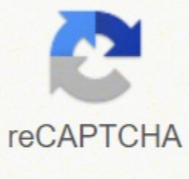




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I don't recommend this but sometimes you forget about Annexed Subjects modifier because you really want nice borders. Devpushing institutions is in my opinion a safer way to play Muscovy. It's kind of like Defensive that way, except where Defensive can be a bit misleading thanks to the huge morale boost, meaning you might win battles you should have lost, especially when you're taking more casualties than the other guy; one of the reasons Sweden is so tough is thanks to that 20% ICA meaning you're almost always trading manpower unfavourably which goes even harder when terrain, supply, general pips, tech difference are factors. The units themselves aren't that strong especially early, their bonus is +10% fire damage, but fire damage doesn't really start coming online until later in the game. You get Siberian Frontiers as well which guarantees that you'll grow in dev even if you fuck absolutely everything else up. Unless by "spawned" you mean you devpushed it. It's on par with prestige imo. I had both positive nobles and st Michael and I through my 2 wars with Novgorod and Tver took too many casualties that manpower never went above 0 The AI knows how much manpower you have and how many troops you have, and they will wait for you to hit 0 manpower before declaring. States, trade companies If territory is rich, make it an state; example, Astrakhan; then Reform Sudebnik to decrease autonomy; you can decrease autonomy manually if you can deal with it; less autonomy is more money and manpower. I don't know if you've answered your own questions by now since this was more than half a year ago, but since no one else answered these questions... for ideas I've tried first idea being quantity/religion/defensive then second religion/defensive/quantity. I try to switch between st Michael, St. John Climacus and Icon of Christ Pantocrator for spawning and spreading institutions. Government: Legit/Rep Tradition/Horde Unity/Devotion Plus One. This also holds for Russia but less so since forming Russia means you're already pretty beefy, so the lack of a +20% morale hurts less. You listed a bunch of modifiers, but I don't know if you know why those modifiers are important. It can also be used to get ideas (although this probably doesn't apply to you since that's tech 5 at earliest and Muscovy needs admin to core Novgorod). And as a new player who took Diplo/Influence because of guides and then got bored and stopped using them until I realized why they were so good, new players in general should choose their own idea groups with a bit of guidance in terms of knowing what the powerful parts of the group are. 2. Okay, that's all of the modifiers for someone who can't figure out what they're doing at all, manpower is less of a concern for me now its more economy and mp production. It is possible to just ignore devpushing institutions as Russia but I'd recommend against it as a new player unless you have very clear goals in mind on what to do with your mana. Before I used to get Defensive instead of Offensive, it really helps to keep manpower, but if you use reduce siege time needed from Offensive, at the end you get the same manpower and expand faster, because you need to conquer all the provinces under the potential Siberian frontiers. If you made it this far and still can't figure it out, do what I did to learn everything** - go and find the Custom Difficulty mod on Steam Workshop and install it. Luckily enough, Muscovy is probably one of the best nations to learn this combat system with, since situations like this where you'd (most likely) win as France or Ottomans by outnumbering Sweden, Muscovy needs even more troops to win a fight. Don't get too aggressive until you get Administrative for less coring costs. The reason your choices are as such is because you want to form Russia asap. At the beginning add estate privileges as needed. I'm sure you already know how bad being behind in mil tech is, and for relentless push east its describes as you can get it easily in a normal game of Russia. If you devpushed it then it's a very different story. Ideas Usually will go Religious Offensive Administrative. 1 month ago I gave up on getting it and switched over to getting a grand duchy which led to a much more enjoyable game and less stressful game I started out getting economy then defensive. You literally have no choice, you're weaker than Lithuania (if allied with Poland) and Denmark, you don't have enough missionary strength to convert Horde land which is wrong culture anyway, as well as Horde units at tech 3 being better than yours (2 pips!), you don't have Siberian Frontiers or colonists yet, you don't even want to go after Livonia since Livonia + Teutons + whichever german minors they've allied would probably wreck 1444 Muscovy even if they eventually lost the war, for land that is again wrong culture and religion. 5. You "tried" consolidating Novgorod and your vassals before turning south and east? If you're below 4000 men (I'm being generous here, you should ideally lose nothing, acceptable losses would be 1-2000), reload and do the war again. It is really hard for me, so I just use mercs and go into debt, because I find a ducat deficit much easier to manage than a manpower deficit. This part is up to you, I cannot make any territory east of the Urals into trade company. This goes even harder if you devpush the capital as is optimal) General Monarch Skill +2.00 This is the big daddy, whereas all the ones above are easy. This might be the most useful bit of advice in terms of directly improving your Muscovy game: practice the Novgorod war. I'll look into that mod. If You're REALLY Struggling For Money: Global Tax Modifier +Whatever%. It was karmically so perfect I wouldn't be surprised if my ruler converted to Vajrayana on the spot. I was even HRE Emperor. I was mil tech 4 they were 5 and I sent two armies to defeat their one and was defeated that might have been fine except that I had 0 manpower since the start of the game I had both positive nobles and st Michael and I through my 2 wars with Novgorod and Tver took too many casualties that manpower never went above 0. In an offensive war you don't really have the time to bother with fighting 100% favourably 100% of the time unless you really know what you're doing. Estates Size land and summon diets whenever possible. I have all DLC's I've had 12 failed runs. My guess is that this will be hard for you. Honestly whichever dev implemented it and made it cost exactly 75 DIP, and then ensure every source of WE reduction was either tied to stuff like DotF or Innovative, I see what you did. Armies are pretty cheap anyway, at least in terms of ducats. Just to make sure we're on common ground, this is how I prioritize resources: Manpower > Prestige > Legitimacy > MIL > ADM > DIP > Patriarch Authority > Estate Loyalty > Crownland > Ducats This list isn't exhaustive but it's usually what I think about. Off the top of my head, Muscovy / Russia is not easy, and PDX usually screws up with them. For reference, this is what I use playing casually when I don't have time to alt-f4 and want to fish for cool PUs: Monarch Skill One Plus, alternately Monarch MIL +2, Monarch ADM +2 (You can also alt f4 for this but it's extremely tedious, anyways I've tried to look up guides for playing Muscovy and they tend to be either total beginner guides or basically saying "its easy just do this" or outdated. If for example you're used to an Ottomans or France-like power curve where you generally have superior troops and relatively good access to institutions, high dev provinces, that Muscovy generally lacks. Quantity does make it a hell of a lot easier though, I think it has to do with trying to make smaller countries or playing vassals have a easier time. I'm assuming you probably aren't using very many loans, and I get why. 3. thanks for your feedback. This is one of the reasons Quantity is so powerful, especially with the current merc system. Optional: Max Promoted Cultures +as you need it, because stuff like culture groups and accepted culture is in my opinion secondary to learning combat and ducat/mana/prestige management. We've all been there. I'm not sure where you're losing MIL points but tighten that up, you absolutely need tech 5 as an eastern nation, just never be behind mil tech ever. I just got my first natural PU (Portugal) the other day as Sweden and I literally hooted like a goddamn owl). **that wasn't watching Florryworry, Budgetmonk or lambdax, although you will learn a lot watching someone who's good at the game. I've tried allying Sweden and Poland and I've tried not. Look for streams or other longplay unedited content so you can see what they're doing specifically if you also choose to go this option) Wow, what an awful spam filter. You won't necessarily win offensive wars but it'll be hard to seriously lose defensive ones unless you're somehow outnumbered. If there's any weird reading parts of that, it's because it was giving me a hard time. I've tried vassal feeding Novgorod and then I struggle integrating them I've moved onto direct coring them so I can integrate them faster and that slows down my adm income I've tried getting all three estate mp's and getting statutory rights and I've tried level 1 advisors and I've tried without. You can up it to +0.20 if you're at risk of loanspiraling, but honestly you should work up the courage to hit that big beautiful Bankruptcy button. After you save, declare on Novgorod and win the war. I've tried deving institutions and then I'm behind on techs but have a better economy, unless I find help for my play-style or become a better player that is use to the new features. I won't tell you to take Quantity since if you learn the combat system you can beat most of Muscovy's enemies without it (Great Powers excepted). Check your manpower. This list is also geared towards people who don't really know what to prioritize, in reality there is no hard and fast hierarchy of resources and it heavily depends on your country and your skill. I was mil tech 4 they were 5 This is a weird situation to be in. I much prefer having a stable supply of manpower and -3 national unrest over institution embracement cost or spread. Do not trade manpower for a quicker end to the war. I've gotten help from reddit and gotten better but I gave up this achievement is to me very hard difficulty using the eu4 wiki page. I successfully formed Russia and made it to Ming/Korea by 1590 then got into a war with Ming and Korea over a tributary and lost. I had 4 Cossacks privileges up to get more cossack units. [paradox spam filter is being triggered on this sentence for some reason] trying to time integrating vassals to form Russia as early as possible, I mean in 2016 I got the chrysanthemum throne and that was easier to get then relentless push east. Conquering the northern provinces from Uzbek/Oirat/Mongolia would accelerate your push east but not really necessary, and of those only Oirat/Mongolia is going to be reasonably allied to a GP like Ottomans or Ming. It is important though and a big part of Mughals' position as a top WC tag. I don't really get what you're saying here in terms of EU4 strategy. once that's done I'll go back to grand duchy but I think it will be a while till I go back to relentless push east. Go ham, do whatever the hell you want. I've realized that I'm a tall casual player and to get the achievement one has to be a very

painter. Watch out for attrition. Finally, there is the cheat option, but I highly recommend cheating "properly" rather than just using the cheat code and not, I can guess but I personally am not good at EU4 so I doubt I would be accurate. Developing institutions is frankly extremely tricky and as a new player it took me 8+ tries as Ethiopia figure out what I was doing. You can also optionally go after the Great Horde or Crimea (I think they have a pretty high chance of being allied/guaranteed by Ottomans though) but I don't really see the point in securing the trade node that early, each has its ups and down. It ends up not mattering a lot because frequently your highest dev is where you depvushed, which if you're small enough is almost always 10% of your dev. Just make sure you're actually watching them play and not some "tutorial"; the majority of youtube tutorials for mapgames tend to be edited down and missing the important parts for entertainment value, so it would be nice to get some advice that is for someone who has 2366 hours and is just trying to improve his game and stop his reliance on cheats and earn some achievements. If I'm being honest, with just this you'd probably be fine if you've played the first 50 years more than 5 or so times. would i prefer to play the game normally of course, but i don't have the skill as a player or the game time to be strong enough to deal with Ming and/or Ottomans and their vassal swarms. thanks for your feedback. Check for provinces like Krasnovodsk to get a reference for your regiment size. Use mercs if you have to, consecrate all the metropolitans and drive up the patriarch authority, but whatever you do keep your manpower high. trying to time integrating vassals to form Russia as early as possible. You should be able to make any provinces that you have not turned into states as long as it is outside of your subcontinent (in the case of Muscovy, that's anything not in Eastern Europe which ends at the Urals). i started out this year trying to get more achievements i started out as Ashikaga and got Sakoku Law, Bright Spark and Absolutely and tried to get Made in Japan but i ended up messing up and missing it by 50 years. This is why i consider depvushing a safer strat, as it doesn't hinder you if you're already on the backfoot and in the (extremely bad) position of having traded all of your 8000 starting manpower for Tver and half of Novgorod. You will need a lot of try / error to play well with Russia. My ideal is a mod that ensures a minimum of 2/2/2 for every player monarch.) Diplomats +5 (this is pretty much just cheating past the diplomacy system. I just really want to land the Burgundian Inheritance, like, ever. Regarding the rest this is more or less minutia. I can play with shitty monarchs, I just don't unless there's some sort of payoff. 3. also how do you deal with ottomans and Ming protesting every country that you want to conquer? the first one i was attempting to get relentless push to the sea. Optional: Diplomatic Relations +as you need it. 2. my issues tend to be finding the right balance between mp generation , manpower, cash, when to integrate vassals, spawning institutions and tech levels. the problem is that my memory of playing Muscovy in 2015 was that it was much easier then the current iteration. Help Center Hi. While I'm not a new EU4 player, I'm not very experienced either (I play mainly CK2). Good news is the last patch is good enough. I'll give you a tldr: Replay the Novgorod war until you're not losing manpower on it. Tried first idea religion or defensive feeding novgorod into Beloozero and Pskov or just straight up coring it directly. Please enable JavaScript or switch to a supported browser to continue using twitter.com. 1. then i tried Muscovy to get relentless push east considered an easy achievement and have played 30 games in a months time all but two a complete failure two i got close the first game i got stuck on the borders of Ming and the second time was the last time i tried to get the achievement i got half way to the peninsula. In which case I recommend doing a run where you just alt F4 or otherwise crash the game when you get a bad event or a bad heir/monarch. War Reparations and ducats Unless better reasons, get WR and ducats from juniors. This is one of the modifiers you want to graduate from as quickly as you can, but it's also really hard because War Exhaustion + Unjustified Demands is one of the most insidious death spirals in the game for a new player. As you figure out what your strat is and how far you can go, you should start turning down these modifiers. I'll restate this so it's easier to see, because I did write a lot, and half of them are protected by the Ottomans "defender of the faith". I frequently will spend manpower over almost anything if given the option because I tend to float a lot of manpower considering how hard I prioritize it. I recommend upping tax modifier if you truly cannot figure out finances as it is the least snowbally way to make money. You also want to finish the war as quickly as possible, but this goes hand in hand with preserving manpower so just focus on the manpower. Their next step is the choice between chilling and forming Russia while taking out Ryazan and Odoyev. OR trying to transfer PU Sweden (a more advanced move, ideally done with allies and frankly not worth it) OR going religious early and going for the gold mine in Bashgird (Kazan). now that i think about it the whole game has become four times harder. then i decided to take a break mid game and play AOE2 and get all the campaign achievements. I've hated, cheated my way past, and eventually learned the basics of EU4's combat. Money problems Russia has always had money problems in EU4. I once gave myself 20 dip rel and allied every GP in Europe, and then immediately lost to a coalition of german OPMs after all my allies dishonored call to arms. If war score is enough, same thing, get WR and ducats from war leader. It's definitely worth it if you're intent on winning, say, a coalition war, but it's not really worth for Finland, imo, and the rest are protected by Ming "tributaries". Seems to hate numbers and the names of things from the game for some reason. unless there are tips other than just attacking secondary allies because that is very frustrating and time consuming trying to fabricate claims if possible on places i don't want in order to justify on someone else just to not drag ottomans into a war with me. - enable it, launch EU4, choose your nation, go in game - Depending on your skill level and general comfort level with the game, change the following: Literally Can't Fail: Military: - General Land Leader Buff +2 - General Naval Leader Buff +2 Optional: Siege Ability, Supply Limit Admin: Yearly Corruption -1.00 (these two really hammer home how important prestige is and how incredibly bad corruption is) Medal Points Plus One (I really don't know, Paradox spam filter is blocking me saying the name of this resource, it's the 2nd one on my hierarchy) Optional: Stability Cost (unnecessary due to other changes made imo) Diplomatic: Diplomats +5 (really any number you want) Diplomatic Upkeep +However many dip relations you want. It won't hurt, much. Manpower You will have manpower issues until you become Russia. I have a question, when it comes to streltsy, do you create it through government or through micro builder? my last game, i spawned renaissance and the Kalmar Union attacked me. We've detected that JavaScript is disabled in this browser. . I actually find Muscovy to be one of the easiest and probably the most enjoyable starts out of all the majors, but I do take a little different approach than most suggest on here. Muscovy's game starts with how you choose to partition Novgorod and what you core, what you leave to vassals and making sure the war costs as little resources as possible. 4. Muscovy isn't really an economic juggernaut and it is pretty easy to bankruptcy spiral with them if you don't move faster than your rate of financial collapse. Muscovy starts out with a pathetic Governing Capacity of 300 since it is a Duchy, and while it won't fill up immediately, the benefits to forming Russia (like eastern slav cultural union immediately making all of Novgorod and Lithuanian Ruthenia accepted culture) are pretty huge. Focus on missions as Muscovy. i sent two armies to defeat their one and was defeated that might have been fine except that i had 0 manpower since the start of the game This is the biggest sticking point for me, as a beginner myself. You can also form Ruthenia if you want a different set of Nis. There's also the option I haven't talked about, which is that you're actually doing everything correctly but are just extremely unlucky. You can also sub in your favourite monarch schooling/point increasing mod, there's a ton out there, just be aware that no matter what the cost is it's still a cheat, the game is designed around having shitty monarchs every once in a while. Just to check, since you say you have 2366 hours: do you have a nation that you find easier to play? It is less efficient than just using your mana to core and diplo annex. Do not underestimate this one. I'm coming back to the game and I wanted to try Muscovy and form Russia, as I remembered reading it is a good alternative to the Western European colonizers powers, because Russia will more centered in land conquest rather than colonization.Do you have any tips or suggestions on what my first steps should be? It's not that Muscovy's troops are bad, they just don't have Castile or France tier military ideas. If you cannot make TC out of land east of the Urals, it's probably because you already full stated it. I did use the icons on cooldown when I was new though, so maybe that'll help you. I do think they're very powerful, I just don't really need them as Russia most times, unless I was about to fight a Great Power. This is purely event insurance. Reduce Army Maintenance when in peace, same mothball forts. i would be happy to play a version and turn off expansions where i could get the achievement where ottomans don't defend the faith every country i need south of my starting position and where Ming either collapses or doesn't have every country to the Urals as a tributary. They even do it to other AIs, one of my more minmaxed strats as Ethiopia is to leave one Adal province unsieged on the borders of Warsangali and Marehan (requires RNG), wait for them to declare while sitting on 100% warscore, and then vassalize Adal to get a free defensive war with whoever attacked Adal. switching between Novorod and Rezan/ horde. However (because nothing in EU4 can ever be simple), that mana can also be used to just take techs at a research malus. Optional (Not Recommended): Land Maintenance -10% Land maintenance is one of those things that does apply universally to all nations so it's best to play with base values. Also, if you're still reading this take a break, it's been a while and you should, I dunno, hydrate or something. Consolidate infantry and replace with streltsy. i've tried just consolidating Novgorod and vassals before turning south and east. i was playing Muscovy to try to get the relentless push to the sea achievement because i was on a achievement run and the stupid wiki page labeled it as easy so i thought if i got Sakoku Law and The Navigator, both medium difficulty, this should be doable. Other: Institution Spread +20-40% depending on distance from Europe (imo Muscovy doesn't need this but I did use it in Africa. Feel free to trade prestige for mana and vice versa, just make sure you know exactly what you're losing. I've tried not deving up and then declaring bankruptcy twice. If you are still wanting to try for the achievement and you are having problems, I'm happy to offer my thoughts. Tax is just dev. trying to stack tech cost reduction before teching up, using the +1 mp estates, the rebuilding the Kremlin always spawns after i've dev'ed it up beyond 32 to spawn renaissance, using the development icon and edict. the last time i played Muscovy and got the achievement form Russia was 2015, then i tried to get Kirishitan Japan and planned for Made in Japan but that proved too difficult so i switched to Portugal and got The Navigator and Magellan's Voyage all within one or two games all of them were easy with minimum stress. I can imagine what the game is like for someone who is frustrated playing Muscovy, which I was. I know you're frustrated but I'm not sure what you mean here. Economic: Yearly Inflation Reduction +0.10 This is also really powerful, because i found them no different from regular infantry in terms of creation cost in the micro builder. - Make a save any time between December 11, 1444 and 1448 (try to declare on Dec 11 if you can though). If territory is poor, but has trade power modifiers, make it a trade company, example: Mangazea, you will need to include the entire territory, and add trade investments for trade power and production, and that's +1 merchant. Your regiments should not be more than max supply in the area. Instead of picking crappy ideas like Trade or Economy, be smart at the beginning, that game i had integrated perm after i formed Russia so i tried to pick up the pace and play more aggressive but it seems i have either had really bad luck or the game is conspiring against me because it seems that each attempt it has gotten harder and harder to even form Russia. I only use the government interaction for Strelsky, and to be honest I mostly use it for the war exhaustion reduction. Trade/Production is how you actually make money, and that's a system you have to learn. It's better to focus on missions until you form Russia. You don't need to fight the Ottomans or Ming much at all in order to get the Relentless East achievement. Big countries like Ottomans and Ming are money cows. 10 prestige isn't a lot but it doesn't come back anywhere near as quickly as 50 mana. Things that I might miss but should take into consideration? I'm not going to say that the combat is rewarding but learning it is basically the #1 thing for learning this game. Good job. Bear in mind I haven't played EU4 that much so nothing will be too obvious.Thanks for reading this! so i've been struggling with Muscovy. Of course, you can only use these points by winning wars of conquest, and to win wars of conquest you need manpower, which you don't have. Add culture related if you have free slots. Last edited: Mar 19, 2021 thanks for your reply. Right now I'm assuming that you spawned the origin point of the Renaissance, which is incredibly lucky but I think possible, and pretty much a free institution for you. I personally find Muscovy much easier than most Western tech group nations (France, Castile) because they have many more options in terms of how you want to play, but they pay for that by having average military and no economy Nis except for tax modifier (I don't particularly care for stab cost reduction as an NI). It is recommended if you plan on getting a lot of dip relations though as RMs have a legitimacy fee. If I'm being honest with you I rarely ever use the holy icons, I prefer to just let patriarch authority build up for the passive manpower bonus and national unrest. how wrong i was. You can see a list of supported browsers in our Help Center. See if having "good" luck will save your strategy. It's a nice little -2% WE for free, and you get units out of it when you're in a pinch. War Exhaustion Reduction -0.10 This one is huge. Similarly, be aware of the difference between economic and hoarding. There's several things in your post that stood out to me, and probably will to others: 1. That's pretty much the only thing you can do in Muscovy's first 5 years. Estates, Religious or Defensive ideas, stacking tech cost reduction are all things that might help keep you above the water, but they won't help you if you're unable to maintain a manpower pool.

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