

MANUAL

EUROPA[®] IV UNIVERSALIS MANDATE OF HEAVEN



ANVS AE
OPICVS.
Helena

C. de arcus
C. Negro

Coilla
Lumina
Gebage
pocme

Mozam
bique
Laurum
Buro

De
S. Laurenty
S. Apollonia

Baixas de
Nasfarcenas
Don galo

G. de las
bueñas

C. de S.
Antonio

Corca
da da

Laura de S.
Maria

C. Salido

C. Cayne

Trifan de



WELCOME TO EUROPA UNIVERSALIS IV: MANDATE OF HEAVEN



EUROPA UNIVERSALIS IV: *Mandate of Heaven* casts its eye towards East Asia, especially China and Japan. 15th century China was the most technologically advanced civilization of the day, and it had only just begun its internal retreat from the glory days of treasure fleets sailing to Zanzibar.

In the later years of the Ashikaga shogunate Japan is quickly approaching the Sengoku era – the fabled time of Daimyos and samurai armies competing to become the Shogun and thereby the real power in the island nation. Korea tries to maintain its independence, surrounded by larger powers and the fierce Manchu look hungrily at the wealthy cities to their south.

The two major additions in *Mandate of Heaven* are the Empire of China system (analogous to the existing Holy Roman Empire mechanics) and the Historical Ages that can lead to Golden Eras for your nation. There are a host of smaller changes, as well, including modeling the tributary system of Chinese diplomacy, the bonuses of the meritocratic exam system in Chinese bureaucracy, as well as an entire rewrite of how the game models the Japanese Shogunate and its warrior culture.

This guide will walk you through the significant changes in *Mandate of Heaven*.



HISTORICAL AGES AND GOLDEN ERAS



WE HAVE DIVIDED the four centuries of *Europa Universalis* into four broad ages, named after the historical energies that most defined each age.

There are four historical ages. Each age has seven objectives and seven abilities, thematically tied to the historical period.

Objectives are tasks you can complete as you go about your business in the game. Some of these objectives can be easily met by some nations and others will require quite a bit of work. If you can accomplish **THREE** objectives in an age then you have the option to start a **Golden Era**.

A Golden Era lasts for 50 years, during which your nation gets a 10% bonus to army and navy morale, all monarch point costs are reduced by 10%, and your provinces get a 10% boost in goods production. If Absolutism is active, your monarch gets a 5 point bonus to absolutism.

Your country can only have **ONE** Golden Era during the game.

Also, as time ticks by, your nation will accumulate **Splendor**. The base rate is 1 point of splendor per month, with bonuses for completing objectives. Once you have gathered 800 points of splendor, you can choose one of seven **abilities** that are available in each age. In each age, there are also four special unique perks that are available to specific nations.

The four ages and their associated abilities and objectives are:

AGE OF DISCOVERY:

Beginning state of game, religious conflict bonuses are in effect. Castilian Civil War and War of the Roses can only happen in this age.

Objectives

- Discover America while having an Old World capital
- Control Five Centers of Trade
- Own a city (in a core province) with 30 Development
- Embrace the Renaissance and have it exist in every state province
- Be in a personal union with two other nations
- Own Territory on two different continents
- Humiliate a rival in a peace treaty





Abilities

- **Feudal De Jure Law:** -5 to unrest
- **Justified Wars:** Reduced penalty to aggressive expansion
- **Transfer Subject:** Can make claims on provinces adjacent to existing claims
- **Improved War Taxes:** No cost for imposing war taxes
- **Cavalry Armies:** Increase allowed ratio of cavalry in an army by 20%
- **Higher developed colonies:** Colonies start with +1 to tax, production and manpower
- **Adaptive Combat Terrain:** Terrain bonus when fighting in capital
- **Ottoman Siege:** Ottomans only, siege ability +33%
- **Portuguese Colonial Growth:** Portugal only, settler growth +50%
- **Danish Subject Loyalty:** Denmark only, liberty desire of subjects reduced -30%
- **Venetian Trade:** Venice only, 50% bonus to ship trade power



AGE OF REFORMATION:

Starts in 1530 or when Protestantism is discovered, religious conflict bonuses in effect. Counts Feud, Religious Turmoil and French Wars of Religion can only happen in this age

Objectives

- Convert your nation to Protestantism
- Complete the Humanist or Religious idea group
- Convert ten provinces to your religion
- Have five colonial nations as subjects
- Force another nation to convert in a peace treaty
- Gain trade bonus from controlling silk, spice or chinaware
- Own all the provinces that belong to your culture group

Abilities

- Religion Enforced Edict: Allows edict to add 50% resistance to conversion
- Coastal Barrage: +1 to blockade effect on coastal sieges
- Religious Wars: -25% to war costs in peace negotiations against rival religion
- Mercenary Discipline: +5% to mercenary discipline
- Powerful Trade Ships: 20% bonus to ship effect on trade
- Institutional Spread: Institutions spread 50% faster to neighboring provinces of same religion
- Prestigious Conversions: Extra prestige from missionary conversions, relative to province development
- Spanish Tercios: Spain only, reduced shock damage in battle
- Mughal Artillery: Mughals only, artillery costs 50% less
- Polish Legitimacy: Poland or Polish Commonwealth only, 33% more goods produced
- Persian Reinforcement: Persia only, reinforcement costs 33% less

AGE OF ABSOLUTISM:

Starts in 1620 or when Global Trade institution is enabled, absolutism bonuses in effect, English Civil War can only happen in this age

Objectives

- Have three Trade Companies
- Have at least five universities in your nation
- Have a land force limit of at least 200 regiments
- Have an Absolutism score of at least 90
- Be Emperor of China with a Mandate score of 50
- Promoted at least five cultures in your empire
- Be on the winning side in a war between Religious Leagues



Abilities

- *Edict of Absolutism:* Effects of devastation decrease 25% faster
- *Flexible Rivalries:* Cost 50% less to change a rival
- *Protecting Forts:* Forts that border a rival nation have no cost
- *Efficient Autonomy:* Cooldown from autonomy changes 50% faster
- *Harsher Treatment:* Harsh treatment costs 50% less
- *Administrative Efficiency:* 5% bonus to administrative efficiency
- *Absolutism:* Yearly increase of +1 to absolutism
- *French Musketeers:* France only, +20 to land fire effects in combat
- *Dutch Officials:* Netherlands only, yearly reduction in corruption by -.20
- *Swedish Recruitment:* Sweden only, manpower recovers 35% faster
- *Manchu Banners:* Manchu and Qing only, 50% more banner troops

Age of Absolutism



Start Golden Era

 0 As governments wrest the absolute power in their countries from other parties, they are now able to devote themselves to the building of Empires. This is the age of the state, of rulers, and their armies.












	Three Trade Companies Found at least three different trade companies.	0/3
	Multiple Universities Own at least five universities.	0/5
	Potential for a Large Army Have a land force limit of at least 200 regiments.	84/200
	Absolutism Absolutism must be at least 90.	0/90
	Emperor of China Be the emperor of China, with a mandate over 50.	1/2
	Multicultural Nation Have at least five different promoted cultures.	4/5
	Win Religious War Be a part of the victorious side in the Religious League War.	0/1

AGE OF REVOLUTIONS:

Starts in 1710 or if Enlightenment institution is enabled, absolutism bonuses in effect, French Revolution and other revolutionary movements can only happen in this age

Objectives

- Have a Parliament
- Be Holy Roman Emperor or found your own empire
- Have a subject state with 250 Development
- Have armies with at least 125% Discipline
- Have at least 50 Development in your capital
- Have a 3-star leader at the head of an army or navy
- Own and control the origin of at least two Institutions

Abilities

- Anti-Revolutionary Zeal: 33% less liberty desire from a subject state's development
- Napoleonic Warfare: +3 bonus for artillery versus a fort
- Improved Forced March: Forced march costs nothing
- Naval Engagement: 20% more ships engage in battle
- Unrestricted Conquest: No distance limit on coring provinces
- Improved Artillery Range: Backrow artillery do more damage in battle
- Loyal Subjects: Less liberty desire for subjects on same continent as overlord
- Prussian Discipline: Prussia only, 20% less fire damage in combat
- British Fleet: Great Britain only, naval maintenance is 33% lower
- Russian Empire: +20 to allowed number of states
- Austrian Diplomacy: +5 to diplomatic reputation



ABSOLUTISM



ONCE THE AGE of Absolutism occurs, countries can raise or lower their Absolutism. This new system eliminates the Absolute Monarchy form of government.

Absolutism is a rough measure of how firmly your central government controls the country. Your maximum absolutism is set by a base value plus modifiers based on your great power status and your legitimacy. The higher your Absolutism, the greater your administrative efficiency (lowering the cost of coring newly acquired provinces). Your troops will also be more highly disciplined and foreign claims on your core provinces will expire more quickly.

Government

Kingdom

Strengthen Government

Country Modifiers

Maximum Absolutism

Base Value: +65.00

Despotic Monarchy: +5.00

Great Power: +5.00

Legitimacy: +10.00

Religious Unity: +5.00

The following actions affect your absolutism in this age:

Harsh Treatment: -1.00

Increase Stability: +1.00

Decrease Autonomy: +1.00 per 20 development.

strengthen_government_abs_impact

Increase Autonomy: -2.00 per 20 development.

Debase Currency: -1.00

Accept Rebel Demands: -10.00

Assign Parliament Seat: -3.00 per 20 development.

Reduce War Exhaustion: -1.00

Francien (French)

Accepted Cultures

Name	Star	Percentage
Francien	★	42%
Occitan	★	20%
Gascon	★	11%
Burgundian	★	9%
Breton	★	7%

Non-Accepted Cultures

Name
Norman
Wallonian
Basque

Absolutism is raised by:

- Imposing Harsh Treatment on potential rebels
- Lowering autonomy of provinces
- Increasing Stability
- Strengthening Government



Absolutism is lowered by:

- Increasing autonomy of provinces
- Assigning a parliamentary seat to a province
- Debasing currency
- Accepting rebel demands
- Reducing your war exhaustion



THE EMPIRE OF CHINA



ONE OF THE MAJOR focuses of *Mandate of Heaven* is East Asia. Thousands of years of civilization but it has never quite gotten the attention and overhaul that other regions and mechanics have.

At the center of the Asian changes is the Chinese Empire. This, roughly, refers to the primacy given to the most powerful ruler in the region, centered on China. Ming will start with the Empire in 1444, but other nations can try to claim the mantle and assert their influence on the region.



The Empire of China in *Mandate of Heaven* works a little like the Holy Roman Empire in *Europa Universalis IV*. Control of the Chinese Empire allows you to pass laws and reforms that will strengthen the imperial power and improve the ability of the emperor to raise funds or troops. Any nation that borders the current holder of the imperial title (and is not in a subject relationship with the holder) gets a *Mandate of Heaven* casus belli on the Celestial Empire and may try to seize the title.

The Emperor may establish Tributary States – a special sort of subject state that is not quite a vassal, but does have some limits on its independence. Every year, Tributary States must send gold, monarch points or manpower to the Emperor. If either side ends the tributary status, a truce is established between the two, just as if an alliance is being ended.

The Empire of China's internal strength is partly measured by the size of its **mandate**. The mandate is stronger if the kingdom is stable and prosperous with many tributaries. A strong mandate lowers unrest and lowers the cost of increasing stability.

The mandate weakens in times of instability and devastation with few subject states. A weak mandate dramatically reduces the amount of goods produced in your country and lessens the effectiveness of your troops.

Reforming the empire takes a lot of work, but can be worth it. If you accumulate a Mandate of 80, you can spend those Mandate points on a reform that will centralize the regime. As with the HRE, these reforms **MUST** be completed in order; you cannot do a reform until you have imposed its predecessor. Note that 80 Mandate points is a lot – this will weaken your empire considerably and is best not done in times of war or economic struggle.

The emperor may also pass Decrees, which can be seen as analogous to the laws passed by Parliaments in the game. Here you don't have to collect votes, however. The central concept here is **meritocracy**.

Meritocracy is our way of modeling the stabilizing and effective power of the Chinese bureaucracy, and it is a substitute for **legitimacy**. For millennia, the Chinese Empire tested people in a series of grueling civil service exams to find those best suited to serve the emperor.

Meritocracy's primary benefit is to reduce the cost of your advisors. China is already very rich, but the ability to hire level 2 and level 3 advisors at a monthly cost is a huge advantage. In a circular bit of design, the higher the quality of your advisors, the more easily you can maintain a high meritocracy level. Meritocracy also increases with control of the chinaware trade.

To impose a new decree, you spend 20 meritocracy points. Like parliamentary laws, decrees are in place for 10 years and cannot be changed in that time.

As you can see, the Empire of China is a prize worth fighting for.



JAPANESE SHOGUNATE



THE JAPANESE SHOGUNATE has also been redesigned from the ground up. There no longer exists a nation called “Japan”. It is replaced by the Ashikaga Shogunate, based in Kyoto. The Shogun still holds the entirety of the island chain in fealty to him – his Daimyos are his subjects with a considerable amount of freedom to prey on each other.

The big changes are in the interactions between the Shogun and the Daimyos. Every Daimyo has a casus belli on the Shogun to claim the title for himself. If a Daimyo takes Kyoto, then they become the new Shogun and assume all of the power of that position.

This is clearly very dangerous, so the Shogun has a wide range of tools to keep the hounds at bay.

First, the Shogun can spend 20 legitimacy points on three governmental actions whose effects last for 10 years.

- **Sword Hunt:** Shogun increases manpower by 250 per Daimyo, and land force limit 0.5 per Daimyo. Daimyos lose 1000 manpower and reduce land force limit by 2.
- **Sankin Kotai:** Shogun increases diplomatic reputation by 3.00. Daimyos lose 1 diplomatic relation.
- **Expel Ronin:** Daimyos lose 5.00 liberty desire.

Name	Manpower	Land Force Limit	Manpower	Land Force Limit	Interactions
Yamana	75	0.00	60%	4	
Usunomiya	75	0.10	40%	3	
Uesugi	75	0.00	63%	5	
Tsutsui	75	0.12	36%	2	
Toki	75	0.12	42%	3	
Takeda	75	0.11	41%	3	
Shoni	75	0.13	41%	3	
Shimazu	75	0.11	36%	2	
Shiba	75	0.00	58%	4	
Satke	75	0.10	40%	3	
Ouchi	75	0.18	45%	3	
Otono	75	0.12	36%	2	
Ogasawara	75	0.10	40%	3	
Narbu	75	0.11	36%	2	
Kono	75	0.11	35%	2	
Kikuchi	75	0.10	36%	2	
Ito	75	0.11	40%	3	
Isshiki	75	0.11	35%	2	
Imagawa	75	0.12	42%	3	

33
10,076
199
99

Income: 3.50
Expenses: 1.83
Balance: 1.67

Enable Divert Trade
Enable Embargo Rivals
Change Isolationism
Conscript General
Contribute to Capital
Force Seppuku
Grant Core/Claim
Grant Province
Pay off debt
Placate Local Rulers
Return Land

- Can have at most 50% Liberty Desire.
- Noritada Uesugi hasn't declared a single war.

Warning: Daimyos are a shame to the only honorable resort. If we force them to commit Seppuku, his successor should follow a more peaceful path.

This would also give us 5 times their net Skills in Monarch Power.

This will also increase their Liberty Desire.

On top of these ways to weaken potential rivals through governing, the Shogun can use his superior relationship over the Daimyos to compel obedience through the Subject menu. The Shogun has four unique interactions with the Daimyos, with a risk of increasing their liberty desire.

- **Change Isolationism:** Force Daimyos to adopt identical isolation policy. (More on that in Shinto section). Liberty desire +25.
- **Conscript General:** Take a Daimyo's most talented general and force him to serve the Shogun. Liberty desire +30
- **Contribute to Capital:** Reduce a Daimyo province development by 2, increase Kyoto development by 1.
- **Force Seppuku:** If a Daimyo has started a war, force his suicide. Shogun gains amount of monarch power equal to 5x that of new Daimyo. Liberty desire +15.

Daimyos retain their Sengoku casus belli against neighboring Daimyos.



RELIGIOUS CHANGES

CONFUCIAN HARMONY AND SHINTO ISOLATION



WE HAVE MADE changes to how Confucianism and Shintoism work in *Mandate of Heaven*.

Like many eastern religions, many forms of Confucianism are closer to philosophy than faiths. Though there have certainly been outbursts of Confucian fervor against Buddhism or other creeds, in general, the Confucian insistence on order and stability have promoted the idea that matter of faith can be harmonious.

Confucian nations have a Harmony rating. When Harmony is strong, tolerance for the true faith (i.e., Confucianism) gets a bonus. But low Harmony increases your development cost, reduces tolerance of the true faith and gives a penalty to meritocracy.



Your Harmony will steadily increase at a slow rate of 1.00 per year, but is reduced whenever you convert a province. So are China and Korea doomed to be a mess of competing faiths? Not necessarily! Confucian nations can *harmonize* their faith with another.

Harmonizing will damage your Harmony in the short run. You will have a penalty to your accumulation of Harmony, and have to deal with some negative effects. However, at the end of the process, the harmonized faith is treated identically as Confucianism, with all of its tolerance bonus. As you harmonize with particular faiths, you also get bonuses attached to that religion (or religious group).

Over in Japan, Shintoism pushes the island nation towards a more inward looking search for perfection. Shinto nations must balance a concept called *isolationism*. Historically, Japan had a very skeptical attitude towards foreign ideas and travelers, and every few decades Japanese rulers will face an events known as Incidents that will push the Japanese people towards greater openness or greater isolation.

This is not a good vs bad situation, to be clear. There are advantages to being isolated and advantages to exchanging with the outside world. The levels of isolationism and their effects follow:

- **Level 0 – Open Door Policy:** institutions spread 20% faster and are 10% cheaper to embrace
- **Level 1 – Adaptive:** institutions spread 10% faster
- **Level 2 – Selective Integration:** ideas cost 10% less
- **Level 3 – Isolationism:** 10% cheaper to increase stability
- **Level 4 – Closed Door Policy:** war exhaustion reduced by .03, 15% cheaper to increase stability



MANCHU BANNERS



THE MANCHURIAN TRIBES can now raise special Banner troops from Manchu cultured provinces.

Banners operate similarly to mercenaries in that they do not draw from your manpower reserves. Instead, you get a corruption penalty for raising them. Banner units start at 100 men and will gradually fill until they reach full strength. As they take damage, Banners are replenished simply through cash, but, like mercenaries, will disintegrate if they ever reach zero men.

Banners are raised from the State menu, not the province menu. (The second tab when you click on a province is the State menu.) Each state can raise one banner per ten development points in a Manchu culture state. So a 15 development province contributes 1.5 banners to that state. Adopting the Eight Banners national idea will increase the number of available banner troops by 25%. In the Absolutist era, the Qing or Manchu can adopt the ability to increase the available banner troops by 50%



Banners will be recruited as cavalry until you hit your ideal infantry/cavalry ratio, after which the banners will be infantry.

Banner units are marked in purple and will fight with a 10% bonus to their discipline.



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All games from Paradox Development Studio can be enjoyed in both single and multiplayer where players can compete, co-operate or conspire. We are also supporters of user created content; all of our games can be modded to match your heart's desire.

Continuing to re-invent and advance each of our game series, as well as create all-new titles, is just one way we at the studio keep our 500,000+ member community coming back for more to share our passion for strategy games.

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