

Changelog

Aurelia (2025-08-14)

AI

Fixed crash when AI method wants War didn't find any target and started a declaration of war diplomatic action against faction id -1.

The AI now updates its recruit level at the end of each month before production and reinforcements.

AI controlled settlements will now request that an army comes and build a marketplace as its first outpost, if the terrain makes it possible.

AI will now request a barracks only if the manpower in GES is higher than the storage capacity.

AI will now request a stable only if the horses in GES are higher than the storage capacity.

When the AI decides if it want to start a new war it also considers if it has armies which are building new farms or settling areas. This will make the AI less inclined to start new wars.

AI will now also check that a settlement produces enough horses before it assigns a new workshop to build support equipment.

New features

Added two, or four, new outposts:

- Marketplaces that boost manpower in a city (+10 %). After two years it will expand into a small village (+20 %) and after four more years it will become a village (+30 %).
- Stables that boost the horse output of a hex massively and increases the storage capacity of horses with 250.





Added a new map mode, the political map mode, which gives the territory of each faction a unique colour.



Valid for Imperium: Aeternum – Lusca update

Implemented lots of keyboard shortcuts for when playing on Google Play on PC. This also forced some changes in the underlying code to make it more efficient. See chapter Keyboard navigation for more details.

Added event reporting for conquering and losing cities. When conquering a city, the settlement view is opened for the new city. For lost city it only focuses the map on the coordinate of the city.



Added Delzoun Hegemony as a playable faction for basic access to the Warrior version. Now 4 different factions can be played for free.

Added the possibility to change name on armies and settlements by pressing on their names in their respective views.

Balance updates

Implemented Recruit level and the possibility for the player to adjust if the economical focus is on production or recruitment of manpower.



Valid for Imperium: Aeternum – Lusca update

Barracks horse storage capacity decreased from 100 to 25. Build stables if you want to keep a large amount of horses on stock.

Armies located on a water hex (ocean, coast and island) now receives a penalty to its MV and RV combat values. The penalty depend on what type of water hex it is. This makes amphibious assaults less efficient compared to landing the army and attacking from land.

Implemented the amphibious ability and added it to all Mevaro troop types. They fight on water just as good as on land.

Implemented that cavalry armies are more efficient when outnumbering a weaker force. For an army that **only** consists of cavalry the limit on the cMV is 600 % of the cMV of the weaker force. The limit is 300 % for armies with at least 1 infantry troop. This makes cavalry excellent when you want to hunt down and run over a smaller enemy army.

Implemented that armies winning the initiative during combat also lose some support equipment. Armies winning the initiative lose 0.2 % of their support equipment. As before all armies that don't have the initiative lose 1 % of their support equipment.

Updated the combat effect of all army strategies.

Hexes with a capital will now also receive a bonus to the horses generated. This will speed up the support equipment production the first few months.

Set the default horseModifier value to 19 % (before it was 14 %). Also, all factions that previously had less than 14 % now get the default value. Reason: Dwarf, Ende, Krant and Skulk factions were hard pressed to build support equipment at the start with their lower horseModifier value.

Fixes

Added a 5dp margin at the bottom of the horizontal scroll views in the empire stats view to avoid the scroll bar covering the data shown.



Valid for Imperium: Aeternum – Lusca update

Replaced the reinforcement priority buttons with a single button that is updated depending on the current priority (like the recruit level button). Also added information below the buttons as well as when long clicking on them.

Fixed uncommon crash when leaving army view while the game timer is running. The error came from army object being null when updating the list of strategies in the army view.

Improved how the bonuses and penalties of different strategies are shown.



Fixed concurrent modification crash in `CombatMethods.conquerSettlement` when the list of attacking assets is accessed from multiple threads at the same time.

Hopefully fixed crash when AI searches an expand army to assign its patrol army to.

Territories map mode has been renamed to Diplomatic map mode.

Fixed error where Umbral Court showed the infantry icon when on water. It now shows the Elf fleet icon as there is no unique icon for the Skulk race.

Since there are issues with showing toasts when playing on a PC (Google Play on PC) I removed all toasts that are launched from the `GameActivity` and replaced them with an information dialog window that shows all event updates. For UI updates, for example when the map mode is changed a text is shown in the upper right corner instead.



Finally fixed the crash when autosaving the game at the end of the month. Now the GameThread will wait until the autosave is completed before continuing. This will hopefully fix all concurrent

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modification crashes from when saving the game continues over the next cycle (i.e. World object is used by autosave and the game thread).

Updated the resource part in the Settlement view to also show details about horses.



Added 10 new city and army names for each of the 14 factions.

Changed to a new app icon with a warrior for the Warrior version. It looks better together with the Emperor icon.

Other

All assets (armies, settlements and outposts) now save the date (total cycle number) that they were created in.

The amount of manpower collected in a city shown in the resources section of the settlement view now take recruit level and bonuses from marketplaces/villages into account.

Implemented all background code for stables, marketplaces, small villages and villages. Also added player events when marketplaces and small villages are upgraded.

Updated target SDK to 36 and the Billing client to 8.0.0. This required some code updates as well.

Moved all important project data to a data list, **data_projects.csv**, as this is easier when needing to adjust parameters and it will make it possible to use different data sets for different versions of the game.

Updated FactionData and data_factions.csv with three new columns; focus set, troop set and colour id. Implemented troop sets to make it easy to change what troop bitmaps a faction uses and disconnect it from faction id. Colour id is intended to define what colour each faction uses for the political map mode. Focus sets tell which focus tree the faction uses.

Added all the needed code for Province development and its effect, incl. a new data list, **data_provinceDevelopment.csv**. This required lots of changes in already existing core code, like

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calculating movement cost and project times, and need to be tested to see that it works exactly as before.

Added the Leader class and added a leader variable in Army and Settlement. Added a list of leaders in the Empire class.

Implemented the framework for adding Focuses to all factions in the future, especially needed for a future “Chronicles for Cardolya”.

Implemented the framework for adding random Events in the game.

Added needed code for storing different modifiers in the Empire, Leader and Asset objects allowing for long term modifiers coming from Focuses and Events.

Implemented the framework for adding empire spirits (national spirits) that can modify the abilities of an empire long term.