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Eu4 meiou and taxes guide

Game modifications: MEIOU and Tax MEIOU and Tax is a total conversion mode for Europa Universalis IV aims to provide an immersive and historically realistic experience by changing the card, game mechanics and content. MEIOU and Tax, Introduction [Editor] Summary of new features [Editor] Historically Accurate and 4000+ Provinces and 900+ Nation Five-Year History, from 1356 to 1856 Dynamics Development Province (divided into urban and rural) based on population dynamics, buildings and other estates factors that contain money-based autonomy provinces, train troops and spent Money Communications Efficiency: modifying provinces that affect how quickly your orders can be brought to every province of your capital , which can be improved with roads and ports. Reworked mechanical religion with the Dharper Gratia, including church council, reformation and league release new mechanical internal countries: stability, courts and quality of education, centralization, subject integration. Autonomy, inflation, corruption come to a calamity of poised values, which are untrue, dynamism of war, timber system, rebalancing riots urban production goods, trade reworked with colonization 40 new advocacy groups, new national ideas, mission trees and local taste events: Serenissima Italy, Japan Mechanical, low backland, HRE Defense Un Not music system composed by ciadude2 Story[editor] MEIOU and Tax were made in merging in two euii modes , MEIOU and Death & Taxes. The MEIOU was created by Gigau in January 2007. What started in as a simple geographic map for the CK-EUII-Vicky mega campaign — quickly grew to be a content extension adding flavour to the EUUI. Death and Taxes was created by Likw in 2011. The purpose of D&M; T was to improve games by reworking mechanics. Team [editor] Gigau: Co-founder Lukew: Co-founder Aldaron Beorsferth Ekinda Evander FireKahuna Hadhod Inimicus Ispil Jervaj khardinal KJH Malorn MinerSebas Myzael Pelp Phlopsi Redwallyz! Sturmvogel Sun Wu TisAFleshWound Turbo215 Vinerobot Warial zimxavier Frequently Asked Questions [Editor] Do I Need Any DLC to Play M&T? As a rule, no DLC is required to play the mode. Common sense is useful to have, because it allows the button's interaction province. People without DLC have other ways of accessing the same menu. What does MEIOU and Taxes Mean? The first part is a play on the old Habsburg AEIOU engine, Austria est university Impera, which means It is Austria's destiny to rule the world. By changing the first word mihi, the phrase becomes It is my destiny to rule the world. The second part is based on a quote from Benjamin Franklin: In this world cannot be said to be certain, except death and taxes. Mods[editor] Dei Gratia[Edit] Dei Gratia is a mode for improving religion in the age of faith and reason and was coded by harder. Serenissima Italia[Editor] Serenissima Italy (SI) an overhaul mode for the entire Italian peninsula. The goal is to create a deeper, more flavourous and historically plausible Italy. It was encoded by Marco Dandolo Pax Sinica[editor] A mode with the goal of making Ming game-playing more reasonable and interesting with the improved faction system. We are in the process of upgrading China and also its neighbors in order to represent the Sino-Sphere in a more historically plausible way. Our design philosophy is to make vanilla mode friendly and balanced (there's no total overhaul done here). Code by Chatnoir17 Other Mods [Editor] Contributors[editors] ncaparcp - Japan Fixed Vorondil – Ostsiedlung features tealjaker94 and disappearanceal for The Brandenbur Taste Tze-Chiang Lim - Neond Graphics - Hypremium Neon Collection Alvyra - Dynamism Feature Release Bun - Translation Tick Boies00 - Mentor G Fix for x768 Clym Smith - Illustration of Logo Futomato - Flag Designer Jabate - Mesoamerican mode Leon Brown - Logo Design Nilmcc - Provi Name Change Event Rebelito - Best UI mode Solo Adhemar - Flag Drawing TheredSpect – Loading Screen Tinholt - Technical Support Trin Tragula - The Party I'm The Indian Lei Saarlainen Apiks Banian Dafool Frenzyone Irwin Karen Metalinvader65 Starwarsfan541 The_Dude... Concepts and Mechanics [Editor] Rules of Reformation [Editor] From Time to Time, Players Wonder How the Reform Works. I often give simplified answers, because the truth is – it's complicated. My modding philosophy is that I want to take real, historical events and results, then figure out why they happened and generalized them in an event or mechanics that might occur in any country that meets the same requirements. For this reason, the Netherlands are not guaranteed to become Reformations, nor is England guaranteed to become Protestant or Spain guarantees to remain Catholic! However, unless they radically diverge from history – say, by England winning the war hundreds of years, or the Netherlands never falls under foreign control – you often (but don't always) get historical results. How does it work? The system is complex, but basically breaks down to a few rules that it's trying to track. Each is based on the experiences of different countries during the Reformation, from Naples to Ireland and from Spain to Hungary. Together, they achieve plausible results but dynamic results... with strange games, yes. It's possible to see Catholic Sweden and Protestant Italy show up in your game. I try to avoid that kind of thing, but I flu remove all agencies from the AI, so you'll get weird results sometimes (and sometimes they even make sense!). Here are the most important rules: The spread of Humanism and the North's Corruption Church further a country is, the more likely it is to convert to Protestant. Where Italy and Spain saw only effort if they were to turn their backs on the Papacy, England and Sweden have long been uncommon in him. clearly the corruption of the Church, and the opportunity to convert them. The renaissance begins in Rome around 1370, then spreads from rome to and from Catholic provinces adjacent to Muslim people (e.g. Spain), a province at a time, until it finally reached northern Europe in the early 16th century. As it spreads, provinces and countries get a choice of whether they are around the Church or supporting Humanism (provinces invisibly chosen based on church corruption, while their country makes that visible in an event). As it mentions at the event, supporting Humanism will promote Protestantism later on. The AI is the only coded supporter of humanism if they have suffered church corruption, however – something happens randomly over time. Because of this, countries near Rome, or those near Muslims (Italy and Castile) tend to remain Catholic, while those in northern Europe (England and Scandinavia) tend to convert to Translators. This helps reflect the trend that the Northern European nations have felt cut off from the Papay and often suffer more from church corruption than places closer to its centers. Bottom line: If you are in northern Europe, your province will want to convert (and all your neighbours will). The 95 Thesis and the Printed Press provinces and countries that share a common culture or region and the birth of the Reformation tend to convert. Lutheranism spread across Germany rapidly, in large part thanks to the role of the printed press. Luther's criticism of the Church was written in the common venezuela, often supported by illustrated designs, and was easy to understand compared to the Latin Church used to oppose it. Although translations have come out, they have slower appeared and often come from foreign countries, which makes Lutheranism more suspicious. These 95 events immediately hurt many provinces in the same region or shared the same culture group far more likely to become protestant, and the same with countries in which culture groups. If the Reformatör appears in Wittenburg, then Northern Germany will likely become protestant. If it appears instead of Milan, then northern Italy rather than going to embrace Lutheranism. The 95 locations these are dynamic but random. The reformator may appear almost anywhere, but in the rules: it can appear only in provinces that have embraced humans (and thus suffered Church abuse) – which means this policy is unlikely to have #3 great effect in most games (but see the rules) unless you reach 'lucky' and end up with him appearing in #3 mostly sided place with the Church, such as Brittany or Navarra. So where will he appear? The most likely place is in the Roman Ghost Empire, but not simply because it's the HRE. The game is trying to find a countryside that reflects the historic Wittenburg: somewhere in which the elector of Saxony would likely kiss with Luther as a twist beside his lies, the Roman Holy Emperor. In terms of games, it seems to be an average country that has suffered Church abuse, by cardinal controls, be charm in some way in a more powerful country, and is tired of direction for appearing in a human play's territory (because the game is, after all, on you have fun and experienced events!) Bottom line: if the Reformer appears next to you, it will be easier to convert and harder to stay Catholic. The appeal of (German) Nobility Most countries will not be converted to Translators until the peaceful wars are complete. If the Reforma is executed before that, countries will reject Protestantism and become more likely to convert to Reforms instead, if they are converted at all. The countryst war is seen by many as evident results in supporting heresy. When Luther appeared in response to Declared German press divinely appointed, it was a signal to them that the new heresy could be used by the state - not just as a bargain chip or by fans, but as a tool to centralize power. This policy is the flip side of #2. There are several opportunities for Reform in dying. He could simply be sent to Rome for judgment, or he could be put on trial in his country, found guilty and executed. His shield could also return home with his hands on authorities. Or he could have been caught by outgoing and dragging out of his hidden place in the middle of a war. Either way, if he dies before the Countryman's War ends, he will never get the chance to appeal to nobility. Protestantism will be seen as a radical faith both by rulers (who won't want to convert) and by the population at large (who will see radical revolution as only ways to embrace reform). In this scenario, provinces and countries affected by the Reformer directly (see Rule 2) become more likely to stay Catholic, or convert to Reforming if they will be converted. In these scenarios, Protestantism may end up being a small minority, while Reformed becomes a bigger presence in Europe than he did historically. Bottom line: If Reform is dead, expect to see a lot of Reformed provinces in its homeland. The centralization of the province of Power that besides your state's culture is most likely to follow the example of your rule. However, while Archduke's side in Austria could force Translators from Austria, it fails to keep control over them in Bohemia or Hungary. When the Reform begins, countries get a last chance to signal which way they want to go through the Reformation: Stay Catholic or embrace Protestantism. By choosing your side, you are also having an invisible but powerful effect on your country: the provinces of your main culture from the 'evil side' become very likely to support your monarch's decision instead. Recent events, such as for Catholics and the Mayor's Reform for Translators, follow similar rules – they will spread your state religion in your culture group, but not outside it. For the most part, it means that small, unified states can avoid many problems at all during the Reformation – but big, multiethnic empire? They followed the French model... which is not beautiful. Bottom line: Small states can be converted freely - go ahead and make Milan protestants! The birth of nationalist province is part of a different culture group and those that cut out of your capital become likely to oppose you, no matter which religion you choose. When England converted to Anglican, many Irish Catholics became even more fervent in their religion as a way to distinguish themselves from their hate occupaters. Meanwhile, many Dutchs viewed the reforming Church as a way to be sent away to Spanish. This policy is the flip side of #4. Provinces that are part of a different culture group are likely to side against you in the Reformation, while provinces cut off from your capital (slaves) are likely as well. Provinces that fit both criteria become almost certain to do so! There is also a related event that makes small countries likely converted to Reformed if they border major Catholic countries that own provinces of their culture, spread it - and unrest - among the brothers at the same time, in hope of dropping off until you. Bottom line: Multiethnic efficient will suffer a lot of religious turmoil, no matter what they choose. Hope you can avoid a war of religion. God's judgment on the provinces of the Church possessed by health care is more likely to embrace faith reform. The collapse of Hungary came as a shock to the Christians living there. Many saw their occupation by Turkey as Divine Judgment against the Church - and the Turkishs had no reason to fight heresy among health topics as long as they paid their taxes. Calvinism spread rapidly across Hungary, especially in parts controlled by the Ottomans. Provinces owned by non-Christians become very likely converted to Reformation, especially if property owners decide to support the Reformation (which they often do if they rival a Catholic country). Unfortunately, this often doesn't happen in the game – Turkey rarely occupies enough in Europe there are many Catholic provinces – but it's still a rule that periodically arises, and in theory could apply to other situations – a Gambler of Lithuania residents, for instance. It also periodically also shows up when a Cruise State in Greece converts a Catholic province, then becomes conquered – something I should really fix. Bottom line: If the Turkish conquered Hungary, you'll see a lot of Hungarians reforms. The radical reform when countries oppose moderate Protestant, Radical Christian Reform appear instead. When the Scottish Slammed Lutheranism, They Sent Many Reformers In on the continent – where they were mixed with Zwingli and Calvin and returned to the triumph to drive out the monastery and institute a reform church in Scotland. Meanwhile, in France, denying the king to foreman Lutheranism meant that he was driven from there, where the Huguenots found there was fertile for the faith of reform. Protestantism only appeared in large numbers where he wanted, or at least tolerated. When Reformers saw there is no rightful way to find a voice, they sometimes come back to more extreme views. In the 16th century, the tasks of Zwingli or Calvin were regarded as radical by many Lutherans (and we haven't even gotten to the Anabaptists!). When countries choose to reject the Reform entirely, provinces that would ordinarily pass the Lutheran minority will instead be the same reforming ones. Bottom line: Got human provinces and you want to avoid protestants? You'll find Christian Reform instead. A leap of faith, or larger experiences of smaller countries, especially republics, are much more likely converted into Reformation than bigger states. When Jean Calvin was expelled from France, it was the city of Geneva that welcomed him and his radical ideas. Faith reform is more democratic than Lutheranism, which highlights the rightful place of leader as head of the Church. In general, most leaders of Europe's 16th century viewed the reform Church as a heresy that should stand out. Although many would eventually change their minds, in the larger states they are highly unlikely to convert to Reform. Instead, smaller countries will do – either because the provinces have been unentionally converted, or because they have suffered a riots. Once this happens, more countries are joining faith to reforms, but mostly the smaller ones that have some provinces converting. Republic, which already embraced new radical ideas such as voting, are more likely to allow a radical reform to preach to countries, and thus become Reform. Bottom Line: Want to Become Early Reform? Changes in a republic. New Mechanical[editor] Many new trigger modifiers represent specific status of your country, including possessing holy land for your religion, a centralistic meter providing both malus and high contradiction benefits to fully reworked development systems that develop based on factors affecting your nation (such as politics, building, war, stability, and bonus western development) mechanical news available for east , Turkish, Muslim, and Indian technology groups. New religions with Dei Gratia, new cruise, papal, and mechanical warfare reforms that allow them to take provinces during war if certain conditions are satisfied if you are doing well (cores, China, ottomans) mechanical communications that depend on modified local autonomy represent how much control a state really has on its country. mechanical switch[editor] Coring: While M&M always requires the player to click the button to start correcting which part is very cheap and takes many years, rather editing is mostly done via events that require editing in progress. The event has two different phases, one where there is no modifier and when it fires it applies a modified so-called Accent Control that provides approximately half the bonuses of a core. When the event fires for a second time it clears the modified and adds an appropriate core. Colonization is slower but happens on a larger area once Tip:

Many, many new adversary groups, including advancing adversary groups and adversary groups with previous conditions could take them. State: Significantly fewer states than vanilla to represent difficulty controlling a large country's worsened-specific feature [editor] China[editor] India[editor] France, between Bourguignons and Armagnacs [editor] Sweden Civil War [editor] Castile [editor] A bit of Basically History, made a long history, Alfonso XI, the king of Castile until 1350, was married to Maria in Portugal and had a mistreated Leonor de Guzmán, each leading a faction of the court, the former near Portugal, the latter to Aragon. With Maria, it was Pedro de Borgoña. With Leonor, among ten children, he had Enrique de Trastámara. Quickly after becoming king, Pedro I had to contemplate and the high nobility to vibrant some rebellion led by Henri de Trastámara, especially after my Pedro had Leonor de Guzman arrested and killed. I will step past the first phase involving chancellor of former João Alfonso de Albuquerque, given that he was poisoned at Medina del Campo in 1354. In 1356, Pedro I used a maritime incident between the Aragonese and Genesis fleets declaring the war in the two Pedros against Pedro Seremonioso in Aragon. Henri de Trastámara and his army kissed with Aragon. This second phase ends with the Treaty of Terer in May 1361, as a draw. Capturing areas are donated back to previous property owners, although Enrique is required to fetch refuge in France. During the third phase, the Civil War really becomes international. To begin with, with suspicious deaths of Blanche de Bourbon, wife Pedro I of Castile and sister-in-law Charles Vies of France, relations between Castile and France released. Enrique de Trastámara has an easy time asking for French help, especially given that it would help to secure their southern border for when Charles Vies tries to reclaim their land loss with the Treaty of Bretigny. In 1366, Enrique de Trastámara and Bertrand du Guesclin entered Castile in La Rioja and walked on towards Burgos, Toledo and Sevilla. This prompts Pedro I seek refuge in Guyenne to ask the Black Prince to sign the Libourne Treaty. The Black Prince sonndly defeat Enrique of Najera, sending hints back to exile and restoring my Pedro on the throat. But after waiting some time for her His army's suffering in cold, malaria and dysentery, the Black Prince retruns to Guyenne. Enrique and Bertrand du Guesclin back and conquered Castile and Lenon. In 1369, in the battle if Montiel, my Pedro was captured. The two steps, Enrique and Pedro fight with each other, perhaps not in the most unfriched duels in history. Pedro dies at the hands of Anrique, who is now king of Castille as Enrique II. At the end of the Civil War there was severe repercussions also in the north: the Black Prince turned to Guyenne victorious, but broken. To pay his troops, he is forced to leave more taxes. Noble like Jean d'Armagnac who didn't agree with the change of overlordship linked to Bretigny Treaty takes the opportunity to ask Charles V for help. With the help of the fleet of his new allies and the destruction of the English fleet of La Rochelle, Charles V to refocus many of the English holds on the Continent, basically negative the Treaty of Bretigny. The bonus added that Charles de Navarre, stuck between a pro-French chastile and a French acknowledgement of Guyenne, had closed his Normand port in the English language. Civil War as a Disaster of MEIOU and Tax, Castile (CAS) begins at War with Aragon (ARA) and Trastámara (ENR). As soon as the event setup events, CAS becomes a disaster (or more accurately, a time of problems). During this disaster, CAS has an increased anxiety, with some chance of getting noble rebellion. Ending the Nation's Civil War that keeps its leader or managing to find a personal union on the other is to declare winners and inherit the other. If ENR is the winner, it then becomes CAS. Given that there's a lot of random involved, given that it depends on the death of the government chief, if the player is playing the lost nation, he has the opportunity to change the tag in the opposite country. External Link[editor] Paradox Plaza feedback thread Steam Facebook page Twitter account

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