

# Changelog

## Corium (2025-10-21)

### AI

When the AI only have 1 city it will always seek to have at least 2 armies (1 expand and 1 improve). Before the AI needed 2 cities to start raising armies automatically and when having 1 city it could just be on standby until other triggers activated the need to raise a new army.

### New features

Added the possibility to long press on the next army and next city buttons. This will open a list with all armies or cities making it easy to quickly jump to the wanted asset.



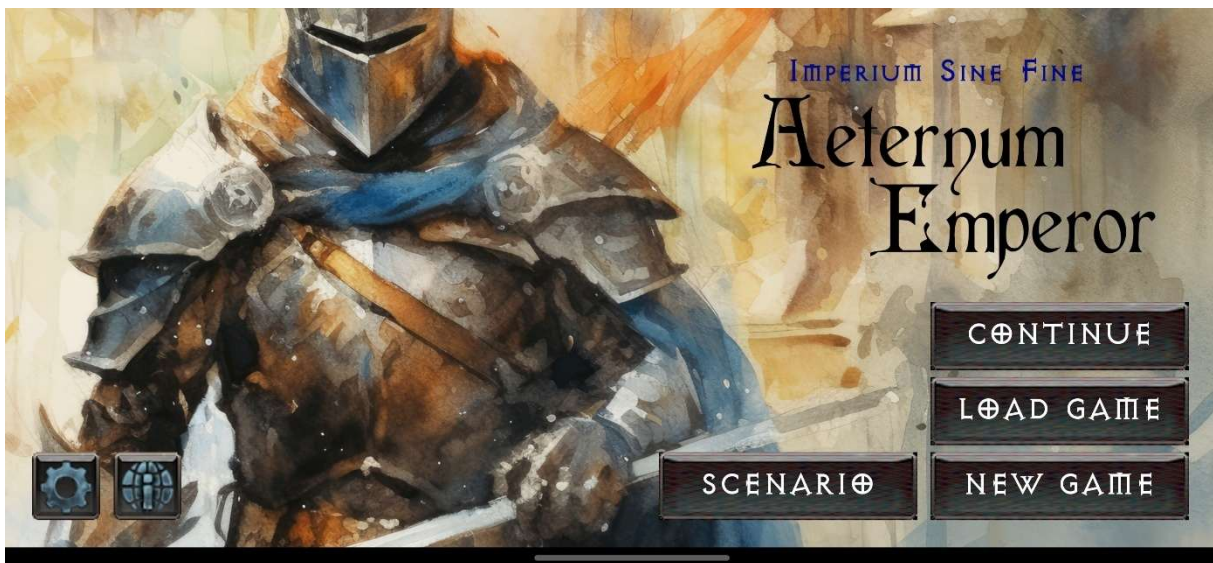
## Balance updates

Changed the calculation for when one side in a combat massively outnumber the other side. Before it was calculated that the larger force could not have more than 3 times the CMV of the enemy, which meant that if the enemy had a low CR this affected the larger force as well. Now this calculation is based on the number of troops instead of the CMV. If one force is larger than the other no more than 3 times the number of the smaller force can make an attack. This limit affects both the CMV and the CRV. Note - If the smaller force is minimal there is a risk that the larger force won't be able to eliminate the last troops, due to this at least 10 % of the larger force will always be able to attack the smaller force.

- Example:
  - If the large force is 1000 troops and the small force is 100 troops. Then the larger force can only attack with 3 x 100 troops:
    - $CMV * 300 / 1000$ , i.e. 30 %
    - $CRV * 300 / 1000$ , i.e. 30 %

## Fixes

Changed the name of the start scenario button to only scenario to make the text fit on one row in the button.



Fixed bug that made it possible to start constructing multiple marketplaces for the same city at the same time.

Fixed crash in initializeSettlementLayout when preparing the governor skill section but the data object is null (same as was fixed in initializeArmyLayout earlier).

Fixed crash in getOwnerSettlement when the empire object is null.

Fixed crash in getOwnerSettlement when the world object is null.

Fixed crash in initializeEmpireStatusLayout when the factionData object is null. Also fixed the error that Goblin and Skulk manpower icon wasn't shown.

Valid for Imperium: Aeternum – Corium update

Fixed crash in possibleStrategies when the empire object is null.

Fixed crash in StartScenarioActivity when populating the spinner with selectable faction but the world object is null.

Fixed crash again in getMoveTime when the map or the world object doesn't exist.

Fixed crash in updateGameControlTime when the world object is null.

Fixed crash in conquerSettlement when the previous owner of the settlement was AI controlled by there is no AI controlling the empire.

Fixed crash in updateStrategy when the empire object is null.

Fixed crash in World.updateGraphics when the map event object is null.

Fixed crash in EmpireMethods.getBitmap when empire object is null.

Fixed crash in MainActivity when clicking to watch the YouTube UI guide but there is not browser or app on the device that can open the link.

Removed all "synchronized ( e.getAssets() )" in AIArmyMethods, AssetMethods, EmpireMethods, ProjectMethods, SettlementMethods and WorldMethods as there is no need to synchronize on a unique list that is never used anywhere else.

Changed so that loadGame returns the World object. It is then checked if it's null or not before actionLoadGame continues. If it's null, the ProgressActivity is finished, and an info dialog is shown that the game could not be loaded.

Added a check in the pathfinder for armies that investigate all hexes neighbouring the target hex. If it's not possible to reach the target hex the pathfinder will stop running. This will make each usage of the pathfinder slightly slower but should solve the very slow processing when many armies are clumped together and block each other from moving.

Cached even more buttons in the GameActivity to make the layout faster and more stable.

## Editor

Added a button to add and a button to remove armies for all major empires. It's not possible to add/remove armies for neutral factions. When adding an army it starts with a base number of troops.



Fixed error with removing capitals and cities. They can now be removed in whatever order the player wants.

Other

None