

FRONTIER ONLINE

MONTHLY REPORT / ISSUE 01 / SEPTEMBER 2026

The state of the frontier.

Fair play, fleet balance and the road ahead.



INSIDE THIS ISSUE

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A monthly look at the systems shaping Andromeda - what we reviewed, what we improved, and where the game needs more work.

REVIEW SNAPSHOT: 8 SEPTEMBER 2026 / PUBLIC EDITION

THIS ISSUE

A universe worth building.

Good strategy needs meaningful choices. A persistent universe also needs rules that players can trust.

THIS ISSUE

ANDROMEDA / A SHARED UNIVERSE



Two reviews. One player report.

This first issue brings together our security and game-balance reviews. The focus is practical: fair fleet rules, worthwhile ship choices, accessible trading and progression that rewards planning.

What the review found

Six security and gameplay issues were corrected in the code. The balance review identified eight areas for repair, clearer explanations or further tuning. Those are different outcomes: a recommendation is not a released change.

A snapshot, not a full month's activity

This September issue covers the reviews completed on 8 September. It uses controlled game tests and simulations, not live player statistics. It does not report active-player totals, real market prices or player win rates.

How to read this issue

Completed fixes means changes made in code during the security audit. Under review means a balance finding or proposed direction. This report does not confirm when changes reached the live game.

FAIR PLAY

More consistent fleet rules.

Six completed fixes make travel, station visibility and automated activity behave more reliably.

FAIR PLAY

COMPLETED FIXES / RELEASE TIMING IS SEPARATE



Outposts earn their view

An outpost under construction should not reveal nearby enemy traffic. Its sensors now become useful only when the station is operational.

Garrisons follow the same departure rules

Ships leaving a guild garrison now face the same hostile interception rules as other departures. Marketplace delivery couriers no longer consume the personal fleet slots needed for a withdrawal.

A rejected order leaves ships alone

If a withdrawal cannot launch because personal fleet slots are full, the garrison is checked before its ships are changed. The audit did not demonstrate permanent ship loss through the live request system.

Return journeys stay predictable

Time spent waiting at an interception destination no longer makes the return flight longer. Bot patrols also choose supported destinations, avoiding repeated failed launch attempts.

Checks behind these fixes: 390 game tests, 61 local security checks and 50 browser tests passed across the review and follow-up runs. A 12-player, 14-day simulation completed its safety checks; the bot patrol fix was tested separately afterward. These are test results, not a guarantee that every possible bug is gone.

FLEET BALANCE

Bigger should have a purpose.

A ship's value comes from its role, its full construction cost and the fleet around it.

FLEET BALANCE

UNDER REVIEW / SHIP ROLES & COSTS



Advanced parts change the comparison

In equal-budget tests that included guide-priced components, light fighters defeated all six other tested single-type combat fleets. They still did so when component prices were halved. Comparing ore alone hides much of this pressure.

The flagship needs a convincing mission

A dreadnought is powerful per ship, but a fighter swarm of similar modeled value can overwhelm it. That may be a reasonable weakness if escorts and siege performance make it worth the investment. A blanket damage increase is not the only answer.

Fittings should be a real choice

The reviewed system allowed launch bonuses to be kept while a colony slot was immediately switched back to production. That rewarded repeated refitting. Subsequent code work has separated colony fittings from factory-fitted ship modules; the original finding is not presented as a newly confirmed current bug.

The next balance question

Test fighter counters and component recipes together, then compare mixed fleets, defended targets, research differences, fuel and travel. These controlled battles are evidence about the model, not predictions of your chance to win.

The balance study included 348 combat comparisons. Prices were guide assumptions rather than observed marketplace sales, and the main comparisons used fleets without modules.

TRADE & CREDITS

Make small trades worthwhile.

The economy should work for a commander buying one missing part as well as a guild moving bulk resources.

SMALL LOTS / LISTING FEE AS SHARE OF VALUE

1,000 metal		50%
10,000 metal		5%
100,000 metal		2%
1 circuitry		38.8%

Reviewed default 24-hour listing policy, guide-value lots, before sales tax. Fees can be changed by government policy.

The minimum matters

At the reviewed default fee, selling a small lot can cost a large share of its value before any sales tax. A lower minimum or a limited small-order allowance could help, while listing limits continue to discourage spam.

Taxes move money; they do not erase it

Fees paid to the government remain in the universe. Salaries, projects and bonuses can put those credits back into circulation. Higher taxes alone therefore do not reduce the total amount of money.

Measure before changing rewards

The reviewed daily activities allow up to 29,500 credits per commander, with resources, deliveries and surviving expeditions required. Pirate bounties and one-time objectives are extra. This is an allowance, not guaranteed income. We need actual participation and trading data before drawing conclusions about inflation.

Illustration: 100 commanders completing every listed allowance for 30 days would create 88.5 million credits. That is conditional arithmetic, not a forecast of prices or player behavior.

INDUSTRY & PROGRESSION

Make the long game legible.

Ambitious goals can take time. Players should see the complete path before committing their resources.

BLUEPRINT RESEARCH / REVIEWED FIXED TIMERS

TIER 1

1 hour

TIER 2

5 hours

TIER 3

25 hours

TIER 4

125 hours

TIER 5

625 hours

Each tier takes five times as long. Timers exclude prerequisites and ship construction; traded blueprints provide another route.

Blueprints: preserve ambition, smooth the start

The reviewed research timers rise fivefold at each tier. A colony-ship design takes 25 hours; a dreadnought design takes about 26 days before at least three more days of ship construction. Trading for a blueprint can bypass self-research. The early utility-ship path deserves particular attention.

Mine upgrades need clearer payback

Late upgrades can take months to earn back their inputs through extra output. In the study's fully powered, no-bonus example, crystal level 20 to 21 took about 113 days. This excludes extra energy, storage and construction time; bonuses and prices change the result.

Tell players exactly what a module improves

The reviewed Ore Processor increased metal and crystal output, but not deuterium. Its description should make that distinction clear, or the bonus should work consistently across production. Investing in a fitting should not require guessing what its label means.

Under review: reveal the full unlock path, explain fixed research waits, and show the extra output from a mine upgrade. No new timer or production-rate promise is made in this report.

GUILDS & EXPLORATION

Keep the frontier contested.

Outposts, salvage fields and cargo fleets should offer durable goals and useful choices.

GUILDS & EXPLORATION

UNDER REVIEW / STATIONS & SHARED RESOURCES



A damaged Bastion needs a repair path

The balance review found that a maximum-level Bastion could not replace lost defense batteries through its own construction system. Its garrison could still defend it. A dedicated repair order, including at maximum level, is the clearest proposed remedy.

Exploration should reward useful discovery

The reviewed daily system could reward repeated visits to already depleted fields. A better incentive could recognize new or useful information while protecting a predictable income floor for beginners.

Rare salvage should stay meaningful

Components come from shared, limited exploration fields as well as other activities. Travel, competition and trading all affect access. Before changing rare-part availability, measure who can reach the supply and how quickly fields are depleted.

Cargo fleets can serve different needs

Small cargo ships offer speed and simpler recipes. Larger haulers save fuel, while bulk freighters trade speed for efficiency. The refinery is another fallback for basic parts, but it consumes resources and does not produce rare cores or relics.

LOOKING AHEAD

What we should learn next.

The next issue should connect proposed improvements with evidence from how the universe develops.

LOOKING AHEAD

MONTHLY REPORT / AN OPEN DEVELOPMENT
RECORD**Priority: remove dead ends**

Confirm a repair path for damaged top-level Bastions and keep fitting choices understandable. Follow up on the six fleet and visibility fixes rather than assuming passing tests settle every edge case.

Priority: better choices, not just larger numbers

Revisit fighter counters with full component costs, reduce the burden on small trades, and explain early expansion and late production investments. Recommendations need testing before release.

What future issues should show

Report confirmed releases, remaining concerns and comparable evidence: small-lot sales, component access, credit creation and circulation, blueprint completion and fleet losses. Include quieter commanders as well as highly active ones when data becomes available.

Where this review stops

Tests cannot establish one person per account or eliminate coordinated multi-account play. The review also did not stress-test the live universe at large scale or investigate historical exploitation. No production accounts or player assets were changed during either audit.

About this edition: an editorial summary of the security and balance reviews dated 8 September 2026, with a note on subsequent fitting changes. The original reviews remain available for readers who want the detailed methods. This is not an independent security certification.

DETAILED REVIEWS: [SECURITY REVIEW](#) [BALANCE REVIEW](#)