EUROPA UNIVERSALIS IV: Emperor returns the game to its namesake, and fleshes out the details in Europe. Accompanied by a major reworking of the map and other systems, Emperor is centered on a few major aspects of the game that are of greatest relevance to the Western and Central European nations. These are not entirely new systems for the game – they are, instead improvements and enhancements that add more flavor and drama to historical events.

First, the power and drama of the Catholic church, especially, has been neglected for much of the game’s life, so two of the biggest sets of changes in Emperor deal with politics within the Holy Roman Empire and with the power of the Papacy to benefit the entire Catholic world.

The other major change in Emperor is the development of Revolutions. Revolutionary fervor is now akin to the Reformation – a growing sense of dissatisfaction with the status quo that spreads from agitated centers until a nation embraces that fervor and upsets the old order.

This guide will walk you through the major new features in Emperor, outlining what is changing, some context for why we’ve made these changes, and, in some cases, some strategy advice for how to make the most of what is coming.

Welcome to Europa Universalis IV: Emperor. The world is yours, if you can hold it.
**THE HOLY ROMAN EMPIRE**

**NYONE WHO HAS** gone up against the Holy Roman Empire in *Europa Universalis IV* knows it can be a formidable enemy. Fear of the Emperor mobilizing his power was a major consideration for even the strongest monarchs of the age. But we should not oversell the unified character of the Empire. The Imperial throne was still, technically, an elected office and powerful kings and dukes within the Empire pursued their own interests often in defiance of Imperial will, especially as the centuries moved on and the quarrels between Emperor and Pope undercut the sacred mystery of being a Holy Ruler.

*Emperor* aims to restore some of the historic princely bickering to *EU4* by presenting a path for the Empire that is not certain to be greater centralization. There can be power in diversity, so a decentralized Holy Roman Empire is a possibility. We have also introduced special events called Imperial Incidents that will challenge the Imperial Throne and its ambitions.

We’ve completely redone the Empire menu to highlight the Imperial Diet, giving prime place to Imperial Incidents, major events that will shape the course of Central European history.

**Imperial Reforms**

Imperial Reforms have been a big part of Central European gameplay in *Europa Universalis IV*. We’ve kept many of the existing reforms from earlier versions, and each reform offers a bonus to both the Emperor and each of the princes under their sway.

The major change in reforms is that once you have unlocked the Imperial Diet reform, you will be able to choose reforms from one of two tracks of other reforms – one track for centralizing the empire and creating a Catholic superstate and one track for decentralizing the empire in favor of many strong princely states.

The core Imperial reforms available are:

- **CALL FOR REICHSREFORM**: first step in reforming the Empire.
  - Empire Provinces: -5% Local Construction Cost, -5% Local Development cost
  - Emperor: Imperial Ban casus belli
- **INSTITUTE REICHSREGIMENT**: Early 16th century efforts to create a working Imperial government.
Emperor: +1 Diplomats, +1 Diplomatic reputation
Empire Provinces: -2 to Local Unrest

**ABSOLUTE REICHSTABILITÄT:** Stabilizing the reach and control of Imperial administrators.
- Emperor: gets a casus belli to force Christian nations that border the Empire to join the HRE. There is a Peace Treaty option to force the war target to release a province as a Prince of the Empire.
- Empire Provinces: -25% Local State Maintenance

**ENACT GEMEINER PFENNIG:** The “common penny” raised from all Princes to pay for Imperial military efforts.
- Princes: +1 Diplomatic reputation

**PERPETUAL DIET:** Permanent parliament established to oversee government in the Empire.
- Unlocks ability to follow a Centralized or Decentralized Empire path
- Triggers the “Permanent Diet” event that places the princely parliament in an Imperial Free City. So long as the chosen province is a member of the Empire, it will receive strong bonuses. If it leaves the Empire, there will be a 50% penalty to gaining Imperial Authority.
- Double Imperial Authority from Free Cities

**CREATE THE LANDSKNECHTSWESEN:** Reliable force of professional soldiers under contract to the Empire.
- All Princes: Mercenaries based in an Imperial Province are 50% cheaper.

**EWIGER LANDFRIEDE:** Declaration of peace and concord within the Empire, first proclaimed in 1495 to little effect.
- Emperor: +0.5 Yearly Prestige
- Princes: -5% Tech cost
- Empire Provinces: +10% Institution Spread
- Emperor gets Call to Arms for any war within the Empire as if it was done without CB. Failure to honor the Ewiger Landfriede results in a Stability Hit and Aggressive Expansion penalty equal to attacking a Free City.

Once the Imperial Diet is in place, Imperial players have the option of choosing reforms from either the Centralizing path or the Decentralizing path. You may not choose reforms from both paths – you must pick your course and stick with it.

### CENTRALIZING REFORMS

**STRENGTHEN THE HOFGERICHT:** Grant more authority to courts presided over by the Emperor and his judges.
- Emperor: -10% Core creation cost
• **CURTAIL THE IMPERIAL ESTATES:** Limit the reach and influence of major societal classes, like nobles and clergy, in favor of the Emperor.
  - Emperor: +25% Imperial Authority

• **PROCLAIM ERBKAISSERTUM:** The Imperial title is now hereditary and not elective.
  - Current ruling Emperor’s nation will remain the emperor on all successions.
  - Subject princes do not use diplomatic relation slots

• **REVOKE THE PRIVILEGIA:** Remove the ability of princes to act independently of the Emperor.
  - Emperor: +25% Imperial Authority
  - Members: -10% Stability costs
  - Triggers an Event to make all princes who supported the active Imperial Incident become vassals of the emperor. Those who do not offer their support will leave the Empire.

• **RENOVATIO IMPERII**
  - Become one nation as the Holy Roman Empire, gaining cores on all provinces that are part of the empire.

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**DECENTRALIZING REFORMS**

• **ESTABLISH THE REICHSTAG COLLEGIUM:** Diet is divided into separate groups for Electors and other Princes.
  - +3 maximum free cities
  - If player does not own the Common Sense expansion, gives +25% Imperial Authority
• **GETEILTE MACHT:** Power is divided between the Emperor and the Princes.
  - Emperor: +0.5% Imperial Authority Gain per Prince in the empire.
  - Electors: +0.25 Yearly Tax income per Prince in the Empire.
  - Empire Provinces: -10% Local Development Cost
• **EMBRACE RECHENSCHAFT MEASURES:** The Imperial authorities are more accountable to the Elector Princes.
  - +1 Maximum Electors
• **EXPAND THE GEMEINER PFENNIG:** Greater military assistance and expense from Imperial provinces.
  - Emperor: +500 Manpower per Prince when at war with an external enemy of empire.
  - Electors: +500 Manpower per Prince when at war with an external enemy of empire.
  - Empire: +5% Local Movement Speed through provinces in the HRE.
• **REICHSKRIEG:** Collective war policy for the Empire.
  - Emperor gets the Reichskrieg diplomatic Action (50 Imperial Authority) giving the Emperor a Casus Belli against a valid target for 5 years. This allows the Emperor to call in any and all HRE members to a war with the target (usual limitations such as nation already at war with target apply.) The Call to Arms can be accepted or declined.
  - Note: The only valid targets are nations with more development than the Emperor that neighbor the Empire.
  - Reichskrieg peace option allows adding new princes to the Empire cheaply but increases the cost of taking provinces for oneself.

Both the Centralizing and Decentralizing options offer strong paths for an Imperial player. Though a centralized single Empire will have more direction and unified purpose, a decentralized empire has a very high chance of fielding a multi-nation army that can overawe more developed neighbors.

**Imperial Incidents**

Imperial Incidents are new dynamic historical events that require the Emperor or the Imperial Diet to take action on a matter of great importance. Only one Incident can be active at any time, and the player has 12 months in-game to take action before a default outcome is chosen. Whatever outcome is chosen by the Emperor will come to pass six months after the Incident is triggered.

But the Emperor is not alone. Members of the Empire can vote on how they would like the incident to be resolved, demonstrating their preferences and urging the Emperor to go in a certain direction. The Emperor is **NOT** obligated to fol-
low a majority opinion from the princes and archbishops, however; they can act as they choose. Acting with the support of the Empire, however, will add to Imperial Authority. Defying the voters will cause a sharp drop in Imperial Authority.

Imperial Incidents are designed to give players more control over the direction of major historical events that faced (or could have faced) the Holy Roman Empire in the early modern era. These include the matter of the Burgundian Inheritance, the status of Burgundy as a Kingdom or Duchy, the place of the Papacy within the Empire, the Italian possessions, Peasants Wars, the Dutch Revolts, and so on.

Some of these events can completely change the dynamic of a game. For example, whatever happens to Burgundy will reshape the power balance in Western Europe for centuries. An independent Burgundian kingdom is just one player; a Burgundian that is mostly absorbed by France is a threat to the continent.

There will also be procedurally generated incidents that are related to the specific circumstances in a game connected to major game concepts like Personal Unions in the Empire, the Hanseatic League, an Emperor who wants to abdicate, etc.

**Smaller Changes to the Empire**

Nations now add provinces to the Empire in the Emperor interface, not the Province menu. Adding provinces gives a single 25 boost in Imperial authority for the action, not an amount per province added. Nations may add provinces to the Empire regardless of whether the Emperor likes the nation or not.

The nation that is ruled by the current Emperor will have the Empire rank of government for as long as it holds the Imperial throne.
THE PAPACY AND ROMAN CATHOLIC NATIONS

**Though the Protestant Reformation broke the Catholic monopoly on religious power in West and Central Europe, the Pope and Papal support remained important currencies of influence well into the 17th century – longer in some places. Europa Universalis IV has, generally, not done enough to keep Catholicism as active a faith to play as other religions, so the Emperor expansion adds new religious actions for the Papal States, the Curia Controller and Catholic nations.**

All of these changes will be accessible through the Curia mechanics available to Catholic nations via the button at the lower left of your screen beside the mini-map.

**The Curia Treasury and Papal Bulls**

Central to many of the changes in Catholicism is the concept of a Curia Treasury. This is a potentially vast pile of money held in Rome to enable actions that affect every Catholic nation. The Curia Treasury’s main source of income will be the Papal Tithe.
The Papal Tithe is a steady stream of money forwarded to the Treasury by every Catholic nation based on the amount of land managed by that nation’s Clergy Estate. Nations that have converted to Protestantism and seized monastic lands will not send money to the Treasury. Certain actions taken by Catholic nations will also contribute lump sum amounts to the Curia Treasury.

The Curia Treasury is spent by the Curia Controller to enact Papal Bulls that apply to every Catholic nation. Only one Bull can be active at any time, and they are valid until a new Pope is elected. The cost of a Papal Bull is modified by the in game Age and the Reform desire in the Catholic church, with a base cost of 1000 ducats. In the first age, Bull costs will be relatively low but as resistance to Catholic domination grows over time, costs will grow.

Papal Bulls include:

- **ILLIUS QUI SE PRO DIVINI**: An indulgence granted to Henry the Navigator in 1442 to allow a Crusade against Muslims he or his explorers encountered.
  - Enables Crusades after the Age limit is imposed.
- **APOSTOLICAES SERVITUTIS**: A 1741 Bull that tried to limit the secular activities of clergy and lay church officials.
  - 50% Cheaper Curia Powers
- **PRAECLARA CARISSIMI**: A 1555 Bull that confirmed the sale of English church lands seized by Henry VIII but confirmed the ordination of English priests.
  - -5% Development cost
- **IMMENSA AETERNI DEI**: A 1586 Bull that established a permanent group of Cardinals to advise the Pope, and gave them the authority to consult books that had been forbidden.
  - -10% Embracement cost, 25% Institution Spread
  - Cardinals will spread institutions if the institution has been embraced in a province of another Cardinal or the capital of the Curia (Rome).
- **LIBERTAS ECCLESIAE**: The belief that ecclesiastical authorities have no duty to submit to secular or temporal authorities.
  - +20% Imperial Authority Growth
  - Available if Emperor & Catholic Empire. (Not White Peace)
  - All Catholic Nations in HRE get +15 towards approving HRE reforms
- **DEI GRATIA REX**: “By the Grace of God and King”, a united blessing of royal and divine power
  - +0.5 Yearly Absolutism
  - -2 Unrest in Catholic Provinces
  - -25% Drill Decay
The curia controller can also spend money from the Curia Treasury to investigate heresy. This will significantly reduce the progress of the desire for Reformation, but will speed up future gains in that desire, just as, historically, actions to suppress the Hussites and other sects quelled the specific problem, but provoked future reformers to take greater risks in popularizing their message.

The Papal States

The Pope, whether the player or the AI, can now directly appoint Cardinals to any valid Catholic nation - a handy way to reward loyalty and ensure a friendly power controlling the Curia. If the Pope chooses to appoint a Cardinal, they will be assigned to a random province in the chosen nation, and the selected nation will get a +50 boost to relations with the Papal States, as well as the increased chance of becoming the new Curia Controller.
The Pope can also just appoint a loyalist to his own lands, increasing his invested influence in the Curia, annually. This means he will have a greater chance of controlling the Curia at the next election. However, each Cardinal in the Papal States also increases corruption in the Papal States by 5.00, so repeatedly appointing cardinals to keep the Curia in the control of Rome is not a winning strategy in the long run.

Cardinals are still automatically generated by the game, as well.

The Papal States can also spend its own money to **call for an Ecumenical Council**. This action will give a significant boost to the chances of becoming the Curia Controller, and half of the money invested in this action will be deposited in the Curia Treasury.

**The Council Of Trent**

Historically, the Council of Trent (1545-1563) was a major Catholic conference called to decide how to handle the threat posed by the expansion of Protestantism and Calvinism in formerly Catholic lands. Though called too late to do much to force a retreat of the perceived heresies, it set the tone for what would become known as the Counter-Reformation, an energetic Catholic defense of its creed, its sacraments and its many other practices, while trying to rein in the abuses of things like indulgences, relics and the cults of the saints.
In Emperor, the Council of Trent is triggered by one of two Papal State events. The Council presents each Catholic nation with a choice on how to handle the threat of spreading Protestantism. Just as, historically, Catholic nations often differed on how to deal with Protestantism, there is no requirement that every Catholic nation take the same stance at the Council.

However, if a nation decides to take no stand at all, Protestantism will spread 33% faster in its territory. This is fine if you want Protestantism to arrive, but Neutrality is counterproductive if you prefer to keep Catholicism.

If a Catholic nation chooses a Harsh response to the Reformation, it will be 25% more resistant to Protestant pressure and have stronger missionaries. However, it will also have difficulty spreading Institutions and gets an added diplomatic penalty to relations with all Heretic nations.

If a Catholic nation chooses a Conciliatory response to the Reformation, it will be 25% more resistant to Protestant pressure, better relations with Heretic nations and a diplomatic bonus to efforts to Improve Relations. However, it will have weaker missionaries.

The Curia Controller can spend Papal Tithe money on specific Harsh or Conciliatory concessions, their cost being inversely related to however many nations support a specific stance. If more nations support the Harsh side of the debate, it will be cheaper to enact Harsh policies. The base cost is connected to the number of cardinals active in the game.

Policies are mutually exclusive. If you enact Heresy Trials, you cannot then choose Secret Confessions.

- **HARSH CONCESSIONS**
  - Heresy Trials: +1 Missionary Strength in Heretic Provinces
  - Roman Catechism: +10% to Spread of the True Faith
  - Soldiers of Christ: +10% Manpower in True Faith Provinces
  - Catholic Mysticism: -10% Warscore cost versus other Religions

- **CONCILIATORY CONCESSIONS**
  - Secret Confessions: +2 Tolerance of Heretics
  - Non-Latin Bible: +5% speed of Institution Spread
  - Rescinding Celibacy: +5% increase to Manpower
  - Sola Fide: -20% Cost of Curia Powers

The Council of Trent can be ended by the great Religious War, but will end on its own after 50 years or once the Age of Reformation has ended. The abolition of the Council of Trent puts an end to all of the national modifiers connected to the Council, but the concessions that were enacted are still active for the remainder of the game.
INDULGENCES
Catholic nations can now buy indulgences. These indulgences will undo excommunication or protect the nation from excommunication for the five-year duration of the indulgence. Indulgences improve relations with the Papal States. Half of their cost is deposited into the Curia Treasury.

DEFENDER OF THE FAITH
The Defender of the Faith is not strictly a Catholic ability in game, though it was a specifically Catholic term, so it makes sense to talk about these changes here. As usual, you can now purchase the title for 500 gold. You can lose the title to another nation of your faith if they have more prestige than you.

The biggest change is that there are now different tiers of Holy Defenders. Since the Defender of the Faith is constantly on call to protect co-religionists against aggressors, there should be greater rewards for taking on a larger burden; pledging to protect one nation is a different matter than pledging to protect fifteen.
The bonuses for each tier of Defender of the Faith are, as follows, based on the number of nations you are Defending. **Every higher tier includes the bonuses of the lower tiers!**

- **TIER 1** (1 to 4 countries): +1 Missionaries, -10% Missionary Maintenance Cost
- **TIER 2** (5 to 9 countries): +5% Land Morale, +5% Naval Morale, +1 Prestige per year
- **TIER 3** (10 to 19 countries): -0.03 War Exhaustion reduction
- **TIER 4** (20 to 49 countries): +20% Manpower in True Faith Provinces
- **TIER 5** (50 or more countries): -20% Missionary Maintenance Cost on all members of that Faith

**HUSSITES**

*Emperor* has introduced the Hussites as an alternate faith for pre-Reformation Bohemia. Historically, a Proto-Protestant movement inspired by many of the same issues that fired Martin Luther a century later, Hussite Bohemia was riven by internal faction and religious dispute until the late 15th century.

In the game, the Bohemian player can choose to embrace the “heresies” of Jan Hus and set up an anti-Catholic nation in the heart of Europe, hated by everyone, or can try to suppress the religious movement.

Once the Reformation starts, a Hussite player may choose to join that movement and play the game as a typical Protestant.
Evolutions and Revolutionary Republics have long been an important part of Europa Universalis IV. It is a very sudden change, however, and doesn’t quite have the sense of a growing discontent that either overwhelms a nation, or forces it to suppress rebellion. Therefore we have taken some of what we’ve learned with the Reformation in EU4 and restructured how Revolutions work.

In Emperor, Revolutions will now have Centers of Revolution, just as Protestantism has Centers of Reformation. Like religious discontent, political unrest now spreads like a virus, especially targeting major urban centers in highly developed and highly autocratic countries. The Center of Revolution is most likely to spawn:

- In a highly developed province
- In a nation with high absolutism
- In a nation where the production and trade income is high but burgher/merchant influence is low
- In a nation that has recently lost a major war and therefore suffers high revanchism in its population

Some events may also contribute to the likelihood of the Revolution spawning. Once the Revolution has appeared in a province, it will spread to other provinces. Neighboring
high development provinces of the same religion that are under strong absolutist rule are the most likely targets, but because each of these variables is a separate bonus, it is very possible for the Revolutionary spirit to leapfrog from urban center to urban center, skipping low development rural provinces nearby. (In this way, Revolutions are a little bit like Institutions; higher development means a faster rate of growth.)

If Revolution spreads to a province, but is then removed by player actions, that province becomes immune to future revolutionary spread for 10 years.

A Revolutionary province in a non-Revolutionary government will have greater autonomy than non-Revolutionary provinces. The minimum autonomy will be half of the absolutism of the government; a perfectly absolute nation will find its revolutionary provinces have a minimum autonomy of 50%, seriously cutting into national revenues – if your absolutism is even higher than 100% because of modifiers, you might find your national economy crippled.

Subject states that have growing revolutions will also have increased Liberty Desire.

**PLAYER DECISIONS IN REVOLUTIONS**

Any Great Power in the Age of Revolutions with a Stability lower than +2 may face the Revolution disaster. They must also meet at least one of a number of conditions, including having Revolution in 50% of its provincial development, a high number of loans, high war exhaustion or high inflation.

If the Revolution disaster does not fire, but the Revolutionary spirit spreads to 100% of player provinces, then the player may choose to embrace the Revolution. This is done on the Government menu. You will see the Revolutionary progress bar under a Liberty Cap to the right of the menu. If you hit 100%, you can click on the cap to adopt the Revolution.

If you choose to fight for the Revolution and win, you will become the Revolutionary Target – the de facto leader of the Revolutionary movement with all of the bonuses attached to that title. If you fight for the Revolution and lose or fight for the Reactionaries and win, the Revolution will not be a threat to your nation in the short term, and these ideas become someone else’s problem.

However, if you fight as the Reactionaries and lose, you become a very unenthusiastic Revolutionary Republic with minimum Zeal.

What is Revolutionary Zeal? The more enthusiastic your nation is in pursuing the revolution, including spreading it to neighboring lands, the higher your Revolutionary Zeal. Zeal comes with specific bonuses and the nation with the highest zeal is the Revolutionary Target. So, if you do not take steps to spread the message of liberté, égalité and fraternité, you could lose the title of Revolutionary Target. Therefore, even if your Reactionary Losers lead to the first Revolutionary Republic in the game,
it is quite unlikely they will be able to remain the Revolutionary Target – they start with very little zeal, and it will grow at a slower rate.

Information on the Revolution, including its status in your various provinces and your national Revolutionary Zeal can be found on the Government information menu.

Revolutionary states can recruit Revolutionary Guard regiments for their armies. These elite and zealous soldiers can only be a small proportion over your overall army, and are much more expensive to recruit and maintain. However, they have significant combat bonuses that make them more effective.
OR VERY EXPERIENCED and skilled players, the endgame of *Europa Universalis IV* can be a bit of a slog. They have already dominated their continent or the world, they have the largest military forces or the most powerful trading fleets or all of the above.

Hegemony adds a new system to the closing years of a *Europa Universalis IV: Emperor* campaign by giving nations a title and position to fight over, if they can meet the very high requirements to qualify for title.

There are three different kinds of Hegemony that you can aspire to, Economic, Naval and Military. If you declare a Hegemony, you will have basic advantages but will also start accumulating other bonuses as long as you hold on to the title. If you can be the Hegemon for a long span of time, you could unlock very powerful abilities.

You claim your Hegemon title on the Great Power screen, accessible by clicking on the small blue flag to the right of your national shield in the upper left corner.

If a Hegemon ever loses a war, they also lose their Hegemon title.

There may be up to three Hegemons, one of each type, but they are not allowed to ally with each other. Hegemons also provoke anxiety, so there will be a relations penalty with all other nations.
All Hegemons get a bonus to reducing War Exhaustion and to foreign spy detection.

To become **Economic Hegemon**, you will need to have a monthly income of 1000 gold.
- Bonus: 100% more mercenary manpower
- Scaling bonuses to
  - Mercenary discipline (up to +33%)
  - Trade goods produced (up to +25%)
  - Reduction in minimum autonomy in provinces (up to -20%)
- At 100% Power, the Economic Hegemon gets +20% bonus to Governing Capacity.

To become **Naval Hegemon**, you will need to be a Great Power with at least 250 heavy ships.
- Bonus: 10% bonus to Naval Engagements
- Scaling bonuses to
  - Naval Force Limit (up to +100%)
  - Blockade Efficiency (up to +200%)
  - Reduction in Subjects’ Liberty Desire (up to -20%)
- At 100% Power, the Naval Hegemon gets a 20% bonus to firepower from rear vessels.

To become **Military Hegemon**, you will need to have an army of at least one million soldiers.
- Bonus: 10% reduction in War Score cost for conquering provinces.
- Scaling bonuses to
  - Reduction of provincial unrest (up to -3.0)
  - Reduction in Land Attrition (up to -20%)
  - Bonus to Army movement speed (up to +10%)
- At 100% Power, the Military Hegemon gets a +20% bonus to siege power.

The difficulty of achieving many of these goals means that if a power does aspire to become the Hegemon, they are probably already well on their way to winning. The powers of the Hegemon are mighty, and the only way to stop the Hegemon is to defeat them in a war. Any new Hegemon will therefore have to fight to claim the title while still being able to meet the high requirements for the title.

AI nations will always choose to declare themselves a Hegemon if they meet the requirements.
OTHER CHANGES IN EMPEROR

PROVOKE REVOLT
If a rebel movement in your nation has reached the 50% mark, you can now choose to Provoke a Revolt. You may want to do this if you feel you have control over your situation at the moment, and don't want to risk a rebellion popping up in the middle of a war.

There is no cost to provoking a revolt, but the rebellion you spawn will be stronger than the one you would have experienced if you waited. You are, after all, poking a stick at a bunch of rebels and this might incite more restless peasants or nobles than normal.

ASSIGN HEIR
If a monarchy has no heir for its dynasty, the player may choose to Assign an heir to the throne on the Court interface. The monarchy must have at least 90 legitimacy and at least 0 prestige. Regencies cannot assign heirs.

By choosing this option, the player spends 20 legitimacy and 20 prestige to generate a new royal heir not of the royal dynasty with a low to medium claim to the throne.
S HAS BECOME STANDARD, Emperor is accompanied by a free update to EU4 that will be available to all players. This is not the place to go through all of the changes in this update – many are map related or a total rewrite of the National Ideas for a host of different nations.

However, two areas of the game are significantly different in this update, and it is helpful to outline how two core systems – Estates and Mercenaries – are reimagined.

**Estates**

The Estates system has long been troublesome for both players and developers. Intended to represent the domestic institutions that use their wealth and influence to support or restrict the central government, their role in EU4 was more like a peaceful child who would sometimes ask for attention, but you could mostly trust them to take care of themselves. A very poorly managed realm with unlucky events could sometimes see a noble revolt, but you rarely had to pay a lot of attention to Estates.

The reworking does not necessarily make them more active in your realm, but they are now a background noise that must pay some attention to in order to get the most out of your potential assets.

**CROWN LANDS**

The Development in a nation is now considered a large pool of lands that are divided between the Estates (noble, clergy, merchant, and other special cultural estates) and the central government. The central government’s territory is referred to as Crown Lands. The relative size of the Crown Lands has a major impact on taxation and, later in the game, Absolutism.

New development slightly increases the size of Crown Lands. Newly conquered territories have their development distributed among the estates based on their Influence (the Crown will have a base level of 50% influence, plus the level of Absolutism).

Each Estate wants more land. The more land an Estate has, the more loyal and influential it will be, generally speaking. However, both loyalty and influence are variable numbers that can be affected by a lot of in-game events. If an Estate has low loyalty...
but high influence, they are very likely to usurp the government and install one more friendly to their interests – a Noble republic, a Theocracy, a Merchant Republic, etc.

Early in the game, strong Estates that managed well are not necessarily a bad thing. They bring a lot of bonuses with their power. Late in the game, strong Estates will get in the way of a true Absolutist state, keeping vast amounts of wealth and power out of your monarch’s reach. Throughout the game, you will have to find ways to keep enough Crown Lands to hold off disaster while also cultivating robust domestic groups.

There are three major interactions that apply to all Estates.

- **SALE OF TITLES:** 10% of Lands are sold to the Estates. This is not a strict 10% of Crown Lands, but 10% of the total. If a state with 30% Crown Lands sells titles, the state will be left with 20% Crown Lands, not 27%.
  - This increases all Estate loyalty by 10
  - A large sum of gold is deposited in the treasury
• **SUMMON THE DIET:** The Estates are called to present demands to the Crown. The ruler will then choose an Agenda from one of the Estates – a small mission that you can perform for a specific estate. Success earns a small loyalty reward for that specific Estate, failure results in a loyalty penalty.
  - Summoning the Diet increases all Estate loyalty by 5
  - Summon the Diet awards a 20 year increase to all Estate influence by 5

• **SEIZE LANDS:** The Crown grabs 5% of the total land from the Estates. Each Estate cedes land to the central government in proportion to its current holdings. The Estates that have the most land will lose the most.
  - All Estates loyalty falls by 10.

When blunt tools won’t work, there are a number of Estate specific actions you can take to deal with the Estates, including using them to support your central power. Each Estate has a number of Privileges that can be awarded. Some Estate privileges are merely actions that trade Loyalty for Absolutism. Others make major concessions to Estates in exchange for lower construction costs, bonuses to Monarch Power, or a large sum of gold.
Estate Privileges cannot be revoked until time has passed, and doing so may upset the specific Estate.

In all, Estates are now a more flexible and integral part of kingdom management.

**MERCENARIES**

For the entire history of Europa Universalis, mercenaries have been skilled but expensive soldiers that would be hired a few at a time to preserve manpower or give a temporary advantage to your armies in wartime. In *EU4*, they were recruited like ordinary armies, 1000 men at a time.
Historically, this misses the mark in important ways, of course. Mercenaries were, in this era, independent contractors but not that independent. They were often bands of men under a respected regional commander, with their own resources.

In the latest update to Europa Universalis, mercenaries are hired as Companies, or small armies. You will, for a sum, get a multi-unit force ranging from a few thousand men to an almost grand army. Each mercenary army has its own manpower pool from where it will draw reserves.

Though there are Local Companies that come in small numbers and have no leadership, the best Mercenaries are also tied to a region. Once you hire a Mercenary Company, you must select where it will form up. The closer the chosen province is to its normal home, the faster the army will reach the field. So, if you are a European fighting a sudden war in Asia, it might make sense to recruit an Indian or Thai Mercenary Company because you won’t have to wait until your ships arrive from the Motherland with a cargo hold full of Hessians.

Some nations will have access to special mercenary companies, like the Swiss Guard or Black Army.
CREDITS

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