EUROPA IV UNIVERSALIS

ART OF WAR

WELCOME TO EUROPA UNIVERSALIS IV: ART OF WAR

RT OF WAR IS THE fourth major expansion for *Europa Universalis IV* and, as its title suggests, it focuses on the military side of the game. One of our specific goals was to change the way the game played in order to make it easier for players to relive the greatest military tragedy of the EU4 period, The Thirty Years War.

This European religious war that involved almost all the great powers, greatly depopulated the German nations and ravaged the central European landscapes. Sweden briefly rose to an empire, the Holy Roman Emperor was momentarily humbled, the rules for state religion were rew ritten and, as always, somehow France ended up winning by sitting on the sidelines until the end.

Art of War comes with a bunch of dramatic free changes to the game as well, available to all EU4 players in a major patch. Some of these changes will alter gameplay in such fundamental ways that this manual will have to address those as well.

A WHOLE NEW WORLD

THE BIGGEST CHANGE in *Europa Universalis IV* post-*Art of War* is the larger, more detailed map. We haven't necessarily changed the dimensions of the map, but we have added hundreds of more provinces and dozens of more nations – mostly outside of Europe – with astonishing results.

As its title reflects, the *Europa Universalis* series has always focused on the rise of European empires. So, there has always been an emphasis on Renaissance exploration, Reformation politics and the grand battle for global domination between the larger states of Europe. This means that the rest of the world was sometimes given a less detailed map than say, Central Europe, since these other regions had, throughout the franchise's history, been more or less stages for other great players to stride across.

Africans exploring jungle.

Europa Universalis IV has made great strides in respecting and retelling the history of non-European regions but the map-work still lagged behind. The maps of India, East Asia, Indonesia, Africa and the Americas were suitable for points in these regions' histories, but we drew provinces so large that abstractions became necessary and some violence was done to historical starting points.

India is now much more heavily populated with wealthy provinces. The divisions in West Africa after the collapse of the Malian empire are more accurately reflected. The balance of power in Southeast Asia has been restored. The Manchurian tribal fragmentation of the 15th century is in place. Cuzco does not start as the center of a great Andean empire. The Near East and Persia are even more complicated.

Many of the map changes mean that we can add new revolting nations to represent states that appeared and disappeared over the timeline of the game like comets in the sky. The revamped map is available to all EU4 players – not just those who have bought *Art of War*. We take great pride in our research. We keep trying to do it better.

MATTERS OF FAITH

The Reformation

You can't understand European history in the time frame covered by *Europa Universalis IV* without understanding the Protestant Reformation. The initial Lutheran fracture of the Catholic Church, followed quickly by the Calvinist Reformed movement, brought crusading zealotry to the heart of Europe and added a new fuel to the power politics of the continent – especially the fractious and religiously divided German states.

Europa Universalis has tried to model the Reformation in a lot of different ways, and we're trying it again. Historically, the Reformation was centered in places of learning. Dissatisfied preachers and theologians made known their grievances with the Catholic establishment and the seed of dissent would spread from their universities and monasteries.

Art of War now uses this as the model for the Reformation. Three centers of each reforming faith (Protestantism and Reformed) will be founded and the religion will mostly spread from these locations. It does not mean that you won't get overseas transfers of Protestantism, but it does mean that the Reformation will more closely resemble what it was historically – a regional explosion against the church.

Ansbach is a Protestant Center of Reformation. It will continue to spread its heresy until the province has been converted to another religion.

Religious Leagues

Since the Protestant Reformation will probably infect the lands of the Holy Roman Empire, the control of this title and power will be contested by the respective faiths of the empire. Historically, the partisans of each side of the Counter-Reformation (the Roman Catholic backlash against the spread of Protestantism) formed military alliances usually referred to as "Leagues", as was the style of the time.

In *Art of War*, once the Counter-Reformation begins, any Catholic state and any Protestant or Reformed state can form a religious league. Any Christian power may then join the League. These alliances are aimed at dominance of the Holy Roman Empire and decreeing the "official" religion of Europe. A new casus belli will allow league members to start wars for the right of their respective faith to overthrow the current dominant religion.

So, the HRE starts as a Catholic institution with Catholic electors. A Protestant League may declare war on the Emperor and his allies to make Protestantism the ruling faith in the Empire. Then, in turn, the Catholic states may try to regain power.

Debate between Protestants and Catholics.

This is a rough model of the cycle of religious wars in Europe that culminated in the disaster of the Thirty Years War.

If a League War concludes without a dominant religion being established (either through other concessions or a white peace), then the religious leagues are dissolved and the principle of princes deciding the faiths of their subjects comes into being. The religious wars are over.

The Papal Curia and Papal Controller

The Papal curia has been completely reorganized to give a sense of place and permanence to cardinals. Each cardinal in the curia is now tied to a specific Catholic province and will be loyal to the holder of that province. There is a limit on the number of cardinals that can be in the curia, but new cardinals will be added occasionally until that number is reached. If a cardinal seat is converted to a heretic faith, then a new cardinal will be generated.

These cardinals generate papal influence for their masters. The more cardinals you control, the more quickly you will generate papal influence. Papal influence can be used to increase the likelihood of your preferred candidate being elected to the throne of Peter, and thereby becoming the Papal Controller.

Stockpiled Papal influence can also be spent on new perks, so even if you don't want or need to control the papal throne, there is value in controlling cardinal seats. Examples of Papal Powers include:

- **BLESS RULER:** Spend 40 Papal Influence for an increase of 10 Prestige
- **BEATIFY LOCAL SAINT:** Spend 100 Papal Influence a +1 boost to stability
- **GRANT INDULGENCE:** Spend 60 Papal Influence for an increase of 10 Legitmacy
- **LEVY CHURCH TAX:** Spend 100 Papal Influence for money to be added to your treasury

LOCAL AUTONOMY AND UNREST

A **RT OF WAR** introduces two new game concepts, Local Autonomy and Unrest. Unrest is a do-over of the rebellion and revolution system, but Local Autonomy is an entirely new idea. Both will require some explanation.

Local Autonomy

Local Autonomy is what its name suggests – measure of how closely a region is tied to the central government. A province with greater local autonomy will be less productive and profitable for the capital, but it will have a much lesser chance of rebellion since it will feel freer to do what it wishes.

Local Autonomy of 0% means that the central authority has complete command of the province and it will provide its full complement of tax, trade, manpower and other benefits you expect from your provinces. If the autonomy gets to 100%, then the province is practically worthless.

A newly conquered province will start with a LA of 50% (40%, if you have a claim). If you are at peace, the autonomy will degrade slowly on its own, but every 30 years you can spend ADM points increase or decrease a province's LA by 25% – decrease the autonomy and you add unrest, increase the autonomy and you reduce unrest.

Local Autonomy will also increase in any province that is being occupied by a hostile power in a war. They need to fend for themselves, after all, and might resent you if it takes to long to be liberated.

Peasants bartering.

This new mechanic allows us to set better limits and restrictions for those kinds of governments that are detached from the capital. So, Ming China will have to deal with a default high autonomy if it wants to take advantage of the Mandate of Heaven. Overseas provinces cannot have autonomy lower than 50%.

Unrest

With Local Autonomy now a thing, we can detach the likelihood of rebellion from the economy and focus on it as a political or religious problem.

In the new rebellion system, Unrest is a more general empire wide problem that grows over time. It is not a matter of there being a percentage chance of rebellion in a given month (something that could lead to some quite disheartening spirals of disaster) as much as it is a matter of rebel groups gaining support, but giving you time to take action.

Each province is now connected to a specific rebel group. Unrest in those provinces contributes to the nationwide progress bar for rebellion for that group. So, subjugated Scottish provinces may make a monthly addition to a Scottish nationalist revolt. Once the progress hits 100%, the rebellion breaks out with as many forces as it can support based on the strength of the rebellion.

Scottish Mercenaries.

The Harsh Treatment action is now exercised on rebel groups, not specific provinces. You can spend your MIL power to quash religious dissent or nationalist uprisings or both!

Sympathetic rebels in foreign states (either same national group or rebels you are supporting) will lift the fog of war from where they are.

Rebels can also now cross a single sea zone to get to hostile territory if there is no land route available.

MANAGING YOUR MILITARY

SINCE THIS IS a war heavy expansion, it is only appropriate to have a few new ways to handle your armies.

Army Construction Template

On the left-hand construction guide, you can now save templates for preferred army builds (for example, 12 INF, 6 CAV, 3 ART). This will allow you to quickly order up the soldiers you need if an army is destroyed and you need to replace it. Once the template is created, you can build this army by selecting that template, choosing a province to focus the construction and all the surrounding provinces you wish to help in the recruitment. Once recruited, new troops will go to the selected focus province where they can be merged.

Siege Management

If an enemy army is besieging one of your provinces, the garrison may now sortie to engage it. This is most advisable if the enemy army is not large, of course, but it can be an effective way of whittling down trailing siege forces or demoralizing an enemy army before a relief force arrives to finish the job.

Allies that have taken provinces after a siege may now transfer that province to the control of another ally. This is useful in sorting out who gets what core province at the peace table.

Military Objectives and Subject Focus

You can now direct your allies or subjects to focus on certain provinces in a war. Allied direction is handled from the target province interface. This will help you direct the war and prevent Allies from needlessly imposing attrition penalties on you because they want to follow wherever you go.

You can also decide how your subject states should fight the war. This is managed from the Subject menu. Aggressive subjects will not attach to your armies and will instead focus on their own operations, engaging enemy armies and besieging their provinces. Supportive subjects will behave in the opposite fashion, attaching to or

Dutch ships plundering.

staying near friendly armies and avoiding independent operations in enemy territory. If you have no military focus set, they will behave as they currently do, attempting to judge for themselves when it is best to attach and when it is best to act independently.

Mothballing and Upgrading Fleets

To save on naval maintenance when you are not at war, you can mothball your fleets while they are in harbor. While mothballed, they are reduced in effectiveness and cannot leave port, but they will cost much less in upkeep. You cannot merge mothballed fleets with active fleets.

   If your ships are outdated technology, they can now be upgraded with a click of a button. This is done at a substantial cost, and it may be easier to sell your older ships and make new ones while upgrading only a portion of your fleet.

DIPLOMATIC CHANGES

Marches

A March is a new status for your vassal states. You can choose this when you open the diplomatic options with a vassal.

Marches are military focused vassals. They cannot be annexed diplomatically, nor do they provide taxes for your treasury. They do, however, provide much larger armies - a 25% bonus to manpower, a 30% bonus to force limits and have 20% better fort defense.

If you cancel a vassal's March status, you will take a stability hit and greatly reduce relations with the vassal, since you are clearly making steps to annex it later.

Client States

When you reach Diplomatic Technology 22, you can create custom client states. These clients will be similar to vassals, but more autonomous. There is no limit on how large they can be.

To create a client state, choose their capital province and select the Client State option in the province interface. You can add provinces to the client at any time. You are responsible for designing its flag, too. Hurrah for vexillology!

Rebel and Vassal Casus Bellis

If you are supporting rebels in another country, and they rise up against their ruler, you can declare war in support of this revolution. By doing so, you are committed to funding the rebels for as long as the war lasts.

Port blockaded.

Hungarian revolt.

You can also now declare war to press the claims of one of your subject states. So if a vassal has a claim on a core province held by another country, you can fight to get that province back.

Sell Ships

If you have more ships than you need – or are temporarily over your naval cap – you can sell these ships to a foreign power.

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B. <u>WARNING:</u> BY INSTALLATION AND/OR USE OF THE SOFTWARE PRODUCT, YOU MAY BE INSTALLING INTO YOUR UNIT SOFTWARE THAT IS ALLEGED OR MAY BE ALLEGED TO COMPROMISE THE SECURITY OF YOUR UNIT, ITS OPERATING SYSTEM AND FILES. IF AT ANY TIME YOU WISH TO DE-INSTALL THE SOFTWARE PRODUCT BECAUSE YOU BELIEVE THE SECURITY OF YOUR UNIT, OPERATING SYSTEM OR FILES MAY BE OR HAS BEEN COMPROMISED, YOU MAY NEED TO EXECUTE A SEPARATE ROUTINE TO DE-INSTALL THE FEATURE THAT MAY BE COMPROMISING YOUR SECURITY. DAMAGES YOU MAY RECOVER FOR ANY SUCH ALLEGED SECURITY BREACHES ARE SUBJECT TO THE LIMITATION OF LIABILITY AS SET FORTH BELOW.

13. INDEMNIFICATION.

You hereby agree to indemnify, defend and hold harmless Paradox and its affiliates and their respective officers, employees, directors, agents, licensees (excluding you), sublicensees (excluding you), successors and assigns from and against any and all liability, costs, losses, damages, and expenses (including reasonable attorneys' fees and expenses) arising out of any claim, suit, or cause of action relating to and/or arising from (a) your breach of any term of this EULA; (b) your violation of any rights of any third party; or (c) your use or misuse of the Software Product. Your indemnification obligations set forth in the immediately preceding sentence shall survive the termination of this EULA.

14. GOVERNING LAW.

This EULA will be governed by and construed in accordance with the laws of the State of New York and of the United States of America. This EULA shall not be governed by the United Nations Convention on Contracts for the International Sale of Goods, the application of which is expressly excluded. By agreeing to these terms and conditions, in the event of any claim you may have arising from or related to the Software Product or this EULA you agree to the exclusive personal and subject matter jurisdiction of the courts located within the New York, New York, U.S.A. for making and resolving any such claims, and hereby waive any right to participate in any type of law suit brought and/or maintained as a class action or similar in nature to a class action. Paradox reserves the right to make any claim against you and seek and be granted any legal or equitable remedy against you in any court anywhere in the world.

15. WAIVER & SEVERABILITY.

A failure on the part of Paradox to act with respect to a breach by you or others of this EULA does not waive our right to act with respect to subsequent or similar breaches. If for any reason a court of competent jurisdiction finds any provision, or portion thereof, to be unenforceable, the remainder of this EULA shall continue in full force and effect.

16. ALL RIGHTS NOT EXPRESSLY GRANTED HEREIN ARE RESERVED BY PARADOX.

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