

# Changelog

## Marcia (2026-01-02)

### AI

The AI for an empire now check that the empire has enough Imperial Influence before starting a diplomatic action

The AI for an empire will now check that the empire has enough Imperial Influence before sending a general for training.

### New features

When a new empire is generated while creating a random map campaign, an Imperial court is also generated (emperor, heir and 3 advisors) for the empire. When starting a scenario, if no Imperial court already exists for any of the empires in the scenario it's created during the start scenario process.

Created the Imperial Court view in the Empire activity.





Added the new currency Imperial Influence that is used to initiate diplomatic actions as well as executing actions with leaders. Also used this opportunity to update the resource bar layout to make it smaller. With more data added to it there is a risk that it becomes too wide for smaller screens.



Added the 4 event conditions and 5 new event effects.

Added the new events “The future of the realm is secure!”, “The gala slip!”, “The pale shadow!”, “Imperial exhaustion!” and “The runaway pony!”. This brings the total amount of random events to 23.

## Balance updates

Added the Court relation value. The skills and abilities of the Imperial Court of other empires affect the relation value towards those empires.

Implemented the effect of Emperor and Heir skill Strategy and Advisor ability Strategy.

Implemented the effect of Emperor and Heir skill Popularity and Advisor ability Popularity.

Implemented the effect of Emperor and Heir skill Court and Advisor ability Court.

Valid for Imperium: Aeternum – Marcia update

Implemented the effect of Advisor ability Innovation, Logistics, Governance and Manufacturing.

Implemented the Imperial Influence cost for initiating diplomatic actions and the asset projects Train General and Replace Governor.

Increased the base time to completion for city projects Build walls, Build workshop and Raise army with appr. 8 % to compensate for the new Advisor ability Governance.

Adjusted the base time to completion for technology Agriculture, Government and Manufacturing.

## Fixes

Fixed map freeze in method drawMap when the world object is null.

Fixed crash in method getFactionFootmenBitmap and getFactionCavalryBitmap when the data object is null.

Fixed crash in initializeSettlementLayout when the world object is null.

Fixed crash in hasIdleArmies when the empire object is null.

Fixed crash in answerDiplomaticRequest when empire object is null.

Fixed crash in updatePlayerReport when world object is null.

Fixed crash in isLand when world object is null.

Fixed crash in settleSiteValue when world object and map is null.

Fixed crash in EmpireActivity onCreate when empire object is null.

Fixed crash in setRelationValue when the diplomatic relation is null.

Fixed crash in getMoveTime when the start or end locations are null.

Fixed crash when trying to open the shop from the create game activity before the game is initiated. Also updated the check if the game is initiated with two more parameters.

Fixed concurrent modification crash in AI when iterating through the list of ai assets.

Fixed concurrent modification crash in copyOf method in Settlement.

Fixed concurrent modification crash in updateGraphics in Empire.

Fixed crash in getStringRelations when getting the court value and there is no value for this.

Fixed crash in moveArmy when the army trying to move don't have any movement orders.

Fixed crash in method isOnOutpost when the empire object is null.

Fixed crash in drawObjects when world object is null

Improved the method updatePlayerReport in GameActivity to make the event and combat buttons update more stable and less prone to stop working.

Valid for Imperium: Aeternum – Marcia update

Updated the drawThread to make more use of the GPU to draw the map in order to offload the CPU from this task. This seems to have improved the map drawing considerably.

Made a general overhaul and optimisation of the army pathfinder to make it quicker. The pathfinder for creation of rivers has not been updated but this is not the cause of a poor performance during game play.

Removed interstitial ad when clicking the load game button as this button sometimes caused issues with orientation of the game.

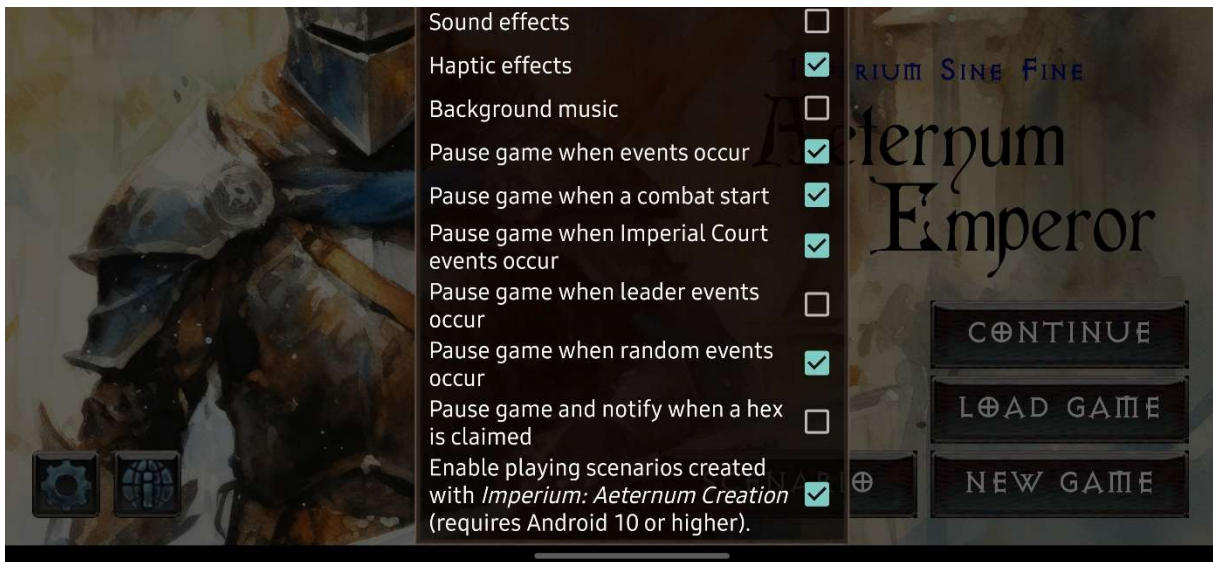
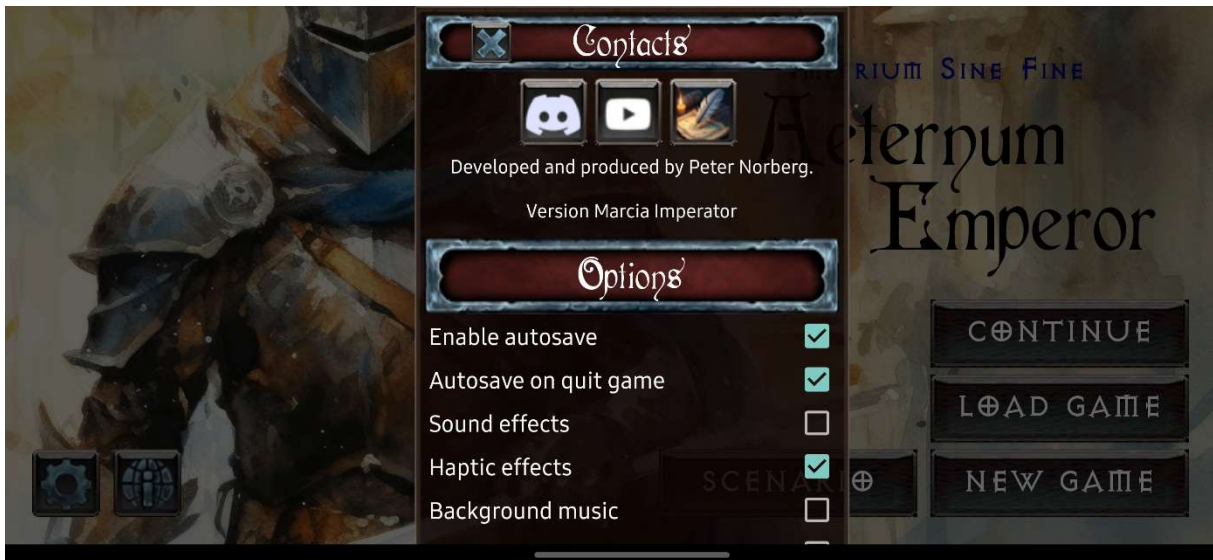
In the LeaderDialog when the bonuses and penalties are reported it no longer says, for example, 108 % or 96 %. Instead, it says 8 % or -4 % to make it easier to understand how the value is affected by the leader.



Updated to recruit icon to make it easier to see the difference between this and the veteran icon.

Translated all new strings to Spanish, Portuguese (BR), Indonesian and started with Russian. Added Indonesian language for code in also for legacy reasons.

Updated the settings dialog. Added option to pause at events in the Imperial Court. Also replaced the Reddit button with a button linking to the Aeternum site.

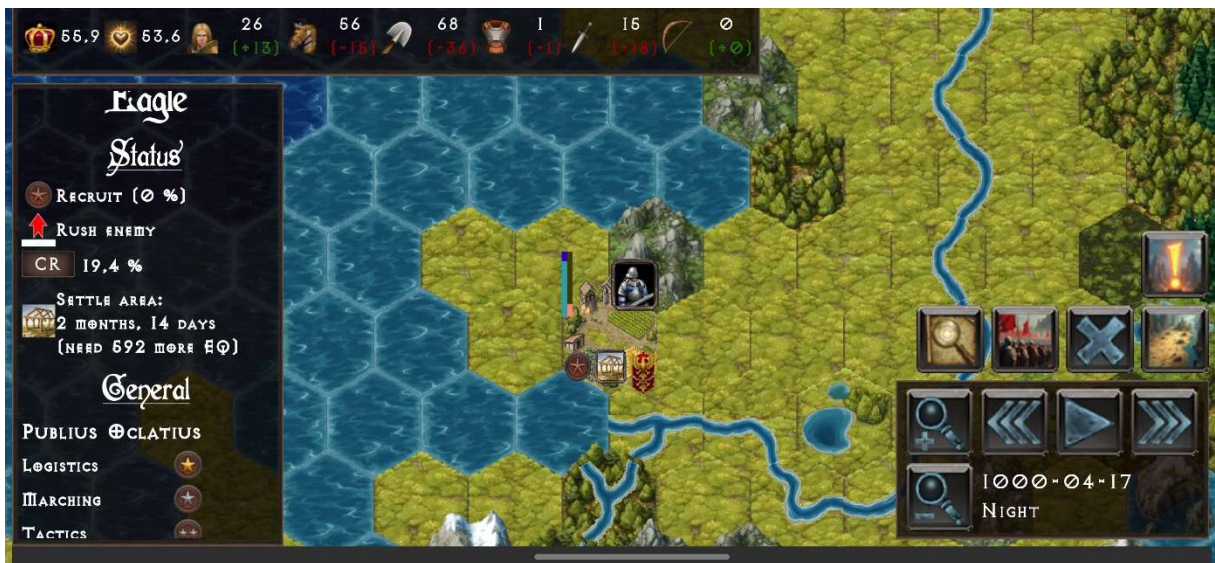


Slowed down the update speed of the combat and movement icon to make them more pleasant to the eye.



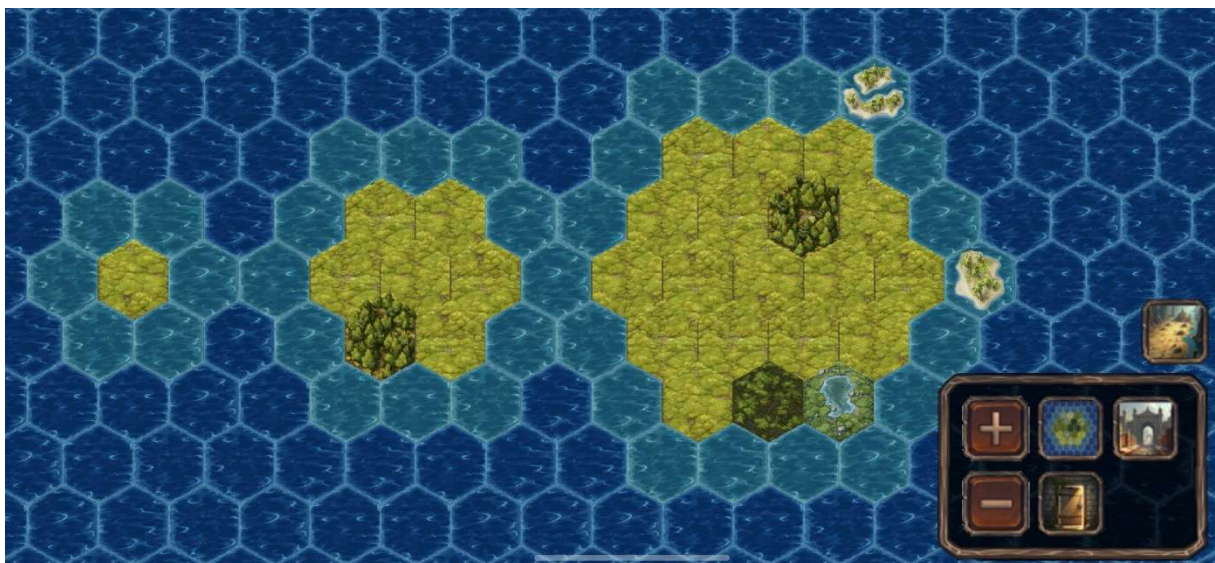
Valid for Imperium: Aeternum – Marcia update

In the army view, when settling an area it now also informs of how much support equipment that are needed to complete the city.

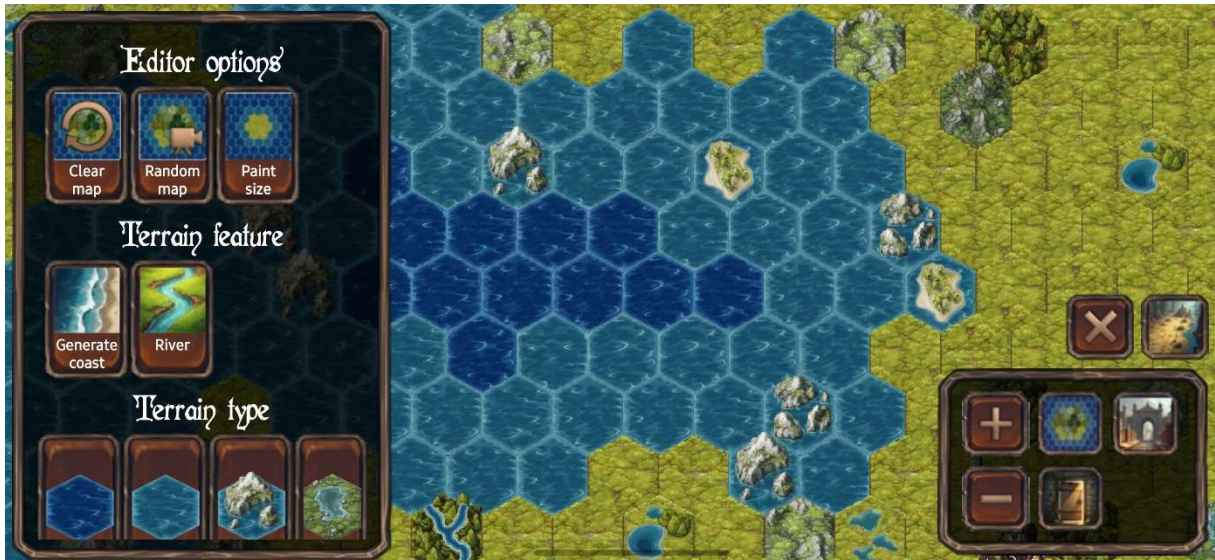


## Editor

Updated how many rings that are updated depending on the “Paint size” setting. It’s now a single hex, +1 ring and +2 rings that are possible to update with one click. Meaning exactly as the images on the button. Before it was one ring more than the images showed.



Added new terrain feature button that regenerates all coast on a map.



Updated the drawThread to make more use of the GPU to draw the map in order to offload the CPU from this task. This seems to have improved the map drawing considerably.

## Other

Major update of flavours in build gradle to better separate the different data lists between the aeternum branch of games and the Cardolya branch of games.

Added the double imperialInfluence to the empire object. New Imperial Influence is gained before the AI is updated as it need to know the new amount before it can issue diplomatic actions (and other stuff that uses Imperial Influence). The first time a diplomatic action is processed the cost in Imperial Influence is paid. If there is not enough influence to initiate the action it's cancelled. For the player in the EmpireActivity, only buttons for diplomatic actions that the empire can afford are shown. In the army layout, the train general button is only shown if the empire has enough Imperial Influence. In the settlement layout, the replace governor button is only shown if the empire has enough Imperial Influence.

Added Emperor, Heir and Advisor skills to data\_skills.csv.

Updated the LeaderDialog for Emperors, Heirs and Advisors.



Updated GameData.dat.