

Nuevo Parche 1.8

Publicado por CeltiberoCaesarAug - 24 Oct 2014 13:17

Separa esto del otro hilo para distinguir lo que viene en el parche de lo que viene en el DLC.

Así, los videos puestos en el otro hilo parece que serán del DLC, no del parche.

En los foros he encontrado estos comentarios acerca del parche:

Not mentioning tweaks to diplomatic reputation here..

England

Traditions: Accepted Culture Threshold is now -20% instead of -10%.

Ambition: Changed from +33% Embargo Efficiency and gained +1 Free Leader.

Navigation Act: Lost +10% Lightship Power, but Trade Income increased from 10% to 15%.

British Bill of Rights: gained +10% Global Tariffs.

Sick and Hurt Board: Changed from -25% Naval Attrition to +5% Ship Durability.

Castille

Traditions: Land Morale increased from +10% to +15%.

Reconquista: Lost +1 Colonist

Spanish Inquisition: Lost the tolerance penalties.

Inter Caetera: Is now 3rd idea instead of 4th, and gained +1 colonist.

Devout catholicism: Is now 4th instead of 3rd, and gives +2 papal influence instead of +3.

Portugal

Afosine Ordinances is now 3rd and Legacy of the Navigator 2nd idea.

Austria

Traditions: Lost Diplomatic Annexation cost -20%, and gained +10% Land Morale.

Military Border. Defensiveness increased from 20% to 25%.

Edict of Restitution: Lost the Tolerance impact.

Hofkriegsrat: Now also gets +3% Discipline.

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Re: Nuevo Parche 1.8

Publicado por CeltiberoCaesarAug - 24 Oct 2014 13:30

Nuevos grupos de ideas. Abrir baja tu propia responsabilidad (pedonar la falta de formato, he hecho copia pega y como ha salido)

🟡 **Advertencia: Spoiler!**Chimu

Traditions

National Unrest: -1.00

National Tax Modifier: +10.0%

Inter-Valley Irrigation: Goods Produced Nationally: +10.0%

Ciudadelas: Fort Defense: +10.0%

Split Inheritance: Build Cost: -10.0%

Watchfulness of the Moon: National Spy Defense: +20.0%

Artisan Relocations: Possible Advisors: +1

Specialized Economy: Global Trade Power: +10.0%

The Mi'ta: National Manpower Modifier: +10.0%

Ambition

Yearly Prestige: +1.00

Muisca

Traditions

Domestic Trade Power: +25.0%

Fort Defense: +15.0%

Zipa and Zaque: Stability Cost Modifier: -10.0%

El Dorado: Yearly Prestige: +1.00

Gueches Wrestling: Yearly Army Tradition: +0.50

The Tale of Bochica: National Manpower Modifier: +15.0%

Emeralds Barter: National Tax Modifier: +10.0%

Terrace Farming: Goods Produced Nationally: +10.0%

Consuetudinary Law: Yearly Legitimacy: +1.00

Ambition

National Unrest: -1.00

Chachapoya

Traditions

Build Cost: -10.0%

Possible Advisors: +1

Warriors of the Clouds: Morale of Armies: +10.0%

Legacy of Kuelap: Building Power Cost: -10.0%

Summit Fortresses: Fort Defense: +10.0%

Women Diplomacy: Diplomatic Reputation: +1.00

Chachapoyan Endurance: Hostile Core-Creation Cost on us: +50.0%

Purunmachus: Yearly Prestige: +1.00

Cloud Forests: Attrition for Enemies: +1.00

Ambition

Production Efficiency: +10.0%

Teutonic Order

Traditions

Cavalry Combat Ability: +10.0%

Discipline: +5.0%

Reform the Army: Infantry Cost: -10.0%, Cavalry Cost: -10.0%

Recruit Peasants: Manpower Recovery Speed: +15.0%

Adjust our Infantry Tactics: Infantry Combat Ability: +10.0%

Assume Religious Authority: National Unrest: -1.00, Missionary Strength: +2.0%

Expand the Marches: Fort Defense: +15.0%

Promote Prussian Bishops: Missionaries: +1

One State, One Religion: Tolerance of the True Faith: +1.00

Ambition

Technology Cost: -5.0%

Bulgaria

Traditions

Merchants: +1

Core-Creation Cost: -10.0%

Confirm The Bulgarian Boyars: Stability Cost Modifier: -10.0%

Root Out the Heresies: Missionary Strength vs Heretics: +2.0%

Unity Before Feuds: National Unrest: -1.00

Reform The Army: Infantry Cost: -10.0%

Reform The Bulgarian Church: Yearly Prestige: +1.00

Military Flexibility: Morale of Armies: +10.0%

Third Rome: Yearly Legitimacy: +1.00

Ambition

Infantry Combat Ability: +15.0%

Georgia

Traditions

+100% Hostile Core Creation

-20% War Exhaustion Reduction Cost

Bagrationi Dynasty: +25% Heir Chance

Georgian Isolation: +30% Better Relations over Time

Restoration of Fortresses and Churches: -10% Build Cost

Georgian Protectorates: +10% Vassal Income

Samouravo Counties: -10% Stability Cost

Sadroscho Districts: +20% Manpower Recovery

Georgian Embassies: +1 Diplomatic Reputation

Ambition

-20% Infantry Cost

Perm

Traditions

- 1% Prestige Decay
- +2 Tolerance to Heathens
- Capital of Prikamye: -10% Advisor Cost
- The Old Traditions: -1 Global Unrest
- Turkic Mercenaries: -15% Cavalry Cost
- Great Perm: +10% Trade Efficiency
- Warriors of the Taiga: +1 Leader Land Manuever
- Komi Tolerance: +25% Religious Unity
- Permian Army Reform: +25% Land Forcelimit Modifier

Ambition

- +20% Defensiveness

Mapuche

Traditions

- National Manpower Modifier: +10.0%
- Attrition for Enemies: +1.00
- Mapuche Pucarás: Fort Defense: +15.0%
- Clava Clubs: Discipline: +5.0%
- Mapuche Tactics: Land Leader Shock: +1.00
- Mapuche Weaving: Trade Steering: +20.0%

Ngillatun: National Unrest: -1.00

Peace Parliaments: Diplomatic Reputation: +1.00

Ruxafe: Yearly Prestige: +1.00

Ambition

Diplomats: +1

Traditions

+20% Defensiveness

+10% Manpower Recovery Speed

All Lands Under Skanderbeg: +20% Land Forcelimit Modifier

Land of Ambushers: +1 Leader Land Manuever

Kingdom of Albania: +1 Prestige

Hit and Run: -10% Cavalry Cost

Land of the Eagles: -10% Stability Cost Modifier

Albanian Tolerance: +1 Heretic Tolerance, +1 Heathen Tolerance

Break the Princes: +15% Global Manpower Modifier

Ambition

-1% Army Tradition Decay

Ashanti

Traditions

Infantry Combat Ability: +10.0%

Income from Vassals: +25.0%

Elder Council: Advisor Costs: -10.0%

The Slave Forts: Technology Cost: -5.0%

The Akan Coalition: Mercenary Cost: -20.0%

The Golden Stool: Yearly Legitimacy: +1.00

Centralized Coalition: National Manpower Modifier: +15.0%

Osei Kwadwo's Reforms: National Tax Modifier: +10.0%

National Army: Years of Nationalism: -5

Ambition

Merchants: +1

Traditions

Land Forcelimits Modifier: +20.0%

Idea Cost: -10.0%

Machu Picchu: Yearly Prestige: +1.00

Mitma Policy: Colonists: +1

Quipu: National Tax Modifier: +10.0%

Drafted Hatun Runas: National Manpower Modifier: +10.0%

Mit'a System: Build Cost: -20.0%

Llama michis: Production Efficiency: +10.0%

Tambo Waystations: Land Attrition: -10.0%

Ambition

Leader(s) without Upkeep: +1

Croatia

Traditions

+10% Cavalry Power

+15% Naval Force Limit

Hrvatski Ban: +1 Free Leader

Pearl of the Adriatic: +10% Trade Steering

Granary of Croatia: +10% Tax

Antemurale Christianitatis: +5% Defensiveness & +1 Tolerance Own Faith

The Sabor: -15% AE Impact

Croatian Renaissance: -10% Admin Tech Cost.

Pandurs: +10% Infantry Power.

Ambition

-2% Prestige Decay

Bosnia

Traditions

+25% Religious UNity

+3 Tolerance for HEretics

Heretic Teachings: -5% Technology Cost

Per Aspera Ad Astra: +1 Legitimacy

Empower Bosnian Nobility: +1 Free Leader

Italian Connections: +1 Diplomatic Relations

Land of Princes: +25% Vassal Forcelimit

Flexible Diplomacy: +1 Diplomat

Over Hills Through Woods: +1 Hostile Attrition, +15% Defensiveness

Ambition

-15% Core Creation Cost

Montenegro

Traditions

+15% Defensiveness

+1 Hostile Attrition

Legacy Of Diocleia: +1 Legitimacy

Metropolitanate of Montenegro: +1 Tolerance Own Faith

Clan Society: -10% Infantry Cost

Balkan Gusars: +15% Privateer Efficiency

The Call Of The Sea: +1 Navy Tradition

Tax Reform: +10% Tax Income

Cojstvo I Junastvo: +15% Manpower

Ambition

+10% Infantry Power

Finland

Traditions

+2.5% Discipline

+10% Global Tax Modifier

Expand Viborg: +15% Defensiveness

The Hakkapeliitta: +15% Cavalry Power

The Fourth Estate: +10% Production Efficiency

Settle Middle Finland: -15% Build Cost

Found Turun Akatemia: -5% Technology Cost

The White Death: +1 Hostile Attrition

The Anjala Conspiracy: +10% Land Morale

Ambition

+2% Heretic Missionary Strength

Danzig

Traditions

+10% Global Trade Income Modifier

+10% Trade Efficiency

Danzig Law: +1 Diplomatic Relations

Vistula River Trade: +15% Global Trade Power

Centralized Population: +10% Global Manpower

Hanseatic League Member: -25% Mercenary Cost

Danziger Shipyards: -15% Light Ship Cost

Continued Independence: +5% Manpower Recovery Speed, +15% Fort Defense

Lutheran Change: +10% Global Tax Modifier

Ambition

+20% Trade Steering

Traditions

+10% Defensiveness

-10% Stability Cost Modifier

Dominus Athenarum: +1 Legitimacy

Athenian Openness: -15% Accepted Culture Threshold

Athenian Pragmatism: +1 Diplomatic Reputation

Revive the Latin Greece: +1 Prestige

Latin Contracts: -1 Global Unrest

Preserve Archbishop of Athens: +1% Missionary Strength

Athenian Army Reform: +5% Infantry Power, +5% Artillery Power

Ambition

+10% Land Moral

Cyprus

Traditions:

+20% Naval Forcelimits

-20% Galley Cost

King of Jerusalem: 0.5 Legitimacy & 20% Faster Fabricate Claims

Frankish Crusaders: +1 Army Tradition

Commandaria Wine: +10% Production Efficiency

Lusignan Diplomacy: +1 Diplomatic Reputation

Cypriot Fortifications: +25% Defensiveness

Repel the Corsairs: +20% Galley Power

Raid Turkish Commerce: +15% Privateer Efficiency

Ambitions

-1% Naval Tradition Decay

Gotland

Traditions

+15% Privateer Efficiency

+20% Naval Forcelimit Modifier

Rebuild Visby: -10% Build Cost

Invite Mercenaries to Visby: +100% Available Mercenaries

Expand Visby Dockyard: -10% Global Ship Cost

Rebuild the Trade: +10% Global Trade Power

Gutnish Merchant Adventurers: +1 Merchants

Gutnish Merchant Navy: +15% Light Ship Power

Found Visby Bank: -1% Interest

Ambition

-25% Mercenary Costs

Romania

Traditions

+5% Discipline

+2 Tolerance Own Faith

Flexible Recruiting: +20% Manpower Recovery

Skilled Commanders: +1 Land Leader Manuever

Scorch the land and Poison the Wells: +1 Hostile Attrition

Latin Island: +1 Legitimacy

Peasant Soldiers: -10% Infantry Cost & +10% Manpower

Phanariote Traders: +15% Trade Power

Phanariote Taxes: +10% Tax Income

Ambition

+25% Better Relations Over Time

Theodoro

Traditions

+10% Global Trade Power

-1% Army Tradition Decay

Principate Guards: -25% Mercenary Cost

Komnins, Paleologs and Gavras: +25% Increased Chance of New Heir

Russian Aristocracy: +1 Diplomatic Reputation

Port Avlita: +10% Trade Efficiency

Mangul and Kalamita Forts: +25% Defensiveness

Turms: +10% Global Tax Modifier

Cave Monasteries: +1 Tolerance Own

Ambition

+5% Discipline

Sokoto

Traditions

+5% Army Morale Recovery

-10% Cavalry Cost

Wandering Scholars: +1 Missionary Strength

Unrighteous Kings: +15% Defensiveness

Fulani Jihads: +2 Heretic Missionary Strength

Imans and Emirs: +10% Land Morale

Islamic Scholarship: +2 Tolerance Own Faith

Community of the Faithful: -15% Accepted Culture threshold.

Caliph in Africa: +1 Prestige

Ambitions

-10% Stability Cost

Tver

Traditions

+20% Land Force Limit Modifier

+15% Province Trade Power Modifier

Tverian Merchants: +10% Global Trade Income Modifier

Defend Against Muscovy: +20% Defensiveness

Patriarch of Tver: -10% Stability Cost Modifier

Tverian Architects: -15% Build Cost Modifier

Cloth Business: +10% Production Efficiency

Tverian Tercio: +10% Infantry Power

National Army: +33% Global Manpower Modifier

Ambition

+15% Reinforce Speed

Karaman

Traditions

+1.0 Army Tradition

-20% Core Creation

Mehmet Bey Firman: -10% Stability Cost & -20% Culture Conversion Cost

Ghazi: +20% Manpower Recovery Speed

Karamanid Cavalry: +15% Cavalry Power

Seize the Opportunity: +1 Diplomat

Karamanid Architecture: -10% Build Power Cost

Home of the Whirling Dervishes: +20% Religious Unity

True Heirs of the Seljuk Empire: +1 Legitimacy

Ambition

+5% Discipline

Pskov

Traditions

+15 Merchant Steering to Inland

+1 Merchant

Veche of Pskov: +1 Advisor Pool

Legacy of Daumantas: +10% Army Morale Recovery

Balt Mercenaries: -20% Mercenary Maintainance

Pskov Charter: -2 Unrest

Knights Guard: +50% Mercenaries

Arts & Crafts of Pskov: +10% Trade Power

Pskov before all others: +20% Trade Steering

Ambitions

+20% Goods Produced

Yaroslavl

Traditions

+15% Reinforce Speed

+10% Manpower Recovery

Between Hammer and Anvil: -20% Fabricate Claims Time

Third Option: +1 Diplomatic Reputation

Reform Boyars: -10% Infantry Cost, -10% Cavalry Cost

Siberian Mercenaries: -20% Mercenary Cost

Cult of Generals: +0.5 Army Tradition

Two Towers: +15% Defensiveness

Russian Ambition: +50% Improve Relations

Ambitions

+50% Prestige from Land Battles

Tarasca

Traditions

+1 Legitimacy

-3 Years of Nationalism

Copperworking: +10% Infantry Power

No Mercy: -1 Unrest

Merchant Officials: +10% Trade Efficiency

War Bonfires: -10% Recruitment Speed

Fortified Frontier: +15% Defensiveness

Otomi Settlements: +15% Manpower

Tarascan Assimilation: -15% Core Creation Cost

Ambition

+10% Manpower Recovery

Y más que ya no pongo porque me cansado

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Re: Nuevo Parche 1.8

Publicado por CeltiberoSico - 24 Oct 2014 14:49

Han hecho a Inglaterra, Castilla y Austria mas fuertes militarmente, quizás para balancear el tema francés.

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Re: Nuevo Parche 1.8

Publicado por CeltiberoCaesarAug - 24 Oct 2014 15:09

Parte de las "mejoras" de austria son en realidad cambios de las reformas imperiales que no tienen porque llegar a ocurrir ni tu ser el emperador para entonces. Las rebajas en penalizacion por anexion de austria eran la clave para el dominio del imperio y una de sus mejores bazas, ahora lo sustituyen por +10% de moral... eso no es nada con lo que te daba el -20% de coste de la anexion.

Inglaterra gana algo de poder comercial a cambio de poder naval.

Castilla si que sale reforzada.

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Re: Nuevo Parche 1.8

Publicado por CeltiberoSico - 24 Oct 2014 15:14

A Inglaterra le han quitado poder de combate a los barcos comerciales a cambio de +5 de resistencia de barcos y un líder mas.

10% de moral es mucha moral.

Castilla empieza bastante débil en comparación a sus vecinos, Portugal tiene exploradores nada mas empezar y Aragón tiene uno de los mejores líderes de inicio. Estos dos suelen aliarse entre si, y Portugal va de la mano de Inglaterra.

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