

# Chapter 1

## Provinces

The converter sets:

- Province ownership
- Province control
- Province basetax
- Province manpower
- Province religion and culture
- Cores

### 1.1 Province ownership

Ownership is decided by holding the County title. In the case of several CK provinces mapping to one EU province, the decision is by plurality of the CK titles weighted by base tax, with tiebreaking effectively random.

### 1.2 Control

Control is based on occupation of the baronies, including the county seat. Unoccupied baronies count as held by the province owner.

### 1.3 Base tax

Redistributed from the EU3 base tax, with weight equal to the tax income of all holdings in each CK province corresponding to the EU3 province. In cases where a CK province maps to more than one EU3 province, the weight is divided equally between the EU3 ones. Note that the tax income is not adjusted for technology.

## 1.4 Manpower

Redistributed from EU3 manpower, with weight given by the levy size of the CK holdings in each province; otherwise the algorithm is the same as for base tax. Light infantry counts only one-half in the weighting.

## 1.5 Religion and culture

Converted according to the mappings in `religion_mappings.txt` and `culture_mappings.txt` respectively. In the case of multiple CK provinces, weighted by base tax. In the case of culture, some large CK2 cultures are broken up by region, such that, for example, ‘german’ converts differently depending on the de-jure duchy it is found in:

```
link = { ck2 = german eux = pommeranian de_jure = d_pommerania }
link = { ck2 = german eux = pommeranian de_jure = d_pomeralia }
link = { ck2 = german eux = pommeranian de_jure = d_mecklemburg }
link = { ck2 = german eux = prussian de_jure = d_livonia }
link = { ck2 = german eux = prussian de_jure = d_prussia }
link = { ck2 = german eux = prussian de_jure = d_polotsk }
```

## 1.6 Cores

EU3 nations get cores on all CK provinces that are part of their de-jure primary-tier titles; that is, Emperors get cores on all their Empire titles, Kings get cores on their Kingdom titles, and so on. Baronies do not give cores.

# Chapter 2

## States

The following state-level variables are handled:

- Vassals.
- Government types.
- Prestige and gold.
- Culture.
- Religion.
- Monarchs.
- Sliders.

### 2.1 Vassalisation

The CK vassal structure is followed. If a CK primary title converts, and it has a liege which also converts to a different tag, then the first EU nation becomes the vassal of the second.

### 2.2 Government type

Depends on the succession law. CK titles with law `patrician_elective` become merchant republics; all others become feudal monarchies.

### 2.3 Prestige and gold

The EU3 gold is redistributed in simple proportion to how much CK gold the converted ruler has, except that negative gold is counted as zero and the minimum amount of gold is `minimumGold`, to avoid instant loans.

Prestige is converted in proportion to the sum of prestige and piety. The constant of proportionality is such that the greatest CK score (positive or negative) converts to the greatest EU prestige (positive or negative), or the value of `minimumMaxPrestige` in the config file.

## 2.4 Culture

State culture is determined by the CK culture of the ruler and all his vassals, as follows. Each ruler is given some weight for each title he has, depending on the tier:

- Empire, Kingdom - 1 point
- Duchy, Barony - 1.5 points
- County - 2 points

Note that counties are most highly weighted; this is to attempt to reflect the makeup of the nobility of the country at large. The emperor is a distant figure, as are Kings, while Barons are not very powerful; it is the local Count who determines whether the peasants are under a “foreign yoke” or not. These weights can be set in `config.txt`, where they are given as `e_weight`, `k_weight`, and so on.

Once the title weights have been summed, they are divided by distance from the sovereign ruler: Divide by 1 for the ruler himself, 2 for his direct vassals, 3 for their vassals, and so on.

Titles which have a “special de-jure rule” as described in section 1.5 give weight to their special culture instead of the most general one; the weight is the same.

The culture with the most weight becomes the primary culture. Cultures with weight at least 20% of the primary culture’s weight become accepted.

## 2.5 Religion

Converted in the same way as state culture, except that there is no special treatment of particular regions.

## 2.6 Monarchs

Converted from the CK rulers. As a simplification, the ruler’s birth date is taken as the start date of his reign. The military score is calculated as nine times the character’s percentage rank (among rulers) in trait-adjusted martial score. That is, the ruler with the worst martial score gets 0 MIL; the ruler with the best score gets 9. Everyone else gets nine times their percentage of the distance between the two. For example, if the best martial

is 10 and the worst is 2, then a ruler with martial 4 is 25% of the distance from worst to best, and therefore gets a MIL score of 2.25, which is rounded down to 2.

The admin score is calculated similarly, but with equal weights for stewardship and learning; the diplomacy score gives equal weight to CK diplomacy and intrigue.

Heirs are generated from the oldest living son of the CK monarch, or oldest living daughter if there are no sons; if there are no children, no EU heir is created. The conversion is otherwise the same.

## 2.7 Sliders

All sliders are set to be between the limits in `config.txt`, eg `pluto = { -5 0 }` indicates that converted aristocracy varies from -5 (the EU minimum) to 0 (halfway to full plutocracy). All effect sizes are set in `config.txt`; the below refers to the defaults. For each slider, each CK ruler counts up all his effects, then divides by the difference between highest and lowest, making a percentage. He then gets a slider number which is that percentage of the way from the lowest possible to the highest. For example, the median plutocrat gets `Plutocracy=-2.5`, which is rounded up to -2. All effects that depend on titles (ie laws) are multiplied by the tier of the title, with Barony being one.

- **Plutocracy:** Each city barony in held counties gives a point, each castle subtracts one. High city levy laws add points, feudal levy laws subtract points; high feudal taxation adds, high city taxation subtracts. This is on the grounds that the people supplying armies are powerful while the people paying taxes are downtrodden. Finally, having the `patrician_elective` succession law - indicating a merchant republic - gives a boost to plutocracy.
- **Decentralisation:** Each holding gives a point, meaning large empires are less centralised; further, the Crown Power laws increase centralisation.
- **Narrowminded:** Increased by church holdings, decreased by city holdings. Having Papal investiture also increases narrowmindedness.
- **Free trade:** Affected only by techs. The reasoning is that advanced technology allows governments to impose controls on trade, so that “free trade” is not an ideological but a default position taken by primitive countries.
- **Defensive:** Again technology, but in this case also buildings. Castle Infrastructure and Improved Keeps are defensive, while Tactics, Military Organisation and Siege Equipment are offensive. Knights are offensive, pikemen and fort levels are defensive.

- Naval: Galleys give points for naval. All holdings give points for land, cities less than the other two kinds.
- Quantity: Based on buildings. Knights and heavy infantry give points for quality, light infantry for quantity.
- Free subjects: Technology. Majesty and Legalism give serfdom, Popular Customs and Cultural Flexibility give freedom.