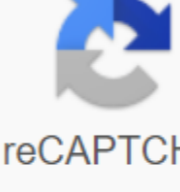


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This is a compilation and article strategy for Hisn Kayfa. Mechanics and the content of the taste is translated from other pages. Tradition: 10% National Tax Modifier 10% Shock Damage received citadels and Fortress 20% Forth Defense Ancestors Heritage No 15% National Labor Modifier Righteous Faith 10% Morale Armies Elite Warrior 10% Cavalry Combat Ability Rise Eagle No 15% Basic Costs To Create Strengthening Central Authority 10% Stability Modifier State Economy No 10% Goods produced Modifier Ambitions: 5% Discipline Dynasty Ayubid , once the scourge of Christianity , and the hosts of Syria, Egypt and Arabia, still remain in the Kurdish stronghold of Hisn Kaif. Extremely independent, a small state managed to survive in independence among such giants as Timurids or Kara zoyunlu. When 1444 opened, the Ayubid princes had recently managed to overcome their local rivals and former vassals, the Artukids, and consolidated their superiority over their small principality the Tiger. In 1444, the Ayubid Empire had a faint memory, but one branch of their dynasty still holds the unified province of Hisn Kaifa, sandwiched between the countries of Ak-Soyunlu and Kara Goyunlu. Mission edit main article: Hisn Kayfan missions Hinn Kayfan missions to focus on expanding in their immediate vicinity. The strategy to edit below is one of many players offered strategies for Hisn Kaif. Keep in mind that because of the dynamic nature of the game, it can unfold differently for other players. Hisn Kayfa's starting position is quite difficult given the size of the neighboring countries, but with some cautious steps it becomes much less difficult. Playing at normal difficulty, you need to constantly be able to ensure an alliance with Dulcadir at the start of the game. Go and do it. The second diplomat should be put to improve relations with the Ottomans. Just improving the relationship, the player will almost always be able to get a royal marriage with them. After receiving about 120-150 relations the Ottomans will be friendly and the player will be able to get an alliance with them. That's the key. It is recommended to develop the capital with early monarchical power, increase the strength and increase the income and size of the loan. However, try not to waste too much military power. The early difference in military technology is huge. By simply building infantry for the force eye and hiring the ruler and heir as generals, the player will receive the Preparation for War mission, which provides constant claims and some moral incentives for the army. In addition, one also gets a common build to forcing a mission that gives even more morale. After sufficient development of the capital, you need to be able to choose as an opponent Ak zoyunlu. They will always be the first target, so choosing them as an opponent will give the player some good power projections later on. Dulcadir Ak zounli, and once they have a claim ready to help in any war againts them if you promise them land. While waiting for the Ottoman Union, take a close look at the alliances of Aka Soyunlu. The common allies are Karaman, Anizah, Kandar and, God forbid, the Ottomans themselves. If they have only one ally, the player must, if they have a decent army control, be able to outsmart them and win the 2v2 war. With a bit of RNG and a good micro it is quite possible to win 2v3 as well. This is the most important war of the campaign, and it can mean a reboot if the player is unlucky or confused. Some common tips for war: Only fight the enemy if they are separated or being a defender in the mountains with a worthy general. It's better to spend time on an a living. Priorities sieging down Diyarbakir. Once this is done, the war can be over anytime the player wants. Make sure to be the leader of the siege of Diyarbakir. Also make sure to secure any other land Dulkadir desires if the war is won. They control this will prevent the player from taking it. It is perfectly normal if Dulcadir is besieged and knocked out of the war while the siege of Diyarbakir is under control (9 units needed to maintain the siege). This is actually preferable if they leave, as all the money taken will then go to the player in a peace agreement. If ak-Koyunli's capital fort is mothballed when the war breaks out, the player will be able to drive through it and group with Dulcadir. This is very useful if they are allied with Karaman, and the player is capable of besieging their capital down faster than the enemies capable of besieging Dulcadir. Thus, they can be white peace-loving to drastically reduce the number of enemy troops. Declare war on Mardin and besiege him at the beginning of the war to get a ticking warscore. Of course, don't give Dulcadir any promised land. If Ak zoyunlu is an ally of the Ottoman Empire, all is not lost. The Ottomans will eventually declare war on one of the Turkish allies, Aka Soynlu, who is almost guaranteed to them. Make sure to declare war at the exact time this happens by calling in Dukkadir, and make sure to occupy all the provinces of the Ottoman will as well as Diyarbakir, because the Ottomans can still vassalize them if they control their capital. The provinces accepted in this war must be, in order of importance: Mardin (protected by your capital fort, proper culture) Raqqa (may be released to Syria) Diyarbakir (Trade Center, Correct Culture, has a fort) Urfa (proper culture, protected by the fort in Diyarbakir, if it is retained) Mush (protected by the fort, rebellious, but the rebels always go to other Armenian lands, so that no flaws from the uprisings) not controlling all of Al Jazeera, but the Syrian core is better than the constant claims. And me, a question that has consistently consistently 1-2 regiment at war, with its own personnel and credit pool costs so much at this stage. After the war, sit back in the capital and wait for the core to finish. When receiving subsidies, feel free to drill and hire a cheap consultant. Grant off the provinces estates and do the interaction for some extra power of the monarch as soon as they are cored and stated. The Ottoman Union was already to be received at this stage. If not, the increase in development should make this possible. By manually setting possible targets of the Ottoman war hostilely increasing the likelihood of being called to war. Once the Ottomans have 10 favors with you (which takes 10 years since the union was signed), expect a call to arms against a Turkish minor. When this happens, make sure to send all the troops to help in the war. Loss of labour is not a problem. Deathstack troops on forts, and carpet siege of small provinces. The goal is to get as much participation in the war as humanly possible, leading to a lot of favors. Do not give occupation to the Ottomans. It's in the player's favor if they grow as little as possible, and by occupying the ground they intend to take it makes it so small countries take longer to conquer. It also means more wars, which means more favors. Speaking of favor, after the war the player should have a lot. If all the cards are played correctly, expect 30-40 favors from one small war. Now it's all set up. The Ottomans will help in any war the player wants, as long as they don't have too much debt. The Preparation for War interaction can be used to great effect if they are just shy to accept the call to arms. By constantly honoring calls to arms and spending some of the favors received from wars, trust can be gained. This makes the Ottomans less likely to include the player, and increases their willingness to join them in offensive wars. This will ultimately mean that the Ottomans will become the player's personal attacking dog, ready to enter any war that the player feels like a fight. Now the basic steps of the textbook have been completed, and the Ayubid dynasty is once again a force to be reckoned with. Some notes and tips for further steps: Try to always keep the Ottoman relationship as high as possible to make sure not to lose the alliance. Try to block the northern push of the Ottoman Empire by conquering Georgia. If able, take Trebizond as well. Another advantage of having Syria as a vassal is that whenever the entry into the Ottoman war againt Mamluks, they will transfer the occupation of the main Syrian lands to them, which means that they will not win the Levant, that is to capture for the player. Declare war on Kara Cayunlu as often as possible, and always let do all the hard work. While in the war with the Ottomans, they will deal with rebel stacks. The Renaissance automatically spreads to the Middle East through and then Mamluki. Keep a positive relationship with all neighbors who have a renaissance to get a natural spread. Thus, there is no need for development to stimulate the institution. Hisn Kaifa is able to form as the Great Mughals, Mamluks and Timurids. Achievements,edited Playing as Hisn Kaifa. reforge Ayubid Empire. From Europa Universalis 4 To Wiki Go to Navigation Go to Search Please Help Check or Update Old Sections of This Article. At least some of them were last tested for version 1.25. This is a list of all the missions of Hisn Kaifa. Clicking on the mission icon results in an appropriate series of tables. Repeat to return. Mission Completion Requirements Requirement Preparation for Army War size is 100% of the army force limit has personnel reserves of at least 80% of the maximum has one General Hisn Kaifa receives military readiness within 15 years, Giving the following effects : 5% morale armies 10% restore the army morale speed Hisn Kaifa receives a permanent claim to the Al Jazeera area Conqueror Al Jazeera Hisn Kaifa owns all the provinces in the area of Al Jazeera Gain 15 prestige Hisn Kaifa receives a permanent claim to the Aleppo area Preparing for the war Recapture Aleppo Hisn Kaifa owns all the provinces in the Aleppo area Gain 15 prestige Gain 20 army tradition Hisn Kaifa gets a claim to the Kurdistan region Of Hisn Kaifa gets a claim for the erzurum area conquer Al Jazeera Mission Completion of The Requirements Of the Spice Trade Country Has a Trade Bonus for Spices Country has most of the trading power in one of the following trading hubs : Malacca Coromandel Hormuz Country Benefits No 2 Mercantilism Country receives Spice Trade Controlled for 20 years Giving the following effect: 10% Trade Efficiency Country Silk Road is the leading producer of the Silk Country has at least 8 provinces producing Silk Country benefits No. 2 Mercantilism Country gets Silk Road management within 20 years, giving the following effect: 20% Trade steering Mission Completion requirements Building Power Limit Country has 100% strength limit overall army size The country receives a thriving arms industry within 25 years Giving the following effects: 5% morale armies No. 5% land maintenance modifier Expansion of the nation's Overall development of the country increased by at least 50 Capital Gains: 1 basic tax 1 basic production 1 basic labor force All owned province in the capital area get capital growth within 25 years, Giving the following consequences: 10% local construction cost 10% of local development costs Build to Force Limit Conquer New States Country assigns 5 new states Country receives Expansionist policy within 25 Giving the following effects: 25% of public service 33% of the harsh treatment cost Expand the nation to assemble an army Country has an army of at least 80,000 troops The country receives Army Enthusiasm for 25 years, giving the following following 10% rate of labor restoration 0.5 annual army traditions Conquer The New States Unite the Native Region All the provinces in the region of the capital belong directly and colonized the country benefits: 50 administrative power 50 diplomatic power 50 military power The country receives hegemonic ambitions for 25 years, Giving the following effect: 0.05 euros monthly change of autonomy to assemble army diplomatic missions (edit) Mission Completion claims Consequences Of The Prerequisite Reliable Allies The country has at least 20 allies at least 150 opinions. The country has been receiving influential diplomats for 25 years, giving the following effect: The No.1 Diplomatic Reputation Acquire Subjects Country has at least two non-ributary subjects The country has received obedient subjects for 25 years, giving the following effect: 15% diplomatic annexation cost Reliable Allies To Create a Large Fleet Country has at least one of the following: 10 heavy ships 30 camboes The Country receives naval enthusiasm for 25 years Giving the following effects: 10% naval morale 20% of national sailors modifier No. 1 annual Naval Tradition Acquire Subjects Dominated By Trade Country has at least 75% of the trading power in the home trade hub of a random owned province in the home trade hub gets the dominant shopping center until the end of the game, giving the following effects: 5% of the local development value of No 10 local trading power Create a large fleet of Expand Overseas owned by at least 3 trading companies that are not on the same continent as the capital, with each of which at least 5 provinces of the Country receives the growth of East Indian trade for 25 years, giving the following effects: 15% trade efficiency 20% of the global trade power dominated by trade administration missions edit Mission Completion of the requirements Of the High Country Income Monthly Income increased to 150% of the start-up monthly income. The country has been getting a growing economy for 25 years, Giving the following effects: 10% construction cost 25% of construction time Construction Building Country has at least 5 temples and 5 seminars Country gets 50 administrative authority The country gets a Construction Spree within 25 years, giving the following effect: 10 pounds of tax revenue (It's annually, not a month) High income Build Treasury Country has at least 2,000 ducats Country receives Strong Treasury Department for 25 years Giving the following effects: 0.10 years ago lowering inflation Build Buildings Build Manufactories Country has at least 20 manufactures Country gets 1.5 years of income Country receives Proto-industrialization within 25 years, giving the following effect: 10% efficiency of production Treasury Imperial Conquest Country has at least 1000 total development Country gets 30 prestige Country gets Imperial Ambitions for 25 years, giving effect : 5 years of separatism Build Manufactures Links edit edit /Europa Universalis IV/missions/Ayyubid_missions.txt. 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