Server Updates

Release notes for every Live update to Secura Horizon and Secura Origins, newest first.

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Patch Notes & Server Announcements

What's New

Whenever the Test or Live server receives a game update, the team posts player-friendly patch notes in the official SWG Secura Discord announcements channel.

Server	When you will see notes
Test	New features and fixes are deployed for community testing
Live	Validated updates and version milestones reach the production galaxy

How to Access or Use

Join the SWG Secura Discord and read the announcements channel. Posts are published by the team after each deployment.

What to Expect

- **Features and content**: new systems, items, quests, profession abilities and quality-of-life changes.
- **Bug fixes**: resolved issues, balance adjustments and stability work in plain language.
- **Feedback**: each post reminds you where to report what you find on the Test Center before features go live.

FAQ and Known Details

- **Are notes posted the instant an update lands?** Announcements follow the deployment, so there can be a short delay.
- **Where is the full detail?** This wiki holds the in-depth pages for each feature.

v1.7.0 Live Update

> [Completed] The v1.7.0 update is live. Update your client through the launcher before you log in.

What's New

New profession and systems

- **Merchant profession**: a profession built around trade, vendors, industrial harvesting and a hired retinue. Read the Merchant Player Guide.
- **Dynamic Quest campaigns**: the five story campaigns (Rogue CorSec, The Dune Cartel Threat, The Swamp Syndicate, Cantina Conspiracy and Dearic Free Trade) are now enabled. Each unlocks automatically when you reach its level. Progress is saved, rewards are paid once, and escort and defend objectives are more reliable. See Dynamic Quest Campaigns Overhaul and Quest Waypoint and Relog Fixes.
- **City Contract Boards and City Reputation**: 27 repeatable contracts on boards at the starport and cantina of Coronet, Mos Eisley and Theed (two boards per city), with a standing tier in each city and a new Reputation tab on your Character screen. See City Contract Boards and City Reputation.

Loot and rewards

- **Rare Loot System**: a daily limit on Rare Loot Chests and a weekly ceiling, so chest rewards stay rare and worthwhile. See Rare Loot System (RLS) - Updates & Fixes.
- **Planetary discovery caches**, an **expanded RLS** including the new HRLS, and **credit chip crates** are now part of the loot mix.
- **Custom paintings**: another batch of decorative paintings joins the collection. See Custom Decorative Paintings.

Quality of life

- **Configurable XP rates** and the **droid battery indicator** are now live. See Configurable XP Rates & Droid Battery Indicators.
- **Han Solo tutorial dialogue** now covers new Merchant and Droid Commander characters.

Fixes

- **Entertainer inspiration buff** now applies correctly.
- **Campsites** keep their state properly between visits.
- **Jedi Premonition** now works for Jedi and Sith characters.

Not yet available

> [NOTE] Ryloth (including its space zone) and the Korriban Sith Tomb were prepared in this update but are not open on Live yet. They are not available to players, and there is no date for them. Do not look for them in game.

How to update

1. Open the SWG Secura launcher and let it finish updating.
2. Select the Live server and log in.
3. If anything looks wrong after the update, log out and back in first, then tell us in Discord with your character name and what you saw.

FAQ

How do I become a Merchant? See the Merchant Player Guide for how to start.

Where do I find the contract boards? The waypoint commands are listed on City Contract Boards and City Reputation.

Is there a schedule for what comes next? No. SWG Secura is a hobby project. Stages are tracked on the Roadmap Board and carry no dates.

Jedi and Sith Overhaul - Test Server Update

> [Completed] The Jedi and Sith overhaul described here is now live on Secura Horizon and Secura Origins. The page title keeps its original wording; the sections below were first published for the Test server. See the v1.9.0 Live Update.

What's New

Jedi and Sith professions

- **Four phases each**: Jedi Initiate, Padawan, Knight and Master; Sith Acolyte, Apprentice, Lord and Dark Lord of the Sith. Every skill box now has a full description with its numbers. See the Jedi Profession Guide and the Sith Profession Guide.
- **Reworked abilities**: Force Storm is now a six second channeled area attack. Curato Salva is an activated group healing pulse with a 45 second cooldown. Force Run and Burst of Speed match their descriptions (+60 and +75 percent speed). Sith Defiance, Intimidating Presence, Dun Moch, Mind Trick, Deceptive Strike, Guardian's Strike and Force Push were reworked to do what their text says, and Force Push can no longer push targets through buildings.
- **Bastion of Light** now truly resets your Sentinel ability cooldowns, and Force Stealth has a single 30 second cooldown.
- **Expertise trees are enforced**: Jedi and Sith expertise can only be bought by the matching profession.

Echoes of the Enclave

- Every chapter and both epilogues are completable on Test. Chapter 4 for the Light path is now **The Siege of Lok** (Lok, 550, -300). Quest sites moved to open ground. See the Echoes of the Enclave overview.

Holocrons and quests

- Buff Holocrons now show their real names, last 15 minutes (Holocron of Craft: 60 seconds) and need level 65. See Holocron Fragments.
- Holocron vendors no longer take your fragments if the item cannot be created.
- Elite and boss creatures no longer drop Holocron Fragments.
- Sith profession quest levels and locations were corrected; see Sith Profession Quests.

Text and polish

- Titles, 56 class-skill descriptions, holocron descriptions and combat messages were rewritten, and about 130 item descriptions that were cut short were restored.
- New icons for the Jedi and Sith abilities.

How to try it

1. Open the launcher, choose the Live server and let it finish updating.
2. Log in with a Jedi or Sith character and open the expertise window.

FAQ

When will this reach Live? It is live now, as of v1.9.0.

Will my existing skills change? Your skills keep their names; their descriptions and grants were updated. Report any problems on Discord.

Follow-up update (2026-11-06)

Shipped to Live with the rest of the overhaul in v1.9.0.

- **New Jedi profession quests**: the Jedi now have three field trials at levels 11, 21 and 31, each worth 5,000 combat XP. Start them with the profession quest items; turn them in to the **Jedi Watchman** in Moenia, Naboo (4788, 4174). See Jedi Profession Quests. The level 30 quest item, which used to do nothing, now starts its quest.
- **Sith quests tightened**: kill objectives count only the listed targets within 250 meters of the quest site. The Corellia phase 2 site now spawns level 20 and 23 targets. See Sith

Profession Quests.

- **Holocron vendors**: fragments are taken only after the holocron is created, and elite and boss creatures no longer drop fragments. See Holocron Fragments.
- **Grey epilogue**: the journal now points to Dantooine (5350, -1400).

v1.9.0 Live Update

> [Completed] The v1.9.0 update is live. Update your client through the launcher (version 4.3.0 or newer) before you log in.

What's New

Secura Origins, a second Live galaxy

- **Secura Origins** is open next to **Secura Horizon**. Origins is a single-character, 1x experience galaxy with no level-up boosts and no class respec; Horizon keeps its existing rules. Both share one login and the same content. Characters cannot be transferred between them. Read the full rules and how to join on Secura Origins.
- **Server list**: both galaxies appear in the in-game server list by name.
- **Launcher 4.3.0**: the Live option shows the login server status and separate status and population for Secura Horizon and Secura Origins. Sync Characters lists both galaxies and auto-login picks the right one.
- **Website**: the Live status card shows the shared login gateway and a panel for each galaxy.

Stories and world events

- **Branching stories**: dynamic quest campaigns can ask you to make choices that are remembered and decide your next quest and ending, with a story keeper to review your stories. See Branching Stories and the Story Keeper.
- **Group contracts and world events**: group contracts on the City Contract Boards and planet-wide world events are enabled. See Group Contracts and World Events.
- **The Hollow Crown**: the epic solo campaign on Endor for characters level 85 and higher is now on Live. See The Hollow Crown (Epic Campaign).

Professions

- **Jedi and Sith overhaul**: four phases each, reworked abilities, enforced expertise trees, rewritten descriptions and fixed Holocrons and quests. See the Jedi Profession Guide, the Sith Profession Guide and Jedi and Sith Overhaul.
- **Ranger improvements**: field traps and detectors you can craft, your own Ranger abilities and updated concealment rules. See the Ranger Profession Guide.
- **Teras Kasi Artist fixes**: ability fixes and balance adjustments for the profession, including knockdown and Meditate.

How to update

1. Open the SWG SECURA launcher and let it finish updating.
2. Select the Live server and log in. To play the new galaxy, pick **Secura Origins** in the in-game server list.
3. If anything looks wrong after the update, log out and back in first, then tell us in Discord with your character name and what you saw.

FAQ

Do I need a new account for Secura Origins? No. One login works on both galaxies.

Can I move my characters to Origins? No. Characters cannot move between galaxies.

Is there a schedule for what comes next? No. SWG Secura is a hobby project. Stages are tracked on the Roadmap Board and carry no dates.

v1.10.0 Live Update - Galactic Ledger

> [Completed] Live Update v1.10.0 is live on Secura Horizon and Secura Origins.

What's new

The bounty guild takes notice

The galaxy's bounty guild may now send elite Mandalorian hunters after players who draw the attention of the authorities. Two hunters, **Kest Dravan** and **Ordo Varrek**, are level 100 bosses. This is a roleplay and enforcement event, and it is triggered by the staff, not by chance.

What to expect

- A warning that a bounty has been placed on you, then the hunters arrive with a taunt.
- The hunters stop you in place for a few seconds, then attack.
- The encounter is meant to be dangerous. Bring friends or be ready to run.
- Once the encounter ends, the hunters leave.
- If you are offline when the staff send them, they will find you the next time you log in.

What you will not get

- No loot, no experience and no credits drop from the hunters.
- You cannot farm them: a writ is a one-off event, not a repeatable activity.

v1.10.1

The hunters now finish the job. A target they defeat is sent to the cloning facility, and the hunters leave shortly afterward. Everything else stays the same: no loot, experience or credits drop from

the encounter.

FAQ

Can I get help from my group? Yes. Group members and friends are welcome to help.

Will I be attacked in a safe zone or inside a structure? No. Safe zones and structures are not valid places for the hunters to strike.

Can I choose to summon the hunters? No. Only the server staff can send them.

Does this happen on both servers? Yes, the feature is available on Secura Horizon and Secura Origins.

Where do I report a problem? Use the usual support channels on Discord.

v1.10.2 Live Update

> [Completed] The v1.10.2 hotfix is live on both Secura Horizon and Secura Origins. No client update is needed.

What's Fixed

Landing at space stations and starports

- **Station landings**: landing at a space station (for example Tansarii Point Station or Nova Orion Station) or at a starport now puts you on your feet at the landing point. Previously you could be left seated in your ship as if you were still flying.
- **Stuck characters**: some players who landed this way stayed stuck between the station and space, even after logging out and back in. Logging in now recovers you into the station and stows the ship.
- **Atmospheric flight is unchanged**: ships that take off from the ground in atmospheric flight behave exactly as before.

If your character is still stuck

1. Log out completely and log back in. Affected characters are recovered on login.
2. If you are still stuck, open an in-game ticket with your character name and the station or starport where you landed.

FAQ

Do I need to update my launcher or client? No. This was a server-side fix.

Will my ship be lost? No. Your ship is stowed as it would be after any normal landing, and you can call it again from the ship terminal.

Did this apply to both galaxies? Yes, Secura Horizon and Secura Origins received the fix at the same time.