

MANUAL

VICTORIA II

A HOUSE DIVIDED



PRODUCTION SCREEN CHANGES

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FACTORIES TAB

The main additions to this screen are the Open/Close All and Subsidize/Un-subsidize All buttons. If your government type allows you to do so, you can use these buttons to manage your factories en masse. The buttons only affect those factories visible due to filter settings, so if, for example, you set this screen to only show factories that use/produce steel and then press “Close all” only the factories that use/produce steel will be closed. Finally, when expanding factories you can ctrl-click to upgrade all of the same type, or shift-click to expand ALL factories.



You can also now view and set National Focuses on this screen.

On any of the Production tabs, clicking on any Good will open a new window showing what that Good is used for, where it is produced within your nation, and how its price has changed recently.



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FOREIGN INVESTMENT TAB

This is a new tab in AHD, one which allows you to view all the Foreign investment going on in the world (Foreign investment is explained in the Diplomatic changes section). You can sort the lists by clicking on the flags of the Great Powers along the top, or click on the name of a nation to see details of the Foreign investment there or build more factories.

Factories	Foreign Investment										Production	Projects(1)	
All	North America		Europe		Asia		Neighbours		Sphere				
	South America		Africa		Oceania		Enemies		Allies				
Country											Opinion		
Oldenburg	10.0K £	0.0 £	0.0 £	0.0 £	0.0 £	10.0K £	0.0 £	0.0 £	0.0 £	0.0 £	32	20	102 102 37 In Sphere 125 0
Mecklenburg	10.0K £	0.0 £	0.0 £	0.0 £	0.0 £	10.0K £	0.0 £	0.0 £	0.0 £	0.0 £	32	21	91 91 32 In Sphere 125 0
Venezuela	0.0 £	0.0 £	0.0 £	0.0 £	0.0 £	0.0 £	0.0 £	0.0 £	0.0 £	0.0 £	59	47	45 39 In Sphere 15 0

POP PROJECTS TAB

Here we have added a new button to invest government money into Pop Projects. You can click this button to choose how much you want to invest, ctrl-click to invest the maximum possible in that project, or shift-click to invest max in all Projects.



POLITICS SCREEN

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REFORMS TAB

There is a new social reform in AHD, School system, better schools will help educate your population, but it increases your required bureaucrats.

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MOVEMENTS TAB

When a Pop feels strongly about an issue they may join a movement to lobby about it, Pops are more likely to join a Movement rather than a Rebel Faction the more Literate they are and the higher their Consciousness is. Much like high average Militancy, powerful movements can allow you to pass reforms that your Upper House would not normally support. While you can use the unrest caused by Movements to pass any reform you like, failing the pass the reform your Movement desires will anger them greatly and cause them to Radicalise. As Movements become Radical they may decide that they'll never get their reforms passed peacefully and instead become Rebels. Larger Movements are more likely to become Radical if their demands are not met.

Reforms	Movements	Decisions	Release Nations
	Movements		Rebels
	Suppression points 21.4		
	  Name		    
	Suffrage Movement		Jacobin Rebels
	 167.89K  33.2 		 99.31K  0  7  8.6  0.0%
			Lithuanian Nationalists
			 19.33K  0  0  0.1  0.0%

If you don't want to give into the will of the populace, you can instead use Suppression Points to Suppress the movement. This will cause the Movement to disband and the Pops that were members will have their Consciousness reduced, but if the Movement reforms it will start out more Radical than before. Thus you should either give Movements what they want or Suppress them totally, Suppressing but letting them re-form later just put you in a worse position than before.

So how do you get Suppression points? They are generated by your Bureaucrats, based on their percentage of the population, and modified by your reforms. For example, a State or Censored Press helps generate Suppression Points, while a Free Press or Allowed Public Meetings hinders your efforts.

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DECISIONS TAB

Decisions now have their own tab, giving more space to read the descriptions.

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POPULATION SCREEN

You can also now view and set National Focuses on this screen, and States are sorted in order of population size.



Prussia	3.56M	📈
▶ Schlesien	654.21K	📉
▶ Nordrhein	478.11K	📈
▶ Brandenburg	458.18K	📈

EVENT SYSTEM CHANGES

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A notable change with events is that the game now automatically pauses when an event occurs. This means you do not have keep you hand over the pause key when playing at high speed. This also means you must deal with events as they occur, you cannot push them off to the side of the screen until you are in a more secure position. The game will automatically un-pause when you press an event option. Players in multi-player games need not fear, this only happens in single-player mode.

DIPLOMATIC CHANGES

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CASUS BELLI

A rather large change in AHD is that you cannot declare war without a Casus Belli (Reason for war). Since you cannot always count on the other side doing something to justify your perfectly reasonable requests, we have added a mechanic to create CBs. It is highly likely that you will be discovered at some point during this process, but how much Infamy you receive for this depends on how soon you are found out. It is worse to be discovered early, the further along your preparations are the more convincing they look. CB generation speed is based on your government's Military Policy, with Jingoists having the fastest CB creation and Pacifists the slowest.



Communist Great Powers now have a special “Spread the Revolution” CB, which can be used to install communist regimes in other lesser nations. If other GPs intervene in this war, but fail to stop it, they will receive a Counter-Coup CB it install their own government type in the unfortunate nation.

SPHERE OF INFLUENCE (SOI)

Nations in your Sphere of Influence now no longer give you access to their entire Market by default, instead a Secondary Power gives you access to 50% of their Market, a lesser Civilised nation gives you 75%, and Uncivilised nations give access to their entire Market.

Also, when you reach 100 influence with a nation, further influence will “spill over” and decrease the influence of other nations.

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FOREIGN INVESTMENT

Another new feature, Foreign investment allows Great Powers to build Railways and Factories in other nations, or just Railways if they are Uncivilised. The benefit of this is, the more money you invest in a nation, the harder it is for other GPs to influence them. In the case of Civilised nations in your SoI, you also gain more access to their Markets. If you own 100% of their Industry you have access to 100% of their market.

The risk to Foreign investment is that your help may raise a lesser nation to Secondary Power or even great Power status. Additionally, any nation not in a SoI may take the Nationalise Decision, clearing all Foreign investment. Any nation that suffers a Communist revolution will Nationalise by default.

Laissez faire governments cannot invest in other nations, and no nation can invest in a nation with a Planned Economy government.

MILITARY SCREEN

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BUILD ARMY/BUILD NAVY

Possible Brigade and Ship recruiting areas are now sorted by Continent. Not only does this make it easier to build units in a specific area, you can also click the Continent name to build a unit in every possible province. In the case of Brigades, you can also shift-click to build all possible Brigades that your soldier pops in the Province or Continent can support.

Build Army				
				
				
				
	13x Cavalry Europe	232 	232 	232 
	Irish Cavalry Waterford 120 days.	18 	18 	18 
	Irish Cavalry Kildare 120 days.	18 	18 	18 
	British Cavalry Liverpool 120 days.	18 	18 	18 

MILITARY CHANGES

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RALLY POINTS

To further help you in the task of building armies, we have added Rally points. These can be enabled on any province you own, and any Brigades that are built or Mobilised in the same area will head towards their nearest Rally point. Once there they will group into an army, up to the limits of the province's supply limit, unless you have unchecked the auto-merge option. Note that in either case you must manually move units out of the province if there are too many to be effectively supplied there.

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REBEL HUNTING

Any Army can be set to "Hunt Rebels" mode, which will cause them to seek out and attack any nearby Rebel army, or siege any Rebel-held province. If you issue a move order to an army in "Hunt Rebels" mode it will resume Rebel hunting when it reaches its destination province.

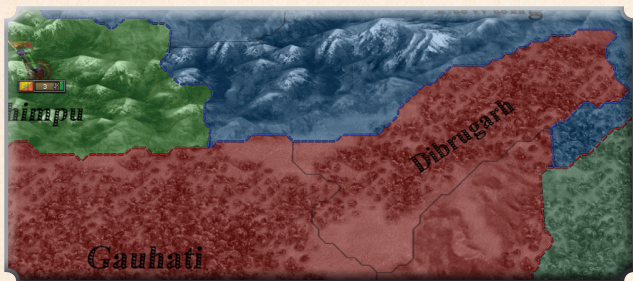


Provinces with poor terrain, e.g. mountains, now have a narrower combat front, which means fewer units can fight at one time.

Mobilisation size is now capped at based on the size of your standing army plus a bonus from your government's military policy.

Leaders now earn Prestige from winning battles. A leader with high Prestige provides additional bonuses to the units he commands, but removing him from command will cause your nation to lose Prestige based on his personal amount.

Some borders are now impassible and cannot be crossed, such borders have a blue border rather than the normal red.



NATIONAL CHANGES

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RESEARCH POINTS CAP

You can no longer stack up unlimited Research Points, instead you are capped at 1 year's income.

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CATCHING UP ON RESEARCH

Techs now cost less Research Points the more time that has passed beyond their Activation Date.

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PARTY LOYALTY

Pops who vote for a certain party in an election will feel slight more loyal to that party's ideology, and will be more likely to vote that way in future. The effect is small at first, but it will build up over time if they consistently vote the same way. This only affects their voting preference, not their actual ideology. We have also added some new National Focuses to encourage this behaviour.

PROVINCE UI

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OWNED PROVINCES

As well as check-boxes to set Rally points, there is now a new button here, which can be used to quickly open the Build Factory screen for the State that this Province belongs to. Additionally, you can now ctrl-click Build Fort/Naval Base/Railroad to build them in all possible Provinces in the State. Finally, it is possible to build multiple improvements at the same time, e.g. you can Build a Fort and a Railway at the same time, if the fancy takes you.

You can right click a National Focus to remove it, and you can also click a set National Focus to change it to another type. Additionally if you have already set all possible NFs and try to set another, you will be given a popup box asking you which National Focus you want to remove in order to set this one.



FOREIGN PROVINCES

Two extra buttons have been added here, which allow you to Build Railways or Factories in their Provinces as Foreign investment.

Vlaanderen

50.4% 1.0%

Ghent

174.83K

Workforce

Ideology

Culture

Cores:

Supply Limit:

 16

0
 0
 0
 0
 0

Belgium

Secondary Power	★ 10	11
HM's Government	👤 7	5
Katholieke Partij	✂ 3	45
	20	10

In Sphere:

Puppet of:

Allied with:

UNCIVILISED REFORMS

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Uncivilised nations can no longer conduct research, and have a new system of Military and Economic Reforms which act as the new path to becoming a Civilised nation. These Reforms cost Research Points to implement (Research points of Uncivilised nations are not capped), and the cost is affected by the composition of your Upper house as well as the Technology school of your Sphere Master. Note that while all Reforms provide a benefit, the benefit may be removing the penalty of not having the Reform. If a Reform seems to grant no effect, check the default level- it will have a penalty attached to it. Other Reforms can build Factories or Railroads in your nation, in this case you must still buy the goods required for construction, they are not free.

These Reforms represent great changes within your nation, and adopting them will upset your population, especially the Reactionary parts. Beware of the Militancy of your population, as they may rise up as Reactionary rebels which will undo some of your Reforms if they manage to seize power.

Each Reform grants a certain measure of Civilisation Progress, and once you reach 100% you may Westernise by hitting the button on the Reforms screen. Upon westernising you will receive a percentage of your Sphere-master's techs based on the number of each type of reform you have, e.g. if you have mostly military reforms you will gain more military techs. If you are not in a SoI you gain techs based on the lowest level of techs common to all Great powers. You do not need to Westernise right away.

Reforms	Movements	Decisions	Release Nations
Research Points:		1842	
Military Reforms		Economic Reforms	
Training methods <ul style="list-style-type: none"> <input checked="" type="checkbox"/> Local training methods <input type="checkbox"/> Foreign training methods 	Land reform <ul style="list-style-type: none"> <input checked="" type="checkbox"/> No land reform <input type="checkbox"/> Land reform 		
Foreign weapons <ul style="list-style-type: none"> <input checked="" type="checkbox"/> Local weapons <input type="checkbox"/> Imported weapons 	Administrative reform <ul style="list-style-type: none"> <input checked="" type="checkbox"/> No Administrative reform <input type="checkbox"/> Administrative reform 		
Military constructions <ul style="list-style-type: none"> <input checked="" type="checkbox"/> Simple constructions <input type="checkbox"/> Advanced constructions 	Finance reform <ul style="list-style-type: none"> <input checked="" type="checkbox"/> No finance reform <input type="checkbox"/> Enact Financial reform <input type="checkbox"/> International debt 		
Officer training <ul style="list-style-type: none"> <input checked="" type="checkbox"/> Local officer training <input type="checkbox"/> Foreign officer training 	Education reform <ul style="list-style-type: none"> <input checked="" type="checkbox"/> No education reform <input type="checkbox"/> Reformed system 		
Army Training <ul style="list-style-type: none"> <input checked="" type="checkbox"/> Ad hoc <input type="checkbox"/> Army schools 	Transportation system <ul style="list-style-type: none"> <input checked="" type="checkbox"/> Not improved <input type="checkbox"/> Improved 		
Foreign naval units <ul style="list-style-type: none"> <input checked="" type="checkbox"/> Locally produced ships <input type="checkbox"/> Imported ships 	Early Industrialisation <ul style="list-style-type: none"> <input checked="" type="checkbox"/> Stick to the old ways <input type="checkbox"/> Industrial progress 		
Naval training <ul style="list-style-type: none"> <input checked="" type="checkbox"/> Ad hoc <input type="checkbox"/> Navy schools 	Industrial Construction <ul style="list-style-type: none"> <input checked="" type="checkbox"/> No Industrial Construction <input type="checkbox"/> Industrial Construction 		
Naval officers <ul style="list-style-type: none"> <input checked="" type="checkbox"/> Local naval officers <input type="checkbox"/> Foreign naval officers 			

CHINA

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China has had much of their land split off into Substates, a type of non-releasable Puppet state, meaning you cannot add all of China to your SoI in one fell swoop. If China Westernises they are able to annex all Substates they have good enough relations with.

ECONOMIC CHANGES

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In general you will find money in shorter supply in AHD, and many factory improving techs have been rebalanced to improve *Throughput* rather than *Output*, which means they still produce more goods, but also require more input.

RGO production has also been reduced, leading to a tighter supply of basic goods, and Gold RGOs have been reduced in size.

Artisan production has been made more efficient, so they are more viable early in the game before factories get too many tech improvements.

All of this means Pops tends to be gainfully employed more often, which is a good thing, but note that happily employed Pops are less keen to change Promote/Demote to different types.

Railways are now more difficult to build in rough terrain, for example you need to have level 2 railway technology to build a level 1 Railway in Hills. Provinces where terrain makes it impossible to build Railways that you otherwise have the tech for are coloured red on the infrastructure mapmode.

MESSAGE SYSTEM CHANGES

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You can now set separate message settings for “Interesting” countries. For example, you probably don’t want a popup every time any nation in the world mobilises their reserve, but you may well be interested if Great Powers and/or your neighbours mobilise theirs. There are two ways to adjust which countries you find interesting: 1) You can right click the flag of that nation, f.e. When you select one of their provinces, and select “Mark as Interesting”. 2) You can click on the Message filter button above the message icon area. From this screen you can still toggle individual nations, but you can also use some pre-set filters, such as Neighbours, or all nations in Europe. You can left-click a filter to replace your current filter, or right-click it to add it to the current filter.

There is also a “Best Guess” filter, which will set countries the game thinks are interesting to you, basing this on alliances, wars, SoI membership, and having CBs on each other.



NEW MAPMODES

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RG0 OUTPUT

When you select a province and it highlights all the other provinces with the same RGO good.

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POPULATION DENSITY

This shows how populated provinces are within each nation. Note that all nations are only comparing *internal* population, so a green state in China or India might still have a lot of pops.

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NATIONALITY.

Shows the culture of pops in provinces. They are striped to show if a sizeable minority is present (over 30% of the total).

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SPHERES OF INFLUENCE

This Mapmode has two functions. If you select a country it will show the SoI of that country, the master being Green, SoI pets are yellow and Blue are influenced but not in the SoI. Blue or yellow nations are striped red if another nation is influencing them. If you don't select any nation it shows all Great Power's SoIs by colouring them with the Sphere-master's colour.

SUPPLY LIMIT

This mapmode shows supply limits. It also has two functions. With no army selected it shows general supply limits for your troops in the world, green being the best and red the worst. If you select an army it shows supply limits relative to that army, green are provinces where it would be fine, yellow are marginal, and red are ones where it would take attrition.

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PARTY LOYALTY

This mapmode shows each province's party loyalty.

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RANKING

Coloured by National ranking this mapmode shows GPs in green, Secondary Powers in blue, Civilised nations in yellow, and Uncivilised in red.

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MIGRATION

Shows Monthly Migration totals. Red means people are leaving, green means people are arriving. If you select a province with high migration levels you will get arrows showing you where people are moving to/from.

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CIVILISATION LEVEL

Green nations are Civilised, while totally Uncivilised nations are black and shade through yellow to green as they advance towards westernisation.

RELATIONS

By default this mapmode colours countries by how they feel about you, but if you click on another nation it changes to show their relations instead.

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