

Inequal Diplomatic Relationships (Quantified)

Approval: Approval Rating of the Subject Citizens towards the Subject Government

Loyalty: Approval Rating of the Subject Government towards the Leading Government

Popularity: Approval Rating of the Subject Citizens towards the Leading Government

Generally, every turn I will roll for at least one of the factors. Say Loyalty depends on Support and I roll Support, I'll check to see if the state has been supported recently. If it has, I add 10% to Loyalty. If it hasn't, I do nothing. If it has been refused support, I subtract 5%.

Sometimes, for amazing acts of factor manipulation, I'll freely add a bunch of approval. Such as asking a Puppet government for it's ideas instead of commanding it. Or gently but firmly making a protectorate stop oppressing its people.

As always, I can overlook things. Remind me in your ordersets your diplomatic actions!

http://en.wikipedia.org/wiki/Puppet_state

Master State - Puppet State

- +Up to 100% Control (Can Send Ordersets)

- +Can Annex with High Popularity

- +Loyalty Increases Automatically

- =Loyalty Depends on Support and Cooperation

- =Popularity Depends on Success and Respect

- Popularity Decreases Naturally

- Less Effective Local Government

Note: Basically, full control with some inefficiencies. An alternative to annexation.

<http://en.wikipedia.org/wiki/Protectorate>

Protector State - Protected State

- +Protector State Mediates Diplomacy for the Protected State (Controls Foreign Policy)

- +Protector State may ask/demand for favors from Protected State (with minimal diplomatic hit)

- +Popularity Increases Naturally

- =Loyalty is Neutral Automatically

- =Loyalty depends on Respect and Shows of Force

- =Popularity Depends on Safety and Benevolent Favors

- Loyalty Decreases with Large Favors or Diplomatic Isolation

- Protector State has an obligation to defend the Protected State

- Protected State has no obligation to aid the Protector State

Note: One state defends another, and thus gets special consideration. Can send "suggested orders" with minimal diplomatic hit, although SO's best be pre-negotiated to maintain Loyalty.

http://en.wikipedia.org/wiki/Vassal_state

Liege State - Vassal State

- +Liege-Controlled Full Military Alliance
 - +Liege may overrule Vassal Diplomatic Actions (in Orders)
 - =Loyalty Depends on Respect and Cooperation
 - =Popularity Depends on Safety and (Military) Success
 - =Both Loyalty and Popularity are Neutral, and strongly affected by Military Actions
 - Liege is responsible for Vassal Actions (even if unsanctioned)
 - Vassals Conduct Diplomacy in Liege's Name
- Note: Medieval system modernized, with the Vassal retaining important freedoms (esp independent diplomacy) Can send "suggested spending orders" during wars, and technically have full control of Vassal's military during any other time.

<http://en.wikipedia.org/wiki/Suzerainty>

Suzerain State - Suzerainty

- +Suzerain controls all official Suzerainty Foreign Policy
 - +Suzerain may ask/demand for favors from the Suzerainty(with minimal diplomatic hit)
 - =Loyalty Depends on Support and Cooperation
 - =Loyalty tends Neutral
 - =Popularity Depends on Safety and Respect
 - =Suzerain responsible but not obligated to defend the Suzerainty, and vice versa
 - Popularity Tends Negative
 - Loyalty Decreases with Large Favors and Diplomatic Isolation
- Note: Similar to Protectorate, but Suzerain controls all Diplomacy and with Suggested Orders ability for less popularity.

<http://en.wikipedia.org/wiki/Colony>

Owning State - Colony/Territory

- +Owning State has complete control of Colony State (especially it's economy)
 - =Colony States Includes Only: Annual Spending Points, Economy, Loyalty, Popularity, Approval, Garrison (removed from Owner's military stats), Notes and Description.
 - =Colonial ASP are added directly into a nation's ASPT
 - =Other Spending for Colonies go in Owning State's Stats
 - Colonies naturally desire independence or more equal relationships, and cost resources to maintain
- Note: Basically yours, except much more rebellions than a core territory

Patron State - Client State

- + Client State has automatically positive view of a Patron State
- + Client States generally have favorable trading and political relations with the Patron State
- = Patron State supports Client State's Government
- = Generally, no a direct military link
- Client States, if not supported in times of need, can reduce your reputation
- Some Client States are expensive to maintain

Senior State - Associate State

- + Associate State has automatically positive view of a Senior State
- + Associate State generally have favorable trading and political relations with the Senior State
- + Associate State will generally mirror major domestic and foreign policies of the Senior State
- + With high enough Loyalty and Popularity, the Associate will join the Senior State
- = Similar but closer to Patron-Client States, with some military requirements expected and a closer relationship overall
- = Associate State is are usually closely related but no within a Federal Senior State
- Associate States can easily get Senior States in trouble
- Associate States do not automatically respect other Associate States
- Associate States generally have deep set issues that prevented earlier annexation
- Associate State Governments swerve between overly pleasing to standoffish and independent