



CONQUEST: TERRAN FRONTIER WARS



1.3.0.3v42 – previously unmentioned feature

- **Consistent renaming of components** so they would mostly appear next to each other in the shipbuilder
Iterations labelled like:
S, M, L, XL for size or volume
MK-I, MK-II-MK-III and MK-IV or I, II, III for model/technology generation
Evo-1, Evo-2, Evo-3 for development generation

1.3.0.3.v47 – 06.08.2025

- **Mortalen Suitability** – observed Mortalen expansion almost always lackluster
Sandy Desert +5 = +15
Rocky Desert +5 = +35
Desert Savanna +5 = +30

- **Nova Missile** – now somewhat useful?
 Lvl 1 Range +2000 = 7080
 Lvl 2 Range +2080 = 9080
 WeaponVolleyAmount +1 = 2
 WeaponVolleyFireRate -0.75 = 0.25
- **Terran Republic Government** – help avoid character drain
 LeaderReplacementTypicalPeriod +4 yrs. = 12 yrs.
- **Plagues – Changed dynamic of plagues**
 Plagues have slightly decreased mortality to account for lower pop growth
 Their spread chance has been reduced by 20%
 Their spread range has been reduced by 50.000.000 to 200.000.000 & 250.000.000
 They now have a minimum interval to occur that is equal to $\text{MinTime} + \text{MaxTime} / 4 =$
 Example: Dekara Virus – $\text{MinTime} = 2\text{yrs}$ $\text{MaxTime} = 4\text{ yrs} = 6\text{yrs}/4 = 1.5\text{ yrs}$
 However, their random initiation chance has been increased x10.
- **Gov Biases** - Fixed some errors in custom govts.

1.3.1.1.v5 – 17.08.2025 Anniversary Patch

- **Rail Guns** - medium rail guns could not be researched by Human
 Re-enabled medium rail guns as some players prefer them over Hail Cannons for their own reasons.
- **Independents** – too easy targets for conquer and initiate a “super faction” that make the game less interesting
 No longer provide race bonus to their conquerors and all 4 are now resistant/rebellious to assimilation.
- **Missiles & Torpedo's** – ships firing large salvos of Missiles or low ROF Torpedo's at fighters wasting firepower.
 Missiles & Torpedo's have their PD ability removed, including race specific Missiles & Torpedo's if applicable.
- **Exploration Ships** – Terran Exploration ships cannot equip Long Range Sensors. No more Long-Range Sensor spam.
 For Deep Space Recon need use Recon Cruiser now.
- **Command Cruisers** - 2,5% bigger hull to account for Fleet Modules, higher resource and money cost, now with real command ship bonus to Scan Range/Evasion/Focus.
- **Planetary Facility** – Solar Sector Administration Complex
 Can only be built on Terra. Increase max Influence cap, Bonus to Influence rate, Facility build speed & maintenance, Colony Corruption Reduction, Happiness & Development
 Corruption Reduction Range: 2M = Sol System
- **New Consul elected – Leader election from 8 to 12 yrs.**
 Now has a 50% of a positive trait, Character dismissal chance from 10% down to 5%.
- **Galactic Administration Megalopolis** –
 ColonyCorruptionReductionProjectionRange from 2000M (Galaxy size) down to 500M (more plausible)
- **Mining Station** – No more multiple mining engines on Mining Station except for XL (can equip one of each L + M mining engines)

1.3.1.1.v7 – 23.08.2025

- **Terran Suitability** – Added Terran suitability modifier for Gaia Type Continental
- **Decommission Mars Shipyard** – Removed.
- **Feudalism – Removed for AI races**
 No more weak AI races by Civil War.
- **Plagues** – Added bonus to Plague Curing & Containment to all AI races

1.3.1.1.v8 – 28.08.2025

- **Assimilation Rate** – All Races Assimilation rates have been reduced considerably.
- **Terran** - added 100 names and surnames to the character name pool.