enemy armies lay siege to it even briefly, there is a chance of the campaign ending in defeat; this may *worsen* the modifier in the province! At the beginning of the campaign a **campaign preparations** modifier is added which prevents this from happening, giving the owner just enough time to send troops there if they aren't in the province already. If, however, a provincial campaign ends without the province being besieged long enough for a defeat to happen, the provincial modifier will be removed and replaced with a weaker one. In this manner a daimyo may spend decades doing little more than unifying his own provinces!

## **RETAINERS AND KANREI**

In Feudal Japan every daimyo owed allegiance to the shogun – at least in name. In reality the ties that bonded them together could be quite loose at times, especially under a weak shogun. It would be impossible to represent the Japanese daimyo as vassal states in game terms, so instead they all have one of several modifiers that reflect this status as a retainer of the shogun. As vassals, the daimyo are not given much freedom and have a lower reputation limit. They also pay regular tribute to the shogun and must serve in his armies when called, represented by income and manpower penalties. In return, they receive some protection in the form of lower revolt risk. As the **authority** of the shogun wanes, these modifiers all become weaker. The other factor involved is the shogun's **trust**; daimyo whom the shogun trusts are given more freedom and protection but also expected to pay more tribute – or rather, are unable to get out of it.

When a daimyo loses the shogun's trust, this modifier may change. **Be warned!** Daimyo can lose the shogun's trust for the same things that cause reputation to rise, and with the suspicious gaze of the shogun on you, your new, lower reputation limit might push you over the edge...

There are two exceptions to this system: the shogun has a unique modifier based on the shogun's authority that grants increased income and manpower from tribute. The shogun also shares power with his **kanrei**, or deputy. One daimyo is chosen to be deputy in return for serving the shogun's interests. They replace their retainer modifier with a kanrei modifier that gives them increased manpower and income and a relaxed reputation limit – but are still subject to the shogun's rules! A kanrei that goes up against the shogun will be stripped of his title – an act that is shameful to both parties. However, normally the kanrei receives a number of bonuses and is more likely to obey the shogun. In return the shogun receives a free advisor based on the kanrei; the better the kanrei's stats, the better the advisor type and the higher his skills will be.

## THE SHOGUN



The Shogun's role is to act as a neutral mediator between the daimyo, to protect Japan from foreign invaders, to keep the peace and to serve the emperor. To do that he has many advantages, but also many responsibilities.

The shogun has the authority to grant title to Japanese provinces, so when the shogun captures a province he may decide to simply grant his own clan a core on it, thus increasing his personal power immensely. This abuse of his power will upset his vassals, however, and weaken his authority permanently. The weaker his authority gets, the more his vassals will be upset; this is reflected by increasing reputation hits for this action. The shogun may also decide to return captured provinces to their rightful owners and trusted vassals; this will make the new clan trusted and increase the authority of the shogun.

When a daimyo captures a province he has no claim to, the shogun will automatically rule against them and demand they hand it back to its original owner. Refusing will force a reaction from the shogun that can involve declaring war, declaring the daimyo to be a traitor, granting title to the province to a rival, or even ignoring it

altogether. The shogun is more likely to act decisively against aggressors the stronger his authority; conversely, daimyo are more likely to refuse to give back provinces the weaker his authority and the more mistrusted they are.

## The Authority of the Shogun

*In 1466 the shogunate still had a shaky grip on power, but events were soon to change things. When the shogun's wife bore a son, his retainers were split on whether to support his brother, who had been named heir beforehand, or his son, bound to be another child shogun in a succession of children that had been disastrous for the Ashikaga. When civil war broke out between the Ashikaga retainers, the Shogun's authority melted away in the heat from Kyoto's flames. With the shogun preoccupied, conflicts in other parts of the empire were ignored, with the daimyo left to solve it themselves, and a dozen wars broke out across Japan. When the Hosokawa intervened in another shogunal succession to place a puppet on the throne it spelled the end of Ashikaga rule. Although Ashikaga shoguns would continue to rule in name, they ceased having any real authority. By the time Toyotomi Hideyoshi marched into Kyoto and ended the shogunate, it had ceased to be a power in Japan.*

The authority of the shoguns depends on the date the player starts. There is much going on behind the scenes, but here are some important dates in Japanese history that can serve as a guide.

Date	Authority	Key Events
1392	Moderate	Japanese civil war ends.
1407	Strong	The Ashikaga are adopted into the imperial family; the shugo are shuffled after the defeat of the rebellious Ouchi.
1441	Moderate	The shogun is assassinated by his own vassal, leaving a child on the throne.
1454	Weak	<b>The Meitoku War:</b> after a war over the succession, the shogun dissolves the Kanto Kubo.
1467	Very Weak	<b>The Onin War:</b> a second succession war begins, this time fuelled by rival vassals vying for influence over the next shogun.
1522	Negligible	The Hosokawa place a second puppet shogun on the throne.
1568	Negligible	Oda Nobunaga throws the Ashikaga out of Kyoto.
1582	None	Toyotomi Hideyoshi abolishes the shogunate.

After starting the game, the shogun's authority may go up or down depending on many factors. Over time, however, it is more likely to



fall. This is important because the shogun's authority affects many things in Japan:

- The modifiers the shogun gets
- The reaction of the shogun when one daimyo conquers another's territory
- The strength of the Bakufu armies
- The reputation cost of the shogun abusing his power
- The modifiers that daimyo get
- The chance of daimyo obeying the shogun in events
- The frequency of many Sengoku events (and whether some fire at all!)

There are six levels of authority: **Powerful Shogun**, **Strong Shogun**, **Shogun**, **Weak Shogun**, **Nominal Shogun** and **Puppet Shogun**. Behind the scenes, there are many small calculations going on that determine whether the shogun's authority will rise or fall at all. Within each level the shogun's authority has a rank from 0 (close to falling) to 11 (close to rising). When this authority changes to negative numbers or more than 11, it gets reset and the shogun's authority changes. These changes are small and may not be noticed, but any time the shogun's authority changes level he and any other human players in Japan will be notified by event. There are many possible causes for each change:

Event	Authority
The shogunate is abolished	$-\infty$
The shogun abuses his power to add a province to his family estates	-4
A daimyo declares themselves <i>Kampaku</i>	-3
When a daimyo becomes the power behind the shogun	-2
A daimyo is annexed (by any country)	-1 if a mistrusted clan -2 if an average clan -3 if a trusted clan
The shogun ignores a conquest	-1
A daimyo refuses to give up a conquered province	-1
A daimyo becomes less trusted <sup>33</sup>	-1
A daimyo becomes more trusted <sup>34</sup>	+1

<sup>33</sup> Daimyo can become more trusted by returning the shogun to power, by uniting against foreign invaders of Japan, by supporting the shogun against pretenders, or by marrying into the shogun's clan by event when they have a good reputation.

The shogun is blessed by the emperor	+1
Whenever a daimyo agrees to give up a conquered province	+1
A daimyo is released (by any country)	+2 if the clan borders the shogun +1 otherwise
A daimyo is released by the shogun	+3 if independent +2 if a vassal
A second feudal shogunate is established after unification	Set to <i>Powerful</i>

## The Bakufu

The shogun is the head of the *Bakufu*, or military dictatorship of Japan. All daimyo are expected to provide feudal service when called to war by the shogun. In the game this is modelled by having the Bakufu act as an invisible country whose armies are ***Bakufu army*** rebels automatically allied to the shogun (**but not his allies**, due to a limitation in the game engine) who may strike at rebels, aggressors and other enemies of the shogun. Retainers suffer an income and manpower penalty based on the authority of the shogun which represents this army. This Bakufu army can be a fantastic advantage for the shogun in war – and a terrible threat to any daimyo who dares step out of line. However, like all feudal systems, it is vulnerable to disloyalty – if enough vassals fail to obey, the Bakufu may not have the strength to force the others back into line!

**The Bakufu is likely to declare war when the Shogun does** (the stronger his authority, the faster they will respond); when this happens, Bakufu armies may spawn in enemy provinces up to twice per war. **The Bakufu prefers to attack stolen provinces** in the hopes of getting them back, but may attack anywhere – especially **undefended provinces**. The strength and speed of this assault depends on the authority of the shogun and the nature of the defender; provinces in Japan are hit harder than provinces in the rest of Asia, larger countries are hit harder than weaker ones, and aggressors and countries with bad reputations are more likely to be hit than more peaceful countries. The single largest modifier, however, is the shogun's authority. A powerful shogun can muster an army that is unstoppable against any single daimyo; a puppet shogun may not be able to muster a single regiment!

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<sup>34</sup> *Daimyo can become less trusted by the shogun believing them to be a traitor, by choosing to take advantage of instability during foreign invasions of Japan, by the shogun refusing to grant them a new fief, or by supporting pretenders against the shogun.*

In addition to fighting alongside the shogun's clan, the Bakufu may independently decide to attack aggressive Japanese daimyo. Any daimyo with a very bad reputation may be at risk, depending on the shogun's authority and whether or not they have been acting aggressively in Japan (by capturing provinces and refusing to give them back). The Bakufu may attack whenever a daimyo has gone over a certain threshold of their reputation limit (*badboy*):

Shogun's Authority	Independently attacks Daimyo (BB limit)	Attack Strength	Reputation lost per attack	Stability loss
<i>Powerful Shogun</i>	20% Aggressive 40% Innocent	Very High	-2.5	-1 per attack
<i>Strong Shogun</i>	30% Aggressive 60% Innocent	High	-2	-1 per war
<i>Shogun</i>	40% Aggressive 80% Innocent	Moderate	-1.5	-1 per war
<i>Weak Shogun</i>	50% Aggressive 100% Innocent	Low	-1	-1 per war
<i>Nominal Shogun</i>	60% Aggressive 120% Innocent	Very low	-0.5	None
<i>Puppet Shogun</i>	Never	Very low	None	None

Because the Bakufu does not exist, the player will be unable to make peace with the Bakufu when war is declared; instead, a white peace will be declared after a year or two – but Bakufu armies must be defeated separately. If the Bakufu succeeds in capturing a province that is claimed by the shogunate, they will simply seize it and give it to the shogun.

However, going to war with the Bakufu is not all bad: every time the Bakufu attacks, their opponent gains a better reputation. The larger the attack and the stronger the shogun the more badboy is lost as others see the aggressor as having been punished for their crimes.

## Becoming Shogun

Naturally, every would-be conqueror of Japan wants to be shogun! Only a member of the Ashikaga clan can be shogun, but there are always malleable cousins willing to do as they're told for a chance to feel important. Any daimyo that conquers the capital of Kyoto (Yamashiro province) or vassalizes the Ashikaga has the chance to place a puppet shogun in power, making themselves the real power behind the throne! Doing so hurts the authority of the shogun and

may cause nearby daimyo to begin considering disloyalty, but it also gives you all the powers of the shogun. You can see at a glance which country has the real power by looking at their government or monarch title; only the power behind the throne is titled *Shogun*.

## **Abolishing the Shogunate**

Being Shogun is fantastic, but it has its disadvantages as well. Any shogun that tries to conquer all of Japan will find his authority rapidly waning, sending his reputation skyrocketing whenever he adds another province to his clan's power. The shogun is also the centre of attention, and weak shoguns will find themselves the victim of plots and plans that can increase revolt risk and cause vassals to become rebellious. Furthermore, when the shogun suffers a succession crisis it can involve more than just his own clan! Eventually the problems of being shogun begin to outweigh the advantages. What to do then?

The shogunate only may be abolished when the shogun's authority is very weak and when the clan that owns Kyoto (Yamashiro province) has become too large or too opposed to the shogunate. When this happens, they will be given the choice of giving up power or abolishing the feudal system. Doing so will end the rules and restrictions of the shogunate: no more Bakufu armies, no more shogun demanding provinces be returned, no more retainer modifiers, no more kanrei – just anarchy. This is the beginning of the *real* unification of Japan!

## **UNIFYING JAPAN**

Any clan that reaches 6 provinces in size may proclaim themselves to be the *Kampaku*, or emperor's prime minister – a higher title than the Shogun in theory, mostly relegated to a ceremonial role in practice. With this rival authority a clan could unite Japan in the name of the emperor! This open challenge to the shogun can shake Japan, causing the remaining daimyo to take sides for and against this new threat, and it opens a new chapter of the game.

To become Japan a strong ruler must have united the entire Kansai region under his banner. This allows the clan to end the anarchy and establish a new Shogunate ruled by a new Shogun. At this point the clan will be given a simple choice: maintain a feudal relationship and restore the old system under a new, stronger shogun, or replace the

old system entirely and establish a centralized nation at the expense of the daimyo. You may try to modernize Japan, or seek to colonize the islands to the north, or conquer China, or convert to Christianity. The choice is yours...but either way, the game is not over yet! Many surprises await a unified Japan.

## XIX. Country Management



*"Biz Kıbrıs'ı alarak sizin kolunuzu kestik, siz gemilerimizi yakarak sadece sakalımızı kesmi  oldunuz."*<sup>35</sup>

Sokollu Mehmet Pa a

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<sup>35</sup> "In wresting Cyprus from you we deprived you of an arm; in defeating our fleet you have only shaved our beard"

## Before Pressing “Start”

So you conquered Europe in EU3, your merchants dominated world trade, you never fell below perfect stability, and you ignored reputation since it had no real consequences – no, you didn’t ignore it, you broke it, because otherwise how could you conquer so many provinces in so little time...?

Having heard so much about Magna Mundi, you proudly chose a challenging nation, one that could hardly conquer the world but, in capable hands, would let you paint Europe one color by 1822. Let’s pick...oh...Serbia? Navarra? Connaught? Or are you going to be a sissy and pick Scotland?

To sum up: It is your first game in Magna Mundi. And you have no idea what you are getting into. Take my advice for your first game. *Trust me.*

For your first game, choose Portugal, please.

Yes, it is my country, but trust me - there is no bias here, just my wish to turn you into a true Magna Mundi player faster. Portugal has the luxury of only having one neighbour to be wary of, and is far from the central stage of complex European politics. This is crucial for an easy game. If you prefer to choose another nation, that’s fine...but **choose an easy country for your first game!**

You can now press the Start button and start your game. Skip down to the *Before Unpausing the Game* section for more advice. Really – no need to read any further.

...Unless, of course, you skipped it all, decided to go ahead and play your way anyways.

And you were *Framed!* more than once, cursing that Ubik guy more times than you could count.

And you marvelled at the clockwork structure of the Holy Roman Empire where every member is just one more cog in the great scheme of things, and wondered how anybody could ever hope to expand and prosper in it.

And you sought atonement in the religious richness of the game, enjoying how a new religious story unfolds every time a new game starts.

And you were the subject of hundreds (thousands perhaps!) of Barbary pirate raids, cursing that Ubik guy more times than you could count.

And you enjoyed the finesse of the Status Quo events, classifying nations across the world using some objective rules, something that binds it all with a definite sense of purpose.

And you found yourself unable to dominate more than a handful of COTs, cursing Ubik for the many obstacles you ran into in your quest to gain riches.

To sum it up: The nagging prevalence of the curses tied to the same guy all mixed up with the wonder of the whole mod, makes you a Magna Mundi Veteran.

For you, I have some advice: Pick a medium sized country and tread lightly. **Learn the mod as if it were a *whole new game*.**

The overall feeling has not changed but you can rest assured this version is more challenging than any other version of Magna Mundi. Not in a “brute force” sense, but in the way one needs to compromise to achieve his objectives.

## **Before Unpausing the Game**

There you are, enjoying the beautiful new map (courtesy of ***Pishtaco***) while looking at your country with the game still in pause. The date: May 30, 1453.

Check your stability. It should read **0 or +1. Get used to those numbers. You'll see them more often than not.** Whatever you do, try to keep them out of the negatives!

Check your treasury and allow the tooltip to give you info on your yearly income and monthly balance. **If you get scared looking at your monthly balance and you are at peace, you should immediately reduce maintenance to the minimum.** Consider disbanding some of your starting navy.



**Reduce minting to 0.** Yes. Reduce minting to 0. This should be the base from where to start. **You can** (and probably in a number of instances **SHOULD**) **accrue some inflation**, but never forget when you move the slider to the right, it is **OUT** of its normal position: The leftmost one. **You should only start minting when you have a clear defined objective and you know exactly when you will be able to move the slider back to the left.**

Now it is time to check advisors. **Before being tempted to grab the ones in the list, remember that more will be generated during the first few months as your technology group changes**, thus it might be a good idea to wait for them to be generated instead of spending gold on second rate choices available in the beginning. Also important, **refrain from hiring three advisors**. The fact that you can hire three does not mean you must hire three. They can be a drain on your income when you need gold badly. Wait until you have a comfortable amount of gold before spending it on them!

Next stop: Policies. You have the chance to change your policies at game start. Before changing something without too much thought, **let me warn you that changing policies can lead to bad consequences in the short term**. There are many events that can happen when you change your sliders – some can be disastrous to a country that has not yet built up a large army or has much stability. **Beware of falling into negative stability**. Say with me: “*Negative stability leads to bad consequences.*” Again: “***Negative stability leads to bad consequences.***” Change your policies only if you are sure it is sound for your overall strategy and not because “you can”. Also be advised that all non military policies will expose you to consequences if you have them below -2 or +2 for each side. Since we are at it, also know that keeping the non military policies within -2 and +2 will give you a special bonus consisting of a large number of small but good modifiers as your country is defined as having Balanced Policies.

Ah... National Ideas. **Magna Mundi comes with three ideas pre-chosen for each country**, representing the wealth of history each has before the game begins. Whether you are new to the mod or a seasoned veteran, I imagine you are already thinking how stupid they are, and planning which ideas you’ll change them to as soon as you can to get the most advantage. Before you start “fixing” them, think again. I took a whole paragraph to advise you about the double-edged sword of lower stability. **Well, the -3 stability hit you’ll**

**get from changing national ideas is just the beginning of your pain.** Instead of changing them, look at them as a feature that must be carefully managed with a long-term strategy for your country.

Ok, time to look at trade. Oh... did I hear you say you are not much into trade? Welcome to Magna Mundi! **In Magna Mundi there are very few reasons for a country to avoid trade entirely and those usually last for a short time.** Pick a cheap CoT, or, if you are blessed with one in your empire, place merchants there. You'll make money, trust me. The mod gives a helping hand to countries that don't have many merchants placed. But don't thank me yet – once you start doing well, you'll lose those bonuses...but your competition will still have them! Don't try to dominate too much at once.

Ah... sorry, I am a bit deaf. After all you said you are Gill Bates, the grand-grand-grand-grandfather of... some guy of the XXI century. So, you are used to ruling the markets with an iron grip. You know how everything plays out and you confidently start to spread your merchant empire... Stop this nonsense! You are not going anywhere in the following decades, unless you know how to play your cards.

First rule: **Compete in one CoT at a time.** When you manage to keep 5 merchants there regularly, consider expanding into another CoT. Choose cheap COTs close to home that give you a good return on investment.

Second rule: **Do not get too enthusiastic about how easily you placed your first dozen or so merchants.** Things will get harder quickly! You'll need to specialize.

One important note about CoTs: If you check their value at the beginning, something seems to be amiss. In fact there is much going on 'under the hood' of Magna Mundi and **only about a year after game start do CoTs achieve a stable price.** Prices will fluctuate after that point, but never as wildly as they do in the first 12 months of play.

Now, look at your neighbours, study their starting relations and define your foreign policy. Check if you have cores on foreign territory. If so, this is a great advantage for future expansion. **In Magna Mundi, gaining cores is not trivial.** Do not declare war lightly. In fact, avoid it entirely for now!

**Check if any of your neighbours have a core on your provinces. If so, this nation should be considered your rival.** Watch it closely and be aware of its moves. **Consider it a must to make your rivals renounce their claims on your provinces.** This will weigh on the political initiative scale. After all, it is always better to decide who your next enemy will be, isn't it?

What you might consider now is to send diplomats to forge new alliances. You'll see in this version countries tend to form more logical blocks. Do you know the game of *musical chairs*, where there is always one fewer chair than players? The goal is to sit down after the bell – the poor guy left standing is out of the game. In the mod, that poor nation left isolated will be easy prey for his neighbours. So... **forge some alliances or at least their uglier cousins, Royal Marriages.**

Last thing before unpausing the game: Paradox thinks countries act like dogs; bark fiercely enough and nobody will attack you. So, **if you have some spare cash and a balanced monthly income, recruit regiments.** They will pay for themselves by dissuading larger countries from invading.

You are now ready to start the game. Be careful! Enjoy the world that opens up to you. And if something goes for the worse, persevere. You might crash and burn... but you might also launch the greatest comeback of your gaming experience. You won't soon forget that game!

If everything fails, find solace in the fact that it was probably not your fault. Neither was it that of the helpful, good natured and talented people who did most of the mod. It was Ubik's.

## XX. Credits and Appendices

### MAGNA MUNDI ORIGINAL CONCEPT

*SharpAlignment, Ulik*

### MAGNA MUNDI TEAM

*Alvya, Berto, Dharper, Helius, SharpAlignment, Ulik and Zma*

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### BETA TESTERS

*AVN, Jordarkell, Manbear, Telarias, True-Chaos and Uglyr*

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## MODS CONTRIBUTING TO MAGNA MUNDI

*Check them out!*

Azonalanthious is the author of the **Hiring Fair** mod for In Nomine.

Cagliostro is the author of **Imago Dei** for EU3.

Darken is the author of **Terra Nova** for In Nomine.

Der Zarewitsch is the author of the **Ship Names** mod for In Nomine.

Dharper is the author of **Dei Gratia** for In Nomine.

Flamariel is the author of **Korea Universalis** for Napoleon's Ambition.

Helius is the author of **Sacra Romanum Imperium** (SRI) for In Nomine.

Gigau is the author of **MEIOU:JV** for In Nomine.

Pishtaco is the author of the **Theatrum Orbis Terrarum** graphical mod (TOT) for In Nomine.

Sakura is the author of the **Sengoku** mod for EU3.

Svantevid is the author of the **Carniola** mod for In Nomine.

# **MILITARY UNITS**

Indian Cavalry	Indian Infantry	Tech	Chinese Infantry	Chinese Cavalry
Elephant	Foot Soldier	0	Longspear Infantry, Spearmen, Yumi Ashigaru	Horse Archers, Spear Cavalry
	Arquebusier	6	Offensive & Defensive Footsoldiers	Asian Steppe Cavalry, Samurai Cavalry
Shock Cavalry		10		Heavy Samurai Cavalry, Dragoons
		11	Teppe Ashigaru, Gunners	
Mansabdar	Musketeer	12		
		14	Asian Arquebusier	Asian Charge Cavalry, East Mongolian Steppe Cavalry
Reformed Mansabdar	Reformed Musketeer, Jagir Infantry	16		
Rajput Hill Fighter	Rajput Musketeer, Bandukchis	20		
		21		
Maharathan Cavalry, Sikh Rifle	Maharathan Guerilla, Sikh Hit & Run	23	Han Banner Infantry, Asian Musketeers Manchu Banner Infantry	
		24	Asian Mass Infantry, Reformed Asian Musketeer	
Bhonsle Cavalry	Bhonsle Infantry, Kala-Pieda Infantry	26		Reformed Asian Cavalry
	Indian Rifle, Tipu Sultan Rocket	28		
<b>Western European units</b>		31	<b>Western European units</b>	

Western Cavalry	Western Infantry	Tech	Eastern Infantry	Eastern Cavalry
Armored Knights, Chasseurs	Footsoldiers, Halberd Infantry	0	Peasant Levies, Bardiche Infantry	Armored Knights, Druzhina Cavalry
	Longbowmen, Men-at-Arms, Condotta Galloglaigh, Pikemen	6		Stradioti, Strzelcy Crossbowmen
		10		Light Hussars
		16		
		19		
Caracolles Cavalry, Gallop Cavalry	Reformed Tercio, Soldaty Charge Infantry	21	Soldaty Infantry, Eastern Tercio, Hajduk Irregulars	Caracolles Cavalry, Medium Hussars, Cossack Raiders, Pancerni
	Defensive & Offensive Musketeers	24		
		25		
		28		
		30		
Dragoons & Carabiniers	Counter-march Musketeers	31		Winged Hussars, Cossack Skirmishers
		32		
		33		
Cuirassiers	Defensive & Offensive Platoon Fire Infantry	34	Saxon Infantry, Petrine Infantry	Uhlans, Eastern Cuirassiers
		38		
		41		
Hussars, <i>Arme Blanche</i>	Defensive Line Infantry, Irregular Skirmishers, Offensive Charge Infantry	44	Eastern Carabinier, Green Coat Infantry	Cossack Light Cavalry
		47		
		50		
Chasseur, Uhlans	Rifled Musketeers, Defensive & Offensive Drill Infantry, Offensive Mass Infantry	52		Skirmisher, Lancer
		58		
		60		
Reformed Hussars Lancers	Columnar Infantry	64	Mass Infantry Columnar Infantry	Light Hussars
		66		
		70		
	Impulse Infantry Breech Loaded Riflemen		Impulse Infantry Breech Loaded Riflemen	

Muslim Cavalry	Muslim Infantry	Tech	African Infantry	African Cavalry
Charge Cavalry, Musellem Cavalry, Ghulam Cavalry, Steppe Warriors Mounted Archers, Timariots, Deli Guides	Ghulam Archers, Footsoldiers, Yaya Infantry, Bashi- Bazouk	0	Spearmen, Clubmen	Noble Cavalry, Royal Guard
		2	Tribal Warfare Infantry	
		4	Hill, Plains, Forest & Mountain Warfare Infantry	
		6		Light Cavalry, Quilted Cavalry, Tuareg Mercenaries
Topchis Cavalry, Voyniq Knights, Derbent Cavalry Spahi, Qizilbash Tribesmen, Shaybanid Skirmishers Steppe Cavalry	Duel Infantry, Azabs, Steppe Archers, Derbent Infantry Shamshir Infantry, Sekban Irregulars, Ta'ifat al Ru'sa Marines	10	Guerilla Infantry	
		12	African Gunpowder Warfare, Zulu Chest and Horns	Horse Archers, Highlands Cavalry
		14		
		16	African Western Franchise	
Toprakli Hit & Run, Suvarileri, Reformed Manchu Rifle		19		
Swarm Cavalry, Banner Cavalry	Janissaries	21		
		23		
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