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Greetings everyone! The time has finally come to release 1.33 to the world. This is the exact same build that's been up on the open beta for the last couple of weeks, and the version that's going live is 1.33.2 following the feedback we've received during the testing phase. As always, please report any issues in our bug report forum or submit a support at the cost of Mandate per Development. Subjects of the Tributary become independent. - Added 15 new custom nation ideas. - Added 8 new Custom Nation ideas. - Added 8 new Custom Nation ideas. - Added 15 new custom nation ideas. - Added 8 new Custom Nation ideas. - Added should they become subjects of a non-Shogun country. - Re-added the "Tribal Identity" government reform for natives. - The Chinese Kingdom government reform for natives. - The Chinese Kingdom government reform now gives -100 opinion of countries of the same culture and culture group. - The Great Mongol Horde government gives now +50% Cavalry to Infantry Ratio instead of 25% so you are no longer locked to be Tengri to enjoy 100% Cavalry fun. # Religion - Base Harmony gain has been reduced to 0.25 while Harmony scaling with Religious Unity (100% Unity = +1 Harmony). - New events for the Alcheringa religion have been added, which allow the country to unlock the Dreaming Stories even without having access to the necessary missions. - Reworked the Harmonization modifiers, allowing players to harmonize religions in quick succession without suffering horrendous penalties. religions. - The Yanzhou province has now the Temple of Confucius triggered province modifier if Leviathan is disabled, which gives +0.25 Yearly Prestige and +25% Religious Unity as long both the province and its owner are Confucian. - The modifiers from the harmonized religions have been buffed. # Units - Fire and Shock pips now affect morale damage as well. - Overlord naval force limit numbers changed from flat to percentage. - Smolensk Units now prefer to display artillery in their stacks have cavalry). - The Revolutionary Guard now has -50% Regiment Drill Loss. - Backrow troops now take 40% of the regular morale damage. # Other - Being over governing capacity will no longer decrease the Tribal Development Growth. - Stated but no full cored provinces now have a governing cost of 50% instead of 25%. - Council of Trent concludes with the majority vote. - Being a Hegemony now decreases the opinion of other countries around you by 50 instead of 100. -Centralize State now decreases State Governing Cost by 25%, and now affects only the state, not the whole country, while State Maintenance is reduced by 20%. It also increases the Local Prosperity Growth by 0.1, while the action now costs 50 ADM. - Centralize State Governing Reform now costs 50 Reform Progress instead of 100 due to the newly added Admin cost. - Expand Infrastructure now costs 50 ADM, and reduces governing cost by 10% + 15 Governing Cost flat. It also now buffs the province in every aspect like for example decreasing local development cost by 5%, Monthly Autonomy by -0.005, Local Goods Produced Modifier by 5%, etc. - Reduced the manpower, sailors and force limit countries more likely to have at least level 1 advisors. # Other - AI no longer tries to retreat to mountains if those are in neutral territory. - The Ethiopian AI will now prefer provinces of its state religion to move their capital. - Tuned down fort building, especially when on border and next to existing fort. - Added an ai_importance value to the decisions for forming Prussia in order to teach the AI that Prussia is op and should be formed if possible. - Made AI consider starting a battle. - Fixed bug where AI thought 'coordinated attack' and instead sent individual armies to die. - Fixed issue that AIs in debt didn't convert provinces. - Fixed multiple issues with scripted ai_army, one of which made it not work at all. It can now also be debugged with the 'mapmode armyeval' command. - AI better at consolidating regiments before battle. - AI can now declare wars when overextension is up to 50% (previously 25%), but only if already coring everything. - AI considers nearby units more when considering a battle. - AI will now seize land from estates more often, but raise army/fort maintenance. - Added AI priority to a few conquest missions. - Better at taking home troops overseas (instead of disbanding). - Build a bit more universities. - Made AI Care about Beijing, Nanjing, Canton for mandate. - Colonial subjects will care more about wars that refuse to pay tribute. - Colonial Subjects will care more about wars against countries in their colonial region. - Coordinated offensives will now focus on committed sieges. - Fixed AI army ignoring terrain for some threat evaluation. - Fixed bug that AI sometimes ignored armies to behave erratically. - Fixed bug that made AI less afraid of non-rebel armies, when it should be rebel armies. - Fixed bug that made AI not declare easy wars as often. - Fixed bug that made colonial region. - Fixed issue where armies would refuse to do things nearby, because it was assigned to a region far away. - Fixed issue with colonists not being recalled when they should be. - Fixed issues sometimes preventing AI upgrading forts to higher level. - Fixed issues with colonial budgeting (causing back wiped back by a fort. - Improved AI understanding of native uprising risks (less Africans getting stack wiped taking a shortcut). - Improved AI handling of estate privileges. - Improved army quality calculations. - Improved handling of corruption. - Improved handling of corruption. - Improved handling. - Improved handling. - Improved the AI decision making for Orthodox events. - Increased budget priority for saving money. - Made AI less eager to demand return core treaty unless it likes the benefactor. - Made AI less likely to mothball forts when risky. - Lowered AI safety margin when attacking to compensate for other fixes. - Made AI aware of risk of rebels spawning in a province. - Made AI chase your small armies in more cases. - Made all Chinese countries want to conquer the 3 Mandate cities, if they have 1 already. - Made AI armies which are afraid of enemies, prefer safe terrain even more. - Made AI more likely to enforce rebel demands (peace treaty) in the rare case that it can do so - Made AI more likely to promote cultures (with large development). - Reduced maximum budget for subsidies to the 10% of income. - Several fixes and improvements regarding advisors. - Somewhat more competent at naval invasions for large empires. - Subjects with loans will keep a standing army again (although it will be small). - The Ethiopian AI will no longer move its capital while being at war. - Tweaked AI siege priorities. - Very small countries with scary neighbors will now keep a larger army when at peace. - Made small AI countries more careful with Seize Land. - Made AI less likely to split armies in threatening places. - Made AI more happy to hunt nearby armies. - Army AI only takes Donghai (now Nanai). - The Dreaming Stories of the Alcheringa no longer have all the same icon. - Added new icons for "free land leader pool". - Fixed .zip file that was showing inquisitor instead of master of mint. - Added new icons for timeout date bar. - Changed Jewish rebels flag. - Added new map mode icons for "religious leagues". - Buda Castle GFX fixes. - Added a tooltip mention for the Free Cities during the Tutorial. - Improved the tooltip for the privilege "Expansionist Zealotry" in order to make it clear that both morale modifiers don't cancel each other out. - The tooltip of the requirement of the mission "Expand Overseas" has been improved in order to show that you need 5 provinces in 3 different Trade Company Regions. - The name of the decision "Confederal Kingdoms: Arrange Internal Marriage" has been shortened. - Improved the devastation map mode tooltips. - Tooltip fix for new Reform's Diplo Action. # Unitmodels # Other - Added alert for when a monument can be upgraded. - Added more information to the naval quality ledger. - Removed message set consort effect which set new consort of the king. # Modifiers - Added a "Piety Accelerator" modifier that accelerates your piety towards (or away from if negative) Legalism or Mysticism, depending on where your piety towards (or away from if negative). Added is marine modifier / is streltsy modifier / is streltsy modifiers added. - Added land forcelimit and naval f free leaders each country gets. - Added relation with same culture modifier. - Added relation with other culture modifiers. - Added relation with other culture modifiers. - Added relation with same culture modifier. BACK LINE STRENGTH DAMAGE TAKEN MODIFIER which allows to adjust artillery after recent changes. # Triggers - Added a "trade node value = " triggers - Added a "num of provinces owned or owned by subjects with = {}" triggers - Added a "trade node value = " triggers - Added a "num of provinces owned or owned by subjects with = {}" triggers - Added a "num of provinces owned or owned by subjects with = {}" triggers - Added a "num of provinces owned or owned by subjects with = {}" triggers - Added a "num of provinces owned or owned by subjects with = {}" triggers - Added a "num of provinces owned or owned by subjects with = {}" triggers - Added a "num of provinces owned or owned by subjects with = {}" triggers - Added a "num of provinces owned or owned by subjects with = {}" triggers - Added a "num of provinces owned or owned by subjects with = {}" triggers - Added a "num of provinces owned or owned by subjects with = {}" triggers - Added a "num of provinces owned or owned by subjects with = {}" triggers - Added a "num of provinces owned or owned by subjects with = {}" triggers - Added a "num of provinces owned or owned by subjects with = {}" triggers - Added a "num of provinces owned or owned by subjects with = {}" triggers - Added a "num of provinces owned or owned by subjects with = {}" triggers - Added a "num of provinces owned or owned by subjects with = {}" triggers - Added a "num of provinces owned or owned by subjects with = {}" triggers - Added a "num of provinces owned or owned on institution embracement on action which is triggered when institution is embraced. - Added on mational focus is changed. - Added on war ended with FROM being the loser and ROOT being the winner. - Added triggers uses meritocracy, uses horde unity and uses republican tradition. # Other - Added the "disables nobility" government attribute which now disables the Nobles Estate. As a result, Parliaments no longer disable the Nobles Estate on its own anymore. In the context of the vanilla game, however, nothing changes as every government reform with a Parliament has now a "Disables Nobility Estate." trait too. - Added countries without the Dhimmi estate to gain access to said estate. The decision will replace the Brahmins with the Dhimmi in case of an Indian country taking this decision. - Forming a nation will no longer remove all cores in the Old World. Nations from the Old World as a former colonial nation will no longer remove all cores in the New World as a former colonial nation will no longer remove all cores in the Old World. Nations from the Old World. tags will still release their former tag in the Old World though. - Forming the Roman Empire will now convert all of your culture instead of just your primary culture. - The decisions "Confirm Thalassocracy" trigger tooltip now takes so much space anymore. - A new decision has been added, which allows Korea, Tibetan (the whole Culture Group) and Vietnamese countries to Sinicize their culture, changing the primary culture and all of its provinces to a custom culture, which is part of the Chinese culture group. - The Vietnamese culture has been moved into the Mon-Khmer culture group. Also a new decision has been added, which allow Dai Viet to Sinicize their culture, changing the primary culture and all of its provinces to a custom culture group. changing the primary culture and all Vietnamese provinces to a custom Vietnamese culture, which is part of the Chinese culture group. - Forming Manchuria as a Tributary subject now triggers an event for the overlord, which removes 50 Mandate (Legitimacy or Horde Unity if the overlord is not the Emperor of China) and releases Manchuria. - Forming Yuan will now Sinicize the Mongol cultures (Khalkha, Korchin, Mongol and Oirat). - Improved the tooltip for the "Adopt Manchu Identity" decision, showing user how many core Jurchen / Manchu Identity" decision, showing user how address your current ruler instead of having talking about a king which never existed for you. - France will no longer declare war upon Burgundy's overlord. - Increased the inflicted inflation from Mali's Pilgrimage event chain from 0.2 to 0.25 per Trade Income compared to Total Income. - Added event options to the Ming Crisis disaster events, which allow the players without Origins at a high disadvantage. - Joan II de Trastámara is now the same person for both Navarra and Aragon. If he dies in either country then he also dies in the visit during the Privilege event chain. - Pirates with the reform "War Against the World Doctrine" now stay true to their word and will no longer get the "Slave Trader" event. - Removed the stability gain from the event "The Third Temple" when the player decides to delay the reconstruction of the temple. - Semi Randomly generated advisors now allow Muslim countries to actually get a Parsi Zoroastrian advisor as it was originally intended. - The AI now chooses the options of the republican events more wisely in order to maintain a high amount of Republican Tradition. - The Center of Revolution Disaster. - The Jewish event "Build the Third Temple" now triggers through the decision only and can now be fired more than once per game. - The Mali Pilgrimage event will no longer periodically let the player know that the Mansa has arrived in their region. The many options of European Trade Outposts" now has an option, which can be always chosen. - The Polish event "Elective Monarchy in Poland" will now always trigger regardless if Poland has already enacted four privileges for the Nobility. Should Poland have Golden Liberty privilege. - The Polish events regarding the Elective Monarchy are no longer bound to the Polish culture but to the tag of Poland. - The Surrender of Maine event now has a custom casus belli, which acts as an usual Restoration of Personal Union cb for France. - The Swiss events about Calvin can now only trigger in the Age of Reformation in order to prevent him returning from his grave. - The event "Administrating A Tributary Network" requires 10 Tributary State when you have only Kingdom rank to fire. - The event "An important matter in sabbath" now gives +50 adm power if you have 3 stability / -100 adm power if you have -3 stability. It also no longer shows you that you have the Rights of Man DLC enabled. - The event "Dubious Spending Practices" will now properly increase the dev of the province of the corrupt advisor. - The event "Growing Imperial Influence" can now actually fire. - The event "Lost Animal" costs province of the corrupt advisor. - The event "Lost Animal" costs now 0.25 years of income in the first option instead of flat 50 Ducats. The second option now increases the Migration Cost by 50% instead of reducing it by 10%. - The event "Tribal allegiance" for the Mossi Confederal Kingdom will no longer trigger every 20 days until the end of the game. - The event "Where the Legend Begins" can no longer trigger if you have already the legendary location explored. - The event "Winter Siege" now triggers between November and April. - The event " [Root.GetName] Is in Debt!" for Private Enterprise Colonies reduces now corruption by -2 in the first option. - The options of the event "Ku Demands a Sacrifice" are now available even if you have -3 stability. - Increased the mean time to happen for the stability hit event of Maili's disaster by 100 days. - The Mutapan event "Regression of Zimbabwe" will no longer fire if the mission "Restore Zimbabwe" has been completed before. - The Polish event no longer removes the Command of the Military privilege as Poland cannot enact it. - The Third Temple event now puts the monument always on level 3. - Added go to buttons to the Ming disaster events. the Korean event "Korea and the Rise of the Manchu". - Events which were locked behind Ming are now available to the Celestial Empire ceased to exist). - Forming Manchuria will now trigger an event for Korea, which allows them to become the tributary of Manchuria in exchange for every province in the Korean peninsula hold by Manchuria. If Manchuria is controlled by a player then a second event will fire, which asks the player if they want to accept Korea as their tributary in the first place. - Halved the Mean Time to Happen for the event "The Fate of Neumark". - Revolution in a province will increase the local unrest by 0.25 per Absolutism instead of 0.5 local minimum autonomy. - The Napoléon event from the French Revolution disaster now spawns Napoléon as a competent general too when he becomes your ruler. - The event "A Helping Hand" now decreases Monument Upgrade Costs for 10 years instead of 5 year and gives now a level 2 Artist advisor with a discount. -The event "Earthquake destroys Lisboa" now adds 100 Devastation to Lisboa and decreases local goods produced by 25% instead of a flat 0.66. - The event "Netherlands Declare Independence!" now has a second option, which allows you to play as them. Additionally, the event "Dutch Mobilization" gives them now 500 Ducats and a general with 80 army tradition in order for them to fight for their independence properly. - The "Convert Hagia Sophia into a Mosque" for owners of "Star and Crescent" has now the same effect as the event for the ones who don't have the DLC. - The event "Estate's Leadership Challenged" can no longer trigger for countries which are a junior partner. # Ideas - Portugal's ideas have been rebalanced, making them more competitive compared to their neighbors. - The Plains Native Ideas no longer conflict with the Southeastern Woodlands Ideas. - The ideas of the Roman Empire have been buffed to get on par with the ideas of the Holy Roman Empire. - Finishing the Maritime Ideas gives now +25% Marine Force Limit too instead of the previous 5%. - Moved the Marine Force Limit too instead of the previous 5%. - Moved the Marine Force Limit too instead of the previous 5%. increases Trade Range by 25% and the ambition now increases Fleet Movement Speed by 1. - Quintupled the value of all ideas which increases the Marines instead of 5%). - The "Grand Navy" idea of the Maritime Ideas now increases Ship Trade power Propagation by 25%. The Espionage Ideas have been slightly reworked. "Claim Fabrication" is now the first idea, followed by the "State Propaganda" idea. The third idea, "Efficient Spies" now increases Siege Ability by 10%. The Advisor Cost reduction has been moved to the fourth idea, which is "Agent Training". - The Naval Idea "Press Gangs" now increases Marines +25% and the bonus idea of Naval Ideas gives now +15% Ship Disengagement Chance instead of +10% Marines Force Limit. # Missions - Adal's mission "Subjugate Ajuuraan" now properly requests of Ajuuraan's states. - Added missing change. - Adjusted the estate requirements for some missions of the Mughals. - Castile now gains its PU CB against Portugal after the missions "Reclaim Andalucía" AND "Subjugate Navarra" are completed. - Chagatai and Yarkand have now a claim on the province Werder too. - Forming Rûm will now give access to the Ottoman missions. - Forming a new country while having the Alcheringa religion will no longer soft locked through the usage of Trade Companies. - The Ayutthaya missions. - Kongo's mission "Populate " can now be completed by either concentrating dev twice or by developing the capital five times. - The Ethiopian mission "Unite the Horn" no longer requires you to have the province Fazughli colonized. - The German mission "Concert of Europe" now has an alternative condition of having 2500 total development instead of having 75 Power Projection. - The Holy War cb from the generic Central African mission "Expand our Religious Views" gets no longer removed after the first month tick. - The Hungarian mission "Alpine Defenses" now allows to be completed when the required provinces have better forts than castles. - The Mali mission "Protect West African Trade" gives now the proper Global Trade Goods Produced modifier instead of the local one. - The Spanish mission "Recover Portugal" has been moved. It now requires the missions "Subjugate Navarra" and "Reclaim Andalucía" in order to be completed. Additionally, Castile / Spain has now access to the two generic European missions "Global Dominance" and "Faith's Bastion". They are NOT required for the Forever Golden achievement. - The Venetian mission "Expand The Doge's Palace" now improves the base tax of Venice when Leviathan is disabled. - The mission "Construct the Kiel Channel monument when Leviathan is enabled. - The mission "Sankore University" can now be fulfilled when the Sanko Madrasah monument has level 3 reached too. - The native missions are now be completed if you have 20 or more provinces. - Ming's missions are now available to countries which primary culture is of the Chinese culture group (with the Sinicized cultures as the exception). - Adjusted the Mongolian mission "United the Mongolian mission "United cultures" are now available to countries which primary culture is of the Chinese culture group (with the Sinicized cultures as the exception). - Adjusted the Mongolian mission "United cultures" are now available to countries which primary culture is of the Chinese culture group (with the Sinicized cultures as the exception). the Mongols" so that you don't get soft locked out of when you form Yuan with the new culture change. - All missions which have an average autonomy of oversea provinces. - All vassalized countries from the Lübeck mission "Unite the League" will now become a historical friend of Lübeck. - Forming Punjab will no longer devolve your mission tree to the generic ones. - Missions which require you to concentrate development three times have now an alternative way to complete them due to the nerf Concentrate Development three times have now an alternative way to complete them due to the nerf Concentrate Development three times have now an alternative way to complete them due to the nerf Concentrate Development three times have now an alternative way to complete them due to the nerf Concentrate Development three times have now an alternative way to complete them due to the nerf Concentrate Development three times have now an alternative way to complete them due to the nerf Concentrate Development three times have now an alternative way to complete them due to the nerf Concentrate Development three times have now an alternative way to complete them due to the nerf Concentrate Development three times have now an alternative way to complete them due to the nerf Concentrate Development three times have now an alternative way to complete them due to the nerf Concentrate Development three times have now an alternative way to complete them due to the nerf Concentrate Development three times have now an alternative way to complete them due to the nerf Concentrate Development three times have now an alternative way to complete them due to the nerf Concentrate Development three times have now an alternative way to complete them due to the nerf Concentrate Development three times have now an alternative way to complete them due to the nerf Concentrate Development three times have now an alternative way to complete them due to the nerf Concentrate Development three times have now an alternative way to complete them due to the nerf Concentrate Development three times have now an alternative way to complete them due to the nerf Concentrate Development three times have now an alternative way to complete them due to the nerf Concentrate Development three times have now an alternative due to the nerf Concentrate Development them due to th mission "Pacify the North" now gives claims on the whole Sakhalin island. - The Korean mission "Build to Force Limit" now revokes the "Inwards Perfection" estate privilege, which would force players to wait 25 years before they can revoke the privilege on their own. The Manchu mission "Invade Joseon" can now be completed when Korea is a tributary state. - The mission "L'État c'est moi" now checks for the average autonomy of your non-Oversea provinces. - Removed the power projection requirement for the Songhai mission "Take the Empire Title" as it could not really compare the power projection of Mali to Songhai and power projection is not the best for mission requirements due to their limited nature. # Modifiers - The triggered province modifier "Paektu Mountain" of the Jianzhou province now requires you to own and have a core on Jianzhou and Gyeongseong. - The new Holder of the Mandate gets -0.1 Global Monthly Devastation in order to have an easier time maintaining the Mandate. # Setup - Korean's heir Hyang Yi has gained +5/+6/+4 dev in order to make Korea a little bit more accurate. - Non-tributary subjects now join the wars of the bookmarks (for example: all of example: all France's vassals are now at war with England during the English-French Hundred Years War in 1447). - Added a birthday for the ruler of Morocco. - Added the Nivkh culture to the Kamchatkan culture group and changed the cultures of Nivkh and its provinces. - Assam has now the proper Indian unit types instead of the Chinese units. - Buryoro now starts with the Acholi culture as an accepted culture. - Burgundy can no longer get rid of Charles. - Byzantium has now discovered the Mashriq in 1444. - Changed the setup of the owned provinces of the countries in the Manchu region. - Countries, which start with the "Rajput Kingdom" government reform while Dharma is inactive start now with a fallback government reform. - Ogaadeen now has cores on the provinces Degehabur and Werder. - The Kurils and Sakhalin (renamed into Enchiw) are now owned core provinces Degehabur and Werder. - The Kurils and Sakhalin (renamed into Enchiw) are now owned core provinces Degehabur and Werder. - The Kurils and Sakhalin (renamed into Enchiw) are now owned core provinces Degehabur and Werder. - The Kurils and Sakhalin (renamed into Enchiw) are now owned core provinces Degehabur and Werder. - The Kurils and Sakhalin (renamed into Enchiw) are now owned core provinces Degehabur and Werder. - The Kurils and Sakhalin (renamed into Enchiw) are now owned core provinces Degehabur and Werder. - The Kurils and Sakhalin (renamed into Enchiw) are now owned core provinces Degehabur and Werder. - The Kurils and Sakhalin (renamed into Enchiw) are now owned core provinces Degehabur and Werder. - The Kurils and Sakhalin (renamed into Enchiw) are now owned core provinces Degehabur and Werder. - The Kurils and Sakhalin (renamed into Enchiw) are now owned core provinces Degehabur and Werder. - The Kurils and Sakhalin (renamed into Enchiw) are now owned core provinces Degehabur and Werder. - The Kurils and Sakhalin (renamed into Enchiw) are now owned core provinces Degehabur and Werder. - The Kurils and Sakhalin (renamed into Enchiw) are now owned core provinces Degehabur and Werder. - The Kurils and Sakhalin (renamed into Enchiw) are now owned core provinces Degehabur and Werder. - The Kurils and Sakhalin (renamed into Enchiw) are now owned core provinces Degehabur and Bakalin (renamed into Enchiw) are now owned core provinces Degehabur and Bakalin (renamed into Enchiw) are now owned core provinces Degehabur and Bakalin (renamed into Enchiw) are now owned core provinces Degehabur are now owned core provinces Degehabur are now owned core provinces Degehabur are now owned of Ainu. - The Yanzhou province is now a holy site of Confucianism. - The following countries have been renamed: "Donghai" into "Nanai", "Udege" into "Orochoni", "Yeren" into Xibe. - The province Deren (now called Tyr) has now the Amur Estuary, giving it +10 Local Trade Power. - The provinces Korofan, Medwa and Kobbe have now the Tunjur culture. - The provinces Oaragorum and Sain Noyom have been swapped. Sain Noyom have been renamed into Bayankhongor. - The ruler of AQ has remembered that he is the older brother and is now 10 years older than his heir. - The ruler of AQ has remembered that he is the older brother and is now 10 years older than his heir. - The ruler of AQ has remembered that he is the older brother and is now 10 years older than his heir. - The ruler of AQ has remembered that he is the older brother and is now 10 years older than his heir. - The ruler of AQ has remembered that he is the older brother and is now 10 years older than his heir. - The ruler of AQ has remembered that he is the older brother and is now 10 years older than his heir. - The ruler of AQ has remembered that he is the older brother and is now 10 years older than his heir. - The ruler of AQ has remembered that he is the older brother and is now 10 years older than his heir. - The ruler of AQ has remembered that he is the older brother and is now 10 years older than his heir. - The ruler of AQ has remembered that he is the older brother and is now 10 years older than his heir. - The ruler of AQ has remembered that he is the older brother and is now 10 years older than his heir. - The ruler of AQ has remembered that he is the older brother and is now 10 years older than his heir. - The ruler of AQ has remembered that he is the older brother and is now 10 years older than his heir. - The ruler of AQ has remembered that he is the older brother and is now 10 years older than his heir. - The ruler of AQ has remembered that he is the older brother and is now 10 years older than his heir. - The ruler of AQ has remembered that he is the older brother and is now 10 years older than he is the older brother and is now 10 years older than he is the older brother and is now 10 years older than he is the older brother and is now 10 years older than he is the older brother and is now 10 years older than he is the older brother and is now 10 years older brother and is now 10 Orochoni have finally an idea where their neighbors' provinces are located. Also, Solon has learned how to send ships to the sea too!. - Korchin now starts as a Tributary State of Ming in order to get not all of the Jurchen obliterated by Ming when they ally Korchin. - Passau now produces Salt instead of fish. # Other - Theocracies no longer gain an opinion bonus of Jewish countries. - Fuerte del Morro monument moved to Boriken provinces. - Added Greek names for Albanian provinces. Mechanics of Hussite, Totemism, Judaism, Zoroastrian and Alcheringa. - Added new colonial cultures, two of the Maratha estate. - Added new versions of the "Integration Policy" for the Rajput and Maratha estates. - Added new versions of the Religious Culture for the Brahmins estate if there is no access to the Clergy Estate. - Added some female names to Kongo culture group. - Adjusted the tooltip for the War chapter of the Tutorial in order to make new players aware of waiting for their casus beli first. - Custom Nations are now allowed to have their capital in Australia and have their capital in Australia and have the Aboriginal tech group. - Fixed a regnal number issue with the rulers of Aksum. - Imperial City of Hue now gives 10/15% karma decay in Tiers 2 and 3. - Korean province names have been added for the Dai Viet provinces Fixed also some Korean names for Chinese provinces. - Muslim Countries with the Western Technology are now allowed to have the Dhimmi. - Nerfed reduced General Cost for Sankin Kotai Palaces to -15% at Tier 3. - Nerfed reduced General Cost for Sankin Kotai Palaces to -15% at Tier 3. - Nerfed reduced General Cost for Sankin Kotai Palaces to -15% at Tier 3. - Nerfed reduced General Cost for Sankin Kotai Palaces to -15% at Tier 3. - Nerfed reduced General Cost for Sankin Kotai Palaces to -15% at Tier 3. - Nerfed reduced General Cost for Sankin Kotai Palaces to -15% at Tier 3. - Nerfed reduced General Cost for Sankin Kotai Palaces to -15% at Tier 3. - Nerfed reduced General Cost for Sankin Kotai Palaces to -10% at Tier 3. - Nerfed reduced General Cost for Sankin Kotai Palaces to -10% at Tier 3. - Nerfed reduced General Cost for Sankin Kotai Palaces to -10% at Tier 3. - Nerfed reduced General Cost for Sankin Kotai Palaces to -10% at Tier 3. - Nerfed reduced General Cost for Sankin Kotai Palaces to -10% at Tier 3. - Nerfed reduced General Cost for Sankin Kotai Palaces to -10% at Tier 3. - Nerfed reduced General Cost for Sankin Kotai Palaces to -10% at Tier 3. - Nerfed reduced General Cost for Sankin Kotai Palaces to -10% at Tier 3. - Nerfed reduced General Cost for Sankin Kotai Palaces to -10% at Tier 3. - Nerfed reduced General Cost for Sankin Kotai Palaces to -10% at Tier 3. - Nerfed reduced General Cost for Sankin Kotai Palaces to -10% at Tier 3. - Nerfed reduced General Cost for Sankin Kotai Palaces to -10% at Tier 3. - Nerfed reduced General Cost for Sankin Kotai Palaces to -10% at Tier 3. - Nerfed Reduced General Cost for Sankin Kotai Palaces to -10% at Tier 3. - Nerfed Reduced General Cost for Sankin Kotai Palaces to -10% at Tier 3. - Nerfed Reduced General Cost for Sankin Kotai Palaces to -10% at Tier 3. - Nerfed Reduced General Cost for Sankin Kotai Palaces to -10% at Tier 3. - Nerfed Reduced General Cost for Sankin Kotai Palaces to -10% at Tier 3. - Nerfed Reduced General Cost for Sankin Kotai Palaces to -10 names of Sweden no longer have a break-line character in their names. - The Burgher Agenda "Discover " will no longer automatically fail if you have another idea which allows you to recruit explorers. - The Clergy estate privilege "Command of the Military" is now only visible to Dai Viet as it was never intended to be a privilege used by other countries. - The Parliament of the Byzantine and the Roman Empire is now called "The Senate". - The disaster "Unguarded Nomadic Frontier" gets no longer cancelled when a neighboring horde nation gets the Mongol Horde reform. - The estate privilege "Flexible Cults" and "Choice of Personal Deities" now mention that the decisions are costing the equivalent of legitimacy. - The estate privilege "Gain Political Control" is now available for countries which don't have access to the Burghers, and is no longer available for countries which don't have access to the Burghers. for other tribes unless they start with it. - The privilege "Religious Diplomats" now also affects country whose religion was harmonized by you. - Fixed that has_idea_group trigger sometimes failed validation erroneously (causing false error messages). - Fuerte del Morro monument moved to Boriken province, and now has the correct modifier regarding Overlord Naval Limit. - Adjusted the costs of several custom nation ideas. - The Clergy estate privilege "Religious Culture" now has an influence modifier of 20% instead of 30% and gives now -10 Absolutism instead of -5. - The clergy privilege "Embrace Singular Cult" will no longer grant you a stability on ruler death when you have the States General government reform. - The province war score cost against other religion idea. - Added Spanish, French and German proper localization. - Being the Defender of Faith gives now +1 Monthly Fervor / +10% Church Power Modifier / +1 Papal Influence. Also fixed an inconsistency where being a Level 3 Defender of Faith didn't grant you War Exhaustion Reduction. - Fixed an issue which prevented Confucian and Tengri countries to benefit from the Syncretic / Harmonized religion's monuments. Also harmonized Buddhism and Dharmic faiths now allows a Confucian country to get the benefits of a monument which religion is Hindu but would require the faith to be Buddhism (in other words: if you have Dharmic harmonized, you still can see the benefits from Angkor Wat if you have Buddhism harmonized too. Before that you had to ensure to convert the province before harmonizing with Hinduism in order to get benefits from the monument). - The privilege 'Inwards Perfection has now a 25 years cooldown when enacted. - Added dynamic Japanese names to a whole bunch of provinces. - Being the Revolutionary Target gives now +10% Morale of Navies. It also gives now +25% Manpower and Sailor Recovery Speed instead of +40% Land and Naval Force Limit Modifier. - Colonialism can now spawn in a country which has an idea unlocked which allows them to hire Explorers. In other words, Norway with their idea "The Call of our Forefathers" for example would not have to invest into Exploration ideas to spawn Colonialism if all the other requirements are fulfilled. - Estate Loan Privileges now require you to pay all your loans off to revoke. On the plus side: the privilege will revoke itself if you have no estates loans left to pay. - Improved the tooltip for the "Unguarded Nomadic Frontier" disaster so it takes less space on the screen. - Increased the institution growth from the Winter Palace monument so that it gives at level 3 exactly +1 Institution Progress per month - References to increased Trade Range from naval basing rights have been removed as this is no longer true. - The Revolution disasters can now be triggered if your capital and 7 other provinces are occupied by rebels while Revolutionary Rebels are active in your country. - The Revolution is much less likely to spread to a very stable monarchy (stable means here that the owner has 2 Stability and 90 Legitimacy). - The Revolution now prefers to spread in the provinces of the owner of the Revolution. - Revolutionary Rebels are more likely to spawn if you are a monarchy with at least 80 Absolutism and less 80 Legitimacy. Being bankrupt also motivated Revolutionary Rebels no wave country if the occupied province is on the same continent as the Center of the Revolution or if the occupied province has the Enlightenment and 10 development. - Revolutionary Zeal gives now Discipline at 100 Revolutionary Zeal. - Seizing Land from the estates will no longer affect the loyalty of estates which have a privilege exempting them from getting their land seized. - Sino-Altaic culture gives now access to banners. - The Georgian duchies are now called Princedoms instead of Khanate. - The Gyeongbok Palace monument now requires you to be Confucian to get the benefit of it. - The Trade Company Investment "Governor General's Mansion" now increases your Manpower by a flat 2000 and your Sailors by a flat 400 instead of increasing your available Marines by 2%. - The progress of the Ming Dynasty" disaster now increases by 3 instead of 5 per month when the Mandate is less than 30. Additionally, it reduces Global Trade Goods Modifier by 30% instead of 50%. - The disaster "Crisis of the Ming Dynasty" now has a second monthly event which triggers Nationalist rebels instead of peasant rebels. The AI will always pick the nationalist rebels in order to get a natural Mingplosion too. - The disaster "French Wars of Religion" is no longer shown when you reach the Age of Absolutism as it can no longer trigger after the Age of Reformation anyway. - The ending event of the "Unguarded Nomadic Frontier" disaster now gives +30 Mandate instead of +20. - The estate privilege "Guaranteed Dhimmi Autonomy" gets no longer taken by the AI if they are a subject nation with an overlord which has religious ideas unlocked. - The estate privilege "Supremacy of the Council" is no longer available if your government trait. - The monument Holy City of Jerusalem gives now +0.25/+0.5/+1 Papal Influence / Monthly Fervor and +5%/+10%/+15% Church Power. - The monument Kashi Vishwanath Temple now gives -5%/-7.5%/-10% Core Creation Cost instead of -5%/-10%/-15%. - The monument Tenochtitlan now gives +25%/+33%/+50% Local Goods Produced Modifier instead of building slots due to the lack of buildings possible for the province. - The monument Tenochtitlan now gives +33%/+66%/+100% Garrison arms dialog no longer claims targeted country is an imperial free city when it isn't. - Calling an ally who's a subject to a war checkbox tooltip is fixed. - Can no longer annihilate powerful AI enemies through multiple peace offers until the war leader has peaced out. Also, when forts are reverted back to owner after a peace treaty their garrisons are refilled. - Can select armies that are on an ally's transports. - Colonial nation's tag switch no longer recolors the overlord. - European nations being forced to change religion to Mayan don't explode. - Fixed a script bug for the Maratha's Conquest Agenda. - Fixed getting Great Power Club messages about nations that haven't been discovered by the player. - Fixed wrong scope in trigger of 'Ancestral Temple' in ideagroups.txt. - Human players don't lose land when settled and the federation leader enacts the last reform. - Inquisitionists can't be of a different faith as they speed missionary progress. - It is no longer possible to get the Buddha deity through the decision of re-choosing your deity when you didn't have the Buddha deity unlocked in the first place. - Kongo's passive event, which grant them a cardinal, will no longer fire if the Papacy is not active or if Kongo has already 7 Cardinals. - Merc companies scale nicer for big nations; only take total dev into account up to a maximum amount so that there's still variety in company size. - Monument's owner. - Request Relative as Heir penalties firing for countries that match recipient's religion/dynasty. - Royal marriage make sure you discover each other's capitals so you can interact diplomatically. - Stability loss window no longer appears after Monarch's death despite having 'Embrace Singular Cult' privilege. - Swedish Sten Sture's Regency event adds a modifier to Denmark instead of Demak. - Taking land from your rivals' subjects gives Power Projection if you're taking it yourself. - Text change when taking tribal land in a peace treaty to reflect what's happening (otherwise it could look like you're taking land from yourself or from nobody). - Autonomous sieging units won't get stuck sieging forts they're not big enough for, and won't start to fear non-existent armies. - Condottieri while at peace alert doesn't popup if the price Player is paying is 0 ducats. - Extend_province_modifier adds to the modifier's duration. - Fixed inflation calculation for peace treaties when you've given away monopolies on trade goods. - Local_years_of_nationalism doesn't show in country modifiers. - No longer can multiple nations can get 'New Guru' event, which leads to skipping more than one Guru. Other half of subject's shield on Subjects tab is now clickable. - Removed extra info from merchants tooltip that's already in the outliner (could cause overflow). - Revolutionary republics that have the reforms are thrown away if you don't have the reforms are thrown away if you don't necessary the reforms are thrown a are invalidated a country is switched to the first available reform in that tier so you can't exploit the game leaving no reform selected (e.g. for republics/absolutism). - Biased the AI desire for "demand unlawful territory" by factors such as dependency, alliance, opinion, trust, AE, rivalry and left a define in to be able to modify it if the recipient is at war if modders want to but by default its effect will be 0. - "Add to Trade Company" dialog displays correct list of modifiers. - "Candidates Vie for Opportunities" event no longer changes factions' influence by 15 instead of 10. - "Colonist Placement" base chance is counted double (actually WAD but the tooltip is a bit misleading). - "Force Tributary" CB disables taking provinces. - "Grant claim" is now unavailable if subject already has claim on that province. - "Nonthly Production Income" in development tooltip is calculated correctly. - "Province trade power" can no longer exist without any owned province. - "Religious Culture" estate modifier works with ongoing changes made to cultures. - "Ship Lost!" notifications have a Go-To button to allow the player to see where it happened. - "States" tab of Production Interface shows correct income for territories. - "yesman" causes AI to accept call to arms. - A New Flagship event has a go to. - AI can handle reassigning merchants. - AI no longer sells provinces to charter cheaply, and added new malus for presence of great projects in the province too. - AI no longer uses pillage capital state when it has nothing to gain from it. - AI will try harder to hire advisors now. - ALLOW_ZERO_BASE_VALUES define is now working properly. - Added information about ship cost to tooltips in military page. - Adding War Reparations to a peace deal no longer makes the AI reject the deal. - Advisors no longer missing from advisor pool. - Aggressive Expansion predicted in a peace deal window is accurate. - Allert for embraced. - Alliance with enemy considered in opinion or when forming an alliance. - Attached mercenary stack no longer disappears after moving them with transports. - Automatic diplomat focused on Threatening Countries will no longer focus allies. - Borus to estates from Hampi works. - Buryat Band mercenary company no longer has a useless modifier. - CTD Fix related to development distribution to estates. - Caddo receive SE Woodland Ideas. - Cahokia Monument gives the devastation modifier to migratory tribes. - Can no longer invite federation members into the same federation. - Can no longer use Ctrl + RMB to explore TI sea with non-explorable navies. - Conscript Cawa via state interface recruits all possible Cawa for the state, not the whole country. - Consorts made into generals die at the same time as each other. - Crash fix for failing to read the custom message types. - Crash fix related to mods reading invalid IDs for font characters. - Crossing penalty warning displayed correctly. - Crown Colony autonomy modifier not shown twice. - Custom nations can correctly use the "beloved relative" choice in election event. - Define ruler to general makes sure the names of both match. - Drafting transports always done at a discount. - Territorial core governing capacity corrected. - Emperors of the HRE that are not in the HRE t only locked to female advisor chance modifier if it is present. - Fixed "It abandoning cores too easily. - Fixed CTD in endgame screen related to missing GUI elements in script. - Fixed CTD related to attempting to display natives buildings when UI elements were missing in script. - Fixed CTD when referencing non-existent reform for legacy_equivalent. - Fixed Trust Build Up for Subjects. - Fixed a CTD related to clicking on the rebel flags. - Fixed a CTD related to removing lifted FoW. - Fixed a bug which allowed the player to get an agenda to assist the Pope in his quest for changing his religion. - Fixed a few tooltip issues for the Tortuga Island monument where the Blockade Force Required modifier instead of an area modifier. - Fixed being able to use stored variables from the trigger in variable arithmetic trigger custom tooltip (use [.GetValue] in the loc). - Fixed building alert tooltip to show more than one type of building. - Fixed crash from units not having any location. - Fixed excessive colonist time. - Fixed error in the code for spices. - Fixed excessive colonist time. - Fixed error in the code for spices. - Fixed error in the code for spices. issue with units not animating near the map wrapping line. - Fixed misleading tooltip for Annul Treaties peace term when country is guaranteed. - Fixed misleading tooltip in "Replace Governor" subject interaction. - Fixed misleading tooltip for Annul Treaties peace term when country is guaranteed. metadata for the soundtrack files. - Fixed occasional -1 -1 -1 regency council event. - Fixed offering loans to other countries. - Fixed reading in of script files for console run command. - Fixed several missing descriptions of modifiers. - Fixed some instances of black flags not being issued after the end of a war. - Fixed that when drill was >0, it also scaled regiment-based global modifiers (e.g. infantry combat ability). - Fixed the on mercenary recruited on action. - Fixed that when drill was >0, it also scaled regiment-based global modifiers (e.g. infantry combat ability). to take into account effects of trade company. - Fixed weird behavior of ships on "Protect Trade" mission in the Caribbean when starting from certain provinces. - Forming Aksum now requires the provinces to be owned, which are highlighted by the decision. - Fort level map mode shows zones of control of allied forts. - Game will no longer crash after loading save from cloud without Steam Cloud enabled. It will print an error in the log instead. - Got AI to choose its Native Trading Policies more carefully. - Government map mode shows reforms of natives. - Guarantees of nations which have been released through war now expire. longer pay with non-existent Patriarchal Authority. - If units are lost at sea as a result of their ships sinking underneath them, then Merc leaders die with the last unit to sink. Stop exploiting cheap good merc leaders!. - Improved great project UI to show GPs that can be built if all criteria are fulfilled other than cost. - Income now shown for Trade Companies in the Subject view. - Iroquoian Federation Ideas now have proper descriptions. - It is now possible to change trader task that is already on node. - List of countries affected by Hostile Trading is now shown correctly in tooltip and confirmation dialog. - Loan Offer (diplomacy economic action) is now working. - Loan due popup shows right interest. - Macha Picchu Event upgrades Monument. - Made Borderless Fullscreen default. - Mansa Musa achievement triggered by 10k gift. - Mercenary Discipline works properly (was missing from a military tactics calculation in combat). - Money war score cost fixed. You can now demand fractions of ducats in peace deals. - Monthly Piety tooltips shown correctly. - Monuments will no longer stops playing before the slider reaches its minimum point. - New World Nations / Natives reform after the overlord of a nial Nation, not the Colonial Nation itself. - No Personal Union on Monarch Death when plaving as Italian Signoria. - No longer get unnecessary "Infidels embraced one true faith" message in history window while completing a colony. - PUing rival now grants extra liberty desire to the subject correctly. - Penalty for allying country with you victory card shows properly in the tooltip. - Prints an error when attempting to override an already existing character in fonts. - Prosperity no longer has two values in macro builder. - Province modifiers for settlers increase are now shown. - RNW games in multiplayer with different languages between host and client no longer crash. - Rebel flag is not grayed out on dialogs any more. - Rebel flag is not grayed out on dialogs any more. - Rebel flag is not grayed out on dialogs any more. unsiegeable fort. - Repair ships mission will choose province with maximum repair speed when faced with a choice of several that are the same number of days away. - Revoking a guarantee only creates unilateral truce again. - Ruler tooltips now show inauguration date correctly and "unknown" if no birth date specified. - Fixed that Scottish even flavor sco.6 uses a Scottish modifier instead of a Portuguese one. - Settle button produces more sane results when tribal dev is above 10. - Siege now starts in province when attached units are led by condottieri. - Sort by Trade Power from Light Ships and Merchants on trade node view now works properly. - Special characters are now displayed properly on Steam Rich Presence. - Stopped condottieri alert if you have no armies to hire out. - Streltsy units cost manpower. - Terra Incognita in lobby works properly. - Text about innovativeness in a completed Idea no longer appears without Rule Britannia DLC. - The "Explorer ready!" alert is now removed when sending the Explorer on an exploration mission. - The "Invite Kongsi Federation" decision now has a certain to it. - The "Pay Debt Shame Pole" decision has now a proper name and description. - The "War Horses" policy now has a description to it. - The "War Horses" policy now has a description to it. - The "War Horses" policy now has a description to it. - The "War Horses" policy now has a description to it. - The "War Horses" policy now has a description to it. - The "War Horses" policy now has a description to it. - The "Pay Debt Shame Pole" decision has now a proper name and description to it. - The "War Horses" policy now has a desc side of the world. - The city of the province Hamheung has been renamed into the province name instead of the area name. - The hansa incident.2 event has now a proper title. - The opinion modifier of the Torah Aspect "Abrahamic Roots" gets no longer removed and re-applied periodically. - The province "Yareyu" has been renamed into "Yapeyú". -Trade Company Goods Produced bonus is applied correctly. - Trade goods persist in tribal land after migration. - Trade goods in Tribal Land no longer reset upon loading the game. - Tweaked auto ship repair port selection so that in peace time ships will go to the province that means they will be repaired in the shortest time. In war time they will still heavily bias towards just getting to port fast. - Unique ship models used in all sea provinces. - Updated AI to use new leader limits per type. - View on store button works on Epic. -War Exhaustion hit after starting a war without Casus Belli is reinstated. - War Score Panel: historical war start dates are displayed correctly. - War reparations tooltip sorted from biggest to smallest. - Winter Siege event no longer missing go to. - Yearly Patriarch Authority, Yearly Doom Reduction and Yearly Authority are now not shown if player are not benefitting from them. - [usermodding] [Trigger.name] no longer freezes the game, if used inside a sub section (e.g. OR). - [usermodding] change national focus effect tooltip. - Added go to buttons for diet agenda events. - Back row units not fighting can now move to the front row if they could engage the enemy from there. - Better AI for seizing/burning colonies. - Changed "Trade Favors for Ducats" to use the yearly income * 15% as the basis for the amount received. - Closed loophole for natives building ships through the template interface. - Correct attitude set for subject of my subject. - Define ruler to general uses the right name. - Define ruler to general works with leader personalities. - Duplicate armies discarded on load. - Elective monarchies now get ruler personalities. - Define ruler to general works with leader personalities. - Duplicate armies discarded on load. - Elective monarchies now get ruler to general works with leader personalities. working. - Expel minority works again. - Fixed being unable to recall a working merchant, also can now right click him on the outliner to cancel. - Fixed being unable to use scopes on setting culture for create leader effect. - Fixed being carried over if changing religion. Fixed console repair command for ships out on the high seas. - Fixed crash in PAP mission emp pap new st peters basilica. - Fixed crash when hovering over units integrated from a country with units in TI. - Fixed holy war nonparticipation by other countries of same religion. - Fixed inconsistent rounding of numbers in UI (discipline, missionary strength). - Fixed slightly incorrect reporting of war score cost for gold on certain steps. - Fixed timeline sequence that was broken when changing tag twice on one day. - Fixed typo in Ardabil ideas. - Fixed typos in 00 buildings.txt. - Fixed wrong culture name in event 4900 ("Natives in ... Adopt ... Culture"). - Hunting rebels and carpet sieging now cancel auto-transport moves, preventing potentially confusing GFX. - Infantry/cavalry in back row will be replaced by artillery from the reserves if available. - Made front row deployment take into account flanking range of infantry. - Merc companies can set their own cavalry/infantry ratios. - No longer able to move monuments from indirect subject states (tributaries). - Set emperor = no longer Dissolves Empire. - Sped up macrobuilder building list generation. - Stop "leave tier 1 reform blank" loophole for republics by defaulting republics to -40 absolutism and changing all reforms' modifiers by 40 so that the tier 1 reforms are all worth selecting. - Stopped AI wanting more provinces despite being given the only one they want in a peace deal. - The surabaya area is now highlighted in mnd mlc destroy majapahit. - Trade goods produced amount of trade goods produced adouble provinces that produce that good). - Tweaked algorithm for calculating best admiral used for naval combat. - Fixed countries spawning with no religion. - Removed a double province names for Icelandic provinces. - Closed the loophole allowing users to exploit army creation to get no manpower penalty from events. - Arithmetic variable trigger is no longer causing an OOS. - Removed "only friends" filter in the multiplayer lobby search. - Fixed OOS related to exploration army pathfinding. - Fixed OOS when reaching papal influence maximum amount. - Fixed armies with no size OOS, - Fixed army exploration mission OOS, - Fixed issues with scan internet button in the multiplayer lobby when using filters, - Players are now able to send private messages to a player with comma in his username. - CTD fix when exiting game related to leaders, - Fixed that crossing penalty warning sometimes gets displayed incorrectly. - Fixed City of Prague vanishing after taking province. - Fixed crash/oos in AI threat update. - Fixed so faction description fits it's entry and shows a scrollbar if the text can't fit. - Spain now gets a full complement of reforms when they get converted to Mayan religion. - Fixed bug where AI accidentally caused rebellion by seizing land. - Female advisor chance now biases the heir chance rather than superseding it. - Fixed a localization issue for the "Damarwulan's Victory' event. - Some modifiers, that affect only special units, didn't work but they do now. - The Mongol Empire will no longer spawn rebels. - CTD fix, related to attempting to add tribal land after switching away from being a native tribe. - Emperor is now included in the Religious League map mode. - Fixed CTD when modifying subject relationship and pressing enter quickly. - Fixed a freeze that could happen when saving to cloud. - Fixed numbers in confirmation dialog for State House. - Grant Jains Liberties reduces now Absolutism by 10 instead of the wrong 5. - Mercenary Companies no longer disband without user input day after clicking on another similar save prior to loading game. - Novgorod "Protect Trade" mission no longer cancelled on day one. - Pillage capital now available when becoming war leader after taking over vassal. - Religious Culture now has now the advertised influence modifier of 20% instead of 25%. - Repay loan now greved out when not having enough money. - Ruler being a general dies, and now stays dead. - Settled native tribes can take settled land instead of it just converting to tribal land in peace deals. - The War Screen data is now ranked by size. - Fixed Colony Force Limit bonuses with and without Leviathan so that tooltip matches effect. - Fixed bug which made colonies unable go to war with each other. - Fixed bug that made some province events rarely happen. - Fixed bug that made some province events rarely happen. You loose all Korean land (most of the time it is even 50% of your country's dev) in exchange for a disloyal Korean tributary which will break away in no time, essentially meaning a land loss in return for nothing -Manchu-Ming event: You stop being a tributary the second you form Manchu, which makes you vulnerable to being attacked by your former overlord or even ally you! How could it be solved? -Remove the Manchu-Korean event, or switch from granting tributary to grant a vassal Korea, with reduced LD -Once Manchu-Korean event, or switch from granting tributary to grant a vassal Korea, with reduced LD -Once Manchu-Korean event, or switch from granting tributary to grant a vassal Korea, with reduced LD -Once Manchu-Korean event, or switch from granting tributary to grant a vassal Korea, with reduced LD -Once Manchu-Korean event, or switch from granting tributary to grant a vassal Korea, with reduced LD -Once Manchu-Korean event, or switch from granting tributary to grant a vassal Korea, with reduced LD -Once Manchu-Korean event, or switch from granting tributary to grant a vassal Korea, with reduced LD -Once Manchu-Korean event, or switch from granting tributary to grant a vassal Korea, with reduced LD -Once Manchu-Korean event, or switch from granting tributary to grant a vassal Korea, with reduced LD -Once Manchu-Korean event, or switch from granting tributary to grant a vassal Korea, with reduced LD -Once Manchu-Korean event, or switch from granting tributary to grant a vassal Korea, with reduced LD -Once Manchu-Korean event, or switch from grant a vassal Korea, with reduced LD -Once Manchu-Korean event, or switch from grant a vassal Korea, with reduced LD -Once Manchu-Korean event, or switch from grant a vassal Korea, with reduced LD -Once Manchu-Korean event, or switch from grant a vassal Korean event, or switch from grant a vassa Grievances", and also -200 opinion with the former overlord, to make them hostile and help Manchu invade China Reactions: How do you revert to 1.32.2, the latest patch before 1.33? It does not show in the beta dropdown menu. Reactions: How do you revert to 1.32.2, the latest patch before 1.33? It does not show in the beta dropdown menu. the "Slave Trader" event. This doesn't really make sense to me. Pirates were prolific slave traders. Though I guess it could be a "freedom!" meme like Libertalia since outside of Barbary this kind of thing never really happened (Nassau basically amounted to don't kill each other please) The Center of Revolution can no longer spawn within the Celestial Empire as the Emperor of China cannot go through the Revolution Disaster. Wait, I didn't know this was in the game. Isn't there special event text for when the revolution happens in China? Is it just that it would happen there special event text for when the revolution happens in China? Additionally, the event "Dutch Mobilization" gives them now 500 Ducats and a general with 80 army tradition in order for their independence properly. Please remember to address surrounding events related to this disaster in the coming patch as I brought up before. (IE allow players to get the event for dutch minors to join the Netherlands etc) - Added the Nivkh culture to the Kamchatkan culture group and changed the cultures of Nivkh and its provinces. Currently uses generic Chinese units. - Assam has now the proper Indian unit types instead of the Chinese units. - Assam has now the proper Indian unit types instead of the Chinese units. - Assam has now the proper Indian unit types instead of the Chinese units. - Assam has now the proper Indian unit types instead of the Chinese units. - Assam has now the proper Indian unit types instead of the Chinese units. - Assam has now the proper Indian unit types instead of the Chinese units. - Assam has now the proper Indian unit types instead of the Chinese units. - Assam has now the proper Indian unit types instead of the Chinese units. - Assam has now the proper Indian unit types instead of the Chinese units. - Assam has now the proper Indian unit types instead of the Chinese units. - Assam has now the proper Indian unit types instead of the Chinese units. - Assam has now the proper Indian unit types instead of the Chinese units. - Assam has now the proper Indian unit types instead of the Chinese units. - Assam has now the proper Indian unit types instead of the Chinese units. - Assam has now the proper Indian unit types instead of the Chinese units. - Assam has now the proper Indian unit types instead of the Chinese units. - Assam has now the proper Indian unit types instead of the Chinese units. - Assam has now the proper Indian unit types instead of the Chinese units. - Assam has now the proper Indian unit types instead of the Chinese units. - Assam has now the proper Indian unit types instead of the Chinese units. - Assam has now the proper Indian unit types instead of the Chinese units. - Assam has now the proper Indian unit types instead of the Chinese units. - Assam has now the proper Indian unit types instead of the Chinese units. - Assam has now the proper Indian unit types instead of the Chinese units. - Assam has now the proper Indian unit types instead of the Chinese units. - Ass Added new colonial cultures, two of them for the French cultures too. Weird seeing "Mexican" everywhere that isn't Brazil, References to increased Trade Range from naval basing rights have been removed as this is no longer true. IIRC there are also still tooltips that refer to colonies not changing culture/religion in trade company regions despite this having been annoyingly (oh cool random French Catholic islands in the middle of Polynesia, I reported this as a bug at first because I thought it was a mistake but instead there was a colonist present and the province had less than 1000 natives. Which sounds fine on paper but still results in weird random specs all over Africa and Oceania that will revolt to France or Spain or whatever if taken) removed. Reactions: Is there any new splash loading art for this patch? EDIT: Just checked the file and found out there isn't one. Seriously, put 1.32.2 back in the Steam Beta list ASAP. I can't finish my game now because this is missing 1.32.2 version! We're getting that sorted asap! Eternal King of North Kuba Luba You can see all our streams live on twitch.tv/paradoxinteractive, or as VOD on our Paradox Extra or Paradox Grand Strategy Youtube channels! So this is how AI Manchu works right now: -Manchu-Korean event: You loose all Korean land (most of the time it is even 50% of your country's dev) in exchange for a disloyal Korean tributary which will break away in no time, essentially meaning a land loss in return for nothing -Manchu-Korean event, or switch from granting tributary to grant a vassal Korea, with reduced LD -Once Manchu forms, if they get up to 50% LD then they get the Manchu-Ming event, but not right after forming! They could even get the liaoning area for free, in the context of the "Seven Grievances", and also -200 opinion with the former overlord, to make them hostile and help Manchu invade China Regarding the Manchu-Korean event, another option could be to make both countries historical friends of each other, so Korea doesn't want to break tributary status right away. BjornB said: Added new colonial cultures, two of them for the French culture group. What are they called? Could use some more variety for other colonizing cultures too. Weird seeing "Mexican" everywhere that isn't Brazil. The french cultures are: Louisianan and Quebecois And the Korean colonial names are Miju (Florida), Hoju (Australia). Reactions: Page 2 This doesn't really make sense to me. Pirates were prolific slave traders. Though I guess it could be a "freedom!" meme like Libertalia since outside of Barbary this kind of thing never really happened (Nassau basically amounted to don't kill each other please) Yes, pirates obviously took part in slavery. BUT, that part you quoted wasn't about pirate republics in general, it was about pirate republics in general, it was about pirates obviously took part in slavery. pirate kings can still slave away. "The tyrants of the world must be unseated! We can no longer tolerate kings and despots making slaves of our fellow man. And so we shall adopt a new doctrine: war against the world!" When you reduce a family tree to a family tree to a family bush, you can't hide as much underneath. Trying to reason with a Scotsman is like trying to geld a wildcat with your teeth. - Uhtred of Bebbanburg Reactions: Thanks for the update. Unfortunately I could only find 5 updates to France in this 'France' update. If you do decide to put out another DLC please focus on Scandinavia region and updating Mission Trees to existing nations. May I suggest to take a look at the mods of Flavor Universalis and Expanded Missions? Reactions: Let's hope not. Cause based on some current issues that this beta have, going live will cause a lot of people ranting. Told you so. Kind of expect lots of reactions from the community anyway since every patch always have people ranting.

static modifiers to elsewhere? I noticed this happened with DotF when the ranks were introduced and it seems to be a symptomatically similar scenario. Today I learned client states can be marched You have beta testers for a reason Reactions: What makes this update the "France" update? In one of the previous DD a dev said that they put France as a meme name because obviously "France need more buff". That was to last until the revesited region is set and they would chose a nation in that region. Since the focus switched to a bug fix/balance patch all around the world they just kept the name France for it. What do you mean? Currently the trigger means biggest army+most dev iirc. Did you change this or fixed a bug that made it not work properly? There was a bug in 1.33.1 which mixed another new trigger (have 8 rebel controlled provinces and a rebel occupied capital) into that so that they both can start the revolution independently of each other. The "strongest power in europe" trigger is back to how it worked in 1.32.2 and before What makes this update the "France" update? Usually Major Patches are named after the region they focus, be they accompanied by DLCs or not (see Manchu patch for an example of a Major Patches are named after the region they focus, be they accompanied by DLCs or not (see Manchu patch for an example of a Major Patches are named after the region they focus, be they accompanied by DLCs or not (see Manchu patch for an example of a Major Patches are named after the region they focus, be they accompanied by DLCs or not (see Manchu patch for an example of a Major Patches are named after the region they focus, be they accompanied by DLCs or not (see Manchu patch for an example of a Major Patches are named after the region they focus, be they accompanied by DLCs or not (see Manchu patch for an example of a Major Patches are named after the region they focus, be they accompanied by DLCs or not (see Manchu patch for an example of a Major Patches are named after the region they focus, be they accompanied by DLCs or not (see Manchu patch for an example of a Major Patches are named after the region they focus, be they accompanied by DLCs or not (see Manchu patch for an example of a Major Patches are named after the region they focus, be they accompanied by DLCs or not (see Manchu patches). named China or something along those lines, but we already got a Chinese patch (MoH) and a Manchurian one (pre-Origins) so... I quess combat & revolution specific changes are purely tweaks to make it more in-line with how it should have been when Emperor reworked it, pretty much exactly what has been happening to the Celestial Empire ever since it was introduced. In mari meri miri mori muri necesse est. Вдвоём всё поймём и пойдём на подъём. I'm a modder come from chinese , I have participated in the production of those mods : Celestial empire on which the sun never sets , which has more than 26 thousand user subscriptions in the workshop nowadays; Maid Universalis, which has more than 10 thousand user subscriptions in the workshop; and so on . I'm not very good at English, so the following words are all in Chinese and then translated using Google Translator: I initially played version 1.33, As a player, I think the changes in this version are pretty good. POR ideas got an update , now worthy of the recommended country spot. Also, Castile no longer always has a attitude_domineering towards Portuguese players, especially allowing them to build their colonial empire without worrying about attacks from allies. East Asia, which is the focus of this change, especially in China, is also commendable for many changes. Confucianism was rationally strengthened. Now it can quickly harmonize other religions and provide some nice modifiers without being overly powerful. The new mandate imperial reforms make tributary states more worthy of being retained, rather than being annexed by war after their tributaries are cancelled. Players can now diplomatically convert tributaries that are important to them without having to cancel the tributaries, albeit at a high cost. This is useful for tributaries that are important to them without having to cancel the tributaries that are important to them without having to cancel the tributaries that are important to them without having to cancel the tributaries that are important to them without having to cancel the tributaries that are important to them without having to cancel the tributaries that are important to them without having to cancel the tributaries that are important to them without having to cancel the tributaries that are important to the tributaries that are important t new version . I think the changes in version 1.33 are really nice. Also, here, after being a player and modder, I have some suggestions and requests: As a player, I think the hre imperial reform (from emperor_reichskrieg) intensity is too low, Its strength is simply not comparable to another reform line . The cost of at least 250 imperial_influence cannot be matched with the gain .I think the intensity of this reform line should be strengthened . As a modder, I've run into some issues lately: triggers and so on , but not uses_harmony . it seems doesn't work : empire_of_china_reform_level effect : i seems doesn't work create_marriage, when I use it between the tags of two religion groups, one of which has a statement with "can_form_personal_unions= yes" others : Is it possible to add harmony modifiers to Eastern religion group and Confucianism ?This request is because one of the mods I'm making (Maid Universalis) is committed to maintaining high compatibility, many mods modify Confucianism, so I can't modify the Confucianism and Eastern religion groups, otherwise the compatibility will drop and there will be conflicts between mods. However, it cannot be used without modifying the harmony, because the AI will jump out of the game once the Confucianism or Eastern religion group is harmonious. I would be very grateful if this could be solved. Finally, I still want to praise this update, it not only brought me a better gaming experience, but I am also happy that you are willing to listen to more players. Reactions: What does - Spain now gets a full complement of reforms when they get converted to Mayan religion Mean "Revolution in a province will increase the local unrest by 0.25 per Absolutism instead of 0.5 local minimum autonomy." This... this just sounds broken. Go through C & C and nuke estates down to get 80 absolutism then get sporadic 20 unrest in provinces that catch revolution? I love going revolutionary but if I spent ten years dealing with C&C nonsense then got stuck catching 20 unrest from a nation I happen to have a truce with I'd be pretty peeved... What does - Spain now gets a full complement of reforms when they get converted to Mayan religions. You have all the religious reforms already finished. This doesn't seem to apply to countries which have the native government type, but I'm not sure if this is the actual condition or if it is determined in another way Do harmonization really, really bad. Page 3 We could certainly use more colonial cultures. In general, I think EU4 should have a more robust cultural system, with the possibility of new (colonial in particular) cultures emerging, the "sinicization" (and similar) should be more complex and there evil and despair shall come to those whom thou allied. Thou hast dared to mock me, and to guestion the power of France, master of the fates of Europe. Therefore with my explorers thou shalt see, and with my spies thou shalt hear; and never shall thou be released from vassalage until all is fulfilled unto its bitter end. "AI cannot do it / would not know how to do it" is not an argument against a suggestion. "AI would have to be taught how to do it" is an implied element of every suggestion. Reactions: Is Brandenburger Tor ever going to be changed? I still think the modifiers are useless to Prussia anyway. Prestige is ok I guess but honestly I expected either: Landforcelimit increase or Discipline or Gov cap If anyone wants to change my mind feel free to try. I am open for anything. I am not really knowledgeable about the balance but I still think the monument could need some changes. Reactions: I honestly hate the new religious icons for the mapmode and the religion tab. It'd be nice to at least make my mind feel free to try. I am open for anything. them relative to your state religion. I am too used to the golden cross, the clapsed hands don't really catch my eyes an are just plain ugly imo. At least the cross indicated "RELIGION". I am glad for the update, however! I have used the fleet basing rights to be able to pirate my rivals, guess I can't do that anymore XD Reactions: Is Espionage Ideas worth anymore? Patch Notes make it seems the 50% Spy Network construction was removed. Everything in regards to Espionage was indeed something the value a strong niche now and the extra siege ability is handy considering the rarity of the modifier. Fabricate claims for vassals is also #1 now mean you can expand quickly with vassal play (if your into that type of thing). Though integration with influence still feels required if you decide to grow them too big. Senior Developer for 1356 - A Timeline Extension Mod for EUIV Reactions: This is the exact same 1.33.2 update that was in the open beta Are there any planned updates on the desync issue in multiplayer with consorts and heirs dying naturally? Last I heard this was a engine issue and while I enjoy playing on 1.33 single players wise, Multiplayer experiences thus far have been a bit demoralizing when have to hotjoin people. Senior Developer for 1356 - A Timeline Extension Mod for EUIV Reactions: The spread the revolution cb was essentially gutted, now that it requires you to actually spread the revolution throughout the enemy country for 60% warscore, you can take much less land. The benefit was that you would get power points, but if you occupy enemy land the revolution ary a lot less fun. I would suggest either making an exception for this cb, or simply making the warscore requirement scale with the percentage of the country the revolutionary target. Reactions: What of the Napoleon Dynasty name bug? Event Napoleon tends to spawn as Napoleon I. Bonaparte [some random dynasty name], which makes all heirs also be of that random name. Lang lebe Seine Majestät, Kaiser Wilhelm II. Reactions: So why is Castile allowed to drop their disaster heir but Burgundy isn't? Railroading much? Well there's a bunch of changes to the revolution, but I agree this patch isn't as focused as you might expect with that name. That makes me sad. I wasn't aware that the patch, but then they launch it. :/ So the new patch is out. We can possibly expect a DD about the next Immersion pack next week Reactions: Is Brandenburger Tor ever going to be changed? I still think the modifiers are useless to Prussia. You don't need militarization growth. You don't need militarization growth. You don't need militarization growth. You don't need more army tradition from battles because your decay is zero as prussia anyway. Prestige is ok I guess but honestly I expected either: Landforcelimit increase or Discipline or Gov cap If anyone wants to change my mind feel free to try. I am open for anything. I am not really knowledgeable about the balance but I still think the monument could need some changes. You are right and the only think i hate as Prussia is the immense -50% gov cap. a reduction to something like 30% would be nice with Brandenburger Gate (Stage 3) Reactions: Page 4 Thanks for your work on this. I do hope issues with such things as subject nations being very very reluctant to declare independence wars (especially notable with Timurids), the AI not wanting to take the Mandate of Heaven (seen multiple OPM/TPM Mings still as EoC in beta runs), and AI armies avoiding engagements even when they would likely win are addressed in either 1.34 or hopefully with hotfixes sooner than that. Overall, I like a lot of the improvements, especially to things like idea groups and cultural mechanics, but I'll cop to being a little disappointed that some major issues that were repeatedly brought up during the beta testing weren't fixed before 1.33 officially went live. - Colonialism can now spawn in a country which has an idea unlocked which allows them to hire Explorers. In other words, Norway with their idea "The Call of our Forefathers" for example would not have to invest into Explorers. In other words, Norway with their idea "The Call of our Forefathers" for example would not have to invest into Explorers. In other words, Norway with their idea "The Call of our Forefathers" for example would not have to invest into Explorers. changes to China, and the new unify China CB. But altogether there are many more changes, combat encounters taking ridiculously long compared to 1.32 due to morale changes, the still irrational fort building behaviour from the AI that seems solely focused around annoying the player. Some AI cannot even afford the forts. This applies to OPMs specifically. It is also now much more difficult for us to see how high our debt it, no idea why this was changed. For some reason CBs were changed to always require the main war goal, meaning CBs like spread revolution or force tributary have been nerfed considerably. I could go on, but I'm risking this turning into too much of a rant already. The point is that I don't understand the direction Tinto is taking with this game and I don't see many of the changes as an improvement over 1.32. Reactions: Greetings everyone! [truncated] I would have called this Update: - The WAI Update: - The WAI Update, as the balance of significant changes will improve the AI, depending on your starting nation/region at startup. However, since you did name it the "France Update" - it reminds me of my typical experience with French food, since I expect something of significance and yet the taste is quite subdued or bland, as if nothing is even there, so - your Update Title serves as a perfect metaphor for the experience of French Cuisine, although your update is Free, unlike the cost of a French dinner. - Video Game connoisseur dating back to the earliest of Pong machines in the 1970s. [.] Reactions: Uhm, guys you released a patch with a half-dead AI, that almost does nothing, runs away from their country in a war to hide instead of defending or attacking, so almost no AI wars ever result in great change. You had a beta for that, right? How the hell did you think releasing this patch in this state was a good idea? Can you describe this AI issues a bit more? I was not following 1.33 Beta development and I'm still on 1.32. So, in 1.33 AI is completely broken when some glitch occurs? Like after tag switching to many times through console in Victoria 2? Completely braindead? Any way to avoid it? Will Poland start attacking pretender rebels in Lithuania to prevent losing their personal union? I made a post about this because if pretender rebels siege down Vilnius, Poland can't take it back in time. Often losing their PU. In a war, they'll completely ignore Lithuanian rebels, thus losing 2/3rds of their territory due to the AI prioritizing "winning" rather than defending their subject. Reactions: I honestly hate the new religious icons for the mapmode and the religion tab. It'd be nice to at least make them relative to your state religion. I am too used to the golden cross, the clapsed hands don't really catch my eyes an are just plain ugly imo. At least the cross indicated "RELIGION". I am glad for the update, however! I have used the fleet basing rights to be able to pirate my rivals, guess I can't do that anymore XD I found all the old icons for the religion tab, mapmode, DoF, etc. and will try my hand at modding. I will throw the workshop link to the forums if I can figure it out lol Reactions: Greetings everyone! The time has finally come to release 1.33 to the world. This is the exact same build that's been up on the open beta for the last couple of weeks, and the version that's going live is 1.33.2 following the feedback we've received during the testing phase. As always, please report any issues in our bug report forum or submit a support ticket. Thank you! Save files from 1.32.x SHOULD be compatible with 1.33.2 - although we can never guarantee it. We always recommend that you revert your game version to finish any ongoing saves before updating. Spoiler: 1.33.2 Changelog a new reform for the Celestial Empire, which allows the Emperor to convert tributaries into vassals at the cost of Mandate per Development. Subjects of the Tributary become independent. - Added 15 new custom Nation ideas. - Added 8 new Custom Nation ideas. Speed in order to help the AI to unite China. - Independent Daimyos lose their government reform should they become subjects of a non-Shogun country. - Re-added the "Tribal Identity" government reform for natives. - The Great Mongol Horde government gives now +50% Cavalry to Infantry Ratio instead of 25% so you are no longer locked to be Tengri to enjoy 100% Cavalry fun. # Religious Unity fun. # Religious Unity function has been reduced to 0.25 while Harmony gain has been reduced to 0.25 while Harmony loss during harmonization has been increased to 3.25. (100% Unity = +1 Harmony). - New events for the Alcheringa religion have been added, which allow the country to unlock the Dreaming Stories even without suffering horrendous penalties. Also buffed the positive harmony modifiers in order to make Confucian more competitive against other religions. - The Yanzhou province has now the Temple of Confucius triggered province and its owner are Confucian. - The modifiers from the harmonized religions have been buffed. # Units - Fire and Shock pips now affect morale damage as well. - Overlord naval force limit numbers changed from flat to percentage. - Smolensk Units now prefer to display artillery in their stack (similar how Poland shows cavalry). - The Revolutionary Guard now has -50% Regiment Drill Loss. - Backrow troops now take 40% of the regular morale damage. # Other - Being over governing capacity will no longer decrease the Tribal Development Growth. - Stated but no full cored provinces now have a governing capacity will no longer decrease the Tribal Development Growth. - Stated but no full cored provinces now have a governing capacity will no longer decrease the Tribal Development Growth. - Stated but no full cored provinces now have a governing capacity will no longer decrease the Tribal Development Growth. vote. - Being a Hegemony now decreases the opinion of other countries around you by 50 instead of 100. - Centralize State now decreases State Governing Cost by 25%, and now affects only the state, not the whole country, while State now decreases the Local Prosperity Growth by 0.1, while the action now costs 50 ADM. - Centralize State Governing Reform now costs 50 Reform Progress instead of 100 due to the newly added Admin cost. - Expand Infrastructure now costs 50 Reform Progress instead of 100 due to the newly added Admin cost. - Expand Infrastructure now costs 50 Reform Progress instead of 100 due to the newly added Admin cost. - Expand Infrastructure now costs 50 Reform Progress instead of 100 due to the newly added Admin cost. colonists. - Increased AI minimum colonization budget. - Reworked AI for mothballing forts, and made rich countries more likely to have at least level 1 advisors. # Other - AI no longer tries to retreat to mountains if those are in neutral territory. - The Ethiopian AI will now prefer provinces of its state religion to move their capital. - Tuned down fort building, especially when on border and next to existing fort. - Added an ai importance value to the decisions for forming Prussia in order to teach the AI that Prussia is op and should be formed if possible. - Made AI consider flanking again. - AI better understands importance of generals' pips. - AI now considers units' drill before starting a battle. -Fixed bug where AI thought 'coordinated attack' and instead sent individual armies to die. - Fixed issue that AIs in debt didn't convert provinces. - Fixed multiple issues with scripted ai army, one of which made it not work at all. It can now also be debugged with the 'mapmode armyeval' command. - AI better at consolidating regiments before battle. AI can now declare wars when overextension is up to 50% (previously 25%), but only if already coring everything. - AI considers nearby units more often, but raise army/fort maintenance. - Added AI priority to a few conquest missions of France and the Ottomans in order to ensure them prioritizing their missions. - Better at taking home troops overseas (instead of disbanding). - Build a bit more universities. - Made AI Care about corruption for mandate. - Celestial Emperor more aggressive towards countries that refuse to pay tribute. - Colonial Nations without debt are now likely to spend all subsidies they get on colonists. - Colonial subjects will care more about wars against countries in their colonial region. - Fixed AI army ignoring terrain for some threat evaluation. - Fixed AI army ignoring terrain for some threat evaluation. bug that caused exiled armies to behave erratically. - Fixed bug that made AI less afraid of non-rebel armies, when it should be rebel armies, when it should be rebel armies, when it should be rebel armies as often. - Fixed bug that made exiled armies armies would refuse to do things nearby. because it was assigned to a region far away. - Fixed issue with colonists not being recalled when they should be. - Fixed issues with colonial budgeting (causing bankruptcy spirals). - Fixed that autonomous sieging could go back and forth between provinces that were flipped back by a fort. - Improved AI understanding of native uprising risks (less Africans getting stack wiped taking a shortcut). - Improved handling of inflation. - Improved handling of inflation. - Improved handling of corruption. - Improved handling. Improved the AI decision making for Orthodox events. - Increased budget priority for saving money. - Made AI less eager to demand return core treaty unless it likes the benefactor. - Made AI less eager to go over naval force limit. - Made AI less eager to go over naval force limit. Lowered AI safety margin when attacking to compensate for other fixes. - Made AI aware of risk of rebels spawning in a province. - Made all Chinese countries want to conquer the 3 Mandate cities, if they have 1 already. - Made AI armies in more cases. - Made all Chinese countries want to conquer the 3 Mandate cities, if they have 1 already. Made AI more likely to enforce rebel demands (peace treaty) in the rare case that it can do so. - Made AI more likely to promote cultures (with large development). - Reduced maximum budget for subsidies to the 10% of income. - Several fixes and improvements regarding advisors. - Somewhat more competent at naval invasions for large empires. -Subjects with loans will keep a standing army again (although it will be small). - The Ethiopian AI will no longer move its capital while being at war. - Tweaked AI siege priorities. - Very small countries with scary neighbors will now keep a larger army when at peace. - Made small AI countries more careful with Seize Land. - Made AI less likely to split "statewide_governing_cost". - Added icon for "monthly_piety_accelerator". - Updated the flags of Yeren (now Xibe) and Donghai (now Nanai). - The Dreaming Stories of the Alcheringa no longer have all the same icon. - Added new icon for alert "GREAT_PROJECT_CAN_BE_UPGRADED". - Added new icons for "free_land_leader_pool" "free navy leader pool". - Fixed .zip file that was showing inquisitor instead of master of mint. - Added new scrollbar track for timeout date bar. - Changed Jewish rebels flag. - Added new icon for "Torah aspects can be selected". - Fixed Polynesian Masters of Mint share the same icon with Inquisitors. - Fixed some Visual artifacts in the country view windows. # Tooltips - Added a tooltip for the privilege "Expansionist Zealotry" in order to make it clear that both morale modifiers don't cancel each other out. - The tooltip of the requirement of the mission "Expand Overseas" has been improved in order to show that you need 5 provinces in 3 different Trade Company Regions. - The name of the devastation map mode tooltips. - Tooltip fix for new Reform's Diplo Action. # Inproved the devastation map mode tooltips. Unitmodels # Other - Added alert for when a monument can be upgraded. - Added more information to the naval quality ledger. - Removed message for losing a claim if the province is already a core of yours. - Stopped parliament background behaving like a giant button. - Don't get idle merchant alerts if you can't send them anywhere. depending on where your piety is to start with. - Added relation with heathens (used the same way as relation with heretics). - Added is marine modifier / is streltsy modifier / is st amount of force limit - Added relation with free leader pool to work in conjunction with free leader pool to determine how many free how many free leader pool to determine how many free how many free leader pool to determine how many free how after recent changes. # Triggers - Added a "trade node value = " trigger. - Added a "num of provinces owned or owned by subjects with = { trigger scope. - Added on capital moved on action which is triggered when capital is moved. - Added on institution is embraced. - Added on action which is triggered when national focus is changed. - Added on action which is triggered when institution is embraced. being the winner. - Added triggers uses meritocracy, uses horde unity and uses republican tradition. # Other - Added the "disables nobility" government attribute which now disables the Nobles Estate. As a result, Parliaments no longer disable the Nobles Estate. every government reforms into the government reforms have been sorted into the government reforms have been sor remove all cores in the Old World. Nations from the Old World, which tag switch into New World tags will still release their former tag in the Old World though. - Forming the Roman culture instead of just your primary culture. - The decisions "Confirm Thalassocracy" trigger tooltip now takes so much space anymore. - A new decision has been added, which allows Korea, Tibetan (the whole Culture Group) and Vietnamese countries to a custom culture, which is part of the Chinese culture group. - The Vietnamese countries to Sinicize their culture and all of its provinces to a custom culture, which is part of the Chinese culture and all of its provinces to a custom culture and custom culture and all of its provi culture group. Also a new decision has been added, which allow Dai Viet to Sinicize their culture, changing the primary culture and all Vietnamese provinces to a custom Vietnamese provinces to a custom Vietnamese provinces to a custom Vietnamese culture and all Vietnamese culture and all Vietnamese provinces to a custom Vietnamese culture and all Vietnamese culture and event for the overlord, which removes 50 Mandate (Legitimacy or Horde Unity if the overlord is not the Emperor of China) and releases Manchuria. - Forming Yuan will now Sinicize the Mongol cultures (Khalkha, Korchin, Mongol and Oirat). - Improved the tooltip for the "Adopt Manchu Identity" decision, showing user how many core Jurchen / Manchu provinces of the required 20 user already have. # Events - Ayutthaya's events now address your current ruler instead of having talking about a king which never existed for you. - France will no longer declare war upon Burgundy during the Burgundy during the Burgundian Inheritance Incident while France is already at war with Burgundy's overlord. - Increased the inflicted inflation from Mali's Pilgrimage event chain from 0.2 to 0.25 per Trade Income compared to Total Income. - Added event options to the Chinese minor tags. - Fixed a tooltip issue for the country who receives the gold from the Mansa during the Pilgrimage event chain. - Fixed issues with the Congolese events, which would put players without Origins at a high disadvantage. - Joan II de Trastámara is now the same person for both Navarra and Aragon. If he dies in either country then he also dies in the other. - Mali can no longer give itself inflation if they move their capital to a region their Mansa is about to visit during the Privilege event chain. - Pirates with the reform "War Against the World Doctrine" now stay true to their word and will no longer get the "Slave Trader" event. - Removed the stability gain from the event "The Third Temple" when the player decides to delay the reconstruction of the temple. - Semi Randomly generated advisors now allow Muslim countries to actually get a Parsi Zoroastrian advisor as it was originally intended. - The AI now chooses the options of the republican Tradition. - The Center of Revolution can no longer spawn within the Celestial Empire as the Emperor of China cannot go through the Revolution Disaster. - The Jewish event "Build the Third Temple" now triggers through the decision only and can now be fired more than once per game. - The Mali Pilgrimage event will no longer periodically let the player know that the Mansa has arrived in their region. The many and can now be fired more than once per game. - The Mali Pilgrimage event will no longer periodically let the player know that the Mansa has arrived in their region. The message was clear after the first time already. - The Mali event "The many and can now be fired more than once per game. - The Mali Pilgrimage event will no longer periodically let the player know that the Mansa has arrived in their region. The message was clear after the first time already. - The Mali event "The many and can now be fired more than once per game. - The Mali event "The many and can now be fired more than once per game. - The Mali event "The many and can now be fired more than once per game. - The Mali event "The many and can now be fired more than once per game. - The Mali event "The many and can now be fired more than once per game. - The Mali event "The many and can now be fired more than once per game. - The Mali event "The many and can now be fired more than once per game. - The Mali event "The many and can now be fired more than once per game. - The Mali event "The many and can now be fired more than once per game. - The Mali event "The many and can now be fired more than once per game. - The Mali event "The many and can now be fired more than once per game. - The Mali event "The many and can now be fired more than once per game. - The Mali event "The many and can now be fired more than once per game. - The Mali event "The many and can now be fired more than once per game. - The Mali event "The many and can now be fired more than once per game. - The Mali event "The many and can now be fired more than once per game. - The Mali event "The more than once per game. - The Mali event "The more than once per game. - The Mali event "The more than once per g options of European Trade Outposts" now has an option, which can be always chosen. - The Polish event "Elective Monarchy in Poland" will now always trigger regardless if Poland has already enacted four privileges for the Nobility. Should Poland have Golden Liberty revoked before they gain the Elective Monarchy then a noble privilege will be replaced with the Golden Liberty privilege. - The Polish events regarding the Elective Monarchy are no longer bound to the Polish culture but to the tag of Poland. - The Surrender of Maine event now has a custom casus belli, which acts as an usual Restoration of Personal Union cb for England, but is like a Reconquest cb for France. - The Swiss events about Calvin can now only trigger in the Age of Reformation in order to prevent him returning from his grave. - The event "Administrating A Tributary State when you have only Kingdom rank to fire. - The event "Administrating A Tributary State when you have only Kingdom rank to fire. - The event "Administrating A Tributary State when you have only Kingdom rank to fire. - The event "Administrating A Tributary State when you have only Kingdom rank to fire. - The event "Administrating A Tributary State when you have only Kingdom rank to fire. - The event "Administrating A Tributary State when you have only Kingdom rank to fire. - The event "Administrating A Tributary State when you have only Kingdom rank to fire. - The event "Administrating A Tributary State when you have only Kingdom rank to fire. - The event "Administrating A Tributary State when you have only Kingdom rank to fire. - The event "Administrating A Tributary State when you have only Kingdom rank to fire. - The event "Administrating A Tributary State when you have only Kingdom rank to fire. - The event "Administrating A Tributary State when you have only Kingdom rank to fire. - The event "Administrating A Tributary State when you have only Kingdom rank to fire. - The event "Administrating A Tributary State when you have a stability / -100 adm power if you have a stability / -100 adm power if you have a stability / -100 adm power if you have a stability / -100 adm power if you have a stability / -100 adm power if you have a stability / -100 adm power if you have a stability / -100 adm power if you have a stability / -100 adm power if you have a stability / -100 adm power if you have a stability / -100 adm power if you have a stability / -100 adm power if you have a stability / -100 adm power if you have a stability if you have -3 stability. It also no longer shows you that you have the Rights of Man DLC enabled. - The event "Dubious Spending Practices" will now properly increase the dev of the province of the corrupt advisor. - The event "Bubious Spending Practices" will now properly increase the dev of the province of the corrupt advisor. - The event "Bubious Spending Practices" will now properly increase the dev of the province of the corrupt advisor. - The event "Bubious Spending Practices" will now properly increase the dev of the province of the corrupt advisor. - The event "Bubious Spending Practices" will now properly increase the dev of the province of the corrupt advisor. - The event "Bubious Spending Practices" will now properly increase the dev of the province of the corrupt advisor. - The event "Bubious Spending Practices" will now properly increase the dev of the province of the corrupt advisor. - The event "Bubious Spending Practices" will now properly increase the dev of the province of the corrupt advisor. - The event "Bubious Spending Practices" will now properly increase the dev of the province of the corrupt advisor. - The event "Bubious Spending Practices" will now properly increase the dev of the province of the corrupt advisor. - The event "Bubious Spending Practices" will now properly increase the dev of the province of the province of the corrupt advisor. - The event "Bubious Spending Practices" will now properly increase the dev of the province of option instead of flat 50 Ducats. The second option now increases the Migration Cost by 50% instead of reducing it by 10%. - The event "Tribal allegiance" for the game. - The event "Where the Legend Begins" can no longer trigger if you have already the legendary location explored. - The event "Winter Siege" now triggers between November and April. - The event "[Root.GetName] Is in Debt!" for Private Enterprise Colonies reduces now corruption by -2 in the first option. - The options of the event "Ku Demands a Sacrifice" are now available even if you have -3 stability. - Increased the mean time to happen for the stability hit event of Maili's disaster by 100 days. - The Mutapan event "Regression of Zimbabwe" will no longer fire if the mission "Restore Zimbabwe" has been completed before. - The Polish event no longer removes the Command of the Military privilege as Poland cannot enact it. - The Third Temple event now puts the monument always on level 3. - Added go to buttons to the Ming disaster events. - Corrected a small event description error for the Korean event "Korea and the Rise of the Manchu". - Events which were locked behind Ming are now available to the Celestial Emperor (or to a Chinese country in the case the Celestial Empire ceased to exist). - Forming Manchuria will now trigger an event for Korea, which allows them to become the tributary of Manchuria in exchange for every province in the Korean peninsula hold by Manchuria. If Manchuria is controlled by a player then a second event will fire, which asks the player if they want to accept Korea as their tributary in the first place. - Halved the Mean Time to Happen for the event "The Fate of Neumark". - Revolution in a province will increase the local unrest by 0.25 per Absolutism instead of 0.5 local minimum autonomy. - The Napoléon as a competent general too when he becomes your ruler. - The event "A Helping Hand" now decreases Monument Upgrade Costs for 10 years instead of 5 year and gives now a level 2 Artist advisor with a discount. - The event "Barthquake destroys Lisboa" now adds 100 Devastation to Lisboa and decreases local goods produced by 25% instead of a flat 0.66. - The event "Mandukhai Khatun" can now properly trigger for Mongolia while they are a horde. - The event "Netherlands Declare Independence!" now has a second option, which allows you to play as them. Additionally, the event "Dutch Mobilization" gives them now 500 Ducats and a general with 80 army tradition in order for their independence properly. - The "Convert Hagia Sophia into a Mosque" for owners of "Star and Crescent" has now the same effect as the event for the ones who don't have the DLC. - The event "Estate's Leadership Challenged" can no longer trigger for countries which are a junior partner. # Ideas no longer conflict with the Southeastern Woodlands Ideas. - The ideas of the Roman Empire have been buffed to get on par with the ideas of the Holy Roman Empire. - Finishing the Maritime/Economic Policy "The Recruitment Act" now gives +25% Marine Force Limit. The Maritime/Economic Policy "The Recruitment Act" now gives +25% Marine Force Limit. Force Limit of the Maritime ideas from their Ambition to their second idea. The first idea now increases Trade Range by 25% and the ambition now increases the Marine Force Limit (Castile for example can now hire 25% of its force limit as Marines instead of 5%). - The "Grand Navy" idea of the Maritime Ideas now increases Ship Trade power Propagation by 25%. - The Espionage Ideas have been slightly reworked. "Efficient Spies" now increases Siege Ability by 10%. The Advisor Cost reduction has been moved to the fourth idea, which is "Agent Training". - The Naval Ideas gives now +15% Ship Disengagement Chance instead of +10% Marines Force Limit. # Missions - Adal's mission "Subjugate Ajuuraan" now properly requests of Ajuuraan's states. - Added missing country shields for some British missions. - Adjusted Japanese missions in regarding the Kurils change. - Adjusted the estate requirements for some missions of the Mughals. - Castile now gains its PU CB against Portugal after the missions of the Mughals. - Castile now gains its PU CB against Portugal after the missions of the State requirements for some missions "Reclaim Andalucía" AND "Subjugate Navarra" are completed. - Chagatai and Yarkand have now access to the generic Tartar missions. - Ethiopia's missions. - Forming a new country while having the Alcheringa religion will no longer get your missions. - Forming Rûm will no longer get your missions. - Forming Rûm will now give access to the Ottoman missions. - Forming Rûm will no longer get your missions overridden with Alcheringa missions. - Kongo's mission "Absolute Rule" is no longer soft locked through the usage of Trade Companies. - The Ethiopian mission "Populate " can now be completed by either concentrating dev twice or by developing the capital five times. - The Ethiopian mission "Concert of Europe" now has an alternative condition of having 2500 total development instead of having 75 Power Projection. - The Hungarian mission "Expand our Religious Views" gets no longer removed after the first month tick. - The Hungarian mission "Expand our Religious Views" gets no longer removed after the first month tick. - The Hungarian mission "Expand our Religious Views" gets no longer removed after the first month tick. - The Hungarian mission "Expand our Religious Views" gets no longer removed after the first month tick. - The Hungarian mission "Expand our Religious Views" gets no longer removed after the first month tick. - The Hungarian mission "Expand our Religious Views" gets no longer removed after the first month tick. - The Hungarian mission "Expand our Religious Views" gets no longer removed after the first month tick. - The Hungarian mission "Expand our Religious Views" gets no longer removed after the first month tick. - The Hungarian mission "Expand our Religious Views" gets no longer removed after the first month tick. - The Hungarian mission "Expand our Religious Views" gets no longer removed after the first month tick. - The Hungarian mission "Expand our Religious Views" gets no longer removed after the first month tick. - The Hungarian mission "Expand our Religious Views" gets no longer removed after the first month tick. - The Hungarian mission "Expand our Religious Views" gets no longer removed after the first month tick. - The Hungarian mission "Expand our Religious Views" gets no longer removed after the first month tick. - The Hungarian mission "Expand our Religious Views" gets no longer removed after the first month tick. - The Hungarian mission "Expand our Religious Views" gets no longer removed after the first month tick. - The Hungarian mission "Expand our Religious Views" The Italian mission "Alpine Defenses" now allows to be completed when the required provinces have better forts than castles. - The Mali mission "Protect West African Trade" gives now the proper Global Trade Goods Produced modifier instead of the local one. - The Spanish mission "Recover Portugal" has been moved. It now requires the missions "Subjugate Navarra" and "Reclaim Andalucía" in order to be completed. Additionally, Castile / Spain has now access to the two generic European missions "Global Dominance" and "Faith's Bastion". They are NOT required for the Forever Golden achievement. - The Venetian missions "Global Dominance" and "Faith's Bastion". They are NOT required for the Forever Golden achievement. - The Venetian missions "Global Dominance" and "Faith's Bastion". monument when Leviathan is enabled. - The Venetian mission "Expand The Doge's Palace" now improves the base tax of Venice when Leviathan is disabled. - The mission "Construct the Kiel Canal" will now properly check if you are constructing the Kiel Channel monument when Leviathan is enabled. - The mission "Uniting the Tribes" can now be fulfilled when the Sanko Madrasah monument has level 3 reached too. - The native mission sare now available to countries which primary culture is of the Chinese culture group (with the Sinicized cultures as the exception). - Adjusted the Mongolian missions which have an average autonomy condition no longer consider autonomy of oversea provinces. - All vassalized countries from the Lübeck mission "Unite the League" will now become a historical friend of Lübeck. - Forming Punjab will no longer devolve your mission tree to the generic ones. - Missions which require you to concentrate development three times have now an alternative way to complete them due to the nerf Concentrate Development has received. - New World missions, which require you to not being tribal, can be completed while being a Horde. - The Japanese mission "Build to Force Limit" now revokes the "Inwards Perfection" estate privilege if done by a player. This change has been done due to the cooldowr of the privilege, which would force players to wait 25 years before they can revoke the privilege on their own. - The Manchu mission "Invade Joseon" can now be completed when Korea is a tributary state. - The mission "L'État c'est moi" now checks for the average autonomy of your non-Oversea provinces instead of all your provinces. - Removed the power projection requirement for the Songhai and power projection is not the best for mission requirements due to their limited nature. # Modifiers - The triggered province modifier "Paektu Mountain" of the Jianzhou province now requires you to own and have a core on Jianzhou and Gyeongseong. - The new Holder of the Mandate gets -0.1 Global Monthly Devastation in order to have an easier time maintaining the Mandate. # Setup - Korean's heir Hyang Yi has gained +1 stat in every category and the capital Hanseong has gained +5/+6/+4 dev in order to make Korea a little bit more accurate. - Non-tributary subjects now join the wars of their overlord in the wars of their overlord in the wars of the bookmarks (for example: all of France's vassals are now at war with English-French Hundred Years War in 1447). - Added a birthday for the ruler of Morocco. - Added a birthday for the ruler of Morocco. - Added the Nivkh culture to the Kamchatkan culture group and changed the cultures of Nivkh and its provinces. - Assam has now the proper Indian unit types instead of the Chinese units. - Burgundy can no longer get rid of Charles. - Byzantium has now discovered the Mashriq in 1444. - Changed several province and capital names of the Manchuria region. - Changed the setup of the provinces of the countries, which start with the "Rajput Kingdom" government reform while Dharma is inactive start now with a fallback government reform. - Ogaadeen now has cores on the provinces Degehabur and Werder. - The Kurils and Sakhalin (renamed into Enchiw) are now owned core provinces of Ainu. - The Yanzhou province is now a holy site of Confucianism. - The following countries have been renamed: "Donghai" into "Nanai", "Udege" into "Orochoni", "Yeren" into Xibe. - The province Deren (now called Tyr) has now the Amur Estuary, giving it +10 Local Trade Power. - The provinces Korofan, Medwa and Kobbe have now the Tunjur culture. - The provinces Qaraqorum and Sain Noyon has been renamed into Bayankhongor. - The ruler of AQ has remembered that he is the older brother and is now 10 years older than his heir. - The ruler of Pegu has gained 10 years of life experiences. - Adjusted the Terra Incognita so that Ainu, Nivkh, Solon and Orochoni have finally an idea where their neighbors' provinces are located. Also, Solon has learned how to send ships to the sea too!. - Korchin now starts as a Tributary State of Ming in order to get not all of the Jurchen obliterated by Ming when they ally Korchin. - Passau now produces Salt instead of fish. # Other - Theocracies no longer gain an opinion bonus of Jewish countries. - Fuerte del Morro monument moved to Boriken provinces. - Added Korean Colony Names for Colonial Australia and Colonial Eastern America. - Added a version of the Strong Duchy estate privilege for nations, which have only access to the Maratha estate. - Added more Roman names for provinces. - Added new colonial cultures, two of them for the French culture group. - Added new versions of the "Integration Policy" for the Rajput and Maratha estates. - Added new versions of the Religious Culture group. - Adjusted the tooltip for the War chapter of the Tutorial in order to make new players aware of waiting for their casus belli first. - Custom Nations are now allowed to have the Aboriginal tech group. - Fixed a regnal number issue with the rulers of Aksum. - Imperial City of Hue now gives 10/15% karma decay in Tiers 2 and 3. - Korean province names have been added for the Dai Viet provinces. Fixed also some Korean names for Chinese provinces. - Muslim Countries with the Western Technology are now allowed to have the Dhimmi. - Nerfed Pyramid of Cheops reduced Advisor Cost to -15% at Tier 3. - Nerfed reduced General Cost for Sankin Kotai Palaces to -10% at Tier 3. - Removed Pagan religion requirement to City of Khami. - Ship names of Sweden no longer automatically fail if you have another idea which allows you to recruit explorers. - The Burgher Agenda "Discover " will no longer automatically fail if you have another idea which allows you to recruit explorers. - The Burgher Agenda "Discover " will no longer automatically fail if you have a break-line character in their names. - The Burgher Agenda "Discover " will no longer automatically fail if you have a break-line character in their names. Ministers" now gives properly +0.05 Yearly Karma Decay. - The Noble estate privilege "Command of the Military" is now only visible to Dai Viet as it was never intended to be a privilege used by other countries. - The Parliament of the Byzantine and the Roman Empire is now called "The Senate". - The disaster "Unguarded Nomadic Frontier" gets no longer cancelled when a neighboring horde nation gets the Mongol Horde reform. - The estate privilege "Gain Political Control" is now available for countries which don't have access to the Burghers, and is not longer locked behind the religion. - The government reform "Tribal Confederacy" is no longer available for other tribes unless they start with it. - The privilege "Religious Diplomats" now also affects country whose religion was harmonized by you. - Fixed that has idea group trigger sometimes failed validation erroneously (causing false error messages). - Fuerte del Morro monument moved to Boriken province, and now has the correct modifier regarding Overlord Naval Limit. - Adjusted the costs of several custom nation ideas. - The Clergy estate privilege "Religious Culture" now has an influence to be more in line with other ideas. - The Clergy estate privilege "Religious Culture" now has an influence to be more in line with other ideas. - The Clergy estate privilege "Religious Culture" now has an influence to be more in line with other ideas. - The Clergy estate privilege "Religious Culture" now has an influence to be more in line with other ideas. modifier of 20% instead of 30% and gives now -10 Absolutism instead of -5. - The clergy privilege "Embrace Singular Cult" will no longer grant you a stability on ruler death when you have the States General government reform. - The province war score cost against other religion idea. - Added Spanish, French and German proper localization. - Being the Defender of Faith gives now +1 Monthly Fervor / +10% Church Power Modifier / +1 Papal Influence. Also fixed an inconsistency where being a Level 3 Defender of Faith didn't grant you War Exhaustion Reduction. - Fixed an issue which prevented Confucian and Tengri countries to benefit from the Syncretic / Harmonized religion's monuments. Also, harmonized Buddhism and Dharmic faiths now allows a Confucian country to get the benefits of a monument which religion is Hindu but would require the faith to be Buddhism (in other words: if you have Dharmic faiths now allows a Confucian country to get the benefits of a monument which religion is Hindu but would require the faith to be Buddhism (in other words: if you have Dharmic faiths now allows a Confucian country to get the benefits of a monument which religion is Hindu but would require the faith to be Buddhism (in other words: if you have Dharmic faiths now allows a Confucian country to get the benefits of a monument which religion is Hindu but would require the faith to be Buddhism (in other words: if you have Dharmic faiths now allows a Confucian country to get the benefits of a monument which religion is Hindu but would require the faith to be Buddhism (in other words: if you have Dharmic faiths now allows a Confucian country to get the benefits of a monument which religion is Hindu but would require the faith to be Buddhism (in other words: if you have Dharmic faiths now allows a Confucian country to get the benefits of a monument which religion is Hindu but would require the faith to be Buddhism (in other words: if you have Dharmic faiths now allows a Confucian country to get the benefits of a monument which religion is Hindu but would require the faith to be Buddhism (in other words: if you have Dharmic faiths now allows a Confucian country to get the benefits of a monument which religion is Hindu but would require the faith to be Buddhism (in other words: if you have Dharmic faiths now allows a confucian country to get the benefits of a monument which religion is Hindu but would require the faith to be Buddhism (in other words). benefits from Angkor Wat if you have Buddhism harmonized too. Before that you had to ensure to convert the province before harmonizing with Hinduism in order to get benefits from the monument). - The privilege 'Inwards Perfection has now a 25 years cooldown when enacted. - Added dynamic Japanese names to a whole bunch of provinces. Being the Revolutionary Target gives now +10% Morale of Navies. It also gives now +25% Manpower and Sailor Recovery Speed instead of +40% Land and Naval Force Limit Modifier. - Colonialism can now spawn in a country which has an idea unlocked which allows them to hire Explorers. In other words, Norway with their idea "The Call of our Forefathers" for example would not have to invest into Exploration ideas to spawn Colonialism if all the other requirements are fulfilled. - Estate Loan Privilege will revoke itself if you have no estates loans left to pay. - Improved the tooltip for the "Unguarded Nomadic Frontier" disaster so it takes less space on the screen. - Increased the institution growth from the Winter Palace monument so that it gives at level 3 exactly +1 Institution Progress per month - References to increased Trade Range from naval basing rights have been removed as this is no longer true. - The Revolution and the French Revolution disasters can now be triggered if your capital and 7 other provinces are occupied by rebels while Revolution ary Rebels are active in your country. - The Revolution is much less likely to spread to a very stable monarchy (stable means here that the owner has 2 Stability and 90 Legitimacy). - The Revolution is much less likely to spread to a very stable monarchy (stable means here that the owner has 2 Stability and 90 Legitimacy). owner of the Center of the Revolutionary Rebels are more likely to spawn if you are a monarchy with at least 80 Absolutism and less 80 Legitimacy. Being bankrupt also motivated Revolutionary Rebels no longer spawn before the Age of Absolutism. - Revolutionary Rebels no longer spawn if you are a monarchy with at least 80 Absolutism and less 80 Legitimacy. country if the occupied province is on the same continent as the Center of the Revolutionary Zeal gives now Discipline at 100 Revolutionary Zeal. - Seizing Land from the estates will no longer affect the loyalty of estates which have a privilege exempting them from getting their land seized. - Sino-Altaic culture gives now access to banners. - The Georgian duchies are now called Princedoms instead of Khanate. - The Georgian duchies are now called Princedoms instead of Khanate. now increases your Manpower by a flat 2000 and your Sailors by a flat 400 instead of 5 per month when the Mandate is less than 30. Additionally, it reduces Global Trade Goods Modifier by 30% instead of 50%. - The disaster "Crisis of the Ming Dynasty" now has a second monthly event which triggers Nationalist rebels in order to get a natural Mingplosion too. - The disaster "Dutch Revolt" has now a third trigger, which is fulfilled when the owner of the lowlands is the Emperor and has neither 2 stability nor enacted the Fourth Imperial Reform. - The disaster "French Wars of Religion" is no longer shown when you reach the Age of Absolutism as it can no longer trigger after the Age of Absolutism as it can no longer trigger after the Age of Absolutism as it can no longer trigger after the Age of Absolutism as it can no longer trigger after the Age of Reformation anyway. - The ending event of the "Unguarded Nomadic Frontier" disaster now gives +30 Mandate instead of +20. - The estate privilege "Guaranteed Dhimmi Autonomy" gets no longer taken by the AI if they are a subject nation with an overlord which has religious ideas unlocked. - The estate privilege "Supremacy of the Council" is no longer available if your government has the "Disables Call Diet" government trait. - The monument Holy City of Jerusalem gives now +0.25/+0.5/+1 Papal Influence / Monthly Fervor and +5%/+10%/+15% Church Power. - The monument Kashi Vishwanath Temple now gives +25%/+33%/+50% Local Goods Produced Modifier instead of -5%/-10%/-15%. - The monument Tenochtitlan now gives +25%/+33%/+50% Local Goods Produced Modifier instead of -5%/-10%/-15%. province. - The monument The Great Wall of China now gives +33%/+66%/+100% Garrison Growth in the province and +25%/+50%/+75% Local Defensiveness in the area. - The monuments Jokhang Temple and Erdene Zuu now give additionally +0.01/+0.025/+0.05 Karma Decay. - The ruler of a Republican USA is now the President instead of a unconditionally surrender if on -100% war score and won't accept any other peace offers until the war leader has peaced out. Also, when forts are refilled. - Can select armies that are on an ally's transports. - Colonial nation's tag switch no longer recolors the overlord. - European nations being forced to change religion to Mayan don't explode. - Fixed a script bug for the Maratha's Conquest Agenda. - Fixed getting Great Power Club messages about nations that haven't been discovered by the player. - Fixed getting Great Power Club messages about nations that haven't been discovered by the player. eader enacts the last reform. - Inquisitionists can't be of a different faith as they speed missionary progress. - It is no longer fire if the Buddha deity unlocked in the first place. - Kongo's passive event, which grant them a cardinal, will no longer fire if the Papacy is not active or if Kongo has already 7 Cardinals. - Merc companies scale nicer for big nations; only take total dev into account up to a maximum amount so that there's still variety in company size. - Monuments no longer provide area bonuses to provinces not owned by the monument's owner. - Request Relative as Heir penalties firing for countries that match recipient's religion/dynasty. - Royal marriage make sure you discover each other's capitals so you can interact diplomatically. - Stability loss window no longer appears after Monarch's death despite having 'Embrace Singular Cult' privilege. - Swedish Sten Sture's Regency event adds a modifier to Denmark instead of Demak. Taking land from your rivals' subjects gives Power Projection if you're taking it yourself. - Text change when taking tribal land in a peace treaty to reflect what's happening (otherwise it could look like you're taking it yourself. - Text change when taking tribal land in a peace treaty to reflect what's happening (otherwise it could look like you're taking land from yourself. - Text change when taking tribal land in a peace treaty to reflect what's happening (otherwise it could look like you're taking tribal land in a peace treaty to reflect what's happening (otherwise it could look like you're taking land from yourself. - Text change when taking tribal land in a peace treaty to reflect what's happening (otherwise it could look like you're taking land from yourself. - Text change when taking tribal land in a peace treaty to reflect what's happening (otherwise it could look like you're taking land from yourself. - Text change when taking tribal land in a peace treaty to reflect what's happening (otherwise it could look like you're taking land from yourself. - Text change when taking tribal land in a peace treaty to reflect what's happening (otherwise it could look like you're taking the you're taki fear non-existent armies. - Condottieri while at peace alert doesn't popup if the price Player is paying is 0 ducats. - Extend province modifiers. - No longer can multiple nations can get 'New Guru' event, which leads to skipping more than one Guru. - Other half of subject's shield on Sub steering arrangements are thrown away if you don't have the right DLC. - When reforms are invalidated a country is switched to the first available reform in that tier so you can't exploit the game leaving no reform selected (e.g. for republics/absolutism). - Biased the AI desire for "demand unlawful territory" by factors such as dependency, alliance, opinion, trust, AE, rivalry and left a define in to be able to modify it if the recipient is at war if modders want to but by default its effect will be 0. - "Add to Trade Company" dialog displays correct list of modifiers. - "Candidates Vie for Opportunities" event no longer changes factions' influence by 15 instead of 10. - "Colonist Placement" base chance is counted double (actually WAD but the tooltip is a bit misleading). - "Force Tributary" CB disables taking provinces. - "Grant claim" is now unavailable if subject already has claim on that province. - "Monthly Production Income" in development tooltip is a bit misleading). "Religious Culture" estate modifier works with ongoing changes made to cultures. - "Ship Lost!" notifications have a Go-To button to allow the player to see where it happened. - "States" tab of Production Interface shows correct income for territories. - "yesman" causes AI to accept call to arms. - A New Flagship event has a go to. - AI can handle reassigning merchants. - AI no longer sells provinces to charter cheaply, and added new malus for presence of great projects in the province too. - AI no longer uses pillage capital state when it has nothing to gain from it. - AI will try harder to hire advisors now. - ALLOW ZERO BASE VALUES define is now working properly. - Added information about ship cost to tooltips in military page. - Adding War Reparations to a peace deal no longer makes the AI reject the deal. - Advisors no longer makes in a peace deal window is accurate. - Alert for embracing institutions now says which ones can be embraced. - Alliance with enemy considered in opinion or when forming an alliance. - Attached mercenary stack no longer disappears after moving them with transports. - Buryat Band mercenary company no longer has a useless modifier. - CTD Fix related to development distribution to estates. - Caddo receive SE Woodland Ideas. - Cahokia Monument gives the devastation modifier to migratory tribes. - Call to arms inside HRE can no longer bypass negative opinion to call Emperor. - Can drill armies in subject controlled provinces. - Can no longer give away centers of revolution to client states. - Can no longer invite federation members into the same federation. - Can use "Repair damaged ships" when all ships in fleet are damaged. - Claim throne uses same threshold for heir claim weakness as the UI. -Condottieri do morale damage. - Conscript Cawa via state interface recruits all possible Cawa for the state, not the whole country. - Crash fix for failing to read the custom message types. - Crash fix related to mods reading invalid IDs for font characters. - Crossing penalty warning displayed correctly. - Crown Colony autonomy modifier not shown twice. - Custom nations can correctly use the "beloved relative" choice in election event. - Define ruler to general makes sure the names of both match. - Drafting transports always done at a discount. the HRE are displayed on the Imperial map mode. - Female heirs are generating normally, only locked to female advisor chance modifier if it is present. - Fixed "Federation Federation" type names. - Fixed AI abandoning cores too easily. - Fixed CTD in endgame screen related to missing GUI elements in script. - Fixed CTD related to attempting to display natives buildings when UI elements were missing in script. - Fixed CTDs in game setup related to missing UI elements in script. - Fixed CTD when referencing non-existent reform for legacy_equivalent. localization bug. - Fixed a CTD related to removing lifted FoW. - Fixed a CTD related to clicking on the rebel flags. - Fixed a bug which allowed the player to get an agenda to assist the Pope in his quest for changing his religion. - Fixed a few tooltip issues for the Spanish localization. - Fixed a particular save freezing in "initializing game" loading screen. - Fixed an issue for the Tortuga Island monument, where the Blockade Force Required modifier use a global modifier was a global modifier was a global modifier. [.GetValue] in the loc). - Fixed building alert tooltip to show more than one type of building. - Fixed crash from units not having any location. - Fixed error in the code for spices. - Fixed error in the code for spices. Fixed issue with the number of promoted cultures after forming Prussia. - Fixed misleading tooltip for Annul Treaties peace term when country is guaranteed. - Fixed misleading tooltip for Annul Treaties peace term when country is guaranteed. province view. - Fixed mismatch of culture and name for CN ruler. - Fixed missing metadata for the soundtrack files. - Fixed offering loans to other countries. - Fixed possible confusion when a new unit arrives as a battle ends between attacker and defender. - Fixed missing metadata for the soundtrack files. run command. - Fixed several missing descriptions of modifiers. - Fixed some instances of black flags not being issued after the end of a war. - Fixed that when drill was >0, it also scaled regiment-based global modifiers (e.g. infantry combat ability). - Fixed that when drill was >0, it also scaled regiment-based global modifiers (e.g. infantry combat ability). on mercenary recruited on action. - Fixed tooltip of unaccepted culture in province view to take into account effects of trade company. - Fixed weird behavior of ships on "Protect Trade" mission in the Caribbean when starting from certain provinces. - Forming Aksum now requires the provinces to be owned, which are highlighted by the decision. Fort level map mode shows zones of control of allied forts. - Game will no longer crash after loading save from cloud without Steam Cloud enabled. It will print an error in the log instead. - Got AI to choose its Native Trading Policies more carefully. through war now expire. - Hussite Church power Parliament Bribe added, while Coptic can no longer pay with non-existent Patriarchal Authority. - If units are lost at sea as a result of their ships sinking underneath them, then Merc leaders die with the first unit to sink, and regular leaders die with the last unit to sink. Stop exploiting cheap good merc leaders!. - Improved great project UI to show GPs that can be built if all criteria are fulfilled other than cost. - Income now shown for Trade Companies in the Subject view. - Iroquoian Federation Ideas now have proper descriptions. - It is no longer possible to change trader task that is already on node. - List of countries affected by Hostile Trading is now shown correctly in tooltip and confirmation dialog. - Loan due popup shows right interest. - Machu Picchu Event upgrades Monument. - Made Borderless Fullscreen default. - Mansa Musa achievement triggered by 10k gift. - Mercenary Discipline works properly (was missing from a military tactics calculation in combat). - Money war score cost fixed. You can now demand fractions of ducats in peace deals. - Monthly Piety tooltips shown correctly. - Monuments will no longer degrade on nation release. - Music no longer stops playing before the slider reaches its minimum point. - New World Nations / Natives reform after the overlord of a Colonial Nation, not the Colonial Nation itself. - No Personal Union on Monarch Death when playing as Italian Signoria. - No longer get unnecessary "Infidels embraced one true faith" message in history window while completing a colony. - PUing rival now grants extra liberty desire to the subject correctly. - Penalty for allying country with your victory card shows properly in the tooltip. - Prints an error when attempting to override an already existing character in fonts. - Progress tooltip for Russian mechanics only shows full name for Consorts. - Prosperity no longer has two values in macro builder. - Province modifiers for settlers increase are now shown. - RNW games in multiplayer with different languages between host and client no longer crash. - Rebel flag is not graved out on dialogs any more. - Rebel particularism stack on an island can now leave. - Rebel stack now disappears with a message if they spawn on unsiegeable fort. - Repair ships mission will choose province with maximum repair speed when faced with a choice of several that are the same number of days away. - Revoking a guarantee only creates unilateral truce again. - Ruler tooltips now show inauguration date correctly and "unknown" if no birth date specified. - Fixed that Scottish modifier instead of a Portuguese one. - Settle button produces more sane results when tribal dev is above 10. - Siege now starts in province when attached units are led by condottieri. - Sort by Trade Power from Light Ships and Merchants on trade node view now works properly. - Special characters are now displayed properly on Steam Rich Presence. - Stopped condottieri alert if you have no armies to hire out. - Streltsy units cost manpower. - Terra Incognita in lobby works properly. - Text about innovativeness in a completed Idea no longer appears without Rule Britannia DLC. - The "Explorer ready!" alert is now removed when sending the Explorer on an exploration mission. - The "Invite Kongsi Federation" decision has now a proper name and description. - The "War Horses" policy now has a description to it. - The "Oyo Cavalry merc company has now a home province, preventing it being hired from countries which are on the other side of the world. - The hansa incident.2 event has now a proper title. - The opinion modifier of the Torah Aspect "Abrahamic Roots" gets no longer removed and re-applied periodically. - The province "Yareyu" has been renamed into "Yapeyú". - Trade Company Goods Produced bonus is applied correctly. - Trade goods persist in tribal land after migration. - Trade goods persist in tribal land after migration. those trading cities!. - Trade goods in Tribal Land no longer reset upon loading the game. - Tweaked auto ship repair port selection so that in peace time ships will go to the province that means they will still heavily bias towards just getting to port fast. - Unique ship models used in all sea provinces. - Updated AI to use new leader limits per type. - View on store button works on Epic. - War Exhaustion hit after starting a war without Casus Belli is reinstated. - War Score Panel: historical war start dates are displayed correctly. - War reparations tooltip sorted from biggest to smallest. - Winter Siege event no longer missing go to. - Yearly Patriarch Authority, Yearly Doom Reduction and Yearly Authority are now not shown if player are not benefitting from them. - [usermodding] [Trigger.name] no longer freezes the game, if used inside a sub section (e.g. OR). - [usermodding] [Trigger.name] no longer freezes the game, if used inside a sub section (e.g. OR). - [usermodding] [Trigger.name] no longer freezes the game, if used inside a sub section (e.g. OR). - [usermodding] [Trigger.name] no longer freezes the game, if used inside a sub section (e.g. OR). - [usermodding] [Trigger.name] no longer freezes the game, if used inside a sub section (e.g. OR). - 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Empire of china reform passed trigger now working, - Expel minority works again, - Fixed being unable to use scopes on setting culture for create leader effect. - Fixed blessings being carried over if changing religion. - Fixed crash when hovering over units integrated from a country with units in TI. - Fixed exploit where exiled armies can be used as transport helicopters for regular armies by attaching to them. - Fixed holy war non-participation by other countries of same religion. - Fixed misleading tooltip on Market of Europe Songhai mission. - Fixed sightly incorrect reporting of war score cost for gold on certain steps. - Fixed timeline sequence that was broken when changing tag twice on one day. - Fixed typos in 00 buildings.txt. - Fixed typos in 00 building Infantry/cavalry in back row will be replaced by artillery from the reserves if available. - Made front row deployment take into account flanking range of infantry. - Merc companies can set their own cavalry/infantry ratios. - Move great project effect can use province scopes. - No longer able to move monuments from indirect subject states (tributaries). - Set emperor = no longer Dissolves Empire. - Sped up macrobuilder building list generation. - Stop "leave tier 1 reforms are all worth selecting. - Stopped AI wanting more provinces despite being given the only one they want in a peace deal. - The surabaya area is now highlighted in mnd mlc destroy majapahit. - Trade goods produced rather than duplicating = functionality (i.e. counting provinces that produce that good). - Tweaked algorithm for calculating best admiral used for

naval combat. - Fixed countries spawning with no religion. - Removed a double province names for Icelandic provinces. - Closed the loophole allowing users to exploit army creation to get no manpower penalty from events. - Fixed OOS related to exploration army pathfinding. - Fixed ormies with no size OOS. - Fixed armies with no size OOS. - Fixed armies with no size ormies with scan internet button in the multiplayer lobby when using filters. - Players are now able to send private messages to a player with comma in his username. - CTD fix when exiting game related to leaders. - Fixed that crossing penalty warning sometimes gets displayed incorrectly. - Fixed CTD when loading old save game. - Fixed crash/oos in AI threat update. - Fixed so faction description fits it's entry and shows a scrollbar if the text can't fit. - Spain now gets a full complement of reforms when they get converted to Mayan religion. - Fixed that tribal development growth should not affect non-natives if Conquest of Paradise is deactivated. - Fixed a localization issue for the "Damarwulan's Victory' event. - Some modifiers, that affect only special units, didn't work but they do now. - The Mongol Empire will no longer spawn rebels similar to how other formable don't spawn rebels. - CTD fix, related to attempting to add tribal land after switching away from being a native tribe. - Emperor is now included in the Religious League map mode. - Fixed CTD when modifying subject relationship and pressing enter quickly. - Fixed a freeze that could happen when saving to cloud. - Fixed being unable to take land as defender in some war goals where you were meant to be able to. -Fixed numbers in confirmation dialog for State House. - Grant Jains Liberties reduces now Absolutism by 10 instead of the wrong 5. - Mercenary Companies no longer disband without user input day after loading after clicking on another similar save prior to loading. - Named unrest cleared when reloading game. - Novgorod "Protect Trade" mission no longer cancelled on day one. - Pillage capital now available when becoming war leader after taking over vassal. - Religious Culture now has now the advertised influence modifier of 20% instead of 25%. - Repay loan now greyed out when not having enough money. - Ruler being a general dies, and now stays dead. - Settled native tribes can take settled land instead of it just converting to tribal land in peace deals. - The War Screen data is now ranked by size. - Fixed bug which made Colonies unable go to war with each other. - Fixed bug that made some province events rarely happen. - Fixed a trigger bug regarding AI evaluation for seizing land. - "Und" and "Oder" are now separated from the previous words in the German localization. - Fixed the "Be the strongest Power in Europe" trigger for the revolution disaster. - Trading Cities now only give +20 Max Absolutism instead of this weird mix of +20 Absolutism at the same time. empire? And could you remove the weird, arbitrary restriction that pagan religious rebels can't force-convert you? Hoping for improvements to the Pacific Northwest. Reactions: You are right and the only think i hate as Prussia is the immense -50% gov cap. a reduction to something like 30% would be nice with Brandenburger Gate (Stage 3) That'd be a nice and much-needed buff for that monument. Hoping for improvements to the Pacific Northwest. I LOVE these changes. So excited. You guys had a rough start with Leviathan and the pandemic but Origins and this patch are incredible. I am very grateful. "Revolution in a province will increase the local unrest by 0.25 per Absolutism instead of 0.5 local minimum autonomy." This... this just sounds broken. Go through C & C and nuke estates down to get 80 absolutism then get sporadic 20 unrest in provinces that catch revolution? I love going revolutionary but if I spent ten years dealing with C&C nonsense then got stuck catching 20 unrest from a nation I happen to have a truce with I'd be pretty peeved... We might see late game revolts finally, the 20th serbian uprising eg Reactions: Greetings everyone! The time has finally come to release 1.33 to the world. This is the exact same build that's been up on the open beta for the last couple of weeks, and the version that's going live is 1.33.2 following the feedback we've received during the testing phase. As always, please report any issues in our bug report forum or submit a support ticket. Thank you! Save files from 1.32.x SHOULD be compatible with 1.33.2 - although we can never guarantee it. We always recommend that you revert your game version to finish any ongoing saves before updating. Spoiler: 1.33.2 Changelog a new reform for the Celestial Empire, which allows the Emperor to convert tributaries into vassals at the cost of Mandate per Development. Subjects of the Tributary become independent. - Added 15 new custom Nation ideas. - Added 8 new Custom Nation ideas. Speed in order to help the AI to unite China. - Independent Daimyos lose their government reform for natives. - The Chinese Kingdom government reform for natives. - The Great Mongol Horde government gives now +50% Cavalry to Infantry Ratio instead of 25% so you are no longer locked to be Tengri to enjoy 100% Cavalry fun. # Religion - Base Harmony gain has been reduced to 0.25 while Harmony loss during harmonization has been reduced to 0.25 while Harmony loss during harmonization has been reduced to 0.25 while Harmony loss during harmonization has been reduced to 0.25 while Harmony loss during harmonization has been reduced to 0.25 while Harmony loss during harmonization has been reduced to 0.25 while Harmony loss during harmonization has been reduced to 0.25 while Harmony loss during harmonization has been reduced to 0.25 while Harmony loss during harmonization has been reduced to 0.25 while Harmony loss during harmonization has been reduced to 0.25 while Harmony loss during harmonization has been reduced to 0.25 while Harmony loss during harmonization has been reduced to 0.25 while Harmony loss during harmonization has been reduced to 0.25 while Harmony loss during harmonization has been reduced to 0.25 while Harmony loss during harmonization has been reduced to 0.25 while Harmony loss during harmonization has been reduced to 0.25 while Harmony loss during harmonization has been reduced to 0.25 while Harmony loss during harmonization has been reduced to 0.25 while Harmony loss during harmonization has been reduced to 0.25 while Harmony loss during harmonization has been reduced to 0.25 while Harmony loss during harmonization has been reduced to 0.25 while Harmony loss during harmonization has been reduced to 0.25 while Harmony loss during harmonization has been reduced to 0.25 while Harmony loss during harmonization has been reduced to 0.25 while Harmony loss during harmonization has been reduced to 0.25 while Harmony loss during harmonization has been reduced to 0.25 while Harmony loss during harmonization has been reduced to 0.25 while Harmony loss during harmonization has been reduced to 0.25 while Harmony loss during harmonization has been reduced to 0.25 while Harmony loss dur (100% Unity = +1 Harmony). - New events for the Alcheringa religion have been added, which allow the country to unlock the Breaming Stories even without having access to the necessary missions. - Reworked the Harmonization modifiers, allowing players to harmonize religions in quick succession without suffering horrendous penalties. Also buffed the positive harmony modifiers in order to make Confucian more competitive against other religions. - The Yanzhou province has now the Temple of Confucius triggered province and its owner are Confucian. - The modifiers from the harmonized religions have been buffed. # Units - Fire and Shock pips now affect morale damage as well. - Overlord naval force limit numbers changed from flat to percentage. - Smolensk Units now prefer to display artillery in their stack (similar how Poland shows cavalry if their stacks have cavalry). - The Revolutionary Guard now has -50% Regiment Drill Loss. - Backrow troops now take 40% of the regular morale damage. # Other - Being over governing capacity will no longer decrease the Tribal Development Growth. - Stated but no full cored provinces now have a governing capacity will no longer decrease the Tribal Development Growth. vote. - Being a Hegemony now decreases the opinion of other countries around you by 50 instead of 100. - Centralize State now decreases State Governing Cost by 25%, and now affects only the state, not the whole country, while State Maintenance is reduced by 20%. It also increases the Local Prosperity Growth by 0.1, while the action now costs 50 ADM. - Centralize State Governing Reform now costs 50 Reform Progress instead of 100 due to the newly added Admin cost. - Expand Infrastructure now costs 50 Reform now costs 50 Reform Progress instead of 100 due to the newly added Admin cost. - Expand Infrastructure now costs 50 Reform Progress instead of 100 due to the newly added Admin cost. colonists. - Increased AI minimum colonization budget. - Reworked AI for mothballing forts, and made rich countries more likely to have at least level 1 advisors. # Other - AI no longer tries to retreat to mountains if those are in neutral territory. - The Ethiopian AI will now prefer provinces of its state religion to move their capital. - Tuned down fort building, especially when on border and next to existing fort. - Added an ai importance value to the decisions for forming Prussia is op and should be formed if possible. - Made AI consider flanking again. - AI better understands importance of generals' pips. - AI now considers units' drill before starting a battle. -Fixed bug where AI thought 'coordinated attack' and instead sent individual armies to die. - Fixed multiple issues with scripted ai_army, one of which made it not work at all. It can now also be debugged with the 'mapmode armyeval' command. - AI better at consolidating regiments before battle. AI can now declare wars when overextension is up to 50% (previously 25%), but only if already coring everything. - AI considers nearby units more often, but raise army/fort maintenance. - Added AI priority to a few conquest missions of France and the Ottomans in order to ensure them prioritizing their missions. - Better at taking home troops overseas (instead of disbanding). - Build a bit more universities. - Made AI Care about corruption for mandate. - Celestial Emperor more aggressive towards countries that refuse to pay tribute. - Colonial Nations without debt area about corruption for mandate. - Made AI Care about corruption for mandate. now likely to spend all subsidies they get on colonists. - Colonial subjects will care more about wars against countries in their colonial region. - Fixed AI army ignoring terrain for some threat evaluation. - Fixed bug that AI sometimes ignored armies with insufficient troops for siege. - Fixed bug that caused exiled armies to behave erratically. - Fixed bug that made AI less afraid of non-rebel armies, when it should be rebel armies, when it should because it was assigned to a region far away. - Fixed issue with colonists not being recalled when they should be. - Fixed issues with colonial budgeting (causing bankruptcy spirals). - Fixed that autonomous sieging could go back and forth between provinces that were flipped back by a fort. - Improved AI understanding of native uprising risks (less Africans getting stack wiped taking a shortcut). - Improved handling of corruption. - Improved handling of inflation. - Improved handling of corruption. - Improved handling. Improved the AI decision making for Orthodox events. - Increased budget priority for saving money. - Made AI less eager to demand return core treaty unless it likes the benefactor. - Made AI less eager to go over naval force limit. - Made AI less eager to go over naval force limit. Lowered AI safety margin when attacking to compensate for other fixes. - Made AI aware of risk of rebels spawning in a province. - Made AI armies which are afraid of enemies, prefer safe terrain even more. - Made AI armies which are afraid of enemies, prefer safe terrain even more. Made AI more likely to enforce rebel demands (peace treaty) in the rare case that it can do so. - Made AI more likely to promote cultures (with large development). - Reduced maximum budget for subsidies to the 10% of income. - Several fixes and improvements regarding advisors. - Somewhat more competent at naval invasions for large empires. -Subjects with loans will keep a standing army again (although it will be small). - The Ethiopian AI will no longer move its capital while being at war. - Tweaked AI siege priorities. - Very small countries with scary neighbors will now keep a larger army when at peace. - Made small AI countries more careful with Seize Land. - Made AI less likely to split "statewide governing cost". - Added icon for "monthly piety accelerator". - Updated the flags of Yeren (now Xibe) and Donghai (now Nanai). - The Dreaming Stories of the Alcheringa no longer have all the same icon. - Added new icon for alert "GREAT PROJECT CAN BE UPGRADED". - Added new icons for "free land leader pool" "free navy leader pool". - Fixed .zip file that was showing inquisitor instead of master of mint. - Added new scrollbar track for timeout date bar. - Changed Jewish rebels flag. - Added new map mode icons for "religious leagues". - Buda Castle GFX fixes. - Added new icon for "Torah aspects can be selected". - Fixed Polynesian Masters of Mint share the same icon with Inquisitors. - Fixed some Visual artifacts in the country view windows. # Tooltips - Added a tooltip mention for the Free Cities during the Tutorial. - Improved the tooltip of the rout. - The tooltip of the rout. requirement of the mission "Expand Overseas" has been improved in order to show that you need 5 provinces in 3 different Trade Company Regions. - The name of the decision "Confederal Kingdoms: Arrange Internal Marriage" has been shortened. - Improved the decision "Confederal Kingdoms: Arrange Internal Marriage" has been shortened. Unitmodels # Other - Added alert for when a monument can be upgraded. - Added more information to the naval quality ledger. - Removed message for losing a claim if the province is already a core of yours. - Stopped parliament background behaving like a giant button. - Don't get idle merchant alerts if you can't send them anywhere. depending on where your piety is to start with. - Added relation with heathens (used the same way as relation with heretics). - Added is marine modifier / is streltsy modifier / is st amount of force limit - Added new modifiers free land leader pool and free navy leader pool to work in conjunction with same culture modifier. - Added relation with same culture group modifier. - Added relation with same culture modifier. relation with other culture modifiers. - Added defines BACK LINE MORALE DAMAGE TAKEN MODIFIER and BACK LINE STRENGTH DAMAGE TAKEN MODIFIER which allows to adjust artillery after recent changes. # Triggers - Added a "trade node value = " trigger. - Added a "num of provinces owned or owned by subjects with = { }" trigger scope. - Added on capital moved on action which is triggered when institution is embraced. - Added on institution is embraced. - Added on action which is triggered when national focus is change on action which is triggered when institution is embraced. being the winner. - Added triggers uses meritocracy, uses horde unity and uses republican tradition. # Other - Added the "disables nobility" government attribute which now disables the Nobles Estate. As a result, Parliaments no longer disable the Nobles Estate on its own anymore. In the context of the vanilla game, however, nothing changes as remove all cores in the Old World. Nations from the Old World, which tag switch into New World tags will still release their former tag in the Old World tags will still release the tag in the Old World tag in the Old World tag in the Old World tag in the tag in the tag in the tag in the Old World tag in t takes so much space anymore. - A new decision has been added, which allows Korea, Tibetan (the whole Culture and all of its provinces to a custom culture, which is part of the Chinese culture group. - The Vietnamese culture has been moved into the Mon-Khmer culture group. Also a new decision has been added, which allow Dai Viet to Sinicize their culture, changing the primary culture and all Vietnamese provinces to a custom Vietnamese provinces to a custom Vietnamese provinces to a custom Vietnamese culture and all Vietnamese culture and all Vietnamese provinces to a custom Vietnamese culture and all Vietnamese culture and event for the overlord, which removes 50 Mandate (Legitimacy or Horde Unity if the overlord is not the Emperor of China) and releases Manchuria. - Forming Yuan will now Sinicize the Mongol cultures (Khalkha, Korchin, Mongol and Oirat). - Improved the tooltip for the "Adopt Manchu Identity" decision, showing user how many core Jurchen / Manchu provinces of the required 20 user already have. # Events - Ayutthaya's events now address your current ruler instead of having talking about a king which never existed for you. - France will no longer declare war upon Burgundy during the Burgundy during the Burgundy at war with Burgundy's overlord. - Increased the inflicted inflation from Mali's Pilgrimage event chain from 0.2 to 0.25 per Trade Income. - Added event options to the Ming Crisis disaster events, which allow the player to switch the tag to the Chinese minor tags. - Fixed a tooltip issue for the country who receives the gold from the Mansa during the Pilgrimage event chain. - Fixed issues with the Congolese events, which would put players without Origins at a high disadvantage. - Joan II de Trastámara is now the same person for both Navarra and Aragon. If he dies in either country then he also dies in the other. - Mali can no longer give itself inflation if they move their capital to a region their Mansa is about to visit during the Privilege event chain. - Pirates with the reform "War Against the World Doctrine" now stay true to their word and will no longer get the "Slave Trader" event. - Removed the stability gain from the event "The Third Temple" when the player decides to delay the reconstruction of the temple. - Semi Randomly generated advisors now allow Muslim countries to actually get a Parsi Zoroastrian advisor as it was originally intended. - The AI now chooses the options of the republican Tradition. - The Center of Revolution can no longer spawn within the Celestial Empire as the Emperor of China cannot go through the Revolution Disaster. - The Jewish event "Build the Third Temple" now triggers through the decision only and can now be fired more than once per game. - The Mali Pilgrimage event will no longer periodically let the player know that the Mansa has arrived in their region. The many and can now be fired more than once per game. - The Mali Pilgrimage event will no longer periodically let the player know that the Mansa has arrived in their region. The Mali Pilgrimage event will no longer periodically let the player know that the Mansa has arrived in their region. options of European Trade Outposts" now has an option, which can be always chosen. - The Polish event "Elective Monarchy in Poland" will now always trigger regardless if Poland has already enacted four privileges for the Nobility. Should Poland have Golden Liberty revoked before they gain the Elective Monarchy then a noble privilege will be replaced with the Golden Liberty privilege. - The Polish events regarding the Elective Monarchy are no longer bound to the Polish culture but to the tag of Poland. - The Surrender of Maine event now has a custom casus belli, which acts as an usual Restoration of Personal Union cb for England, but is like a Reconquest cb for France. - The Swiss events about Calvin can now only trigger in the Age of Reformation in order to prevent him returning from his grave. - The event "An important matter in sabbath" now gives +50 adm power if you have 3 stability / -100 adm power if you have -3 stability. It also no longer shows you that you have the Rights of Man DLC enabled. - The event "Dubious Spending Practices" will now properly increase the dev of the province of the corrupt advisor. - The event "Bubious Spending Practices" will now properly increase the dev of the province of the corrupt advisor. - The event "Bubious Spending Practices" will now properly increase the dev of the province of the corrupt advisor. - The event "Bubious Spending Practices" will now properly increase the dev of the province of the corrupt advisor. - The event "Bubious Spending Practices" will now properly increase the dev of the province of the corrupt advisor. - The event "Bubious Spending Practices" will now properly increase the dev of the province of the corrupt advisor. - The event "Bubious Spending Practices" will now properly increase the dev of the province of the corrupt advisor. - The event "Bubious Spending Practices" will now properly increase the dev of the province of the corrupt advisor. - The event "Bubious Spending Practices" will now properly increase the dev of the province of the corrupt advisor. - The event "Bubious Spending Practices" will now properly increase the dev of the province of the corrupt advisor. - The event "Bubious Spending Practices" will now properly increase the dev of the province of the corrupt advisor. - The event "Bubious Spending Practices" will now properly increase the dev of the province of option instead of flat 50 Ducats. The second option now increases the Migration Cost by 50% instead of reducing it by 10%. - The event "Tribal allegiance" for the Mossi Confederal Kingdom will no longer trigger every 20 days until the end of the game. - The event "Where the Legend Begins" can no longer trigger if you have already the legendary location explored. - The event "Winter Siege" now triggers between November and April. - The event "Ru Demands a Sacrifice" are now available even if you have -3 stability. - Increased the mean time to happen for the stability hit event of Maili's disaster by 100 days. - The Mutapan event "Regression of Zimbabwe" will no longer fire if the mission "Restore Zimbabwe" has been completed before. - The Polish event now puts the monument always on level 3. - Added go to buttons to the Ming disaster events. - Corrected a small event description error for the Korean event "Korea and the Rise of the Manchu". - Events which were locked behind Ming are now available to the Celestial Emperor (or to a Chinese country in the case the Celestial Empire ceased to exist). - Forming Manchuria will now trigger an event for Korea, which allows them to become the tributary of Manchuria in exchange for every province in the Korean peninsula hold by Manchuria. If Manchuria is controlled by a player then a second event will fire, which asks the player if they want to accept Korea as their tributary in the first place. - Halved the Mean Time to Happen for the event "The Fate of Neumark". - Revolution in a province will increase the local unrest by 0.25 per Absolutism instead of 0.5 local minimum autonomy. - The Napoléon as a competent general too when he becomes your ruler. - The event "A Helping Hand" now decreases Monument Upgrade Costs for 10 years instead of 5 year and gives now a level 2 Artist advisor with a discount. - The event "Earthquake destroys Lisboa" now adds 100 Devastation to Lisboa and decreases local goods produced by 25% instead of a flat 0.66. - The event "Mandukhai Khatun" can now properly trigger for Mongolia while they are a horde. - The event "Netherlands Declare Independence!" now has a second option, which allows you to play as them. Additionally, the event "Dutch Mobilization" gives them now 500 Ducats and a general with 80 army tradition in order for their independence properly. - The "Convert Hagia Sophia into a Mosque" for owners of "Star and Crescent" has now the same effect as the event for the ones who don't have the DLC. - The event "Estate's Leadership Challenged" can no longer trigger for countries which are a junior partner. # Ideas no longer conflict with the Southeastern Woodlands Ideas. - The ideas of the Roman Empire have been buffed to get on par with the ideas of the Holy Roman Empire. - Finishing the Maritime/Economic Policy "The Recruitment Act" now gives +25% Marine Force Limit too instead of the previous 5%. - Moved the Marine Force Limit of the Maritime ideas from their Ambition to their second idea. The first idea now increases Trade Range by 25% and the ambition now increases the Marine Force Limit (Castile for example can now hire 25% of its force limit as Marines instead of 5%). - The "Grand Navy" idea of the Maritime Ideas now increases Ship Trade power Propagation by 25%. - The Espionage Ideas have been slightly reworked. "Claim Fabrication" is now the first idea, followed by the "State Propaganda" idea. The third idea, "Efficient Spies" now increases Siege Ability by 10%. The Advisor Cost reduction has been moved to the 'Agent Training". - The Naval Idea "Press Gangs" now increases Marines Force Limit by +25% and the bonus idea of Naval Ideas gives now +15% Ship Disengagement Chance instead of +10% Marines Force Limit. # Missions - Adal's mission "Subjugate Ajuuraan" now properly requests of Ajuuraan's states country shields for some British missions. - Adjusted Japanese missions in regarding the Kurils change. - Adjusted the estate requirements for some missions of the Mughals. - Castile now gains its PU CB against Portugal after the missions of the Mughals. - Castile now gains its PU CB against Portugal after the missions of the Mughals. - Castile now gains its PU CB against Portugal after the missions of the Mughals. - Castile now gains its PU CB against Portugal after the missions of the Mughals. - Castile now gains its PU CB against Portugal after the missions of the Mughals. generic Tartar missions. - Ethiopia's missions. - Forming a new country while having the Alcheringa religion will no longer get your missions overridden with Alcheringa missions. - Kongo's mission "Absolute Rule" is no longer soft locked through the usage of Trade Companies. - The Ayutthaya mission "Populate " can now be completed by either concentrating dev twice or by developing the capital five times. - The Ethiopian mission "Concert of Europe" now has an alternative condition of having 2500 total development instead of having 75 Power Projection. - The Holy War cb from the generic Central African mission "Bibliotheca Corviniana" now upgrades the Bibliotheca Corviniana monument to Tier 1. The Italian mission "Alpine Defenses" now allows to be completed when the required provinces have better forts than castles. - The Mali mission "Protect West African Trade" gives now the proper Global Trade Goods Produced modifier instead of the local one. - The Spanish mission "Recover Portugal" has been moved. It now requires the missions "Subjugate Navarra" and "Reclaim Andalucía" in order to be completed. Additionally, Castile / Spain has now access to the two generic European missions "Global Dominance" and "Faith's Bastion". They are NOT required for the Forever Golden achievement. - The Venetian missions "Global Dominance" and "Faith's Bastion". They are NOT required for the Forever Golden achievement. - The Venetian missions "Global Dominance" and "Faith's Bastion". monument when Leviathan is enabled. - The Venetian mission "Expand The Doge's Palace" now improves the base tax of Venice when Leviathan is disabled. - The mission "Construct the Kiel Canal" will now properly check if you are constructing the Kiel Channel monument when Leviathan is enabled. - The mission "Uniting the Tribes" can now be fulfilled when the Sanko Madrasah monument has level 3 reached too. - The native mission "Uniting the Tribes" can now be fulfilled when the Sanko Madrasah monument has level 3 reached too. - The mission "Uniting the Tribes" can now be fulfilled when the Sanko Madrasah monument has level 3 reached too. - The mission "Uniting the Tribes" can now be fulfilled when the Sanko Madrasah monument has level 3 reached too. - The mission "Uniting the Tribes" can now be fulfilled when the Sanko Madrasah monument has level 3 reached too. - The mission "Uniting the Tribes" can now be fulfilled when the Sanko Madrasah monument has level 3 reached too. - The mission "Uniting the Tribes" can now be fulfilled when the Sanko Madrasah monument has level 3 reached too. - The mission "Uniting the Tribes" can now be fulfilled when the Sanko Madrasah monument has level 3 reached too. - The mission "Uniting the Tribes" can now be fulfilled when the Sanko Madrasah monument has level 3 reached too. - The mission "Uniting the Tribes" can now be fulfilled when the Sanko Madrasah monument has level 3 reached too. - The mission "Uniting the Tribes" can now be fulfilled when the Sanko Madrasah monument has level 3 reached too. - The mission "Uniting the Tribes" can now be fulfilled when the Sanko Madrasah monument has level 3 reached too. - The mission "Uniting the Tribes" can now be fulfilled when the Sanko Madrasah monument has level 3 reached too. - The mission "Uniting the Tribes" can now be fulfilled when the Sanko Madrasah monument has level 3 reached too. - The mission "Uniting the Tribes" can now be fulfilled when the Sanko Madrasah monument has level 3 reached too. - The mission "Uniting the Tribes" can now be fulfilled when the Sanko Madrasah monument has level 3 reached too. - The mission "Uniting the Tribes" can now be fulfilled when the Sanko Madrasah monument has level 3 reached too. - The mission "Uniting the Tribes" can now be fulfilled w Chinese culture group (with the Sinicized cultures as the exception). - Adjusted the Mongolian missions which have an average autonomy condition no longer consider autonomy of oversea provinces. - All vassalized countries from the Lübeck mission "Unite the League" will now become a historical friend of Lübeck. - Forming Punjab will no longer devolve your mission tree to the generic ones. - Missions which require you to concentrate development three times have now an alternative way to complete them due to the nerf Concentrate Development has received. - New World missions, which require you to not being tribal, can be completed while being a Horde. - The Japanese mission "Build to Force Limit" now revokes the "Inwards Perfection" estate privilege if done by a player. This change has been done due to the cooldown of the privilege, which would force players to wait 25 years before they can revoke the privilege on their own. - The Manchu mission "Invade Joseon" can now be completed when Korea is a tributary state. - The mission "L'État c'est moi" now checks for the average autonomy of your non-Oversea provinces instead of all your provinces. - Removed the power projection requirement for the Songhai and power projection is not the best for mission requirements due to their limited nature. # Modifiers - The triggered province modifier "Paektu Mountain" of the Jianzhou province now requires you to own and have a core on Jianzhou and Gyeongseong. - The new Holder of the Mandate gets -0.1 Global Monthly Devastation in order to have an easier time maintaining the Korea a little bit more accurate. - Non-tributary subjects now join the wars of their overlord in the wars of their overlord in the wars of the bookmarks (for example: all of France's vassals are now at war with England during the English-French Hundred Years War in 1447). - Added a birthday for the ruler of Morocco. - Added a birthday for the ruler of Morocco. - Added a birthday for the ruler of Morocco. - Added the Nivkh culture to the Kamchatkan culture group and changed the cultures of Nivkh and its provinces. - Assam has now the proper Indian unit types instead of the Chinese units. - Burgundy can no longer get rid of Charles. - Byzantium has now discovered the Mashrig in 1444. - Changed several province and capital names of the Manchuria region. - Changed the name of the province Kosti to Waylula. - Changed the setup of the owned provinces of the countries in the Manchu region. - Countries, which start with the "Rajput Kingdom" government reform while Dharma is inactive start now with a fallback government reform. - Ogaadeen now has cores on the provinces Degehabur and Werder. - The Kurils and Sakhalin (renamed into Enchiw) are now owned core provinces of Ainu. - The Yanzhou provinces of Ainu. - The Yanzhou province is now a holy site of Confucianism. - The following countries have been renamed: "Donghai" into "Nanai", "Udege" into "Orochoni", "Yeren" into Xibe. - The following countries have been renamed: "Donghai" into "Nanai", "Udege" into "Orochoni", "Yeren" into Xibe. - The following countries have been renamed: "Donghai" into "Nanai", "Udege" into "Orochoni", "Yeren" into Xibe. - The following countries have been renamed: "Donghai" into "Nanai", "Udege" into "Orochoni", "Yeren" into Xibe. - The following countries have been renamed: the Amur Estuary, giving it +10 Local Trade Power. - The provinces Korofan, Medwa and Kobbe have now the Tunjur culture. - The provinces Qaragorum and Sain Noyon has been renamed into Bayankhongor. - The ruler of AQ has remembered that he is the older brother and is now 10 years older than his heir. - The ruler of Pegu has gained 10 years of life experiences. - Adjusted the Terra Incognita so that Ainu, Nivkh, Solon and Orochoni have finally an idea where their neighbors' provinces are located. Also, Solon has learned how to send ships to the sea too!. - Korchin now starts as a Tributary State of Ming in order to get not all of the Jurchen obliterated by Ming when they ally Korchin. - Passau now produces Salt instead of fish. # Other - Theocracies no longer gain an opinion bonus of Jewish countries. - Fuerte del Morro monument moved to Boriken provinces. - Added Korean Colony Names for Colonial Australia and Colonial Eastern America. - Added a version of the Strong Duchy estate privilege for nations, which have only access to the Maratha estate. - Added more Roman names for provinces. - Added new colonial cultures, two of them for the French culture group. - Added new versions of the "Integration Policy" for the Rajput and Maratha estates. - Added new versions of the Religious Culture group. - Adjusted the tooltip for the War chapter of the Tutorial in order to make new players aware of waiting for their capital in Australia and have the Aboriginal tech group. - Fixed a regnal number issue with the rulers of Aksum. - Imperial City of Hue now gives 10/15% karma decay in Tiers 2 and 3. - Korean provinces. - Muslim Countries with the Western Technology are now allowed to have the Dhimmi. - Nerfed Pyramid of Cheops reduced Advisor Cost to -15% at Tier 3. - Nerfed reduced General Cost for Sankin Kotai Palaces to -10% at Tier 3. - Removed Pagan religion requirement to City of Khami. - Ship names of Sweden no longer automatically fail if you have another idea which allows you to recruit explorers. - The Burgher Agenda "Discover " will no longer automatically fail if you have another idea which allows you to recruit explorers. - The Burgher Agenda "Discover " will no longer automatically fail if you have a break-line character in their names. - The Burgher Agenda "Discover " will no longer automatically fail if you have a break-line character in their names. - The Burgher Agenda "Discover " will no longer automatically fail if you have a break-line character in their names. - The Burgher Agenda "Discover " will no longer automatically fail if you have a break-line character in their names. - The Burgher Agenda "Discover " will no longer automatically fail if you have a break-line character in their names. - The Burgher Agenda "Discover " will no longer automatically fail if you have a break-line character in their names. - The Burgher Agenda "Discover " will no longer automatically fail if you have a break-line character in their names. - The Burgher Agenda "Discover " will no longer automatically fail if you have a break-line character in their names. - The Burgher Agenda "Discover " will no longer automatically fail if you have a break-line character in their names. - The Burgher Agenda "Discover " will no longer automatically fail if you have a break-line character in their names. - The Burgher Agenda "Discover " will no longer automatically fail if you have a break-line character in their names. - The Burgher Agenda "Discover " will no longer automatically fail if you have a break-line character in their names. - The Burgher Agenda "Discover " will no longer automatically fail if you have a break-line character in their names. - The Burgher Agenda "Discover " will no longer automatically fail if you have a break-line character in their names. - The Burgher Agenda "Discover " will no longer auto Ministers" now gives properly +0.05 Yearly Karma Decay. - The Noble estate privilege "Command of the Military" is now only visible to Dai Viet as it was never intended to be a privilege used by other countries. - The Parliament of the Byzantine and the Roman Empire is now called "The Senate". - The disaster "Unguarded Nomadic Frontier" gets no longer cancelled when a neighboring horde nation gets the Mongol Horde reform. - The estate privilege "Gain Political Control" is now mention that the decisions are costing the equivalent of legitimacy. - The estate privilege "Gain Political Control" is now available for countries which don't have access to the Burghers, and is not longer locked behind the religion. - The government reform "Tribal Confederacy" is no longer available for other tribes unless they start with it. - The privilege "Religious Diplomats" now also affects country whose religion was harmonized by you. - Fixed that has_idea_group trigger sometimes failed validation erroneously (causing false error messages). - Fuerte del Morro monument moved to Boriken province, and now has the correct modifier regarding Overlord Naval Limit. - Adjusted the costs of several custom nation ideas. - The Clergy estate privilege "Religious Culture" now has an influence modifier of 20% instead of 30% and gives now -10 Absolutism instead of -5. - The clergy privilege "Embrace Singular Cult" will no longer grant you a stability on ruler death when you have the States General government reform. - The province war score cost against other religion idea. - Added Spanish, French and German proper localization. - Being the Defender of Faith gives now +1 Monthly Fervor / +10% Church Power Modifier / +1 Papal Influence. Also fixed an inconsistency where being a Level 3 Defender of Faith didn't grant you War Exhaustion Reduction. - Fixed an issue which prevented Confucian and Tengri countries to benefit from the Syncretic / Harmonized religion's monuments. Also, harmonized Buddhism and Dharmic faiths now allows a Confucian country to get the benefits of a monument which religion is Hindu but would require the faith to be Buddhism (in other words: if you have Dharmic harmonized, you still can see the benefits from Angkor Wat if you have Buddhism harmonized too. Before that you had to ensure to convert the province before harmonizing with Hinduism in order to get benefits from the monument). - The privilege 'Inwards Perfection has now a 25 years cooldown when enacted. - Added dynamic Japanese names to a whole bunch of provinces. Being the Revolutionary Target gives now +10% Morale of Navies. It also gives now +25% Manpower and Sailor Recovery Speed instead of +40% Land and Naval Force Limit Modifier. - Colonialism can now spawn in a country which has an idea unlocked which allows them to hire Explorers. In other words, Norway with their idea "The Call of our Forefathers" for example would not have to invest into Exploration ideas to spawn Colonialism if all the other requirements are fulfilled. - Estate Loan Privileges now require you to pay all your loans off to revoke. On the plus side: the privilege will revoke itself if you have no estates loans left to pay. - Improved the tooltip for the "Unguarded Nomadic Frontier" disaster so it takes less space on the screen. - Increased the institution growth from the Winter Palace monument so that it gives at level 3 exactly +1 Institution Progress per month - References to increased Trade Range from naval basing rights have been removed as this is no longer true. - The Revolution and the French Revolution disasters can now be triggered if your capital and 7 other provinces are occupied by rebels while Revolutionary Rebels are active in your country. - The Revolution is much less likely to spread to a very stable monarchy (stable means here that the owner has 2 Stability and 90 Legitimacy). - The Revolution now prefers to spread in the provinces of the owner of the Center of the Revolutionary Rebels are more likely to spawn if you are a monarchy with at least 80 Absolutism and less 80 Legitimacy. Being bankrupt also motivated Revolutionary Rebels no spawn if you are a monarchy with at least 80 Absolutism. - Revolutionary Rebels no spawn if you are a monarchy with at least 80 Absolutism. country if the occupied province is on the same continent as the Center of the Revolutionary Zeal. - Seizing Land from the estates will no longer affect the loyalty of estates and 10 development. - Revolutionary Zeal gives now Discipline at 100 Revolutionary Zeal. - Seizing Land from the estates will no longer affect the loyalty of estates at 100 Revolutionary Zeal. - Seizing Land from the estates will no longer affect the loyalty of estates at 100 Revolutionary Zeal. - Seizing Land from the estates will no longer affect the loyalty of estates at 100 Revolutionary Zeal. - Seizing Land from the estates will no longer affect the loyalty of estates at 100 Revolutionary Zeal. - Seizing Land from the estates at 100 Revolutionary Zeal. - Seizin which have a privilege exempting them from getting their land seized. - Sino-Altaic culture gives now access to banners. - The Georgian duchies are now called Princedoms instead of Khanate. - The Gyeongbok Palace monument now requires you to be Confucian to get the benefit of it. - The Trade Company Investment "Governor General's Mansion now increases your Manpower by a flat 2000 and your Sailors by a flat 400 instead of 5 per month when the Mandate is less than 30. Additionally, it reduces Global Trade Goods Modifier by 30% instead of 50%. - The disaster "Crisis of the Ming Dynasty" now has a second monthly event which triggers Nationalist rebels in stead of peasant rebels. The AI will always pick the nationalist rebels in order to get a natural Mingplosion too. - The disaster "Dutch Revolt" has now a third trigger, which is fulfilled when the owner of the lowlands is the Emperor and has neither 2 stability nor enacted the Fourth Imperial Reform. - The disaster "French Wars of Religion" is no longer shown when you reach the Age of Reformation anyway. - The ending event of the "Unguarded Nomadic Frontier" disaster now gives +30 Mandate instead of +20. - The estate privilege "Guaranteed Dhimmi Autonomy" gets no longer taken by the AI if they are a subject nation with an overlord which has religious ideas unlocked. - The estate privilege "Supremacy of the Council" is no longer available if your government has the "Disables Call Diet" government trait. - The monument Holy City of Jerusalem gives now +0.25/+0.5/+1 Papal Influence / Monthly Fervor and +5%/+10%/+15% Church Power. - The monument Kashi Vishwanath Temple now gives -5%/-7.5%/-10% Core Creation Cost instead of -5%/-10%/-15%. - The monument Tenochtitlan now gives -5%/-7.5%/-10% Core Creation Cost instead of -5%/-10%/-15%. province. - The monument The Great Wall of China now gives +33%/+66%/+100% Garrison Growth in the province and +25%/+50%/+75% Local Defensiveness in the area. - The monuments Jokhang Temple and Erdene Zuu now give additionally +0.01/+0.025/+0.05 Karma Decay. - The ruler of a Republican USA is now the President instead of a unconditionally surrender if on -100% war score and won't accept any other peace offers until the war leader has peaced out. Also, when forts are refilled. - Can select armies that are on an ally's transports. - Colonial nation's tag switch no longer recolors the overlord. - European nations being forced to change religion to Mayan don't explode. - Fixed a script bug for the Maratha's Conquest Agenda. - Fixed getting Great Power Club messages about nations that haven't been discovered by the player. - Fixed getting Great Power Club messages about nations that haven't been discovered by the player. leader enacts the last reform. - Inquisitionists can't be of a different faith as they speed missionary progress. - It is no longer fire if the Buddha deity through the decision of re-choosing your deity when you didn't have the Buddha deity through the decision of re-choosing your deity when you didn't have the Buddha deity through the decision of re-choosing your deity when you didn't have the Buddha deity through the decision of re-choosing your deity when you didn't have the Buddha deity unlocked in the first place. Papacy is not active or if Kongo has already 7 Cardinals. - Merc companies scale nicer for big nations; only take total dev into account up to a maximum amount so that there's still variety in company size. - Monuments no longer provide area bonuses to provinces not owned by the monument's owner. - Request Relative as Heir penalties firing for countries that match recipient's religion/dynasty. - Royal marriage make sure you discover each other's capitals so you can interact diplomatically. - Stability loss window no longer appears after Monarch's death despite having 'Embrace Singular Cult' privilege. - Swedish Sten Sture's Regency event adds a modifier to Denmark instead of Demak. Taking land from your rivals' subjects gives Power Projection if you're taking it yourself. - Text change when taking tribal land in a peace treaty to reflect what's happening (otherwise it could look like you're taking land from yourself or from nobody). - Autonomous sieging units won't get stuck sieging forts they're not big enough for, and won't start to fear non-existent armies. - Condottieri while at peace alert doesn't popup if the price Player is paying is 0 ducats. - Extend_province_modifier adds to the modifier's duration. - Fixed inflation calculation for peace treaties when you've given away monopolies on trade goods. - Local_years_of_nationalism doesn't show in country modifiers. - No longer can multiple nations can get 'New Guru' event, which leads to skipping more than one Guru. - Other half of subject's shield on Subjects tab is now clickable. - Removed extra info from merchants tooltip that's already in the outliner (could cause overflow). - Revolutionary republics that have the revolution crushed don't release revolutionary vassals. - Trade steering arrangements are thrown away if you don't have the right DLC. - When reforms are invalidated a country is switched to the first available reform in that tier so you can't exploit the game leaving no reform selected (e.g. for republics/absolutism). - Biased the AI desire for "demand unlawful territory" by factors such as dependency, alliance, opinion, trust, AE, rivalry and left a define in to be able to modify it if the recipient is at war if modders want to but by default its effect will be 0. - "Add to Trade Company" dialog displays correct list of modifiers. - "Candidates Vie for Opportunities" event no longer changes factions' influence by 15 instead of 10. - "Colonist Placement" base chance is counted double (actually WAD but the tooltip is a bit misleading). - "Force Tributary" CB disables taking provinces. - "Grant claim" is now unavailable if subject already has claim on that province. - "Monthly Production Income" in development tooltip is calculated correctly. - "Province trade power" can no longer exist without any owned province. "Religious Culture" estate modifier works with ongoing changes made to cultures. - "Ship Lost!" notifications have a Go-To button to allow the player to see where it happened. - "States" tab of Production Interface shows correct income for territories. - "yesman" causes AI to accept call to arms. - A New Flagship event has a go to. - AI can handle reassigning merchants. - AI no longer sells provinces to charter cheaply, and added new malus for presence of great projects in the province too. - AI no longer uses pillage capital state when it has nothing to gain from it. - AI will try harder to hire advisors now. - ALLOW ZERO BASE VALUES define is now working properly. - Added information about ship cost to tooltips in military page. - Adding War Reparations to a peace deal no longer makes the AI reject the deal. - Advisors no longer missing from advisor pool. - Aggressive Expansion predicted in a peace deal window is accurate. opinion or when forming an alliance. - Attached mercenary stack no longer disappears after moving them with transports. - Buryat Band mercenary stack no longer focus allies. - Buryat Band mercenary stack no longer disappears after moving them with transports. company no longer has a useless modifier. - CTD Fix related to development distribution to estates. - Caldo receive SE Woodland Ideas. - Can no longer bypass negative opinion to call Emperor. - Can drill armies in subject controlled provinces. - Can no longer give away centers of revolution to client states. - Can no longer invite federation members into the same federation. - Can no longer use Ctrl + RMB to explore TI sea with non-explorable navies. - Can use "Repair damaged ships" when all ships in fleet are damaged. - Claim throne uses same threshold for heir claim weakness as the UI. -Condottieri do morale damage. - Conscript Cawa via state interface recruits all possible Cawa for the state, not the whole country. - Crash fix for failing to read the custom message types. - Crash fix related to mods reading invalid IDs for font characters. - Crossing penalty warning displayed correctly. - Crown Colony autonomy modifier not shown twice. - Custom nations can correctly use the "beloved relative" choice in election event. - Define ruler to general makes sure the names of both match. - Drafting transports always done at a discount. - Territorial core governing capacity corrected. - Emperors of the HRE that are not in the HRE are displayed on the Imperial map mode. - Female heirs are generating normally, only locked to female advisor chance modifier if it is present. - Fixed "Federation Federation Federation Federation Federation" type names. - Fixed AI abandoning cores too easily. - Fixed CTD in endgame screen related to missing GUI elements in script. - Fixed CTD related to attempting to display natives buildings when UI elements in script. - Fixed CTDs in game setup related to missing UI elements in script. - Fixed CTD related to attempting to display natives buildings when UI elements in script. localization bug. - Fixed Trust Build Up for Subjects. - Fixed a CTD related to clicking on the rebel flags. - Fixed a bug which allowed the player to get an agenda to assist the Pope in his quest for changing his religion. - Fixed a bug which allowed the player to get an agenda to assist the Pope in his quest for changing his religion. - Fixed a bug which allowed the player to get an agenda to assist the Pope in his quest for changing his religion. in "initializing game" loading screen. - Fixed an issue for the Tortuga Island monument, where the Blockade Force Required modifier instead of an area modifier was a global modifier instead of an area modifier was a global modifier was a [.GetValue] in the loc). - Fixed building alert tooltip to show more than one type of building. - Fixed crash from units not having any location. - Fixed error in the code for spices. - Fixed error in the code for spices. Fixed issue with the number of promoted cultures after forming Prussia. - Fixed issue with units not animating near the map wrapping line. - Fixed misleading tooltip in "Replace Governor" subject interaction. - Fixed misleading tooltip for Annul Treaties peace term when country is guaranteed. province view. - Fixed mismatch of culture and name for CN ruler. - Fixed missing metadata for the soundtrack files. - Fixed possible confusion when a new unit arrives as a battle ends between attacker and defender. - Fixed mismatch of culture and name for CN ruler. - Fixed mismatch of culture and name for CN r run command. - Fixed several missing descriptions of modifiers. - Fixed some instances of black flags not being issued after the end of a war. - Fixed that when drill was >0, it also scaled regiment-based global modifiers (e.g. infantry combat ability). - Fixed the "already called to wars" bug trying to call allies to war after loading. - Fixed the on mercenary recruited on action. - Fixed tooltip of unaccepted culture in province view to take into account effects of trade company. - Fixed weird behavior of ships on "Protect Trade" mission in the Caribbean when starting from certain provinces. - Forming Aksum now requires the provinces to be owned, which are highlighted by the decision. Fort level map mode shows zones of control of allied forts. - Game will no longer crash after loading save from cloud without Steam Cloud enabled. It will print an error in the log instead. - Got AI to choose its Native Trading Policies more carefully. - Government map mode shows reforms of natives. through war now expire. - Hussite Church power Parliament Bribe added, while Coptic can no longer pay with non-existent Patriarchal Authority. - If units are lost at sea as a result of their ships sinking underneath them, then Merc leaders die with the first unit to sink. Stop exploiting cheap good merc leaders!. - Improved great project UI to show GPs that can be built if all criteria are fulfilled other than cost. - Income now shown for Trade Companies in the Subject view. - Iroquoian Federation Ideas now have proper descriptions. - It is no possible to change trader task that is already on node. - List of countries affected by Hostile Trading is now shown correctly in tooltip and confirmation dialog. - Loan due popup shows right interest. - Macha Piccha Event upgrades Monument. - Made Borderless Fullscreen default. - Mansa Musa achievement triggered by 10k gift. - Mercenary Discipline works properly (was missing from a military tactics calculation in combat). - Money war score cost fixed. You can now demand fractions of ducats in peace deals. - Monthly Piety tooltips shown correctly. - Monuments will no longer degrade on nation release. - Music no longer stops playing point. - New World Nations / Natives reform after the overlord of a Colonial Nation, not the Colonial Nation itself. - No Personal Union on Monarch Death when playing as Italian Signoria. - No longer get unnecessary "Infidels embraced one true faith" message in history window while completing a colony. - PUing before the slider reaches its minimum rival now grants extra liberty desire to the subject correctly. - Penalty for allying country with your victory card shows properly in the tooltip. - Prints an error when attempting to override an already existing character in fonts. - Progress tooltip for Russian mechanics only shows full name for Consorts. - Prosperity no longer has two values in macro builder. - Province modifiers for settlers increase are now shown. - RNW games in multiplayer with different languages between host and client no longer crash. - Rebel flag is not grayed out on dialogs any more. - Rebel particularism stack on an island can now leave. - Rebel stack now disappears with a message if they spawn on unsiegeable fort. - Repair ships mission will choose province with a choice of several that are the same number of days away. - Revoking a guarantee only creates unilateral truce again. - Ruler tooltips now show inauguration date correctly and "unknown" if no birth date specified. - Fixed that Scottish modifier instead of a Portuguese one. - Settle button produces more sane results when tribal dev is above 10. - Siege now starts in province when attached units are led by condottieri. - Sort by Trade Power from Light Ships and Merchants on trade node view now works properly. - Special characters are now displayed properly on Steam Rich Presence. - Stopped condottieri alert if you have no armies to hire out. - Streltsy units cost manpower. - Terra Incognita in lobby works properly. - Terra Incognita in lobby works properly. DLC. - The "Explorer ready!" alert is now removed when sending the Explorer on an exploration mission. - The "Invite Kongsi Federation" decision has now a proper name and description. - The "War Horses" policy now has a description to it. - The Oyo Cavalry merc company has now a home province, preventing it being hired from countries which are on the other side of the world. - The hansa incident.2 event has now a proper title. - The opinion modifier of the Torah Aspect "Abrahamic Roots" gets no longer removed and re-applied periodically. - The province "Yareyu" has been renamed into "Yapeyú". - Trade Company Goods Produced bonus is applied correctly. - Trade range extended only by PUs and client wassals/client marches, and trading cities give a 20% boost to trading range from them. Time to create those trading cities!. - Trade goods in Tribal Land no longer reset upon loading the game. - Tweaked auto ship repair port selection so that in peace time ships will go to the province that means they will still heavily bias towards just getting to port fast. - Unique ship models used in all sea provinces. - Updated AI to use new leader limits per type. - View on store button works on Epic. - War Exhaustion hit after starting a war without Casus Belli is reinstated. - War Score Panel: historical war start dates are displayed correctly. - War reparations tooltip sorted from biggest to smallest. - Winter Siege event no longer missing go to. - Yearly Patriarch Authority, Yearly Doom Reduction and Yearly Authority are now not shown if player are not benefitting from them. - [usermodding] [Trigger.name] no longer freezes the game, if used inside a sub section (e.g. OR). - [usermodding] [Trigger.name] no longer freezes the game, if used inside a sub section (e.g. OR). - [usermodding] [Trigger.name] no longer freezes the game, if used inside a sub section (e.g. OR). - [usermodding] [Trigger.name] no longer freezes the game, if used inside a sub section (e.g. OR). - [usermodding] [Trigger.name] no longer freezes the game, if used inside a sub section (e.g. OR). - [usermodding] [Trigger.name] no longer freezes the game, if used inside a sub section (e.g. OR). - [usermodding] [Trigger.name] no longer freezes the game, if used inside a sub section (e.g. OR). - [usermodding] [Trigger.name] no longer freezes the game, if used inside a sub section (e.g. OR). - [usermodding] [Trigger.name] no longer freezes the game, if used inside a sub section (e.g. OR). - [usermodding] [Trigger.name] no longer freezes the game, if used inside a sub section (e.g. OR). - [usermodding] [Trigger.name] no longer freezes the game, if used inside a sub section (e.g. OR). - [usermodding] [Trigger.name] no longer freezes the game, if used inside a sub section (e.g. OR). - [usermodding] [Trigger.name] no longer freezes the game, if used inside a sub section (e.g. OR). - [usermodding] [Trigger.name] no longer freezes the game, if used inside a sub section (e.g. OR). - [usermodding] [Trigger.name] no longer freezes the game, if used inside a sub section (e.g. OR). - [usermodding] [Trigger.name] no longer freezes the game, if used inside a sub section (e.g. OR). - [usermodding] [Trigger.name] no longer freezes the game, if used inside a sub section (e.g. OR). - [usermodding] [Trigger.name] no longer freezes the game, if used inside a sub section (e.g. OR). - [usermodding] [Trigger.name] no longer freezes the game, if usermodding] [Trigger.name] no longer freezes the game (e.g. OR). - [usermoddin missions to tooltip. - Added go to buttons for diet agenda events. - Back row units not fighting can now move to the front row if they could engage the enemy from there. - Better AI for seizing/burning colonies. - Cannot have negative province trade power. - Changed "Trade Favors for Ducats" to use the yearly income * 15% as the basis for the amoun received. - Closed loophole for natives building ships through the template interface. - Correct attitude set for subject. - Define ruler to general works with leader personalities. - Destroy great project effect works. - Draw river setting no longer affects canals. - Duplicate armies discarded on load. - Elective monarchies now get ruler personalities. - Empire of china reform passed trigger now working. - Expel minority works again. - Fixed being unable to use scopes on setting culture for create leader effect. - Fixed blessings being carried over if changing religion. - Fixed crash when hovering over units integrated from a country with units in TI. - Fixed exploit where exiled armies can be used as transport helicopters for regular armies by attaching to them. - Fixed holy war non-participation by other countries of same religion. - Fixed misleading tooltip on Market of Europe Songhai mission. - Fixed sightly incorrect reporting of war score cost for gold on certain steps. - Fixed timeline sequence that was broken when changing tag twice on one day. - Fixed typos in 00 buildings.txt. - Fixed typos in 00 building Infantry/cavalry in back row will be replaced by artillery from the reserves if available. - Made front row deployment take into account flanking range of infantry. - Merc companies can set their own cavalry/infantry ratios. - Move great project effect can use province scopes. - No longer able to move monuments from indirect subject states (tributaries). - Set emperor = no longer Dissolves Empire. - Sped up macrobuilder building list generation. - Stop "leave tier 1 reforms are all worth selecting. - Stopped AI wanting more provinces despite being given the only one they want in a peace deal. - The surabaya area is now highlighted in mnd mlc destroy majapahit. - Trade goods produced rather than duplicating = functionality (i.e. counting provinces that produce that good). - Tweaked algorithm for calculating best admiral used for naval combat. - Fixed countries spawning with no religion. - Removed a double province names for Icelandic provinces. - Closed the loophole allowing users to exploit army creation to get no manpower penalty from events. - Fixed OOS related to exploration army pathfinding. - Fixed ormies with no size OOS. - Fixed armies with no size OOS. - Fixed armies with no size ormies with scan internet button in the multiplayer lobby when using filters. - Players are now able to send private messages to a player with comma in his username. - CTD fix when exiting game related to leaders. - Fixed that crossing penalty warning sometimes gets displayed incorrectly. - Fixed CTD when loading old save game. - Fixed CTD when loading old save game. - Fixed CTD when loading old save game. - Fixed that crossing penalty warning sometimes gets displayed incorrectly. - Fixed CTD when loading old save game. description fits it's entry and shows a scrollbar if the text can't fit. - Spain now gets a full complement of reforms when they get converted to Mayan religion. - Fixed that tribal development growth should not affect non-natives if Conquest of Paradise is deactivated. - Fixed a localization issue for the "Damarwulan's Victory' event. - Some modifiers, that affect only special units, didn't work but they do now. - The Mongol Empire will no longer spawn rebels similar to how other formable don't spawn rebels. - CTD fix, related to attempting to add tribal land after switching away from being a native tribe. - Emperor is now included in the Religious League map mode. - Fixed CTD when modifying subject relationship and pressing enter quickly. - Fixed a freeze that could happen when saving to cloud. - Fixed being unable to take land as defender in some war goals where you were meant to be able to. Fixed numbers in confirmation dialog for State House. - Grant Jains Liberties reduces now Absolutism by 10 instead of the wrong 5. - Mercenary Companies no longer disband without user input day after loading after clicking on another similar save prior to loading. - Named unrest cleared when reloading game. - Novgorod "Protect Trade" mission no longer cancelled on day one. - Pillage capital now available when becoming war leader after taking over vassal. - Religious Culture now has now the advertised influence modifier of 20% instead of 25%. - Repay loan now greved out when not having enough money. - Ruler being a general dies, and now stays dead. - Settled native tribes can take settled land instead of it just converting to tribal land in peace deals. - The War Screen data is now ranked by size. - Fixed bug which made Colonies unable go to war with each other. - Fixed bug that made some province events rarely happen. - Fixed a trigger bug regarding AI evaluation for seizing land. - "Und" and "Oder" are now separated from the previous words in the German localization. - Fixed the "Be the strongest Power in Europe" trigger for the revolution disaster. - Trading Cities now only give +20 Max Absolutism instead of this weird mix of +20 Absolutism and -20 Absolutism at the same time. -maybe add some marine force limit to Spain's ideas/traditions? maybe add it to grand armada for the thematic name. also the Spanish treasure fleet doctrine would be well served with an addition to pirate hunting efficiency, since even though their flagship has an attachment for it, pirates can steal gold from any trade node that the gold travels along meaning the Caribbean, Sevilla, Panama, ivory coast, brazil, amazons, and so on. Reactions: So since you got rid of the Islam requirements for City of Kilwa? Why do you need to be Muslim for it work? Why not require accepting Swahili or something? It's just a city, not a temple or anything? Don't be afraid of the dark. Be afraid of the terrible things that are hiding in there, and the terrible things they will do. Reactions: I can't launch the game. It says it fails to update the launcher. My internet connection is fine btw. Please fix. Flavius Anthemius (floruit 400-414) was a high-ranking official of the late Roman Empire. He is notable as a praetorian prefect of the East and effective regent of the Eastern Roman Empire during the later reign of Arcadius and the first set of the famous Theodosian Walls. Page 5 After trying it out. It seems that performance is worse than before.. Unfortunate downgrade. Please fix Paradox Worse performance, constant desyncs whenever heir dies. With every new update, it seems something new is broken. If the game is now this hard to update, maybe it's just time to start working on EU5? Reactions: Please forgive me if this comes across as frustrated, but is it really that hard for Charles the Bold to be made a general? I don't think you'll find a single EU4 player that would complain if Charles was made a general. The fact is at the moment it seems he's a 15th century Queen Elizabeth II that outlives everyone. Past 1500 Burgundy always joins the Empire even if they're rivalled to Austria which makes the inheritance impossible for anyone else. I'd still strongly argue no one country should get the full inheritance for the sake of balance. We've gone through 1.30, 1.31, 1.32 and now 1.33 and it still feels the Burgundian Inheritance does not work like it should. Reactions: I can't launch the game. It says it fails to update the launcher. My internet connection is fine btw. Please fix. A failed launcher update should not prevent eu4 from starting. This is probably not something which paradox can fix on their end, because you won't get any fix if the launcher fails to update. Try to give the new version of eu4 access to the documents folder in the ransomware protection part of your antivirus. If this doesn't help, please post in the tech support forum with a detailed description about what happend, attach the launcher log files and report what happens if you start eu4.exe directly. They can probably help you to fix whatever is preventing eu4 from starting. You can also contact the support on the paradox support website Not really a "bug" but the new naval invasion AI seems to put a huge malus on amphibious assaults, so GB will keep declaring on the Isle of Mann but never have the stones to actually assault their 3-5 dude army. Worse performance, constant desyncs whenever heir dies. With every new update, it seems something new is broken. If the game is now this hard to update, maybe it's just time to start working on EU5? Started a game with swiss, 1445 I try to recruit an army, instant crash, just refunded subscription I failed for 20 minutes to upload an image for my profile, pls dm me if you know how to > - Repay loan now greyed out when not having enough money. Can this change be reverted? There's no way now to tell how much money you need to pay back a loan, until you have enough money to repay a loan. It was very helpful to see your list of loans to see which have what% interest rates, and how much is needed to pay them back to the old version 1.32.2 didnt work for me! Needed to start a new game and used the console commands to recreate my old savegame (was playing with Sweden).... This patch destroyed my old savegames completely! Even reverting back to the old version 1.32.2 didnt work for me! Needed to start a new game and used the console commands to recreate my old savegame (was playing with Sweden).... In what way did it destroy your saves? The new version doesn't do anything to your saves if you don't try to load them. And if you reverted to 1.32.2, you have the identical game that you had before. If that version can't load your saves, something else changed the saves, something else changed the saves. Say, this is Women's History Month, so why didn't Paradox update EU4 to include the Female Pope in history. Pope Joan? (exits room after lobbing that grenade...) - Video Game connoisseur dating back to the earliest of Pong machines in the 1970s. [.] Reactions: > - Repay loan now greyed out when not having enough money to repay a loan. It was very helpful to see your list of loans to see which have what% interest rates, and how much is needed to pay them back. Came here to complain about exactly this. Disabling the button adds absolutely no functionality, and prevents you from keeping track of your loans. Please revert this change. Reactions: After trying it out. It seems that performance is worse than before.. Unfortunate downgrade. Please fix Paradox They really need to do a patch dedicated to fixing the godawful performance before they stop development. It's just not fun at all to play in the late game. The game ran so well for awhile and then a few major patches completely gutted the performance. Reactions: @locuras93 Please post in english or post in the forum Europa Universalis I-IV en Español (you can tag me there as @grotaclas if you need help in spanish). Do you get the message that the game is modified? There are additional files in the eu4 installation folder There are additional files in the eu4 folder in Documents(these can override game files like a mod) a mod is active for some reason(sometimes the launcher automatically activates mods to which you have subscribed) A few things that you could try if you haven't tried them already: delete the files events/SpreadOfCalvinism.txt and events/SpreadOfProtestantism.txt and common/units/iroquis_rifle_scout.txt(not iroquois_rifle_scout.txt) and decisions/Canals.txt from your game installation if they exist (the first two should not exist anymore in 1.30 or newer and the third one should not exist in 1.31.5 or newer and the fourth one should not exist in 1.32 or newer, but sometimes

steam doesn't delete them) verify the integrity of game files in steam and verify the integrity of game files afterwards remove all mods and unsubscribe from them in steam. (You can move them to a completely different folder if you don't want to delete them). If this fixes your problem, you can activate achievement-compatible-mods again one by one to see which one is causing the issue. move the folder "Paradox Interactive\Europa Universalis IV" from your Documents folder to some other place. You could also delete it, but then you lose all save games and screenshots which are stored there. Do a clean reinstalling steam helped(but I don't think that this does anything more than the previous options) Does any of this help? Time to roll a new Portugal playtrough. portugal is the strongest I've ever seen it. Portuguese marines now gives +1 blockade to siege, 50%(!) marine force limit, -40% naval barrage cost. Its the most fun naval nation in the game. The biggest thing that made portugal weak was having an abyssmal army tradition, but you can stack your siege modifiers so high now you basically engage in continuous warfare and seize forts in 1-3 months driving your army tradition through the roof. Just to get an idea what age of reformation portugal looks now: 6+ to siege from artillery + 10% siege ability from "improve inland routes" 1+ siege pips from aristocratic ideas 1+ siege from blockading with flagship mortars 3+ siege from 9 mil cost barrage 1+ siege from Portuguese marines 1+ siege from "floating batteries" i think there might be a few other modifers i'm forgetting, but you start at t0 at siege 13. the -15% construction cost portuguese idea stacks with the -10% catholic cost reduction stacks with the -15% manueline archeticture policy to give you manufactories for 275 a pop. Just an absolute unit of a nation now, only reason its worse than spain is an inferior mission tree, but you can always form spain if you feel like it when you are already hulking out on the rest of the world. Personally would highly recommend going exploration --> expansion --> aristocratic, get a nice set of abilities and policies that mesh very well with how portugal plays. edit: after testing, marines do average disembark speed, so 10marines10cannon disembark in half the time Reactions: Page 6 Little thing, but you put Tartar missions instead of Tatar missions. Don't be afraid of the terrible things they will do. Reactions: Since the Updates now get random country names, can we vote for the next Update name? I vote for Hawaii - the "Hawaii Update really isn't about France' update really isn't about France' update name? I vote for Hawaii - the "Hawaii Update" Oh, and the Launcher looked like a Pharmaceutical company's fine print, "The 'France' update really isn't about France' update name? I vote for Hawaii - the "Hawaii Update" Oh, and the Launcher looked like a Pharmaceutical company's fine print, "The 'France' update name? I vote for Hawaii - the "Hawaii Update" Oh, and the Launcher looked like a Pharmaceutical company's fine print, "The 'France' update name? I vote for Hawaii - the "Hawaii Update" Oh, and the Launcher looked like a Pharmaceutical company's fine print, "The 'France' update name? I vote for Hawaii - the "Hawaii Update" Oh, and the Launcher looked like a Pharmaceutical company's fine print, "The 'France' update name? I vote for Hawaii - the "Hawaii Update" Oh, and the Launcher looked like a Pharmaceutical company's fine print, "The 'France' update name? I vote for Hawaii - the "Hawaii Update" Oh, and the Launcher looked like a Pharmaceutical company's fine print, "The 'France' update name? I vote for Hawaii - the "Hawaii Update" Oh, and the Launcher looked like a Pharmaceutical company's fine print, "The 'France' update name? I vote for Hawaii - the "Hawaii Update" Oh, and the Launcher looked like a Pharmaceutical company's fine print, "The 'France' update name? I vote for Hawaii - the "Hawaii Update name? I vote for Hawaii - the "Hawaii Update name? I vote for Hawaii - the "Hawaii - the "Hawaii - the "Hawaii Update name? I vote for Hawaii - the "Hawaii - the "Hawaii Update name? I vote for Hawaii - the "Hawaii - the "Hawaii - the "Hawaii - the "Hawaii Launcher text, I can help you out, as that didn't sound very exciting. Here's what you should have said: - "France always loses wars and dies so we named this update for France even though there's nothing French about it, but at least we paid respects to all the dead Frenchmen in the process." - Video Game connoisseur dating back to the earliest of Pong machines in the 1970s. [.] Reactions: I have not tried but there may be a bug in sinicization. as Oirat, attack Kham and take most of its lands, vassalize it, and then attack Ming, making Khan to take a great bit of chinese culture provinces. In case that the sinicization decision require no status as independent state, and ai_will_do factor=1, then comes the sinicization of Tibetan. Alikely, allying Jianzhou to make it form Manchu and ally Korea for its sinicization, with the mechanic but little odd. I suggest that sinicization must require independent status, and dominant chinese culture must be stable in province or having been made core for several years. I noticed that a global flag is set in sinicization of tibetan culture decision. but triggering sinicization it does set and check If Gyeongbok Palace is a great project, there are at least four great projects of the same magnitude in Beijing alone. They are the Forbidden City, the Xiyuan, the Old Summer Palace, which was burned down by British and French forces in 1860, the other three architectural complexes remain to this day. And any one of them covers much more land than Gyeongbok Palace, They built on a grand scale and were significant in many ways, And that was just one part of the prosperity of imperial China 如果景福宫是一个伟大的项目, 那么仅在北京就至少有四个同样规模的伟大项目, 它们是紫禁城(建于1404年), 西苑(建于1707年)和颐和园(建于1750年), 除了1860年被英法军队烧毁的圆明园外, 其 他三座建筑群至今仍保留下来,其中任何一个覆盖的土地都比景福宫多得多,他们建设规模宏大,在很多方面都具有重要意义 I believe that its the only project that Joseon had at that time. This idea may not be a horizontal comparison considering but to enhance Joseon's status as a "designed" tag. @BjornB Thanks for 1.33's rework on east asia. Arguing though made things tough, but the existence of arguing means that players or users consider eu4 as a very good game, and Paradox suits their tastes well. There may be no competitors with paradox in this realm, so players or user transfer their adoring and passion into making this game better and better. EU4 is coming to its end, perhaps in 1 or 2 years, and we are excepting EU5 to surprise us, just like what Vic3 is going to do. 我相信这是朝鲜当时唯一的项目。考虑到这一点,这个想法可能不是横向比较,而是为了提高朝鲜作为"设计"标签的地位。 I believe that its the only project that Joseon had at that time. This idea may not be a horizontal comparison considering but to enhance Joseon's status as a "designed" tag. But why did it improve the administrative capacity of the ruler of the Korean kingdom? Political corruption in the Korean kingdom is well known But why did it improve the administrative capacity of the ruler of the Korean kingdom? of state's institution. Of course related to some kind of historic fantasy, but it must be a balanced consequence after testing if Joseon in EU4 can be logically applied to Earth Online I can't seem to use the claim throne CB, got a Habsburg onto the Spanish throne playing as Austria, they have no Heir, I have a RM and the claim throne CB isn't an option, not in a Regency or anything, so it should work, any suggestions I can't seem to use the claim throne CB, got a Habsburg onto the Spanish throne CB isn't an option, not in a Regency or anything, so it should work, any suggestions Did you actually claim their throne before? You need to use the diplo interaction for that, and you need to have higher prestige then them to be able to use it. That'll give the CB which you should be able to use after. Page 7 Are we going to get a patch for this update? The game is seriously unplayable, allies sit in their own borders whenever you're at war and the AI won't capture the last province of any country. And let's not forget about the fact that you cannot check how much money you owe until you have enough to pay it back. These are basic game mechanics, you'd think they would be patched two weeks after release. Last edited: Mar 11, 2022 Reactions: Are we going to get a patch for this update? The game is seriously unplayable, allies sit in their own borders whenever you're at war and the AI won't capture the last provinces. It let its lands be sieged by a 1k stack while it had a 10k stack that would move to the sieged province but then stop without a care in the world. Monuments in India which should benefit dharmic religions like Hampi and Ellora caves, only give benefits if you are buddhist (theravada, mahayana, vajrayana or syncretised these). This does not make sense. Reactions: Have you guys changed the values for the Burgundian Inheritance? Because I am 0/10 getting it if I dismantle the HRE, they always stay independent. The changes in the inheritance event are unchanged. If the HRE doesn't exist, the emperor is not an option anymore. Is France an independent monarchy in your game? If not they would also not be eligible. Did you make sure that you are eligible for the event, because it happens afterwards. If they stayed independent, you can see this by looking at their royal marriages after the inheritance event are unchanged. If the HRE doesn't exist, the emperor is not an option anymore. Is France an independent monarchy in your game? If not they would also not be eligible. Did you make sure that you are eligible? What is often overlooked is that if you accepted their royal marriage offer, it breaks when their ruler dies and you won't be eligible for the event, because it happens afterwards. If they stayed independent, you can see this by looking at their royal marriages after the inheritance. If the royal marriage with you broke, you were not eligible for the inheritance In 7/10 of these games I was France in 1/10 I was England, and I got a message I've never seen before which was 'The French aren't here to stop us anymore' so there must be something new. Another time I was Bohemia and another time Aragon. I sent the Royal Marriage. It seems to me there must be something different because other than one time I saw it happen in 1454, all other times happened post 1500 since Charles is never made a general anymore. I'm just curious, because it changes the way I'd approach the inheritance. in 1/10 I was England, and I got a message I've never seen before which was 'The French aren't here to stop us anymore' so there must be something new. That option available if France still exists as a subject. In 7/10 of these games I was France. If there were no other eligible countries, this would remove the "strongest ally" option. And the chance for choosing France might be lower than for staying independent depending on the circumstances. I'm curious why you think that you can draw any conclusions from the outcome of 10 random dice rolls with different weights for the various options? As I said, the weights in the options are unchanged between 1.32 and 1.33. So if there is any change, it would have to be in how these weights are applied and it would most likely be a bug. If you really think that there is such a bug, you would need to do some more rigorous tests to determine that. make a copy of the last autosaves/ironman+backup saves and then load them as Burgundy(after de-ironmaning them if necessary) and use the console commands "die" to kill the ruler and "debug mode" to see the AI weights in the event. Then you can reload your save again as your country and change the age of Burgundy's ruler to 95 ("age ruler 95 BUR") so that he has a high likelihood of dying and let it run till he dies. Then you can repeat that maybe 100 times and compare the outcomes to the weights. Doing it a few times from Burgundy's perspective would be useful to make sure that the weights. everywhere. I dont see the point of buffing so much. Can we get any update on the desyncs that make 1.33 unplayable on MP?? This is ridiculous, nearly a month of unplayable bugs even in singleplayer (can't tell how much money you owe until you can pay it back, AI allies sit in their own borders, and the AI does not conquer the last province of a country ever). I really expected better of you devs. This is unbecoming of Paradox. This whole update is ridiculous, nearly a month of unplayable bugs even in single player (can't tell how much money you owe until you can pay it back, AI allies sit in their own borders, and the AI does not conquer the last province of a country ever). I really expected better of you devs. This is unbecoming of Paradox. You can still check how much debt you are in if you have one or more loans, by hovering over this alert. Sure it isn't currently possible via the loan repayment section of the advisor area, but it isn't impossible to find the info if you really want to. You can still check how much debt you are in if you haven't dismissed the alert that appears in the top left whenever you have one or more loans, by hovering over this alert. really want to. That's...still not acceptable at all There is also the anti-gol stuff with the 's' hot key to split armies that doesn't work anymore if you have multiple stacks selected. Reactions: Are there any planned updates on the desync issue in multiple stacks selected. playing on 1.33 single players wise, Multiplayer experiences thus far have been a bit demoralizing when have to hotjoin people. This is still a huge issue, atm all multiplayer games have to downgrade, since this patch got release while knowing it was unstable Reactions:

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