EUROPA® IV UNIVERSALIS

CRADLE of CIVILIZATION

WELCOME TO EUROPA UNIVERSALIS IV: CRADLE OF CIVILIZATION

HOUGH THE Ottoman Empire is the great all-star of the Renaissance era in Near and Middle East, its ascent to the heights of regional hegemony is littered with fallen kingdoms, Turkmen tribes that never quite got their act together, Persian rivals and the Timurid pretenders to the great conqueror's throne. This, after all, is the location of the crossroads of history, where the influences of Europe, Asia and North Africa convene in search of a claim to the ancient lands where civilization first took root.

Cradle of Civilization casts its eye on the Muslim nations stretching from the Nile to the Indus, taking in some of the most fascinating kingdoms of the early modern era. The Mamluk realm in Egypt, descended from medieval slave soldiers, dominated the spice trade through the Red Sea for centuries and were feared for their cavalry prowess. Qara Qoyunlu dominated modern day Iraq and was the home of Jahan Shah, one of the greatest warlords of the era. Their rival Aq Qoyunlu survived repeated Ottoman invasions until 1500. This era gave birth to a new Persian empire, and saw the dismantled kingdom of Timur the Great find new power to the east. Meanwhile, the Arabian Peninsula is home to dozens of petty sheikdoms, competing for access to the riches of Aden and Hormuz.

With new government mechanics for a variety of nations in EU4, *Cradle of Civilization* attempts to make each type of Middle Eastern state different from each other, as well as distinct from their European and East Asian neighbors. Building on mechanics that we introduced in our previous Immersion pack *Third Rome*, *Cradle of Civilization* gives you new choices to make as you try to make the most of thriving in a hostile and ever-changing environment.

We are also making changes to some familiar mechanics, giving you new ways to focus your trade power and introducing the concept of Army Professionalism to reflect the gradual shift over the era from large mercenary forces to national standing armies. Islam gets a reworking, as well, to make the religion at the center of the *Cradle of Civilization* more interesting than a simple Piety score.

MAMLUK GOVERNMENT

T **HE MAMLUKS RULED** Egypt for almost 300 years. Descended from a soldier slave caste, by the time of *Europa Universalis IV*, the Mamluk ruling class (the Burji dynasty) was mostly drawn from the distant Caucasus mountains, watching over a nation that is in decline. Control of the Sultanate is settled by coups more often than by inheritance, destabilizing what could have been one of the richest empires on earth.

In *Cradle of Civilization*, the Mamluk Sultanate does not have to worry about heirs or consorts. On the death of one Sultan, you can choose between three alternatives with varying claims of legitimacy. (In this new update, rulers and advisors are given a specific culture. This is a primary concern for the diverse Mamluks, since the ruler's culture is a key factor in the strength of their national powers.)

To reflect the ethnic diversity of the sprawling Mamluk empire, they **can promote more cultures** than other nations – 2 extra if they are a ducal level government, 3 extra for a kingdom and 4 extra as an empire. **Cultures also cost less to promote** and **provincial autonomy erodes more quickly**.

Mamluk rulers accumulate Cultural Interaction points based on their three primary stats – administration, diplomacy and military ability. Once you have accumulated 100 points in a category, these can be spent on relevant interactions, each based on the culture of the ruling Sultan.

PROMOTE RULER'S CULTURE (ADM): *All monarch power costs are reduced by 5% for a year.*
SELL SLAVES OF THE RULER'S CULTURE (DIP): *Raise money from the sale of slaves, based on provincial development of ruler's culture and current Age.*
RECRUIT SOLDIERS FROM THE RULER'S CULTURE (MIL): *Increase your manpower, based on provincial development of ruler's culture and current Age.*

Because these points are culture-related, they are reduced to zero with every change in Sultan.

There are new events associated with the Mamluk government. This is a government exclusive to the Mamluks, but it can be chosen by any Muslim Iqta that controls Cairo, so long as the Mamluks no longer exist.

TRIBAL FEDERATIONS

HE TURKOMAN TRIBES of Aq Qoyunlu and Qara Qoyunlu settled in the lands from Armenia to Iran. Pressured by the Timurids in the east and the Ottomans in the west, both of these tribal nations managed to hold on through much of the 15th century, with Aq Qoyunlu even building an empire that stretched all the way to the Persian Gulf, including the former Qara Qoyunlu lands. Aq Qoyunlu eventually succumbed to a revitalized Safavid Persia in the early 1500s.

These nations were tribal federations, united by language and clans. Though a strong sultan could assert his will, true power rested with the tribal council, made up of local emirs and tribal chiefs. Taxation of local subjects sustained the federations and their sizable armies, which were used in peacetime to protect the flocks that earned the tribes the White Sheep and Black Sheep sobriquets.

In *Cradle of Civilization*, these Tribal Federations (as well as some of the minor Arabian states) get a new government form. Heirs to the Seljuk conquerors of old, the

tribal federations get bonuses that will allow them to conquer quickly. Tribal federations get a **25% bonus to the cavalry/infantry ratio** for effective armies, **conquered provinces cost less** in a peace deal and newly taken territories will suffer the **effects of separatism for 5 fewer years**.

By winning battles and humiliating enemies, Tribal Federations earn *Tribal Allegiance*. This is a reflection of how impressed the tribes are with your leadership. Your tribal allegiance score runs from 0 to 100, with scaling effects. At 100, your manpower recovers 33% faster, and unrest in your provinces is reduced by 3.

Tribal Allegiance declines annually, based on your total development. Smaller, less developed empires will be able to sustain the Allegiance more easily than grand, sprawling ones. Therefore, we have made it a little easier for this form of government to convert to a more modern Iqta regime.

You can spend 30 points of Tribal Allegiance on three different decisions.

ENLIST GENERAL: *A general with the value of 40 military tradition is recruited to lead your armies.*
TRAIN HORSEMANSHIP: *Cavalry are 15% more effective in battle (does not stack, so you can't spend 60 Tribal Allegiance for 30% better horses).*
CONSCRIPT FROM TRIBES: *Six cavalry units are quickly built in your capital city.*

To keep Tribal Allegiance high enough to access, nations with Tribal Federation governments will need to be at war fairly often, especially targeting rivals for humiliation. These types of nations are good for quick expansion as small to mid-sized powers, but should upgrade their government as soon as they can.

FEUDAL THEOCRACY

PERSIA WAS REBORN from the ashes of the collapsing Timurid empire and its successor states. The Safavid Dynasty traditionally marks the beginning of the modern Iranian state. Unified by a rapid (and bloody) national conversion to Shia Islam, Persian society began to separate itself from its Sunni neighbors and established societal institutions that were intimately tied to the new regime. At its height, Safavid Persia stretched from Eastern Anatolia to modern-day Pakistan.

In Cradle of Civilization, Persia and a few other non-conforming Muslim nations (Rassids near Yemen, Oman, Ardabil in Azerbaijan, the Mushasha in southern Persia) have a new government form called Feudal Theocracy. Feudal Theocracies function much like any other monarchy, but get bonuses related to missionaries and religious tolerance of the official faith.

Feudal Theocracies get three Government Interactions they can perform, each with a five-year cooldown. Each action costs 50 monarch power.

SEIZE CLERICAL HOLDINGS (ADM): *Building construction costs reduced 15% for five years.*

INVITE MINORITIES FROM ABROAD (DIP): *Development cost in capital area reduced by 20%, and one random development improvement in capital province.*

SANCTION HOLY WAR (MIL): *Get a claim on all neighboring (non-allied) provinces belonging to a nation not of your official religion.*

IQTA TAXATION POLICIES

CRADLE OF CIVILIZATION introduces new taxation decisions for the standard Iqta form of monarchy that dominates the Muslim world. You can choose one taxation policy every 20 years, and they are stronger if you have a large number of developed subject states (vassals and colonies). There is no cost to implementing a tax policy.

AVAILABLE TAX POLICIES ARE:

EFFICIENT TAX FARMING: *Squeeze your citizens for a 15% boost in taxes for 20 years, and an immediate influx of money from your subject states. Your subjects' contribution size is relative to their total development.*

LAND ACQUISITION: *Seize land for government use, reducing the cost of making provinces Cores by 5% for 20 years, and an immediate increase in your manpower from your subject states, relative to their total development.*

LENIENT TAXATION: *Reduce subjects' Liberty Desire 15%, increase Diplomatic Reputation by 1.*

SCHOOLS OF ISLAM

THE IDENTIFICATION OF Islam with the state apparatus meant that the choice of which sort of Islam should be practiced was often fraught with political consequences. Beyond the schism between Sunni and Shia Muslims, there were a number of schools of jurisprudence that emphasized different aspects of the faith and sources of religious and legal truth, from the strict traditionalism of the Hanbali school to the flexible legalism of Shia Jafari study.

Each Muslim nation in *Cradle of Civilization* is devoted to a particular school of Islam. Each school gives a bonus to that nation, and improves relations with other nations that follow the same school.

Religion

Sunni	👑 Chance of New Heir: +100.0%
Hanafi	⚔ Cavalry to Infantry Ratio: +10.0%
	Tolerance ☪ 4.0 ☪ -1.0 ✝ -1.5

☾	**Hanbali** Aggressive Expansion Impact: -10.0%	Select
☾	**Maliki** Development Cost: -10.0%	Select
☾	**Shafi'i** Merchants: +1	Select
🗡	**Ismaili** Yearly Legitimacy: +1.00	Select
🗡	**Jafari** Shock Damage: +10.0%	Select

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THE FOUR MAJOR SUNNI SCHOOLS:
HANAFI: *Administrative technology is 5% cheaper*
MALIKI: *Development costs 10% less*
SHAFI'I: *One extra merchant*
HANBALI: *Aggressive Expansion effects are 10% less*

THE THREE MAJOR SHIA SCHOOLS:
JAFARI: *Shock damage of armies increased by 10%*
ISMA'ILI: *Legitimacy increases +1 per year*
ZAIDI: *10% less damage from shock combat*

Though you cannot change your school, you can invite a scholar from another school to visit your court, giving you the bonus associated with that school for 20 years. You can only invite a scholar if you have very good relations with a nation following the other school.

For a Sunni to invite a Shia scholar (and vice versa), you will also need to have a Piety score of -50.

If nations of opposing schools go to war with each other, and the war drags on, relations between all of the schools on opposite sides of the war will be hurt. Conversely, prolonged peace between opposing schools will lead to greater respect and stronger ties between followers of the schools.

A new series of events will be triggered that will highlight the growing splits or respectful treatment between the Islamic schools.

TRADING POLICIES

ONE GOAL OF *Cradle of Civilization* is to add smaller decisions that will let you interact in meaningful ways with systems that, often, are left in place without much of a thought. Sometimes the trade system works like that – you place your merchant in a rich trade node and just leave them there, maybe shifting one or two around when you've found a bigger pot of money.

Nations can now give their merchants "missions" in a node by activating a trade policy. There are four trade policies available to all nations and one special policy for Muslim countries.

MAXIMIZE PROFITS: *+5% Trade Power to your efforts in that area and is the default policy for merchants newly sent to a trade node.*
HOSTILE TRADING: *Spy Networks constructed 25% faster in nations with provinces in that trade node.*
IMPROVE INLAND ROUTES: *+10% to siege ability and improved effect of artillery versus forts in trade node provinces, **requires 50% trade power in node**.*

ESTABLISH COMMUNITIES: *Relations with nations present in the trade node improve 15% more quickly.*

PROPAGATE RELIGION: *To model the historic importance of Muslim traders in spreading Islam to the far East,* ***Islamic nations with 50% trade power in a trade node connected to a Trade Company area*** *can use their merchants to improve the chance of converting provinces in the area.*

ARMY PROFESSIONALISM

HE TIME FRAME of *Europa Universalis IV* begins in an era marked with relatively amateur military forces, usually supported by large mercenary armies. As the centuries moved on, monarchs able to centralize their power found that the throne was more easily defended by national standing armies.

To capture this evolution in military organization, *Cradle of Civilization* introduces the concept of Army Professionalism. This is measured on a 100-point scale, with the lower range of professionalism granting cheaper and more numerous mercenaries, and the higher range of professionalism increasing the combat effectiveness and speed of your armies.

In general, you will want to progress up the professionalism scale, but circumstances will rarely give you a clear and straight path. To mark your progress, new abilities are unlocked at intervals along the Army Professionalism scale.

20: *Build supply depots (costs 20 MIL) in controlled provinces to reduce attrition to friendly armies in the area.*
40: *Immediately refill the garrison of a captured fort by taking men from an army.*
60: *Disbanded military units have a portion of their manpower returned to the national manpower pool.*
80: *Generals cost half as much to recruit.*
100: *Reserves in battle suffer 50% less damage to morale, and troops are drilled twice as fast.*

Army Professionalism is **decreased** by **recruiting mercenaries**.

Army Professionalism can be **increased** in two ways. First, **recruiting generals** will raise your professionalism by one point.

Second, in a new command, armies led by generals can be **drilled.** A drilling army has its morale reduced to zero as it trains, slowly contributing to a nation's Army Professionalism. If your maximum land force is drilling for a year, it will add one point. Drilling troops has a chance of increasing the ability of the commanding general.

You drill troops by clicking on the training dummy at the lower right of the army profile screen.

Events can also raise or lower Army Professionalism.

MINOR CHANGES

The Ottoman Empire

Janissaries are now specific unit types similar to Manchu Banner forces. They can be raised on the State display for a given region with a heathen province. Janissaries have 10% greater resistance to shock and fire combat, but cost double to reinforce.

The Ottomans can appoint Pashas to govern a state. Pashas greatly reduce State maintenance costs and chance of revolt, but buildings and units cost 20% more in that State. Removing a Pasha increases revolt risk.

Missionaries

You can now send missionaries to your Subject territories to convert their non-conforming provinces to the **Subject's** faith.

Exploit Development

A province's Development can now be reduced in return for an immediate reward, with a 20-year cooldown period for that province. Exploiting richer provinces will have greater effects.

Reducing ADM development earns a percentage the province's income. Reducing DIP development presses sailors into your service. Reducing MIL development gets you instant manpower.

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EUROPA UNIVERSALIS IV:
CRADLE OF CIVILIZATION

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