

by Papinian7

Changelog

0.9.9

- removed old EU files of MD 1.0
- moved them to Modding resources\European Union\ 1.0 EU files\old EU

0.9.8

- EU Candidate focus added for unilateral joining.

0.9.7.11

- added tooltips for new ENG focus:
 - o ENG irish referendum
 - o ENG scottish referendum
- UKR focus tree redone:
 - o UKR eastern doctrine
 - o UKR western doctrine
 - o UKR closer ties with eu
 - o UKR association agreement
 - o UKR european union integration
 - o UKR euroscepticism

0.9.7.10

- added new ENG focus:
 - o ENG irish referendum
 - o ENG scottish referendum
 - o ENG global britain
- ENG focus tree redone:
 - o ENG a new path
 - o ENG democratic tradition
 - o ENG europe is the future
 - o ENG careful cooperation
 - o ENG distance from europe
 - o ENG european cooperation 1
 - o ENG european logistics
 - o ENG european cooperation 2
 - o ENG one union
 - o ENG european cooperation 3
 - o ENG european cooperation 4
 - o ENG extra research slot 2
 - o ENG european cooperation 5
 - o ENG defensive assistance
 - o ENG special treatment
 - o ENG investments abroad 1
 - o ENG investments at home
 - o ENG workforce deal with ireland
 - o ENG investments abroad 2
 - o ENG develop infrastructure

- ENG investments abroad 3
- ENG brexit referendum
- ENG defy remain
- ENG go with europe
- ENG EU border compromise
- ENG air travel agreements with europe
- ENG britain first
- ENG the british alliance
- ENG diplomatic sovereignty idea

- ENG focus tree removed:

- ENG EU expansion of 2004
- ENG EU expansion of 2007
- ENG EU expansion of 2013
- ENG european military cooperation
- ENG union of nations
- ENG prepare unification treaties
- ENG call the union

0.9.7.9

- POL focus tree redone:

- POL new solutions
- POL nationalist propaganda
- POL change political course
- POL poland first
- POL radicalcamp
- POL monarchy
- POL po
- POL pis
- POL prepare to join eu
- POL accession treaty
- POL befriend european powers
- POL improve trade relations with eu
- POL join eu
- POL european economic cooperation
- POL skip euro
- POL introduce euro
- POL invite european automotives
- POL european investments
- POL invite famous european brands
- POL european infrastructure investments

0.9.7.8

- FRA focus tree redone:

- FRA fraternity
- FRA euroscepticism
- FRA electoral shutdown
- FRA self determination
- FRA the national front
- FRA leave europe

- FRA equality
- FRA honor the communes
- FRA marxist ideology
- FRA the communist party
- FRA a new dawn
- FRA socialism in france
- FRA a new international
- FRA freedom from the west
- FRA liberty
- FRA euro investments
- FRA european investments2
- FRA european expansionism
- FRA strength in the eu
- FRA a united union
- FRA cooperation in union
- FRA invitations to the eu
- FRA european persuasion
- FRA preparing the union
- FRA uniting the union
- FRA french political dominance
- FRA a international language
- FRA the new seat

0.9.7.7

- SWI focus tree redone:

- SWI seek eu membership
- SWI european investment opportunities
- SWI european arms exports
- SWI peace at switzerland
- SWI the alpine republic

- SWI focus tree removed:

- SWI adopt euro

- GER focus tree redone:

- GER automotive investments in europe
- GER pan european efforts
- GER continental education investments
- GER non aggression principle with russia
- GER seek russia's favor
- GER european business opportunities
- GER radicalize german conservatism
- GER german nationalism
- GER nord stream
- GER closer integration with eaeu markets
- GER appease eastern europe
- GER accomodate polish migrant workers
- GER cfsp studies
- GER demand maastricht amendments
- GER expand the rhine route

0.9.7.6

- DEN focus tree redone:
 - DEN befriend sweden
 - DEN befriend norway
 - DEN befriend the baltic states
 - DEN venerate queen
- DEN focus tree removed:
 - DEN leave eu
- NOR focus tree redone:
 - NOR royal government decree
 - NOR the union of sweden norway
- NOR focus tree removed:
 - NOR maintain the european status
 - NOR join the eu
- SWE focus tree redone:
 - SWE further european integration
 - SWE invite european experts
 - SWE european military contracts
 - SWE riksbank policy
 - SWE currency policy
 - SWE northern ambition
 - SWE offer province status to estonia
 - SWE aryan pact
- FIN focus tree redone:
 - FIN join csto
 - FIN csto for finnish territories
 - FIN expand the foreign ministry
 - FIN trade with the nordics
 - FIN finlands main ally
 - FIN secure european trade deals
 - FIN trade with russia
 - FIN trade with the united states
 - FIN trade with china
 - FIN russia
 - FIN political alliance with vladimir putin
 - FIN european involvement
 - FIN praise the kaiser

0.9.7.5

- updated EU generic focus tree with generic new
- added scripted effects for invest in EU single market
- ITA focus tree redone:
 - ITA with europe
 - ITA european cooperation 1
 - ITA european cooperation 2
 - ITA eastern investments
 - ITA european cooperation 3
 - ITA european cooperation 4
 - ITA european cooperation 5
 - ITA research slot 2
 - ITA european speech
 - ITA support other eurosceptics

- ITA support local productions
- ITA towards fascism
- ITA towards monarchy
- ITA focus tree removed:
 - ITA EU expansion of 2004
 - ITA EU expansion of 2007
 - ITA EU expansion of 2013
 - ITA union of nations
 - ITA call military cooperation
 - ITA one europe
 - ITA prepare the union
 - ITA unite the union
 - ITA trigger article 50
 - ITA restore the currency
- Change focus:
 - ITA our past
 - availability to NOT EU member state
 - mutually exclusive from ITA what we are to ITA with europe
- ITA changed event:
 - italy md.20
- old files: Modding resources\European Union\ 1.0 EU files\focus ITA removed

0.9.7.4

- added a gov is eurosceptical scripted trigger
- used it at Article 50 focus

0.9.7.3

- made the EU able to interact with other third country states
- added a scripted trigger for EU Leader of Foreign Policy and EU Leader of Trade Policy
- added a scripted trigger for ratification of international treaties and trade agreements
- example for trade deal decision is located in Modding resources\European Union\EU_modding_toolbox.txt

0.9.7.2

- renamed 99 eu effects.txt to 99 EU scripted effects.txt
- added EU_modding_toolbox.txt to Modding resources\European Union

0.9.7.1

- bugfixing OMT decision
- moved EU ECB category to file EU ECB decisions.txt

0.9.7

- renamed 00 eu effects.txt to 99 eu scripted effects.txt
- added 99 EU scripted triggers.txt
- added scripted triggers for 3, 5, 10 and 25 percent influence on all other EU member states

0.9.6

- pro european campaign, euroscepticism campaign, root pro european campaign and root euroscepticism campaign cooldown time now 60 days (days_remove = 60)

0.9.5

- President of the European Commission is now available from game start
- the AI will only choose the retry decision if it has the office of President of the European Commission (bug fixing overlapping votings)

0.9.4

- added enlargement focus for ALB, SER, MNT, FYR, BOS, KOS
- added enlargement focus for TUR
- added enlargement focus for GEO, MLV, UKR
- added enlargement focus for ARM, AZE
- added enlargement focus for SWI, NOR, ICE
- added enlargement focus for BLR
- added enlargement focus for CAT, CRE, SCL, SCO, WAS

0.9.3

- changed the focus costs for every voting focus to a different value to prevent overlapping voting events

0.9.2

- added a select effect and country flag to each shared voting focus to prevent parallel completing of one focus by more than one member state
- focus selected flag is cleared on completion
- if a member state leaves the EU while completing a voting focus the completion effect is applied to a random EU member state
- the member state policies will be located in the national tree of the member states

0.9.1

- EU focus tree is now a shared focus tree
- removed the EU focuses from the existing national trees and added the shared focus tree
- added a generic EU focus tree for all EU49 that have not an own national focus tree at the moment
- added focus completed for EU49 in 2017 bookmark
- EU49:
ALB, ARM, AUS, AZE, BEL, BLR, BOS, BUL, CAT, CRE, CRO, CYP, CZE, DEN, ENG, EST, FIN, FRA, FYR, GEO, GER, GRE, HOL, HUN, ICE, IRE, ITA, KOS, LAT, LIT, LUX, MLT, MLV, MNT, NOR, POL, POR, ROM, SCL, SCO, SER, SLO, SLV, SPR, SWE, SWI, TUR, UKR, WAS
- cosmtic tag typo corrected: The United States of Europe
- tutorial localisation updated

The European Union in Millennium Dawn

In Millennium Dawn The European Union is not a playable nation (there is an EUU tag for some coding reasons, but this is not a regular Hearts of Iron country). In the mod the EU is represented and played by the member states. Later in the game the player has the possibility to unite (annex) the member states under one cosmetic tag. Two main factors that drive the EU are the influence on the other member states and the Euroscepticism. Besides that the EU is controlled via the EU Focus Tree and Decisions.

Institutions of the European Union

The EU has six main institutions

- the European Parliament
- the European Council
- the Council of the European Union
- the European Commission
- the Court of Justice of the European Union (CJEU)
- European Central Bank (ECB)

In the EU's unique institutional set-up:

- the EU's broad priorities are set by the European Council, which brings together national and EU-level leaders
- directly elected MEPs represent European citizens in the European Parliament
- the interests of the EU as a whole are promoted by the European Commission, whose members are appointed by national governments
- governments defend their own country's national interests in the Council of the European Union.

In Millennium Dawn the following EU institutions are implemented (at the moment):

- the European Council
- the Council of the European Union
- the European Commission
- European Central Bank (ECB)

while the other two are not implemented (at the moment):

- the European Parliament (planned for future updates)
- the Court of Justice of the European Union (CJEU)

Council, Huh?

In European politics there are known three institutions with the name Council: the Council of Europe, the European Council and the Council of the European Union.

The Council of Europe is an international organisation whose stated aim is to uphold human rights, democracy and the rule of law in Europe. The best known body of the Council of Europe is the European Court of Human Rights, which enforces the European Convention on Human Rights. It's not an institution of the European Union and therefore it's not in the mod.

The European Council is a collective body that defines the European Union's overall political direction and priorities. It comprises the heads of state or government of the EU member states, along with the President of the European Council and the President of the European Commission. While the European Council has no legislative power, it is a strategic (and crisis-solving) body that provides the union with general political directions and priorities, and acts as a collective presidency.

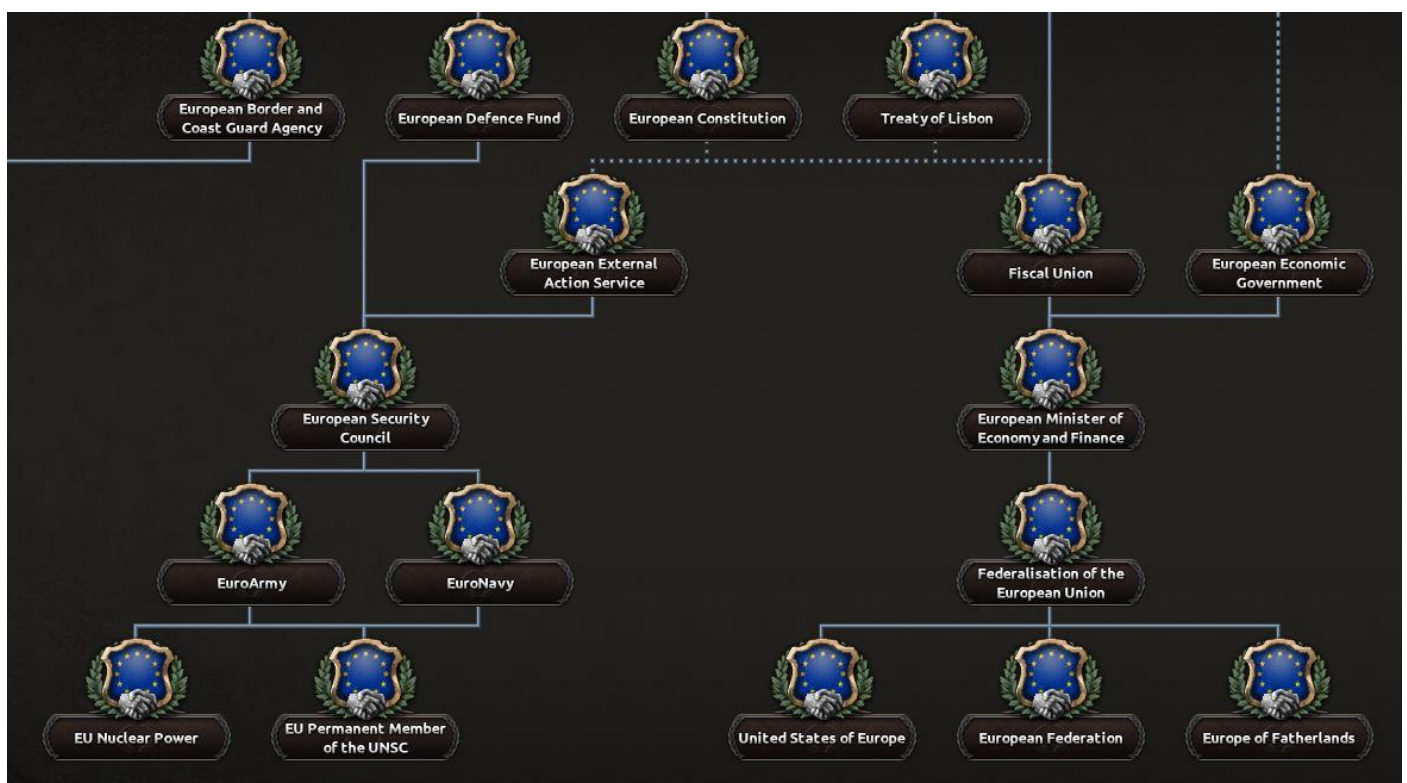
In Millennium Dawn the European Council and the Council of the European Union are combined and represented by the voting of the member states. The President of the European Council is a claimable office in the mod, while the rotating Presidency of the Council of the European Union is not implemented at the moment.

The EU Focus Tree is other than any other Focus Tree in the game. The EU Focus Tree is a shared focus tree and ~~do~~esse not only belong to a single country, but to all (49 potential) member states. Every EU member state has ~~in~~ principle the same the shared EU Focus Tree, ~~and-but~~ these trees are connected. Only one member state can complete a shared voting focus at the same time. If a focus for one country is completed it is bypassed for every other member state. There ~~are two~~is one exceptions to this: ~~the Member State Policies branch and~~ the Withdrawal Policies branch. ~~will be individualized.~~

The Voting Tree consists of all other branches than ~~the Member State Policies branch and~~ the Withdrawal Policies branch. The focuses of the Voting Tree apply their effect not simply through completing the focus, they need to be accepted by the voting of the member states. The only effects that are directly applied are the Euroscepticism bonuses and malus. Some of the branch header have no (other) effect and need no voting. As the focuses need to be accepted by the voting of the member states, there are no mutually exclusive focuses. But some focuses are mutually exclusive in the result. If one is accepted the other can't be completed. See the requires tooltip for details.

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graph TD
    EU_Policies[EU Policies] --> EC_Policies[European Commission Policies]
    EU_Policies --> EU_Secondary_Legislation[EU Secondary Legislation]
    EU_Policies --> EU_Defense_Policies[EU Defense Policies]
    EU_Policies --> EU_Reforms[EU Reforms]
    
    EU_Secondary_Legislation --> DCSM[Directive on Copyright in the Digital Single Market]
    EU_Secondary_Legislation --> GDPR[General Data Protection Regulation]
    EU_Secondary_Legislation --> Dublin_II_Regulation[Dublin II Regulation]
    EU_Secondary_Legislation --> EDA[European Defence Agency EDA]
    EU_Secondary_Legislation --> Charter[Charter of Fundamental Rights of the European Union]
    EU_Secondary_Legislation --> ECB_Int[ECB Int]
    
    Dublin_II_Regulation --> EU_Turkey_deal[EU-Turkey deal]
    Dublin_II_Regulation --> Relocation[Relocation and Resettlement of Asylum Seekers]
    Dublin_II_Regulation --> Frontex[Frontex]
    Dublin_II_Regulation --> PESCO[Permanent Structured Cooperation PESCO]
    Dublin_II_Regulation --> European_Convention[European Convention]
    Dublin_II_Regulation --> Treaty_of_Lisbon[Treaty of Lisbon]
    
    EU_Turkey_deal -.-> EAA[European Asylum Agency]
    Relocation -.-> EAA
    
    Frontex --> EBCGA[European Border and Coast Guard Agency]
    
    PESCO --> EDF[European Defence Fund]
    
    European_Convention --> European_Constitution[European Constitution]
    European_Convention --> Treaty_of_Lisbon
    
    European_Constitution --> EEAS[European External Action Service]
    
    Treaty_of_Lisbon -.-> Fiscal[Fiscal]
  
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The Withdrawal Tree

The Withdrawal Policies branch is like a normal focus tree. The focuses there are not linked to focuses of other member states and there is no voting on the exit focuses. ~~At the moment these have a kind of generic setup, but they will be customized (like Brexit, Grexit, etc.) for special countries in future updates.~~

The Member State Tree Focuses

The Member State ~~Tree~~ Focuses is unique for every member state. Regularly there is no voting on these focuses ~~of the Member State Tree~~. The Member State ~~Tree~~ Focuses reflects how the national policies of a member state could influence the policies of the whole Union. The Member State Focuses are located and integrated in the national tree of the specific member state.

The EU Voting

After the focus is completed, the country completing it gets a decision to put that proposal to the vote of the member states.

The Voting Decisions

The European Union

Euroscepticism: 0.0%
Euroscepticism, also known as EU-scepticism, means criticism of the European Union (EU) and European integration. According to public opinion surveys this ratio represents the number of people who will likely vote for leaving the European Union in the case of a European Union membership referendum of their country.

Europeanism: 85.7%
Europeanism also known as Pro-Europeanism, sometimes called European Unionism, is a political position that favours European integration and membership of the European Union (EU). It includes the more radical European federalists, who seek to create a single superstate known informally as a United States of Europe. A related term is 'Europhile'. The ratio represents the Europhile people throughout the whole Union.

- EU Tutorial
- Treaty of Lisbon (Unanimity)
- ECB Intervention (Majority)
- General Data Protection Regulation (Unanimity)
- EU Voting Cheat
- Charter of Fundamental Rights of the European Union (Unanimity)
- Charter of Fundamental Rights of the European Union Voting Result

State of the European Union

The European Union - Population: 378677K - Europeanism: 85.7%

Flag	Name	Population	Ratio of Total EU	Euroscepticism
	Austria	8043K	2.10%	30.0%
	Belgium	10262K	2.70%	20.0%
	Denmark	5347K	1.40%	19.0%
	The United Kingdom	59040K	15.50%	24.0%
	Finland	5238K	1.30%	27.0%
	France	61081K	16.10%	0.0%
	Germany	82278K	21.70%	25.0%

Örebro
Linköping

Treaty of Lisbon (Unanimity)

We can put the Treaty of Lisbon to the vote. It is a unanimity voting, so every member state has to vote with YES for the proposal to be ACCEPTED.

Prerequisites:

- ✓ France has completed National Focus Treaty of Lisbon
- ✓ One of the following must be true:
 - France must have > 3% influence on all member states
 - Has national spirit **President of the European Commission**
 - Has national spirit **President of the European Council**
 - Has national spirit **President of the European Parliament**

Effects when selected:

(France, Ireland, Italy and 1 others):

Belgium:

(Austria, Denmark, United Kingdom and 7 others):

(Austria, Belgium, Denmark and 12 others):

Gets event 'Voting of the member states'.

State of the European Union

The European Union - Population: 379028K - Europeanism: 87.5%

Flag	Name	Population	Ratio of Total EU	Euroscepticism
	Austria	8043K	2.10%	30.0%
	Belgium	10262K	2.70%	20.0%
	Denmark	5347K	1.40%	19.0%
	The United Kingdom	59040K	15.50%	24.0%
	Finland	5238K	1.30%	27.0%
	France	61081K	16.10%	0.0%
	Germany	82278K	21.70%	25.0%
	Greece	10925K	2.80%	0.0%
	The Netherlands	15940K	4.20%	16.0%
	Ireland	3805K	1.00%	0.0%
	Italy	56765K	14.90%	0.0%
	Luxembourg	436K	0.10%	16.0%
	Portugal	10243K	2.70%	0.0%
	Spain	40544K	10.60%	0.0%
	Sweden	9074K	2.30%	33.0%

General Data Protection Regulation (QMV)

We can put the General Data Protection Regulation to the vote. It is a Qualified majority voting (QMV), so a majority of 55% of the member states, which represent 65% of the population of the EU has to vote with YES for the proposal to be ACCEPTED.

Prerequisites:

- ✓ France has completed National Focus General Data Protection Regulation
- ✓ One of the following must be true:
 - France must have > 3% influence on all member states
 - Has national spirit **President of the European Commission**
 - Has national spirit **President of the European Council**
 - Has national spirit **President of the European Parliament**

Effects when selected:

(France, Ireland, Italy and 1 others):

Belgium:

(Austria, Denmark, United Kingdom and 7 others):

(Austria, Belgium, Denmark and 12 others):

Gets event 'Voting of the member states'.

The first decision of the voting proceeding is the voting decision. It becomes available if the proposing country has at least 3% influence on any other member state or holds one of the three major offices of the EU (President of the European Commission, President of the European Council, President of the European Parliament). When the decision is selected every member states gets a Yes/No voting event.

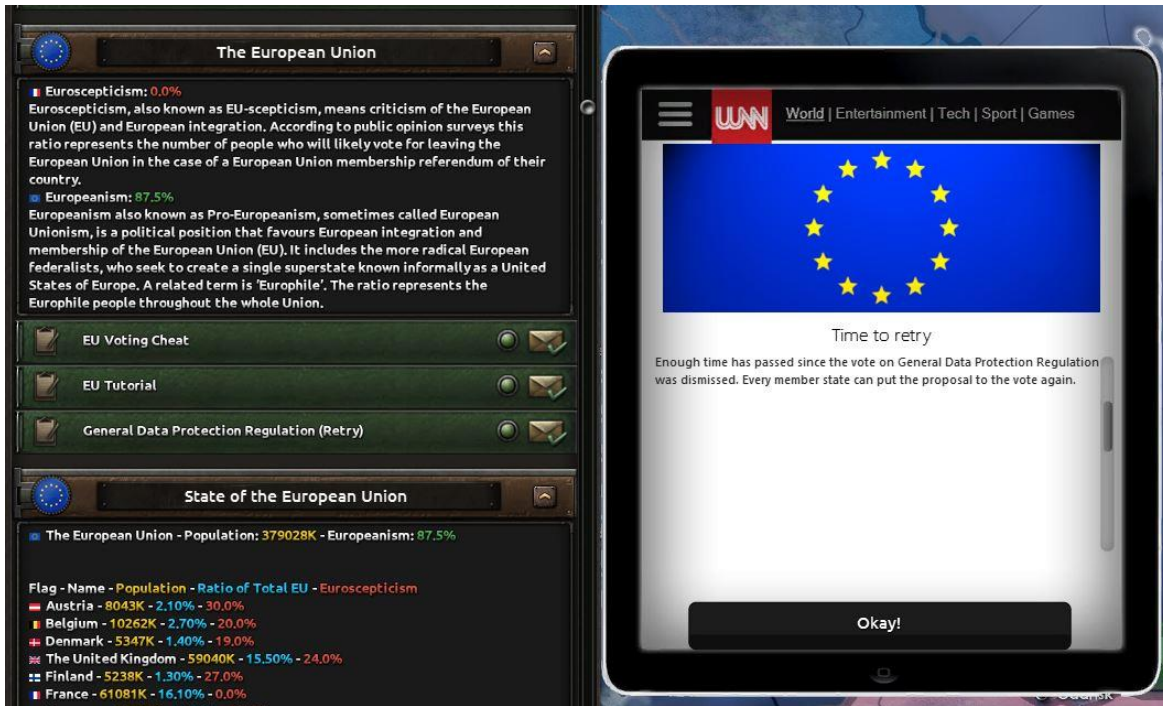
After the vote the result decision becomes available. When selected the result of the voting is shown by a sequence of two events.



If the proposal was accepted the effect of the focus is applied to every member state by the event. If the proposal was dismissed the retry proceeding is started.

Note: In some rare circumstances the voting process could be locked. In this case you have to wait round about three month til the voting is cleared in the [backgroundbackground](#). Than just try again.

30 days (has to be balanced in future updates) after the dismissal the retry decision becomes available for every member state by an event. If one member state selects that decision the decision is removed for every other member state and a new voting decision becomes visible for the member state. So that member state can start the voting proceeding again. [If you want to select the retry, you should pause the game, when the event pops up.](#)



Note: If you want to stop the repeating of one proposal just select the retry decisions and don't put it to the vote.

The AI Voting

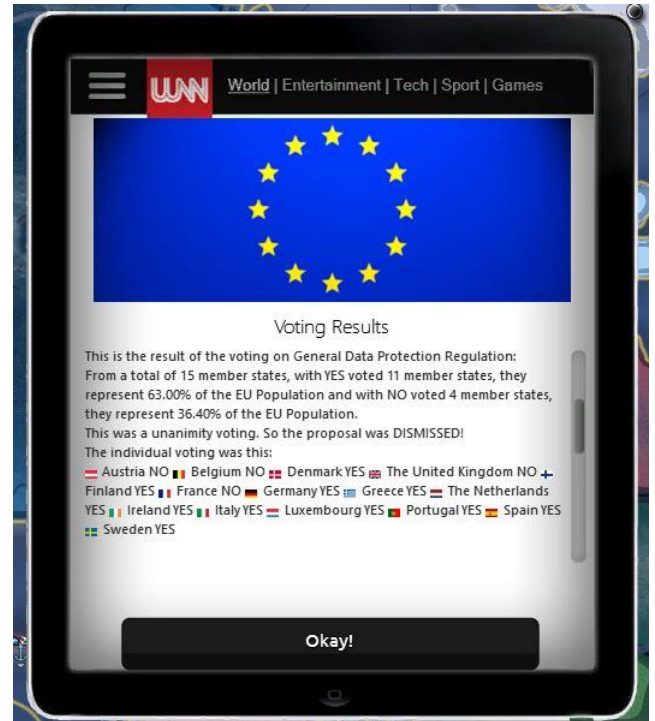
The voting behaviour of the AI is determined by three factors: the influence of the proposing country (5%, 10%, 25%, 50%, 70%), the Euroscepticism of the voting country (10%, 20%, 30%, 50%, 70%) and the government resist factor of the voting country. The government resist factor reflects the attitude of the political parties towards the subject of the voting. There are four stance: strongly resist, resist, support and strongly support (you can see the government resist factor in the Focus Tree at the focus effect tooltip).



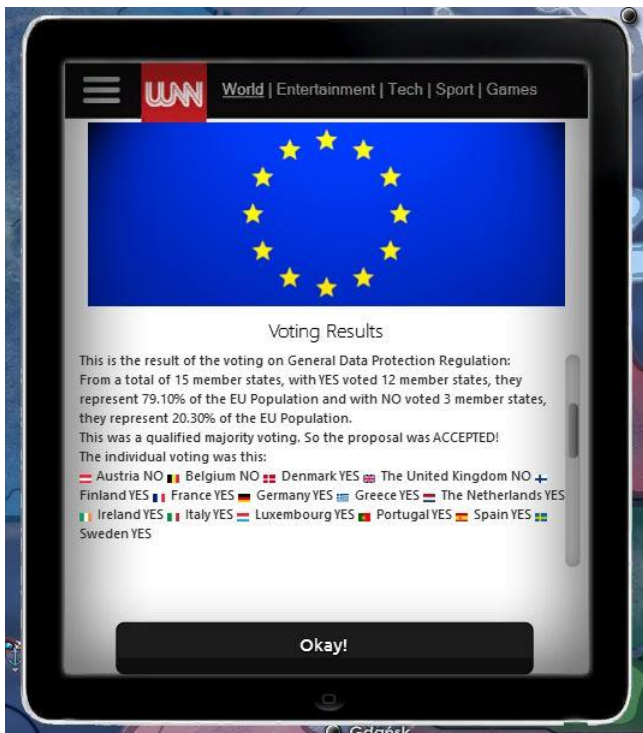
Majority Types

There are three majority types: Unanimity, Qualified Majority Voting (QMV) and Majority.

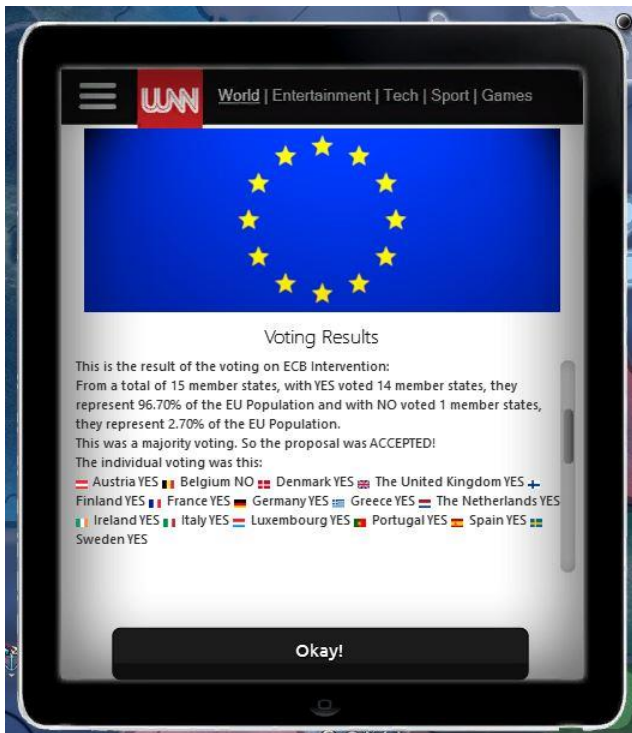
Unanimity voting need every member state to vote for the proposal. Therefore every member state has the right of veto.



In the case of Qualified Majority Voting (QMV) there are two majorities that have to be met: 55% of the member states who represent 65% of the Population of the EU have to vote for the proposal to be accepted. Therefore member states who together represent 35% of the Population of the EU have a blocking minority.



In the case of Majority voting more member states have to vote with Yes than with No.



The EU Laws and Ideas

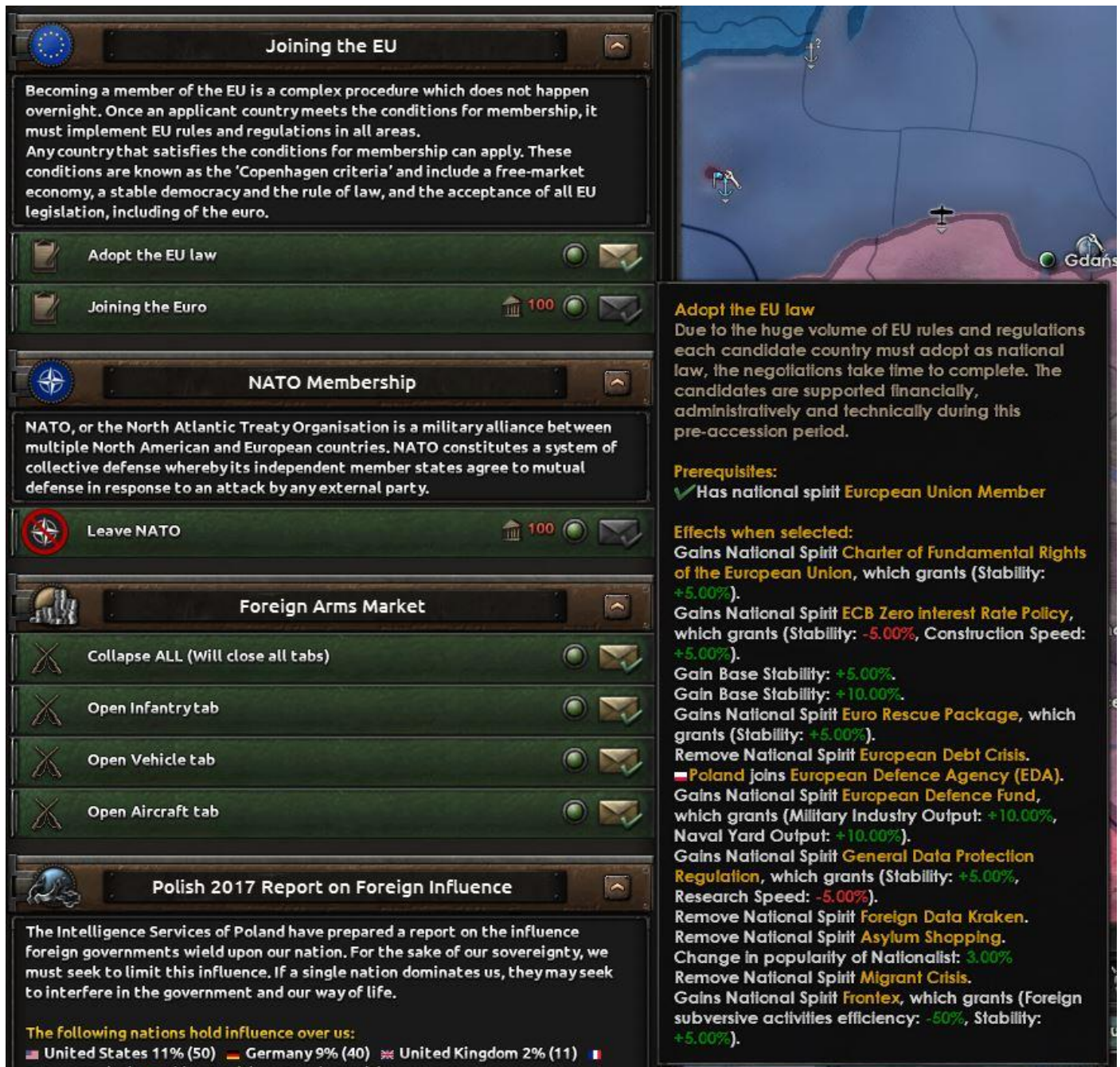
A important part of the focus effects are national spirits. They represent the legislation of The European Union.

The EU Laws

There are two kinds of national spirits for EU member states. The first one are crisis or negative circumstances that are applied by events or from the start. The effect of some of the focuses are to remove or prevent these negative national spirits when the voting is accepted. The other one apply bonuses to the member states. They are added when the proposal is accepted by the voting of the member states.

Adopting EU law by new member states

If a new member state joins the EU, this county doesn't get all national spirits by default. It has to adopt the EU law through a decision.



EU law and EU exit

Leaving the EU means losing all EU national spirits. In addition to that the leaving country gets a timed national spirit according to the exit route the country takes.

The EU Offices

In the EU every institution has a head. In this sense the Offices of the EU in the mod are the personification and the representation of these institutions. In the tradition of the European Union these offices are shared among the member states. So it is in Millennium Dawn. In general a member state can only hold one office at once. To claim an office a member state needs at least 5% influence on every other member state or a population of more than 5% of the Total EU Population. So it is more likely that the most offices are shared among the big member states.

Political and Financial Offices

The Political Offices are

- President of the European Commission,
- President of the European Council and
- President of the European Parliament

and the Financial Offices are

- President of the European Central Bank and
- European Minister of Economy and Finance.

Political and Financial Offices

The Office of the President of the European Commission, the President of the European Council and the President of the European Parliament have in common, that they allow to put a focus to the vote without having 3% influence on any other member state. In addition to that they rise chances of success in the Pro-European and Euroscepticism Campaigns.

President of the European Central Bank can start, expand or reduce the OMT Program of the ECB to temporary reduce the interest rates of member states with high interest rates.

At the moment the European Minister of Economy and Finance has no special powers. In future updates it is planned to give the European Minister of Economy and Finance the power to set minimum tax rates.

Security and International Offices

The Security Offices are

- Frontex Executive Director,
- Secretary General of EuroArmy and
- Secretary General of EuroNavy.

The International Offices are

- High Representative of the Union for Foreign Affairs and Security Policy and
- Ambassador of the Union to the United Nations.

The Frontex Executive Director and the Secretary General of EuroArmy have the power to take control over the respectiv forces for the time of their tenure.

The Secretary General of EuroNavy can take control of the warships of every member state and can unite them in one European fleet.

High Representative of the Union for Foreign Affairs and Security Policy has no special power at the moment. In future updates it is planned to give it some diplomatic powers or decisions.

Ambassador of the Union to the United Nations give its holder nation the Permanent Member of the UNSC national spirit.

President of the European Federation

The President of the European Federation is a unique office in the European Union/Federation because the holding member state is the paramount leader of Europe. Therefore the President of the European Federation can claim every other office for his member states.



Euroscepticism

Euroscepticism is one of the basic concepts for the EU in Millennium Dawn.

Euroscepticism, also known as EU-scepticism, means criticism of the European Union (EU) and European integration. According to public opinion surveys this ratio represents the number of people who will likely vote for leaving the European Union in the case of a European Union membership referendum of their country.

Europeanism also known as Pro-Europeanism, sometimes called European Unionism, is a political position that favours European integration and membership of the European Union (EU). It includes the more radical European federalists, who seek to create a single superstate known informally as a United States of Europe. A related term is 'Europhile'. The ratio represents the Europhile people throughout the whole Union.

Euroscepticism is one of the main variable driving the EU member states in one direction or the other. Europeanism on the other hand is just a derivative variable from Euroscepticism. It is used as trigger to refer to the Union as a whole.

State of the Union

The State of the Union category is the main interface for the player to get an overview about the European Union and the Euroscepticism throughout the Union. While most of the Euroscepticism effects also update the State of the Union statistic, sometimes it is necessary to update by hand. Therefor the update decision can be used.



Flag	Name	Population	Ratio of Total EU	Euroscepticism
	Austria	8043K	2.10%	25.0%
	Belgium	10262K	2.70%	10.0%
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	The United Kingdom	59040K	15.50%	24.0%
	Finland	5238K	1.30%	22.0%
	France	61081K	16.10%	14.0%
	Germany	82278K	21.70%	15.0%
	Greece	10925K	2.80%	8.0%
	The Netherlands	15940K	4.20%	6.0%
	Ireland	3805K	1.00%	6.0%
	Italy	56765K	14.90%	9.0%
	Luxembourg	436K	0.10%	6.0%
	Portugal	10243K	2.70%	5.0%
	Spain	40544K	10.60%	6.0%
	Sweden	9074K	2.30%	38.0%

2000



Flag	Name	Population	Ratio of Total EU	Euroscepticism
	Austria	8873K	1.70%	30.0%
	Belgium	11526K	2.20%	22.0%
	Bulgaria	8180K	1.50%	14.0%
	Croatia	4431K	0.80%	16.0%
	Cyprus	748K	0.10%	26.0%
	The Czech Republic	10568K	2.00%	34.0%
	Denmark	5829K	1.10%	17.0%
	The United Kingdom	66148K	12.70%	29.0%
	Estonia	1373K	0.20%	11.0%
	Finland	5562K	1.00%	16.0%
	France	67742K	13.00%	22.0%
	Germany	83094K	16.00%	15.0%
	Greece	10925K	2.10%	47.0%
	The Netherlands	17365K	3.30%	24.0%
	Hungary	10221K	1.90%	21.0%
	Ireland	4791K	0.90%	13.0%
	Italy	60314K	11.60%	26.0%
	Latvia	2373K	0.40%	14.0%
	Lithuania	3509K	0.60%	6.0%
	Luxembourg	591K	0.10%	16.0%
	Malta	446K	0.00%	6.0%
	Poland	38502K	7.40%	11.0%
	Portugal	10293K	1.90%	13.0%
	Romania	21686K	4.10%	12.0%
	Slovakia	5428K	1.00%	19.0%
	Slovenia	2075K	0.30%	19.0%
	Spain	46182K	8.90%	16.0%
	Sweden	10130K	1.90%	22.0%

2017

Euroscepticism Change

One source of Euroscepticism are the focuses on completion. Most of them add Euroscepticism to all current and potential member states. Some add a special amount to certain countries. This reflects the unique national tradition in some policies areas, like financial discipline in the northern countries or soft currency in the southern member states.



Eurobonds
Focus ID = GER_EU203

Completion Time: 70 days

Requires EU Fiscal Policies
✓ Has national spirit **European Union Member**
This Focus will continue even when the requirements are no longer met.

Effect:

- Portugal, Ireland, Italy, Greece, Spain, France, Malta, Cyprus: Add -10% Euroscepticism.
- Bulgaria, Croatia, Romania, Slovakia, Slovenia: Add -5% Euroscepticism.
- The Czech Republic, Hungary, Poland: Add +5% Euroscepticism.
- The United Kingdom, Sweden, Denmark: Add +20% Euroscepticism.
- Finland, Estonia, Latvia, Lithuania, Austria: Add +25% Euroscepticism.
- Germany, The Netherlands, Belgium, Luxembourg: Add +30% Euroscepticism.

Another source of Euroscepticism are the Euroscepticism Campaign Decisions. On the other side of the coin the Pro-European Campaigns can reduce the Euroscepticism.

EVENTS AND DECISIONS

State of the European Union (Update)

Pro-European Campaign
\$ 0.1

Euroscepticism Campaign
\$ 0.1

Pro-European Campaign
\$ 0.1

Euroscepticism Campaign
\$ 0.1

Offices of the European Union

President of the European Central Bank

The European Central Bank (ECB)

The European Central Bank (ECB)

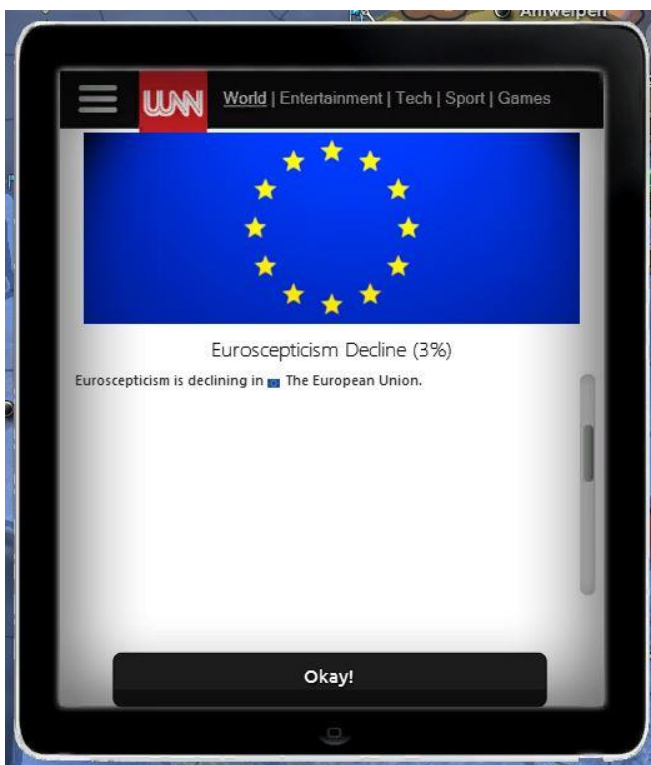
Outright Monetary Transactions (OMT) is a program of the European Central Bank under which the bank makes purchases (outright transactions) in secondary sovereign bond markets under certain conditions of bonds issued by

Pro-European Campaign
Pro-European Campaign in all member states of The European Union.

Prerequisites:
✓ Has national spirit European Union Member

Effects when selected:
One of 3 options will happen.
40% chance of Gets event 'Euroscepticism Decline (3%)'.
(Austria, Belgium, Denmark and 12 others): Gets event 'Euroscepticism Decline (3%)'.
30% chance of Gets event 'Euroscepticism Decline (5%)'.
(Austria, Belgium, Denmark and 12 others): Gets event 'Euroscepticism Decline (5%)'.
30% chance of Gets event 'Euroscepticism Rise (3%)'.
(Austria, Belgium, Denmark and 12 others): Gets event 'Euroscepticism Rise (3%)'.

Active for 90 days.
This purchase will cost 0.1 billions



Finally there are some events and decision, which can add or reduce the Euroscepticism. E.g. the OMT Program decisions.

EVENTS AND DECISIONS

Outright Monetary Transactions (OMT) is a program of the European Central Bank under which the bank makes purchases (outright transactions) in secondary, sovereign bond markets, under certain conditions, of bonds issued by Eurozone member states. The ECB want to stabilize member states, which interest rates are under the pressure of the global financial markets.

OMT Size Limit: 400.0
OMT Total Value: 0.0

Flag - Name - Debts in billion - Interest Rate in % - OMT Account in billion

🇦🇹	Austria	211.70	3.78	0.00
🇧🇪	Belgium	379.00	4.36	0.00
🇫🇮	Finland	78.00	1.41	0.00
🇫🇷	France	1174.00	2.14	0.00
🇩🇪	Germany	1681.00	2.01	0.00
🇬🇷	Greece	202.00	6.40	0.00
🇳🇱	The Netherlands	311.00	1.52	0.00
🇮🇪	Ireland	53.00	1.85	0.00
🇮🇹	Italy	1757.00	4.26	0.00
🇱🇺	Luxembourg	2.00	0.80	0.00
🇵🇹	Portugal	87.00	2.61	0.00
🇪🇸	Spain	506.00	2.36	0.00

Expand the OMT Program

Reduce the OMT Program

Start the OMT Program

Whatever it takes!

Withdrawal from The European Union

With rising Euroscepticism throughout the Union some member states will think about leaving **The European Union**.

Flag and Name from member states that triggered Article 50:

Expand the OMT Program
Expand the limit of purchases (outright transactions) in secondary, sovereign bond markets under the OMT Program.

Prerequisites:
✓ Has national spirit **European Union Member**
✓ Has national spirit **President of the European Central Bank**

Effects when selected:
OMT Size Limit: Add **+\$200** billion.
All member states with interest rate **< 4.0%**: Gets event **Euroscepticism Rise (5%)**.
All member states with interest rate **> 4.0%**: Gets event **Euroscepticism Decline (5%)**.

Euroscepticism and EU Exit

Euroscepticism will drive the AI to EU Exit. From 50% Euroscepticism the probability of an exit rises in 10% steps with rising Euroscepticism. But Euroscepticism is not the only factor for an EU exit. The probability from the Euroscepticism is modified by the ruling party. Governments with nationalist outlook will always try to leave the Union. Conservative governments are pro-European in general, but they flip over in the exit camp, when Euroscepticism rises above 60%. All other major European parties try to stay in the EU, but somewhere above 70% Euroscepticism they can't ignore the will of the people.

Leaving the EU

Leaving the EU is a longer process which will not take place over night. Never the less an EU exit can also happen by accident.

Leaving the EU by Article 50

The first step in leaving the EU is to complete the Article 50 focus. Than the Withdrawal category and the leave decision becomes available. When selected the leaving mission is activated. With the mission activated the player has two years to complete the Withdrawal Treaty focus and select the mission. Otherwise a No Deal Exit will happen. There is an option to have a prepared No Deal Exit, when the No Deal Exit focus is complete or to have an unprepared No Deal Exit when none of the two focuses is completed within the two year.

EVENTS AND DECISIONS

Start the OMT Program

Withdrawal from The European Union

With rising Euroscepticism throughout the Union some member states will think about leaving **The European Union**.

Flag and Name from member states that triggered Article 50:

- Leave The European Union! (Article 50)
- Revoke Article 50
- Extension of Article 50

Joining the EU

Becoming a member of the EU is a complex procedure which does not happen overnight. Once an applicant country meets the conditions for membership, it must implement EU rules and regulations in all areas. Any country that satisfies the conditions for membership can apply. These conditions are known as the 'Copenhagen criteria' and include a free-market economy, a stable democracy and the rule of law, and the acceptance of all EU legislation, including of the euro.

- Adopt the EU law
- Joining the Euro

Leave The European Union! (Article 50)

"Any Member State may decide to withdraw from the Union in accordance with its own constitutional requirements."

- Article 50(1), Treaty on European Union.

First Article 50 was drafted for the Constitutional Treaty for the European Union. Following the failure of the ratification process for the European Constitution, the clause was incorporated into the Treaty of Lisbon.

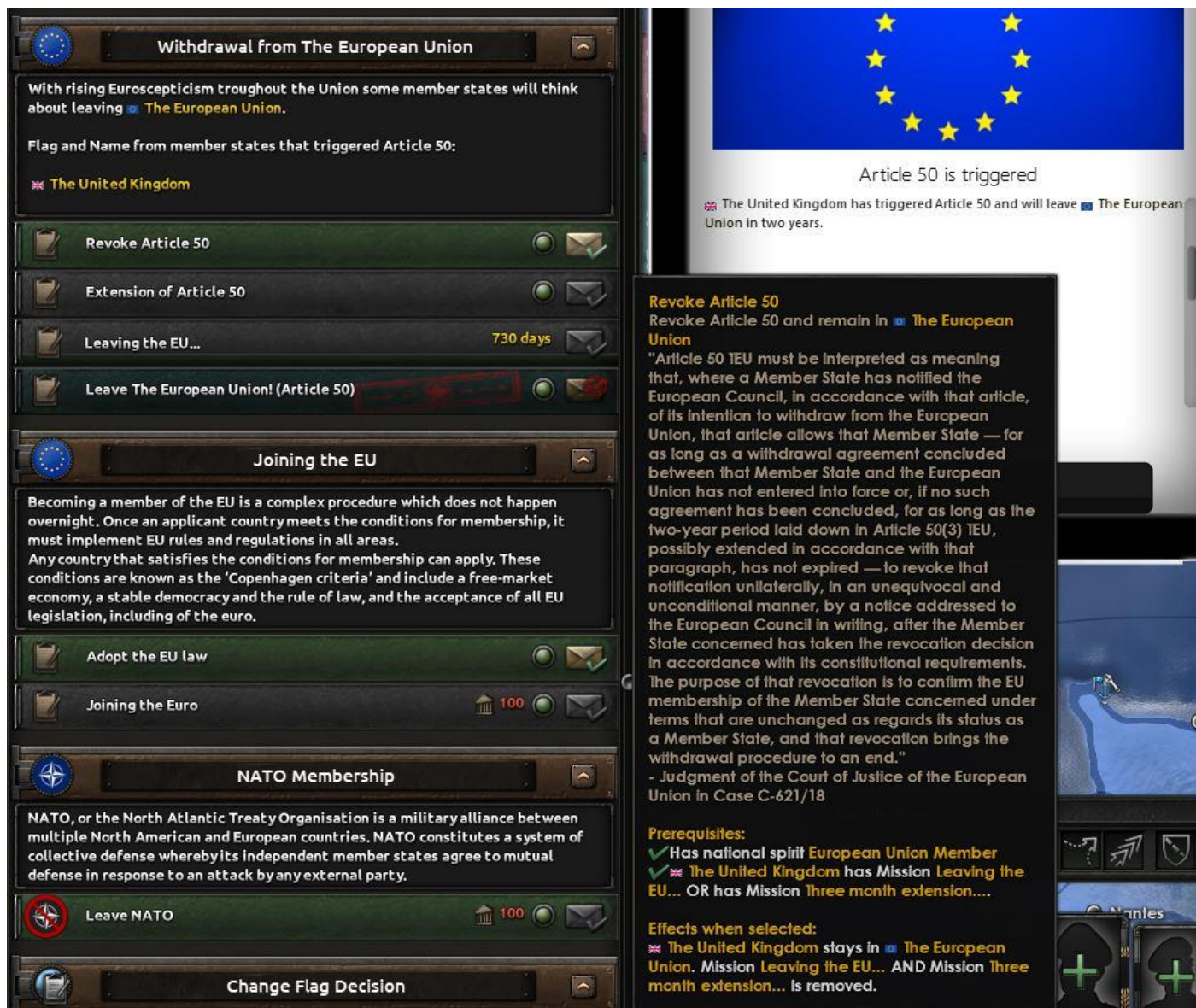
Prerequisites:

- ✓ Has national spirit **European Union Member**
- ✓ **The United Kingdom** has national focus **Article 50** completed AND NOT has Mission **Leaving the EU...**

Effects when selected:

- Activates Mission: **Leaving the EU...**
- Gets event '**Article 50 is triggered**'.

The player has also the option to revoke Article 50 and stay in the EU.



If the player needs more time there is an decision to extend Article 50.

Note: the extention only set the remaining time to three month. So if it is activated to early, it is not an extention but a shortening.

Leaving the EU by Accident

In the European Debt Crisis there is a possiblity for a EU exit by accident. This happens if the member state fails to complete the mission Troika Reforms.

Leaving the EU by the AI

As described in above the AI will leave the EU, when certain Euroscepticism levels are reached. The levels depend on the ruling party.

Enlargement and Joining the EU

In Millennium Dawn there are three types of European countries (in the sense of Article 49): the potential EU countries, the candidates and the member states. The potential EU countries are a predefined and scripted scope of countries which could possibly become a member states of the European Union (this could not be influenced in the game). Candidates are countries which were selected by the voting of the EU member states to become members in the future or who have completed the EU Candidate focus. Finally there are the member states who are already member of the EU in the 2000 and 2017 bookmark.

The Enlargement of the EU is done by the Enlargement focuses followed by the voting of the member states. ~~At the moment there are only the~~ There are the historical EU Enlargement packages of 2004, 2007 and 2013. Future Enlargement packages ~~will be added in the next update~~ are the Western Balkans Enlargement, Turkey, the Black Sea Enlargement, the Caucasus Enlargement, the European Economic Area, Belarus and a Internal Enlargement.

When the EU member states have voted for an Enlargement package the respective countries become a candidate. As candidate the member state gets a decision to join the European Union. At the moment there are no EU accession criteria implemented (but this could change in future updates). The EU Candidate focus has influence of above 25% on each member states, being a democracy and not having Nationalist Outlook as requirement.

After the joining, the new member state gets the national spirit European Union Member. To get the other EU national spirits the member state needs to select the Adopt the EU law decision (see above for details).

Joining the Euro

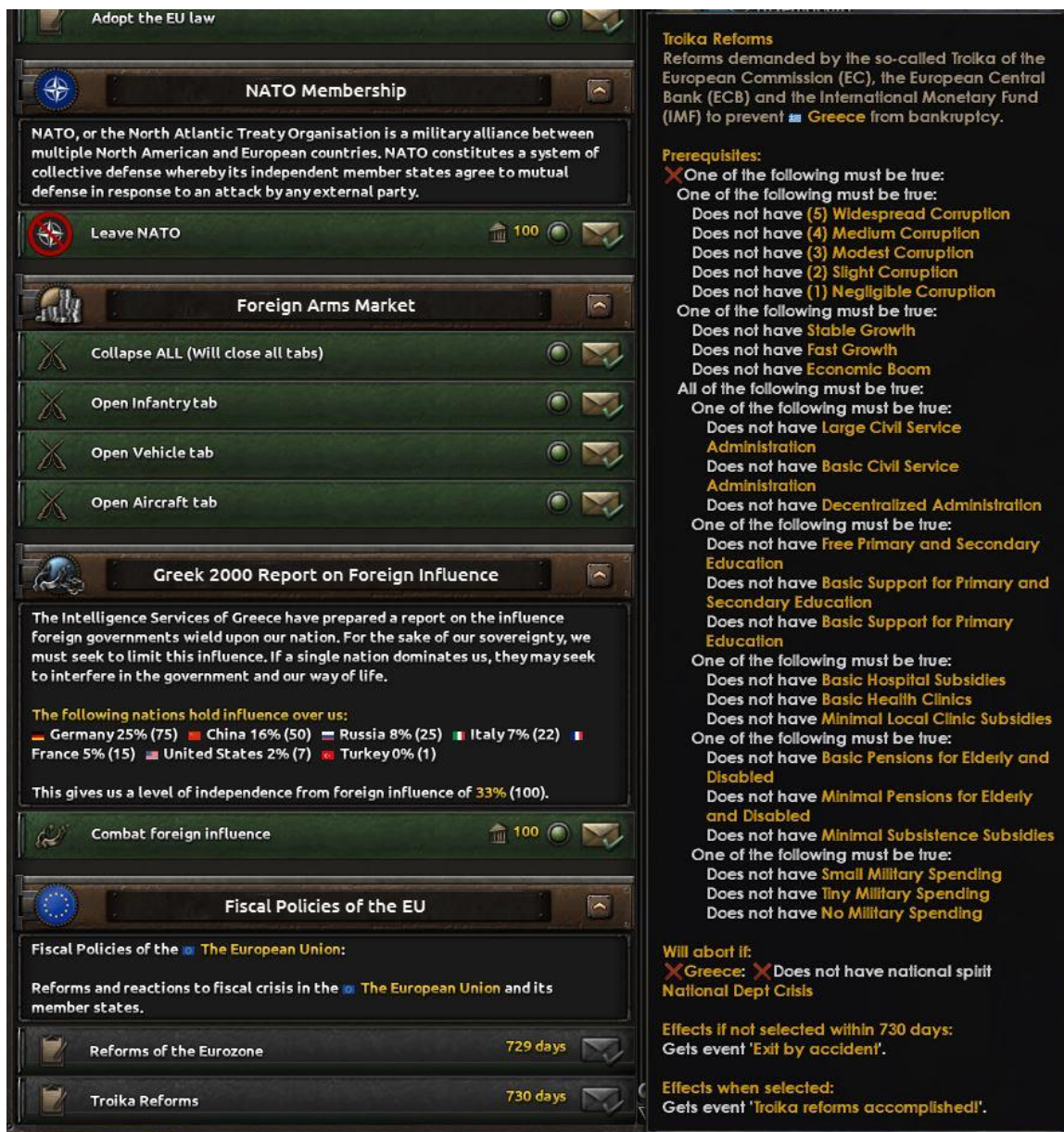
After becoming a EU member states the country can also join the Euro if certain criteria are met. The country needs at least a Stable Growth Economic Cycle, a GDP/C of at least 10.000\$ and a Corruption Level of 5 or lesser.

EU Events

The European Debt Crisis

The European Debt Crisis is triggered by date (at the moment) and will hit the southern countries hard.





The European Migrant Crisis

The European Migrant Crisis will be added in the next update.

The other events

Some minor events for the whole Union will be added in future updates.

Uniting the EU

There are three ways to unite The European Union.

The United States of Europe

After more than 70 years of European integration the member states of The European Union are ready to give up their sovereignty and form The United States of Europe.

Any further European integration will jeopardise the cultural heritage, the national identities and the sovereignty of the member states. Europe is a Europe of Fatherlands, so the European integration has to stop at this stage.

EU AI

For the EU exit AI see above.

The EU focus AI

The base factor for the AI to choose EU focuses are 20, so AI will do this from time to time.

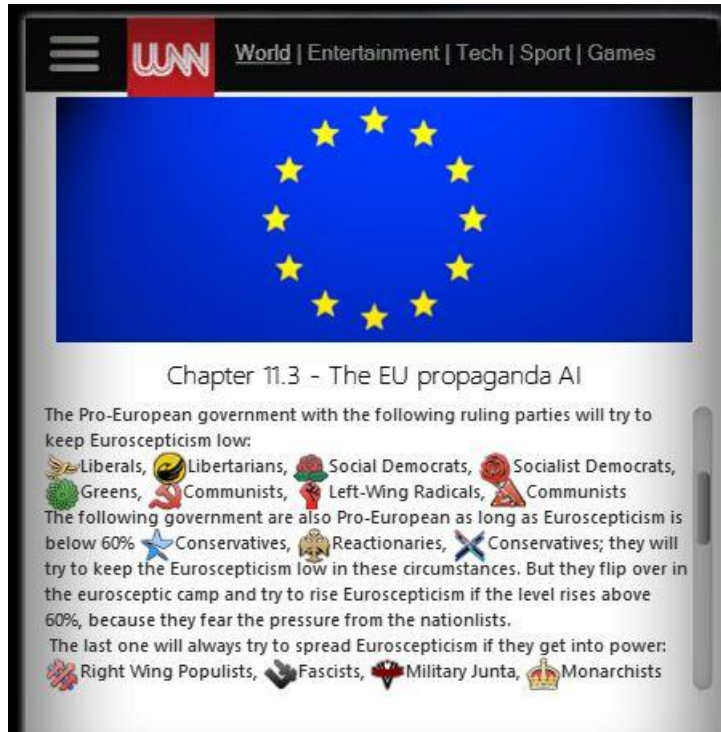
Factors that influence the base factor are the following:

- The historical date of the focuses.
- The AI member state has 5% influence or more on any other member state.
- The Euroscepticism level of the AI member state; the more Euroscepticism, the more likely to avoid further EU focuses.
- The national bias against certain focuses; this corresponds to the special Euroscepticism malus the country gets from that focus.

The EU voting strategy AI

At the moment there is no overall EU influence strategy AI. So the AI can't change the chance to get a proposal through the voting or even to get the voting decision available. To deal with that the AI has a special decision to get 3% influence on all member states, if the AI has completed a voting focus.

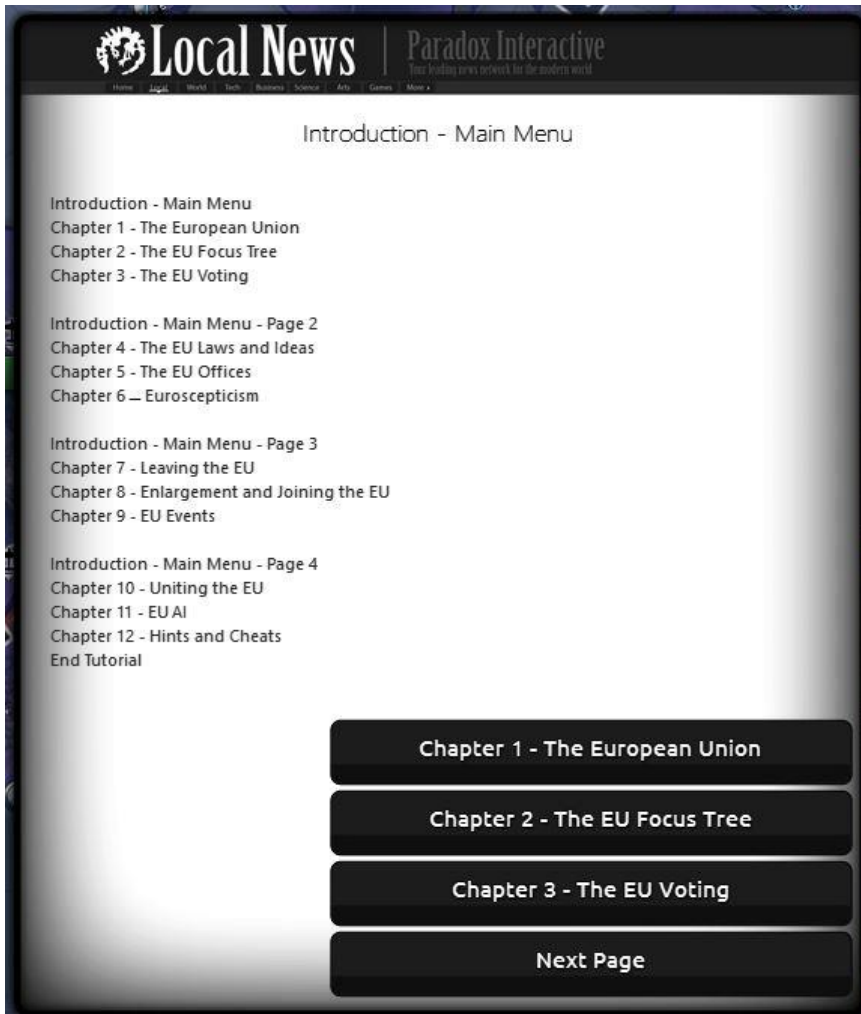
The EU propaganda AI



Tutorial, Hints and Cheats

Tutorial

There is an event based EU Tutorial in game:



The Chapters cover the same content as this document.

Hints

To drive the European integration forward the following should be kept in mind:

- high influence on the member states is vital to get the proposals through the voting
- a smaller Union is easier to handle than a bigger one
- a smaller Union is easier to unify than a bigger one
- if the European integration progresses to fast, some member states might get lost on the way

Voting Cheat

The Voting Cheat allows to set all votings to YES or to NO till the cheat is deactivated.

Console Commands

Euroscepticism can be set to X% with this console command:

`set_var eurosceptic 0.X`

E.g. 10% with: `set_var eurosceptic 0.1`