

Changelog

Valeria (2025-08-23)

AI

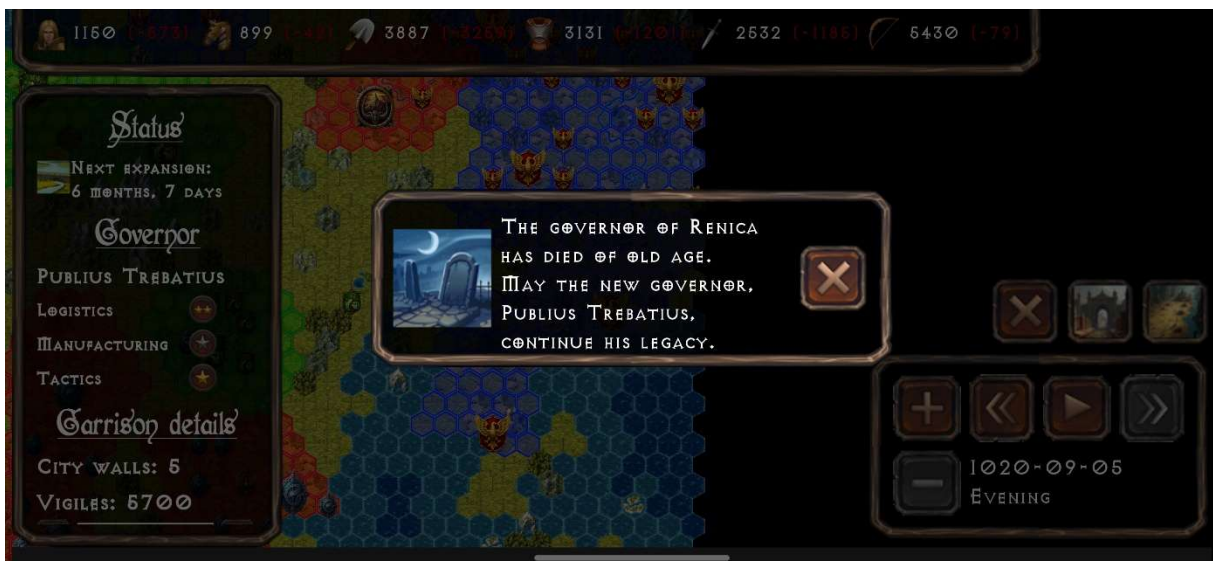
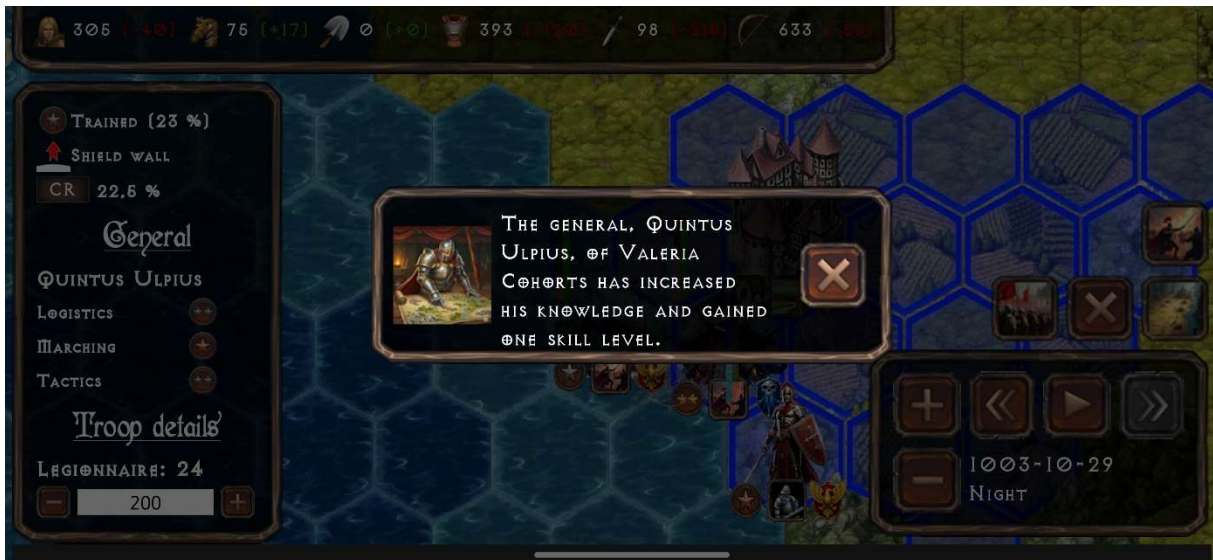
- When the necromancers capture a city from a major faction its wanted garrison is now set correctly. While a necromancer castle is engaged in combat it will no longer gain new recruits in its garrison.

New features

- Implemented Generals and Governors and their skills: Logistics, Marching, Manufacturing and Tactics. When a campaign from Aurelia is continued generals and governors will be created as soon as the game is continued and a new cycle is processed. Generals and governors will age and gain experience. The plan now is to add one army project to send the general for training in the capital and a city project to replace an unwanted governor.

Images for this update:





- Translated most of the UI to Portuguese (BR).

Balance updates

- Decreased the equipment wear for all terrains, excl. mountains, with 0.05 % to compensate for the increased equipment wear coming from the implementation of Generals.
- Decreased the equipment wear for all projects with 0.05 % to compensate for the increased equipment wear coming from the implementation of Generals.
- Doubled the horse output boost from a hex when there is a river present and when the terrain has been improved. This is to mitigate the general lack of horses in cities as well as make it easier to construct support equipment now that the total wear in averages will increase with the implementation of leaders.
- If there are no leader in an asset, or the leader has a status that differ from full health, then the asset is affected as if it is lead by a leader with level 1 in all skills. This means that the capabilities of an asset is severely diminished when there is no leader, or the leader is damaged or away travelling.

Fixes

- Fixed concurrent modification in buildFarmCheck and getPlayerAsset.
- Fixed crash in generateForest when the list of potential forests is empty.
- Fixed crash in isCoastal when location object is null.
- Fixed two crashes in ai method expand when searching for the patrol army responsible for protecting the expand army.
- Fixed error in SkillData for Governor skill Logistics and Manufacturing.
- When a city is captured the old governor is removed. The next cycle the new owner of the city generates a new governor for the city.
- When a city is conquered a map update is ordered as the terrain owned by the city also changes hand.

Other

- Added new map with leader names in Data-object.