Changelog

Venara (2025-11-22)

AI

None.

New features

Implemented the new loyalty system in cities. Details can be found in the Aeternum rules.

Added the empire loyalty to the upper left resource bar making it easy for the player to keep track of the overall situation. Also added the city loyalty in the status section of the city view.

Added five new event conditions and three new event effects.

Added four new events: “My city! My empire!”, “Not my riches!”, “For the people!” and “He is not my Emperor!”.

Adjusted the trigger chance for all leader events leading to sickness or damage.

Added map and UI badges for all new rebel factions with the same style as the corresponding major empire have. Added new faction colour, black. This colour will be used for rebel factions for all empires when using the political map mode.

Balance updates

Increased the probability that a new general or governor receives the trait: genius, dumb, disloyal and corrupt. The chance that a trait is given is now 80 % and 20 % that no trait is given.

Implemented loyalty effects on city workshop capacity, city projects and expansion projects.

Fixes

Fixed issue with missing Mevaro and Necromancers. This bug was introduced with the Corium version when thread safety was created for the list of empires in the World object.

The last instances where the reference to the faction's id is used to get a faction icon are now updated. Now the "Troop set" in FactionData is used for all instances when getting the faction art. The faction id is still used in some places, for example for Ethlorien special ability to grow forests, but this will hopefully be fixed when empire spirits are implemented. The faction id will, even in the future, be used for links to YouTube guides and such.

The drop-down menu in the diplomacy view will no longer show eliminated empires (eliminated = having no remaining cities). It will show rebel factions when they have cities as this is when they are active. Empires can engage in diplomacy with rebels for other empires.

Fixed bug created in earlier build which makes all empires always consider themselves to be at war. Now a check is made that the target empire controls any cities before isAtWar returns true. This bug was caused due to the addition of rebel factions.

Changed so that what troops a faction uses isn't based on the faction id. Now troop set is used instead the same as troop set decide what troop icon and more that is used for an empire. Also implemented that for troops sets with numbers higher than 1000 (rebels) they will use the same troop definitions as their major faction.

Decreased the risk of ANR (Android Not Responding) that slows down the game by doing improvements in the Empire object (updateGraphics and updateNewCycle).

When events are reported the event title will also be shown. Before it was only the event description. Also renamed all the leader events.

Fixed a rounding error when calculating the maximum equipment for an army in getMaxSupportEquipment.

In the EmpireActivity, the empire laws view, the workshop capacity shown is now the actual average workshop capacity of the empire with all modifiers included.

Adjusted the position of the button bar in the lower right corner so that it's not above the border art.

Fixed crash in method isCoordinateOccupiedFriend when the world object is null.

Fixed crash in buildOutpostCheck when the army in a hex is null.

Editor

None.

Other

Created a corresponding rebel faction with a unique name for each major faction. Rebel factions have id = 1000 + the id of the major faction. For a major faction to be able to have rebellions and civil wars there must be a corresponding rebel faction for the major faction. Rebel factions are automatically set to diplomatic status WAR with the corresponding major empire when starting a new campaign.

Made it possible to check what empire type a faction belongs to depending on the faction id; Major (<100), Neutral (100 to 999) or Rebel (>999). Implemented this is all places where there before were a check if faction id is less than the Mevaro id.

When rebel factions create new cities or armies they will pick names from the corresponding major empire, meaning they don't need their own lists of names.

Moved all AI army composition data out from the code into a new data list, data_armyComposition.csv. Updated all code to reflect this. This makes the easier to update and manage in the future.

Added double loyalty to the Settlement object to keep track of the loyalty of the city. Also added double baseLoyalty which is the base loyalty of the city which the loyalty slowly will change towards. baseLoyalty is saved in the city to save the need to calculate it every cycle.

Created a method in DiplomaticMethod that sets the EmpireDiplomacy for a new empire. Both actionCreateGame and actionStartScenario in ProgressActivity is now using this method. This method is also used when activating a rebel faction.

In data_troops.csv replaced faction id with troop set. In Data the string for troop is now "troop set,troop id" instead of "faction id, troop id".

Updated GameData.dat for both versions of the game