

Realism Invictus 3.55 changelog

Gameplay features

- Introduced ahead of time cost increase for games where tech progresses too fast; this will hopefully sync actual world tech state better to the reported year. Shouldn't significantly affect games with moderate to slow global research.
- New early government civic, Confederation, for when you just need to stretch too far
- Got rid of Federalism civic. Democracy can now instead be tailored to have either unitary or federal constitution, giving various bonuses.
- When a transport enters hostile territory, all land units carried by it lose all movement if they are not amphibious (in effect, you cannot land or attack from the transport same turn as you approached the enemy shore, unless with marines and such); this makes defending against naval invasions with your own navy actually viable, as you can intercept enemy landing force before it lands
- Implemented a system of warnings when the mod sees unreasonable starting settings (for instance, Tech Trading and Tech Transfer turned on at the same time, or far too few/many starting civs selected)
- PerfectMongoose updated to 3.31 version (never released for vanilla civ; took quite some porting). To quote the changelog:
 - Fixed a HUGE number of bugs in `getPlotPotentialValueUncached()`.
 - Added a HUGE number of missing evaluations (and modified a large number of existing ones) in `getCityPotentialValue()` and `getPlotPotentialValueUncached()`, which should now be pretty much perfect.
 - Rewrote the player assignment code in `SetStartingPlots()` from scratch so it scales proportionally instead of only adding and removing players from the largest landmass til it hits the right number, AND did it directly with floats instead of an iteration-based refinement loop. (Okay so technically I still have one, but it's not the MAIN loop any more! :p)
 - Allowed starts on very small islands, but added detection for being Coast-linked with other landmasses to form a "region", which must meet a higher minimum size requirement.
 - Blocked starting locations that are walled-off by Peaks into very small areas.
 - Blocked starting locations on terrain/features that don't allow city founding.
 - Took the corners off the PlotList Eatery Bar and Grill.
- Ported Totestra map script to RI (kinda; this is more of a hybrid Totestra/PerfectWorld mapscript, with landmass/climate generator from Totestra and lots of other stuff (especially starting plot finder and other stuff specifically rewritten in the last version) from PerfectMongoose)

Balance changes: buildings

- Only one great work of science can be constructed per era per city (you can still construct multiple works in one city across multiple eras, or across multiple cities in one era)
- Modern scientific great works unlocked (and thus industrial locked) with Rocket science instead of Nuclear physics
- Solar plant should no longer give unhealth (but is significantly more expensive)
- Kremlin no longer serves as another capital (we have Versailles for that), but rather lowers maintenance by -10% across the board (through an effect building)

Balance changes: civ-specific

- American Ranch can now be built in jungle on relevant resources right away, same as regular Pasture
- Mali NU no longer requires Cotton (which made it the hardest NU to obtain, since cotton is highly circumstantial)
- Chinese Canals now properly chainable when spread irrigation is unlocked (like farms)

Balance changes: other

- Vassals now benefit from significant tech transfer bonus from the overlord (Ungomma)
- Raised the amount of starting free units while lowered free units from population, in an attempt to limit later game unit sprawl
- Protectionism now (again) removes all foreign trade routes, and boosts internal trade routes by +100%
- Forced Labour can now, as initially intended, rush production with population instead of gold (like vanilla Slavery could)
- Free experience from Militaristic reduced to 2
- Increased the time it takes to build slash and burn farms to that of normal farms; somewhat increased for Russian Iovischche
- Due to the specialized niche that siege units have in RI, disabled GG ability to lead them; a player would be unlikely to do so anyway, while the AI could still be seen now and then attaching generals to trebuchets
- You are always able to build paramilitary (same as all previous irregulars) and modern infantry, even when all units they upgrade to are available
- Scouts now gain +50% bonus vs melee and archery units; given their strength of 1, they are still always at a disadvantage when attacking, but can at least hope to hold their own against a barbarian warrior when defending in good terrain
- Nerfed Dastur's cultural output
- Moved map trade to Sextant
- Extended game length at all speeds by roughly 10% to better cover edge cases of very slow global development

- +1 base food to pigs resource
- Jungle pastures can be built from Animal Husbandry
- Jungle no longer gives -1 food on its tile. Logically, it shouldn't be harder to hunt for food in a jungle than in a temperate forest. Slash-and-burn farm loses one food to compensate, so this shouldn't result in any significant balance changes. As a side effect, map scripts should no longer consider jungle a "bad" feature and remove it from
- AI leaders should only be able to prepare for war with civs they can currently declare on; in practice, it should result in aggressive civs picking more varied targets instead of latching onto a single one (as if they start preparing for war immediately after signing peace, it can't be the same civ they just signed the peace with)
- AI warfare priorities shifted to seek enemies closer and commit more IF wars are far away
- AI should like open borders with close neighbours less and distant ones more
- Doubled the impact of espionage on separatism, increased wrong culture influence x5, decreased population influence x5. Separatism should be both more predictable and easier to actively manage. So far AI empires seem much more stable
- "End of history" modifier will now start to kick in once the number of civs drops below the original starting number (but the same era restriction - no earlier than Renaissance - applies as before, and for the modifier to start, one civ should have at least 50% more score than everyone else)
- Changed barbarian settling logic; now only cities within a defined distance (currently 10) of a would-be capital join the new civ
- Derivative civs now can also spawn as settled barbarians
- Barbarians can now again build workers and thus improve their territory; they still can't build roads and advanced improvements such as watermills
- Rebalanced Crusades scenario; added some troops to underperforming civs, incorporated Aquitaine into England (sorry Eleanor, but you served absolutely no purpose except for hogging a civ slot), added Volga Bulgaria to mitigate endless "Drang nach Osten" from Western Europe, changed Leopold VI as a leader of Austria to his son, purely due to complete lack of decent depictions of the former

Bug fixes

- Fixed python errors in WorldBuilder and Interface Options (Ungomma)
- Non-conquerable buildings (such as military traditions and temporary effects) should now be properly removed from cities gained non-violently as well
- Fixed wrong bonus resource for Alumina Refinery (coal -> cement)
- Implemented automatic switch that should reset invisible options (currently only Choose religion in RI) at the game start to proper defaults
- Commerce symbol no longer cut off to "..." when a city has double-digit commerce trade routes
- Turned off the ability to select vanilla maps in RI, as they will CTD anyway

- Fixed sorting issues on the revolutions tracker screen
- Fixed crashing Crusades scenario

Cosmetic and technical changes

- New UI theme, with fonts, text sizes and panel arrangements better adapted to modern resolutions
- All tech quotes re-recorded for a more consistent and professional quality (thanks diddidson!)
- Hundreds of new flavour units added, lots of older art reworked
- Fixed a lot of faulty models/animations/textures
- Added slight wobble to bomber animations, to match that of other planes; I was always annoyed by the eerie stillness of bombers
- Changed Turkish world map leader to Bilge Khagan to eliminate Constantinople in Central Asian steppes
- Tweaked Transoxian colour to be more distinct from India, whom they often neighbour (especially in scenarios) and Carthage (a rarer case, but the colour was almost identical)
- New Middle Eastern / African industrial city set
- Upscaled some of the terribly low-res vanilla spaceship textures
- There are no longer any palms in savannas. Because there should be no palms in savannas.
- Added several visual variants to swamp feature, so it doesn't tile so obviously when several swamps are neighbouring each other.
- Canals now properly visually tiling
- More dynamic names/flags for various civic/civ/era combos
- More dynamic city names
- A civ settling from barbarians will rename its cities to that civ's proper names
- For better visual disambiguation from Cold War infantry, modern infantry always uses Navy SEAL animations

Changes from hotfixes

- Obsolete/inactive culture buildings (monuments, pagan temples) should now correctly stop producing culture
- Lubyanka option in dealing with separatism should now only be available if the wonder is active
- Since the effect only seems to work in increments of 100%, upped the improvement growth from civics to 100%/200%
- Added some more dynamic city names
- Fixed a missing diplomacy text entry
- Fixed some wrong strategy text entries
- Moved market Regulation a bit to reflect it's an industrial tech
- Fixed some random text typos/errors

- Fixed missing textures for Fuste in pedia
- Fixed materials for a couple of American flavour units
- Corrected the scale of most hussar class units to be in line with other cavalry
- Certain civs (Babylon, Israel etc) now correctly able to build settlers from the start, same as all others
- Moved later irregulars to different techs to avoid situation where one would be unable to build any irregulars if a specific research path was taken (leading to being unable to draft, for instance)
- Revised tech prerequisites a bit and moved the techs around on the tech screen
- Generic flags for the unlikely but possible event of vassalizing world map tribal civs
- Fixed late Nubian flag
- Revolutions and barb civs off by default, based on feedback; people can still turn them on in custom options; consequently, revolutions and barb civs off by default in all scenarios as well
- Fixed multiplayer OOS on taking a city
- Continents map script should now correctly place all resources, including water ones
- Fixed a couple of units being invisible in the selection box
- Fixed bug where barbarians could achieve enlightenment and make peace with all the world.