

# Changelog

## Tibora 2.8.1 (2026-02-22)

### AI

The AI can now make use of the Gala Dinner Imperial action to boost the loyalty in all its cities. Fixed bug regarding this feature in Tibora update 2.8.1.

When creating a new random campaign each AI controlled faction will be given a random government spirit among the list of possible governments for the faction race.

### New features

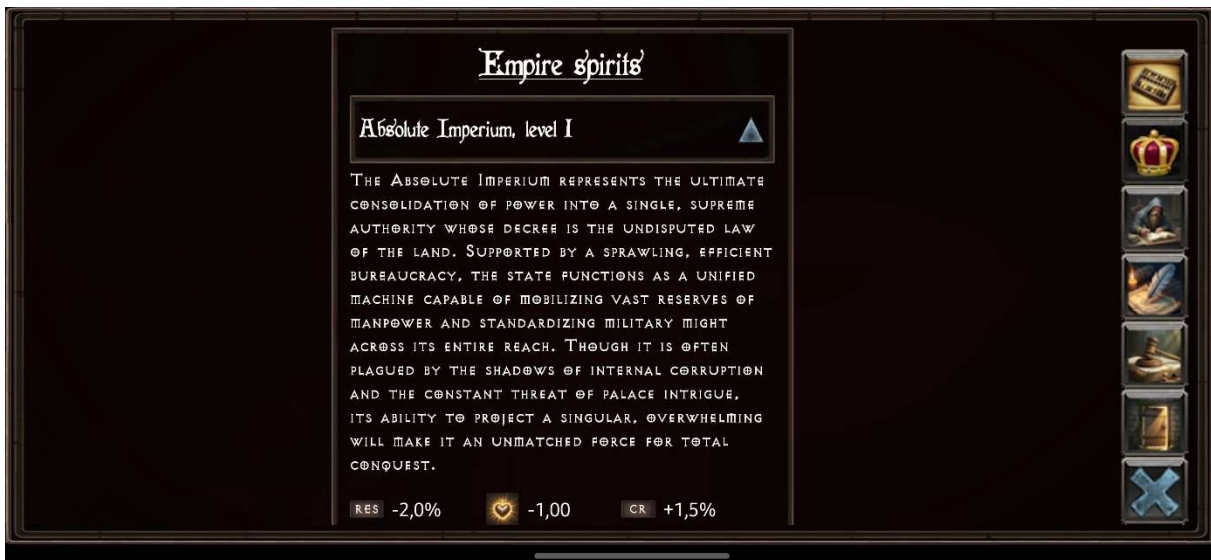
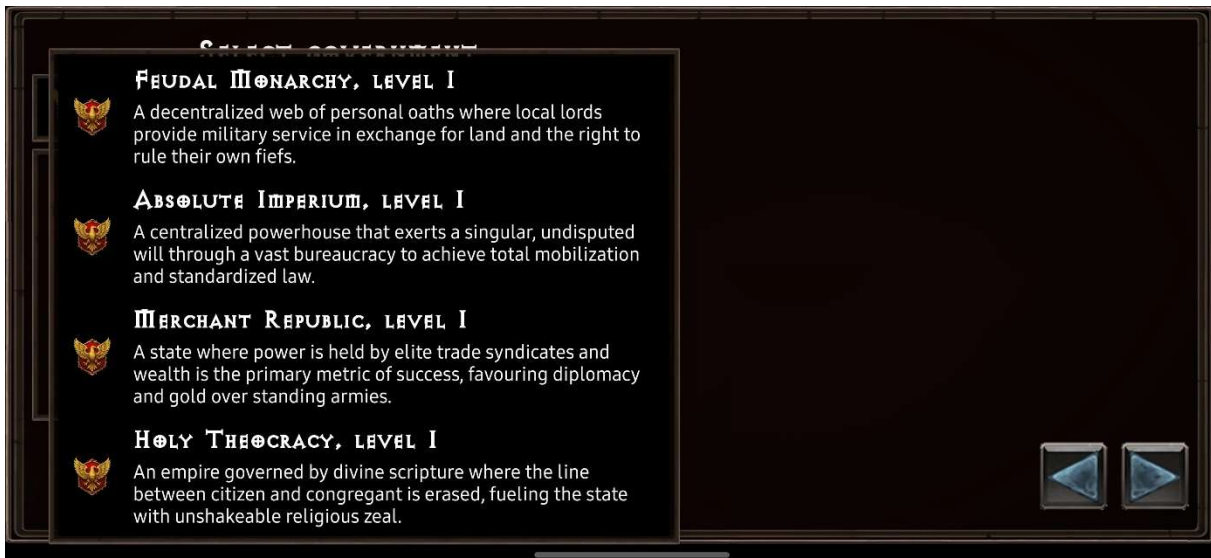
Implemented the Empire Spirit modifiers ARMY\_CR, DIPLOMATIC\_RELATIONS, LOCAL\_CITY\_DEFENCE, LOCAL\_MANPOWER\_COLLECTION, LOCAL\_PRODUCTIVITY.

Implemented a new relation value, Empire spirits.

Added the empire spirits for the following government types, level 1 to 5: Absolute Imperium, Eternal Mandate, Feudal Monarchy, Holy Theocracy, Martial Stratocracy, Merchant Republic, Noble Oligarchy, Sylvarchy and Tribal Confederation.

Added the option to select what government to play in the create game activity. When starting a scenario, it will not be possible to select a government as this should be set for all factions when creating the scenario in the editor.





## New features - Cardolya

None

## Balance updates

Increased the preparation time for Imperial Court action Gala Dinner from 28 to 56 cycles.

## Fixes

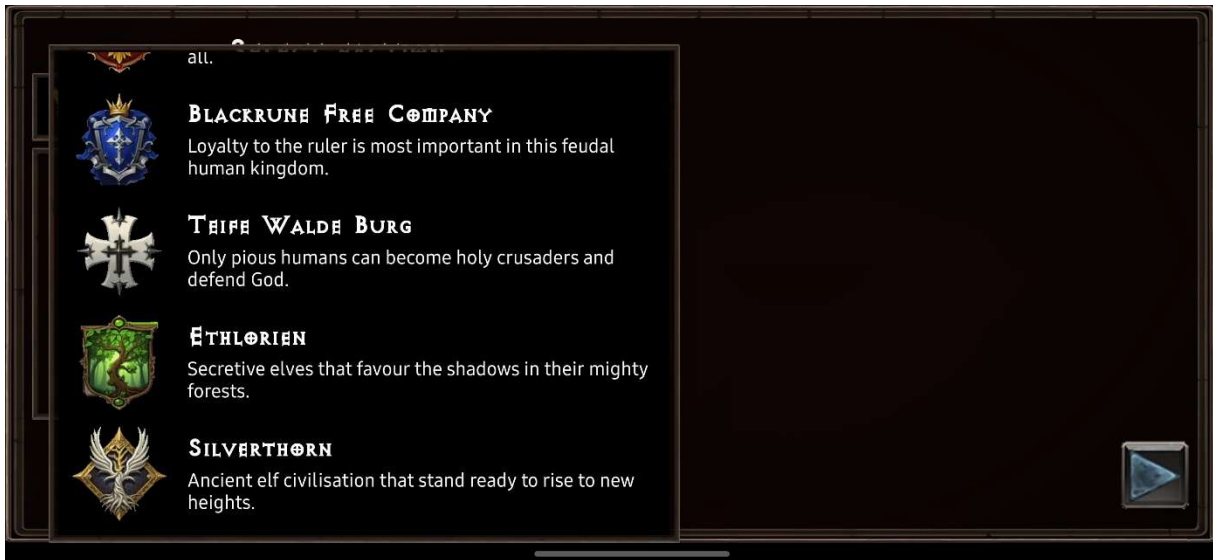
Fixed crash in method initializeEmpireLawsLayout when the empire object is null.

Fixed situations when an army is “trapped” within previously enemy territory after a peace treaty. The army is now allowed to move out from the enemy territory if it can find a path without any outposts or other armies. It may not initiate new combats while retreating to territory it’s allowed to be inside.

When the progress activity creates a new game, loads a new game and starts a scenario the text will now say when the data files are loaded (events, spirits and focuses). This goes very quickly and will most likely pass so fast that it won’t be seen.

Valid for Imperium: Aeternum – Tibora update

Now the drop-down menu when selecting what faction to play has a set width to not fill the whole width of the screen.



In the drop-down menu used for selecting what empire to handle diplomacy with, it will now state if the language hasn't been translated yet. If contact has been established with the empire it will also state the government of the empire.



## Editor

None

## Other

Updated the main background image and the app icon for Imperium: Aeternum Wars.

