**Patch V2.0.2 Notes – 4/17/2020**

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# New Features/Content

- Added a new "Caspian Peasant Republic" government type for the Caspian nations Gilan and Rasht. Gilan and Rasht now start as Republic with a "Peasant Council". Peasant Council means they will have a randomized leader at the start.

- Added a new formable in Uganda, Kitara. A large empire that may have controlled the entire Great Lakes region at start of our timeframe (history is unclear on when exactly they fell apart)

- Added ideas for Bukhara, Malaya, and Arabia

# General

- All Feudal Modifiers no longer have CC cost increase; however, each group has its own downside to accommodate for this now

- Moved Christians/Jews/Zoroastrians in East Africa into their own unique group Late Feudal Modifier Group (based on how they were different from nearby Africans/Muslims)

- Added Experimental Castilian Civil war events. Most of these are currently unlocalized so if you're playing these nations be sure to read what they do!

- Adjusted Western, Nomad, and Eastern Tech groups initial province discovered. This mostly affects weird interactions like seeing a Indian nation capital but only seeing a tiny bit of India.

- Updated Herat and Afghanistan ruler History.

- Reworded Samana Rebellion Sack of Delhi event to be a little less gruesome

- Tweaked how the AI uses the Expel Nestorian Community decision. (EG: Ming Expelling Nestorians, Timur, etc.) (This includes: Non-Christian Nation Crusaded, Chinese Emperor lower than 0 Stability, Timur, Ming as Emperor, Tolerance of Nestorians below 0 (Non-Christians only), and Zoroastrians never do this. More suggestions welcome!)

- Moved Cuman back to Tartar Group

- Temporarily gave Crusader States normal heirs until their mechanics can be properly fleshed out post 1.30

- Added warning to Lotharingia & Arles decisions about them being unable to form the other

- Swapped White Horde and Blue Horde colors and names (West being once again Blue and East being once again White). To keep compatibility strong, their tags still use BLU = White Horde and WHI = Blue Horde.

# Balance

- Changed Development requirement to become the leader of the Russian Independence league to 47 from 53.

- Updated Afghanistan and Jalayirid ideas

 - Starting Age of Discovery now only requires Dip Tech 6 instead of Dip Tech 8

- Ottomans Hidden startup event now gives +2 Stability as Orhan typically dies early.

- Chagatai, Blue Horde, White Horde now start out as Historical Rivals to each other

- Bolghars now start as Tengri

- Sale of gunpowder can no longer occur post 1450

- Captured Gunpowder event can now only occur if you border your enemy and are at war.

- Africans now accumulate Government Reforms 30% slower

- Nomads accumulate Government Reforms 40% slower

- Europeans, Muslims, and Asians accumulate reforms 20% slower

- Completely rebalanced Nomad Modifiers

- Adjusted Admin tech around slightly. Ideas now come at 4/8/11/16/20/24/28/32/35/38 to enable earlier acquisition of Exploration/Expansion for specific civs

- Africans now start at Tech 1

- Rebalanced Native Feudal Modifiers (Overall buff) (They gotta do something…)

- Core decay increased to 75 from 50

- Core decay in culture group increased to 250 from 150

- Western/Eastern/Muslim/Anatolian/Chinese/Indian/African's now have a flat 20% cost increase for dev cost.

- Only Western Tech group gets additional relation slots

- Adjusted various other Feudalism modifiers to accommodate for above changes

- Only Golden horde, Ilkhanate, Yuan, or Mongolia can form the Mongol Empire

- Reworked Permanent War ideas, removed quotes from their localization

- Policy Balance Adjustments

- Rebalanced Grand Court ideas (20% RU is now 15% RU)

- Updated Idea groups of a handfuls of formable (Lotharingia, Siam, Aksum)

- Tweaked Bukhara formation requirements slightly

- Rewrote French inheritance to no longer receive free troops from Feudal Subjects (Thanks @mclemente)

# Bug Fixes

- Fixed bug that might cause exploration/expansion to not unlock?

- Attempted to fix a bug that would cause the Vic2 converter to fail to parse the save file

- Fixed Missing Indian Government reform icons

- Fixed War of Two Peters history not working properly

- Fixed missing cores for Jalayirids, Barsa, Herat, Gilan and France.

- Fixed Zoroastrian Royal Fire decision not disappearing properly.

- Selling of Gunpowder event no longer is broken

- White Horde will no longer "win" the Russian Independence War if they lose.

- New Orthodox Russian Princes are now accounted for in the Russian Independence war event chain!

- French Minor Missions can now NEVER be seen by France (Fixing bug caused by forming France as French Minor?)

- Added event for flavor\_fla\_france.25 to notify France of Brittanys Subjugation Request Response.

- Fixed a bug causing ghost alliances with Swabia

- AI Sweden can no longer declare war on Novgorod via religious debate event if it’s a subject. Players still have this ability.

- Disabled Alexandria/Mamluk Coptic situation for BT starts

- Added event to notify players of spawning of gunpowder

- Moved CTR in the BT start date to Rapa Nui (1988) to fix the bug occurring where if CTR doesn’t exist in the start. Province is uncolonized at start through event.)

- Fixed a handful of tiny code errors that players won’t notice but may be causing strange outcomes in gameplay.

- Added localization for missing localization, as we usually do

- Fixed hundreds of issues Validator brought to light. We doubt you’ll notice though.

# Misc

-Fully removed the defunct Mescaslero tag