

MANUAL

EUROPA[®] IV UNIVERSALIS RES PUBLICA



ANVS AE
OPICVS.
Helena



WELCOME TO RES PUBLICA



ONE OF OUR MAJOR GOALS throughout the development and expansion of *Europa Universalis IV* has been to make playing every major nation (and many minor nations) a unique and special experience. The map is a great help, of course; Portugal will face very different challenges from Sweden. We've also used events, religion, ideas and national characteristics in the idea system to distinguish different nations, different forms of government and different national priorities.

In a few rare cases, we've used the government mechanic to make nations feel different from each other. The nomadic steppe tribes face very special problems. Ming China is a hamstrung superpower. In the *Conquest of Paradise* expansion we introduced new types of subject nations and gave the North American native powers some new options in forming proper states and empires.

This new expansion, *Res Publica*, is more focused and specialized than other expansions since it is mostly aimed at making a few of the major powers unique. Poland, the Netherlands and the handful of merchant republics now have special types of governments. Poland's elective monarchy was a historical unicorn – a major power entrusted great control over its fate to a band of nobles and foreign interference. The Dutch republics were effectively dominated by a single hereditary noble family but still avoided falling into a monarchy for centuries. Merchant republics were riven by noble factions, each with different visions of what was best for the state.

You won't be playing the Poles, Dutch, Venetians or Hansa all the time, of course, so we've made some changes that will apply to every nation. We've added three new Idea Groups (and, consequently, changed some National Policies) and also modified some existing groups in small ways. We've also added a new way to direct how your country gains monarch power in some areas, giving you more control over the fate of your empire.

This is not a large expansion, but we think even in its small changes *Res Publica* exemplifies what we think makes *Europa Universalis IV* a special game. It's an historical sandbox of near infinite variety, and it allows both developers and players opportunities to experiment.



NEW GOVERNMENTS



AS THE TITLE SUGGESTS, *Res Publica* is mostly interested in giving you new ways to play with the government of some countries. To that end, we've introduced a couple of new government types to better reflect the peculiarities of a couple of major countries. We fudge the history all the time, of course, and there's no great push to distinguish French absolute monarchy from Turkish absolute monarchy, since a king is a king. But there are things about the Polish monarchy and the Dutch republics that set them apart historically and also open up new paths of gameplay for people that want to play these countries.

We've also taken a look at making Merchant Republics more interesting by adapting mechanics from the Ming faction system.

Elective Monarchy

Though most Polish monarchs were the blood heirs of their immediate predecessors, the Polish ruler was technically elected by the nobles – theoretically all of them, though major landlords close to Warsaw were the effective voice of the nobility. This was not a minor technicality or a rubber stamping, however. The wild history of Poland meant that there were often rival claimants and the nobles could (and did) use their power to push the country into alliances and dynastic rivalries.

If you scroll over the heir to the Polish (and Polish Commonwealth) throne in *Res Publica*, you will see who the nobles are supporting as well as the relative strength of rival claimants. If there is a local claimant, you can press the Crown icon to the left in order to spend 5 legitimacy points to boost his claim. Anyone that succeeds to the throne in a close election – especially if they have a weak claim – risks a pretender war.

Other nations can promote their own candidates as well. A new dynastic diplomatic option lets you post a diplomat in Poland to promote the case of your dynasty. The longer the diplomat is posted, the more votes your claimant will get from the nobles. Good relations with Poland or a strong diplomatic reputation will also help. Note – this is a *very long term* investment of a diplomat and will tie the ambassador up. The heir will gain no further standing if there is no diplomat to press the claim.

As usual, the chances of a Personal Union are higher if monarchs are of the same dynasty, so Poland may be worth fighting for in this manner. However, even if you don't really want to control Poland, close elections and pretender wars can cripple this potential great power if you manage to use their electoral system against them.



Government

Elective Monarchy Polish Prussian

-1.00 +10.0% +25.0%

King Zygmunt I Stary Jagiellon

3 3 1

Country Modifiers

Heir: Jan Kazimierz Sobieski - Age: 39 Claim: Weak

Jan Kazimierz Sobieski

5 4 5

- Jan Kazimierz Sobieski (5/4/5) - 20 Power
- Zygmunt Kazimierz von Hohenzollern (1/4/2) - 2
- August von Mecklenburg (2/3/1) - 2
- Zygmunt Askanier (4/2/1) - 3
- Stanislaw von Habsburg (4/3/4) - 3
- Michal Bagrationi (2/4/3) - 2
- Zygmunt August von Wettin (3/4/4) - 1

Better Relations +1
1.6 month

Land Force Limits Modifier: +10.0%
1.6 monthly

Age: 32

94 Power

Dutch Republics

The government of the Netherlands in the *Europa Universalis* era was a Republic, ruled by the collective hereditary stadtholders of each of the Low Countries. These stadtholders usually paid homage to the House of Orange, the family given most of the credit for the liberation of the Netherlands. The counterweight to this power, which risked tipping entirely into monarchy, was the States General, a parliament that tried to weaken the power of the Orangists.

In *Res Publica*, the Netherlands will waver between the Statists (who get bonuses for naval force limits and global trade power, with annual increases in Republican tradition) and the Orangists (who reduce Republican tradition, but get discounted stability costs and a bonus to the land force limits.) When the Statists are in control, there will be a new leader elected every four years, just as in other Republics in *EU4*. But if the Orangists have control of the state, the ruler will continue until his death.





We have included a number of new random events for the Dutch Republic that will give you the chance to direct the course of the government. Events may even push the Orangist power into a bona fide hereditary monarchy.

Merchant Republics

Merchant Republics have the ability to construct trading posts in provinces that they control. There is a limit of one per trade node where they have power, but add +15 to trade power in that region and slightly increase the naval force limit. The cost of 50 ADM points is nothing to sneeze at, but it is designed to encourage Merchant Republics to expand territorially to maximize their trade powers. Crete and Kaffa are suddenly worth fighting for if you are playing Venice or Genoa.





Merchant Republics now have a faction system similar to that of Ming China in the game. You can similarly access the factions through the triangle at the lower right by the Papal and Imperial menu buttons.

The merchant factions are divided to emphasize one of the three power groups. Just as with the Ming, clever manipulation of these factions will give you very useful bonuses (and minor penalties) to let you adapt to your current situation effectively. You again spend the relevant monarch points to increase the influence of a chosen faction.

ARISTOCRATIC FACTION (MIL):

- Increases army morale 10%
- Reduces army maintenance 10%
- Decreases trade power abroad 15%
- *Always adds 0.01 to army tradition, whether in power or not*



TRADER FACTION (DIP)

- Increases global trade power 10%
- Reduces naval maintenance 10%
- Decreases taxes by 5%
- *Always adds 0.01 to naval tradition whether in power or not*

GUILDS FACTION (ADM)

- Build cost reduced 10%
- Goods production increased 10%
- Decreases manpower by 10%

Republican Dictatorship

We've added the Republican Dictatorship to the game to mirror those moments when a republic was effectively one in name only – we see these from time to time in Renaissance Italy and Revolutionary France.

A Republican Dictatorship, naturally, does not have elections – nor does it gain republican tradition in the normal way. This form of government has a unique set of events that can drive the tradition up or down (sometimes in trades for monarch power), and, if the tradition is over 50% when the dictator dies, then the government will change to the highest form of available free republic.



NEW IDEA GROUPS



TO EXPAND THE NUMBER of options available to you as ruler, we have added three new idea groups – one for each type of power – and made minor changes to other groups. These new groups center on game concepts that were not fully explored or exploited in the initial idea list.

The old group *Naval Ideas (DIP)* has been renamed *Maritime Ideas*, and a new *Naval Ideas (MIL)* group has been added to help increase your abilities at sea. This group is more naval war focused than *Maritime Ideas* and both together now give you two naval focused groups, putting this part of the game more in balance with the many options available to land armies. By dividing the naval improvements between Diplomatic and Military ideas we've also made it easier to really focus on building a strong fleet.

On the Administrative side we have added *Humanist Ideas*, which are designed for multi-ethnic, multi-faith empires that don't want to spend energy putting down rebels from religious conversion or spending precious points changing the culture of conquered provinces. Intended as sort of alternative to the *Religious Ideas* track, you can now build a tolerant, diverse empire.

The new Diplomatic idea is *Influence Ideas*. This track will make your diplomats faster and vassals more amenable. The old *Diplomatic Ideas* group has had a single change, but now you have twice as many ways to use to the smooth lies and harsh truths of your ambassadorial class to your advantage.

All new idea groups have had random events added for the nations that choose them.

Other existing idea groups have also been modified in small ways to improve balance and flexibility.

Here is a brief rundown of the new idea groups.

HUMANIST IDEAS

(BONUS FOR COMPLETION: IDEA COST -10%) ADM



TOLERANCE: Even the largest religious differences are no big deal. To each their own! (+25 to religious unity)



LOCAL TRADITIONS: Communities are free to continue living as they have for centuries (-2 to global revolt risk)

ECUMENISM: We are all brothers in the faith, and all follow the same god. (Tolerance of heretics increased by 3)

INDIRECT RULE: By relying on regional authorities to speak for us, we can integrate conquered people more easily. (10 fewer years of nationalism)

CULTURAL TIES: We build bridges between our peoples to improve understanding. (50% reduction in threshold to add new “accepted culture”)

BENEVOLENCE: We have built a reputation for kindness and respect. (Negative relations decay 33% faster)

HUMANIST TOLERANCE: All humans are children of God. (Tolerance of heathens increased by 3)

INFLUENCE IDEAS

(BONUS FOR COMPLETION: 1 TO DIPLOMATIC UPKEEP) DIP



TRIBUTE SYSTEM: Every vassal will pay their sovereign what it is due. (Vassal income increases +25%)

CLAIM FABRICATION: We have a special talent for finding new excuses to covet our neighbors’ lands (Time to fabricate claims reduced by 33%)

INTEGRATED ELITES: We have worked to bring the noble houses of our vassals into our own circles. (Diplomatic Annexation costs 25% less)

STATE PROPAGANDA: We strongly and effectively state our cases for aggressive action (Aggressive expansion impact reduced 10%)

DIPLOMATIC INFLUENCE: Our diplomats are respected worldwide for their professionalism and reliability (+5 bonus to diplomatic reputation)

POSTAL SERVICE: Government dispatches and domestic mail are handled through courteous and efficient couriers. (Imperial Authority increases +10%, Envoy travel time 25% faster)

MARCHER LORDS: Border areas are divided and managed by lords tied directly to the throne, making recruiting easier in these regions. (+25% increase to vassal manpower bonus)



NAVAL IDEAS

(BONUS FOR COMPLETION: SHIP DURABILITY INCREASED 10%) MIL



BOARDING PARTIES: Sailors are trained to assault enemy vessels at sea. (+1 to naval leader shock combat value)

IMPROVED RAMS: One of the oldest forms of sea warfare, now with better training and materials. (Galley power increased 10%)

NAVAL CADETS: A strict regimen of training has ensured that our recruits are better able to man the guns. (+1 to naval leader fire combat value)

NAVAL GLORY: We celebrate our power on the seas with monuments and propaganda. (+1 to prestige from naval battles)

PRESS GANGS: If people won't come to see willingly, we'll hire some thugs to bring cheap labor aboard. (Naval maintenance reduced 10%)

OAK FORESTS FOR SHIPS: Good timber makes good ships. (Power of heavy ships increased 10%)

SUPERIOR SEAMANSHIP: We shall sail the seven seas. In the navy! (10% bonus to naval morale)



NATIONAL FOCUS



NATIONAL FOCUS IS A NEW way to guide the development of your country and your technology. If you wish, you can choose to emphasize one of the three monarch powers (ADM, DIP, or MIL). When set to a power, the National Focus increases the base gain to that power by +2 but reduces the base gain in other powers by -1, so a National Focus in Administrative gives the player a base power gain of +5 administrative, +2 diplomatic and +2 military instead of +3 to each when unfocused. This will cost you 30 Legitimacy points (or Republican tradition).

Government

Feudal Monarchy | Cosmopolitaine Lombard

King Louis XIII de Valois

No Legal Heir

Country Modifiers

Monarch Statistics:

- Benoit de Trévile**: Missionary Strength: +2.0%, 1.9 monthly, Age: 46
- Barthélemy Bourgo...**: Better Relations Over Time: +30.0%, 17.9 monthly, Age: 35
- Louis de Charbogne**: Reinforce Speed: +33.0%, 1.9 monthly, Age: 43

Power Levels:

- 6 (ADM)
- 10 (DIP)
- 6 (MIL)
- 191 Power
- 70 Power

Tooltip: Your National Focus is currently set to Diplomatic Power, adding +2 to that power each month.

Once you have selected a National Focus, you cannot change it for 20 years. The ship of state turns very slowly. You can also deselect a focus once the required two decades have expired.

Why would you do this? Well, it's one way to even out the problems with a greatly imbalance king. What if you have a monarch with a 5 MIL rating but you are mostly at peace, or have a huge military lead as it is? If he has a low DIP or ADM rating, it might be a good idea to focus on one of those so that he can gather another more useful monarch point more quickly.



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