

Valid for Imperium: Aeternum - Favona update.

Changelog

Favona (2025-11-29)

AI

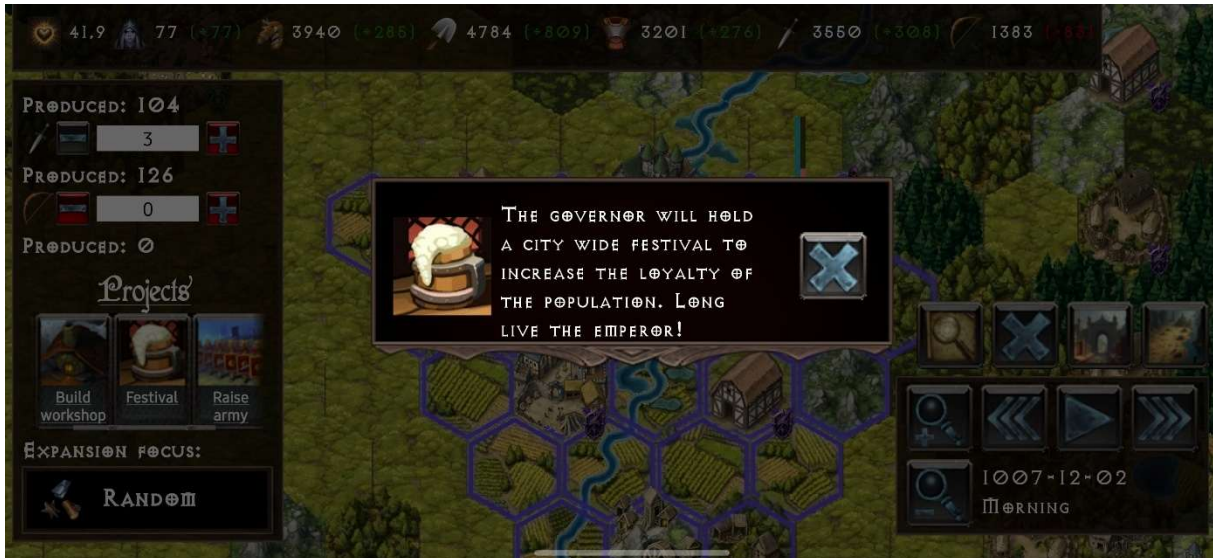
The AI will now seek to always keep the loyalty above 35 in its cities in the hope that this will keep the population from starting rebellions. When running festivals, they'll keep them going until the loyalty reaches 65.

New features

Added the new city project Festival, allowing the governor to hold grand parties in the city to boost the loyalty among the population.



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Added the possibility to allow the governor to manage the city instead of the player. This option is ignored and is not visible if observe game has been turned on for the campaign. The governor will manage the expansion focus, what projects to execute (incl. the new Festival projects but excl. Raise armies and Replace governor). It will also assign new workshops to build equipment. All other things, like garrison size, still need player input.



Added three new event conditions.

Added two new events: “Bumper Harvest!” and “Banditry!”. The total number of random events are now 18.

Balance updates

None.

Fixes

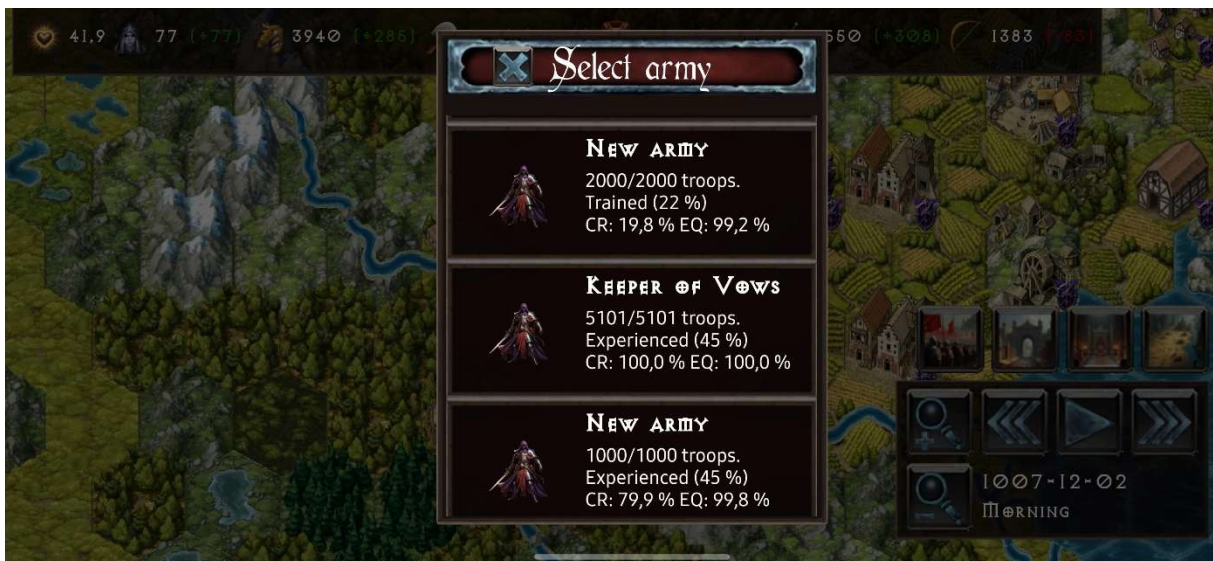
In the city list that opens by long pressing the next city button it now shows the loyalty value of the population in the city. The first number of the current loyalty and the second is the base loyalty. Also

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updated the line about the garrison size to make it fit on one row. Also added information if the city is managed by the governor.



In the army list that opens by long pressing the next army button it now shows the experience level of the army.



Fixed map freeze caused by method drawObjects when the MapEvent object is null.

Fixed crash in AI army method improve when the empire object is null.

Fixed crash in getFactionBadgeBitmap when the data object is null.

Fixed crash in checkIfSettlementInRange when the world object is null.

Fixed crash in asset constructor when the world object is null.

Fixed crashes in EMPIRE type events when the asset object is null. Now uses the empire object to get the faction id. This is also used for method that decides where to center the map when the event button is pressed.

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Fixed crash in AI settlement method `updateNewCycle` when the world object is null.

Editor

Added a button for adding and removing rivers on hexes.



Fixed all code to work with the new rebel faction. It's now possible to add rebel cities and armies to the map.

Other

Added an UI icon and map icon for city project Festival.

Added new project Festival to `data_projects.csv`.

AI settlement methods `updateExpansionMethod`, `assignWorkshop`, `resourcesForNewWorkshop` and `startProject` now accepts a settlement object and don't require the `AISettlement` object anymore.

This means that method can be used for when player wants the governor to manage a city.

Moved all timers from `AISettlement` and placed them in the `Settlement` object instead. This means that they can be used for both the main settlement AI as well as when the player has set the governor to manage the city.

Updated `GameData.dat` for the Emperor and Warrior versions.