**1356 – V2.04 Patch Notes**

From May 2020 – June 30th 2020

Contents

[Major Changes 1](#_Toc44423208)

[General 1](#_Toc44423209)

[Graphics 2](#_Toc44423210)

[Balance 2](#_Toc44423211)

[Bugs 6](#_Toc44423212)

[Misc 6](#_Toc44423213)

[Localisation 7](#_Toc44423214)

[Credits (Aka those who made V2 possible) 7](#_Toc44423215)

# Major Changes

* Retired the interface borrowed from Missions Expanded. This decision has been made in part due to the team's lack of ability to dedicate time to making massive ME style trees.
* Chinese Tech group nations now start on tech level 2, same as Muslims, Turks, and Indians
* High American tech group now starts at Tech level 2, same as Muslims, Turks, Indians, and Chinese.
* Shifted around various techs under ADM and DIP techs (See details below)
* Scrapped Low Countries culture group (Thanks PDX. More Mega Culture groups.)
* Feudal Mechanics tweaked again! (More Details below)

# General

* Split Swabia into two tags, BT's Swabia (SWB, the 1356 Swabian TAG.) and SWA (Vanilla Swabia/formable Swabia) These two tags will stay split for the forseeable future to make BT more of a unique experience going forward
* Patched all Government files to 1.30 standards.
* Reverted all 1356 Changed to the Mamluk Government
* Removed 1356 Archduchy reform
* Cut the Crusader State Government for now
* Ported over all new TAGS that conflicted with an existing 1356 TAG, scrapped 1356 TAGS that are now in Vanilla
* Kashubian and Mazovian TAGS can now (re)form Poland
* Added a decision for any Lithuanian TAG to reform Lithuania if it ceases to exist
* Modena and Bologna now start as Historical Rivals
* Bologna can now reclaim it's Bucket if it owns Modena and Modena does not exist. Grants 0.25 Yearly Prestige
* Modena now starts with the "Bucket of Bologna" Modifier that grants +25% Power Projection from Insults
* Styria now starts as a PU under Austria at the start, owning the State of Inner Austria and Krain.
* Cilli now starts Guaranteed by Austria
* Released the New Vanilla tag "Padua" as a Italian Republic as they were still around during them time and not annexed yet by Venice
* Cilicia Will now use Crusader Missions introduced in Emperor
* Cilicia now has it own Unique Idea set
* Polish Minors now use the Mazovian Ideas set, but is called Ducal Polish.
* Lithuanian Minors will use Lithuanian National Ideas for now as PLACEHOLDERS
* Added Russian Principality Ideas for the Russian Minors who have National Ideas
* Added PLACEHOLDER Uralic Ideas for the Mordvin, Mari, Udmurt minors. Bolgars also use these ideas as PLACEHOLDERS too
* Cut 1356 Burgundian mission tree for now, will return in the content patch

# Graphics

* Transoxiana will now use Chagatai Units until Timur appears.
* Trakai and Samogitia will now use Lithuanian Unit Sprites
* Galicia-Volhynia will now use Kievian Unit Sprites
* Uralic Minors will now use the Perm Unit Sprites
* Dmitrov will now use Tver Unit Sprites
* Kostroma will use Rostov Unit Sprites
* Murom and Starodub will use Nizhny Novgorod Unit Sprites.
* Galich and Vladimir will use Muscovite Unit Sprites
* Trebizond will now use Byzantine Units are they are a Roman Pretender
* Adjusted the Institution view in the Province gui file. Also included a Expanded Interface file for the province institution view.
* Finally fixed the Library of Alexandria model after a full year, don't worry Flandy was blind and @Genomega fixed it for us all
* Unit Pack Extension has been Hidden and soon removed as we will be implementing it into the base mod in the forms of Sprite txt files

# Balance

* Steppe nomads and Great Mongol Empire governments can now embrace gunpowder, natives can no longer embrace gunpowder
* Aragon no longer accepts Sicilian culture starting out, they now accept it post 1381
* Portugal can now only colonize the azores after 1400 (Historically 1432-ish)
* Nerfed the power of Early Modern Printing from +1 value to +0.5 value
* Early Modern Printing can now only occur after 1375
* Removed infantry Combat Ability from the finisher of Theocratic ideas, it retains its maintaince cost of -25% off
* Removed Madagascar's +25% sailors ambition, they retain +25% naval force limit as their finished
* “Inspiration to discover a route to India" can now only occur for Western Tech Grouped nations. (Sorry Japan, you already know about India and sailing West is what you do to get there anyways.)
* Sweden religious debate can no longer occur if Sweden is in a war
* Chinese Kingdom government now gives 100 governing capacity rather than 2 extra states
* Timurid Government now gives 150 Governing capacity rather than 3 max states
* Kalmar Union government now gives +50 government capacity
* French Vassal government gives -50 governing capacity now, and -1 Dip rep (Lost -15% improve relations)
* Delhi Empire reform gives +100 governing capacity now
* Vij. Govenment gives +50 governing capacity now, lost -20% unjustified demands.
* Bahanmis Sultanate now gives +50 governmental capacity
* Serbian Government reform now gives +50 governing capacity
* Byzantine Empire reform now gives +100 Governing capacity
* Byzantine Empire Reform now gives +50% merc manpower (Lost -15% merc cost)
* Prussian Republic reform now can be taken by hussites
* Prussian Monarchy can be taken by Hussites once more
* Novgorod Noble Republic now gives +100 governing Capacity and the new modifiers to Noble Republics.
* Removed Swiss canton government (1356)
* Ahm\_republic now gives +100 governing capacity
* Frisian Republic land morale changed to 5% from 10%, removed the -10% tax modifier
* BT Viking Republic reform now gives +50 Governing capacity
* Tsardom republic now gives +200 governing capacity
* Ilkhan government no longer gives extra states (Mongol Empire doesnt, so this shouldnt) Instead they recieve 25% cav-inf ratio
* BT German Kingdom reform now gives 100 Governing Capacity
* Adm tech was shifted a little: Tech 1 gained +0.01 Production Efficiency and lost Claim Fabrication Tech 3 Gained +0.01 Production Efficiency Tech 5 Gained +0.01 Production Efficiency Tech 8 Gained +0.01 Production Efficiency
* Dip tech recieved a little shifting: Tech 0 now starts off with 2.0 morale (Up from 1.5), range is now upped to 100 (from 90) Tech 1 now gives Cogs, Galleys, and Crayers, and unlocks Claim fabrication. It also now has colonial growth speed +10 (Taken from tech 0) Tech 2 gives +10 Trade Range (Taken 5 from techs 5/7), and +10% naval morale (Down from 20) Tech 3 now gives Hulks and +10% naval maintenance Tech 4 now gives +10% naval morale Tech 6 now gives +10% naval morale (Down from 20) Tech 7 now gives +2% Trade Efficiency (Taken from Tech 8) Tech 10 now gives +10% naval morale
* Rule with an Iron First changed: State Governing Cost -15%, Expand Administration Cost -15%
* Chevauchee Loot Amount boosted to 75% (Up from 50%)
* English starting Mercantilism nerfed to 10 (Was 25)
* Mercs Over Chevaliers changed: Merc Cost changed to Mercenary Manpower 15%
* Removed Rome from "Deus Vult" Age Objective
* Powerful Estates changed to 3 Powerful Estates, and 55% loyalty of the 3 primary estate type
* Feudal Mechanics Tweaked: - Everyone now has: Merc Maintenance -25%, Merc Cost -20%, Possible Mercs X2 (Was X3), and Merc Manpower 20% (Except Natives & Nomads) - Artillery Cost is now 40% higher (Up from 30) (Including Africans) - Reinforce Speed is now at -20% for Europeans (Down from -25%), -15% for Muslims (was -20%), -10% for Asians (Was -15), - Africans lost Global Manpower Modifier +10% , but gained Loot Amount 75% (Was 60) - Reform Progress Growth changed to -25% across the board (Was -20%) (Except Nomads, they're -40 still) - Europeans now only have 1 extra Diplomatic Slot (Down from 2), Ethiopians now have no extra slots. - Curia Treasury now receives -15% less money - Everyone now receives -15% less Governing Capacity to start off with (Except Natives & Nomads) - Everyone no longer has a malus to development cost
* (Defines) - Aggressive Expansion from taking land of a non Primary Nation upped to 180% (Was 150%) - Aggressive Expansion from taking land as a defender upped to 85% (Was 75%) - Base Cost for Developing a province is now 80 (Was 50) Advisor Cost Modifier (Globally as time goes up) Changed to 0.8 (Was 1) (This is to reduce the overall cost through the game of Advisors caused by the extra 80~ years we add) - Tweaked AI's Bravery in relation to Naval Invasions (Was 1.0, now 1.1)
* Adm Tech Changes: - Adm Tech 1/ 2/3/4/5 now give Development Efficiency 1% each - Adm Tech 6/ 7/8/9/10 now gives Development Efficiency 2% each (For a total of 15% more Dev Efficiency
* Moved around when you receive Idea Groups. 4/7 Are now the techs for Early Idea Groups Temple now unlocked at Adm Tech 6
* Theocratic Ideas Bonus now also gives +10% Church Loyalty
* Robust State Administration now gives +200 Governing Capacity ( Was +7 States but felt that 200 would be more Balanced)
* Bohemian Idea (Largely due to them being a major tag in our timeline) - Moved Hussite Legacy to be Idea - Removed +1 Leader from Kutnohorian deal (Nerf from our idea set) - Reduced Wagenburg Shock Damage recieved to -0.5% to be in line with Vanilla - Czech Nationalism changed from +10% Army Morale to -25% Same Culture Advisor Cost (Was +50% Hostile CCR in Vanilla but changed in Emperor)
* Reverted Poland Free Tolerance to +3 Tolerance of Heretics - Reverted Custom Denmark Changes to Emperor Denmark Ideas - Removed our Brandenburg Ideas in favor of Emperor's Brandenburg Ideas
* Savoy is now the only valid tag for Savoyard Idea (Since Sardina-Pied. got unique ideas)
* Lithuanian Ideas - Removed 'No Religious Penalty' from traditions. Replaced with +25% Religious Unity - Replaced -10% Shock Damage Received from traditions. Replaced with +20% Manpower Recovery (Vanilla 15%) - Reduced Innovatiness gain to 25% from 50% [Lithuanian Renaissance] - Reduced Warlord Dukes National Manpower Modifier to 10% - Reduced Lithuanian Hussars Cavalry Combat Ability to 15%. Added 5% Land Morale Bonus - Buffed Auksine Laisive Stability cost Modifier to -20% - Removed -2 Global Unrest Ambition. Replaced with 20% Caravan Power
* 'Stefan Dusan Legacy' now gives +100 Governing Capacity. Removed -10% State Maintenance
* Changed Orleans Ideas to be identical to Vanilla
* Tweaked Quebec and Canadian Ideas. Independence Wars are a real thing with the revolution rework so hopefully players can see this tags
* Imperial Centralization now also gives +10 Revolutionary Zeal
* Buffed Denmark Ship Durability to 0.10 from 0.05 just because they did get the Kalmar Union
* Sapmi Traditions - Removed Hostile Core Creation Cost. Replaced with -0.15% Core Creation Cost
* ‘Birthplace of Empire' for Syria Ideas now includes a 5% Nobility Loyalty
* 'The Dauphin of France' now gives +15% Nobility Loyalty
* Disabled BT Germany Ideas for now (Base Game Germany received Unique ones)
* DISABLED MUZAFFARID AND CHOBANID IDEAS AND HAVE THEM SET TO ILKHAN IDEAS
* Replaced First fort Defense idea in Ilkhan idea set with -10% Liberty Desire
* Ilkhan Group Ambition changed to +10% Shock Damage
* Changed Ilkhan Group Tradition of Army Tradition from Battles +50% to 100% Prestige from Land Battles
* Readded Blue and White Horde Ideas
* Slightly tweaked the requirements for forming Bukhara
* Naxos and Epirus can now form the Kingdom of Jerusalem
* Anyone with the Timurid Dynasty can now re-form the Timurids
* Kashubian and Mazovian TAGS can now (re)form Poland
* To form Lotharingia you now can be an Elector or have the standard 1356 Mission flag set alongside the Vanilla "Be Emperor" or "Empire smaller than 1 prince" conditions
* Castila and Netherlands can no longer form Burgundy
* to form Wallonia you now need ADM tech 16
* To form Arles you can now be Emperor or an Elector (Just like Lotharingia)
* Arles and Lotharingia can no longer form Regional French tags
* To form Old Prussia you can no longer be a "German Regional Tag"
* Various New African formables should now properly display the required provinces to form
* Various African formables can no longer form each other
* Emperor of China can no longer form Siam
* Etschtal now starts under Tirol
* Welsch-Tirol is now owned by Trent at the start
* Reduced Austrian States Development to be slightly below Vanilla average. Moved a little more developed to the Styrian portion of Austria
* Religious Turmoil can no longer occur for Hussite Bohemia
* Ambrosian Republic Disaster can now only occur after 1400
* Centers of reformation no longer target Hussite provinces
* Hussite centers of reformation now only convert Catholic provinces
* Updated Hussite to be up to 1.30 standards (Will revisit its balance in the Content patch)
* Lunstia now starts released and under PU with Bradenburg
* Moravia now starts released under Bohemia
* Assigned a few French provinces to vassals. Blois, Orleans, Foix, Forez each received some territory
* Angoumois (4387) is now owned by Orleans at the start, dividing France name in half
* Haut-Poitou is now occupied by the English at the start properly now
* Franch now starts with Strong French Duchies and a harsh +5 War Exhaustion to buff England
* French Feudal Vassals now cost Diplomatic slots
* Bresse now starts off as Arpitian culture, and is claimed by County of Burgundy (Lost claim on Chambrey)
* Tweaked various German nations cultures to fit new 1.30 standards
* Removed Bologna cores on Ravenna
* Made Frisia and East Frisia standard Peasant Republics for now (Until unique election mechanics are finished for our Peasant Republics)
* Gave all SWA missions to SWB as well
* SWB and SWA can never appear at the same time now (Unless players find some fuck-y way around this)

# Bugs

* Fixed a bug that caused the unique event for Feudalism ending via Colonialism to not trigger properly (thus no one was told when Feudalism was actually ending)
* Fixed the missing Icon for Zoroastrians/Jews/Sikhs/Converter Heresies not having an objective icon
* Alexandria and Egypt no longer share the same color. Alexandria is now a light orange
* Added a missing province modifier for Koingsberg that caused their cathedrael to have no effects for the builder
* Event for Chinese minors to usurp the mandate can now only happen once (Post Yuan war typically)
* Potentially fixed a bug that caused Mongolia to keep all cores on China after they loose Yuan/Mandate
* Fixed a handful of bugs with Great Projects and not appearing, working, or anything of the sort
* Mongolic Nations can now restore Ilkhanate, just like Tartars and Altaics.
* Updated most Formables to 1.30 standards as some remained unpatched from previous patches somehow
* Ingria is now coded as IN6 as ING is used by the new Bavarian Minor
* Fixed Caspian Peasant Republic being missing for some reason
* Gascony is now properly part of the HWY
* Fixed some various province oddities in Eastern Europe for later start dates

# Misc

* Moved the location of Theocratic ideas to once again be at the top of the ideas list
* Removed Cologne ideas as there now a base game variant
* Renamed and moved around various interface files
* Retired the interface borrowed from Missions Expanded. This decision has been made in part due to the team's lack of ability to dedicate time to making massive ME style trees.
* Removed 1356 Dalmatian, Cornish, Slovenian, Sorbian, Frisian, and Icelandic cultures
* Added an Easter Egg dynasty to the Germanic Culture group
* Removed the following Nation Formable Decisions: Switzerland, Swabia, Lotharingia, Saxony, Bavaria
* Updated CB's to be up to 1.30 standards
* Removed vanilla policies from 1356's files, as we edit nothing there now that ours are separate
* Fully converted ALL files from max\_states to governing capacity (Even the defunct legacy governments)
* Removed War taxes cost from the Hundred Years War Modifier
* Removed the now Defunct 1356 Tribes Estate
* Tweaked Arles/Lotharingia formables to no longer check for bur\_granted\_imperial\_title\_flag
* Cut 1356 Crusader Missions in favor of new vanilla missions (Holdover from pre mission update anyways)
* Cut 1356 Breton missions in favor of Vanilla Brittany missions
* Patched all Vanilla events we override for 1356

# Localisation

* Fixed "Calvary" spelling under Ages

# Credits (Aka those who made V2 possible)

* Theo from ASOIAF for the Coin on the new Loading Screen - <https://steamcommunity.com/sharedfiles/filedetails/?id=1935354673>
* Jwvd from Expanded Mods for Artwork (Grand Court, Imperial Ideas, Theocratic Ideas, Royal Education Ideas, Marcher Lord Ideas, Permanent War ideas.)
* Mijo (Developer) for the Russian/Eastern European changes <3
* Genomega (Senior Developer) for Chinese, Indian, and Persian Changes.
* The Janitor & Pennsylvanian (Developers) for Idea Balance
* All of our Testers - @TwinsPlayTekkit, @Paragon of Virtue, @Kars
* Mexdus (Developer) for Creating Barbarossas Throne
* JoeSparkles (Translation Lead) for Helping with Translations
* @Athenian Goddess for Art direction
* Reichbierminister & Friends for the German Translations
* Kathosky for aid in creating the Original Age of Feudalism Objectives/Bonuses Icons
* Missions Expanded Team for their Mission UI
* Victoria for events & Flavor
* DanJonMin for creating 1356
* Cinnamon (On discord) for some English localization contributions
* J4freeman – Malaysia/SEA flavor & Original DanJonMin Team member
* Stuvi – Historian
* M654 – Scandanavian Flavor (Former Co-Lead)
* Myself (Count Flandy, Project Lead) – Game Mechanics, Flavor, Balance, Western Europe Flavor.