

THE GRAND STRATEGY GAME

# EUROPA III

## UNIVERSALIS

NAPOLEONS AMBITION



VICTORY IS THERE FOR THE TAKING



**paradox**  
INTERACTIVE



# Europa Universalis III Napoleon's Ambition Expansion User Guide

## *Introduction*

### **About this guide**

As the title says, this is a user guide not a manual. Throughout this guide it will be assumed that you are already familiar with the *Europa Universalis III* manual. However, to aid you the content will be in exactly the same order as it appears in the original manual. The sections will focus solely on what has changed rather than duplicate the original manual. Should a section be missing then there have been no changes in the expansion pack.

### **Overview**

*Napoleon's Ambition* is the expansion pack to *Europa Universalis III*. On a fundamental level the game remains unchanged. *Napoleon's Ambition* is an expansion rather than a sequel, so this title seeks to add more depth to the *Europa Universalis* experience, rather than create a whole new gameplay experience.

*Napoleon's Ambition* now extends the timeframe of the game with a new end date of December 1820. The game features additional events and mechanisms to help simulate the Napoleonic era.

## Starting a Game

### Single Player

A new feature here is an additional button in the bottom corner called options. There are a number of additional options available for the game. Some of these aren't supported in the main game and have only been included to give those that wish to create user mods greater flexibility. The options that are not currently supported in the standard version will be stated.



### Rulers/Advisors/Leaders

In each of these three categories you have three options: normal, historical and event. Normal uses the original system. The historical option means that the arrival of rulers, advisors and leaders are governed by the dates set in the relevant files (as are their stats). In the case of rulers this also means that your government type will also be changed on the historical date as well. Selecting the idea Quest for the New World with historical leaders will not allow you to recruit explorers and conquistadors, you will still have to wait for them to appear. The event option has rulers, advisors or leaders created by events. However

this option is not supported in current game and has been included as an additional option for people who wish to Mod the game.

### **Merchants/Colonists/Missionaries/Spies**

Here you have the option of setting the cost for these actions to nothing, or pay the standard cost. Note this does not change the requirement to have a free merchant, colonist, missionary or spy available. It is just the monetary cost that is removed.

### **Inflation**

There are 3 sources of inflation in the game: minting money, owning gold provinces and events. Using this option will not change the inflation effects in events. However, if you change this option to gold-only then you will not gain any inflation from minting money. The option 'none' means you will only gain inflation via events.

### **Size of Colonist**

The standard size of colonist is 100 people, but you can adjust this to increase the number of colonists that are sent. This does not affect the cost of sending a colonist; what this does alter is the number of times you have to send a colonist successfully to establish a colony.

### **Difficulty**

This has the same effect as changing the difficulty level in the main game option screen.

### **AI Aggressiveness**

This option solely influences the AI declaration of war logic (and no other part of the behaviour). Altering this will reduce or increase the number of times the AI will declare war.

### **Spread of Land and Sea provinces.**

This alters the number of years it takes for provinces to spread to other nations. You can set the two independently of each other, depending on what kind of game you want.

These additional game options have been added to give you the player more flexibility in how you choose to play.

## Special Menus Toolbar

### Trade Map Mode

In *Napoleon's Ambition* the trade map mode now supplies additional information. In each province you will be able to see exactly which goods they produce. This has been added to make decisions on colonisation and the placement of manufactories quicker and easier. You will be able to see instantly the provinces with high-value trade goods for colonisation purposes. In the case of manufactories, you can see at a glance which provinces have the resources that give you the bonus for the manufactory.



### Events

We have added a number of new events in *Napoleon's Ambition*. These events have both good and bad effects.

## ***Alerts***

The At War Alert now has additional functionality. If you left click on the diplomatic panel will open up for the first opponent you are at war with it. Continuing to click on it will cycle through each country you are at war with in turn.

## ***Province Management***

### **Province Recruitment**

There are now three buttons for recruiting. The recruit ship button has not changed. However, the recruitment of land units now has two separate buttons: one for regular troops and another for mercenaries. More about these changes is discussed in the sections on recruitment

### **Moving your Capital**

When the Russian Tsar Peter the Great decided he needed to be more 'western' he built a new capital on the shores of the Baltic to be Russia's window to the West. Now, you too have the possibility to move your capital to another province. This cannot be just any province. It must be a core province (and hence cannot be a colony) but there are no other restrictions on capital placement. However, this not only costs a lot of money but it is also very disruptive causing a loss of stability points as well.





## Domestic Management

### Advisors

Some of the advisor effects have been overhauled in patches to *EU3*, so to keep the manual up-to-date this guide will list the changes in advisors effects.

- **Trader:** A Trader increases the merchant compete chance, a good trader will both make it harder for your current merchants to be competed out of CoTs and increase the chances that your merchants will be able to compete out other countries' merchants.
- **Theologian:** A Theologian increases the chances of a successful conversion of a province by a missionary. A good Theologian can pay for itself if you have several provinces to convert.
- **Spymaster:** A Spymaster will increase the chances of a successful spy mission. Like the Theologian, a spymaster is a good investment if you are looking to use espionage tactics against your rivals.
- **Colonial Advisor:** A Colonial Advisor increases the chances of a successful placement of a colonist. If you are pursuing a colonial strategy a good colonial

advisors can be of great assistance.

- Diplomat: A Diplomat reduces your 'badboy.' If you have been pursuing an aggressive strategy, diplomats will assist you in reducing your 'badboy' quicker.

## National Ideas

We have added 5 new national ideas in *Napoleon's Ambition*, 1 for each category. However, they will not be available until certain technological requirements are met. Thus, these ideas will only appear in the late game. There are also 2 additional idea slots for the late game.



## Create Vassal

In order to create a vassal it is no longer sufficient to hold provinces that belong to this country (i.e. Cores); you must also hold the province that is considered the nation's capital.



## Province Actions

Now if you right click on a province you can bring up a short cut menu that allows you to build troops or send colonists to a province.



This can make some of the more common province actions one less click away.

## **Trade**

The trade system has had a substantial overhaul between the release of *EU3* and *Napoleon's Ambition*.

## **Competition**

The rules for Merchants competing out other countries merchants have been modified in a recent patch for *EU3*. No longer does a merchant simply reduce other countries' presence in a CoT, it also expands its own presence in the CoT as well.

## **Closed Markets**

When the Portuguese first discovered the sea route to India their merchants weren't immediately welcome. In China and Japan, much patient diplomacy was required to secure trading rights. In the Middle East, the Portuguese would conquer the coast of Oman to secure trading rights there. To simulate this in *Napoleon's Ambition* at the start of a game countries that you have no knowledge about will be considered to have their markets closed to you. This functions exactly the same way as an embargo, but without the automatic 'casus belli'. Like embargoes, they can be cleared at anytime through victory in war or the country may decide to open their market to you. In addition, you can request a country to open its market to your merchants. Should the country accept, then you will gain trading access to that country.

## **Autosending**

In *Napoleon's Ambition* we have added the option to automate the management of merchants. There is a new page in the ledger to facilitate the management, you can also set autosending priorities in the CoT interface (we have also added a direct link to the ledger page from here).

76,807 030 Friday 14, November 1802

Rev. France

COT

Location	Owner	Value	Our Income						
Sao Vicente		964.3	41.2		9	1	4.9	99%	0
Serra		211.8	0.0		19	0	4.9	99%	0
Stalacosa		994.2	85.2		7	2	4.9	99%	0
Stockholm		324.4	0.0		15	0	2.2	99%	0
Sunda		1188.6	50.8		4	1	9.9	99%	0
Susan		0.0	0.0		20	0	4.9	99%	0
Thrace		653.7	0.0		13	0	2.2	99%	0
Timbuktu		344.2	0.0		16	0	9.9	99%	0
Thacala		2096.8	89.5		11	1	4.9	99%	0
Venezia		458.8	0.0		11	0	2.2	99%	0
Wien		402.8	0.0		3	0	2.2	99%	0
Zanzibar		308.3	0.0		15	0	9.9	99%	0
Île-de-France		965.9	124.3		11	3	1.8	99%	0

Auto Send Merchants

Previous 18 Next

In the bottom corner there is a button-marked 'auto send merchants'. This turns on and off the autosend option. You can turn it on or off autosending at any time; for example, during a major war you may wish not to send merchants in order to save money for troops. The autosend system will not send a merchant unless you have enough money to do so; if sending the merchant would cause you to have negative income at the year's end and lead to your taking a loan no merchant will be sent. This means that you must have enough money to meet all your current expenses for the year and still have enough to send a merchant for a merchant to be sent.

In addition, on the ledger page you can see information about every Centre of Trade you currently know about. You have the option not to send merchants to a CoT and then you can give a CoT one of three priorities. These are colour-coded green (highest), yellow and then red (for lowest). These priorities only influence the autosend decision; they are not the only factor involved. Two other factors that heavily influence where merchants will be sent are the value of the CoT and the level of competition there. So, the higher the value and the less competition you see, the more likely a merchant will be sent there. There is also an element of randomness in the sending of merchants, so even a poor CoT that you have set to very low priority may well receive a merchant from time to time. However, any CoT's you mark with an 'x' will not have merchants sent there.

## Creating and Destroying Centres of Trade

*Napoleon's Ambition* allows countries to both create and destroy centres of trade. There are restrictions on this. In both cases the province must be a core of the country in question. In addition, the value of the province's CoT determines if a new CoT can be created or the current one destroyed.

An existing CoT can only be destroyed if the amount of trade flowing into it is less than 300 ducats. A new CoT can only be created if the CoT that the province currently supplies has an income of greater than 400 ducats. In addition, a CoT cannot be created if you already own the CoT that the province supplies.



Creating a CoT will cost you 500 ducats. Destroying one will cost you stability and will hurt relations with every country that is currently trading there.

Throughout history there are examples of trade centres both created and destroyed. Moscow's sack of Novgorod essentially destroyed this city as a trading centre and Muscovite policy shifted the trade to Moscow.

## Warfare

### War Screen

We have added a new war screen that gives you more information about what is happening during a war. This screen supplies you with the total armies and navies of both sides, the current stability and war exhaustion of the combatants and a variable called war potential. This is a measure of various factors that determines a country's ability to wage war. This number in no way will affect either your ability to wage war or force you to make peace, but it is important in AI decision-making. When evaluating a peace offer (or offering you peace), the AI will look at the relative war potentials. An AI country losing a war may refuse a reasonable peace because it has a high war potential and calculates that it can change the result, similarly an AI country that is winning a war may accept a relatively limited peace because its war potential is exhausted and the war looks like it is swinging away from its favour.



This screen will give you a much better guide on when to offer a peace deal, and also why the AI is offering the terms it is.

## **Annex**

When a country is annexed it will lose all cores on the provinces that are not on the same continent as the original country. Thus, if you conquer a country's colonies and then annex and release it you will keep the colonial gains.

## **New Nation Terms**

As with releasing a vassal you will be only able to demand a nation to be freed if the country in question owns the capital.



## **Espionage**

### **Spy Actions**

Since the release of *EU3* we have added several new spy actions to the game. Here are the details:

#### **Counterfeit Currency**

With this action you release a number of debased coins into general circulation of the enemy country. This will stoke inflation in the enemy country, giving you an advantage. This is very expensive (100 ducats) and is fairly difficult to do. Failure will cost a significant amount of prestige and add a point of 'badboy'. This isn't something that any country can do; to be able to counterfeit currency you must have a government technology of at least 23. This action can only be done in a capital.

#### **Sow Discontent**

This action is akin to bribing influential nobles and churchmen to speak out against the government. If successful, it will reduce the country's stability. This will cost 100 ducats and it is fairly difficult to do. It will also be significantly expensive in prestige if it fails. Note that this needs a reasonably developed government to do and as such requires a government technology level of at least 6. This action can only be carried out in a capital.

#### **Fabricate Claim**

Forging documents to 'prove' that your nation has an indisputable historic claim to a province. This is a difficult and expensive action (100 ducats) and failure will cost you significant prestige. This can only be done in non-owned provinces that are not your cores and owned by someone else.

#### **Incite Natives**

Bribing natives with beads, blankets, whiskey and especially guns might convince the natives to attack the local colony. This spy action will cause the natives to rise up and attack the local colony possibly destroying it. This option only costs 25 ducats and is very easy. Failure will cost virtually no prestige and can only be done in colonies with natives.

## **Bribe defenders**

Treachery was one of the standard ways to win a siege. can help speed the process along. This is a very easy sp Failure costs neither badboy nor prestige and if success! victory. Surprisingly, this spy action can only be used in although there is not obligation to be the person who is

## ***The Military***

### **Recruiting Land Forces**

As has already been mentioned, there are now two buttons for recruiting land units: one for mercenaries and another for regular forces. The recruitment of mercenaries is unchanged, except that now there is a separate screen for them. In the case of regular land units, you now have the option to queue regiments in recruitment. You pay in advance for each regiment you raise and then as they are completed they will be available for use. Should the province be overrun, any unit queued will be lost

This is a useful option if you have a high tax province with a regimental camp, both of these increase recruitment speed and this will give you the quickest way to raise a large number of troops with the least management.

If you decide you don't need those units after all, you can remove them from the queue for a return of half your original investment, the rest having already been spent or embezzled.



## Discipline

This represents the effectiveness of your troops; the basic value is always 100% and is not affected by advancements in technology. Instead, national ideas and sliders can increase this value. The greater your discipline, the more likely your troops will be to do damage to the enemy.

Under the old system, countries with low manpower pools would really only have *quantity* as the choice, as the high morale you got from *quality* would lead to your troops fighting longer and quite often suffering more casualties as a result, in addition, to having less manpower! Under the new system you will be faced with an interesting strategic choice: you can go for *quantity* and increase your manpower pool, allowing to raise more troops, or you can select *quality* (gain less manpower and units), but your units will be much more effective in combat.



## Consolidating Regiments

To the right of the army screen you have a new button called 'consolidate regiments'. When an army has lost troops you now have the option to consolidate the regiments. Rather than wait for the troops to regain strength, you can simply click this button and get a smaller number of full strength regiments. Note that if during this process a regiment falls to zero strength, it will be eliminated and the money spent raising will be lost. However, if manpower is low or if you would rather see other armies reinforced, then this is a very easy way to keep your units at maximum strength.



There are limitations on which units can be merged. Only units of exact same type can be merged, for example Latin Knights can only be merged with Latin Knights and no other type of Cavalry (much less infantry or artillery). Also, mercenary units can only be merged with mercenary units. Consolidating Mercenaries can be the cheapest way to quickly gain manpower. As you consolidate mercenary regiments, the number you have will start to fall (if they have taken casualties) and thus the price you pay for raising new units will start to drop. As mercenaries are raised instantly, you can turn your depleted army into a strong (if low morale) force for the lowest cost.

## End of Combat

At the end of a battle there is a new screen displaying the result of the battle. In addition, it gives you the total troops engaged (and the types), the number of casualties and values of the respective leaders. Although it is always good to see a victory, this screen can give the player a much better insight into why you are losing. You will be able to see at a glance if you are simply outnumbered or if the enemy has much better leadership than you.





## Recruitment of Naval Forces

As with land units, it is now possible to queue the production of naval forces. This is especially useful as naval units can take a long time to build and a rich province with a shipyard will build units much quicker. This allows you to focus production in the best provinces with the minimum of management by the player. Scrapping queued ships will only return half your original investment.



## Naval Combat

As with land combat, we have included a results screen that will give the results of naval combat. It will give you a full list of the number of ships engaged, the number of lost and captured ships, and the stats of the leader on both sides. Again, this gives the same benefit as the end of combat screen for land combat.



## Colonisation

### Colonisation View

When a colonist arrives, you'll receive a screen that informing you of the results of your attempt. This screen also displays information about the province you are trying to colonise, including key information like the tax value, the value of goods produced and the chances of success. If you have a colonist and the funds available, you will be given the option to send a new colonist straight away, allowing time to be saved. In addition to this, we have enhanced the colony part of the outliner, clicking on a colony listed here not only centres the map on this area but will also opens the province view for the colony.



In addition, we have added the ability to rename your colonies in the colonisation view you will see the name of the province, where you can rename the colony to suit your fancy. A player may not be very popular if he/she were to use this to taunt other players in multiplayer, however.

## The Outliner

Selecting a colony in the outliner will now, in addition to centring the map on the colony, open the colonisation screen. This makes for faster colony sending.

## Ledger

The Build Province Improvements screen in the ledger has been improved to make things easier for the player. Across the top of the screen you can see each of the province improvements and forts. If the improvement is greyed out that means it is not possible to build this improvement in any of your provinces. If the improvement is not greyed out, then clicking on it will bring up all the provinces that in which it is possible to build. In addition, it will supply some information about each province, so for example, a constable will include information on the tax value of each province. These columns can be sorted as well making it easier to target the best provinces in which to build improvements.

The screenshot shows the game interface with a 'Confirm build' dialog box open. The dialog asks 'Are you sure you wish to build Workshop in Ile-de-France? Workshop' and lists the cost as 40,40 Ducats and the build time as 12 Months. Below the dialog is a table of provinces with columns for Province, Tax, Manpower, Culture, and Religion. The table lists several provinces including Ile-de-France, Stadacoma, Bourgogne, Lyonnais, Provence, Champagne, Odesana, Metz, and Hennes. The background shows a map of France and a sidebar with various game elements.

Province	Tax	Manpower	Culture	Religion
Ile-de-France	278	4500	Cosmopolitain	Catholic
Stadacoma	116	393	Cosmopolitain	Catholic
Bourgogne	104	1508	Burgundian	Catholic
Lyonnais	104	2232	Cosmopolitain	Catholic
Provence	95	1822	Occitan	Catholic
Champagne	93	1283	Cosmopolitain	Catholic
Odesana	77	1751	Cosmopolitain	Reformed
Metz	70	1287	Burgundian	Catholic
Hennes	67	1007	Burgundian	Catholic

You can find some additional pages throughout the ledger, moreover that have more information about countries. These include information about the leaders in the world (although not where they happen to be at the moment), and the relative sizes of armies and navies.

## Holy Roman Empire

In 1806 the French Emperor ended the thousand-year-old Holy Roman Empire, which was dismantled and never put back together. In *Napoleon's Ambition* the Holy Roman Empire can also be destroyed. To do this you must occupy the capital of the current Emperor and control the capitals of all the electors. To control the capital of the elector you can either have it under occupation, be an ally of the elector or have the elector as a vassal. Note that the current Emperor cannot dismantle the Empire.

## Revolution

Any game featuring Napoleon would not be complete without a revolution. For *Napoleon's Ambition* we have included a number of events to simulate revolutions. Rather than a hard-coded French revolution event, any European monarchy can suffer a revolution. Veteran players will know that there is already a revolution series. Now, however, a country that starts to suffer a revolution may experience a full blown revolution in the French style. This will cause the country to become what is termed the revolutionary target, and they get access to two special forms of government, the 'revolutionary republic' and 'revolutionary empire'. A special triggered modifier gives the revolutionary target bonuses when at war with enemies of the revolution (monarchies) and they will also receive support from the people for the revolutionary struggle. This will reduce the country's war exhaustion allowing them to fight longer.

Monarchies too get bonuses when fighting the revolutionary target and will also receive drops in war exhaustion when pursuing the struggle against the evils of the revolution. On top of this, when a monarchy is at peace and not in a truce with the revolutionary target, they will start to receive penalties if they do not wage war against the revolutionary target. Finally AI countries will be keener to wage war against the revolutionary target.

One thing to note is that the effects of the revolution only apply to countries whose capital is found in the continent of Europe. Other countries will be able to ignore the revolution and hope it passes them by.



## Credits

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