

I also have some ideas how to make navy better.

So far, in my opinion, there are three problems that I have identified :

- the gameplay mechanics are not adapted to the get a great navy experience (no logistic mechanic for example). We can't do much about it.

- navy warfare is boring. To be honest I like how it is implemented right now. Naval battles should be different from land battles. maybe just change how engagement width is calculated.

- the land army is too strong, too important. The navy bonuses are too weak. This is where we can act.

The first example given where Portugal got badly beaten by Burgundy because of military access is a great example. Yes it should not happen and this raise the question about military access. Should we restrict it or not, leave it as it is ? I think we can live it the way it is right now, however we need to implement a few things to “create” a virtual supply line.

First attrition should go to 10% max. 5% is clearly not enough.

Secondly we could have another edict that give +1% attrition, even if the ennemy would succesful sieged down the province they would still get a little bit of attrition.

Finally, the most important, there could be a system of attrition calculated on the distance of the capital of the two countries. For example between 0 to 150 you get 0% attrition if you are in foreign land, you won't get any attrition, between 150 & 200 you get 1% attrition, between 200 & 300 you get 2% attrition and so on up to 5%. 5% should be for very far away distances like London to Kabul while 3% would be between Paris and Moscow.

To counter this, countries could ask other countries to “support logitically” their armies. The asking country would pay some monthly cash while the other country would get -25/50/100% to get prosperity.

Another problem is that production is too strong. You can get 0 light ship protecting trade and still make a lot of money from trade. To counter this the production bonus should be higher in a coastal province than an inland province. If the node does not have any coastline province, then there is no penalty. Having a lot of light ship protecting trade should totally transform how much trade you would get. This should be a massive boost depending on the quality of your ship and total dev in your province : like x2/3 or more to your local trade node income. All of a sudden being able to protect your light ships in time of war is very important. Basically trade power do not come from inland province but coastal province and light ship protecting trade.

Another problem is trade range. It should be much bigger. The problem with the actual trade range is that you actually feel very restricted. There isn't enough trade nodes to use for our light ship. For example if you play the Danes. You control the lubeck node like 70/80%of it, so there is no need to send ships over there. You will only send light in the baltic, sea, novgorod and london(remember at one time you will loose cash if you send too much light ship in a node). All of that lead to the thought that light ship, and ship in general, are not really useful because you don't have access to a lot of trade nodes.

To counter this you could either give no limit to the trade range of privateers and/or expand greatly trade range, especially if you take some specific ideas (exploration/expansion, naval).

A revamp of how privateers work would be great. In the node you would just see pirates(you will not know to whom they belong to) and you will not get claim on a country because privateers owns a lot of the trade node. It would be your job to send heavyship to protect from pirates. A better trade

range (x2/3) would be great also. Maybe get only 30/40/50% of what they bring if they are very far away (privateer in Japan node as England for example).

There is also another problem is that you have so many different casus belli for land conquest, but for navy you only have trade conflict/war and trade league dispute. The conditions for a trade conflict should be easier. If a country has 5/10% power in a node where you collect (or home node) and have at least 5% trade power in it then you can go to create a trade conflict with the same goals and peace offers that it actually is.

You could also create another casus belli where armies are not involved. The two country must not be connected (for ex France vs the Ottomans or even Ming), they should have navy province in between (France vs USA would be ok). The goal would be "navy superiority", if one navy has zero galleys and heavyship then the other one automatically wins. In the peace deal, you would be able to reduce by 30% the navy force limit and take some cash/trade power for example. This is not perfect but the idea is to create other casus belli that include goals more suited for navy warfare (blockade, navy superiority)(you may lose warscore due to the land but you have the goal objective because of navy wargoal).

Another problem is that you can get navy bonuses while taking a "land idea". I'm talking about quality here. Those bonuses are enough to have a good navy so you always end up choosing it. To counter this you either mix more navy and "land" ideas or you remove the bonuses you get in quality (quality could give a better training in professionalism for example, it's just an idea).

When you have a lot of cash you can go way over the force limit to build transport ships. So navy force limit for light ship/galleys/ heavy ship and transport ships should be split and there should be a limit to the number of transport ships that you possess (you cannot go over that limit). At one point in the game, everybody just build 50/100 transport ships so you can move all your land forces to invade England for example. Having a limit to the number of transport ship that you own and having their proper force limit make amphibious assault difficult. The limit at the end of the game could be 50/75/100. It would also mean that when you are conquering overseas you need to be careful not to send all of your troops overthere. For example if you are Spain fighting natives in Brazil but then France declare war on you and you have only 15 max transports and over 50k troops, it will take some time before sending all of them back to Madrid. This limit could be higher by taking naval ideas for example (+100% transport limit). It doesn't look strong but being able to send a lot of troops all over the world is important if you want to be a naval power.

Another problem is that even if they modified it, blockading is not strong enough. You should have event that make you lose trade efficiency or even stability if all of your ports are blockaded for a long time. Blockades should reduce by 90%/100% the shipbuilding time (unless you build a special building, see much below). Because what happens when you are blockaded is that you check the number of heavy ships/galleys and just build more. Yes there is -20% shipbuilding time but it's clearly not enough to make blockade important. If you have 50 provinces you just need 3 years to build 50 heavy, this should not happen.

About strait. I prefer how it was before. Maybe make it impossible to cross if the blockade is at 100% (so in strait you would want to build coastal defences, they would be useful).

The actual navy strategy is : “just get a lot of coastline province, spend a lot of cash and that it, you have naval superiority”.

A few actions can be made to counter this : get only one port(where you construct ships) for every region. This means that it would take a lot of time to build your navy, which mean that you need to think of it before(if you want to focus more on trade, inland seas, global domination, mixed strategy). The only downside of this is if your province is conquered and the ennemy navy is stronger you would loose years of building your ships. To counter , if ships are in a province who has a port, then if the province is succesfully sieged by an ennemy, then the ships will not leave the province, instead the ennemy army on the province has an option “burn the dock” for like 30 mil points(like you would seize a colony) and this would make the navy leave the port (where it can be attacked by another navy and more or less succesfully destroying it).

Another thing we could do is to not be able to repair navies(or you can repair only navies over 75%). So now instead of being a naval power by just having many ships, being able to build very fast will be important as well(so you would want to stack those reduction time to shibuilding and take maritime ideas for example).

Another possibility is to have a split between “land” and “navy” buildings. Basically tax+manpower are for land buildings when production+manpower are for naval buildings. Normally you would get +0.1 building for each dev. But in this situation we would imagine that every 7 dev you would get a building in the specific area. 7 because there tax is 1/3, production is 1/3 and manpower is 1/3 of a province. For example, if you have a 5/3/2 province you would get +1 building for the land but nothing for the navy. The base number of buildings would not change : 2.

This way people would not have to choose to make a coastal province either a navy province(shipyard, dock, impressment offices) or land/cash(manufactories, barracks, workshop, courthouse) province.

With this comes the possibility to get more “navy” buildings which bonuses could vary greatly : local sailors, speed construction, one specific building that allow to build at the same speed when you are blockaded(building for late game), naval force limit, repair time, more marines, local building ship cost for galleys/light ship/heavy ships less expensive(so 3 diferrents buildings in this case for a bonus a -5% construction cost for galleys for example).

Other small stuff you could do is to add more naval doctrine. Could be about anything, repair time, blockade easier, get more out of privateer, and so on.

Upgrading a ship should cost more (x2) than just building another ship. The reason behind it is that the ship is already built so you don't loose time and sailors building it.

Many other stuff could be done like creating a navy professionalism(would allow you to get better boats or combat ability?). Lower a little bit naval ideas bonuses will not change anything but with a total revamp of the navy gameplay it should be done. Navy engagement could be calculated differently. You can restrict galleys only in inland sea so you would have to build heavies for non inland sea. Give +10/20% siege ability to marines sieging a fort with 100% blockade. 100%

blockaded colonies loose settlers (-10). Get more unique boats like for the army(use the same system). Exploration only using heavy ships (this way it would take longer to explore and would be more expensive). You could put in place a research system where you unlock different boats. You can restrict access to a boat(heavy ship) only to Western/Eastern/Chinese until 1600's or if you take exploration/naval ideas. Prevent fleets to flee a battle(battle will last until one navy has no morale). Countries would get a trade conflict casus belli if one country own more than 80% of a node. Making it harder to capture heavy ships than galleys.

The end goal should always be to make it fun. Modifying one or two thing will not help to make navy mechanism great to play. You need to have objectives if you modify it, to me it would be : navy should be the mean to financial gains when army is the mean for territorial gain, navy battle should be rarer but bigger.

Tell me what you think of it.

Anyway navy is way better than it was before but I believe it could be even better.