

## Kenny's Rules for EU4

### General Rules

1. No Metagaming, abusing Game Mechanics, or failRP, always have a good reason
2. Major changes to your nation (Ex. Changing government type, state religion, Primary culture, selling a province etc.) Requires a build up of diploposts, 1 post will not cut it.
3. Dynamic Alliances will exist.

#### **\*\*Age of Exploration\*\***

3 player Allies total, if not Gp 2 GP alliances allowed, 1 gp if your a GP

#### **\*\*Age of Reformation\*\***

3 player allies total, 2 GPs if a non-GP, 1 gp if your a GP

#### **\*\*Age of Absolutism\*\***

2 player allies Total, 1 GP ally Max

#### **\*\*Age of Revolution\*\***

1 Player ally max, Revolutionary Target cannot have any Allies

A coalition Alliance is allowed to form for the purposes of attacking the Revolutionary target, not for defence, Host will decide when a coalition alliance is allowed to form.

4. For a deal to count, it must be posted in the Diplo Channel, if its not there they don't have to follow through
5. Defender of the Faith cannot white peace, they must honor the call to arms, Even for AI, there must be battles fought
6. No Truce breaking or "No CB"
7. Be understanding, don't hold grudges from previous games.
8. Exploiting Dev pillaging capitals and centralizing dev cannot be needlessly used, it requires diploposts, and cannot be used excessively. Rp is needed for these buttons to be allowed

14. Nations cant have more than 2 islands in the small caribbean islands, until 1550, this does not include: Cuba, Haiti or Puerto Rico.

9. Changing cultures of a province requires a post about how you are converting it. (force eviction, exiling, or killing them off)

11. No alliances between nations that have the “Historical Rival” modifier, this includes a Franco-Anglo alliance (until 1904 when they signed a formal alliance.)

12. If you are a subject, and rp creates it, you may begin rp with your overlord to either seek freedom. Ask for Host Permission, or host will demand it in some circumstances (Ex. No more Marches at 76-100% liberty desire.)

13. Specific Colony rules:

- a. Until 1600 you may not have:
  - i. More than 3 provinces in Ivory coast,
    - 1. Only two trade centers max
  - ii. More than two province in South Africa trade node
  - iii. Caribbean:
    - 1. Two of the [Lesser Antilles](#)
    - 2. Only **one** of each of the following:
      - a. Cuba or [Hispaniola](#),
      - b. Puerto Rico or Jamaica,
    - 3. Colonies will colonize, we understand.
      - a. Extra provinces will be save edited out after the session.
    - 4. *These stipulations do not apply to provinces taken by conquest*

13. You may click the ‘swap national ideas’ once at the beginning of the game, if you wish to have modded or non-modded

14. You need to take balanced Ideas, 1 mil, 1 adm, 1 dip, before you can take a second idea of that type

15. Exploration/expansion ideas cannot be chosen until the second idea slot.

16. You can only colonize provinces equal to the amount of colonists had. Ex. One colonist one province at a time

## Things Requiring a build up of Diploposts

1. Forming a new Nation
2. Selling or Buying Provinces from nations
3. Converting religions or cultures of a province, describe how your doing it
4. Changing primary Culture/Religion
5. War declarations
6. Making deals or treaties with other nations
7. Pillaging a countries capital during a war, or concentrating dev from areas.
8. Diplo vassalize a nation

## Meta-Gaming / Op limiting Rules Including but **\*\*NOT\*\*** limited to

3. Excessive use of the Indebted to the Burghers privilege is banned, RP is needed to use this privilege
5. Farming for events using idea groups is banned (e.g) Taking the defensive idea group for the military drill event with the intention to get rid of defensive ideas after receiving the event.
6. Any province developed 10 or more times must have at least 20 percent of its development as base tax and cannot have more than 50 percent of its development in only one specific type of development.(Excluding gold and silver mines)

## Wars Rules

1. To declare a war a post must be made beforehand, give a war goal and a ping for the war target.

## Age of Exploration + Age of Reformation

6 month warning before the war

Age of Absolutism + Age of Revolution

3 month warning before the war

2. Once you've received a stab-hit this is your indicator to end the war. The next peace that stab hits must be accepted.

3. To join a war, diplo is required beforehand, and will require a diplo post explaining reasoning.

4. If a lower speed is Required let me know.

5. Try to keep diplo posts going through wars, if things are moving to fast to do so, making a wrap up post after the war is done

6. If there is no prior ping about an impending war, and it is declared, it will result in a white peace

Updated War Rules

7. Condottieri cannot be free, Following price guide is the minimum 0.2 ducat per infantry, 0.4 ducats per cavalry, 0.7 ducats per cannon. (ex. 20 infantry = 4 ducats. 15 infantry 3 cav 2 cannons = 5.6 ducats)

8. Mercenaries in late game should be used as a last resort, a dynamic system for them will be implemented

Age of Exploration (If a GP divide by half)

100% of your army can be mercs

Age of Reformation

75% of your army can be mercs

Age of Absolutism

50% of your army can be mercs

Age of Revolutions

25% of your army can be mercs

9. The button to decrease war exhaustion may only be clicked twice for a war, Including after the war is over, if a new war breaks out you may press it another 2 times

10: No forts bordering forts

10a. Capital Fort counts as a Fort

10b. Crossing straights does not count for this rule. Ex. You can have a Fort on Constantinople and on the other side of the straight.

11: if your capital is occupied for 6 months, peace must be established for half the WS the enemy has, unless you are actively seizing it back. The Host has final say.

12. If a nation on a separate landmass is unable to hold any of their land after a year they can be forced to peace out for the current warscore (capped at 50%). The forced peace can only affect occupied lands. An active siege pauses the cool down, a victorious battle or victorious siege resets the timer (A fort or non-zone of control province must be un-sieged)

### Special war Variants

1. Colonial Wars: These types of wars may only see land combat in the New World, and naval combat in the oceans. This also means that the colonial nations or nations with capital in that continent will be treated as the primary participants for the purpose of the other rules.

1a. Colonial wars between subjects can be fought, they can be escalated to include a full war starting at 5 years from the war start and must do so after 7 years have passed or both players agree to escalate regardless of time.

1b. In colonial wars, which is any war against a colony as the primary target (as in for their land), only a max of 8 provinces can be taken in each war. This includes wars between colonies only without their overlords assistance. For clarification this is for war against or between colonies for their land.

### Specific nation rules:

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### Hordes:

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They may not sneak to murder Ming. They can take non-cores and Claims from AI Hordes but not from non-hordes.

## **Hundred Year war:**

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Unless both parties consent and have permission from and inform the host, the hundred years war must be fought. Maine cannot be sold to another nation to prevent the event. In the event of war it does not need to be a death war, if english troops on the mainland get stack wiped and the english continental land is occupied it is enough to surrender.

## **France:**

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1. France cannot own in any way British Isles Provinces until 1525.
2. France can't forward deploy troops in Scotland or Irish states until after 1550, unless the march event has fired for the Irish or it is a player Ireland or Scotland.

## **The Holy Roman Empire:**

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The HRE can no longer force nations to join the HRE through Force/War until after the Absolute Reichsstabilitat is passed in the Diet Reforms (3rd Imperial Reform). After the reform is passed the Emperor of the HRE must use the CB that comes with the reform and use it as part of the peace.

- This simply prevents the Emperor from saying "give me what I want or just join the HRE" until at least the 3rd reform is passed. Staff can determine and rule if they believe someone is going around this rule.

## **Protected Nations**

Protected Nations If a Person is unable to attend a session for 1 week their nation shall be protected, if that person has a sub they will not be protected. Proxy-wars are allowed, though frowned upon. The Colonial nations will not be protected. Host has Final Say

**Banned nations/or ask for permission:** Ottomans, Ming, Mamluks, TImurids