

# Changelog

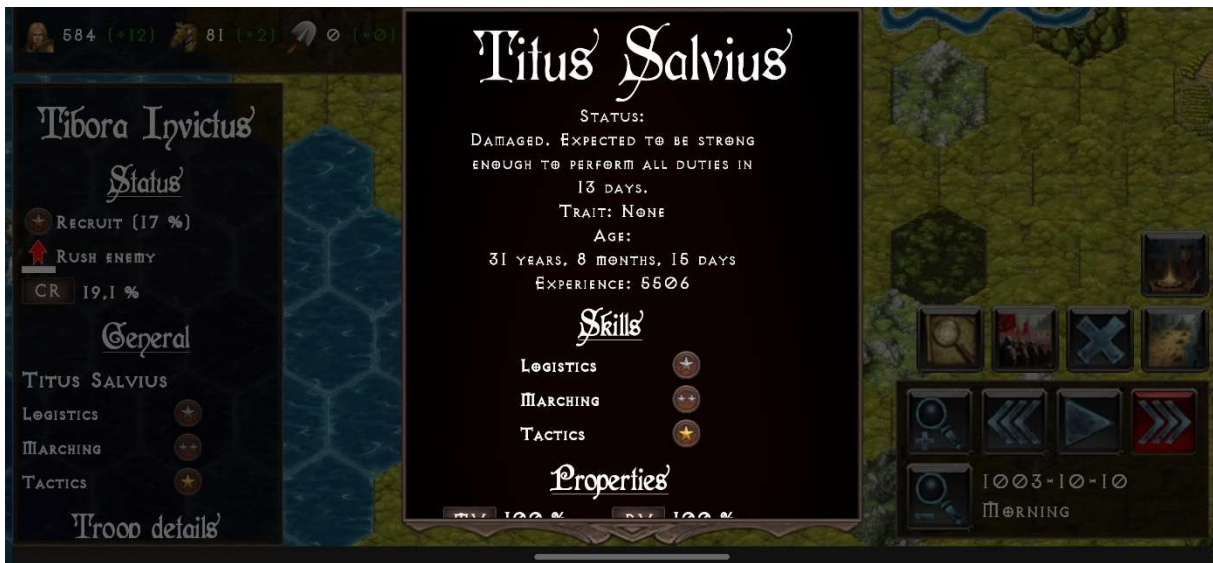
Cauria (2025-09-28)

## AI

None

## New features

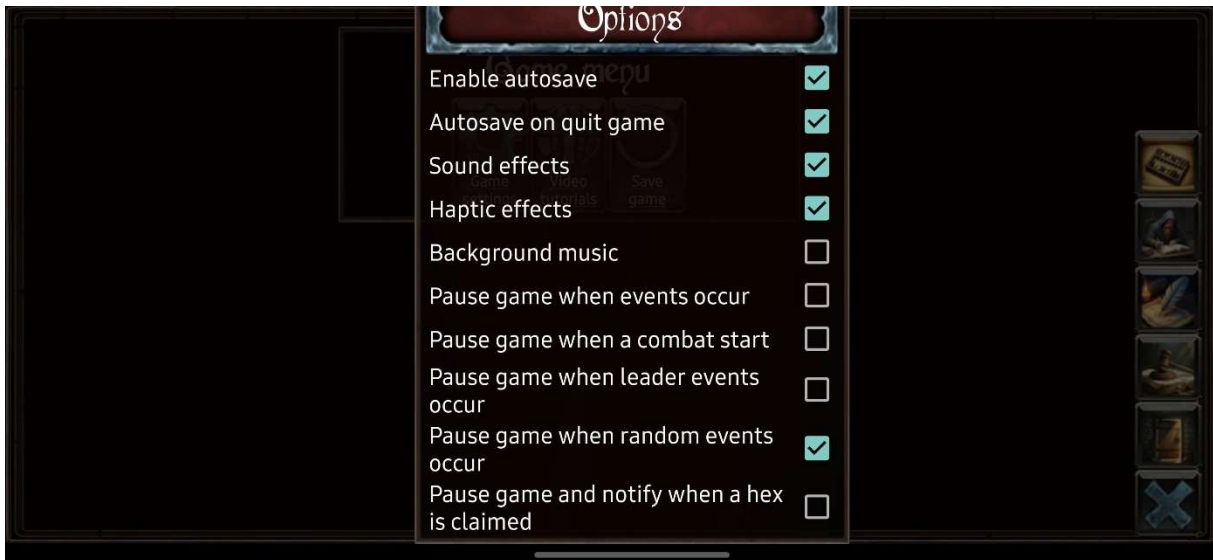
Generals and governors can now be sick and damaged. When they return to full health this is reported in a leader event.



Implemented 8 event conditions and 8 event effects for Generals of Governors. Added 10 events for generals and governors. Added a new icon for the info dialog when showing the result of random events.



Added option in settings dialog to pause game for random events generated by the event system.



## Balance updates

None

## Fixes

Added additional checks to stop the game from crashing when updating the army view layout.

Fixed crash in method `getRecruitLevelText` when empire object is null.

Fixed crash in AI method `startProject` when there is no AI for the settlement.

Added multiple checks in method `drawMap` if the settlement object is null or the wrong asset type. This should stop the map from freezing.

Added a check in method `drawObject` if the world object is null. This should stop the map from freezing.

Added a check in the `drawThread` when the world object is null and can't be updated leading to a map freeze.

Fixed a concurrent modification crash in method `reinforceArmies`.

## Editor

None

## Other

When clicking continue in `MainActivity` and loading the last saved game, this is now done through the `ProgressActivity` and not through a `ProgressBar` as before.

When loading a saved game the Event Manager, Focus Manager and Spirit Manager will be re-initialized and load/update all events, focuses and spirits.