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Europa Universalis IV > General Discussions > Topic Details religious league wont form playing hussite bohemia, the emperor is catholic bavaria, there are currently no electors as bavaria just removes the elector ship if the country isnt catholic. the year is 1606how do i start the league war before the diet is called in like 1925 i think and declares catholics the winners.edit: i checked and apparently catholic is already the official fate??? despite there being no war and no option to even pick a side. Last edited by Glebu, 27 Oct, 2024 @ 8:59am Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. JavaScript is disabled in your browser. Please enable JavaScript to proceed. JavaScript is disabled in your browser. Please enable JavaScript to proceed. Reddit and its partners use cookies and similar technologies to provide you with a better experience. 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By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Imagine the year 1517. Martin Luther has just nailed his Ninety-Five Theses to the door of the Castle Church in Wittenberg, sparking the Protestant Reformation. The Holy Roman Empire is a powder keg ready to explode. As a player in Europa Universalis IV, you find yourself right in the middle of this historic turmoil. Your mission? To ensure that Catholicism remains the dominant faith in the HRE. In this guide, we'll look at how to navigate the complexities of the War of the Protestant League and come out on top. Whether you're a seasoned EU4 player or just getting started, there's something here for everyone. The War of the Protestant League is a pivotal event in EU4. It's a religious conflict that can determine the fate of the Holy Roman Empire. The war usually kicks off around 1550, but the groundwork starts much earlier. Catholicism will be the official religion of the Empire until the Religious Wars. Only Catholic countries can be the Emperor. But after the war, things can change dramatically. So, how do you make sure Catholicism stays on top? Let's dive in. Understanding the Religious League War Before we get into the strategies, it's important to understand what the Religious League War is all about. Basically, it's a showdown between the Catholic and Protestant (or Reformed) princes within the HRE. The war has three possible outcomes: Catholicism wins and stays the official faith. Protestantism wins and replaces Catholicism. No clear winner, so there's no official religion, and any Christian ruler can become the Emperor. Your goal is to make sure the first outcome happens. But how? Preparing for the War Building Alliances One of the most important things you can do is build strong alliances with other Catholic nations. This isn't just about having more troops; it's about having reliable allies who will stick with you through thick and thin. Here are a few tips: Focus on nations that share a border with you. It's easier to coordinate military actions when you're close by. Look for nations with strong economies and military power. They'll be more useful in a fight. Don't forget about diplomatic relations. Improving relations with potential allies can make them more likely to join your cause. I think one of the biggest mistakes players make is not putting enough effort into diplomacy. It's not just about having the biggest army; it's about having friends who will back you up. Managing Heresy Another key part of preparing for the war is managing heresy within your own borders. Centers of Reformation can spread Protestantism and Reformed faith, which can weaken your position. Here's what you can do: Use the 'Cleansing of Heresy' casus belli to force convert heretic provinces. This is especially useful against small nations with a single province that's a center of reformation. Keep an eye on missionaries. Sending missionaries to heretic provinces can help convert them back to Catholicism. Don't forget about your own population. High religious unity can make your nation stronger and more stable. Managing heresy is kind of like weeding a garden. You've got to keep on top of it, or it'll get out of control. Fighting the War Military Strategy When the war finally kicks off, you'll need a solid military strategy. Here are some tips: Focus on sieging down enemy forts. Controlling key provinces can give you a big advantage. Use your allies wisely. Coordinate your attacks to hit the enemy from multiple fronts. Don't forget about naval power. Controlling the seas can be just as important as controlling the land. Military strategy is kind of like a chess game. You've got to think a few moves ahead and be ready to adapt to whatever the enemy throws at you. Diplomatic Maneuvering Even in the heat of battle, diplomacy can be a powerful tool. Here are some ways to use it: Negotiate separate peace treaties with enemy allies. This can break up the enemy coalition and make them easier to defeat. Use diplomatic pressure to convince neutral nations to join your side. Keep an eye on the political landscape. Changes in alliances and enemies can create new opportunities or threats. Diplomacy is kind of like a dance. You've got to be light on your feet and ready to change partners at a moment's notice. Post-War Stabilization Even if you win the war, your work isn't done. You'll need to stabilize the HRE and make sure Catholicism stays strong. Here are some tips: Pass reforms that strengthen the Emperor's power. This can help prevent future religious conflicts. Keep an eye on heresy. Just because the war is over doesn't mean heresy is gone. You'll need to keep managing it to maintain religious unity. Rebuild your alliances. The war probably took a toll on your diplomatic relations. You'll need to rebuild them to stay strong. Stabilizing the HRE is kind of like building a house. You've got to start with a strong foundation and keep adding to it over time. Alternate Strategies and Tips Of course, there's more than one way to win the Religious League War. Here are a few alternate strategies and tips: Focus on economic power. A strong economy can give you the resources you need to fight a long war. Use spies to sow dissent among the enemy. This can weaken their resolve and make them easier to defeat. Don't be afraid to ask for help. Sometimes, calling in a favor from a powerful ally can turn the tide of battle. The way I see it (but I could be wrong), the key to winning the Religious League War is to be flexible and adaptable. You've got to be ready to change your strategy based on what's happening in the game. Common Pitfalls and Mistakes Even with the best strategies, it's easy to make mistakes. Here are some common pitfalls to avoid: Don't spread your forces too thin. Focus on key objectives and don't get distracted by side battles. Don't neglect your economy. A strong economy is the backbone of a strong military. Don't underestimate the enemy. Even a small nation can be a big threat if you're not careful. I've made all these mistakes and more. The key is to learn from them and keep trying. Wrapping Up So, that's how you can make Catholicism the dominant faith in the HRE during the War of the Protestant League. It's not easy, but with the right strategies and a bit of luck, you can do it. Remember, the key is to be flexible, adaptable, and always thinking a few steps ahead. And don't forget, Europa Universalis IV is a game. It's supposed to be fun. So, don't get too stressed out if things don't go your way. Just learn from your mistakes and keep trying. Anyway, that's all for now. Happy gaming! FAQ How do I know if I'm ready for the Religious League War? You'll know you're ready when you've built strong alliances, managed heresy within your borders, and have a solid military strategy. But remember, there's no perfect time to start a war. Sometimes, you've just got to go for it. What should I do if I'm losing the war? If you're losing the war, don't panic. Take a step back and reassess your strategy. Look for weaknesses in the enemy's position and exploit them. And don't be afraid to ask for help from your allies. Can I win the war without fighting? It's possible to win the war without fighting, but it's not easy. You'll need to use diplomacy to convince the enemy to back down. This can be risky, so it's usually better to be prepared for a fight. What happens if no one wins the war? If no one wins the war, there will be no official religion in the HRE. This can make things more complicated, as any Christian ruler can become the Emperor. It's usually better to have a clear winner, so Catholicism can stay the dominant faith. Europa Universalis IV > General Discussions > Topic Details How to trigger League War? (Solved) EDIT: Solved in comment section>Hello there Europa Universalis 4 community!Currently playing as Austria in Ironman mode and I am at the year 1610 and still there has not been a league war. Therefore I wanted to ask if anyone knows, that what are the requirements for it to trigger?I have managed to kill pretty much every protestant and reformed religious center (except one protestant center in Great Britain) before the age of 1550 and there are NO protestant electors left since I managed to minimize the spread and then proceeded to kill convert rest countries via peace treaty.The reason I need it to be triggered is for me as Austria to win the League War so I can choose the Emperor Actions called "Enforce Religious Unity" to my a few Free Cities so I can increase my Imperial Authority per turn (which currently is +0.01 after a lot of converting wars). They would all successfully listen to the demand, but sadly I can't use the option, since "An official faith has not been established in the Holy Roman Empire".TDLR = Any way to trigger League War so i can after it use "Enforce Religious Unity"? 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