Trigger:

-Not militarist ethic

-Has militarist faction, it has happiness < 40 (or 45?)

-Military is over the cap

-Is at peace

-Not a subject

(More likely to happen the stronger the militarist faction, and if you are pacifist. Much less likely for AI as it would struggle with this)

The leader will send you a letter suggesting (with thinly veiled threats (mentions of how strong it is, etc)) that you allow the military to have a bigger say in the government, as it plays such an important role in protecting the empire, etc

To [root.GetRulerTitle] [root.GetRulerName],

Now is perhaps the moment to recognise the vital contribution the fleet plays in ensuring the safety and stability of the [root.GetName], and its standing in galactic politics. We are a powerful force that works tirelessly to counter threats to the state and its citizens. Our highly-trained crews are among the most skilful in the galaxy, and our state of the art warships are second to none.

It is therefore with deep regret that I view the plight of the navy in internal [root.GetSpeciesAdj] politics. It is very clear even to our under-officers - let alone our generals - that the navy is marginalised to the point of being taken for granted. Not only are our marines and officers criminally underpaid, but there is also excessive civilian interference in our activities: Civilian bodies determine our assignments, as well as our recruitment and promotion policies, and can even condemn successful commanders for supposed indiscretions during duty. On matters where the fleet's vital interests are under affected, the fleet simply doesn't have a voice.

This obstructs the navy from being able to fulfil its proper role in protecting the [root.GetName] from threats. It is not a situation that is in your interests as the [root.GetRulerTitle] to maintain. If there is no change in the state of affairs, we cannot guarantee the survival of the state or your government.

Kind Regards,

[militarist.GetName],

Leader of the [militarist\_faction.GetName!] and chosen spokesperson of the [root.GetSpeciesAdj] Navy

Options:

-It is time to adopt a more militarist outlook (shift to militarist)

-Perhaps the fleet should be paid more (+15% fleet upkeep) (if you adopt this one, you might get them coming back asking for even more in 20 years, if you happen to be rich and powerful)

-The fleet and the government must remain separate. => Militarists upset => potential follow-up event where the fleet does a coup if the original conditions of this event are still the case in 5 years. (Custom tooltip: Steps should be taken to reign in the fleet if this course of action is adopted).

Follow-up event:

It appears that several top naval officers are ignoring your orders. You cannot get through to them by any means of communication. Your advisors worry what this might portend. You have contacted other, lower-ranking officers, but they claim not to know of anything untoward.

(2 days later)

“This is the [militarist.GetName]. I speak on behalf of the [root.GetSpeciesAdj] Navy. Our admirals have decided with unanimity that the [root.GetSpeciesAdj] government must be placed under our protection for the good of the state. Our cannons are locked onto you. If you do not surrender immediately, we will blow [root.GetGovtBuilding] to shreds. You have an hour to give your response.”

Option: “We have no choice” (shift to militarist, get some appropriate civics?)

GetGovtBuilding:

Democracy: Parliament

Oligarchy: the Council Buildings

Others: your Palace

Follow-ups if you pay the navy???