

## Shadow Empire

Read me File – 30<sup>th</sup> November 2020

Version 1.06.03

### Welcome.

Thank you for playing Shadow Empire™! We are always looking for ways to improve your gaming experience. For the latest information on the game, please go to the Matrix Games web site at [matrixgames.com](http://matrixgames.com).

Below you will find the latest and greatest information on Shadow Empire™. Information in this document supersedes that in the official game manual.

### Troubleshooting:

Ensure that your system meets the minimum system requirements. These are found in the game manual. Also, ensure that you have the latest video and sound drivers available for your system and that you have upgraded to the latest version of DirectX from Microsoft. The vast majority of reported problems are resolved by upgrading all drivers and DirectX to the latest versions.

If you are still experiencing problems with the game, please use our Help Desk at [matrixgames.com/helpdesk](http://matrixgames.com/helpdesk) or post in the Shadow Empire™ Support Forum at [matrixgames.com/forums](http://matrixgames.com/forums). Please provide as much detail on your issue as you can.

**To obtain optimum game performance, close all other applications before beginning a game.**

**Asterix (\*) at end of item means it requires a new game start to go into effect.**

### Change History:

**V1.06.03 – 30<sup>th</sup> November 2020**

**Attention: In order to play the new Air Forces addition you'll need to flag "Air Forces enabled" in the PLANET GENERATION setup page.**

#### Full changelist

- Fixed issue with battle calcs for Amorphous and Trapper Alien Fauna Feats, which were not triggering.
- Population migration from one Zone to another now logarithmically capped starting lightly from 2.5% of emigration source zone population and limiting it to an extreme maximum of 15% (before Exposure rules taken into account, because those could lead to much higher emigration).. This to avoid too sudden and too extreme shifts in Population between Zones.
- I am diminishing the effect of the reward value of salaries for Workers, Leaders and Soldiers based on income tax & sales tax settings. In short if you have high income tax (and to some degree high sales tax as well) there will be less incentive for the Population to work for those Credits. Quite a big nudge and fixes a lack of punishment of excessive high income tax rates.. (requires game restart if not started game with a recent v1.05-beta)
- Soldier salary effect is now compared with weighted pop and worker salaries instead of an average without taking their numbers into account. (requires game restart if not started game with a recent v1.05-beta)
- I increased the difficulty of raising Income Tax and capped it at a maximum (but still whopping) 80%. \*

**note: still planning to add some unrest zone events around high income taxation (but relatively low government profile) later on.**

- Added option in Prefs Tab (subtab called 'game') to switch on/off Slow AI moves during game
- Switched of some of the more fancy AI calculations if NOT using the slow AI
- Added some small general optimizations for AI Speed
- Fixed AI road spaghetti issues. The AI now cleans up a bit every 4 rounds. Don't expect miracles, but the worst road nightmares will be fixed up. If you are running this beta in an existing game keep a sharp eye out if it is working as intended please.

- Added an “Easy Logistics” optional flag that doubles the Logistical Range and Points of your Assets. \*
- XP spending on Skills is now much more varied and partly depending on the personality of the Leader \*
- Payload optimization TECH now also has a positive impact on Bazooka firepower (and Armour Piercing Eff. already had) (and Manpad as well by the way!)\*
- Recoded AI air production choices which was sticking with the original 1st version
- Fixed quality level settings for air for AI
- Helped AI with maximization of Items rules
- Fixed AI issue that caused it to not build SAM Launchers
- VTOL engines now has Turbojet Tech as a pre-req \*
- You now need the Turbojet Tech for its 4 engine variant (oversight fixed) \*
- Small 10% improvement to AI speed (every effort helps, right?)
- Fixed dogfight bonus in combat calculations
- Fixed an issue with in some cases a piece of vital front being void of frontline for the AI calcs. Caused weird retreats in some circumstances. No longer!
- Fixed initial Air Models with Tech Level 4 start, they’ll have a bit more range now\*
- AI will now first go for developing a bomber aircraft before switching to fighter/recon helicopters or thopters
- Added Motorized AT OOB\*
- Added Mech AT OOB\*
- Added Motorized Flak OOB\*
- Added Motorized Manpad OOB\*
- Added Mechanized Manpad OOB\*
- The AI was still building mixed heli/thopter/airplane Units, should be stopped for good now.
- Solved a nasty screw-up for the AI where it could run out of supply network due to huge Zones it can acquire
- Fixed a negative range issue with some helicopter configurations
- Did some long AI game tests (will do some more for day 1 patch)
- Spend a lot of time quality-assuring the formulas that make the Air Models to make sure they work as intended in the different air pressure & gravity combinations that are possible.
- Saying “negative!” to a non-viable design will now allow you to redesign it (with in yellow highlighted your previous choices)
- Adjusted maximum ground speed calculations by completely rewriting them and using a separate critical ground speed variable.
- Adjusted maximum range calculation to only to take a (now also smaller hit) if the atmosphere is in fact thicker than the gravity (added drag) to compensate for the much more efficient motors and lift in such an atmosphere.
- Engine Efficiency now has more impact on the force generated per fuel unit. It is also displayed now when you are making your design choices.
- Values in different Gravity/Air Pressure combinations seem reasonable now... But keep in mind that if Gravity > Air Pressure it is seriously limiting the range of Aircraft.
- Reworked the AI Flak Unit production and movement completely
- Flak is spread over Assets/Cities and Units according to a threat analysis
- The threat analysis can also impact the priority production of extra flak will get
- Flak units will now try to find an optimum between staying safe and also covering as many friendly units as possible.
- Gave the AI some slight troops production cost bonuses to help compensate for the added complexity with air and flak. But only getting pronounced on hard and higher.
- Fixed a always-crash during AI processing caused with beta16
- Nothing else, but I am halfway to reworking some AI Air and Flak placement algorithms
- Air Recon no longer starts with explosion
- When you now redesign an Aircraft Model (negative command at end) the previous choices you made will be indicated with a † symbol and highlighted in yellow to help you fine-tune your design.

- Adjusted the initial free model algorithms to even grant you initial air model (and unit) under difficult circumstances (like lower air pressure than gravity)
- Added an extra check to avoid UNCLEAR relation Minors to take Asset hexes from you
- Finetuned maximum distance in Air Model calculations better taking into account the double edged sword of air pressure... which one the hand makes the propeller/jet engines work better, but on the other hand gives more air resistance to movement. -Leading to often some higher fuel consumption rates as well, which is a good thing for balance.
- Finetuned very low air pressure effects on Air Model calculations.
- Included some linear/logarithmic maximizers for some extreme conditions for the Air Models.
- Decreased the Firepower vs Ground for the various weaponry, except rockets
- Though the speed of sound is lower in lower air pressure i am allowing for higher critical speeds when the air pressure gets really low since the effect of passing any sound barrier in like 100mbar atmosphere will be much less violent.
- Improved description for various Air Model Types also showing their equipment level maximums and minimum airbase level.
- You only and exclusively need propellor tech now for ultralight model type discovery. This fixes something i broke in earlier beta. You'll be able to discover air model types now with propellor tech researched. \* (this requires a game restart however)
- Fixed the game setup "use Air Forces" flag. If not flagged it is now really NOT used. Before it caused a corrupted game to start without this flag. Big thanks to Bulldog for spotting the elephant bug in the room.
- Fixed a crash I just introduced with beta15 when watching map generation during setup.
- Removed the hidden-for-player maximum range bonus of 25% on creation
- Maximized the maximum range of Aircraft to 40 Hexes using a semi-logarithmic decrease algorithm after a range of about 12 Hexes.
- Improved the maximum speed calculation for new Air Model designs. \*
- Improved the critical speed limit to make some differentiation for aerodynamics <50. \*
- Removed some upkeep skill checks for Air Units
- Fixed Air Skills which now depend on War Stat (instead of Cha Stat) \*
- Fixed a typo with propeller in tech types \*
- You can now also call your Air Force Research Council to change its research
- Added Tech PreReq is the mouseovers of the Techs in the Management Tech Window. Was about time right?
- Aliens with Burrower Fava Feat have better defense against air attack now \*
- High Altitude Air Models have lowered Recon Points
- Fixed issue with Air research when both Councils present and still a left-over air tech research project with the Military Research Council (you can keep it now)
- For Management Air Models overviews I Moved Air Combat Mods for Round1,2 to the Popup to make space for showing the Horsepower:Weight Ratio and if the design is in theory hypersonic and aerodynamic rating.
- You can no longer initiate an Air Bridge to a target Hex with inadequate Airbase Level
- Air Bridges without adequate Airbase Levels will not execute anymore
- Stopped Air OHQ emptying out troops if they have been classed as Obsolete, swapping for better with SHQ is allowed.
- New Air OHQ will no longer use obsolete quality troops (otherwise it will disband directly after)
- Added on map Airbase symbols
- Fixed crash with Leader OHQ Skills inspection in Reports
- Fixed issue with too often only maritime alien fauna present with Planet Generation
- New Alien Fauna behaviour Feats and their impact in movements now implemented \*
- New Alien Fauna reproduction implemented \*
- This concludes the new functionality for the Alien Fauna (except for fixes of course)
- HV Guns Tech now available at Tech Level 4 start \*
- No longer Solitary + Social combi for Alien Fauna \*
- No longer allowing to assign Air OHQ to another OHQ

- Fixed a crash with Missing HQ subtab
- Fixed a setup problem (caused in earlier beta) for PBEM games where initial armies were always maxed out
- Added Alien Fauna subspecies introduced for more diversity \*
- Added Fauna Feats for more diverse combat and interaction \*
- Fixed some graphic format issues for some Alien Fauna (there are 100s so some glitches snook in)
- In Raise Formation we have hidden Air Formations you do not yet have the Air Models for
- Can now develop your discover your first Air Model with something else than Propellor Engine (finding more advanced tech for example) \*
- Added a visual green/red block and Airbase level for each aircraft subformation in a formation so you can quickly see if you have an issue.
- Fixed a crash related to Airbridge execution
- Airfield still in construction no longer enables that Airbase Level (next turn goes into effect)
- Blocked Decisions giving Unit Feats from triggering for Air Units
- No longer possible to Raise non-VTOL Aircraft Formations on Hexes with inadequate or no Airfield Level
- Fixed double log creation for Air Models for Model Design Log \*
- Fixed issue with not allowing building Air Base in same Hex as Truck Station \*
- AI got some improvements, but it also made it slower. So I added a flag that allows you to chose speed or better operational unit movement when setting up your planet \*
- Fixed an issue with max ground speed that was sometimes too low and made it impossible to get a viable model designed (fixed for new models only)
- Fixed a crash due to faulty AI Air algorithm (round 30)
- Fixed missing SFX with some air attacks
- Fixed to low ammo usage in combat
- Increased ammo stockage with 50% for air units \*
- Air Units should no longer get Unit Feats \*
- Fixed an issue with Rocket Engine aircraft graphics (that were missing the frame graphic) \*
- Once you have the Air Research Council present the Military Research Council will no longer try to Discover Air Techs (or allow you to research the discovered ones)
- Fixed spelling error with "ultalight" \*
- Tech requirement for Heavy and Very Heavy Rocket Engines now enforced \*
- Fixed bug in PBEM game with Godfather leaving and corrupting another leader stats
- Fixed a glitch in the effects on relations when shuffling budget
- Fixed spelling of propeller engine \*
- Fixed a crash during turn processing related to Air Bridges
- Fixed some wrongly named graphic files for Alien Fauna \*
- Fixed faulty description for Airbase Asset. \*
- Tech Level 5 + Air Forces start now provides an initial Airbase Level 3. \*
- Fixed calculation error with the attack values of aircraft designs versus ground targets (was too powerful) \*
- Fixed a layout issue in Aircraft Design orders
- Fixed max ground speed preview during Aircraft Model Design
- Fixed the Air Force Research Council which was not working \*
- Fixed a missing medium graphics for light aircraft model type \*
- Fixed a big problem with Air and buying Replacement Troops (either at Unit or for SHQ).
- Fixed description for different Air Roles during Aircraft Model Design.
- Added Air Forces (Extra manual chapter PDF included) \*
- Added much more varied Alien Fauna graphics \*
- Some improvements made to the operational military AI
- Fixed SHQ not being charged of Items cost like Fuel when delivering Troops for new to be raised Formation

- Upon Declare War you lose Trade and Research deals and any embassy will close
- Fixed to-high costs for Upgrades (more than predicted by the interface)
- PBEM game setup will now not ensure all players have the same size of starting armies.
- Fixed a bug introduced with beta8 that was causing Zones to be Lost/Gained due to Strategic Transfer
- Fixed max armour description and choice for med and heavy tank \*
- Fixed a militia with not enough troops glitch (in later game)
- Fixed a glitch in the Trooptype popup for the Qty of partially hidden enemy troops
- Fixed a crash with Rebel Decision (probably due to latest beta versions)
- Fixed a newly caused crash with Model creation and inspection
- Fixed a crash during AI turn (due to combat modifier exceeding 30 different ones)
- Fixed some errors in the statistics in the Stats tab concerning Unit logistics ( I think.. i think. if the issue still persists please send a savegame to vic@vrdesigns.net)
- Fixed a glitch where you could not transfer
- Fixed a bug in the casualties inflicted statistics (stats tab)
- Fate and Artifact Stratagems now also playable on Secretary \*
- Provocation and some others should display correct difficulty when targeting a human played regime now
- Methane Synthesis plant now needs water as well \*
- Fixed a crash with end turn
- Fixed the graphicsAlt directory feature
- Behind the scenes code changes for future features, just testing nothing goes haywire with these being present. Just stating this to be complete in these change lists. Don't expect any issues.
- Fixed an error with mass upgrade caused with 105-beta5
- Changing HQ of an OHQ causes -15% Readiness loss for all Units in the OHQ
- Changing HQ of an Independent Unit causes -30% Readiness loss.
- For modding: If the GraphicsAlt directory is present in the core directory (where .exe resides) and a graphic from the Graphics directory is also present in this GraphicsAlt directory it will be used instead of the original graphic. This allows using graphics mods without replacing artwork. Might need some more testing. Why? Mostly needed for future of SE.
- Fixed a glitch with resolution change (or PBEM game where players have different resolutions) with the title bar in the top-right moving to strange places.
- Vidcom artwork displayed at lower resolutions than HD is now scaled (unless it is used to render for example Stratagem Cards or Tech discoveries, etc..). Its nice for lower res users to see more of the graphical imagery.
- Fixed a bug with Resigning in 3+ PBEM game (added first in beta4b private build)
- Fixed mouse-over for re-assigning independent Unit from one OHQ to another.
- Fixed a glitch where an AI could research Techs in a Tech Group it had not mastered yet
- Fixed a bug that was caused with v1.05-beta2 that was blocking replacement troops from arriving in many circumstances
- Fixed a bug with ageing not always working as intended
- Permanently fixed the false "0% close combat" combat detail mention that I said I fixed earlier
- Fixed a glitch with the Training Stratagem and XP growth
- Fixed an issue with edge case logistical points (just enough) and a resulting troops upgrade glitch
- Fixed a crash during turn processing related to a Zone that lost its City, but that still exists.
- Fixed a small glitch in % of Raise Formation
- Fixed a loophole where you could upgrade/replace/scrap Militia Troops
- Fixed listbox glitch in Asset Management Tab not sorting Zones for SHQ selected.
- Fixed a faulty Logistical Preview when switching between Assets in Preview Mode.
- Fixed a glitch in the Transfer (SHQ > SHQ) Order
- Updated No Retreat Posture text \*
- Removed Indep Quad MG Formation Type, as normal MG Formation Type can be used for it. \*
- Adjusted 3 militia events for their Militia Profile change \*
- Major that is out of game will no longer show up in the Regimes Reports.

- Fixed a loophole with making Zones tiny to funnel Rebel Unit placement (they might be outside Zone now as well)
- Fixed Arachnid weak attacks due to non-intended calibre Matrix effects \*
- Reforming a missing OHQ now will set its SHQ to the one that is used by its remaining Units
- Irrespective of SHQ used (determined by Zone where you are reforming missing Unit/OHQ) you can restore any OHQ / Unit.
- You can now also reform a missing OHQ as a “blank” container.
- Fixed a faulty application of the negative effect of No Retreat Stratagem in the first combat round.
- Fixed a bug with direct load of game and the miniMap bugging out if you had not first looked at an Asset graphic
- Fixed a wrong cost being charged (compared to shown) for (Mass) Upgrade of Troops.
- Scientific Pact can no longer give you Techs that you do not have the pre-req for.
- Fixed the -15% Battlegroup attack penalty occurring in the wrong circumstances
- Fixed an issue where Seniority Points could drop below 0 for a Leader in the Reserve Pool, lowest points will now be 0.
- Fixed a Logistics glitch where the refocus count wasn't always working as intended
- Fixed a Logistics glitch where after a number (of blocked or not) crossroads the Logistical Points would just stop advancing.
- When raising a missing Unit it is now also possible to raise it “blank” meaning without Troops inside it. This will allow the replacement troops to fill it up the next turn ( or allow you to manually buy replacement troops)
- Fixed a combat log issue (calcs where fine) with (very) close combat mentions
- Fixed a log issue with the governor skill % bonus (which was overstated in the log)
- Fixed a crash during AI move (surprise combat for AI)
- Units with more than 4 logistics items and a logistical warning label will have layout issue fixed now
- Diminished the social environment conditions effect for Eternity Cult
- Take my candidate decision should occur less often (though it occurs more often with low relation factions, this is intentional, as they want something back from you)
- The faction request to go to war with unaligned will not happen anymore
- Increased initial Food for each Army you start the game with
- Increased initial Farms if many Armies at start of game
- Increased initial Farms if high-tech level equips player with Biofuel Asset at start of game
- Logistical Extension production now visible in Asset Type Popup
- Fixed a crash in the history window
- Fixed number of Cult followers not decreasing when low % of followers and being persecuted
- Upgrade costs for equipment improved
- Fixed issue with SHQ Leader ending up in limbo when SHQ is disbanded
- Fixed issue with weird number with walkout decision with critical success roll
- Fixed abuse of SHQ Commander Trade Skill
- Fixed issue with Branching Rules not counting correctly (logistics)
- Fixed issue with 0 weight Items for Unit Supply costing Logistical Points.
- Replacement Troops will no longer be send to a Unit in a Hex where they'll not be able to move out off
- When a single Asset is selected it will show its range not necc. As it will finally be deployed as other Assets might serve certain Pull Points first (before this Asset will serve Pull Points). Or in other words the preview range of a certain Asset is shown as if this would be the only Asset to serve all Pull Points.
- Fuel transfer bug when transferring GR Troops from SHQ to Battlegroup fixed
- Extra insurance added that AI Majors asleep (no units, no zones) get their relations with minors reset to peace.
- Fixed an issue where your Fate Pack could have less than 4 Stratagems (due to doubles already present), this will no longer happen.
- Factions that are open to the Non-aggression, Mutual Defense and Victory Pact in theory are

Corporatists, Realpolitikers, Doctrinists and Humanists. (before this was not the case with Victory Pact) \*

- Losing your secretary due to Defection will no longer leave his/her slot open and will now longer result in a -1 -1 statement, but a new secretary instead.
- Fixed a crash in a round 170 game related to a Leader Feat

### **V1.05.00 – 29<sup>th</sup> July 2020**

#### **Highlights**

- Pull Points added to the Logistics System
- History Classes added to game Setup
- Updated Manual (rules & grammar)

#### **Full changelist**

- Mining Overview Report added \*
- Archeology Overview Report added \*
- Construction Overview Report added \*
- Name labels for lakes and seas are back (they disappeared somewhere during the patches) \*
- It is now possible to have a world where the survivors start with alien farming. But it should still be relatively rare. \*
- Fixed selling Pop to Slaver to properly pay you. \*
- Switched off Metrics as I have enough info gathered for now
- Fixed a bug with disappearing Assets (due to AI code containing a bug and deleting the wrong ones)
- Fixed issue with Asset Construction Dirt Road only going to closest Rail (without road). Will now be build all the way to the first road with Logistical Points
- No longer allowing you to build Wind Traps if rain scarcity is level 4 (no water at all in atmos)
- Fixed an issue with SHQ Troops disappearing if insufficient LIS points to Raise Formation
- Changing Quality Levels for OHQ in Model Management Tab will now also make all subordinate Units to that OHQ compliant to that setting.
- Suitability rating was still wrong in the bottom part of the UI for the Commander. (OHQ & SHQ mixed up)
- Some textual fixes
- No longer possible to transfer zero weight items between SHQs if 0 Logistical Points on trajectory.
- Public Production Penalty applied to production that produces feeble quantity and thus suffers much larger penalty due to rounding up or down errors gets randomized chance if penalty is applied or not.
- Fixed a silent crash (no error message) with round 440 game
- Fixed a crash with beta9 related to the logistics calculations
- Slaver event and choosing declare war will now actually declare war \*
- AI Regime Feats now go with the same rules as for the human player. Including the minimum number of rounds you'll have to wait before having a chance to get the Regime Feat.
- Games started with Beta10 will NO longer have the stop-at-next-Logistical Asset rule from Beta9. Instead of stopping the spread of their Logistical Points they'll be REFOCUSED at the next Logistical Asset. This Logistical Refocusing will diminish their Logistical Points but reset their AP- used to 0. Formula is refocused Logistical Points are diminished with currently used AP / maximum AP range and for the 1st refocus with a further 25% , for the second refocus with 50% and for the third and final refocus with 75%. This way there is less depleted runners on the map (good for pull) and it is still possible to have overlap (good for ease of play and realism).
- Pull Points algorithm now first considers the possible reach of your Logistical Assets before choosing trajectories from the Hex with the Pull Points to its SHQ (or Zone City in case of Assets).
- Fixed still buggy Asset Pull Points causing too high demands by faulty addition.
- Fixed an issue with Unit Pull Points as well.
- Lot of sweat and effort with plenty of pesky Logistical details to get it as good as possible
- In order to get the Logistics system more comprehensible I added a rule change. Once a runner from one logistical Assets encounters another logistical Asset it stops there. This is the only sane

way to avoid the big majority (almost total) of the problem cases where a runner from a far away Asset would remove Pull Points that would cause a more nearby Asset to not use them.

Furthermore it makes the network more comprehensible as there is less runners per hex in large networks now. \* (requires new game start with beta9 for not to disrupt older games in progress)

- Units pick up supply as far downstream the Logistics network as possible now as long as pickup will still be at 100%
- Fixed a bug in the Preview mode when switching between Preview Asset and general Preview related to rail.
- Fixed QOL Bonus which was applied double the stated value
- Fixed a crash found in a round 400+ game
- Several smaller textual and typo fixes
- Fixed Raise Formation problems notably when SHQ Troops were involved.
- Fixed issue with Alien crops temperature rules, which was buggy especially with below zero temperature plant life. \*
- Added an Alien Crops details report in the Help Subtab of the Reps Tab detailing its temperature tolerances. \*
- Fixed bug where you could build another Asset of same kind in the same Hex as one that was delegated.
- Fixed a bug caused with v.104-beta6 where using Violent history could cause human player to be set to an AI Culture Group. It breaks some events that place Units. \*
- The combination of Siwa class + Alien Life History Class was causing bad atmospheres and high biohazard levels (DasTactics). Is fixed now.
- Fixed a glitch in the Pull Logistics with too much Pull Points being requested in some directions (caused by Asset Pull overdoing preserving existing points on trajectory)
- Fixed Spotters Unit Feat... It now actually will work only with artillery instead of only with infantry. \*
- Fixed another disappearing sidebars issue when you pressed "No more orders" for a New Model Decision.
- No longer showing agricultural fields during Colonization Planet generation phase if Domed Farms are used
- Added code to put back those Leaders not KIA with their HQ destruction in the Reserve Pool.
- Auto-MG Formation now available without need for the Tech Robotic Infantry \*
- Fixed a glitch with Faction having a shifting Profile
- Fixed still missing robotic infantry graphic (double check this time) \*
- Fixed issue with Replacements not being returned to SHQ
- Should more often have Siwa class Planets with no RHL. (perfect atmosphere for humans)
- Logistics: No more branching increase if pull goes in single direction on a road fork.
- Rail and Truck Traffic Sign will not stop Logistics Points running towards Pull Points anymore. Pull Traffic Signs will.
- Fixed double food consumption glitch caused in beta6
- Fixed an issue with Logistics where auto Pull Points from Cities were higher (and correct) with Preview than in actual execution at start of turn.
- Fixed 0 hp with immobile models (auto-MG / auto-Turret) (requires making new Model to go in effect)
- Bazooka Model is available without RPG Tech now
- Fixed issue with "Haven of Peace" and Farmer regimes without Cities appearing.
- Big one. Added History Classes to Planet Generation to allow players some variants to regular Planet Generation. Many options to explore here.
- Model development costs no longer takes into account unfinished Models
- Opened up REPLACE troops in a SHQ as well now
- Repaired The Hero of the Nation Stratagem \*
- Fixed Bureaucratic Bonus not being applied to BP production \*
- Fixed a number of small glitches with Logistics
- Fixed effect of Accomplished Envoys, Martial Tournaments and Administrative Competence
- The Public Production penalty reverting to either 50% or 0% now is only used for Assets in



construction.

- Fixed a graphic glitch with right bar reappearing when Tabs open in very low resolution screen (that should hide the right tab to make place for the Tab itself)
- Added a 75% DPI mode that simulates having a larger screen. Obviously at the cost of some render speed and graphic fidelity, but it might be useful to some low resolution screen players.
- Fixed a possible glitch in Raise Formation quality levels not initially selected
- Fixed some mouse overs there too
- In higher difficulty levels Minors do not have the AI combat bonus against a Major AI.
- Radiation symbols on map are now coloured. Green = RAD level 1 or 2. Yellow = RAD level 3 = Blue = RAD level 4, Pink = RAD Level 5 Light Red, RAD Level 6 Heavy Red = RAD level 7 or higher.
- Sealed Road construction over existing Dirt Road now only 60% of the cost.
- Rail next to existing Road or Road next to existing Rail only 50% of the cost.
- Stopped normal Minor Militia spawning on a Hex that they cannot move out off (was notably issue with Minors without city on high mountain planets) \*
- Rare case, but still: Xeno- Farming with plants with non Water solvent will not require water to farm now.
- Soil Demetalization Facility will now also produce some Radioactives Items.
- Also fixed Alien Plants ideal temperatures calculation if using a different solvent than water.
- The Pull trajectory to its source now only uses Traffic Signs that apply for pull.
- Hero of the Nation cannot be played again on same Leader
- Improved mouse-overs for SHQ Inventory better showing if there would have been a shortage for delivery of Item to Units
- Fixed issues with the penalty on AP or combat if low on Fuel or Ammo
- Public Production Penalty % below 50% now gets a roll where the effect is upped to 50% penalty for an Asset if you roll 1d50 below or equal to the Production %, if you roll above 0% penalty is applied.
- Cycling Units no longer includes Units that maybe didn't move or attack but which have 0 AP.
- Added WHY remarks to the Unit Supply sub-Tab for Unit having less Supply than requested. Possible reasons that will be mentioned: Pickup-Point to far away, Not enough LP on road between pick-up point and SHQ, Not enough Items in SHQ inventory, SHQ Logistical point use limit reached.
- Added Color codes to the Unit Supply sub-Tab button now shows the % of of requests that was delivered. White = 100%, Greenish >=75% , Yellow >= 50%, Blue=> 25%, Red < 25%. To give a quick signal that even though the Unit might have had 100% present of what it needed to consume there
- Fixed issue with Custom Pull Points not working if Automatic Points disabled
- Limit Production now also limits Asset auto Pull Points.
- Fixed issue with Auto Asset Pull Points not taking branching into account
- Added the option to distinguish between Additive Custom Pull Points and Overruling Pull Points.
- Added the option to set a Hex-based order if the Traffic Signs apply to Truck Logistics, Rail Logistics or Pull Points (or a combination)
- Fixed a glitch with the Suitability Rating for SHQ Commanders in the bottom part of the interface
- Fixed problem with Logistical Bonus not being applied to Asset Production
- Fixed a glitch with setting the age when rolling Leaders
- Should have improved rare issue where map wouldnt be able to scroll completely visible to the bottom
- Fixed intermittent crash with Mystic Priest in combat
- Reduced Corporate anti-crime taking Credits from godfather a bit
- Made efficiency of anti-crime ops from Corporate depended on the percentage of control they have over the private economy
- Fixed at least partially, but probably completely, the disappearing sidebars issue if click on a popup opening element in the Reports or Decision tab.
- Victory is now declared if you have more than 50 Victory Score and 2nd place has at least 25

Victory Score less than you. Is now in line with manual as well.

- With Raise Formation and using SHQ Troops the Popup is now showing ITEM% and TROOP% as the percentage of the total Formation you can raise, either by using pre-produced SHQ Troops or by newly constructed (or a mix). This way you are not blocked raising a Formation if you have for example no Items but 50% of Troops already in SHQ.
- Board Member Stratagems can now also be played on the Director executing them \*
- Upped Rain mm limit for receiving free Ice Mine on higher development levels
- Fixed a faulty mixup with a Corporate CEO "leaving you" which is not possible (but harmless glitch)
- Thanks for all the feedback.
- Wanted to make two points.
- First the system has not been simplified, just an extra tool to manage it has been added to the toolbox. If you want you can play the game exactly the same as before the Pull Points were added to the toolbox by just not using the "Pull Points tool".
- Secondly I gave it a lot of thought and I concluded (for now) the Traffic lights system and the Pull Points should be interconnected and NOT be presented as two separate systems. This will lead to less confusion and Players can always choose to use only one or only the other or choose to mix them. I just feel it is more coherent like this.
- Traffic Signs now also affect the Pull Point trajectories
- Some other minor nerfs to Pull Points
- Trains now spread LP before Trucks
- Fixed glitch with too many Logistical Points being sent towards Pull Points (first bug that got reported)
- Asset Pull Points are now only applied to the trajectory if current Pull already applied is below what they need
- City Pull is now [ previous turn pickup request ] + [ current predicted delivery to zone request ]
- The event where you got Free Folk or Adventurers on a distant Hex will now be made less distant if possible. Remember it is always possible to refuse to take this choice. Also will try to avoid to close ones. But it will not always be possible due to the randomness of the map.
- Made some small fixes to Dissolution War calculations to make the numbers add up better. However do not forget that over hundred of years many children are born as well, total casualties can be higher than the initial population. \*
- Minors with a City now start with a Private Truck Station. Which will help you when taking over a Minor. \*
- Fixed Item % (and Troop%) preview calculations in Raise Formation popups.
- Fixed coding present in some messages in the decision archive (from next round forward)
- Fixed a history map glitch after you conquered a Zone
- Fixed minimap in history map not working well (or with delay causing artifacts)
- Fixed some other minor map glitches in history mode as well
- Blocked clicking on enemy hex in the combat selection popup
- Fixed a -1 glitch in Treasure Found text
- Fixed glitch with Slave Trader not paying up \*
- Mystic Priest Unit Feat fixed.. Will now have salvage effect with KILLS \*
- Policy Speech, Faction Candidate and Faction Demand not clicking anything and ending turn is no longer possible \*
- Fixed Storm Grenadier OOBs (they are Inf + Art + Pz) \*
- Fixed a code showing in text issue for decisions with Unrest/Danger... \*
- Increased randomness for Stratagems given by Factions
- Added Pull Point systems for the Logistics
- You need to start a new game with this beta2 to try them out (wanted to minimize risk to disrupt running games)
- By default automatic Asset, Unit and City Pull Points are used. You can however switch these automatic points off in the Traffic Signs Popup
- You can place Custom Pull Points on any Hex you like and they will be added to any automatic

## Pull Points

- Hexes with Pull Points trace a path to either their City (Assets) or to their SHQ (Units, Cities)
- These paths will favor roads without traffic signs leading to them (so for some edge cases you can discourage use of a certain road)
- When Logistic Points find a branch in the Road they'll first serve any Pull points that have been traced to their City/SHQ through that branch
- The Pull systems is logged and can be studied in the Logs of the Traffic Signs Popup
- On map in current LP view only the Custom Pull Points are shown in green.
- On map in history LP view the Pull Points used at start of turn calculations are shown in gray.
- On map in preview LP view the Pull Points as they'll probably be automatically placed + your Custom Pull Points are shown in pink.
- On top of the Hex total Pull Point info block is shown a small red bar if Asset Pull Points are present, green if Unit Pull Points are present and blue if City Pull Points are present and black if Custom Pull Points are present.
- The City Pull Points are based on previous turn delivery requests + pickup requests
- The Unit Pull Points are based on the weight in supply they'll request
- The Asset Pull Points are based on the minimal logistics points needed for them to operate without penalty
- You can also place a Custom Pull BLOCK on a Hex which nullifies any automatic requests of that Hex.
- This will require some fine tuning.
- Field Training Stratagem will now only be played if little enemies around.
- Added rules to not allow random event based gifting of Methane Synthesis, Deep Core Mining and Water Atmospheric Recomposition if the Planet does not have the right variables.
- Added protection code for Assets being placed without road connection at game start
- Fixed a Stratagem mouse over inconsistency on who's going to execute the Stratagem
- Fixed 3rd party Leaders founding new Factions and some other related minor glitches with those kind (and dead/left leaders)
- Changed the way Supply Bases are giving extension. They now only give extension points upto the point normal action points have already been used. This makes them function as actually intended. Will only be in effect with games started with v1.04-beta1 \*
- The calibre and weapon matrices were not being implemented as combat modifiers. Major oversight indeed. They will from this version on forward. Be careful when continuing with this beta as it might change the odds in your favor or disadvantage in especially mid to late game.
- Tuned the soldiers losses where they had the upper hand in event-based fighting.
- In event-based fighting with troops and security staff the Security Assets can now also lose levels.
- Hurting the Syndicate in a specific Zone by attacking them and causing them to be reduced to close to 0 crews will now mean their hidden bases have also been dismantled and it will cause a big cut in the capital of the syndicate. \*
- Fixed mouse over. Algae vats do not profit from cross-fertilization.\*
- Fixed 0 key for Guard, if not yet pressed 8 or 9.
- Fixed some small glitches
- Fixed a bug where Food delivered by Militia to Zone inventory was reported as given, but where it actually was not being added
- Fixed a minor glitch where the Recruits + Colonists transferred from Zone to SHQ where being fed in Zone and after transfer in their SHQ as well. Now they will only be fed in SHQ.
- You can now pass to the 2nd Raise Formation window even if you do not have the PP available for raising the Formation (for inspection purposes)
- Major Regime without Zones or Units is now put to sleep (in future version I want rebels to be able to revive a Major Regime) and relations with Minors reset (so some blockages for minor diplomatics are removed concerning this major). Also it is removed from the S.MAP regime list if no hexes left on map and from TARGET STRATAGEM tab if asleep.
- And Majors without Zones will be removed from the Regimes Reports.\*
- Added a cap to Incr Sales Tax, inc Income Tax, Incr Import Tariff, Incr Export Tariff stratagems.

Max tax is 100%.

- Buggy maximum 50mm armour now \*
- Increased Buggy size from 2 to 3 to make cost for armour go up a bit \*
- "Loyal AI" no longer going to emergency hostility if getting close to losing the game
- No longer losing Stratagems in some cases with dip/spy stratagems where you lost the previous level of the stratagem and that caused a higher level to disappear.
- Natural relation point Job Prestige factor less depended on Ambition now

#### **V1.04.00 – 26<sup>th</sup> June 2020**

- Fixed the glitch where a Regime was getting like 10x the Rebel Unit per turn. Was caused by faulty duplicate regime records. Is fixed. And running games will be fixed as well (for future turns of course)
- Fixed a glitch with Red Hex Border Marker being shown in normal Map mode where you were attacked by non-aligned in the previous turn.
- Fixed glitch in Unit target selection in the Stratagem Tab where some people could not click the last item in the list.
- Fixed Upgrade/Downgrade bug concerning MG Infantry Brigade/Corps/Army \*
- Multi Zone start has received plenty of extra checks to favorite the Zones being close. Having Zones without rail/road between them should be near impossible now. (and was already very rare)
- Fixed a glitch with BP above 100 in 1 task being capped in the wrong way. You can now effectively assign more than 100 BP to a single task.
- Fixed some glitches in the Org Task Progress Reports
- Tuned down the Resign exploit. Now costs 3PP to resign and the maximum relation gain is +1.
- The Ancient Archive Stratagem now can also give you Techs from the Tech Groups you do not yet have access to, but that have a connection with a Tech Group you do. More powerful again now after previous down tuned.
- Forced March Posture now only -10% readiness instead of -20%. \*
- Fixed the graphic for forested mountain that did not colorize well with different vegetation colours (due to color of sunlight and type of flora).
- Fixed the faulty divisional NATO counter with X symbol for one with XX symbol.
- Fixed processing turns crash due to Leader leaving a Cult
- Fixed some minor text glitches with -1 hex name for treasure and "" for job name.
- Fixed correct % display (or rounds feat still needs to be highest) for gain Regime Feat in Management Screen
- Fixed logging glitch on round 1 with Unit Food consumption
- Fixed a crash opening the OOB Tab
- Fixed nasty bug with cancellation of Model Design causing the next version to be based on a phantom Model (that was cancelled)
- Fixed a Model stat calculation bug that was not properly reading the actual Base Design value resulting in too low Armour, Weapon and Engine Design scores.
- Fixed the weird history bugs with Orange counters and some disappearing units (especially after just loading a game)
- Fixed Mountain % count in final Planetary Generation report (it was not counting grassy/forested and snowy mountain hexes)
- Fixed preview of Fuel use in Model Designer
- At Recon Level 5 on a Zone you now get to see its neighboring Zones (1 hex recon point on Zone's border Hexes added)
- Road Demolition now also clears Traffic signs
- Fixed again the New Model calculations. It was working almost as intended but Engine/Weapon/Armour Design was not using an earlier higher score if it had a low roll. Fixed this now. \*
- Secretary can now be paid a salary too
- Did some QA on the mouse overs of the Diplomatic Stratagems. \*
- Fixed an issue with Regimes without Leaders and Units appearing. I think this appeared in v1.03-beta1. Good we catch this before the patch goes public :) Should be working as intended again

with this version. \*

- Fixed issue with recon glitch on enemy City
- Fixed a rule that never properly worked: Other Regime's Cities are not showing up with 1 Recon on Hex if they are within range 4 of your Hexes. This is because they block founding of new City/Zone within that distance.
- Fixed Archeology Stratagem \*
- Fixed issue with Rebels getting victim to their own earlier rebel's manpower still present in conquered Zone
- Fixed a minor glitch in the Colonization History. Low rain was causing excessively little natural Pop growth. \*
- Fixed a rare crash with "Strat" button on Regime bottom pane.
- Fixed glitch with Task priority sliders not doing exactly what they were supposed to do.
- Sped up some start of turn calculations (notably players with high stratagem count where being slowed down)
- Cult membership should go back to max 100%
- Fixed governor keeping to many reserves for construction of asset that is already partly finished.
- Fixed the Soldier salary setting decision that I broke in beta 2.
- Fixed faulty presence of 2 Bureaucratic Offices (construct finished of course) in same City... delete lowest on game load.
- Also fixed cause of those 2 bureaucratic offices. If you now conquer as Command Bunker/HQ/Palace it will only become a bureaucratic office if none yet present or level is higher and in that latter case it will replace the bureaucratic office.
- Fixed bug caused by clicking on Hide Units and then clicking on a Subunit of a previously already selected Unit
- Fixed a glitch i caused yesterday with 103-beta3 concerning the Stratagem speed-up. It was to brutal and caused issues, seems especially in multiplayer games. Fixed now. Including for running games. This might lead to some Stratagem loss in some cases though.
- Fixed glitch with Skill Log report with Admin Roll for Supreme Command Council \*
- Fixed glitch with execution of Archeology Stratagem
- Fixed max-stack preview in battle window to always being minimal 100
- Fixed a logging issue where Leader suffered two relation effects but only one was logged
- Fixed glitch with text in CEO asks for tax reduction
- Fixed issue with Stratagem Categories not being selectable if player had more than 1000 stratagems.
- Fixed a number of minor issues in layout, list sorting, spelling
- Fixed some extreme case layout issues in the combat select window (not perfect yet, but at least not overflowing)
- Fixed glitch where you could use Group Move to enter territory of other Regime without declaring war
- Fixed a miss calculation with AdminStrain with delegated Assets
- Profiled a bit the Logistics Calculations (but still more needs to be done here)
- Profiled a bit the Scripting Interpreting Calcs
- Did some other profiling to improve turn speed as well
- Fixed issue with Windows Form not using correct mouse location (if you play in Windowed mode please check I didn't actually break anything)
- Avoided crash in Windowed Mode if size of window and DPI would result in game below minimum screen size
- Fixed glitch with too high militia numbers (glitch occurred on higher difficulty settings mostly)
- Fixed broken "Supreme Leader Day" Stratagem. \*
- Concerning Rail Logistics. The quickest route between two Rail capable Cities now takes into account All/100% Block Traffic Signs.
- Added "Unification" and "Annexation" Minor Dip Stratagems
- Fixed CAS for a Minor that joins you. It should start at 0.
- Fixed the mess caused in Stratagems (causing crashes) in v1.03-beta3. You might lose some

Stratagems or have some weird swaps due to this however, but it should allow you to continue game.

- Think I might have fixed for good (ehem..) the varying and semi-random history map glitches in the AI moves screen (orange units glitch)
- Think I fixed the weird results with the 8-9 keys and Units going to Guard mode without being told so. It was probably an integer overflow issue that is fixed now.
- Tuned down the Fuel Cost quite a bit for the heavier engines in big size models \*
- Added in an AI loyalty to a high relation with another Regime. It is partly depended on victory score difference and a little randomness, but mostly on the Faction in power in the AI Regime. Expansionist, Corporate and Crusaders have low loyalty. Federalist, Realpolitik and Humanist have high loyalty. This should allow for some more enduring relations with major AIs. But never be sure of it of course! \*
- Fixed scripting glitch (not sure if introduced with v1.03-beta5 scripting profiling, but probably) with faulty calculations of Credits (and some other formulas)
- Fixed weighting errors in events with Major Regimes causing some that should have appeared less to appear more. \*
- Tech Fields that are missing a prerequisite condition for discovery are no longer shown as discoverable in the Tech Management Window
- Fixed glitch with lowering / hiring Worker salaries. You are not advised to exploit here again.
- Fixed Model Type Tree in Management window correctly showing Walkers need Heavy Tank, and not Medium Tank
- You can now play non-aggression/friendship/victory pact on Human players as well \*
- Major AI at war even if it does not want to be at odds with you will now start cancelling science and trade deals anyway (if those are still in place) \*
- Effect of multiple Leader Feats on same Stat or Skill is now actually shown in the Char Popup.
- Fixed small textual glitch in Senator Extradite Decision \*
- Fixed a faulty concentric attack bonus calculation when HQ itself was involved.
- Added a special soundtrack for the Planet Generation phase
- Replaced the 4th women voices who was too shrill sometimes. It hurt the ears so to speak.
- Number of fine tunings to decisions. Minor stuff. But needed a small fix here and there anyway. \*
- Fixed glitch with 0 BP assigned to Task in Org
- Fixed nomenclature with a bonus, now called "Public Industrial Bonus" and applies only to Industry, Heavy Industry and Hi-Tech Industry. \*
- Public Prod Penalty now has a round of delay, so it is always used.
- Fixed Public Prod Penalty not writing with Cult effects
- Fixed a glitched Report due to temporary no secretary
- Now no longer Asset Construction on a Hex that got conquered the same turn (just like those are illegal for road construction)
- Fixed a lot of non-fully written out (user friendly) variables in mouse-overs
- You can no longer build HS Rail Station and Rail Station in the same Hex \*
- Fixed wrong graphic for HS Rail higher than level I \*
- Secretary Skill Roll -25 now shown when playing Stratagems
- Fixed a glitch with some Diplomatic Decisions where 1 Profile change was not applied
- Made some modifications to the Planet Generation system to allow Planets with larger pre-Dissolution War populations.
- Removed the faulty mouse overs caused with v1.03-beta7
- Fixed an AI loop (caused by glitch in raise formation code)
- Fixed a glitch where having a minor as Protectorate or Client state did not actually switch the Clear Relation switch \*
- Fixed a glitch where failing annexation would NOT lead to war\*
- Fixed graphics glitch with Hex Selected with Zone border drawing.
- Fixed losing SHQ if you used it for attack
- Less often sending metrics on Decisions (getting to much records)
- Light Walker now uses Twin MG instead of Howitzer as a weapon type \*

- SHQ Troops now properly taken into account for determining % of troops you can raise with Raise Formation order.
- You can now always get to the second window of Raise Formation, even if you don't seem to have 50%. (maybe a different Model will have lower costs for example)
- Weird highlighted hexes fixed in Strategic/Stratagem mini map when playing with Partial FOW mode
- Some other glitches with Partial FOW mode fixed as well
- Fixed for good the Unit cycling issues
- Fixed glitch with disappearing Artifacts after turn of 0 production
- Fixed log glitches with Cults
- Reduced publicProdPenalty from Eternity Movement
- Fixed missing robotic infantry sprites (with Armour)
- Some minor tunings
- After the 4th branching (not counting the source) logistics "runners" will suffer AP penalties. (5th branch=10 ap, 6h = 40, 7th=90, 8th=160, etc...)
- Improved the speed of the Logistics calculations a lot.
- Rail Logistics => 5pts per Hex \* (instead of 2)
- Truck Logistics on Sealed => 7pts per Hex \* (instead of 5)
- Increased speed of Logistics calculations a lot
- Increased speed of opening Asset Tab in Management Screen quite a bit
- Annexation/Unification card can be only played once on a regime per turn now \*
- Fixed wrong mouse over on Word with Policy speech
- Fixed Field Training Stratagem giving wrong penalty to infantry in attack \*
- Medal of Merit can be played by Director on himself/herself.
- Move Type of Unit (as shown, there was now actual rule problem) now based on "Rocky" landscape and not on sand-dunes. (go to next turn for fix to be affected)
- Fixed the sprite displayed on counters in some cases
- Fixed crash on clicking on non-existing arti target hex and then clicking in the bottom interface
- Fixed a similar crash as with artillery with Strategic Transfer
- Fixed order of Zone Recon Points => Recon Points on Hex to an earlier point so that it is taken along in Demand resolution
- Light Mechanized Armour Assault Corps is back \* (Army and Brigade were there, but not the Corps)
- Missing soldier graphic with Personal Shield is fixed \*
- Multiple artifacts no longer the same ones
- Fixed a glitch where Infantry with Personal Shield would retreat if no non-shielded compatriots left (a rule that should only applies to Shield Generator)
- Administrative Strain will decline a bit faster
- Tuned down the effect of Thieves a bit. Also made all 3 decisions lead to Credits loss here (the non-intervention led to food loss). Also taking number of Zones in Regime into account in calculation now.
- Added protection for Draft Stratagems, now only usable at minimum 10-point loyalty Zones.
- Hid some exposed variable changes when making decision concerning internal ai variables.
- Finetuned the old Militia General event
- Fixed branching count being off by 1
- Added branching count to logs
- Logistics Rail Points increased a little bit
- Logistics Trucks Points decreased quite a lot
- Level III Private Transport Hub Increased Truck Points
- Rail Points cost to 4 AP (was 5AP in beta-10)
- No longer Demands for QOL levels above 100
- Fixed not completely fixed Hex Count for Demands
- Fixed glitch with not having PP to raise Formation

- Fixed minor textual glitch with nomenclature Public Industrial Bonus Points
- Fixed a minor -1 Lis Points textual glitch in Raise Formation
- Fixed a glitch if OHQ got destroyed/removed that needed Commander
- Improved AI Logistics speed
- Tuned the branching rule for Logistics to have less effect if Traffic Signs in place.
- Fixed harassed by Anima cult relation drops
- Fixed Hex Perk not giving 1PP
- Fixed limit to 80 of Pop Hap. Bonus not being enforced
- Minor glitch in minor strike return text fixed (inv)20% unrest instead of 10%. \*
- Support Faction and Ask for Help now can only be played once as well on any Major (per round)
- Delay for Militia to use your equipment was not properly taking the 30-round delay into account. Is fixed.
- Militia units will no longer consider your Model motorbikes as infantry.
- Counter attacks limited in combat calculations
- Scavenge Points will now more easily go to zero in final exploitation phase
- Governors now only execute Zone Stratagems that were not generated by an Organization (Fate, Faction)
- Fixed some regime coloring issues/glitches in history view
- Weird centering of history view should be gone now
- Added security code to avoid the rare "Atlantis" issue (city in sea)
- Fixed Minors (that normally have a City) being removed after single City loss still survive in non-City Zone. Now they only survive if they have a second Zone with a City, a Zone-less City does not count.
- Fixed wrong mining penalty textual issue for Mines on snow/ice hexes.

#### **V1.03.00 – 12<sup>th</sup> June 2020**

- Blocked AI from making double construction (for good now, v102-beta2 didn't quite do the job yet)
- Double checking if AI is making a valid construction choice added
- Double checking if Private Economy is making double construction
- (Farm/Mine) added
- AI will now take the hint if a Dip Stratagem didn't work on another AI and take a pause trying to improve relations\*
- Overall the AI should be less schizophrenic (which it was in some cases) concerning what kind of relations it wants.\*
- Reduced the ideal size of army and workforce for the AI in the mid to late game, but only on Beginner level. It was a bit too challenging now after all the AI improvements over the last month.
- Fixed a rare crash with opening the Management Window
- Added some protection code to prevent a rare crash with the Management Window
- Right click in cinematics no longer allowed. Fixes skipping through initial questions possibility
- Fixed disappearing Resource icon glitch on Hex after conquest (by Minor with no Zone).
- Fine-tuned the 9 "Call To X" Stratagems. Their effects are now maximized to avoid too big results in large AI Zones.\*
- Fixed faulty Tech Level 4 + Initial Armies start concerning the Rocket Launcher unit which the game tried to give but was not available due to lack of the relevant Model. Is now an Independent Artillery that is given.
- Fixed glitch with buggy new Faction names ("-1") also for running games
- Fixed possibility to go through rebel units with strategic transfer
- Fixed a logistics point cost glitch with Raise Formation and some others
- Fixed empty response on choosing "No change" when discussing the different Cults
- Added a protection for a weird crash in the Items tab (due to a Zone with no City)
- Private Construction (credits only) will no longer depend on LIS connection (production after construction will)
- Private Asset if still in connection with City, but no LIS, will only suffer half the lack of LIS penalty (Public Assets suffer full penalty)
- Mining Level had a glitch with production. Fixed. Expect some lower income in lower ease-of-



mining-level mines.

- Strategic Map no longer shows depleted Resource Hexes
- Strategic Map now differentiates between unexploited and exploited Resource Hexes
- Have been phasing out the usage of the term “LIS” and replaced it by “Logistical Points”
- Fixed that famous map displacement glitch (after combat)
- Fixed some very minor glitch in Logistics calculations
- In the Logistics layer Initial and Current Points parts of roads between 2 nodes that have lower Logistical Points than both nodes will be highlighted in yellow and points shown as well
- Blocked AI from making double builds (problem caused with v1.01-betas)
- Fixed the actual cost of Railroad construction which was still on old high level and causing huge depletion of resources. (problem caused with v1.01-betas)
- Fixed glitch with the maximum stack points not being increased with concentric attacks
- Fixed glitch with the “REPLACE / MASS REPLACE” button not being available
- Tracked a rare glitch with a Rebel Regime founding a new Minor Regime and its Units not being properly transferred potentially causing weird non-friendly Units on your Hexes. Fixed now. Any such occasions remaining in your current game will be cleaned up by this patch as well.
- Corporate Taxes were actually being paid, but NOT being logged in the Corporate Report. Now they will show up there as well.
- Removed Obsolete Models from the Replacement Troops window
- Increased the cost of the Ancient Archive Fate Stratagem from 2 FP to 4 FP \*
- Decreased the cost for the Chemical Team and Drone Team Fate Stratagems \*
- Ancient Archive and other random Tech picks are now limited to Tech Groups you have access too. I am sorry some people liked this, but it was really more overpowered than intended.
- Propose Peace now possible from Relation 25 (was 35) \*
- Returned ability of AI to give Credits but limited its repetition potential \*
- Added the “Ouverture” Diplomatic Stratagem which you can use to increase Relation with power you are at war with. Difficulty is easy when the Regime in question doesn’t like to continue the war. \*
- Fixed another AI crash
- Did extra QA work on AI Diplomatic Stratagem usage with Humans as well as other AIs\*
- Fixed a crash during BG transfer in a very specific case (for good this time)
- Only Monitor Tank can use Tactical Nuke\*

\*=requires a new game start to go into effect

#### **V1.02.00 – 8<sup>th</sup> June 2020**

- Adjusted the interest of AI for building Hydroponics
- Fixed a less informative label on the unit counters after upgrade/downgrade Formation Type (Saros)
- AI improvements related to allocation of OHQs to Fronts
- AI improvements related to consistency of Front areas
- Fixed Model Statistics glitch that caused anti-inf % and AT % to get switched around. (Saros)
- Zone now keeps less reserves if it is for an Asset that is on reduced production or construction percentage (Shards)
- Fixed glitch with partial construction % set and actual progress of that construction
- Fixed glitch with automatic worker recruitment and asset in partial production
- Fixes Sound Volume slider
- Severely tuned the Difficulty for Major Diplomatic Stratagems, though there remain some impossible rolls if the AI Major in question is just not willing at all to accept \*
- Fixed a glitch in the application of the Skill Bonus by Leader Feats
- Fixed a glitch with failed rolls on raising or lowering taxes & tariffs \*
- AI will no longer give you Credits while at war \*
- When constructing roads to a Hex just one Hex away from the start it will always go as “the bird flies”. In some rare cases this is useful.
- Unit movement now also goes as the “bird flies” if the distance is just 1 Hex. In some rare cases this is useful or even crucial to avoid likely surprise combat.

- Fixed a crash during a Compare Leader in the Leaders Popup
- Reduced the chance for a Decision to be communicated through Metrics by a factor of 10.
- Fixed 2 different rare crashes in the Stratagem Tab
- Made a minor fix in the usage of Commerce Bonus inside the inter Trade House trades.
- Fixed the inability to use Expel Diplomats to break final level of diplomatic contact level\*.
- Increased initial Energy generation for Tech-5 start \*
- Fixed the Jetpack OOB/TOE \*
- Increased speed for 200% DPI setting enormously
- You can now no longer nationalize a Private Asset that is just in the process of being upgraded
- Fixed an AI crash!! (Carson)
- Fixed a crash with transfer of troops from one battlegroup to another, fully emptying the first one (Saros)
- Fixed a glitch with the left side of the Staff Council task progress on operationalization of a new OOB was wrong
- Fixed a glitch with the renaming of Models (\* in some cases)
- Fixed a bug with Minors building up to many Units and at the same time causing very long AI processing times (Che)
- Game now stops sound if you ALT-F4 / end-task
- Reduced the militia growth for some minors from killing freefolk and pop, especially if they have units with low subunit count.
- Fixed glitch where a “non-City” regime would surrender after losing a city they conquered (Slavers, nomads, etc...)
- Added a bit more Food for game starts with initial Armies present \*
- Fixed a crash with Hex Perks on the 0,0 Hex
- “Recruit Talent” stratagem now actually ensure a younger Leader to be recruited \*
- Fixed a crash during Combat setup with Ranged Fire
- Fixed a glitch with the Civilization Level dropping to zero
- Fixed faulty mouse-overs concerning maximum storage transfers to SHQ on round 1
- Improved the Mouse Overs with a tolerance mode of 20 pixels so you do not have to keep the mouse perfectly still
- Added the generation of a planet generation save in your saved games directory. Which if you like you could rename and share with others. Or use to restart a Planet you found interesting.
- Fixed an AI “leader ageing” crash (BvG)
- Better garbage cleaning of some detailed log reports (data thing behind the hood)
- Fixed a crash with a start turn crash (Chris)
- Fixed crash with Artifact being generated in a Scav Asset that got upgraded to a higher level at the same time
- Fixed a crash with clicking on the Strat button in the bottom interface
- Increased free Water storage points with the amount of free Water (rivers/rain/sea) the Zone receives.
- Fixed issue with Electric Engine not being selectable for new Models designing
- Non-aligned forces (alien critters/marauders) do NOT take the first turn anymore.
- If no-saving during game + passwords enabled in a multi-player game, you’ll get “possible” cheat messages if a player replays his/her turn.
- Autocombat setting in prefs now saves properly
- Fixed another AI crash with a tortured AI regime
- Lifted the 2-player limit on the “Unclassified” Planet starts
- Improved history-view representation of friendly rebels attacking somewhere
- Improved history map by putting a selection graphic around the Hex where a history step is actually happening.
- Fixed a crash related to disappeared Trader Houses
- Fixed a crash related to the resolving of a faulty Demand on taking a Hex that did not exist. Also fixed such a demand being given in the first place.
- Some minor spelling and typo repairs

- Fixed overflow of att-def total list in combat setup popup
- Reduced the extremity of the costs for Rail through difficult landscapes (except high mountains). Stays high, but at least it is possible to construct now if you save up.

**v1.01.01 – 4th June 2020**

- **Initial Release**