

## **Heir to the Throne – Casus Bellis**

*Written by Henrik Fåhraeus*

The heart and soul of this expansion is the war aim system; from declaring a war with a certain Casus Belli to negotiating the corresponding peace. (Apart from being able to declare war without the stability hit, each Casus Belli has scripted effects on the Infamy, Prestige and Peace Cost of the different options in the peace treaty.) These then, are the Casus Belli types:

## **Defected Province**

When rebels cause a province to defect, you gain this CB against the recipient of the province. Lasts for 12 months. Can demand back the defected province at 0 infamy, double prestige and half the peace cost.

## **Cancelled Loan**

Triggered when a country cancels a loan from you, lasts for 12 months. Double Prestige and half the Peace Cost for demanding money.

## **Discovered Spy**

When a foreign spy is discovered, this Casus Belli is given for 12 months. Double Prestige and half the Peace Cost for demanding money or the revocation of cores.

## **Disloyal Vassal**

When a vassal declares war on its suzerain state, this Casus Belli is given. Zero Infamy, double Prestige and half the Peace Cost for demanding vassalization.

## **Imperial Liberation**

The Emperor of the HRE gets this CB against anyone who annexes a country within the HRE. Lasts for 24 months. One fourth the normal Infamy, double Prestige and half the Peace Cost for demanding HRE provinces, releasing vassals and annexed nations, reducing the SoI and demanding gold.

## **Diplomatic Insult**

Given against countries who insult you. Lasts for 12 months. Double Prestige and half the Peace Cost for demanding money or the revocation of cores.

## **Claim on Throne**

Granted when you claim a throne. Lasts while the throne is claimed. Allows the formation of a Personal Union, annexation, and the taking of provinces at one tenth the normal Infamy, double Prestige and half the Peace Cost.

## **Alliance**

Granted against all countries that are at war with your allies, but not with you. Lasts while this is the case. Double Prestige and half the Peace Cost for release of vassals and countries, reduction of Sphere, revocation of cores and gold.

## **Dishonoured Call**

Given against countries that dishonour a call to arms. Lasts for 36 months. Double Prestige and half the Peace Cost for gold and revocation of cores.

## **Conquest**

This Casus Belli is granted immediately when you get certain missions, when the mission requires you to conquer some provinces. A quarter of the normal Infamy, double Prestige and half the Peace Cost for demanding the target provinces.

## **Subjugation**

This is another Casus Belli that is given by missions; in this case when the mission requires you to vassalize a country. Zero Infamy, double Prestige and half the peace cost for vassalization.

## **Religious Unity**

Given to the Emperor of the HRE when a country refuses his demand for Religious Conformance. Zero Infamy, double Prestige and half the peace cost for demanding religious conversion.

## **Reconquest**

This is the daddy of all Casus Bellis, active against any country that holds at least one of your core provinces. Zero Infamy, double Prestige and half the Peace Cost for demanding core provinces.

## **Nationalism**

This is a late game Casus Belli that becomes available at government tech level 30. It allows you to declare war on all countries with provinces of your culture group. Half Infamy, double Prestige and half the Peace Cost for demanding those provinces.

## **Imperialism**

This is another late game Casus Belli, but rather than requiring a certain tech level, it is available for five government types; Revolutionary Empire, Revolutionary Republic, Enlightened Despotism, Republican Dictatorship, or Absolute Monarchy. It allows you declare war on anyone. Three quarters Infamy, and Peace Cost for annexations and demanding of all provinces.

## **Revolutionary War**

In the late game, monarchies and republics with the idea 'Revolution and Counter' get this Casus Belli against each other. Quarter Infamy and half the Peace Cost for annexations and demanding of all provinces.

## **Colonialism**

This becomes available against countries with distant overseas provinces bordering your own, but it requires the 'Quest for the New World' idea. Quarter Infamy and half the Peace Cost for demanding those overseas provinces.

## **Restoration of Union**

When a Personal Union is broken, the old suzerain state gets this Casus Belli for ten years. It allows the restoration of the union in the peace treaty.

## **Liberation**

Countries with the 'Bill of Rights' national idea get this Casus Belli against nations that can release at least one state, or a vassal. Triple Prestige and half the Peace Cost for release of vassals and countries.

## **Holy War**

Muslims and Christians get this Casus Belli against countries of a different religion group, but it requires them to be neighbours, or that they have 'Unam Sanctam', 'Divine Supremacy', 'Empire' form of government, or are the Defender of the Faith. It is also given against the target of a Crusade. The Holy War Casus Belli is disabled after 1650. One quarter the Infamy, 50% more Prestige and half the Peace Cost for annexation and demanding of all provinces.

## **Cleansing of Heresy**

This is the 'Unam Sanctam' Casus Belli, given against countries of a different religion within the same religion group. It is also given against countries with the 'Heretic' modifier. One quarter the Infamy, double Prestige and half the Peace Cost for demanding provinces of our religion or a forced conversion.

## **Border Friction**

This Casus Belli is sometimes triggered by a certain event, when a foreign National Focus is right on your border, and not in their capital. Half the Infamy and Peace Cost for demanding their provinces with the National Focus effect.

## **Excommunicated Ruler**

This is given to Catholics against excommunicated countries. One quarter the Infamy, 25% more Prestige and half the Peace Cost for all normal peace demand options.

## **Trade Dispute**

The Trade Dispute Casus Belli is active against countries that embargo you, and is also always active for Merchant Republics against each other. Double Prestige and half the Peace Cost for demanding gold, revocation of cores or that the enemy joins our Trade League.

## **Imperial Ban**

Once the Holy Roman Emperor has passed the 'Reichsreform' HRE decision, he gets a Casus Belli against all countries with at least one province within the HRE, but who are not HRE members. 10% Infamy, double Prestige and half the Peace Cost for demanding the release of vassals, countries, or HRE provinces.

## **Violated Sphere of Influence**

This Casus Belli is given for 24 months against anyone who meddles with a country in your Sphere of Influence. Double the Prestige and half the Peace Cost for demanding the annulment of treaties, reduction of Sphere, or simply gold.

## **Dishonourable Scum**

Countries that exceed their Infamy limit will trigger this Casus Belli against them for all other countries. It allows for most peace options at a very reduced Infamy cost. One quarter Infamy and 75% Peace Cost for all normal peace demand options.

## **Colonial Conquest**

Countries of a religion that is designated as 'annexable', i.e. native tribes, can be attacked with this Casus Belli. 20% Infamy and half the Peace Cost for annexation and demanding of provinces, plus release of vassals, countries, reduction of Sphere, gold, and revocation of cores.

## **Obscure Documents**

This Casus Belli is triggered by 'Fabricate Claim' spy action, for 12 months. Allows the formation of a Personal Union in the peace.

## **Trade League War**

This Casus Belli is given to Merchant Republics when a member of their Trade League leaves. It allows them to demand gold, or a return to the League.