**Europa Universalis - In Nomine**

# Credits

In Nomine is the second expansion of our successful title, Europa Universalis III. We feel that Napoleon's Ambition added a nice coat of polish to what was a very solid title, so ironically enough, we felt we could show some real ambition with our second expansion. The biggest changes are those that are not immediately visible to you, but we did a lot of work on how the AI worked. The main goal was to try and remove some of randomness out of the equation and put more calculation in. In the same manner we added decisions and missions; especially with the decisions, our goal was to make things less random and more strategic. However we still didn't want every game to be the same, so like everything else in life it all turns on a little bit of luck.

# Expanded Timeline

We have added over 53 more years of game-play, by pushing back the start date to October 13th, 1399, at the Coronation of Henry IV. This extra time period gives you Tamerlane, the Byzantine Empire, and the end of the Hundred Years War.

We added 8 new levels of technology, including new units and effects. Also, not every technology-group now starts at the same level at the start of the game. This change - considering the big differences between technologies at game start - means that the supremacy of European countries when they reach the new world is that much greater.

Furthermore, the map of Europe received an overhaul, with Spain, the Netherlands, Germany, Russia and the Balkans getting new provinces and revised borders. In total, over 30 provinces were added.

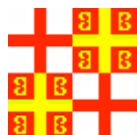A few new countries were also added to the game; here is a quick overview:

**Aydin**
A Turkish Principality founded in the wake of the Rum Sultanate, that ruled the west coast of Asia Minor for almost a whole century.

**Aquileia**
Italian Patriarchy centered on the historical city of Aquileia in north-eastern Italy that flourished during the 11th and 12th century.

**Byzantine Empire**
The successor state to the Roman Empire centered on Constantinople or "Byzantium", as it was called before the Roman emperor Constantine decided to make it the new capital. The Byzantine Empire remained an important power long after the western parts of the empire began to crumble.

**Galicia**
The medieval kingdom of Galicia existed from 910 to 1476, when the power struggle between queen Isabel I of Castile and her niece, Juana "la Beltraneja", resulted in the destruction of the Galician nobility, ending all hope of renewed autonomy (though on paper the kingdom still existed until 1833).
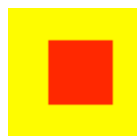
**Jalayirid**
The Jalayirid dynasty ruled a Mongol successor state to the Il-khanate, which had spanned most of western Persia and Iraq during the later half of the 14th century.

**Majapahit**
One of the last Hindu empires in Indonesia that came to dominate much of the Malay archipelago during the 14th century.

### Principality of Achea

A Peloponnese crusader state founded by William of Champlitte and Geoffrey I of Villehardouin after the fourth Crusade that eventually came to dominate southern Greece.

### Meissen

A bishopric in eastern Germany centered on the city of Meissen, or the "cradle of Saxony" as it is sometimes referred to due to Meissen's long history.

### Polotsk

The Duchy of Polotsk was one of the constituent principalities within the Kievan Rus. Unlike most of Rus, it escaped the devastating Mongol invasion of 1237-1239, only to end up as a vassal state to Lithuania in 1240. It was officially incorporated into the Grand Duchy of Lithuania in 1307, though it retained some degree of local autonomy until the 1390s.

### Scandinavia

The three Scandinavian kingdoms of Sweden, Denmark and Norway were united under one crown between 1397 and 1523. However, this personal union, the so called Kalmar Union, was fraught with strife - intermittently in a state of virtual dissolution - until the nobleman Gustav Vasa dealt the union its fatal blow and became king of Sweden. If history had taken a different turn, the three countries might in time have become one.

### Sukhothai

One of the first Thai kingdoms, Sukhothai was established in the 13th century by Thai chieftains as the Khmer Empire that had previously held the area began to disintegrate.

# Religion

We have made several changes to how religion works in *In Nomine*. However, the most important is how you tolerate different religions in your provinces. The old slider system is gone. No longer can you simply decree that one day Pagans are the enemy and the next day they are to be tolerated completely. Instead, you have three distinct types of religious tolerance: the state religion, heretics, (those in the same religious group but not of the state religion) and heathens (everyone else). By default you love your state religion and burn everyone else, although you tolerate heretics slightly more than heathens. You cannot directly change tolerance; instead you use national ideas and decisions to alter it.

Missionaries have also undergone a change. Under the previous system missions were a one off cost, did nothing while they were busy and then had a simple hit-or-miss chance of succeeding at the end of their mission. Now missionaries are much cheaper to send, require a yearly upkeep and will keep working until the province is converted. In addition, people don't like being told that they have to believe in something else, so the province automatically receives a higher revolt risk if you have an active missionary; and we have added some events for when you have active missionaries just to keep things interesting.
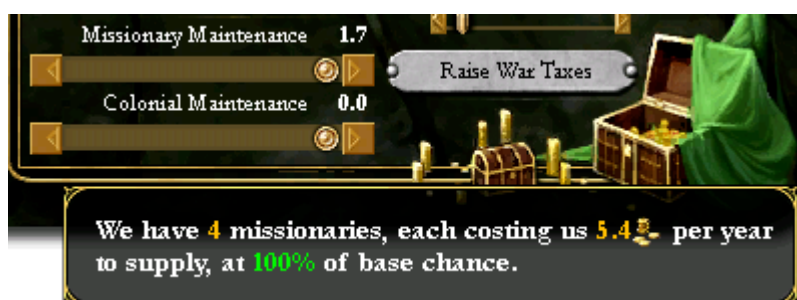
In essence, missionaries could convert a province in a matter of months or they could take many years of game time to bring the one true faith to suffering people of the province. Also, on paper you could have a missionary active for an entire game and never have any luck, so you must bear this in mind when you use missionaries. As we mentioned above, missionaries cost money each month. You have a slider where you can change this monthly cost and thus influencing how successful they will be. The more money the greater their chance of success. So the strategy works like this; the more missionaries you have, the more income you need to devote to keeping them working, and the more provinces have a raised revolt risk. But it also means you will be more likely to get people praying the right way sooner. It is up to you to decide.
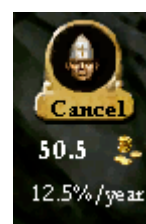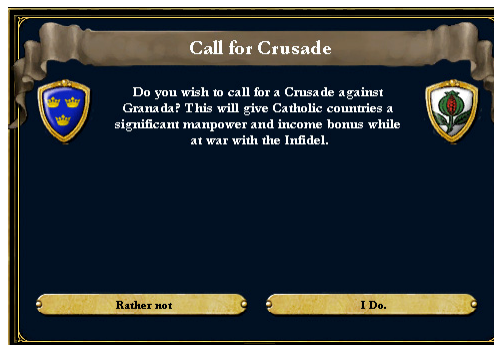
We have also added some extra abilities for the papal controller. Firstly the papal controller can declare a crusade against any non-Christian country. Any Catholic country gets bonuses if they declare war on the crusade target.

Secondly the pope can be persuaded to excommunicate another Catholic ruler. This allows Catholic countries to declare war without the usual religious penalties, and also makes life difficult for the ruler. Please remember that you are excommunicating the ruler, not the country. Thus, if you excommunicate a country in a personal union it will excommunicate all countries in the union. In addition, this means if the ruler suddenly dies, your effort was in vain and you'll have to try again. However you cannot excommunicate countries with good relations with the Pope; having good relations is one way of avoiding excommunication. It is also worth remembering that as being excommunicated is not a very nice experience, most countries will take a while to forgive you for it.

With this is in mind we have tweaked the rules for bribing cardinals. You now have a 3 month wait before that cardinal can be bribed again, this control of the curia may be difficult to get and harder to maintain.
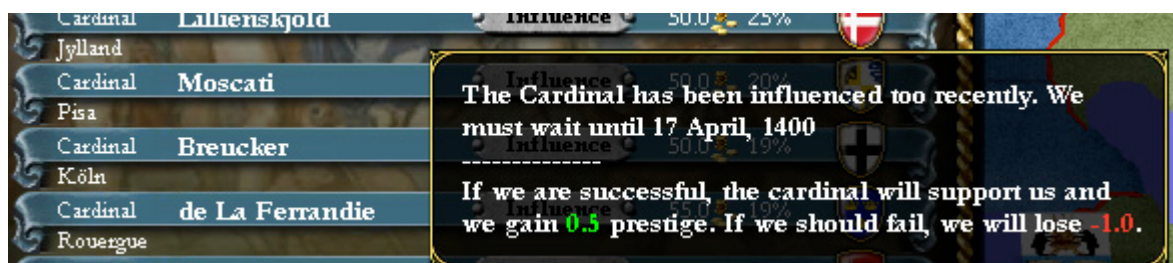
One final note; we have removed the stability penalties for declaring war against countries that are from a different religious group than you.

# Rebels

We have made a number of changes to the rebel system for *In Nomine*. The basic concept remains unchanged; rebels will rise up in provinces, either due to events or revolt risk, and attempt to take control of them. However in *In Nomine* we have added an additional twist; not all rebels are the same! There are a number of rebel types, each with its own unique goals and behaviour. This will make handling them require more strategy than before, and makes for a more rewarding game-play.
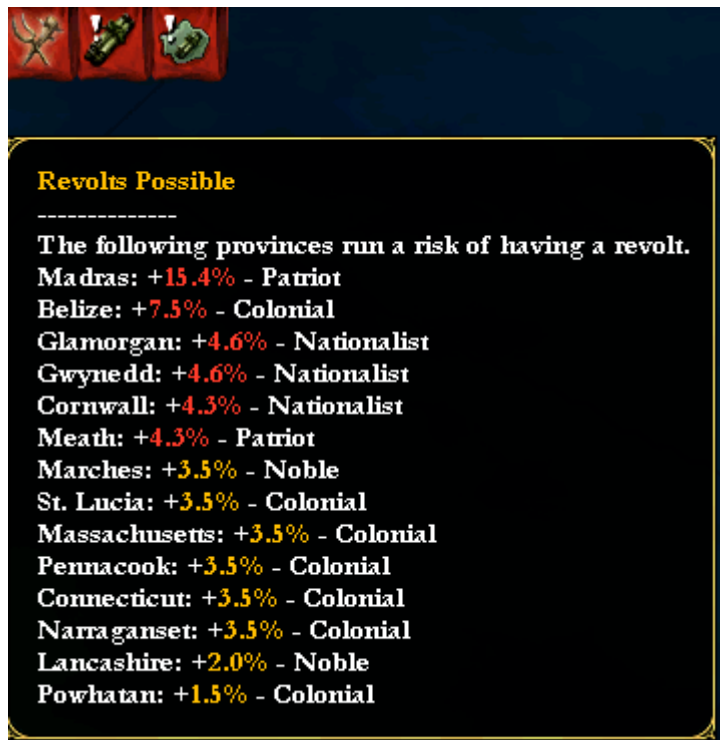


*If you view the revolt alert, you will notice what type of rebels you will get in certain provinces.*

Here is a table of rebel types

| type | defection | independence | resilient | reinforcing | general |
|---|---|---|---|---|---|
| Anti-tax | no | no | no | no | No |
| Nationalists | same culture | same culture | yes | yes | Yes |
| Patriots | same culture | no | yes | yes | Yes |
| Colonials | to colonial tag | to colonial tag | yes | yes | Yes |
| Colonial Patriots | to colonial tag | no | yes | yes | Yes |
| Revolutionary | no | no | yes | yes | Yes |
| Nobles | no | no | yes | no | Yes |
| Religious | same religion | no | yes | no | Yes |
| Heretics | no | no | yes | no | Yes |
| Pretenders | no | no | yes | yes | Yes |

As you can see, the different types give you a flavour of what rebels will do. The Defection and Independence columns tell you whether they will defect or try to gain independence and whom they will defect to or proclaim their independence as. Resilient describes whether the rebels will be destroyed on being forced to retreat or if you have to hunt them down. Reinforcing rebels will reinforce back up to full strength after the have taken control of a province. Finally, rebels with generals will get a random general on spawning who will aid them in combat.

Rebels can also do certain things, depending on their type, whenever they take control of a province and/or a country. Pretenders will install a new ruler on the throne, Revolutionary rebels will change the government, Religious rebels change the religion of a province, and so on.

The type of rebels you get in a province depends entirely on the state of your country and of a given province.

In addition to making rebels more interesting, we have also given you more options in dealing with them. In the religion screen you also have a rebel negotiation screen. Here you get the chance to buy off various rebel factions (if you wish to) and see the price you must pay in order to keep them happy.



If you find yourself in serious rebel trouble, you can try and buy off the most dangerous ones. However, it is not always possible to negotiate with rebels, as you may not have the prestige, or some may not be willing to negotiate at all.

# Decisions

This is probably the most fundamental change in *In Nomine*. To a certain degree, decisions are like events. They either affect a whole country or just a province, they have certain trigger conditions in order to happen and then they have an effect. The difference between decisions and events is that rather than there being a random chance of happening, **you** decide when a decision should be taken. There are in essence 5 types of decisions that exist *In Nomine*, Former Events, National, Country-Unique, Province, and Religious decisions.

Although there are 5 types of decision, there are 3 decision interfaces: religion, country and province. Those relating to religion, being any of the non-provincial decisions, can be found in the religion interface. The other country-level decisions can be found in the new decisions and missions overview, while the provincial decisions are found in the province interface. When certain key trigger conditions are met (called the *potential*) the decision will appear in the one of the three decision interfaces. However, just because the potential has been fulfilled, which allows you to see the decision, does not mean that all the trigger conditions, which allow you to act on the decision, have been fulfilled. The interface will show you what the trigger conditions are and which ones you have fulfilled. You will also be advised exactly what the effects of the decision are. This allows you to plan exactly which decisions you would like to make and aim for them.

As mentioned in the introduction, certain events have been converted into decisions. These include major event series like the Liberum Veto, but perhaps the biggest ones are the country creation events. No longer do you have to guess if you can change into a new country. If you have the potential to do it, the decision interface will let you know; including what, exactly, you are required to do in order to achieve it. When you fulfil the requirements, you do not have to wait for a random event to fire; you can ahead and do it immediately.

Country decisions are a series of generic decisions available to countries that have met the *potential* conditions. Most of them are not geared toward any specific country, but rather reflect decisions that a number of countries made during the time period. These ensure that no matter how small a country is, there are virtually always decisions that you can aim for.

However there are certain decisions we felt were not generic but very much unique to the country that made them. We felt it would be a loss to the flavour of the game if these were not included. Thus, certain countries have decisions that are unique to them only.  Most major and semi-major European countries have between two and five different national, purely beneficial, decisions. For example, Russia can institute the Russian Patriarchate, which gives them less maximum war exhaustion, Spain can form the Spanish Inquisition to strengthen their Missionaries, and Sweden can choose to rely on Finnish Cavalry.
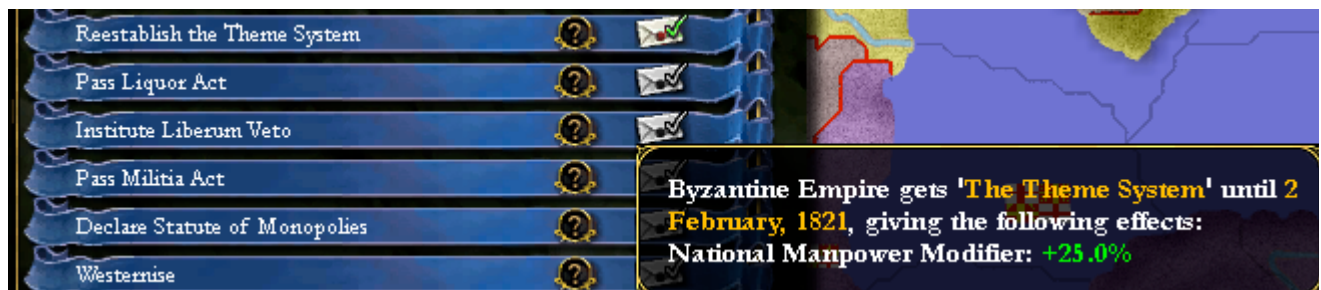


Province decisions work the same way as the generic country decisions except they affect the selected province only. This allows you take actions that allow you to exploit a province to the maximum.



However, while province decisions will give you various bonuses, they usually come with a corresponding penalty in some other area.
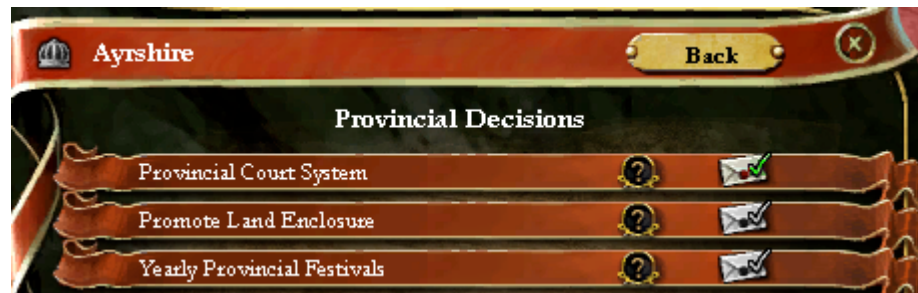
Religious decisions are quite similar to country decisions, the main difference being



that they trigger on your religion. There are decisions unique to every religion, although you are not always guaranteed to have the potential for them.
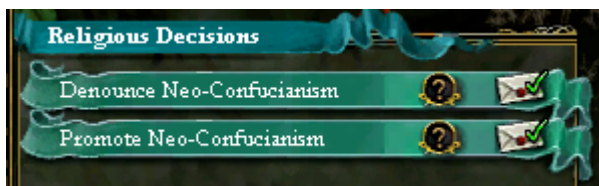
In summary, decisions are both a powerful means to shape your nation and useful tool to help decide in which direction you wish to steer your country.

# Prestige

We've taken the prestige concept and made it more important. Now, there are several actions that you can't do while at negative prestige, and some things have a severe impact on your prestige. Since Prestige is now of increased importance, it is always shown in the top-bar, so that you can see the current value at a glance. Prestige now directly affects merchant compete chance, unit morale, yearly diplomats, stability costs, spy defence, trade income, defensiveness and the cost of mercenaries.

# Missions

Missions are an entirely new and entirely optional part of *In Nomine*. Although they are optional, missions also give useful bonuses, so if you are between strategic goals you cannot go wrong in doing a mission. Unlike decisions, you do not choose your mission; it is assigned to you on a fairly randomly basis from a pool of available missions. However, if you do not like your mission you have the option of cancelling it; but this will cost you 5 prestige.

 Like decisions, the interface will tell you exactly what you need to fulfil the mission. If you do this then you will receive the bonus stipulated. Also, some missions may abort automatically if certain conditions (which are not displayed) are fulfilled. If the abort conditions are met then the mission cancels but without the 5 prestige cost.



There are over 70 categories of generic missions, each with its own context sensitive trigger. Some of these mission categories have thousands of possible permutations of the missions it can generate. There is no shortage of missions for a given country!

 Another useful feature of the mission system is that it acts as a guide for the AI. The AI will gear its strategy towards obtaining its current mission objective. Note that it is willing to deviate from its objective according to the situation, but the mission represents the AI's current long-term goal. Thus if your neighbour has the mission to conquer one of your provinces, you can be reasonably sure it will come for you eventually.

 The most important countries have a number of additional, historical, missions, ranging from five for Bavaria and Scotland to over twenty for France and Austria. For example, Castile has the mission to complete the reconquista and clear all of Iberia from Muslim control. Keep in mind, however, that missions like these do not force countries to behave in a historical manner, and as we all know, what other countries do can easily derail a strategy. What these historical missions do is act a bit a like a rudder gently steering a country towards a historical objective.
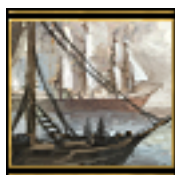
# Ideas

This expansion features five new ideas, as well as several changes to the present ideas. One has been added to each of the 5 categories, as the following.



Land of Opportunity
*Exploration Ideas*

**Colonial Growth +20/year**



Press Gangs
*Naval Ideas*

**50% Cheaper Ships**



Regimental Systems
*Land Ideas*

**40% Quicker Recruitment**



Vetting
*State Business Ideas*

**+20% to Spy Defence.**



Ecumenism
*Culture Ideas*

**Tolerance for Heretics + 2**

There is now a total of 40 different national ideas with 8 in each group, and you may have a total of 12 at the end of the game. Not all ideas are available directly, as only 5 in each group are immediately available as soon as you get an open idea slot.

There are then 3 in each group that you get access to as your technology progresses, the first tier of those comes at technology levels of 7, with *Excellent Shipwrights, National Conscripts, Quest for the New World, Bill of Rights & Humanist Tolerance.*

The second tier comes at technology 30, and is more powerful than they were before, with *Naval Fighting Instructions* providing 50% blockade efficiency, *Regimental Systems* as mentioned before, *Scientific Revolution* giving 10% cheaper technology, *Smithian Economics* 20% production efficiency and finally *Cabinet* that reduces badboy by 1 each year.

The final tier is given at the 53rd level, where the Napoleonic ideas are. Most notably is the change of *Naval Provisioning* which allows your ships to repair in coastal seazones within naval supply range.

# Colonialism

Colonies are still founded with a colonist but will then grow to city size on their own, usually in 10-20 years. Colonial growth is mainly determined by the new "Colonial Maintenance" slider, but is affected by slider settings, national ideas and advisors. Colonists are harder to get to balance for the new colonial growth. You can still, of course, send colonists to speed it up, if you prefer to risk that.



We have 21 colonies, each costing us 10.0 per year to supply, at 100% growth rate.
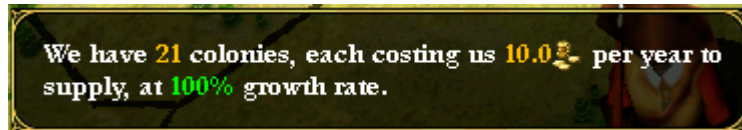
One thing to note also, with the colonial range, is that you can only trace it from a core province of yours. Colonial range is, of course, extended by technology, ideas, decisions and events.

Overseas provinces will no longer provide any production income and hardly any tax income at all. The new type of income from overseas territory is *Tariffs*, which are made up of base tax value, improvements by buildings and production income. The efficiency of Tariffs is determined by the number of ships your country has. Galleys and transport ships do not count. This makes it impossible to have a big colonial empire without a strong fleet.



Another aspect of the colonial changes made for *In Nomine* is that the Trade goods in empty provinces everywhere in the world are unknown before they contain a colony of a certain size. Then their trade good is determined by events, depending on the location of the province. This means that you can't go for the provinces you know has a certain trade-goods from the start, but have to gamble on unprofitable colonies.
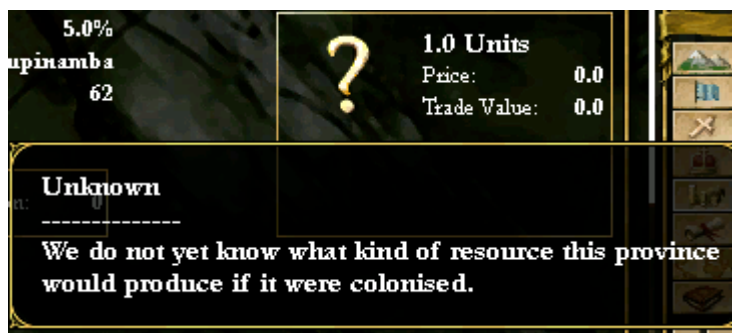
One important provincial decision needs to be mentioned here, *Colonial Assimilation.* It allows provinces with a population of less than 5000 people outside of Europe, North Africa and the Middle East to be assimilated to the primary state culture. This may come in handy when you have conquered colonies from another country and want to make them profitable.

In the late game, after 1750, the overseas territories get a bit more challenging. The Colonial Assemblies are much stronger than before, and together with the new revolt system and several events for Founding Fathers and Loyalists you will see colonies like the United States or similar break free eventually.

# Policy Sliders

We have rebalanced every single policy slider to make the choices more interesting for the player. The order of display has been changed to group them more logically. The centralisation slider in itself is rather important, as it is the only one where only one side is balanced around being good. Centralisation is always better than decentralization.
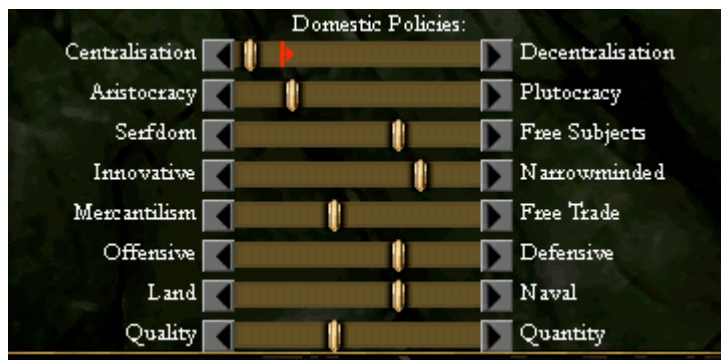


There are two major changes when it comes to changing policy sliders. First of all, there is no longer a stability hit for changing a slider. However, the time it takes before you can do it again depends on the size of the country now as well as the form of government. A large empire will take much longer to change its policies when compared to a small republic.

# Naval

As we mentioned earlier in the section on colonialism, income from overseas territories rely heavily on having a strong navy. However, the default naval force limits have been reviewed, and they are now in general lower and rely more on the geography of the country.

Pirates are now much more common, and can create big fleets that prowl the seas, and may even get admirals in command. However, they will not spawn in any seazones where a fleet has recently been in. To keep your seas safe you must have ships out patrolling sealanes. To help with that, there is now a new option to give navies patrol orders.

 There is now a new button on fleets, where you can enable patrolling on ships, which makes it much easier to keep pirate presence down at peace time. When at war though, you do not want your anti-pirate fleets so exposed to enemy fleets, and a colonial empire will be much harder to defend.

To reduce micromanagement, there is now no longer attrition any attrition in coastal seazones for ships within naval supply range (which is a fraction of colonial range).



The effects of blockades extend to inland provinces as well. For example, if you blockade the one and only port that several inland provinces use then they will all be considered blockaded. On the other hand, if one or more provinces are served by multiple ports, then you would need to blockade them all.

The naval ideas also have a far greater impact, which makes them more appealing to anyone playing a colonial and/or naval game. First of all, the new *Press Gangs* halves the cost of ships and their maintenance, which when you need a big fleet for your overseas possessions, is worth quite a lot. Secondly, since naval force limits are lower now, the doubling of them from *Grand Navy* is quite important, if you have a small coastline. *Sea Hawks* provides naval tradition and has not been changed. *Superior Seamanship* is now +1 morale, and helps you fight pirates when at low maintenance. *Naval Glory* now gives doubled prestige from naval battles instead of just 33%. If you want to avoid having your ships accidentally firing at each other in a battle you would need admirals with at least 2 manuever or the *Excellent Shipwrights* idea. *Naval Fighting Instructions* now provide 50% blockade efficiency, and *Naval Provisioning* allows your ships to repair in coastal seazones within naval supply range.

# Warfare

<u>War Exhaustion</u>
The mechanics of war exhaustion has been overhauled. Wars no longer automatically give it, instead it is based on several factors. You rulers administrative abilities reduces it, while provinces occupied on your home continent, blockaded home-ports, battle losses, attrition losses and war taxes increases it. War exhaustion also have an impact on the fighting abilities of your forces. It no longer always start at 0 with a new war, but the stability hit you get from starting or joining a war, also increase War Exhaustion. War exhaustion can now be seen at the military overview screen.



<u>Reinforcement</u>
When in an empty and uncolonized province a unit can no longer reinforce. When in hostile territory, but adjacent to anything you control your reinforcement is halved. If you are on hostile territory and not adjacent to any friendly city, then your reinforcement is 10% of normal, far less than the smallest attrition penalty and therefore a drain on your manpower.

<u>Mercenaries</u>
Mercenaries no longer reinforce, so to keep up their numbers, you need to recruit more of them when you run out. Also, mercenaries at 0 strength are automatically removed. Another different thing with mercenaries is the fact that each country will have a mercenary pool that fills up on regular time intervals depending on your prestige and how many you currently have. Another change with mercenaries is that they are no longer instant, but takes about 25% of the time a regular regiment takes to recruit. And of course, mercenaries cost the same, what modifiers affect the costs of recruiting troops of that type. Finally, mercenaries can now be recruited on occupied territory, enabling you to strengthen your armies when on the offensive.

<u>Movement</u>
We have some minor changes to how it the game calculates unit movement. If a unit has a new order and the path takes it into the province it is currently moving into then it will not have that movement cancelled.

<u>Sieges</u>
It is now more of a tactical choice if you should assault or not, as a failed assault makes the garrisons recover morale now, and morale recovers for garrisons the same speed as for normal troops.

<u>Battles</u>
If in the front rank artillery will continue to perform exactly the same role as it always has done. However, now artillery is the only unit that can fight if it is deployed in the rear rank. In the rear rank artillery will fire at the enemy unit in the front rank (at 50% power) and it will also give the friendly unit in front of 50% of the artillery's defence

bonus. Thus Artillery is a more useful combat weapon than before, providing you can give them enough troops to support them.

Another important thing in battles is that regiments whose morale has been shattered will now be permanently removed from the battlefield. This has the impact that you will actually inflict more casualties, and there is more fluidity in the field.

The battle-reports also include information on prestige, tradition and war-exhaustion changes for the commanding leaders country.



### Overrun

The 10:1 odds for automatic overrun remains unchanged, but there are now one more way in which you can obtain an overrun. Firstly if you manage to defeat an enemy inside the first 5 days (i.e. one full shock round of combat) and you have at least 2:1 odds the enemy will be overrun and destroyed completely.

### Armies and Revolt

In keeping with our new system of clever rebels, troops in a province now reduce revolt risk. Thus rebels are less likely to foolishly rise up in a strongly garrisoned province and become target practice for your men. On the other hand, they will be more likely to appear were there are no troops - unless, of course, the locals are really annoyed.

### Scorched Earth

This is a new ability that your troops can use on provinces you own. If you do this it will seriously damage the economy of the province, leading to it producing little or no tax, but it will also reduce the number of troops that be supported by the province and the attrition rate you get from having too many troops in a province. If you retreat in the face of a superior enemy this can be a powerful weapon.



### Army Reorganisation Buttons

We have added two new buttons at the bottom of army screen. The first one, 'detach mercs', unsurprisingly removes all mercenaries from the army. This is especially useful at the end of a war and you no longer which to pay those money grubbing mercenaries. The second is 'detach siege', this button will drop the number of units require to maintain a siege in a province and allow the army to advance on to attack the enemy. This is can also be a gamble as the small armies you leave behind to maintain the sieges will be especially vulnerable to overruns.

# Diplomacy

The basic conception of diplomacy will not feel too much different. However, this disguises some interesting changes underneath the hood, most importantly, how peace is calculated. The peace-cost of releasing a country as a vassal has been reduced, while the cost of freeing a vassal has now been scaled according to the size of the country. The impact of blockade on the war-score is now scaled in the same way as occupation is.
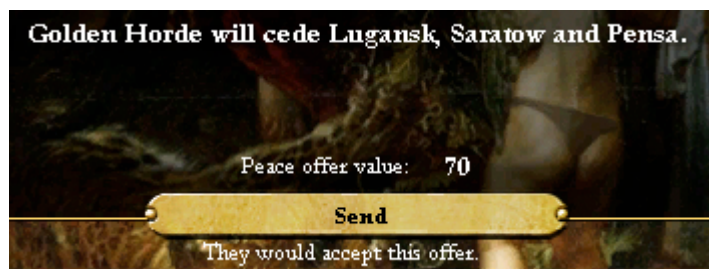


We have made a number of useful changes to the interface. Perhaps the one that will be most welcome is seeing what the AI thinks about your peace deal before you send it. Now when you offer an AI country peace, it will tell you advance if they will accept it or not. Thus you no longer have to waste diplomats guessing if they will give up the province you really want.

We have also changed the rules regarding diplomatic annexations; first the 10 year counter is reset every time a country is diplomatically annexed. So although you may have had a vassal for the last 30 years, if you have annexed another country within the last 10 years you will not be able to annex it. We have also added a centralisation hit every time you diplomatically annex a country.

Another aspect of Diplomacy is the concept of *trust*. Trust is different from relation and reputation, as you may have very good relations currently and have a very fine reputation, but some particular country may not trust you at all, since you have been dishonouring alliances, breaking truces with them or similar things.
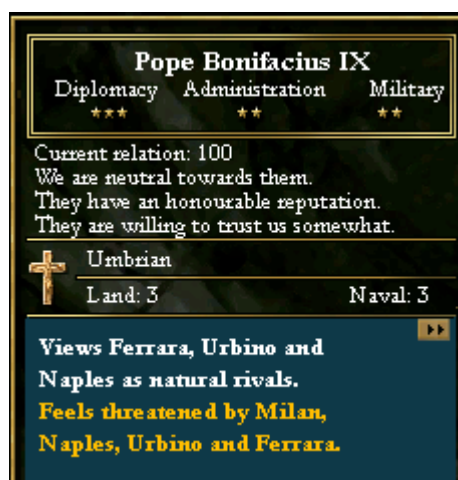


Each country also has a concept of rivals and threats. Rivals are those it competes with for its goals, while threats are those countries it views as potential dangers for them. The AI uses this information a lot to guide its behaviour, and we will talk more about it later in this document. Even the player will see who it should view as threats and rivals on its own country overview screen

It is no longer possible to declare war on someone's vassals, but you may now demand the vassals territory from its overlord while in a war with them.

We have also added additional information when you declare war, letting you know who is allied with your target and who is likely to intervene due to warnings and guarantees. No longer do you have to wonder exactly how you ended up at war with so many countries! We've also tweaked the casus bellum alert so it lets you know exactly when your casus belli are about to expire.
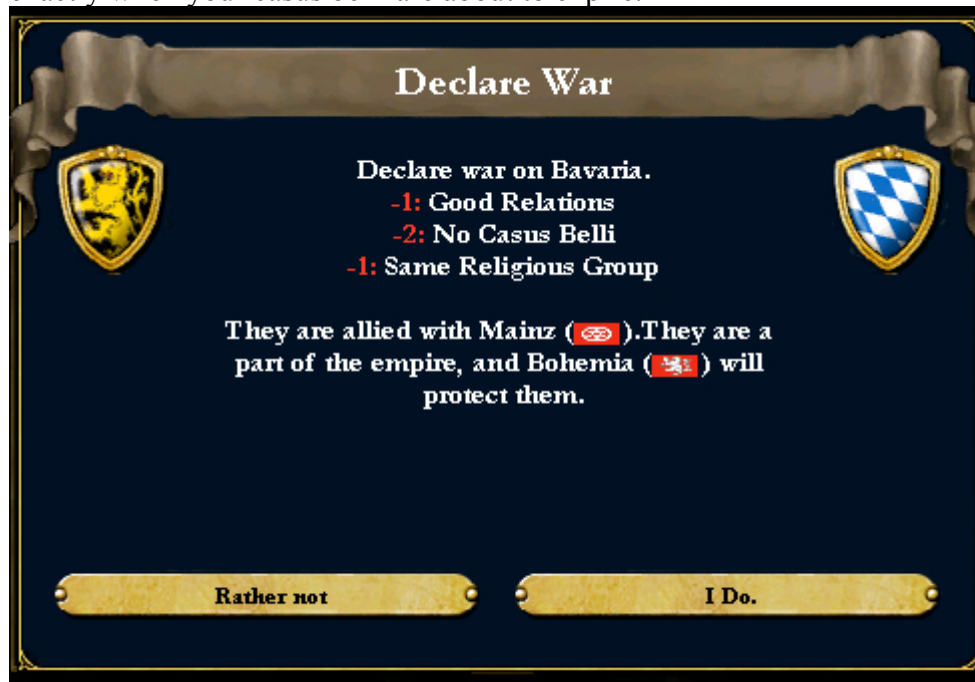


## Spies

Spies have only undergone slight modification in *In Nomine*. First, the Fabricate claims mission no longer gives a core province on success, but will give a temporary casus belli against the country. There is also an all-new spy action called infiltrate administration, which will lift the fog of war from that country if you succeed, allowing you to see exactly what it is doing. Some spy missions are capital-only, others are port-only. Only spy missions that can affect the target province will be shown in the list of missions.
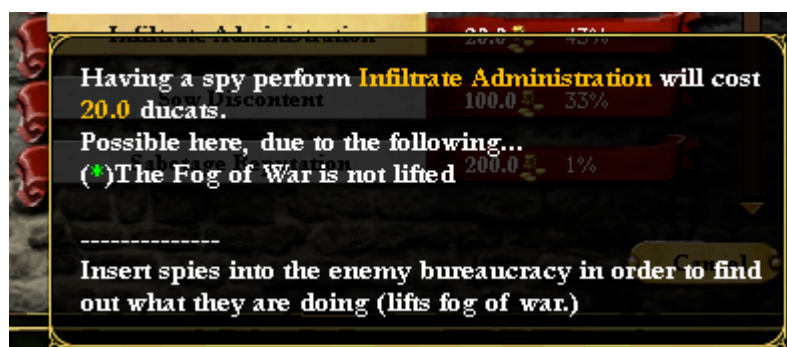
# Advisors

In In Nomine we have added a number of new advisors types. Our idea was to add more strategy into the game. Each advisor added something slightly different allowing different choices to be made. None of these advisors have impact on research in any way. Instead they give a direct bonus to one part of your nation. Another important aspect is that the type of advisor appearing in a province depends on the type of province and the type of country. So you will not see any naval advisors in non-coastal provinces, nor any colonial governors in a country without colonies.



*Land Advisors.*

Colonel: An expert in organising mercenary companies, giving you cheaper mercenaries

Sergeant Major General: The most senior NCO in an army is an expert in spotting those junior officers with command potential and then helping hem up the ranks giving you more land tradition

Grand Captain: An experienced commander who, in his new position as a senior advisor, gives the whole army confidence leading to higher morale.

Army Organiser: An organisational expert who does a lot of the backroom work giving you a higher force limit

Commandant: The expert drillmaster who will give your troops higher discipline

Quartermaster: The supply expert who gets things to the front line armies quicker giving you better reinforcement speed

Recruitmaster: The man who knows all the recruiting tricks so you can lure more men into the colours, giving you more manpower

Military Engineer: The expert in fortifications who is able to use his abilities to make your fortification defend better, adding to the national defensiveness



*Naval Advisors*

Grand Admiral: Like his army counter part, this experienced commander lifts the navies morale.

Naval Organiser: The expert at organising the shore based parts of the fleet, allowing increased support limit

Navigator: The man who has travelled on many a long journey and knows exactly what ships need to sail far, his skills give your navy increased range

Rear Admiral: The third in command of a fleet usually commanded the rear most ship in the line. Being close to those of junior rank in hierarchy, he is better placed to spot potential commanders, giving you higher tradition

Privateer: Although our enemies prefer to use the slur 'pirate', his skills at hunting down enemy commerce improve our ability to blockade

*Civil Advisors*

Sheriff: Originally a shire reeve who was responsible for the serfs, this is an important tax-gathering official who will boost your country's taxes.

High Judge: A senior judge who knows exactly what the law says, giving people more confidence in the justice system reducing revolt risk.

Alderman: From the Anglo Saxon meaning 'elder man', this senior official boosts production efficiency.

Collector: Responsible for gathering tariffs at ports, this man increases trade efficiency.

Master of Mint: Responsible for running one of the country's mints, he is so efficient, people have extra faith in the coinage leading to a reduction in inflation.

Banker: The man who knows all about finance, allowing the government to get cheaper loans.

Lord Proprietor: A man who is granted lands for colonial settlements, his management abilities convince more people to settle, leading to faster colonial growth

Pioneer: The expert at establishing colonies in far away places, however he doesn't quite have the skill to turn them into wealthy colonies, improved colonial placement chance.

Inquisitor: Although he cut his teeth routing our heresy, he is just as good at finding those that would betray the country to our enemies, giving us better spy defence

Ambassador: This widely travelled informant knows all about happenings in far away lands, improving our diplomacy.

# The Holy Roman Empire

The Empire has got some additions in this expansion that makes it more interesting to interact with, and to play as a part of.

First of all, the emperor now gets an automatic guarantee-call on every member that gets attacked. This means that the emperor will take a more active role in making sure that the Empire stays intact. Of course, if you do not protect the Empire as an emperor, you will lose a severe amount of prestige and may even jeopardise your chances of being re-elected.

If you play an elector, you can now also decide for yourself who you would be electing for in the next election. You can't however change your vote every day.



You also have the possibility, if you are neighbouring the Empire, and have good relations with the current emperor, to enact a provincial decision to join the Empire The option to leave the empire also exists if you have bad relations with the emperor.

# Economy

Supply and Demand for the goods of the game have been completely overhauled, and now follows the ebb and flow of the game. Before we had the various buildings & wars increasing demands for certain goods, with practically nothing else practically affecting them. What *In Nomine* does is including a price model where prices increase or decrease over time as certain things changes. As an example, grain starts reasonably high, but as the production grows, prices will drop. Supply will drop for goods when warfare ravages their production, and so on. The demand for metal grows the more countries are in war, while the demand for new world goods is low at start, and then grows, the more advanced the society becomes.

| Trade Goods | | | | |
|---|---|---|---|---|
| Name | Base Price | Supply | Demand | Current Price |
| Fur | 10.0 | 31% | 96% | 18.6 |
| Salt | 15.0 | 35% | 51% | 14.5 |
| Cloth | 15.0 | 69% | 47% | 11.0 |
| Fish | 10.0 | 91% | 69% | 9.3 |
| Copper | 15.0 | 8% | 26% | 8.6 |
| Iron | 15.0 | 49% | 28% | 7.4 |
| Wine | 5.0 | 48% | 76% | 6.8 |
| Tobacco | 15.0 | 3% | 18% | 6.1 |
| Chinaware | 15.0 | 18% | 19% | 6.1 |
| Coffee | 15.0 | 10% | 18% | 5.9 |
| Grain | 10.0 | 162% | 90% | 5.7 |
| Spices | 15.0 | 53% | 18% | 4.7 |
| Naval supplies | 5.0 | 38% | 44% | 4.1 |

War-Taxes are no longer something you have to enact every year when at war, but now they last until either the war ends, or until you decide to stop collecting war-taxes. Of course, collecting them steadily increases war-exhaustion. If you enact the taxes, you can not turn them off manually during the first year you are collecting them.

There is no longer any cap on technology costs, but every province added when a large empire will steadily increase the costs.

# Trade

Trade has always been the most important aspect of revenue in the Europa Universalis series. This time we have made it less of a no-brainer to spam your merchants into any Center of Trade in the world. Every merchant placed worldwide reduces your compete chances, so you have to pick which centers you want to control.

The second change is that merchant costs are more varied now, as they now also depend on trade agreements, personal unions, cultural differences and effective distance from capital. So it may be more profitable for you to trade in a close center if it is of the same culture and is owned by a friend of yours, even if it is worth less money than a wealthy center further away.

| Location | Owner | Value | Our Income | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| Novgorod | | 438.6 | 0.0 | ✗ | 7 | 0 | 7.2 | 72% | 0 |
| Lübeck | | 603.2 | 0.0 | ✗ | 0 | 0 | 6.2 | 49% | 0 |
| Antwerpen | | 647.1 | 0.0 | ✗ | 0 | 0 | 5.8 | 49% | 0 |
| Lisboa | | 65.1 | 0.0 | ✗ | 12 | 0 | 5.2 | 72% | 0 |
| Andalucía | | 240.9 | 0.0 | ✗ | 12 | 0 | 5.1 | 72% | 0 |
| Île-de-France | | 163.4 | 0.0 | ✗ | 0 | 0 | 4.7 | 50% | 0 |
| Thrace | | 299.5 | 0.0 | ✗ | 14 | 0 | 4.5 | 72% | 0 |
| Alexandria | | 323.1 | 0.0 | ✗ | 10 | 0 | 4.4 | 72% | 0 |
| Liguria | | 261.3 | 6.9 | ✗ | 1 | 2 | 4.1 | 72% | 0 |
| Venezia | | 461.4 | 24.7 | ✗ | 2 | 4 | 2.8 | 99% | 0 |

Going for a mercantilist system will ensure that your merchants are not competed out of centers of trade that you own. However, if you want your merchants to be effective in foreign centers of trade, you should maximize free trade.

# Governments

New election events have been added for all republics and thereby set a fixed term for how long a ruler can hold his or her office. Whenever a term is up, a new election will be held where you will be presented with four candidates. You can either decide to keep the current ruler if you think he/she is doing a good enough job, or you can pick one of the new candidates that might be more skilled when it comes to diplomacy, administration or the military, if you think such a ruler would be better suited to run your country. If a ruler happens to die prematurely, you will also get an election event, presenting you with new candidates.



Elections are not the only thing you have to worry about as a republic though, a troublesome parliament can give you as much worry and cause of concern, if not even more so than elections. Parliaments whining about military spending or disagreeing about the current budget or how your country should be governed can be as devastating to your stability as picking the wrong candidate in an election. Religious states such as theocracies and the papacy will also get their fare share of turbulence. Advisor's complaining about heretics or infiltrators in the Sacred College of Cardinals can become a serious problem for you if not handled wisely. Large tribal states won't go safe anymore either: whenever a new ruler is chosen a succession crisis will follow.

Not every government can convert itself to a particular government. Only governments you can convert to are shown. If you have researched a government but do not see it as an option, you may have to change to another government first.

# AI Improvement

Virtually all aspects of the AI have been reviewed and improved since the last expansion pack – *Napoleon's Ambition*. Aside from general improvements, the naval military AI has essentially been rewritten, and there are two entirely new AI agents at work behind the scenes; the Strategic AI and the Big Army AI.

Strategic AI

The Strategic AI is a new concept for *In Nomine*, achieving a whole new level of long-term planning. The Strategic AI has a personality derived from the form of government and geography of a nation, in addition to the skills of its ruler. The personality, in combination with current mission goals (and a myriad of other factors), determines a number of strategic goals that the AI will strive to achieve over the course of a whole game. While this goes on mostly "under the hood", in the diplomacy panel players can see which countries the AI considers to be the greatest threats and rivals. However, do not be deceived into thinking these two factors alone will determine its foreign policy; they are merely the tip of the iceberg.

Big Army AI

The so called "Big Army" AI will assemble an army of sufficient power to hunt down and destroy enemy armies, rather than primarily besieging provinces. If an army keeps hounding you, following your retreating army from province to province, it is the Big Army AI at work. This new AI agent was added because the loss of armies often hurts more than the loss of provinces.

Admiral AI

The Admiral AI (or naval strike force AI) is not a new AI agent, but might as well be; considerable work has gone into the improvement of this module. *Napoleon' Ambition* players should note at once that the AI is no longer wasteful with its warships, yet still able to use them aggressively. With the new tariff system and increased pirate activity, effective control of the high seas is more important than ever.

Peace AI

The Peace AI is another module that has received special attention. AI nations will make more intelligent demands, spurning provinces that are of little interest and focusing on their strategic goals. It also has new algorithms to determine whether it can hope to make further progress in a war or not; for example, if a country can be invaded with good enough odds of success. Lastly, the random factor in AI acceptance of peace offers is gone. Players will now see if the AI will accept an offer in the peace dialog, instead of having to waste diplomats on futile attempts at negotiation.

<u>Miscellaneous AI Changes</u>

While the changes to the AI are too many to list, some of the more noticeable ones include:

- The Land Military AI will withdraw badly mauled regiments for reinforcement in a relatively safe province.
- AI armies are much better at reaching non-neighbouring areas by marching through allied provinces and areas they have access through. They will also stay and doggedly persist in their attacks.
- The Invasion AI is more focused and will follow up initial landings better. It will also realize when an invasion is hopeless.
- The naval transportation AI is better at avoiding running into enemy fleets, and will make better use of escorting warships.
- The AI will prioritize its spending in a much more intelligent way. It does not cheat, but has to play by the same rules as the player.
- AI diplomacy should make a lot more sense, largely thanks to the guiding Strategic AI.

# Interface

- The game will now remember locked sliders in the economy overview between sessions.
- Any .mp3 file placed in the **/music** folder will now be played by the game.
- Some events, for example the Protestant Reformation, are now classed as major, which means all countries will get a notification message when they occur (unless these are specifically turned off like any other message type.)
- Saved games are now listed in order of time stamp rather than alphabetically, descending from the most recent ones.
- There are two new map modes: Cultures and Regions. Regions are a new concept in *In Nomine*, grouping provinces in geographical areas. These regions are used by many missions, decisions and events.
- The F12 key now saves a political map of the whole world. Pressing SHIFT+F12 does the same, but only shows player countries and their vassals.
- There is a new game play option regarding "lucky" nations. *Historical* is the default setting, meaning some nations who were historically successful receive a bonus to their random rolls. *Random* selects "lucky" nations at random at game start (this is the way basic *Europa Universalis III* and *Napoleon's Ambition* work.) The last setting, *None*, designates no nations as lucky, which is not recommended if you care about a reasonably historical progression.
- The tooltip for the treasury in the top bar now indicates total annual loss or profit.

# Multiplayer

We have been following the multiplayer community and listened to the things they wanted to see in the game that would make the game even better from a pure MP-perspective.
First of all, we added a player count in the lobby so you can see how many have joined your game. Secondly, we made so that save-games are now sorted by time-stamp, rather than name.  Thirdly, we rewrote the entire transfer protocol, and it is now much quicker at transferring files. We also removed spacebar as pause while playing multiplayer. Checksum now changes temporarily in the game when resigning, so that you can easily make sure that people only join your multiplayer games when they have had a fresh restart.

Also, to improve the fog of war and make the game more fun in MP, you can no longer see troops in the lobby. Another aspect of this philosophy is that when playing multiplayer, you no longer get detailed information in the war-overview and all the comparison pages in the ledger is empty. Finally, we disabled the badboy wars when playing multiplayer.