

WELCOME TO EUROPA UNIVERSALIS IV: DHARMA



THE INDUS RIVER VALLEY was one of the cradles of civilization, and the Vedic texts from those early societies served as the guiding words for centuries until the development of distinct Hindu, Buddhist and Jain faiths. Central to these religions is the concept of *dharma*, a word that defies easy translation into Western spiritual terms because it has different meanings in different Eastern religions.

In spite of these conceptual differences, *dharma* is a unifying idea in India, so central to the Indian nation that a dharmic wheel is at the center of the modern Indian flag; a diverse and varied nation united by a concept that is itself differently understood.

For Europeans in the Age of Exploration, India was immensely rich and promising, but difficult to understand. Here were 150 million people who did not see themselves, necessarily, as one nation. This subcontinent bounded by rich river valleys and towering mountain ranges was divided by religion (Islam was especially popular as the faith of the northern princes), language, and terrain. To say you understand India is to say you understand humanity as a whole.

Europa Universalis IV: Dharma focuses on the relationship between Europe and India, and on India itself. This is a period that saw the founding of the Mughal Empire, the discovery of the Cape route to India, the rise of merchant companies exploiting and co-operating with Indian rulers and the establishment of effectively territorial European empires on the subcontinent. This is four centuries of dramatic change in a land with a history that stretches back to the beginning of records.



GOVERNMENT REFORMS



THE GOVERNMENTS OF *Europa Universalis IV* are, for the most part, unified types. Most absolute monarchies are the same, there is little to distinguish one tribal government from another, and merchant republics differ little from each other no matter their age or situation. Yes, there are differences between, say, constitutional monarchies and feudal monarchies, but the great panoply of historical variance hasn't been on display. More importantly, government types are a blunt instrument that the player is not especially encouraged to change or reform, since the stability cost might not be worth it for modest changes in bonuses.

Dharma's big change for every player is the introduction of Government Reforms. Your nation will, periodically, be able to choose a new bonus to augment its governmental strengths. In this way, you will develop a national system that is actually responding to the needs your nation is facing. Sometimes you will choose a long term benefit. At other times, you might want to reform your government to meet a more immediate crisis. Some nations will have unique governmental reforms that reflect their peculiar historical situations.

In sum, Government Reforms are intended to further enhance the sensation that you are creating your national regime. All monarchies, republics, theocracies and tribal systems will be grouped together, (i.e., there are no "administrative" or "feudal" monarchies - just monarchies), but you get choose how they are organized.

Each government type has a number of Reform steps, with two to three options within each step. Governments can choose a new Reform once they have accumulated enough Government Reform Progress points. Each nation gets 10 points per year, multiplied by a variable related to the level of autonomy in your provinces. The less autonomy you give your provinces, the more quickly you can choose a new reform.

Each Reform step costs more than the previous step. Your first Reform, chosen at the start of the game, is free. You may change reforms that you have previously chosen, but at a very heavy cost.

Reforms also interact with the new policy and estate systems, opening up free policies for your nation and giving additional bonuses to estates you have established in your provinces.

You will be prompted when a new reform is available for you. You reform by clicking on the Crown/Arrow at the bottom right of your national shield in the upper left. You can also get to this menu by clicking on the crown at the upper left of the Government menu.



You can find a list of each government type and the possible reforms in an appendix at the end of this manual.

297 21,739 616 +0 0

France 84

Government

Kingdom
Reforms available: 1 Next Reform Tier: 1 February, 1463

101/100

Tier 1: Power Structure

  **Feudal Nobility**
+25.0%

Tier 2: Noble Privileges

  **Reform available**
Spend one of your Upgrades to select one of the options.

Tier 3: Bureaucracy

  **Curtail Noble Privileges**
As the state grows it is becoming more and more apparent that the old noble families have too much influence and power. Their jealous concern for their old privileges is greatly hindering the growth of our government.

Tier 4: The Administration

  Enacting the Government Reform **Curtail Noble Privileges** will remove 100 of your Government Reform Progress and will give you the following benefits:

Reform Modifiers:



CHARTER COMPANIES AND INVESTMENTS



ONCE THE SEA ROUTE to India was discovered, it didn't take long for European governments to establish permanent bases on the subcontinent. These would not be the settler colonies that populated the Americas; these would be trading outposts. The Portuguese conquest of Goa was one way to get a foothold, the French establishment of a trading post at Pondicherry was another. These bases would be improved by fortification and, in the end, serve as the launching point for European domination of India.

Creating a Charter Company

If you are familiar with the procedure from the Wealth of Nations expansion, you can, of course, still create a trade company in the usual way - conquer a province in a trade company zone (South and East Africa, India, South East Asia, China, West

The screenshot shows the 'Diplomacy' interface with a 'Charter Company' window. On the left, a list of provinces is shown, with 'South Kanara' selected and marked with a checkmark. On the right, the 'Money' value is 556. A confirmation message reads: 'You will offer Vijayanagar the opportunity to sell us South Kanara. You will pay 481 in administrative costs and 75 to sweeten the deal.' Below the message is a slider bar and a 'NO' button.



Africa) and add it to a trade company by clicking on the button on the mid-left of the province menu.

But what if you don't want to make enemies in your new economic sphere? Conquest does have a way of making things tense. In an effort to give more peaceful options for colonial trading nations, we have introduced the idea of Charter Companies.

Interested nations can now buy provinces from nations in trade company zones for the purpose of setting up Trade Companies. This is done through a diplomatic action called Charter Company.

Nations are more willing to sell you territory for your trade company if you have friendly relations with them, they have a lot of provinces available, and they have a reason to trust you. Nations will get increasingly reluctant with every province they cede, so don't expect to push your luck with just a pocket full of gold. Empire rank nations are more likely to see you as a competitor and will be very reluctant to sell land.

You can only set up a charter company in a nation that is in a trade company region that lies within your colonial range.

Trade Company Investment

By setting up a trade company in foreign lands, colonial nations are already giving up a few other things. Trade company provinces do not provide manpower, and cannot be a part of States. Therefore the economic benefit of expanding your trade company beyond a rich city may not be enough to persuade the cautious player to take the risk for ready cash.

You now have the ability to upgrade your trade company provinces with unique structures designed to strengthen both the trade company's value and your empire's overall strength, while also giving bonuses to native provinces in the area. There are five categories with two investments that can be built in areas controlled by trade companies. There's also a unique one per category that can be built once per trade region.

COMPANY GARRISON

- *Local Quarters*: +15% defensiveness and +25% supply limit in the province
- *Permanent Quarters*: +30% defensiveness and +50% supply limit in the province
- *Officers' Mess*: 1 per trade company, +5 to land force limit

HARBOR

- *Company Warehouse*: +2 trade power to the company provinces in area, +25% production efficiency to area provinces
- *Company Depot*: +4 trade power to the company provinces in area, +50% production efficiency to area provinces
- *Admiralty*: 1 per trade company, +2 to naval force limit



Territory of South Carnatic

State Income (🇬🇧): 0.56 ⌚

British Maintenance: 0.00 ⌚

Name	Shield	Count	Culture	Efficiency	Production	Trade
Arcot	🇬🇧	8	Tamil	-6%	4	0%
Cuddalore	🇬🇧	11	Tamil	-0%	0	0%
Gingee	🇬🇧	8	Tamil	-4%		
Kanchipuram	🇬🇧	9	Tamil	3%		
Tondainadu	🇬🇧	10	Tamil	-1%		

Trade Company Investments

Company Garrison

300 ⌚ → 600 ⌚ → 1000 ⌚

Harbor

300 ⌚ → 300 ⌚ → 1000 ⌚

Local Venture

300 ⌚ → 600 ⌚ → 1000 ⌚

Foreign Influence

300 ⌚ → 600 ⌚ → 1000 ⌚

Company Depot
British Trade Company Provinces in South Carnatic:
Local Trade Power: +4.00

Entire South Carnatic area:
Local Production Efficiency: +50.0%

A Warehouse on a larger scale, the Company Depot dominates the economic landscape of the area. Great quantities of goods are administered here by our logisticians.

LOCAL VENTURE

- **Broker's Office:** +25% Production efficiency to the company provinces in area, +0.15 goods produced in area provinces
- **Broker's Exchange:** +50% Production efficiency to the company provinces in area, +0.30 goods produced in area provinces
- **Property Appraiser:** 1 per trade company, +50% trade steering in area trade node

FOREIGN INFLUENCE

- **Nation Settlements:** +25% Tax to the company provinces in area, Development in area provinces costs 7.5% less
- **Nation Districts:** +50% Tax to the company provinces in area, Development in area provinces costs 15% less
- **Nation Township:** +10% trade value to all trade in trade company and +0.1 yearly army tradition to the company owner.



GOVERNANCE

- *Company Administration*: +25% bonus to company provinces manpower and sailors in the area
- *Military Administration*: 50% bonus to company provinces manpower and sailors in the area
- *Governor General's Mansion*: Ship construction costs for company owner reduced 2%



ESTATES



THE ESTATES MECHANIC was introduced in the *Cossacks* expansion to EU4. Estates would expect to have control over a certain part of the country and provide bonuses if their loyalty was maintained. This bonus is greater the more influence they hold, but if they have too much influence they pose a threat to the country.

We've never been really happy with how Estates worked, and having them locked away in a specific expansion limited how we could tweak the mechanic into something more interesting and influential. To that end, we have decided to **free the Estates, making them available to all Europa Universalis IV players**. *Cossacks* buyers will have access to a unique Cossacks government type and the titular Cossack Estate group, but the Estate system has been liberated and changed.

In the free update that accompanies *Dharma*, Estates no longer demand a specific voice in your country, but provide province level bonuses if they are given control. So, for example, a province with the clergy Estate will have a lower revolt risk. This is on top of a general national bonus for each Estate, whose strength is tied to the happiness of that Estate. Removing Estates from power can still cause loyalty problems, and they are still tied to Disasters that could remake your realm.

Name	Influence Level 1	Influence Level 2	Influence Level 3
Brahmins National Tax Modifier: -10.0%	49%	30%	0%
Jains			
Marathas Yearly Army Tradition: +0.13			
Vaishyas Trade Efficiency: +10.0%			

The overall effect of an Estate on the country depends on their Influence and Loyalty. At their current Influence level, the Brahmins can have the following possible effects on your country:

- If Loyalty is above 60%:
National Tax Modifier: **-10.0%**
Stability Cost Modifier: **-5.0%**
- If Loyalty is between 40% and 60%:
National Tax Modifier: **-10.0%**
- If Loyalty is below 40%:
National Tax Modifier: **-5.0%**
Stability Cost Modifier: **+5.0%**



The paid content in *Dharma* is an India specific Estate system that emphasizes the character of the region.

Maratha Caste

The Marathas are a group of Hindu castes largely based in Central India. Drawing from the large rural population in the Deccan and Gujarat, the Marathas were generally soldiers, farmers and large-scale landowners who claimed descent from epic heroes of Rajput history. The Marathi speaking people would eventually set up an empire of their own in the hearts of India to challenge the Mughals.

REPLACES

Nobility Estate for Dravidian or West Aryan cultures, excluding Rajput and Malvi. Brahmin Caste replaces the Clergy Estate if Hindu, the Dhimmi if Muslim Indian.

EFFECT

Removes manpower and land force penalty associated with provincial autonomy.

If Happy

Country gets +10% cavalry combat ability and +0.5 yearly army tradition

Province gets -100% missionary strength, +33% manpower, +15% defensiveness

If Neutral

Country gets +0.5 army tradition

Province gets -100% missionary strength, +15% defensiveness

If Angry

Country gets -1 yearly army tradition

Province gets -100% missionary strength, +5 unrest

INTERACTIONS

- *Recruit Advisor*: hire commandant (+5 discipline) of Marathi culture for half price, requires 40 influence, adds 15 influence
- *Recruit from Marathi*: Gain manpower, requires 30 loyalty and 40 influence, costs 15 loyalty
- *Benign Neglect*: Increases autonomy in Marathi provinces in return for loyalty, influence and a manpower bonus, requires 40 influence and that the Marathas hold provinces
- *Demand Military Support*: Gain MIL power scaled to caste influence, requires 30 loyalty and 25 influence, costs 20 loyalty
- *Promote Maratha Nobility*: Caste gains 10 influence and 15 loyalty for 5 prestige





Brahmin Caste

Traditionally descended from ancient warriors and farmers, the Brahmins became the high ranking priestly caste in Hinduism. Not all Brahmins are priests by profession, but they are understood as a group to have sacred responsibilities in maintaining temples and overseeing ceremonies. Under the Mughals, this caste was prominent in the legal and political administration and even governed in their own right in some parts of the Maratha Empire. Even today, Brahmins are treated with respect in many Indian communities.

REPLACES

Clergy Estate

EFFECT

Removes tax modifier penalty associated with provincial autonomy

If Happy

Country gets +20% tax, +0.5 to devotion gain, 10% lower stability increase
 Province gets +50% institution spread, -2 to unrest, -100% missionary strength

If Neutral

Country gets +20% tax income
 Province gets -2 to unrest, -100% missionary strength

If Angry

Country gets -10% tax, -0.5 devotion gain, 10% higher stability increase
 Province gets +5 unrest, -100% missionary strength



INTERACTIONS

- *Demand Administrative support:* Gives ADM power relative to estate influence, costs 20 loyalty, requires 30 loyalty and 25 influence
- *Seek Support of Brahmins:* Adds 15 loyalty and 10 influence to Brahmins, costs 5 prestige and 5 legitimacy
- *Switch Hindu Deity:* Hindu ruler only, allows ruler to change Hindu patron deity, requires 40 loyalty and 40 influence
- *Seek Legitimacy:* Muslim ruler only, increases heathen tolerance and religious unity, costs 15 influence, requires 40 loyalty and 20 influence
- *Recruit Theologian:* Gain half price Hindu theologian advisor, costs 15 influence, requires 40 influence
- *Make Generous Donation:* Pay 3 months worth of income to increase loyalty by 15

Vaishya Caste

Though seen as a lower caste, the Vaishyas performed essential functions in the Indian states. Like most castes, they were rooted in an agricultural past, but the Vaishya were those that turned to trade and banking, effectively serving as the leading merchant and money-lending clans in India. This caste had as history of being religious reformers as well, forming the backbone of early Buddhist and Jain attempts to reform Hinduism.

REPLACES

Merchants Guilds Estate. Can only be placed in provinces with at least 10 development or 5 trade power

EFFECT

Removes penalties for production, trade power, naval force limit and sailors associated with provincial autonomy

If Happy

Country gets 10% lower advisor costs, +33% production efficiency
Province gets +20% trade value, 20% lower development costs

If Neutral

Country gets +33% production efficiency
Province gets +20% trade value

If Angry

Country gets -33% production efficiency
Province gets +5 unrest



INTERACTIONS

- *Demand Diplomatic Support*: Give DIP power relative to estate's influence, costs 20 loyalty, requires 30 loyalty and 25 influence
- *Recruit Minister*: Gain half-price Hindu Master of the Mint, costs 15 influence, requires 40 influence
- *Draft Ships for War*: Gain heavy ships, costs 15 influence, requires 30 loyalty and 40 influence
- *Limited War Support*: Activate war taxes, costs 15 influence, requires 30 loyalty, 20 year cooldown
- *Ask for Contribution*: Gain money, costs 10 loyalty, requires 30 loyalty

Rajput Caste

The Rajputs are a Hindu warrior caste with semi-legendary roots in the waves of invaders that passed through India in her ancient past. At one time open to any who performed great feats of arms, the Rajputs took on a hereditary understanding as the region stabilized in the 16th century. The armies of the Mughals had many Rajput in their officer corps, and some British observers were great admirers of their discipline, but not of their practice of sati, the ritual burning of noble women whose husbands had recently died.

REPLACES

Nobility Estate in nations of Hindustani, Eastern Aryan, Central Indian and Rajput or Malvi culture

EFFECT

Removes penalties for manpower and land force limit associated with provincial autonomy

If Happy

Country gets 20% faster manpower recovery, 10% lower fort maintenance
Province gets +20% manpower, 15% higher defensiveness

If Neutral

Country gets 10% lower fort maintenance
Province gets 15% higher defensiveness

If Angry

Country gets 10% slower manpower recovery, 10% higher fort maintenance
Province gets +5 unrest



INTERACTIONS

- *Spawn Rajput Regiments*: Create elite Rajput forces (slower professionalism decay, better discipline), cannot have more regiments than Rajput provinces, costs 15 loyalty and 5 influence, requires 50 loyalty and 40 influence.
- *Recruit Rajput General*: Create Rajput general with +1 fire, costs 20 influence, requires 30 loyalty and 40 influence.
- *Promote Purbias*: Spawned Rajput Regiments get +10% fire damage and +5% discipline, costs money and adds autonomy to Rajput controlled provinces.
- *Exempt Officers from Jizya*: Muslim rulers only, pay money to increase loyalty by 15, requires 20 influence.
- *Promote Rajput Nobility*: Gain 15 loyalty and 10 influence, costs 5 prestige
- *Demand Military Support*: Gain MIL power relative to estate's influence, costs 20 loyalty, requires 30 loyalty and 25 influence

Jain Community

Once a large religious community, the pacifist and ascetic Jain faith had declined in size and significance by the early modern era. The Jainists were a target of persecutions, especially during eras of Muslim expansion, but were generally respected and given positions of prominence during the reign of Akbar and in some areas of British influence. Jainists were traditionally very involved in mercantile affairs, and suffered much disruption to their livelihoods as European traders gained power.

REPLACES

Merchant Guilds for Indian Muslim rulers

EFFECT

Removes penalties for tax, production and trade power associated with provincial autonomy

If Happy

Country gets 10% faster building construction, 10% lower building costs
Province gets 25% cheaper state maintenance, +33% tax, -33% manpower,
-100% missionary strength

If Neutral

10% lower building costs

If Angry

Country gets +1 to loan interest

Province gets -50% manpower, -100% missionary strength



INTERACTIONS

- *Procure a Loan:* Gain a Jain loan with special lowered interest (relative to estate's influence). This interest rate doesn't change after loan is taken. Jains gain 10 influence.
- *Patronize Jain Families:* Increase loyalty by 15 and influence by 10, costs 5 prestige.
- *Commission Jain Scripture:* Pay gold to increase loyalty by 15, requires 30 influence
- *Build Jain Temple:* 10% lower development cost and +1 tax base in random Jain province, +15 influence, requires 40 influence, only once every 20 years.
- *Investigate Corruption:* Lose 2 corruption, gain 10 influence, requires 60 influence and 40 loyalty.
- *Demand Diplomatic support:* Must be Muslim ruler, gain DIP power relative to estate's influence, costs 20 loyalty, requires 30 loyalty and 25 influence



MUGHAL EMPIRE



THE MUGHAL EMPIRE was a polyglot nation that governed much of India for 300 years. Founded by a Central Asian adventurer named Babur in 1526, at its height in the late 17th century, the Mughal Empire stretched from Afghanistan and Eastern Persia to modern Bangladesh and all but the southernmost tip of India.

In *EU4: Dharma*, the Mughal Empire will now automatically accept a culture once the empire has conquered every province that is home to that culture. So, if the Mughals conquer all Gujarati provinces, Gujarat culture will be promoted to the status of Accepted.

Furthermore, the local cultures that are accepted will bring permanent bonuses to the empire, representing the cultural co-operation that typified the empire at its height.



REBEL SUPPRESSION



WHEN YOU ASSIGN AN ARMY to rebel suppression, it is no longer a heavily armed fire brigade, putting down rebels only after they have spawned an army of their own. You could park an army in a single province to reduce the growth of rebel support emanating from that one location, but it did nothing to stem rebel sentiment elsewhere.

In *Dharma*, you can assign an army to a region where it will use its rebel suppression power to reduce the growth of rebel power in every province you tell it to patrol. The more provinces you ask the army to secure, the less effective the general suppression is, i.e., the effect is more powerful if spread across three provinces than spread across seven, with a maximum 5 point reduction to unrest in a province.



To use rebel suppression, click on the Rebel Suppression icon on the army profile and select which area on the map you wish it to patrol.



CENTERS OF TRADE PROGRESSION



THE EXPANSION OF GLOBAL TRADE networks was one of the key phenomena of the early modern era. Better and larger ocean going vessels brought cargo from distant lands and the increasing governmental centralization of the time meant it was easier for a forward thinking monarch to improve the highway and port infrastructure that enlarged the capacity of home trading centers.

Dharma introduces the ability to upgrade the trade centers in your provinces. Upgrading a trade center adds trade power and other bonuses to provinces that host these nodes, making them superpowered locations for the nations lucky enough to control them. Once a trade center hits level 3, there are bonuses applied to the entire state where the center of trade is located.

You can only have as many level 3 trade centers as you have number of merchants. When a center of trade changes hands from one nation to another, its level is degraded by one. No center of trade can be lower than level 1.

Upgrading a center of trade costs gold, and is done from the building menu of the province where the center of trade is located.

Buildings

2			
20			

Estates

No Estate

Province Values

	4		0.0%		0.4
	0.00				1.3

Market Town (Level 2 Inland Center of Trade)

Click or right click to upgrade or downgrade.

This city is a major regional market and traders from the entire region regularly seek it out to sell and buy goods.

Market Town gives the following benefits:

Province modifier:
Local Development Cost: -5.0%
Local Trade Power: +10.00

Right click to downgrade to **Emporium** for -10.00 prestige.

Upgrading the Center of Trade requires 1000.00 gold but only have 152.68 gold.

COASTAL TRADE HUB:

- **Level 1:** *Staple Port*, +5 trade power
- **Level 2:** *Entrepot*, +10 trade power, 5% cheaper development, 10% faster institution spread
- **Level 3:** *World Port*, +25 trade power, +0.25 naval tradition, 30% faster institution spread

Level 3 coastal hubs add state bonuses of +1 building slot per province, +100% sailors and 10% lower development costs.

INLAND TRADE HUB

- **Level 1:** *Emporium*, +5 trade power
- **Level 2:** *Market Town*, +10 trade power, 5% cheaper development
- **Level 3:** *World Trade Center*: +25 trade power, 30% faster institution spread

Level 3 inland hubs add state bonuses of +1 building slot per province, +33% manpower and 10% lower development costs.



POLICIES



POLICIES HAVE GOTTEN A MAJOR reworking in the free update accompanying the release of *Dharma*. Because they were often underutilized and poorly understood, we have made changes to increase their attractiveness as a gameplay option and also make them more intelligible.

All *Europa Universalis IV* owners will get the new policy interface, with policies that make more sense for the power group they are assigned to, i.e., diplomatic policies will have diplomatic costs. Also, the first policy in any of the three categories will be free, not subtracting any power from your monarch. (Additional policies beyond three in each group will cost monarch points, however).

If you own *Dharma*, you will have access to more free policies (usually through Government Reforms) and extra modifiers not available to those who choose not to purchase this expansion.



SCORNFUL INSULTS



SCORNFUL INSULTS ARE DELIVERED in the same manner as a normal diplomatic insult, but you can click the box at the bottom of the menu to spend 5 Prestige on a devastating put-down that will greatly offend the target, but also improve relations with the insulted nation's enemies. Scornful Insults are a great way to further isolate an enemy, while earning credibility with possible future allies.

Diplomacy

Send an Insult

Do you wish to send a Scornful Insult to **Hungary**? This will degrade our relations by **-100** and give them a Casus Belli against us.

In this great game we play, you are a mere pawn.

A Scornful Insult will double the loss of opinion but also make their enemies like us more. It costs 5 Prestige.

Hungary's Enemies

Scornful Insult

Send a scornful insult. Confirm

SETTLEMENT GROWTH



ACTIONS CAN NOW use colonists to develop provinces. A colonist sent to work in a non-colonial province has a chance to increase the Development of a random category in that province. The cost is the same as sending a colonist overseas to settle new territory, and the likelihood of developing a province is dependent on how little development is already in place, as well as provincial terrain. It is unwise to send a colonist to develop a 20 Dev mountain province, but the strategy will be quite useful for those 3 or 5 Dev backwaters in your empire.



MONSOONS



THE FAMOUS MONSOONS of India are now in place with a seasonal storm that has the chance to disrupt military operations. In Monsoon Season, affected provinces will appear muddy. Monsoons will slow the movement of all armies, and impose higher attrition on armies in enemy territory. The more severe the monsoon, the greater the effects. There are also monsoon related events.



APPENDIX

GOVERNMENT REFORMS IN EU4: DHARMA

MONARCHIES

Governments led by a king or queen. Traditionally a more centralized form of government, usually passed down from generation to generation within the same ruling bloodline. The first step is assigned at the start, and is where you will find most of the historical contingencies.

1. POWER STRUCTURE

- **Feudal Nobility** (25% more income from vassals)
- **Autocracy** (10% lower cost of Unjust Demands in peace deals)
- **Plutocracy** (Indian, Muslim, Chinese or East African only, +1 merchant)
- **Indian Sultanate** (Indian only, activates Iqta government abilities, +3 heathen tolerance)
- **Shogunate** (Must own Kyoto, +1 diplomat, -25% Envoy travel time, +2 Max States, +5 Max Absolutism)
- **Daimyo** (Overlord must be shogun, +10% land morale, 10% infantry combat)
- **Independent Daimyo** (Japanese only, +10% land morale, 10% infantry combat. -3 states)
- **Celestial Empire** (Emperor of China, +0.5 Yearly Prestige)
- **Elective Monarchy** (Must be Poland or the Commonwealth, -30 to maximum absolutism, +25% vassal income, -1 to unrest, +2 max states)
- **Iqta** (Must be Muslim, enables Iqta government choices, +5% tax, +33% vassal income)
- **English Monarchy** (Must be England or Great Britain, has parliament, +50% legitimacy, -30 to maximum absolutism, -1 to unrest)
- **Ottoman Government** (Must be Ottoman, allows pashas and harem events, +5 to maximum absolutism, +50% to legitimacy, 10% lower cost of Unjust Demands, +3 max states)
- **Prussian Monarchy** (Must be Prussia, enables militarized society, .02 bonus to war exhaustion reduction, -2 to unrest, +10 to maximum absolutism, monarch military power minimum of 3)
- **Russian Principality** (Must be Russian culture, enables Russian government mechanics, -1 to unrest, 5% bonus to tax income)
- **Tsardom** (Must be Russia, enables Russian government mechanics, 20% bonus to manpower, 0.1 to absolutism each year, autonomy reduced by five percent, +5 max states)



- **Mamluk Government** (Must be Mamluk, enables Mamluk government mechanics, +3 accepted cultures, half price to accept new cultures, advisors of monarch's culture 25% cheaper, monarch administrative power minimum of 2)
- **Feudal Theocracy** (Must be Muslim, +1 missionary, +1 to missionary strength, +2 to tolerance of own faith)
- **Mandala Reform** (Must be Eastern religion - not Shinto or Confucian, +15% vassal income, +100% vassal force limit contribution, +1 max states)
- **Nyankara Reform** (Must be Dharmic or Buddhist, of Dravidian group, Oriya or Sinhala culture, 100% Vassal force limit contribution, +15% manpower)
- **Misl Confederacy Reform** (Must be Sikh, +10% manpower, land maintenance costs 10% lower)
- **Rajput Kingdom** (Must be West Aryan or Vindhyan, not Marathi, 0.5 Yearly Army Tradition)
- **Gond Kingdom** (Must be Gond culture, +20% province defensiveness)

2. NOBLE PRIVILEGES

- **Strengthen Privileges Reform** (+15% manpower)
- **Curtail Noble Power Reform** (+10% taxes)
- **Enforce Trader Privileges Reform** (must have Plutocratic reform, +30% to trade range, 5% bonus to trade efficiency)
- **Strengthen Bengali Traders Reform** (Must be Bengali Muslim, +1 merchant, 10% bonus to trade efficiency)
- **Sufi Syncretism Reform** (Must be Bengali Muslim, +1 to missionary strength, -5% development cost)
- **Empower the Poligar Reform** (Must be Dravidian or Oriya, +10% infantry combat power, development cost 5% cheaper)
- **Khalsa Reform** (Must be Sikh, +1 to tolerance of heathens and heretics, +5% land forces morale)
- **Deccani Elites Reform** (Must be Indian Muslim, Dravidian or Marathi, +1 free diplomatic policy)
- **Mughal Diwan** (Must be Mughal, can assimilate cultures, 10% bonus to production efficiency if Germanic culture assimilated, 10% tax bonus if Scandinavian, +1 diplomat if French)

3. BUREAUCRACY

- **Centralize Reform** (.05 bonus to reduction of provincial autonomy)
- **Decentralize Reform** (+2 possible accepted cultures)
- **Sidhi Recruitment** (Must be Indian Muslim, Dravidian or Marathi, fort maintenance 10% cheaper, +2 maximum states)
- **Mansabdari Reform** (Must be Mughal, Army Tradition decays 3% more slowly, +3 maximum states)



4. THE ADMINISTRATIVE CADRE

- **Administrative Clergy Reform** (+1 free administrative policy)
- **Nobles of the Robe Reform** (leaders cost less)
- **Meritocratic Recruitment Reform** (advisors cost 10% less)
- **Dakhni Culture Reform** (Must be Indian Muslim, Dravidian or Marathi, state maintenance costs 20% lower)
- **Zabt Reform** (Must be Mughal, +3 maximum states)

5. DELIBERATIVE ASSEMBLY

- **Parliamentarism Reform** (enables parliament, -1 to unrest)
- **Royal Decree Reform** (+5 to maximum absolutism)
- **Aristocratic Court Reform** (Army Tradition decays 0.5 more slowly)
- **General Estates Reform** (+10% production efficiency)
- **States General Reform** (-10% Stability Cost, enables Statist vs Monarchists mechanics)

6. ABSOLUTISM & CONSTITUTIONALISM

- **L'etat c'est moi Reform** (+5 maximum states)
- **Regional Representation Reform** (Minimum autonomy in territories reduced 10%)

7. SEPARATION OF POWER

- **Political Absolutism Reform** (+5 Maximum Absolutism, absolutism increases by 0.1 per year)
- **Legislative Houses Reform** (+1 Possible Administrative policy)
- **Become a Republic Reform** (Change Government to Republic)
- **Install Theocracy Reform** (Change Government to Theocracy)

REPUBLICS

In the era of Europa Universalis IV, most republics were small oligarchic states run by elite or merchants families, though there were notable exceptions in the Netherlands and the United States, which tried to widen representation from across their territory. Leaders were usually elected or selected by an assembly that represented the population of stakeholders. In EU4, republican leaders are usually chosen every 4 years.

1. POWER STRUCTURE

- **Oligarchy Reform** (+5% tax income)
- **Plutocracy Reform** (enables trade posts, trade leagues and republic factions, +1 merchant, -10 max absolutism)



- **Noble Elite Reform** (+0.25 Yearly Army Tradition, 8 year terms for leaders)
- **Presidential Despot Reform** (gained from republican leader seizing power, Autonomy reduces more quickly, +1 to heathen tolerance, +10% to land morale, has no term duration)
- **Revolutionary Republic Reform** (must be Revolutionary Target, +2 to heretic tolerance, +10% land morale, autonomy reduced by -.20 more quickly, enables revolutionary factions)
- **Peasants Republic** (Dithmarschen only, +10% production efficiency, 5% bonus to land force moral, -50 to maximum absolutism)
- **Free City** (Must be Imperial Free City, +10% trade efficiency, development costs 10% lower, -20 to maximum absolutism)
- **Trading City** (must have Res Publica expansion, enables trade posts, trade leagues and republic factions, -20 to maximum absolutism, 10% trade power)
- **Ambrosian Republic** (must be Milan, triggered by event, +10% to taxes, +5% land force morale, +1 maximum states, -30 to maximum absolutism)
- **Veche Republic** (must be Russian republic, enables trade posts, trade leagues, republic factions and Russian government abilities, +1 merchants, +1 max states)
- **American Republic** (Must be USA, enables parliament, war exhaustion reduced more quickly, cost 10% less to increase stability, -30 to maximum absolutism)
- **Federal Republic** (Must be USA, enables parliament, +1 to diplomatic reputation, +10% to spy defense, -30 to maximum absolutism)
- **Colonial Government** (Must be colonial nation, autonomy reduces more quickly, army morale recovers more quickly, embracing institutions cost 10% less, +2 to maximum states)
- **Dutch Republic** (Must be Dutch, enables Statists vs Orangists mechanics, Heavy ships 10% stronger in combat, +10% to trade efficiency, +1 to maximum states, -30 to maximum absolutism)
- **Sich Rada** (Must be Cossack breakaway nation or the Zaproshian Cossacks, enables cossacks mechanic, +20% cavalry combat ability, -20% cavalry cost, +20% cavalry to infantry ration, +1 max states)

2. REPUBLICAN VIRTUES

- **Authoritarianism Reform** (-1 to unrest)
- **Political Dynasties Reform** (+1 bonus to one of a candidate's abilities, can re-elect from ruling family)
- **Republicanism Reform** (+0.2 Yearly Republican Tradition)

3. FREQUENCY OF ELECTIONS

- **Frequent Elections Reform** (-10 to maximum absolutism, -1 years to leader's term of office)



- **Consolidation of Power Reform** (+10 to maximum absolutism, +1 years to leader's term of office)

4. REGIONALISM

- **Provincial Governments Reform** (State maintenance 25% cheaper)
- **Administrative Divisions Reform** (+5 maximum states)
- **Union of States Reform** (+10% global trade power)

5. SEPARATION OF POWER

- **Parliamentarism Reform** (enables parliament, -1 to unrest)
- **Presidential System Reform** (10% cheaper to embrace new institutions)

6. CONSOLIDATION OF POWER

- **Broaden Executive Powers Reform** (costs 15% less to increase stability)
- **Devolution of Powers Reform** (+1 diplomats)

7. GUIDING PRINCIPLE OF ADMINISTRATION

- **Political Principle Reform** (+1 administrative possible policies)
- **Moral Principle Reform** (+1 diplomatic possible policy)

8. ELECTORATE

- **Landholders Reform** (Manpower recovers 10% faster)
- **Citizenry Reform** (10% increase to land forces morale)

9. OFFICE SELECTION

- **Sortition Reform** (Corruption reduced by .05 per year)
- **Universal Suffrage Reform** (+1 accepted cultures)

10. QUESTION OF DICTATORSHIP

- **Seize Executive Power Reform** (change to monarchy, lose 4 reforms)
- **Claim Divine Guidance Reform** (change to theocracy, lose 6 reforms)
- **Strengthen Executive Powers Reform** (+25 to maximum absolutism)
- **Reinforce Republican Values Reform** (+1 administrative free policy, re-election costs 10% lower)

THEOCRACIES

Theocracies are states ruled by religious leaders in service to the faith. Though, for example, the ruler of England is also the head of the church, their primary calling is the management of government and are chosen based on traditional monarchical



grounds. In theocracies, government is by a bishop or lama or pope, chosen based on the tenets of that religion.

In EU4, theocracies cannot enter royal marriages, nor can their leaders become generals. They are also inherently less tolerant of both heathen and heretic subjects.

1. LEADERSHIP

- **Clerical State Reform** (+5% tax income)
- **Monastic Order Reform** (20% lower cost to maintain forts)
- **Papacy Reform** (Must be the Papal States, +1 to prestige increase, +1 tolerance of own faith)

2. INTERNAL & EXTERNAL MISSION

- **Internal Mission Reform** (+2 tolerance of own faith)
- **External Mission Reform** (20% lower cost of demands in wars against other religions)

3. DIVINE CAUSE

- **Safeguard Holy Sites Reform** (+1 to prestige increase)
- **Combat Heresy Reform** (+10% to land forces morale)
- **Expulsion of Heathens Reform** (5% lower cost to develop a province)

4. CLERGY IN ADMINISTRATION

- **Subservient Bureaucrats Reform** (+1 free policy)
- **Zealous Administrators Reform** (costs 10% less to increase stability)

5. SECULARIZATION

- **Strengthen Religious Head Reform** (+0.10 increase in yearly absolutism)
- **Crowned Ruler Reform** (change to monarchy, lose 2 reforms)
- **Proclaim Republic Reform** (change to republic, lose 2 reforms)
- **Hereditary Religious Leadership Reform** (must be Muslim, change to monarchy, add Feudal Theocracy reform)
- **Magister Militum Dei** (Must have Papal Reform, allows to make ruler into a general, +1 land leader fire)

TRIBAL GOVERNMENTS

One of the oldest forms of collective rule, government is entrusted to a chief whose rule is accepted and judged by family or ethnic clan groups that have united under one banner. Rule of the tribe is often passed down in one bloodline, but can also be contested by stronger clans if the proposed leader is believed to be weak.



TRIBAL ADMINISTRATION

- **Tribal Despotism** (10% lower cost to core provinces)
- **Tribal Monarchy** (+20% income from vassals)
- **Steppe Horde** (20% bonus to manpower, land force limit and movement speed, 50% faster looting, 50% lower reinforcement cost, 5 fewer years of nationalism in conquered provinces, institutions spread more slowly)
- **Tribal Federation** (Enables Tribal federation mechanics, 5 fewer years of nationalism in conquered provinces)
- **Siberian Native Council** (must be Siberian, can migrate, 33% lower cost to increase stability, institutions spread 20% more slowly)

2. CULTURAL VALUES

- **Martial Society Reform** (20% more manpower)
- **Civil Society Reform** (+5% tax income)

3. TRIBAL RELIGION

- **Religious Societies Reform** (10% lower cost to increase stability)
- **Lip Service Reform** (20% lower cost of land force maintenance)

4. MODERNIZATION

- **Retain Tribal Hierarchy Reform** (+3 maximum states, +10 maximum absolutism)
- **Centralize Power Reform** (5% lower cost to core creation and increasing stability)

5. GOVERNMENT REFORM

- **Reform into Monarchy Reform** (change government to monarchy)
- **Reform into Republic Reform** (change government to republic)
- **Reform into Theocracy Reform** (change government to theocracy)
- **Become Horde Reform** (change government to steppe horde)

NATIVE SOCIETIES

The American First Nations had governments that ran the gamut from loosely affiliated villages to complex federations to hierarchical monarchies. In *Europa Universalis IV*, we've generally given these nations room to explore an equally wide range of alternate histories and development paths.

In *Dharma*, native societies cannot reform until they have formed a more regularized form of government.



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