

MANUAL

EUROPA[®] IV UNIVERSALIS MARE NOSTRUM



ANVS AE
OPICVS.
Helena

C. de arcas
C. Negro

G de las
bueñas.

Triffan de

Coilla

Leunia

Gebage

peyme

Lumbro

C. de S.
Antonio

Buro

Corca

da.

Funta de S.
Scaria

C. de las
maras

Mozan
bique

Da

Tolis
Laureny

S. Apollonia

C. Salido

C. de

Bayas de

D. Mascarenas

Don. galo



MARE NOSTRUM



WELCOME TO MARE NOSTRUM, an expansion to *Europa Universalis IV*. As the title suggests, this expansion's major improvements are related to the naval game in EU. Just as the Romans endeavored to make the Mediterranean "Our Sea", you will have that opportunity through new tools and improvements.

Mare Nostrum also includes a host of minor changes to the military game and the diplomatic system, and is also accompanied by a free update that transforms espionage, introduces a new corruption mechanic, and adds greater detail to the world map, especially in Ireland and Central Africa.

This guide will introduce you to some of the changes and let you know how they all relate to what you've known before. We understand the *Europa Universalis* keeps changing – sometimes in dramatic ways – with each major expansion.



SAILORS



SAILORS ARE A NEW variable in *Europa Universalis*. Sailors are needed to man the warships you build and also repair the ones that have been damaged (think of them as replacements for killed or wounded crewmen.) Sailors are, therefore, analogous to the more familiar “manpower”, though certainly of less importance to a nation that plans on a continental strategy.

Your nation’s number of sailors is mostly determined by the number of coastal provinces you have – your ship’s crews will be taken from that element of your population most familiar with the ocean. The Ottoman Empire, England, France, Castile, and other nations with long coastlines will usually be able to put together a large reserve force of men to man the mizzen masts.

Hungary

Sailors
Maximum is 225
Currently you gain 1 each month
To fully reinforce your navies you need 0 sailors, and 0 will reach the navies this month.

The Maximum Sailors of 225 depends on
From Provinces: +225

Build Ships

| | | | | | | |
|--|---------------------------|------|-----|-----|----|----|
| | Early Carrack 693 Days | 50.0 | 200 | 20 | 40 | 5 |
| | Barque 346 Days | 20.0 | 50 | 2.0 | 8 | 10 |
| | Galley 346 Days | 10.0 | 100 | 8 | 12 | 8 |
| | Cog 346 Days | 12.0 | 50 | 12 | 4 | 5 |

There are 0 units in the queue.



Each point of development in a coastal province increases your maximum sailor pool by 25 sailors. So, a province with a development score of 12 will contribute 300 sailors to your maximum cap. The rate at which your pool recovers is further modified by your nation's Naval Tradition.

Docks and Drydocks now increase the number of available sailors in a province by 50% and 100%, respectively.

The number of sailors consumed in the construction of a new ship depends on the size and type of ship. Large ships will use 200 sailors, galley class ships will use 100 sailors, and light ships and transports will use 50 sailors. When a fleet is repairing from damage or being mothballed, it will slowly be replenished by sailors from your pool.



NAVAL MISSIONS



NAVAL MISSIONS ARE NEW to *Mare Nostrum* and are an expansion on the Explorer Missions that debuted in the *El Dorado* expansion pack. Fleets can now be given missions to perform in sea zones without your having to micromanage or control what the fleet is doing. Explorer missions have now been subsumed under this general system.

To send a fleet on a Naval Mission, select the fleet and click on the sealed envelope at the bottom left of the command menu. This will open up a list of available missions. Some missions can only be performed if your fleet meets the right conditions. Only a fleet led by an explorer can do an exploration mission and only a fleet of light ships can protect trade.



The available missions are:

- **PROTECT TRADE:** This is the trade node patrol mode that has always been in EU4
- **PRIVATEER MISSION:** This is the privateer/piracy mode that's been around since *El Dorado*
- **HUNT PIRATES:** Another mode that we introduced in *El Dorado*
- **EXPLORE:** Discover new sea and land provinces, from *El Dorado*
- **HUNT ENEMY FLEETS:** Patrol an area, searching for and attacking enemy ships
- **BLOCKADE ENEMY PORTS:** Cut off enemy ports in a sea zone
- **INTERCEPT ENEMY FLEETS:** Target enemy ships that are carrying troops

To the immediate right of the mission envelope is a settings menu where you can adjust how sensitive you want your admirals to be to damage before heading home to a safe port and how aggressive you want your fleets to be in pushing for a confrontation.



CONDOTTIERI



HISTORICALLY, CONDOTTIERI were Italian soldiers-of-fortune who sold their services around the Mediterranean in the Renaissance. In *Europa Universalis*, condottieri are a new way to use your soldiers when you are not at war.

You can now choose a part of your army and rent it out to your neighbors as a mercenary company. For the purchaser, this is faster and cheaper in the short term than hiring mercenaries from your territory. For the seller you get some payment upfront and then you earn a small amount of money each month and cede control of your army.

To rent out soldiers as condottieri, open the diplomatic window with a nation at war and choose Offer Condottieri under the Alliance Actions. (note – you do not have to be allied with a nation to offer condottieri.) You must be able to access the enemy capital by land for the offer to be valid.

Diplomacy

Offer Condottieri

| Army | Units | Artillery |
|-------------------|-------|-----------|
| 1st Army | 2 | 1 |
| 2nd Army | 2 | 1 |
| Armata di Firenze | 3 | 2 |

Units rented out: 0/20
Maintenance: 1.1x
Cost per month: 1.01

You will offer Poland the opportunity to hire the army 2nd Army from us for the sum of 1.01 per month. They will have pay the total cost for the first 18

NO

Cancel **Confirm**



This will open the condottieri menu. Select the army you want to rent out. You can rent a maximum of 20 units at a time. Then select the price you are expecting in return. You can, effectively, give the troops away for nothing, or set the rent up to a maximum of ten times the maintenance cost. (You will still pay maintenance for your armies, so best to bring in some sort of profit.)

If the offer is accepted, you keep control of your army but can now send it to fight in the purchaser's war. It will be subject to the same rules of battle and attrition.



TRADE LEAGUES



TRADE LEAGUES can be formed by merchant republics. Only merchant republics may found or lead a Trade League, but they can invite any one-province nation to the League – and any member that gets an extra province has to leave.

The primary purpose of trade leagues is to give all members greater wealth and protection. Light ships of Trade League members have 20% more trade power than the light ships of non-league members, so their limited fleet size is enhanced. They also get double the usual bonus to goods produced which Merchant Republics provide.

Members also have co-ordinated embargo policies. If the League leader embargoes a rival, all the other members do as well, potentially dealing a crippling blow to the enemy's economy. If a League member is embargoed, all members in the league get a *casus belli* against the embargoing nation.

Trade Leagues serve as free defensive alliances for the member states, that is, they do not cost you any of your diplomatic relations. Trade League members are very likely to honor their responsibility in the defensive alliance.

The leader of a Trade League will generally remain the leader, but could lose this position if their prestige drops to an alarmingly low level. If this happens, the new leader will be the member with the highest prestige who has Merchant Republic government. If no such nation exists, the Trade League will disband.

You can leave a trade league any time you wish. AI controlled members will base their decision on the size of the existing trade league, as well as the strength of the current leader and their opinion of them.



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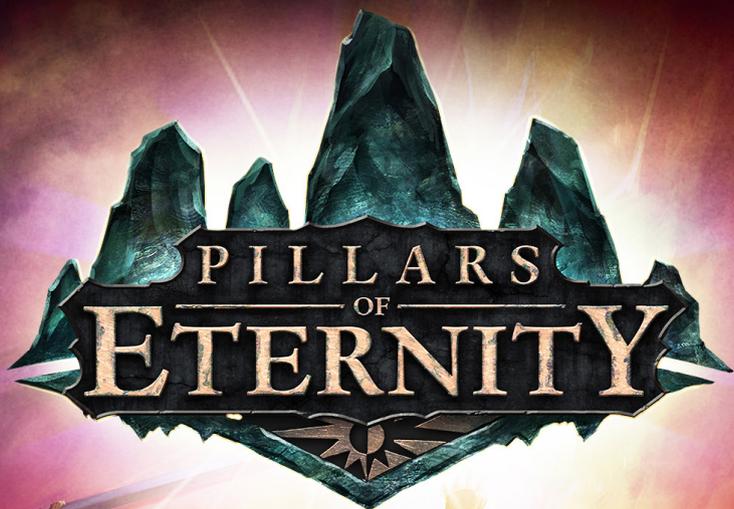
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- B. **WARNING:** BY INSTALLATION AND/OR USE OF THE SOFTWARE PRODUCT, YOU MAY BE INSTALLING INTO YOUR UNIT SOFTWARE THAT IS ALLEGED OR MAY BE ALLEGED TO COMPROMISE THE SECURITY OF YOUR UNIT, ITS OPERATING SYSTEM AND FILES. IF AT ANY TIME YOU WISH TO DE-INSTALL THE SOFTWARE PRODUCT BECAUSE YOU BELIEVE THE SECURITY OF YOUR UNIT, OPERATING SYSTEM OR FILES MAY BE OR HAS BEEN COMPROMISED, YOU MAY NEED TO EXECUTE A SEPARATE ROUTINE TO DE-INSTALL THE FEATURE THAT MAY BE COMPROMISING YOUR SECURITY. DAMAGES YOU MAY RECOVER FOR ANY SUCH ALLEGED SECURITY BREACHES ARE SUBJECT TO THE LIMITATION OF LIABILITY AS SET FORTH BELOW.

13. INDEMNIFICATION.

You hereby agree to indemnify, defend and hold harmless Paradox and its affiliates and their respective officers, employees, directors, agents, licensees (excluding you), sublicensees (excluding you), successors and assigns from and against any and all liability, costs, losses, damages, and expenses (including reasonable attorneys' fees and expenses) arising out of any claim, suit, or cause of action relating to and/or arising from (a) your breach of any term of this EULA; (b) your violation of any rights of any third party; or (c) your use or misuse of the Software Product. Your indemnification obligations set forth in the immediately preceding sentence shall survive the termination of this EULA.

14. GOVERNING LAW.

This EULA will be governed by and construed in accordance with the laws of the State of New York and of the United States of America. This EULA shall not be governed by the United Nations Convention on Contracts for the International Sale of Goods, the application of which is expressly excluded. By agreeing to these terms and conditions, in the event of any claim you may have arising from or related to the Software Product or this EULA you agree to the exclusive personal and subject matter jurisdiction of the courts located within the New York, New York, U.S.A. for making and resolving any such claims, and hereby waive any right to participate in any type of law suit brought and/or maintained as a class action or similar in nature to a class action. Paradox reserves the right to make any claim against you and seek and be granted any legal or equitable remedy against you in any court anywhere in the world.

15. WAIVER & SEVERABILITY.

A failure on the part of Paradox to act with respect to a breach by you or others of this EULA does not waive our right to act with respect to subsequent or similar breaches. If for any reason a court of competent jurisdiction finds any provision, or portion thereof, to be unenforceable, the remainder of this EULA shall continue in full force and effect.

16. ALL RIGHTS NOT EXPRESSLY GRANTED HEREIN ARE RESERVED BY PARADOX.

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