

Realistic Livestock RM

Table of contents

1. Realistic Livestock RM	4
1.1 Key Features	4
1.2 Download	4
1.3 Installation	4
1.4 Compatibility	4
1.5 Documentation	5
1.6 Credits	6
2. Realistic Livestock RM - Overview	7
2.1 What Changes	7
2.2 Species Factsheets	10
2.3 Guides	10
3. Factsheets	11
3.1 Cattle Factsheet	11
3.2 Pigs Factsheet	19
3.3 Sheep & Goats Factsheet	23
3.4 Horses Factsheet	28
3.5 Chickens Factsheet	32
4. Guides	36
4.1 Genetics Guide	36
4.2 Breeding Guide	40
4.3 Disease Guide	47
4.4 Saved Filters	52
4.5 Herdsman Automation	54
4.6 Animal Packs	56
5. Maps	59
5.1 Hof Bergmann Map Support	59
5.2 Witcombe Map Support	63
5.3 Le Mechet Map Support	67
6. Customize	70
6.1 Creating Animal Packs	70
7. Frequently Asked Questions	79
7.1 How can offspring have worse genetics than their parents?	79
7.2 What breed will my cross-bred offspring be?	81
7.3 Does the mod work on my map?	83
7.4 Can you add more breeds or animal types?	83

7.5 Why don't Hof Bergmann pasture bulls breed like cattle?	84
7.6 Why doesn't the Hof Bergmann bull stable produce sperm under RLRM?	85
8. Reference	86
8.1 Breeding Reference	86
8.2 Settings Reference	90
8.3 Mod Compatibility	93

1. Realistic Livestock RM

A Farming Simulator 25 mod that replaces the default animal cluster system with individual animal simulation - each animal has unique genetics, health, and a full lifecycle.

Note: This documentation was generated with AI assistance and may contain inaccuracies. If you spot an error, please [open an issue](#).

1.1 Key Features

- **Individual animals** - Every animal is unique with its own identity, genetics, and history
- **Genetics system** - Traits like productivity and size are inherited from parents with natural variation
- **Realistic breeding** - Gestation periods, offspring genetics, breeding age limits, and pregnancy complications
- **Disease simulation** - Species-specific diseases that spread, require treatment, and affect production
- **Lifecycle & aging** - Animals age, peak in productivity, grow old, and eventually die
- **Herd automation** - Set daily tasks that sell, buy, move, castrate, name, or inseminate animals for you
- **Saved filters** - Build reusable searches to find and act on exactly the animals you want
- **Multiplayer support** - Full server/client synchronization

1.2 Download

[Latest release on GitHub](#)

1.3 Installation

1. Download the latest `FS25_RealisticLivestockRM.zip` from the link above
2. Place the ZIP file in your FS25 mods folder (do not extract it)
3. Enable the mod in the in-game mod manager

1.3.1 Migrating from Arrow-kb's Realistic Livestock

If you previously used the original [FS25 Realistic Livestock](#) mod, migration is automatic - just load your savegame and all animal data will be transferred.

1.4 Compatibility

Game	Farming Simulator 25
Multiplayer	Supported (server-authoritative)
Compatibility	see Mod Compatibility for blocking conflicts and performance warnings.

1.4.1 Map Support

RLRM works on virtually any map out of the box - it does not need to be on a supported list. The maps below are the ones that add their own custom animal types or breeds; for those, the mod auto-detects the map and its installed version and loads matching support so the custom animals also get full genetics and breeding.

- [Hof Bergmann](#) - Ducks, geese, cats, rabbits, alpacas, and quail fully supported with breeding, genetics, and reproduction
- [Witcombe](#) - UK breeds (Jersey, Gloucestershire Old Spot, Texel, Suffolk, Blue Faced Leicester) fully supported with breeding, genetics, and reproduction. Hereford also gets a heritage breed profile. Adds rabbit keeping with breeding support.
- [Le Mechet](#) - French breeds (Charolaise, Montbeliarde, Simmental, Vosgienne) with their map-native 3D models, fully supported with breeding, genetics, and reproduction

If a map updates to an untested version, you'll see a warning at game start - you're encouraged to report any issues.

1.4.2 Mod Compatibility

- [FS25_ExtendedProductionPoint \(EPP\)](#) - Basic support for butchers using the EPP mod
- [Animal Packs](#) - Third-party mods can add new breeds or adjust animal balance. See [Animal Packs](#).

1.5 Documentation

[Mod Overview](#) - How the mod works: what changes from vanilla FS25, how animals are tracked, and what to expect.

1.5.1 Factsheets

Per-species reference with breeds, production, prices, breeding, and lifespan data:

- [Cattle](#) - 7 breeds including dairy, beef, and highland
- [Pigs](#) - 3 breeds with large litter mechanics
- [Sheep & Goats](#) - 4 sheep breeds plus goats covering wool, meat, and goat milk
- [Horses](#) - 8 colour variants, no diseases
- [Chickens](#) - Hens and roosters with egg production curves

1.5.2 Guides

In-depth explanations of the mod's core systems:

- [Genetics](#) - How traits work, inheritance, and the CVM gene
- [Breeding & Reproduction](#) - Breeding requirements, gestation, lactation, and complications
- [Diseases](#) - How diseases spread, treatment, immunity, and prevention
- [Saved Filters](#) - Build reusable animal filters and use them in-game
- [Herdsman Automation](#) - Automate daily herd chores with rules

1.5.3 Map Support

- [Hof Bergmann](#) - Exotic animals, supported versions, and known limitations
- [Witcombe](#) - UK breeds, supported versions, and the Hereford heritage profile
- [Le Mechet](#) - French breeds, supported versions, and the Hereford-hidden / Highland-remap caveats

1.5.4 Customization

- [Animal Packs](#) - Third-party packs for new breeds and balance adjustments

- [Creating Packs](#) - Technical reference for pack creators

1.5.5 FAQ

- [Frequently Asked Questions](#) - Common questions about genetics, breeding, and the mod

1.5.6 Reference

- [Settings](#) - All configurable options with defaults and descriptions
- [Breeding Stats](#) - Per-species breeding ages, gestation, and fertility windows
- [Mod Compatibility](#) - Blocking conflicts and performance warnings

1.6 Credits

This mod is a fork of [FS25 Realistic Livestock](#) by [Arrow-kb](#). Released under [GPL-3.0](#).

2. Realistic Livestock RM - Overview

Realistic Livestock RM transforms the animal system in Farming Simulator 25. Instead of anonymous clusters, every animal is a unique individual with its own genetics, health history, and lifecycle.

Note: This documentation was generated with AI assistance and may contain inaccuracies. If you spot an error, please [open an issue](#).

2.1 What Changes

2.1.1 Every Animal Is Unique

Each animal you buy or breed is tracked individually. They have a name tag, a birthday, and five genetic traits that make them different from every other animal in your herd. Two Holstein cows bought on the same day will produce different amounts of milk, eat different amounts of food, and sell for different prices.

2.1.2 Genetics

Every animal is born with five genetic traits rated from Extremely Low to Extremely High:

- **Health** - Disease resistance and longevity
- **Fertility** - Breeding success rate
- **Productivity** - Milk, egg, and wool output (cows, sheep, goats, chickens only)
- **Quality** - Sell price and meat value
- **Metabolism** - Food consumption and weight gain

Offspring inherit traits from their parents, so selective breeding pays off over time. Most animals you encounter will be average, but occasionally you'll find an exceptional one - or a dud.

See the [Genetics Guide](#) for the full rating scale and breeding tips.

2.1.3 Realistic Breeding

Reproduction requires a male and female of the same species in the same pen. Each species has different breeding ages, gestation periods, and litter sizes:

Animal	Gestation	Typical Offspring
Cattle	10 months	1 calf (twins uncommon)
Pigs	4 months	~12 piglets (up to 16)
Sheep / Goats	5 months	2 lambs (twins usual)
Horses	11 months	1 foal
Chickens	2 months	~5 chicks (up to 12)

Males and females have different fertility windows - boars retire from breeding at just 4 years while sows can breed until 8 years. Cows lactate for 10 months after giving birth, during which they produce milk but need more food and water.

Artificial Insemination is available through the livestock menu if you don't want to keep a male.

See the [Breeding Guide](#) for full details per species.

2.1.4 Animal Management

Individual animals can be monitored, marked, and castrated:

- **Monitoring** - Place monitors on animals to track their stats over time. View active monitors in the livestock menu.
- **Marking** - Mark animals for visual identification in your herd
- **Castration** - Castrate males for a small sell price bonus. Castrated animals grow faster but cannot breed.

2.1.5 Diseases

Five diseases can affect your animals:

Disease	Affects	Treatable?	Key Impact
Mastitis	Cows, Goats	Yes	Stops milk production (lactating animals only)
CVM	Cattle (genetic)	No	Carrier cows produce extra milk, but calves may die
Foot & Mouth	Cows, Sheep, Pigs	Yes (slow)	Major milk and price reduction
PED	Pigs	Yes	Devastating to newborn piglets
Avian Influenza	Chickens	No	Stops all egg production

Diseases can spread between animals in the same pen. Some diseases grant immunity after recovery.

See the [Disease Guide](#) for prevention and treatment strategies.

2.1.6 Death

Animals can die from three causes:

- **Old age** - Each species has a natural lifespan (chickens ~5-8 years, horses ~25-30 years)
- **Low health** - Unhealthy animals face increasing death risk
- **Accidents** - Random events affected by weather conditions

Death mechanics can be fully disabled or adjusted in the mod settings.

2.1.7 Configurable Settings

Almost everything can be tuned to your preference:

- Toggle death and diseases on/off
- Scale food consumption up or down
- Adjust accident and disease probability
- Control dealer stock size
- Customise ear tag colours
- Display genetics values in animal names (short or detailed format)
- Export animal data to CSV
- Choose between individual event messages or daily summaries

All of these live in the RL Menu's Settings tab - the in-game menu's Game Settings page has an **Open Settings** button (under "Realistic Livestock") that takes you straight there. See the [Settings Reference](#) for all options.

2.1.8 Livestock Menu

Open the **RL Menu** with **Right Shift + O** in-game - or, from the ESC menu's **Animals** page, select a pen and press **R** ("Manage Animals"). It has eight tabs:

- **Buy** - Purchase animals from the dealer with full genetics preview
- **Sell** - Sell animals back to the dealer
- **Move** - Transfer animals between your husbandries
- **Manage** - View detailed stats, genetics, health, and production for each animal
- **Insemination** - Browse and buy stored semen for artificial breeding without keeping males
- **Message Log** - Track births, deaths, diseases, and other events
- **Herdsmen** - Automate daily herd chores with rules: sell, buy, move, castrate, name, or inseminate the animals a saved filter picks, in the pens you choose. See the [Herdsmen guide](#).
- **Settings** - Adjust every RLRM option: death and disease toggles, food scaling, dealer stock size, ear tag colours, genetics display, CSV export, and more. This tab also hosts the **saved filter** editor.

Saved filters let you narrow the Buy, Sell, Move, and Manage lists to just the animals you care about - and they are how the Herdsmen targets animals. Press **F** on any of those screens to cycle them. See the [Saved Filters guide](#).

2.1.9 Controls

Key	Action	Where
Right Shift + O	Open RL Menu	In-game
R	Open Manage Animals	Animal menu
A	Select / deselect	Buy and sell dialogs
Shift + T	Change visual animals amount (how many are shown in 3D)	In-game
X	Mark animal	Animal detail view
M	Toggle monitor	Animal detail view
I	Insemination	Animal detail view (females only)
C	Castrate	Animal detail view (males only)
D	Disease treatment	Animal detail view
N	Rename animal	Animal detail view
F	Cycle saved filter	Animal lists

All keybindings can be remapped in the game's input settings.

2.1.10 Map & Mod Support

RLRM works on virtually any map out of the box - it does not need to be on a list. The maps below are special only because they add their own custom animal types or breeds; for those, the mod includes built-in support and auto-detects the installed map version so the custom animals also get full breeding and reproduction. On any other map, the standard animals just work.

- **Hof Bergmann** - Ducks, geese, cats, rabbits, alpacas, and quail fully supported with breeding, genetics, and reproduction. See the [dedicated page](#) for supported versions and known limitations (pasture bulls, dogs).
- **Witcombe** - UK breeds (Jersey, Gloucestershire Old Spot, Texel, Suffolk, Blue Faced Leicester) plus rabbit keeping, fully supported with breeding, genetics, and reproduction. See the [dedicated page](#) for supported versions and the Hereford heritage profile.
- **Le Mechet** - French breeds (Charolaise, Montbeliarde, Simmental, Vosgienne) fully supported with breeding, genetics, and reproduction, using the map's native 3D models. See the [dedicated page](#) for supported versions and caveats.

If a map updates to a version that hasn't been tested yet, you'll see a warning dialog when the game starts. The dialog includes a link to report any problems.

- **Extended Production Point (EPP)** - Basic support for moving animals to EPP butchers

Looking for more breeds or animal types? See the [FAQ](#) for what's possible.

2.2 Species Factsheets

Each species has a detailed factsheet with breed comparisons, production ranges, and pricing:

- [Cattle Factsheet](#) - 7 breeds from dairy Holsteins to beef Angus
- [Pigs Factsheet](#) - 3 breeds with massive litter sizes
- [Sheep & Goats Factsheet](#) - 4 sheep breeds + goats
- [Horses Factsheet](#) - 8 colour variants
- [Chickens Factsheet](#) - Hens and roosters

2.3 Guides

- [Genetics Guide](#) - Trait ratings, breeding strategy, the CVM dilemma
- [Disease Guide](#) - Prevention, treatment, and immunity
- [Breeding Guide](#) - Fertility windows, offspring tables, lactation
- [Saved Filters](#) - Build reusable animal filters and use them in-game
- [Herdsman Automation](#) - Automate selling, buying, moving, and more with daily rules
- [Hof Bergmann Map Support](#) - Exotic animals, supported versions, known limitations
- [Witcombe Map Support](#) - UK breeds, supported versions, and the Hereford heritage profile
- [Le Mechet Map Support](#) - French breeds, supported versions, and caveats
- [Animal Packs](#) - Installing and using third-party animal packs
- [Breeding Reference](#) - Per-breed breeding ages, gestation, and litter sizes
- [Settings Reference](#) - Every configurable option explained
- [Mod Compatibility](#) - Blocking conflicts and known-working integrations
- [FAQ](#) - Common questions about genetics inheritance, breeding, and more

3. Factsheets

3.1 Cattle Factsheet

Cattle are the most diverse livestock in Realistic Livestock RM, with 7 breeds ranging from high-output dairy cows to premium beef cattle. Each breed has distinct milk output, sell value, and feed requirements. Bulls are heavier and sell for more than cows at every age.

Note: This documentation was generated with AI assistance and may contain inaccuracies. If you spot an error, please [open an issue](#).

3.1.1 Breeds at a Glance

Breed	Type	Target Weight	Milk Range (peak, lactating)	Sell Value
Holstein	Dairy	575 / 650 kg	65 - 750 L/day	Moderate
Hereford	Dual	675 / 750 kg	55 - 600 L/day	Above average
Swiss Brown	Dual	650 / 850 kg	50 - 580 L/day	Above average
Angus	Beef	700 / 900 kg	30 - 365 L/day	High
Highland (DLC)	Beef	725 / 950 kg	30 - 365 L/day	High, retains value in old age
Limousin	Beef	630 / 675 kg	30 - 320 L/day	Highest
Water Buffalo	Special	425 / 500 kg	5 - 70 L/day	Low

Target weights shown as cow / bull. Milk range shows the full span from poor to excellent genetics. All cows produce milk when lactating - beef breeds just produce less. Highland cattle require the Highlands & Fishing Pack DLC.

Breed-locking: Water Buffalo bulls can only breed with Water Buffalo cows. All other bull breeds can breed with any non-Water-Bufferalo cow.

Hereford on Witcombe: When playing on the [Witcombe](#) map, Hereford uses a heritage profile with 9-month gestation, premium pricing (300 / 3000), an earlier sell-price peak at 24 months (vs 36 months for other beef breeds), and leaner feed/water needs. The values shown above are the standard RLRM Hereford used on every other map.

Hereford on Le Mechet: When playing on the [Le Mechet](#) map, Hereford is hidden from the Animal Dealer (the map ships no Hereford 3D model). Existing Hereford pens continue to function. Le Mechet adds four French breeds in the dealer instead - Charolaise, Montbeliarde, Simmental, and Vosgienne - see the map page for their breed character.

3.1.2 Milk Production by Breed

Cows produce milk **only while lactating** (10 months after giving birth). Non-lactating cows produce zero milk.

Milk Output Range (L/day, lactating cow)

Breed	12 mo	36 mo (peak)	120 mo
Holstein	40 - 445	65 - 750	35 - 410
Hereford	40 - 435	55 - 600	25 - 285
Swiss Brown	35 - 410	50 - 580	20 - 250
Angus	20 - 230	30 - 365	15 - 160
Highland	20 - 230	30 - 365	15 - 160
Limousin	20 - 205	30 - 320	10 - 115
Water Buffalo	5 - 70	5 - 70	5 - 70

Genetics and lactation phase cause large variation between individual animals. Most cows produce somewhere in the middle of these ranges. CVM carrier cows produce even more than the upper range.

Water Buffalo produce buffalo milk (a separate product from regular milk) with very low output that stays flat regardless of age.

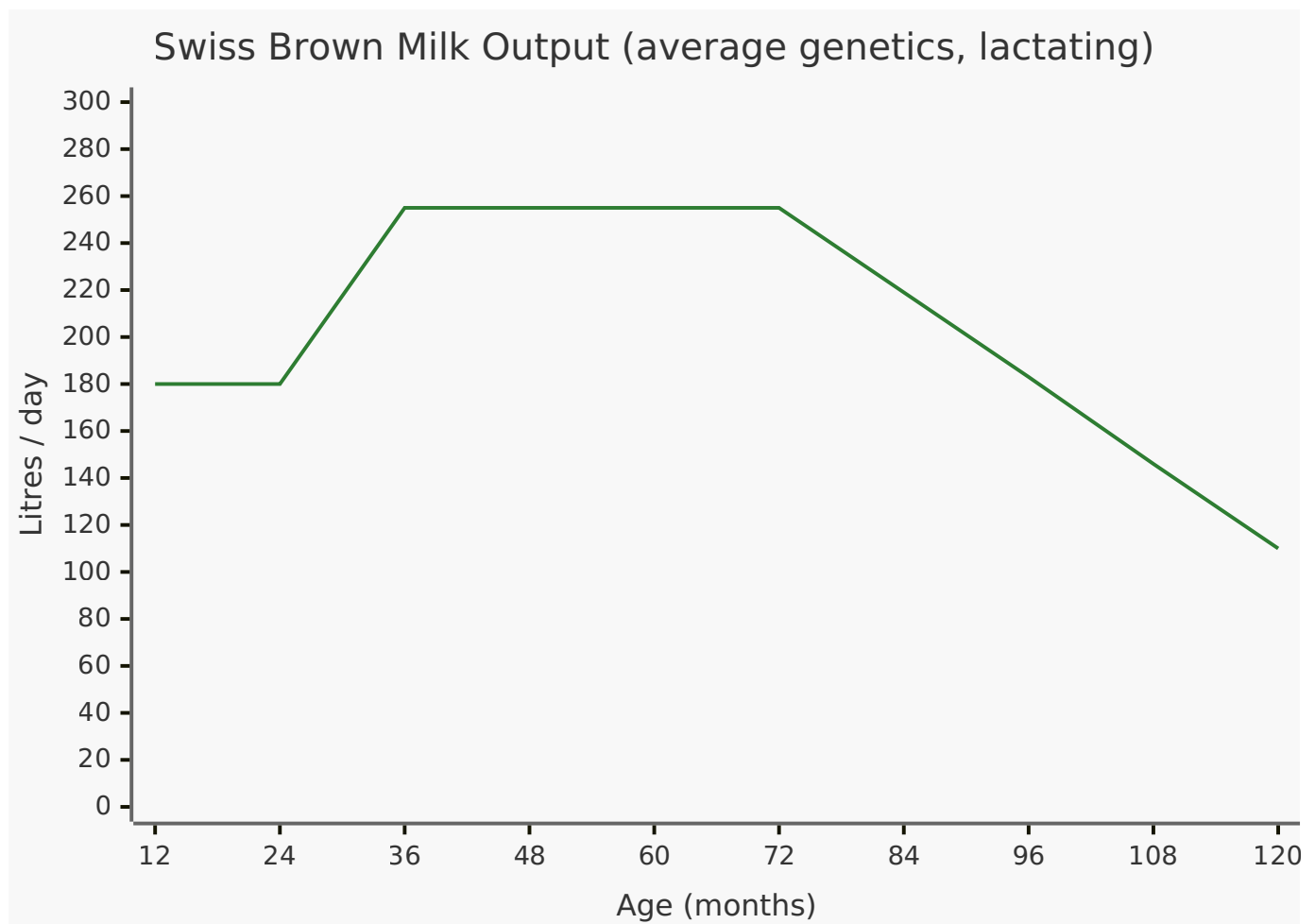


Chart shows Swiss Brown as a representative mid-range breed with average genetics. Holstein produces more, beef breeds produce less - see the table above for per-breed ranges. The line is the age curve (the cow's lifetime production envelope while lactating); the lactation-phase curve within each 10-month nursing window is shown separately in the [Breeding Guide](#), and the breed table's "50 - 580" range combines both factors with the genetics multiplier.

3.1.3 Sell Prices by Breed

Bulls consistently sell for more than cows at all ages. Beef breeds (Angus, Limousin, Highland) command significantly higher prices than dairy breeds.

Typical Sell Prices (\$)

Breed		Newborn	24 mo	36 mo (peak)	60 mo
Swiss Brown	Cow	150	2,000	2,400	1,400
	Bull	220	2,400	2,800	1,800
Holstein	Cow	135	1,900	2,000	1,100
	Bull	200	2,250	2,600	1,500
Angus	Cow	200	2,800	3,800	2,000
	Bull	245	3,200	4,100	2,300
Limousin	Cow	225	2,950	4,000	2,200
	Bull	275	3,450	4,400	2,550
Hereford	Cow	210	2,200	2,800	1,600
	Bull	225	2,400	3,000	1,800
Highland	Cow	230	3,000	3,500	2,500
	Bull	280	3,500	4,000	3,000
Water Buffalo	Cow	150	1,500	1,500	1,000
	Bull	200	1,750	2,000	1,250

These are typical prices for an average, healthy animal. Actual prices vary widely - well-bred healthy animals sell for significantly more, while sick or poor-quality animals can sell for far less.

What Affects Sell Price

Factor	Effect
Quality genetics	Better genetics -> noticeably higher price
Weight	Well-fed animals near target weight are worth more
Health	Healthy animals sell for significantly more
Lactating	Small price bonus
Pregnant	Moderate price bonus
Castrated	Small price bonus
Diseases	Can substantially reduce price

3.1.4 Buy Prices by Breed

Breed	Cow (newborn)	Cow (adult)	Bull (newborn)	Bull (adult)
Swiss Brown	200	2,400	250	2,700
Holstein	200	2,200	235	2,500
Angus	275	3,200	300	3,200
Limousin	320	3,400	350	3,750
Hereford	225	2,400	250	2,500
Highland	300	3,000	350	3,500
Water Buffalo	200	1,500	250	1,800

Adult prices are at age 24-36 months. Dealer animals have randomised genetics.

3.1.5 Food & Water Consumption by Breed

Genetics significantly affect how much each animal eats - some are naturally much more efficient than others. Lactating cows eat noticeably more, and the Food Scale setting also adjusts consumption.

Food Consumption Range (L/day)

Breed		Newborn	18+ mo (adult)
Swiss Brown	Cow	25 - 175	85 - 600
	Bull	25 - 175	90 - 620
Holstein	Cow	23 - 158	83 - 578
	Bull	23 - 158	85 - 595
Angus	Cow	20 - 140	110 - 770
	Bull	20 - 140	115 - 790
Limousin	Cow	20 - 150	120 - 840
	Bull	20 - 150	125 - 860
Hereford	Cow	16 - 114	95 - 665
	Bull	18 - 123	105 - 735
Highland	Cow	20 - 140	140 - 960
	Bull	20 - 140	145 - 1,005
Water Buffalo	Cow	10 - 70	90 - 615
	Bull	10 - 80	95 - 655

Highland and Limousin are the most expensive breeds to feed. Ranges show the span from the most efficient to the hungriest animals. Most animals eat near the middle of these ranges.

Water Consumption (L/day, newborn -> adult)

Breed	Cow	Bull
Swiss Brown	55 -> 130	55 -> 130
Holstein	45 -> 120	45 -> 120
Angus	65 -> 180	65 -> 180
Limousin	70 -> 200	70 -> 200
Hereford	60 -> 150	65 -> 160
Highland	20 -> 140	20 -> 140
Water Buffalo	20 -> 140	20 -> 140

Lactating cows drink considerably more water than usual.

Straw Consumption (L/day, newborn -> adult)

Breed	Cow	Bull
Swiss Brown	10 -> 95	10 -> 95
Holstein	10 -> 95	10 -> 95
Angus	15 -> 130	15 -> 130
Limousin	15 -> 130	15 -> 130
Hereford	15 -> 130	15 -> 130
Highland	15 -> 130	15 -> 130
Water Buffalo	10 -> 95	10 -> 95

Straw is not affected by genetics or lactation. Beef breeds use more straw than dairy breeds.

3.1.6 Weights by Breed

Breed		Birth	Target	Maximum
Swiss Brown	Cow	40 kg	650 kg	1,200 kg
	Bull	40 kg	850 kg	1,400 kg
Holstein	Cow	42 kg	575 kg	1,200 kg
	Bull	45 kg	650 kg	1,400 kg
Angus	Cow	32 kg	700 kg	1,200 kg
	Bull	35 kg	900 kg	1,400 kg
Limousin	Cow	36 kg	630 kg	1,200 kg
	Bull	39 kg	675 kg	1,400 kg
Hereford	Cow	33 kg	675 kg	1,200 kg
	Bull	35 kg	750 kg	1,400 kg
Highland	Cow	35 kg	725 kg	1,200 kg
	Bull	35 kg	950 kg	1,600 kg
Water Buffalo	Cow	35 kg	425 kg	1,200 kg
	Bull	36 kg	500 kg	1,400 kg

Higher metabolism animals reach target weight faster but eat more. Castrated animals grow faster than intact males.

3.1.7 Reproduction

All cattle breeds share the same reproduction rules:

Parameter	Value
Cow breeding age	12+ months
Bull breeding age	12+ months
Bull retires at	132 months (11 years)
Cow fertility ends	132 months (11 years)
Gestation	10 months
Lactation duration	10 months after birth

See the [Breeding Reference](#) for a side-by-side table of breeding ages, gestation, and litter sizes across all species.

Offspring per Birth

Cattle almost always produce a single calf. Twins and triplets can happen, more often from cows with high fertility genetics than from age.

Outcome	Likelihood
1 calf	Most likely
Twins	Uncommon
Triplets	Rare

Litter size does not depend on age - a cow's chance of conceiving each cycle does. Fertility stays steady through the prime years and tapers to zero by 132 months. A cow must be at 75% health or above to conceive.

Breeding Restrictions

- Water Buffalo bulls can **only** breed Water Buffalo cows
- All other bull breeds can cross-breed with any other cow breed
- A bull will not breed with a cow that's already pregnant
- A bull will not breed with his own daughters

3.1.8 Lifespan & Death

Event	Age
Fertility ends	132 months (11 years)
Old age deaths begin	180 months (15 years)
Maximum lifespan	~240 months (20 years)

Death can be toggled off in settings. Accidents can happen at any age (affected by weather).

3.1.9 Diseases

Disease	Spread	Fatal?	Treatment	Impact on Cows
Mastitis	Slowly	No	Quick, affordable	Stops all milk production
Foot & Mouth	Moderately	Yes	Slow, moderate cost	Severe milk reduction, major price loss
CVM	Genetic only	Calves die	None	Carrier cows produce extra milk

Mastitis only affects lactating cows. See the [Disease Guide](#) for detailed prevention and treatment.

3.1.10 Tips

1. **Dairy farming:** Holstein cows produce the most milk by far. Keep them breeding regularly - non-lactating cows produce zero milk.
2. **Beef farming:** Limousin and Angus sell for the highest prices. Highland cattle retain good value even in old age, making them lower-maintenance for long-term herds.
3. **CVM gamble:** CVM carrier cows are exceptional milk producers, but breeding two carriers together risks losing calves. High risk, high reward.
4. **Water Buffalo** are a niche choice with very low milk output. They require their own breed-specific bull. Not recommended for dairy income.

5. **Bulls sell for more** than cows at every age. If you're selling calves, bulls are more profitable. Castrated animals also get a small price bonus.

3.2 Pigs Factsheet

Pigs are the most prolific breeders in Realistic Livestock RM, with litters of up to 16 piglets. They produce no special outputs (just manure), so their value comes entirely from selling offspring. The three breeds differ significantly in price - Berkshire commands a premium while Black Pied is the budget option.

Note: This documentation was generated with AI assistance and may contain inaccuracies. If you spot an error, please [open an issue](#).

3.2.1 Breeds at a Glance

Breed	Type	Target Weight (sow / boar)	Sell Value	Character
Berkshire	Premium	140 / 180 kg	Highest	Most valuable per head
Landrace	Standard	165 / 205 kg	Moderate	Balanced mid-range
Black Pied	Economy	180 / 250 kg	Lowest	Cheapest, heaviest boars

Boars are heavier than sows and sell for more. Berkshire pigs eat the most but command the highest prices.

3.2.2 Sell Prices by Breed

Pig prices peak at 24 months and stay at that level for older animals (unlike cattle which decline).

Typical Sell Prices (\$)

Breed		Newborn	6 mo	24 mo (peak)
Berkshire	Sow	45	450	1,600
	Boar	60	525	1,850
Landrace	Sow	40	400	1,400
	Boar	50	475	1,650
Black Pied	Sow	35	375	1,200
	Boar	45	450	1,500

These are typical prices for an average, healthy animal. Actual prices vary widely - well-bred healthy animals sell for significantly more, while sick or poor-quality animals can sell for far less.

What Affects Sell Price

Factor	Effect
Quality genetics	Better genetics -> noticeably higher price
Weight	Well-fed animals near target weight are worth more
Health	Healthy animals sell for significantly more
Pregnant	Moderate price bonus
Castrated	Moderate price bonus
Diseases	Can substantially reduce price

Buy Prices

Breed	Sow (newborn)	Sow (adult)	Boar (newborn)	Boar (adult)
Berkshire	65	1,200	75	1,500
Landrace	55	1,100	65	1,400
Black Pied	45	1,000	55	1,200

3.2.3 Output

Pigs produce only manure and liquid manure - no milk, wool, or eggs. Their value is entirely in selling the animals.

Breed	Manure (adult)	Liquid Manure (adult)
Berkshire	50 / 55	91 / 95
Landrace	45 / 48	85 / 88
Black Pied	40 / 44	79 / 83

Values shown as sow / boar.

3.2.4 Food & Water by Breed

Genetics significantly affect how much each animal eats - some are naturally much more efficient than others. The Food Scale setting also adjusts consumption.

Food Consumption Range (L/day)

Breed		Newborn	24 mo (adult)
Berkshire	Sow	5-32	30-210
	Boar	5-35	33-228
Landrace	Sow	4-26	25-175
	Boar	4-26	28-193
Black Pied	Sow	3-21	23-161
	Boar	4-26	24-168

Berkshire pigs eat the most. Black Pied are the most efficient to feed. Ranges show the span from the most efficient to the hungriest animals. Most animals eat near the middle of these ranges.

Water Consumption (L/day, newborn -> adult)

Breed	Sow	Boar
Berkshire	10 -> 80	13 -> 85
Landrace	8 -> 75	8 -> 80
Black Pied	6 -> 68	8 -> 72

Pregnant sows eat and drink more than usual.

3.2.5 Weights by Breed

Breed		Birth	Target	Maximum
Berkshire	Sow	1.6 kg	140 kg	1,050 kg
	Boar	1.7 kg	180 kg	1,200 kg
Landrace	Sow	1.36 kg	165 kg	1,050 kg
	Boar	1.4 kg	205 kg	1,200 kg
Black Pied	Sow	1.65 kg	180 kg	1,050 kg
	Boar	1.75 kg	250 kg	1,200 kg

Black Pied boars have the highest target weight at 250 kg. Higher metabolism animals reach target weight faster but eat more. Castrated pigs gain weight faster than intact males.

3.2.6 Reproduction

Parameter	Value
Sow breeding age	6+ months
Boar breeding age	8+ months
Boar max breeding age	48 months (4 years)
Sow fertility ends	96 months (8 years)
Gestation	4 months
Min health to breed	75%

See the [Breeding Reference](#) for a side-by-side table of breeding ages, gestation, and litter sizes across all species.

Key insight: Boars retire from breeding at just 4 years while sows can breed until 8 years. Plan your boar replacements early!

Litter Sizes

Pig litters are the largest of any animal - typically around 12 piglets, and up to 16 from a highly fertile sow.

Outcome	Likelihood
~12 piglets (typical)	Most likely
Smaller litter	Uncommon
Up to 16 piglets	Possible with high fertility

Litter size is driven by the sow's fertility genetics, not her age. What changes with age is her chance of conceiving each cycle, which stays high through the prime years and tapers to zero by 96 months. A sow must be at 75% health or above to conceive.

3.2.7 Lifespan & Death

Event	Age
Boar stops breeding	48 months (4 years)
Sow stops breeding	96 months (8 years)
Old age deaths begin	180 months (15 years)
Maximum lifespan	~240 months (20 years)

Death can be toggled off in settings. Accidents can happen at any age (affected by weather).

3.2.8 Diseases

Disease	Spread	Fatal?	Treatment	Impact
Foot & Mouth	Moderately	Yes	Slow, moderate cost	Major price loss
PED	Moderately	Yes, devastating to newborns	Quick, affordable	Severe diarrhoea (liquid manure drastically increased, solid manure severely reduced)

PED warning: Porcine Epidemic Diarrhoea is extremely fatal in newborn piglets. In a large herd, a PED outbreak can wipe out an entire generation of offspring. Older pigs rarely catch PED on their own, but any pig infected during an outbreak is in danger - treat quickly. See the [Disease Guide](#).

3.2.9 Tips

- Breeding is the business model.** With litters of around 12 piglets (up to 16) and a 4-month gestation plus recovery time, a healthy sow can produce a litter roughly every 7 months. Sell the excess for profit.
- Replace boars early.** Boars stop breeding at just 4 years - half the sow's fertile period. Buy young boars regularly or use artificial insemination.
- Berkshire for profit, Black Pied for volume.** Berkshire piglets sell for noticeably more but eat more. Black Pied are cheaper to maintain for large-scale operations.
- Watch for PED.** A single PED outbreak in a pen full of newborn piglets can kill most of them. Isolating young piglets or disabling diseases in settings can protect your investment.
- Pen capacity matters.** If a pen is full when piglets are born, the excess are automatically sold. Make sure you have room for those 11-16 piglet litters.

3.3 Sheep & Goats Factsheet

Sheep and goats share a husbandry but have different production types. Sheep produce wool (warm weather only), while goats produce goat milk (requires lactation). Four sheep breeds offer different wool/price trade-offs, and goats are a distinct breed-locked type.

Note: This documentation was generated with AI assistance and may contain inaccuracies. If you spot an error, please [open an issue](#).

3.3.1 Breeds at a Glance

Sheep

Breed	Target Weight (ewe / ram)	Wool Range (peak)	Sell Value
Black Welsh	42 / 57.5 kg	24 - 166	Lowest
Landrace	45 / 60 kg	21 - 149	Below average
Steinschaf	50 / 67.5 kg	18 - 123	Above average
Swiss Mountain	80 / 105 kg	14 - 96	Highest

Black Welsh produce the most wool by far, but Swiss Mountain sell for double the price. Wool range shows the full span from poor to excellent genetics.

Goat

Breed	Target Weight (doe / ram)	Goat Milk Range (peak, lactating)	Sell Value
Goat	30 / 35 kg	5 - 57 L/day	High

Rams are heavier than ewes/does.

Breed-locking: Ram Goats can only breed with Goats. Other rams can breed with any sheep breed but not with Goats.

3.3.2 Wool Production (Sheep Only)

Both ewes and rams produce wool - identical output per breed. **Wool is only produced when temperature is 12°C or above** (warm weather shearing season). In winter, wool output drops to zero.

Wool Output Range (units/day, warm weather)

Breed	6 mo	18 mo (peak)
Black Welsh	5 - 35	24 - 166
Landrace	4 - 26	21 - 149
Steinschaf	3 - 21	18 - 123
Swiss Mountain	2 - 14	14 - 96

Genetics cause large variation between individual animals. Most sheep produce somewhere in the middle of these ranges. (Sheep never lactate, so they cannot catch mastitis - it only affects lactating goats.)

3.3.3 Goat Milk Production

Goats produce milk **only while lactating** (10 months after giving birth). Goat milk is a separate product from cow milk (GOATMILK fill type - requires compatible storage).

Goat Milk Output Range (L/day, lactating)

Age	Range
Early lactation	ramping up toward peak
18+ mo (peak)	5 - 57

Goats only lactate after their first kidding (from about 13 months), so there is no milk before then. Output ramps up over the first months of each lactation to the peak shown. Genetics and lactation phase cause large variation between individual animals; non-lactating goats produce zero milk.

3.3.4 Sell Prices by Breed

Sheep and goat prices peak at 36 months and stay at that level for older animals.

Typical Sell Prices (\$)

Breed		Newborn	36 mo (peak)
Black Welsh	Ewe	35	520
	Ram	45	600
Landrace	Ewe	40	550
	Ram	50	675
Steinschaf	Ewe	80	900
	Ram	100	1,050
Swiss Mountain	Ewe	100	1,050
	Ram	120	1,200
Goat	Doe	100	1,000
	Ram Goat	150	1,500

These are typical prices for an average, healthy animal. Actual prices vary widely - well-bred healthy animals sell for significantly more, while sick or poor-quality animals can sell for far less.

What Affects Sell Price

Factor	Effect
Quality genetics	Better genetics -> noticeably higher price
Weight	Well-fed animals near target weight are worth more
Health	Healthy animals sell for significantly more
Lactating (goats only)	Moderate price bonus
Pregnant	Moderate price bonus
Castrated	Moderate price bonus
Diseases	Can substantially reduce price

Buy Prices

Breed	Female (newborn / adult)	Male (newborn / adult)
Black Welsh	45 / 575	55 / 650
Landrace	50 / 600	60 / 800
Steinschaf	90 / 950	125 / 1,200
Swiss Mountain	115 / 1,100	145 / 1,350
Goat	200 / 1,500	225 / 1,750

3.3.5 Food & Water by Breed

Genetics significantly affect how much each animal eats - some are naturally much more efficient than others. Lactating goats eat noticeably more, and the Food Scale setting also adjusts consumption.

Food Consumption Range (L/day)

Breed		Newborn	18+ mo (adult)
Black Welsh	Ewe	1 - 5	22 - 154
	Ram	1 - 5	23 - 163
Landrace	Ewe	1 - 7	25 - 175
	Ram	1 - 7	28 - 193
Steinschaf	Ewe	2 - 12	28 - 193
	Ram	2 - 12	30 - 210
Swiss Mountain	Ewe	3 - 18	30 - 210
	Ram	3 - 18	33 - 228
Goat	Doe	1 - 9	13 - 88
	Ram Goat	1 - 9	14 - 95

Black Welsh are the cheapest to feed. Swiss Mountain eat the most. Goats are very efficient. Ranges show the span from the most efficient to the hungriest animals.

Water Consumption (L/day, newborn -> adult)

Breed	Female	Male
Black Welsh	3 -> 54	3 -> 58
Landrace	3 -> 60	3 -> 70
Steinschaf	4 -> 70	4 -> 76
Swiss Mountain	5 -> 85	5 -> 89
Goat	2 -> 20	2 -> 23

Goats drink very little water compared to sheep. Lactating goats drink considerably more water than usual.

3.3.6 Weights by Breed

Breed		Birth	Target	Maximum
Black Welsh	Ewe	4.2 kg	42 kg	135 kg
	Ram	4.6 kg	57.5 kg	150 kg
Landrace	Ewe	4.4 kg	45 kg	135 kg
	Ram	4.7 kg	60 kg	150 kg
Steinschaf	Ewe	4.8 kg	50 kg	135 kg
	Ram	5.3 kg	67.5 kg	150 kg
Swiss Mountain	Ewe	5.8 kg	80 kg	135 kg
	Ram	6.5 kg	105 kg	150 kg
Goat	Doe	3.75 kg	30 kg	90 kg
	Ram Goat	4.0 kg	35 kg	115 kg

Swiss Mountain sheep are nearly double the weight of Black Welsh. Goats are the lightest. Higher metabolism animals reach target weight faster but eat more.

3.3.7 Reproduction

Parameter	Sheep	Goat
Female breeding age	8+ months	8+ months
Ram breeding age	5+ months	5+ months
Ram max breeding age	72 months (6 years)	72 months (6 years)
Female fertility ends	120 months (10 years)	120 months (10 years)
Gestation	5 months	5 months
Min health to breed	75%	75%

See the [Breeding Reference](#) for a side-by-side table of breeding ages, gestation, and litter sizes across all species.

Note: Rams stop breeding at 72 months - earlier than the ewe's fertile period (120 months). Replace your rams regularly!

Offspring per Birth

Sheep and goats usually produce twins - at every age, including first-time mothers. Singles and triplets both occur, with triplets more likely from ewes and does with high fertility genetics.

Outcome	Likelihood
Twins	Most likely
Single	Common
Triplets	Uncommon

Litter size does not depend on age. Goats breed from the same age as sheep (8 months) and follow the same twin-heavy pattern. What changes with age is the chance of conceiving at all, which tapers to zero by 120 months.

3.3.8 Lifespan & Death

Event	Age
Ram stops breeding	72 months (6 years)
Female stops breeding	120 months (10 years)
Old age deaths begin	120 months (10 years)
Maximum lifespan	~144 months (12 years)

Sheep have the shortest lifespan among large livestock. Old age deaths can begin as soon as breeding ends. Death can be toggled off in settings.

3.3.9 Diseases

Disease	Spread	Fatal?	Treatment	Impact
Mastitis	Slowly	No	Quick, affordable	Stops goat milk (only lactating goats can catch it)
Foot & Mouth	Moderately	Yes	Slow, moderate cost	Major price loss; slightly reduces wool/milk while sick

Sheep never lactate, so mastitis only affects lactating goats, stopping their milk. See the [Disease Guide](#) for detailed prevention and treatment.

3.3.10 Tips

- Wool vs price trade-off:** Black Welsh produce far more wool than Swiss Mountain, but Swiss Mountain sell for double. Choose based on whether you want wool income or sell income.
- Twins are the norm.** Sheep and goats produce twins more often than singles, at any age. Budget pen space for 2 lambs per ewe per cycle.
- Goats are niche.** Goat milk (GOATMILK) requires specific storage and processing. Make sure you have compatible facilities before investing.
- Seasonal wool.** Wool only produces in warm weather (12°C+). In cold climates with long winters, wool income will be seasonal. Plan accordingly.
- Short lifespan.** Sheep can start dying of old age at 10 years - right when they stop breeding. Sell ageing sheep before they die of old age to recover value.

3.4 Horses Factsheet

Horses are the longest-lived and most valuable animals in Realistic Livestock RM. They produce no milk, wool, or eggs - their value comes from sell price, which is uniquely influenced by riding, fitness, and cleanliness. All 8 colour variants have identical stats, so colour is purely cosmetic.

Note: This documentation was generated with AI assistance and may contain inaccuracies. If you spot an error, please [open an issue](#).

3.4.1 Breeds at a Glance

All horse breeds share identical stats. The only difference is appearance:

Colour Variants		
Bay, Black, Chestnut, Dun, Gray, Palomino, Pinto, Seal Brown		

Stat	Mare	Stallion
Target Weight	500 kg	575 kg
Max Weight	900 kg	1,000 kg
Birth Weight	45 kg	48 kg
Buy Price (adult)	\$5,000	\$6,000
Sell Price (peak)	\$2,000 - \$10,000+	\$2,500 - \$12,000+

Stallions are heavier and sell for more than mares. Sell price varies enormously based on health, riding, fitness, and cleanliness - a well-maintained horse is worth several times more than a neglected one.

3.4.2 Sell Prices

Unlike other animals, horse prices **increase with age** and peak at 60+ months (not 36 months like cattle).

Typical Sell Prices (\$)

Age	Mare	Stallion
Newborn	400	500
36 mo	5,000	5,400
60 mo	5,500	6,000

What Makes Horse Prices Special

Horse sell prices use a unique system heavily influenced by the animal's condition:

Factor	Importance	What It Means
Health	Most important	Keep horses healthy - this is the biggest factor
Riding	Very important	Ride your horses regularly for higher value
Fitness	Important	Exercise improves value
Dirt	Penalty	Dirty horses lose value
Quality genetics	Multiplier	Better genetics -> higher base value
Weight	Multiplier	Over/underweight affects price

A well-maintained horse (healthy, ridden, fit, clean) with good genetics can sell for significantly more than typical price. A neglected horse can be worth very little.

Buy Prices

Age	Mare	Stallion
Newborn	500	650
Adult (36 mo)	5,000	6,000

3.4.3 Output

Horses produce **manure only** - no milk, wool, or eggs.

Age	Manure (both genders)
Newborn	20
18+ mo	200

3.4.4 Food & Water

All breeds and both genders consume the same amount.

Food Consumption Range (L/day)

Age	Range
Newborn	13-88
18+ mo (adult)	100-700

Genetics cause large variation between individual animals. Most horses eat near the middle of these ranges. Pregnant mares eat and drink somewhat more. The Food Scale setting also adjusts consumption.

Water & Straw (L/day)

Age	Water	Straw
Newborn	10	5
18+ mo (adult)	50	80

3.4.5 Reproduction

Parameter	Value
Mare breeding age	22+ months
Stallion breeding age	24+ months
Stallion max breeding age	300 months (25 years)
Mare fertility ends	264 months (22 years)
Gestation	11 months (longest of all species)
Min health to breed	75%

See the [Breeding Reference](#) for a side-by-side table of breeding ages, gestation, and litter sizes across all species.

Offspring per Birth

Horses almost always produce a single foal. Twins are an occasional surprise and triplets are rare:

Outcome	Likelihood
1 foal	Most likely
Twins	Occasional
Triplets	Rare

Litter size does not depend on age - twins come from mares with high fertility genetics, not old age.

Fertility by Age

A mare stays fertile across her whole breeding life. With average genetics her chance of conceiving each cycle stays high from 22 months, then tapers off in her final years and reaches zero at 264 months (22 years). Only mares with poor fertility genetics start declining noticeably earlier.

With 11 months of gestation plus recovery between pregnancies, a mare can produce roughly one foal every 14 months during her prime.

3.4.6 Lifespan & Death

Event	Age
Mare stops breeding	264 months (22 years)
Stallion stops breeding	300 months (25 years)
Old age deaths begin	300 months (25 years)
Maximum lifespan	~360 months (30 years)

Horses live the longest of all animals. A well-cared-for horse can provide 20+ years of service. Death can be toggled off in settings.

3.4.7 Diseases

Horses have no diseases in Realistic Livestock RM. They are the only species completely immune to all disease mechanics.

3.4.8 Tips

1. **Ride and exercise your horses.** The condition you control day to day - health, riding, fitness, and cleanliness - usually matters more to sell price than genetics, though genetics still multiply the final value. A well-maintained horse is worth far more than a neglected one.
2. **Keep them clean.** Dirty horses lose noticeable value. Clean horses regularly.
3. **Long-term investment.** With 11-month gestation and single foals, horse breeding is slow but foals are very valuable. One healthy, well-ridden horse at 60 months can sell for well above \$5,000.
4. **Colour is cosmetic.** Don't pay extra for a specific colour - all 8 variants have identical stats. Pick whichever you like.
5. **Stallions hold value longer.** Stallions can breed until 25 years (mares stop at 22) and sell for more than mares at every age. They're worth keeping longer.

3.5 Chickens Factsheet

Chickens are the cheapest and shortest-lived animals in Realistic Livestock RM. Hens produce eggs without needing a rooster, but hatching chicks requires one. There's only one breed - the key difference is between hens (egg layers) and roosters (breeding enablers, no eggs).

Note: This documentation was generated with AI assistance and may contain inaccuracies. If you spot an error, please [open an issue](#).

3.5.1 At a Glance

Stat	Hen	Rooster
Target Weight	3.25 kg	4.25 kg
Max Weight	4.5 kg	5.5 kg
Birth Weight	0.04 kg	0.045 kg
Egg Range (peak)	1 - 9 eggs/day	-
Buy Price (adult)	\$30	\$30
Sell Price (adult)	\$1 - \$45	\$1 - \$45

Roosters are heavier but eat noticeably less food than hens at adult age. Sell prices vary with genetics and health but chickens are always low-value - their worth is in egg production.

3.5.2 Egg Production (Hens Only)

Hens lay eggs regardless of whether a rooster is present - a rooster is only needed for hatching chicks. Egg production follows an age-based curve.

Egg Output Range (eggs/day)

Age	Range
0-5 mo	0
6 mo	0 - 2
12-48 mo (peak)	1 - 9
60 mo	1 - 5
72+ mo	0

Egg production peaks at 12 months and holds steady until 48 months, then declines to zero by 72 months (6 years). Genetics cause large variation between individual hens. Avian Influenza stops ALL egg production.

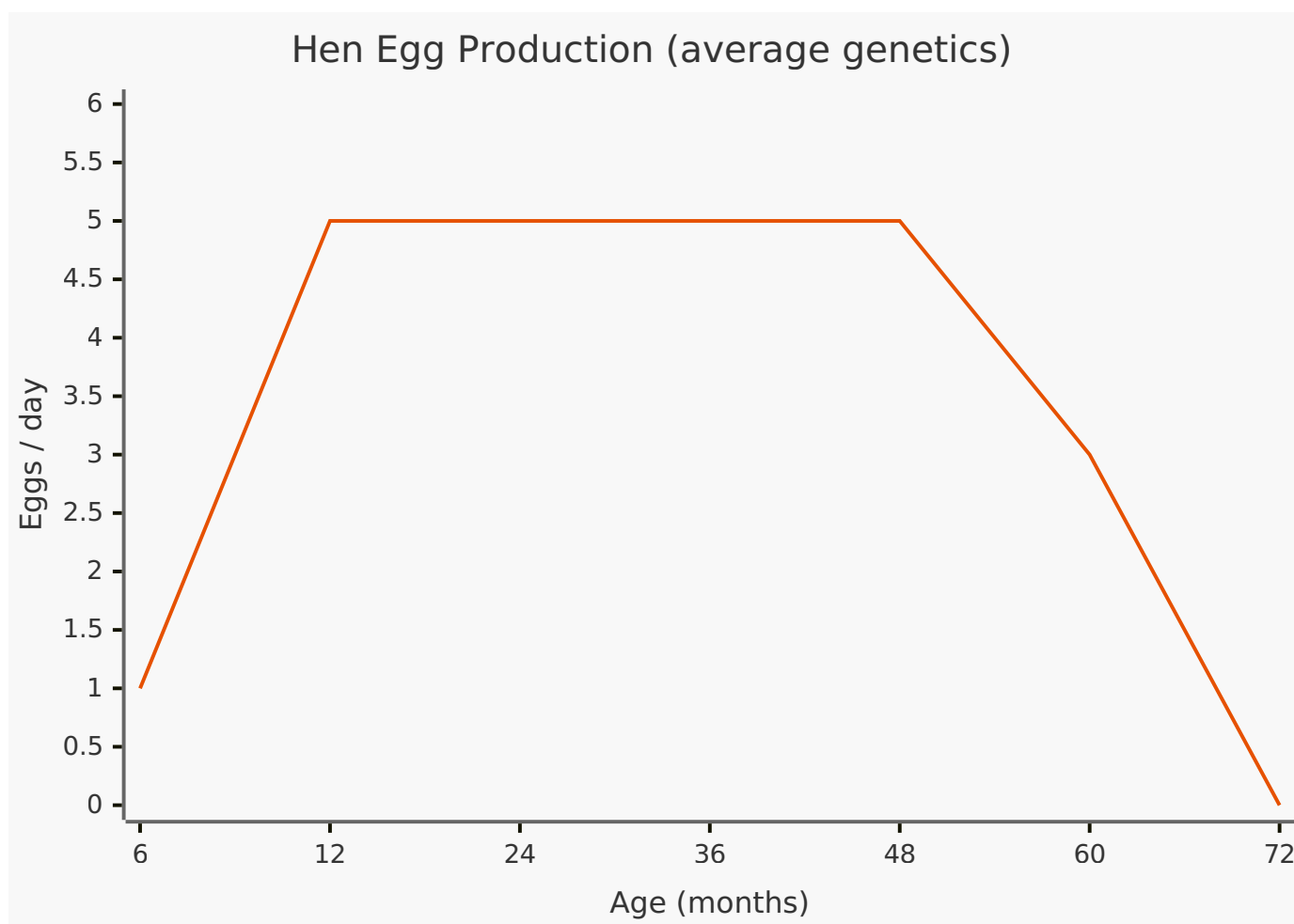


Chart shows average genetics - individual hens will vary above and below this line.

3.5.3 Sell & Buy Prices

Chicken prices are low and identical for hens and roosters:

Age	Buy Price	Sell Price
Newborn	\$3	\$2
Adult (36 mo)	\$30	\$25

Actual sell prices vary - well-bred healthy chickens sell for more, while sick birds sell for less. Even at peak value chickens are worth very little. Their value is in egg production.

What Affects Sell Price

Factor	Effect
Quality genetics	Better genetics -> noticeably higher price
Weight	Well-fed birds near target weight are worth more
Health	Healthy birds sell for more
Avian Influenza	Drastically reduces price

3.5.4 Food & Straw

Food Consumption Range (L/day)

Age	Hen	Rooster
Newborn	0 - 2	0 - 2
6 mo	1 - 5	1 - 5
12+ mo (adult)	2 - 12	1 - 9

Roosters eat noticeably less than hens at adult age. Ranges show the span from the most efficient to the hungriest birds.

Straw Consumption (L/day)

Age	Straw (both)
Newborn	1
6 mo	3
12+ mo	7

Chickens have no water input. Straw is not affected by genetics.

3.5.5 Reproduction

Parameter	Value
Hen breeding age	6+ months
Rooster breeding age	6+ months
Rooster max breeding age	72 months (6 years)
Hen fertility	Declines with age; ends by ~60 months (5 years)
Gestation (hatching)	2 months
Min health to breed	75%

See the [Breeding Reference](#) for a side-by-side table of breeding ages, gestation, and litter sizes across all species.

Eggs vs chicks: Hens lay eggs as an output product automatically (no rooster needed). But to **hatch chicks** (reproduction), a rooster must be in the same pen.

Chicks per Hatch

A successful hatch is typically around 5 chicks, and can reach up to 12 from a highly fertile hen:

Outcome	Likelihood
~5 chicks (typical)	Most likely
Fewer chicks	Common
Up to 12 chicks	Possible with high fertility

Hatch size does not depend on age. A hen's chance of hatching a clutch is high from 6 months and tapers with age, ending abruptly at 60 months (5 years) - after that she still lays eggs but hatches no chicks. A hen must be at 75% health or above to hatch a clutch.

3.5.6 Lifespan & Death

Event	Age
Egg production ends	~72 months (6 years)
Old age deaths begin	60 months (5 years)
Maximum lifespan	~96 months (8 years)

Chickens have the shortest lifespan. Old age deaths can begin while hens are still laying eggs. Hens stop hatching chicks entirely at 60 months - the same age old-age deaths begin. Death can be toggled off in settings.

3.5.7 Diseases

Disease	Spread	Fatal?	Treatment	Impact
Avian Influenza	Rapidly	Yes, high fatality	None	Stops ALL egg production, severe price loss

Avian Flu is untreatable. It spreads fast, kills many infected birds, and completely stops egg production. Infected chickens that survive gain immunity for about two years, but an outbreak can devastate a flock. See the [Disease Guide](#).

3.5.8 Tips

1. **Hens don't need roosters for eggs.** You only need a rooster if you want to hatch chicks. A pen full of hens produces maximum eggs with zero breeding overhead.
2. **Peak production is 12-48 months.** Buy young hens and plan to replace them before they hit 48 months (4 years) when production starts declining.
3. **Avian Flu is devastating.** No treatment exists. Sell infected birds quickly to limit spread and recover some value. Keeping smaller flocks in separate pens also limits outbreak damage.
4. **Cheap but productive.** At \$3 per chick and up to 9 eggs/day at peak, chickens have the best return-on-investment for small farms. The initial cost is negligible.
5. **Short lifespan warning.** Chickens can start dying of old age at just 5 years - while they're still laying. Sell older hens before they die to recover whatever small value they have.

4. Guides

4.1 Genetics Guide

Every animal in Realistic Livestock RM is born with a unique set of genetic traits that affect its production, value, health, and appetite. Understanding genetics is key to building a profitable herd through selective breeding.

Note: This documentation was generated with AI assistance and may contain inaccuracies. If you spot an error, please [open an issue](#).

4.1.1 The Five Traits

Trait	In-Game Label	Affects	Applies To
Health	Health	Disease resistance, longevity	All animals
Fertility	Fertility	Breeding success rate	All animals
Productivity	Milk / Wool / Eggs	Production output amount	Cows, Sheep, Goats, Chickens
Quality	Meat	Sell price and meat value	All animals
Metabolism	Metabolism	Food consumption and weight gain	All animals

Productivity is species-specific: it shows as "Milk" for cows, "Wool" for sheep, and "Eggs" for chickens. Pigs and horses don't have this trait - they have no special production output.

Metabolism is double-edged: high metabolism means faster weight gain but also higher food costs. Low metabolism means cheaper to feed but slower growth.

4.1.2 Rating Scale

Each trait is displayed in-game with a rating and colour:

Rating	Colour	Rarity
Extremely High	Green	Rare (~5%)
Very High	Light Green	Uncommon
High	Yellow-Green	Fairly common
Average	Yellow	Most common (~50%)
Low	Orange	Fairly common
Very Low	Dark Orange	Uncommon
Extremely Low	Red	Rare (~5%)

The overall genetics rating uses Good/Bad labels instead of High/Low, calculated from the average of all traits.

Special Case: Fertility

Fertility has one additional rating:

Rating	Meaning
Infertile	Animal can never breed (extremely rare - about 1 in 1,000)

Infertile animals can still produce milk/wool/eggs - they just can't reproduce.

4.1.3 What Each Trait Does

Health

- Affects how quickly health recovers or deteriorates
- Higher health genetics = more resistant to disease effects
- Animals below 80% health face monthly death risk - good health genetics help stay above this threshold
- **Impact:** Survival and longevity

Fertility

- Directly affects the chance of successful breeding
- Higher fertility = more likely to produce offspring each breeding cycle
- Extremely rare chance of being born completely infertile (about 1 in 1,000)
- **Impact:** Breeding success rate

Productivity - Cows, Sheep, Goats, Chickens

- Directly scales production output (milk, wool, eggs, goat milk)
- An animal with Extremely High productivity produces many times more than one with Extremely Low
- The large production ranges shown in each factsheet are primarily driven by this trait
- **Impact:** The single biggest factor in milk, wool, and egg output

Pigs and horses don't have productivity - they have no special production output.

Quality / Meat

- Directly affects sell price
- Higher quality = better meat value = higher sell price
- **Impact:** All animals sell for more or less based on this trait

Metabolism

- Affects both food consumption and weight gain
 - **Double-edged trait:**
 - High metabolism: Eats significantly more, grows faster, reaches target weight sooner
 - Low metabolism: Eats much less, grows slower, cheaper to maintain long-term
 - The large food consumption ranges shown in each factsheet are primarily driven by this trait
 - **Impact:** Determines how expensive an animal is to feed
-

4.1.4 Distribution

Most animals are average. The distribution follows a bell curve:

Category	Approximate Chance
Bottom tier (Extremely Low)	~5%
Below average (Low to Very Low)	~20%
Average	~50%
Above average (High to Very High)	~20%
Top tier (Extremely High)	~5%

Each trait is rolled independently. An animal can have excellent health but terrible productivity.

Dealer Animals

Animals purchased from the dealer have randomised genetics. Most will be average, but you might occasionally find an exceptional animal - or a terrible one. Check genetics before buying when possible.

4.1.5 Breeding & Inheritance

Offspring inherit traits from both parents. The mod calculates the average of both parents' trait values, then adds random variation. This means:

- Breeding two high-productivity cows **tends** to produce higher-productivity calves
- But individual offspring can end up better or worse than either parent
- Breeding two animals with poor genetics risks passing those traits on
- Over multiple generations, focused selection can significantly improve your herd's average genetics

Important: High-genetics parents don't guarantee high-genetics offspring. Without active herd management, genetics will drift towards average over generations - a real phenomenon called *regression to the mean*. See the [FAQ](#) for a full explanation.

Breeding Strategy

1. **Identify your goals:** Milk production? Sell value? Low feed cost?
2. **Check genetics** on all animals before breeding
3. **Keep the best:** Animals with High or Very High in your target trait
4. **Sell or castrate the rest:** Remove animals with Low or worse genetics from your breeding stock - don't let them reproduce
5. **Be patient:** Genetic improvement takes multiple generations and active culling each generation

4.1.6 The CVM Dilemma

CVM (Complex Vertebral Malformation) is a genetic disease unique to cattle. It follows recessive inheritance:

Parent Combination	Offspring
Non-carrier × Non-carrier	All non-carrier
Carrier × Non-carrier	50% carrier, 50% non-carrier
Carrier × Carrier	~25% affected (almost always fatal), 50% carrier, 25% non-carrier

The Trade-Off

CVM carrier cows produce substantially more milk than normal. This makes them extremely valuable for dairy operations - but breeding two carriers together risks producing affected calves that will almost certainly die.

Strategy	Benefit	Risk
Keep carriers, breed with non-carriers	Much more milk, no affected calves	50% of offspring are still carriers
Breed carriers together	Maximum milk potential	~25% of calves die
Remove all carriers	No CVM risk	Lose the milk bonus

Identifying carriers: CVM shows in the animal's disease panel. Carriers show as having CVM but remain healthy and productive. Affected animals are the ones that die.

Dealer animals: There's a small chance (about 1 in 200) of any cow purchased from the dealer being a CVM carrier. Check new purchases!

4.1.7 Overall Genetics Rating

The game displays an "Overall" genetics rating that combines all traits:

Overall Rating	Meaning
Extremely Good	Top-tier animal across all traits
Very Good	Above average in most traits
Good	Slightly above average overall
Average	Normal animal
Bad	Below average in several traits
Very Bad	Poor in most traits
Extremely Bad	Bottom-tier across all traits

The overall rating is calculated from the average of all applicable traits. Use it as a quick quality indicator, but check individual traits for specific breeding decisions.

4.2 Breeding Guide

Realistic Livestock RM replaces the base game's automatic reproduction with a realistic system requiring males and females, age requirements, health thresholds, and species-specific gestation periods. This guide covers everything you need to know about breeding.

Note: This documentation was generated with AI assistance and may contain inaccuracies. If you spot an error, please [open an issue](#).

4.2.1 Requirements for Breeding

For reproduction to occur, ALL of the following must be true:

- 1. **Male and female** of the same species in the same pen (or artificial insemination)
- 2. Female has reached **minimum breeding age**
- 3. Male has not exceeded **maximum breeding age**
- 4. Female is **not already pregnant**
- 5. Female health is **75% or above**
- 6. Female is not the **daughter of that specific male** (inbreeding prevention)

4.2.2 Breeding Ages & Gestation

Species	Female Breeds From	Male Breeds From	Male Breeds Until	Gestation	Female Fertility Ends
Cattle	12 months	12 months	132 months (11 yr)	10 months	132 months (11 yr)
Pigs	6 months	8 months	48 months (4 yr)	4 months	96 months (8 yr)
Sheep	8 months	5 months	72 months (6 yr)	5 months	120 months (10 yr)
Goats	8 months	5 months	72 months (6 yr)	5 months	120 months (10 yr)
Horses	22 months	24 months	300 months (25 yr)	11 months	264 months (22 yr)
Chickens	6 months	6 months	72 months (6 yr)	2 months	60 months (5 yr)

See the [Breeding Reference](#) for a per-breed view that splits female and male rows and includes peak litter sizes.

Critical insight: Males retire from breeding much earlier than females in some species! Boars stop at 4 years while sows breed until 8. Rams stop at 6 years while ewes breed until 10. Plan male replacements early.

Genetics matter: A male's maximum breeding age is scaled by his fertility genetics. A bull with high fertility may breed well beyond 11 years, while one with poor fertility may retire much sooner. The ages above assume average genetics. The one exception is roosters, whose 72-month cap is fixed and not affected by genetics.

4.2.3 Breed Restrictions

Most males can breed with any female of their species, with two important exceptions:

Male	Can Breed With
Water Buffalo Bull	Water Buffalo cows only
Ram Goat	Goats only
Any other Bull	Any cow breed (except Water Buffalo)
Any other Ram	Any sheep breed (except Goats)
All Boars	Any pig breed
All Stallions	Any horse colour
All Roosters	Any hen

Cross-breeding between different breeds of the same species is allowed (e.g., Angus bull × Holstein cow), except for breed-locked types. See [Offspring Breed](#) below for what breed the offspring will be.

4.2.4 Offspring Breed

When two different breeds produce offspring, each baby independently has a **50/50 chance** of inheriting either parent's breed. There is no visual blending – the offspring will look exactly like one parent's breed or the other.

Breeding Pair	Possible Offspring
Angus bull × Holstein cow	Each calf: 50% Angus, 50% Holstein
Highland bull × Hereford cow	Each calf: 50% Highland, 50% Hereford
Landrace boar × Berkshire sow	Each piglet: 50% Landrace, 50% Berkshire
Landrace ram × Steinschaf ewe	Each lamb: 50% Landrace, 50% Steinschaf

Same-breed parents always produce same-breed offspring.

Litters and Twins

Each offspring rolls its breed independently. A Berkshire sow bred by a Landrace boar could produce a mixed litter – some piglets are Landrace, others are Berkshire. The same applies to sheep twins or cattle twins: each baby gets its own 50/50 roll.

Example: A Berkshire sow produces a litter of 12 piglets sired by a Landrace boar. On average, about 6 will be Berkshire and 6 will be Landrace – but any specific litter might skew 8/4 or even 10/2 by chance, just like flipping a coin 12 times won't always give exactly 6 heads.

Artificial Insemination

When using artificial insemination, offspring **always inherit the mother's breed**. The AI semen system doesn't carry breed information from a specific sire, so all offspring will be the same breed as their mother.

If breed consistency matters to you, AI is a reliable way to ensure it.

Breed vs Genetics

Don't confuse breed inheritance with genetic trait inheritance – they work differently:

Aspect	How It Works
Breed (appearance)	50/50 coin flip – one parent's breed or the other, no blending
Genetics (traits)	Always blended from both parents, regardless of breed outcome

A Holstein calf from an Angus bull × Holstein cow cross inherits its Holstein appearance, but its productivity, health, fertility, and other genetic traits are still a blend of both the Angus father and the Holstein mother. The same applies in reverse for an Angus calf from the same pairing.

In other words: cross-breeding doesn't affect genetic inheritance. Your offspring's traits are always influenced by both parents – only the visual breed is one-or-the-other.

Practical Tips

1. **Want breed-pure offspring?** Use same-breed parents, or use artificial insemination.
2. **Cross-breeding for genetics?** If the best bull in your pen is a different breed, the offspring will still inherit his genetic traits – they'll just look like one breed or the other.
3. **Selling cross-bred litters?** Breed affects sell price (e.g., Berkshire pigs sell for more than Black Pied). In a mixed litter, each piglet's value depends on which breed it inherited.

4.2.5 Offspring per Birth

Two things decide how many young you get: whether the mother conceives at all, and how large the litter is once she does.

- **Chance of conceiving** rises once the mother reaches breeding age, stays high through her prime years, and tapers to zero at her fertility end age (see the table above). This is the part that depends on age.
- **Litter size** does *not* depend on age. Each birth is usually the species' typical size; a smaller or larger litter is driven by the mother's **fertility genetics**, not how old she is.

Cattle

Cattle almost always produce a single calf. Twins and triplets can happen, more often from cows with high fertility genetics.

Outcome	Likelihood
1 calf	Most likely
Twins	Uncommon
Triplets	Rare

A cow's chance of conceiving stays steady through her prime years and tapers to zero by 132 months.

Pigs

Pigs produce the largest litters – typically around 12 piglets, and up to 16 from a highly fertile sow.

Outcome	Likelihood
~12 piglets (typical)	Most likely
Smaller litter	Uncommon
Up to 16 piglets	Possible with high fertility

A sow stays highly fertile through her prime years, with her conception chance tapering to zero by 96 months (8 years).

Sheep & Goats

Sheep and goats usually produce twins. Singles and triplets both occur, with triplets more likely from high-fertility ewes and does.

Outcome	Likelihood
Twins	Most likely
Single	Common
Triplets	Uncommon

Twins are the most common outcome at every age, including first-time mothers. Goats breed from the same age as sheep (8 months). Conception chance tapers to zero by 120 months (10 years).

Horses

Horses almost always produce a single foal. Twins are an occasional surprise and triplets are rare.

Outcome	Likelihood
1 foal	Most likely
Twins	Occasional
Triplets	Rare

A mare stays fertile across her breeding years, with her conception chance tapering to zero by 264 months (22 years).

Chickens

A successful hatch is typically around 5 chicks, and can reach up to 12 from a highly fertile hen.

Outcome	Likelihood
~5 chicks (typical)	Most likely
Fewer chicks	Common
Up to 12 chicks	Possible with high fertility

A hen's chance of hatching a clutch is high from 6 months and tapers with age, ending abruptly at 60 months (5 years) -- after that she still lays eggs but hatches no chicks.

4.2.6 Lactation

Cows and goats enter a lactation period after giving birth. This has major effects on both production and consumption.

Parameter	Value
Duration	10 months after birth
Milk production	Only during lactation (zero otherwise)
Food consumption	Noticeably higher during lactation
Water consumption	Considerably higher during lactation
Sell price	Small bonus while lactating

Lactation Phase Curve

Milk output varies within the lactation period:

Months Since Birth	Milk Output
0-1	Ramping up (below full potential)
2-3	Peak production
4-9	Gradually declining
10+	Lactation ends (zero milk)

Peak milk production occurs around month 2-3 after birth. See the cattle and sheep factsheets for specific breed output ranges.

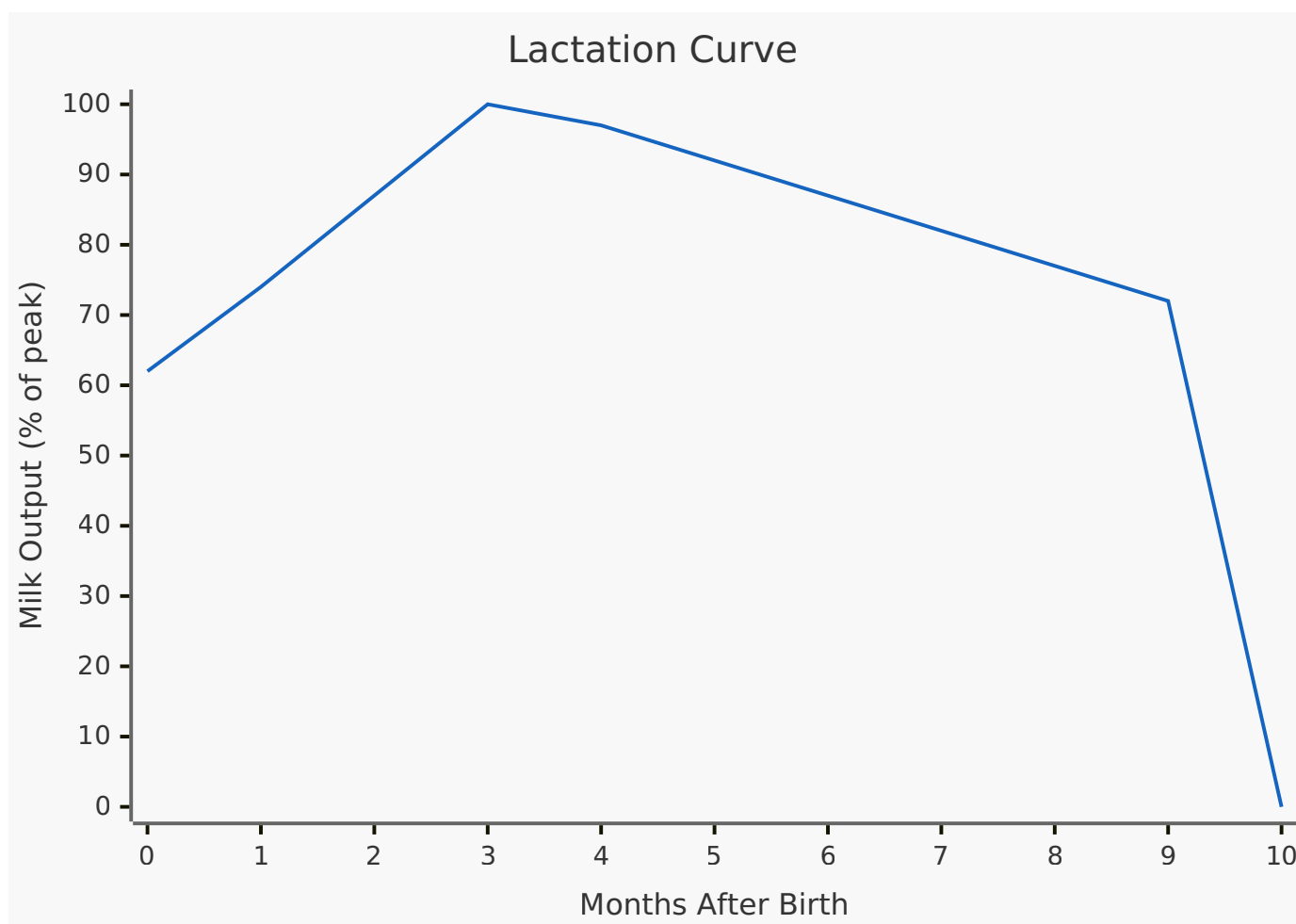


Chart shows the lactation factor as a percentage of peak output (month 3). Production starts at ~62% of peak at birth and declines gradually, dropping to zero at month 10. Actual litres depend on breed and genetics - see the cattle factsheet for specific ranges.

4.2.7 Pregnancy Complications

Breeding requires the mother to be at 75% health or above to conceive (see [Requirements](#)). Once she is pregnant, birth is usually safe, but complications can still occur:

- **Stillbirths.** An individual newborn may not survive birth. This is more likely when the newborn has poor health genetics. It reduces how many of the litter survive – it does not shrink the litter the mother conceived.
- **Mother death.** If a newborn is stillborn, the mother herself can die during the birth. This is rare, and only a real risk for mothers with poor health genetics; strong health genetics make it very unlikely.

Litter size is set by the mother's fertility genetics, not by her health -- health decides how safely the birth goes, not how many young she carries. If the mother dies during birth, her surviving offspring remain.

Freemartin Effect (Cattle Only)

When a cow gives birth to twins where one is male and one is female, the female calf has a **97% chance of being infertile** (a "freemartin"). This is a real biological phenomenon. The male twin is unaffected.

Freemartins can still be raised for milk or sold, but they will never breed. This only affects mixed-sex cattle twins - same-sex twins are not affected.

4.2.8 Pen Capacity

If a pen is at maximum capacity when offspring are born, **excess newborns are automatically sold**. Make sure your pens have room for new arrivals, especially:

- Pig pens (litters of 11-16)
- Sheep pens at prime age (frequent twins)
- Any pen during peak breeding season

4.2.9 Artificial Insemination

If you don't want to keep males, artificial insemination (AI) is available through the livestock menu. Press **I** on a female animal to open the insemination dialog.

- Breeds your female without needing a physical male in the pen
- Uses an AI animal pool (can be refreshed in settings)
- Offspring always inherit the mother's breed, so there is no need for breed-matched semen (even for Water Buffalo or goats)
- The female must meet the age and eligibility rules, but AI does not enforce the 75% health minimum that natural breeding requires
- The insemination button is automatically disabled when the female is ineligible (pregnant, too young, or recovering from birth)

4.2.10 Breeding Calendar

Plan your breeding based on gestation periods:

Species	Breed	Birth	Next Possible Breeding
Cattle	Month 0	Month 10	~Month 12 (after lactation)
Pigs	Month 0	Month 4	~Month 5
Sheep	Month 0	Month 5	~Month 6
Goats	Month 0	Month 5	~Month 6
Horses	Month 0	Month 11	~Month 12
Chickens	Month 0	Month 2	~Month 3

Cows have the longest cycle - roughly one calf per year at best. Pigs can produce 2-3 litters per year, making them the fastest-reproducing large animal.

4.2.11 Tips

1. **Track male ages.** The #1 surprise is boars stopping at 4 years. Set up reminders or check your boar ages regularly.
2. **Actively manage your breeding stock.** Offspring inherit from parents, but individual calves can be worse than either parent due to natural genetic variation. Pair your best animals, sell or castrate underperformers, and don't let a herd breed unchecked through generations - genetics will drift towards average without active culling. See the [FAQ](#) for why this happens.
3. **Keep health above 75%.** Below 75%, breeding fails entirely. Weak newborns (poor health genetics) can be stillborn, and a stillbirth can occasionally cost the mother too. Good food, water, straw, and medical treatment are essential.
4. **Budget for lactation costs.** Lactating cows eat noticeably more food and considerably more water. Plan your feed budget for the 10-month lactation window.
5. **Use pen capacity wisely.** A pig sow can produce 13 piglets at once. If your pen only has 5 spaces, 8 piglets get auto-sold at newborn prices. Expand pens before breeding season.

4.3 Disease Guide

Realistic Livestock RM includes five diseases that can infect, spread between, and kill your animals. Each disease affects specific species and has different transmission rates, fatality, and treatment options. Diseases can be toggled off entirely in settings.

Note: This documentation was generated with AI assistance and may contain inaccuracies. If you spot an error, please [open an issue](#).

4.3.1 Disease Summary

Disease	Species	Spread	Fatal	Treatable	Sell Price Impact
Mastitis	Cow, Goat	Slow	No	Yes (\$200)	Small reduction
CVM	Cow only	Genetic	Almost always (calves)	No	Moderate reduction
Foot & Mouth	Cow, Sheep, Goat, Pig	Moderate	Yes	Yes (\$250)	Major reduction
PED	Pig only	Moderate	Devastating to newborns	Yes (\$150)	Significant reduction
Avian Influenza	Chicken only	Fast	Yes, high fatality	No	Severe reduction

4.3.2 Mastitis

Affects: Cows, Goats (lactating females only)

Mastitis is an udder infection that stops all milk production. It only affects animals that are currently lactating - non-lactating animals cannot contract it. Since sheep never lactate, they can never catch mastitis, and it never touches wool.

Parameter	Value
Spread	Slow - occasional transmission to nearby animals
Fatality	None - never kills
Treatment	\$200, cured in 1 month
Natural recovery	3 months without treatment
Immunity after recovery	12 months

Impact on Production

Impact	Effect
Milk / Goat milk	Completely stopped
Sell price	Small reduction

Management Tips

- Treat immediately (\$200) to restore production in 1 month vs waiting 3 months for natural recovery
- After recovery, the animal is immune for 12 months
- Only lactating animals can get it - dry cows and males are safe
- In a large dairy herd, keep treatment funds available - mastitis is common

4.3.3 CVM (Complex Vertebral Malformation)

Affects: Cattle only (genetic - not contagious)

CVM is a recessive genetic disease. It doesn't spread between animals - it's inherited from parents. CVM-affected calves almost always die within the first month of life.

Parameter	Value
Spread	None - inherited genetically
Fatality	Almost always fatal in affected calves (within first month)
Treatment	None
Carrier chance from dealer	Rare (about 1 in 200 cattle purchased)

Carrier Cows: The Trade-Off

CVM carriers appear healthy and suffer no ill effects. In fact, **CVM carrier cows produce substantially more milk** than non-carriers. This makes them extremely valuable for dairy - but also risky for breeding.

Breeding Combination	Result
Non-carrier x Non-carrier	100% healthy calves
Carrier x Non-carrier	50% carriers, 50% non-carriers (all healthy)
Carrier x Carrier	~25% affected (die), 50% carriers, 25% non-carriers

Management Tips

- Check all new cattle purchases for CVM carrier status
- Carrier cows are excellent milk producers - keep them, but breed carefully
- Never breed two carriers together unless you accept ~25% calf mortality
- Breed carriers with confirmed non-carriers for safe milk bonus
- CVM status is visible in the animal's disease panel

4.3.4 Foot & Mouth Disease

Affects: Cows, Sheep, Goats, Pigs

Foot & Mouth is the most widespread disease, affecting three species. It's moderately contagious and can be fatal, especially in recently infected animals.

Parameter	Value
Spread	Moderate - noticeable risk to nearby animals
Fatality	Moderate initially, decreasing as the animal builds resistance
Treatment	\$250, cured in 3 months
Natural recovery	None - requires treatment
Immunity after recovery	24 months

Impact on Production

Impact	Effect
Milk (cow)	Severely reduced (about two-thirds less)
Wool / Goat milk	Slightly reduced
Sell price	Major reduction

Fatality Over Time

Time Infected	Death Risk
Just infected	Moderate
After several months	Low, declining
Long-term survivors	Low but ongoing

Fatality decreases the longer the animal survives, but without treatment, chronic infection keeps draining production.

Management Tips

- Treat as soon as possible - 3 months is a long treatment but necessary
- No natural recovery means untreated animals stay sick indefinitely
- Milk drops severely - devastating for dairy operations
- Sell price is greatly reduced - selling infected animals is a significant loss
- 24-month immunity after recovery provides long-term protection
- Can spread across cows, sheep, and pigs in adjacent pens (same husbandry)

4.3.5 PED (Porcine Epidemic Diarrhea)

Affects: Pigs only

PED is devastating to young piglets - almost always fatal in newborns. Older pigs rarely catch it on their own, but any pig infected during an outbreak faces the same danger (see below).

Parameter	Value
Spread	Moderate - spreads to nearby pigs
Fatality	Almost always fatal in the first month after infection
Treatment	\$150, cured in 1 month
Natural recovery	3 months without treatment
Immunity after recovery	12 months

Impact on Production

Impact	Effect
Liquid manure	Drastically increased (diarrhea symptom)
Manure	Severely reduced
Sell price	Significant reduction

Fatality Over Time

Time Since Infection	Death Risk
Just infected	Almost always fatal
After 1 month	Low risk
2+ months	Very low - chronic survivors are stable

Fatality drops sharply after the first month. The reason newborns rarely survive PED is not that fatality changes with age - it's that newborns get infected far more often than adults (spontaneous infection is common at 0 mo, very rare from 24 mo onwards). Once infected, the bulk of deaths happen in the first month regardless of how old the pig was.

Why PED Is Devastating

With pig litters of 11-16 piglets, a PED outbreak in a maternity pen can kill most of a generation in a single month. A sow producing 13 piglets might lose the vast majority of them.

Management Tips

- Treatment is cheap (\$150) and fast (1 month) - treat immediately
- Natural recovery takes 3 months, during which piglets continue dying
- Consider separating pregnant sows from infected animals
- Adult pigs rarely catch PED on their own - focus protection on newborns and on stopping outbreaks early
- If PED keeps recurring, consider the diseases toggle in settings

4.3.6 Avian Influenza (Bird Flu)

Affects: Chickens only

Avian Flu is the fastest-spreading disease and has **no treatment**. Infected chickens stop producing eggs entirely and have a high fatality rate.

Parameter	Value
Spread	Fast - can infect multiple birds quickly
Fatality	High initially, decreasing for survivors
Treatment	None available
Natural recovery	1 month
Immunity after recovery	24 months

Impact on Production

Impact	Effect
Eggs	Completely stopped
Sell price	Severe reduction

Fatality Over Time

Time Infected	Death Risk
Just infected	High - many birds die
After 1 month	Much lower - risk drops sharply once past the first month
Survivors (past recovery)	Low but ongoing

Why Avian Flu Is Dangerous

- **No treatment** - you can only wait for natural recovery (1 month)
- **Fast spread** - in a large pen, multiple birds get infected each month
- **High initial fatality** - many infected chickens die before recovering
- **Complete egg loss** - surviving infected chickens produce zero eggs
- Even survivors lose a month of egg production while sick

Management Tips

- There is no treatment - prevention is the only strategy
- Sell infected birds quickly to limit spread and recover some value
- Keep smaller flocks in separate pens to limit outbreak damage
- Survivors gain 24-month immunity, creating a resistant flock over time
- Chickens that survive gain immunity and will be your most valuable layers

4.3.7 Disease Settings

Two settings control diseases globally:

Setting	Default	Range	Effect
Diseases Enabled	On	On/Off	Toggles entire disease system
Disease Chance	1x	0.25-5x	Scales infection probability

Reducing Disease Chance to 0.25x makes diseases much less common. Setting to 5x makes them much more frequent. Disabling diseases suspends them - no new infections, spread, or effects; animals already infected are not cured, and their diseases resume if you re-enable the setting.

4.4 Saved Filters

Saved filters are named, reusable searches that narrow a long animal list down to just the animals you care about. Build a filter once - "old cows that aren't pregnant", "top-genetics breeding bulls" - and reuse it on the Buy, Sell, Move, and Manage screens. Filters are also how the [Herdsman](#) decides which animals to act on, so they are worth learning early.

Note: This documentation was generated with AI assistance and may contain inaccuracies. If you spot an error, please [open an issue](#).

4.4.1 What a filter does

A filter is a set of **conditions** - small tests like "age is 30 months or more" or "is not pregnant". An animal is shown only if it matches. Conditions combine one of two ways:

- **Match all (AND)** - the animal must satisfy *every* condition.
- **Match any (OR)** - the animal must satisfy *at least one* condition.

You pick which mode a filter uses when you create it.

4.4.2 Where to find them

Open the **RL Menu** (default **Right Shift + O**, or press **R** at one of your pens), go to the **Settings** tab, and switch to the **Filters** sub-tab.

- The **left** side lists your saved filters.
- The **right** side is the editor for the selected filter.

4.4.3 Creating a filter

1. Press **New filter**.
2. Give it a **name** - this is what you'll see on the filter chip when cycling filters in-game.
3. Set the **animal type** - scope the filter to one species (Cows, Sheep, Pigs, ...) or leave it as **Any** to use it everywhere.
4. Set **Show on** - where the filter should appear:
 5. **All screens**
 6. **Owned-herd screens** (Sell, Move, Manage)
 7. **Dealer screens** (Buy)

This keeps a "cull my herd" filter off the dealer's Buy screen, and a "good bulls to buy" filter off your own-herd screens. 5. Choose **Match all** or **Match any** for how the conditions combine.

4.4.4 Adding conditions

With a filter selected, press **Add condition**. A small dialog asks for three things:

- **Field** - what to test (Age, Gender, a genetics trait, Breed, and so on).
- **Compare** - how to test it (equals, is at least, is less than, contains, is one of, ...).
- **Value** - what to match against.

For example, Field **Age**, Compare **is at least**, Value **30** shows up in the list as `Age >= 30`. Each condition becomes a row; select a row to **Edit** or **Delete** it.

A few things worth knowing:

- **Genetics are shown on a 0-99 scale** - the same number you see on the animal's info card. `Genetics (overall) >= 75` does what you'd expect.
- **Yes/no fields** (pregnant, castrated, has a disease, ...) are matched as true or false.
- **Text fields** (the animal's name) match by "contains" / "does not contain", and are not case-sensitive.

4.4.5 What you can filter on

The most useful fields:

- **Age** (in months)
- **Gender, Breed** (the specific subtype)
- **Genetics** - health, fertility, productivity, quality, metabolism, and overall (0-99)
- **Pregnant, Lactating** (cows), **Castrated**
- **Name / Has a name**
- **Has a disease, Has a mark**
- **Weight** and **Health** - but only for animals with an **active monitor**; without one, these tests never match, so pair them with another condition.

For the complete field-and-comparator reference - and for power users who want to hand-write filters in the save file - see [Hand-Crafting Saveable Filters](#).

4.4.6 Using a filter in-game

On the **Buy, Sell, Move, and Manage** screens, press **F** to cycle through the filters available there. A chip in the header shows the active filter (`No filter`, then `Filter: <name>`). Keep pressing **F** to move to the next filter, or past the last one to go back to `No filter`.

Only filters whose **Show on** scope and **animal type** fit the current screen appear in the cycle - so you never have to scroll past filters that don't apply.

4.4.7 Duplicate and delete

- **Duplicate** copies the selected filter, giving you a starting point for a variation.
- **Delete filter** removes it (with a confirmation).

4.4.8 Multiplayer

Filters are shared across the whole server and are managed by the host. You need the **trade animals** farm permission to create, edit, or delete them, and your changes sync to everyone.

4.4.9 Filters power the Herdsman

Every [Herdsman](#) rule points at one saved filter to decide which animals it acts on. If you plan to automate selling, moving, or buying, build the filter here first, then reference it from a rule.

4.5 Herdsman Automation

The Herdsman handles your routine herd chores automatically, once a day. You set up **tasks** - each task does one job (sell, move, buy, castrate, name, or inseminate) to the animals a [saved filter](#) picks out, in the pens you choose. Set your tasks once and the Herdsman keeps your herd in shape while you get on with farming.

Note: This documentation was generated with AI assistance and may contain inaccuracies. If you spot an error, please [open an issue](#).

4.5.1 What the Herdsman does

Once per in-game day, the Herdsman works through your enabled tasks and carries each one out. It runs on the server - including dedicated servers - so it keeps working whether or not anyone has the menu open. The Herdsman charges a **daily wage** for its work, shown in your farm finances.

4.5.2 Opening the Herdsman

Open the **RL Menu** (default **Right Shift + O**, or press **R** at one of your pens) and pick the **Herdsman** tab, between **Message Log** and **Settings**. It is part of your own-herd menu, so it isn't shown when you open the menu at an animal dealer.

In multiplayer you need the **trade animals** farm permission to create or edit tasks.

4.5.3 How a task works

Every task has four parts:

- **Operation** (labeled **Task** in the menu) - the single job it does: Sell, Move, Buy, Castrate, Naming, or AI.
- **Filter** - a [saved filter](#) that decides which animals qualify. (Naming tasks don't need one.)
- **Pens** - which of your husbandries the task looks at. A task with **no pens does nothing** - it never falls back to "all pens".
- **Settings** - the options for that operation (how many animals per day, a buy budget, a semen source, and so on), plus an on/off switch.

Each day the Herdsman runs tasks in a **fixed order**:

Sell -> Move -> Buy -> Castrate -> Naming -> AI

So selling happens before buying - a "sell old cows, then buy young ones" pair does the sensible thing within a single day.

4.5.4 The operations

- **Sell** - sells matching animals back to the dealer.
 - **Move** - moves matching animals to another of your pens, or delivers them to a **butcher** (an Extended Production Point). Animals outside the butcher's accepted age range are skipped and reported.
 - **Buy** - buys animals from the dealer into the chosen pen, up to a daily budget or count.
 - **Castrate** - castrates matching males. Not available for chickens.
 - **Naming** - gives unnamed animals names, either at random or alphabetically. No filter needed.
 - **AI** - artificially inseminates matching females using stored semen (from a source you choose, or any available).
-

4.5.5 Setting up a task

1. **New** - creates a draft task to start from (a disabled Sell task).

2. **Operation** - pick the job you want.
3. **Filter** - open the filter picker and choose a saved filter. Only filters that suit the operation are offered, so it helps to [build the filter first](#).
4. **Pens** - open the pen picker and select one or more husbandries. Only pens matching the filter's animal type are offered.
5. **Settings** - set the per-operation options.
6. **Enable** - switch the task on. A task needs at least one pen before it can be enabled.

You can **Duplicate** a task as a starting point for another, or **Delete** one (with a confirmation).

4.5.6 Good to know

- **No pens, no action.** A task with no pens selected does nothing - this is deliberate, so a half-finished task can't run wild across your whole farm.
 - **Order matters.** Because Sell runs before Buy, a sell-then-buy pair refreshes a pen in one day rather than two.
 - **Start narrow, then watch.** Test a new task with a tight filter and check the **Message Log** to see exactly what the Herdsman did before widening it.
 - **The filter is the whole game.** The Herdsman only ever touches animals the filter matches - a well-built filter is what keeps automation safe.
-

4.5.7 Multiplayer

Tasks are shared across the server and run on the host or dedicated server. You need the **trade animals** permission to edit them, and the results sync to every player.

4.6 Animal Packs

Animal packs are third-party mods that extend Realistic Livestock RM with new breeds or adjusted animal balance. They're standard FS25 mods that RLRM discovers and loads automatically when enabled alongside the main mod.

Note: This documentation was generated with AI assistance and may contain inaccuracies. If you spot an error, please [open an issue](#).

4.6.1 What Packs Can Do

There are two kinds of animal packs:

Balance packs adjust numbers on existing breeds -- prices, food consumption, production rates, reproduction timing. They don't add new breeds or change how animals look. A balance pack is a lightweight way to tweak the simulation to your preference.

Breed packs add entirely new breeds with custom 3D models, textures, and store images. They can also include custom fill types and translations. A breed pack is a more substantial addition that introduces new animals to the game.

Both types can be combined -- a single pack might add new breeds and also adjust properties on existing ones.

4.6.2 Installing a Pack

1. Download the pack (it's a standard FS25 mod ZIP file)
2. Place it in your mods folder
3. Enable it in the mod manager alongside Realistic Livestock RM
4. Start your game

That's it. RLRM detects the pack automatically and loads it during game start. No configuration, no XML editing, no manual setup.

4.6.3 Before You Install

Animal packs modify the same simulation data that RLRM carefully tunes for realistic behavior. They can be powerful, but they come with important caveats.

Pack quality varies

RLRM doesn't verify or endorse third-party packs. A well-made pack enhances gameplay. A poorly made one can cause anything from unrealistic animal behavior to game errors. Check whether the pack author is known in the community and whether other players have tested it.

Not all packs are safe to combine

How well packs work together depends on what kind of changes they make:

Combination	Result
Multiple balance packs	Generally safe. They only conflict if two packs change the exact same property on the exact same breed - in that case, the last one loaded wins silently.
Balance pack + breed pack	Safe. Balance packs don't touch models or visuals.
Breed packs for different animal types (e.g., one adds cow breeds, another adds pig breeds)	Safe. They modify separate parts of the simulation.
Breed packs for the same animal type (e.g., two cow breed packs)	Will likely conflict. Breed packs that add new visuals need to replace the model configuration for that animal type. Only one pack can do this - the second one overwrites the first, which can break the first pack's breeds (wrong textures, missing visuals, or errors).
Map with map-native cattle/pig/sheep models + breed pack for the same animal type	Will conflict. A map that ships its own animal models replaces the model configuration the same way a breed pack does. Only one can win. Known case: Le Mechet (map-native French cattle models) is not compatible with the Cow Breeds Pack for RLRM - on Le Mechet maps, disable the Cow Breeds pack.

RLRM now detects when two packs override the same animal type's model configuration. When it does, it shows a warning dialog at game start and writes a matching warning to the log naming the conflicting packs in load order, so you can tell at a glance which packs collided and which one won.

Don't stack blindly

Each pack adds complexity to the simulation. More packs does not automatically mean better gameplay -- it means more moving parts that can interact in unexpected ways. Start with one pack, verify it works with your map and mod setup, then add more if needed.

Test before committing

Try new packs in a test save first, especially breed packs. If something goes wrong in your main save, it may be difficult to undo.

4.6.4 How Packs Load

- RLRM scans all enabled mods at game start, looking for packs
- Packs are loaded in **alphabetical order** by mod name
- If two packs change the same property on the same breed, the alphabetically later mod name wins (for example, `FS25_RLRM_B` loads after `FS25_RLRM_A`)
- Packs can add new breeds and override existing properties, but **cannot remove** existing breeds from the game

4.6.5 Verifying a Pack Loaded

Check the game log for messages like:

- `MapBridge: Animal pack 'Pack Name' v1.0 by Author DETECTED (FS25_ModName)` -- a DETECTED line naming the pack, its version, and author
- `Animal pack 'Pack Name' activated` -- the pack loaded successfully

If the pack adds new breeds, they should appear in the animal dealer. Balance changes (prices, food consumption, etc.) take effect immediately with no visual indication -- check the animal details screen to verify values match what you expect.

4.6.6 If Something Goes Wrong

1. **Disable packs one at a time** to isolate which one causes the problem
 2. **Check the game log** for warnings or errors mentioning "MapBridge" or "Animal pack"
 3. **Report issues to the pack author**, not to RLRM – unless the problem persists with all packs disabled
-

4.6.7 For Pack Creators

If you're a modder interested in creating your own animal pack, see the [Creating Animal Packs](#) technical reference.

5. Maps

5.1 Hof Bergmann Map Support

Realistic Livestock RM includes built-in support for the [Hof Bergmann](#) map. When you load a savegame on Hof Bergmann, the mod automatically detects the installed map version and loads the matching configuration. No manual setup required.

Note: This documentation was generated with AI assistance and may contain inaccuracies. If you spot an error, please [open an issue](#).

5.1.1 How It Works

The mod checks for Hof Bergmann at game start and reads the map's version number. If the version matches a tested configuration, everything loads seamlessly. If the map has been updated to a version the mod hasn't been tested with yet, you'll see a warning dialog with a link to report any problems.

You don't need to do anything - the detection and configuration loading is fully automatic.

5.1.2 Supported Versions

Map Version	Config	Status
1.3.0.1 up to (not including) 1.4	v1.3	Tested
Any 1.4.x (including Beta 1 and Beta 2)	v1.4	Tested

The mod accepts a whole range of versions for each configuration, not just the exact numbers above. Only a map version that falls **outside** these ranges triggers the warning dialog.

If your version isn't covered and you see a warning dialog, please [open an issue](#) so support can be added.

5.1.3 Exotic Animals

Hof Bergmann adds several animal types beyond the base game. The mod gives most of these animals full RLRM treatment: individual tracking, genetics, breeding, lifecycle, aging, and diseases.

Animals on Hof Bergmann carry a **DE (Germany) eartag prefix** to reflect the map's country setting.

What the Bridge Adds

For each exotic animal type, the mod adds **male subtypes** so that natural breeding is possible. Without the bridge, these types only have females that spontaneously reproduce.

Animal Type	Subtypes Added	Breeding
Ducks	Drake (male)	Ducks and drakes breed naturally
Geese	Gander (male)	Geese and ganders breed naturally
Cats	Tomcat (male)	Cats and tomcats breed naturally
Rabbits	<i>(male already exists)</i>	Breeding age corrected
Alpacas (v1.4+)	4 male colour variants	Cross-colour breeding supported
Quail (v1.4+)	Male quail	Quail breed naturally

All exotic animals can be bought, sold, bred, monitored, and managed through the livestock menu just like base game animals.

Wild Ducks: On v1.4 the bridge adds a buyable wild-duck drake and a wild-duck breeding group. However, the map has no duck husbandry building, so wild ducks stay dealer-only - you can see them at the livestock dealer, but they cannot be placed or managed on the map.

Corrections Applied

The map's default animal data is derived from 3D model dimensions, which sometimes produces unrealistic values. The bridge corrects these:

Animal	What's Corrected	Why
Geese	Weight reduced from ~90 kg to 5-8 kg	Map derived weight from navigation mesh size, not real goose weight
Rabbits	Weight refined to 2.5-5.5 kg	Same navigation mesh issue
Rabbits	Male breeding age set to 6 months	Map default was 18 months; real rabbits mature at 3-4 months
Cats	Litter size increased to 3-6 kittens	Map default was 1-3; real cats have 3-5 per litter
Geese	Clutch size set to 3-6 eggs	Map default was 1-3
Rabbits	Litter size increased to 4-8 kits	Map default was 1-3; real rabbits have 4-8 per litter

5.1.4 Horses

Hof Bergmann uses its own horse 3D models with separate foal and adult stages, which differs from the base game's single-model layout. The bridge remaps RLRM's horse breeds to HB's model system so that breed colours display correctly and foals properly transition to adult models at 12 months.

Available Breeds

HB has native 3D models for 4 of RLRM's 8 horse breeds. The other 4 are disabled at the dealer since they don't have matching models on this map.

Breed	Available at Dealer	Notes
Gray	Yes	Native HB breed
Palomino	Yes	Native HB breed
Black	Yes	Native HB breed
Seal Brown	Yes	Native HB breed
Pinto	No	Uses Gray model in-game
Chestnut	No	Uses Seal Brown model in-game
Bay	No	Uses Seal Brown model in-game
Dun	No	Uses Palomino model in-game

If you already have Pinto, Chestnut, Bay, or Dun horses in a savegame, they continue to load and function normally -- they just use a visually similar breed's 3D model.

Riding and Equipment (v1.4)

On HB v1.4, horses are fully rideable and compatible with the Horse Addon Pack. Saddles, carriages, and tools attach correctly to all breeds.

5.1.5 Cow Milk on Pastures

On Hof Bergmann, the cow pasture buildings collect milk as **milk cans** (physical pallets that spawn at the building) rather than filling a milk tank. Every RLRM cow breed produces cans here - including the beef breeds - so a whole mixed herd contributes.

Milk cans ignore lactation. Everywhere else in RLRM a cow only gives milk while lactating (the 10 months after calving), and non-lactating cows give zero - see the [Cattle Factsheet](#). The can-collecting cow buildings are the exception: they produce cans for **every adult cow** (from 12 months) regardless of lactation, following the cow's age curve instead of the lactation cycle. A dry cow, or a heifer that has never calved, will still fill cans. This matches how the map's own cow buildings behaved before RLRM.

If your cow building fills a **milk tank** instead of spawning cans (the older farm-style cow barn), it uses the normal RLRM rules - only lactating cows contribute.

Hof Bergmann v1.3: the can-collecting cow buildings don't produce milk cans on the v1.3 configuration yet - a known limitation. The v1.4 configuration is where cow-pasture milk works.

5.1.6 Known Limitations

Pasture Bulls Are Not Cattle

Hof Bergmann adds a **BULL** animal type for decorative pasture bulls. These are **not the same** as the bull breeds in the cattle system (Holstein Bull, Angus Bull, etc.).

In the base game and in RLRM, cattle bulls are subtypes of the **COW** animal type. A Holstein Bull and a Holstein Cow are both "COW" internally - they share the same husbandry, the same breeding system, and the same lifecycle. This is what allows bulls and cows to breed with each other.

Hof Bergmann's pasture bull is a completely separate animal type called **BULL**. The game engine treats each animal type as isolated - animals of different types cannot interact, breed, or share husbandries. The pasture bull has its own husbandry building, its own slot system, and its own internal logic.

Why it can't be "just fixed": Merging HB's BULL type into the COW type would require rewriting the map's husbandry building assignments, pasture system, and animal slot management. This isn't a mod-side fix - it would need changes to the map itself. Alternatively, implementing cross-type breeding (letting a BULL-type animal breed with a COW-type animal) would be a fundamental new system in the game engine that doesn't exist.

"Can't you just use the pasture bull models on cow-type bulls?" This is a natural question. The base game doesn't include separate bull 3D models at all - RLRM's breeding bulls (Holstein Bull, Angus Bull, etc.) reuse the female cow models, so visually they look the same as cows. HB's pasture bulls have their own distinct bull visuals, which is exactly what you'd want on your breeding bulls.

Unfortunately, each animal type loads its own set of 3D models from the map's configuration - the COW type has one model pool, the BULL type has a completely separate one. To use HB's bull models on COW-type animals, you'd have to rebuild the map's entire animal model loading infrastructure from a script mod and apply it on top. This is extremely brittle: any map update can shift model indices, causing wrong or missing visuals.

The pasture bull still gets individual tracking, a name, and genetics - it just doesn't participate in the cattle breeding and reproduction system.

No bull sperm collection under RLRM. Hof Bergmann's bull stable produces BULLSPERM by modelling it as a milk output on the BULL subtype. In vanilla FS25 this works because the cluster-based milk pipeline lets the curve run on any subtype regardless of gender. RLRM replaces that pipeline with per-animal output that gates milk production on lactating female cows that have given birth in the last 10 months - none of which applies to the BULL animal type. The BULLSPERM collection trigger at the bull stable stays empty under RLRM. Loosening the gate broadly would let any male animal "produce milk" anywhere a map mod declares such an output, so this is documented as a known incompatibility rather than patched.

Dogs Are Companion Animals

Hof Bergmann includes 8 dog breeds (4 Labrador variants, 4 Border Collie variants). In base FS25, dogs are companion animals with special behaviour.

RLRM tracks dogs as individuals with names and genetics, but does not add breeding or reproduction. Dogs remain companion animals that behave the same as in vanilla FS25.

Bundled Animal Transport Pack

Hof Bergmann is distributed together with a separate mod, **FS25_IsfmAnimalTransportPack.zip** (the LSFM Animal Transport Pack). Because it arrives with the map, it is easy to assume it is part of Hof Bergmann itself - it is not, and the limitation below is a fault of that pack, not the map.

The transport pack's animal herding / driving feature does not work with RLRM. Driving animals opens the animal screen through the pack's custom object instead of a standard livestock trailer, and RLRM's rewritten animal screen does not recognise that call, so the action fails; there may be further errors later in the process. Everything else on the map works normally, and the rest of the transport pack is unaffected.

See [Mod Compatibility](#) for the full compatibility list.

5.1.7 Related Pages

- [Breeding Guide](#) - How breeding works for all supported animals
- [Genetics Guide](#) - How traits are inherited
- [FAQ: Can you add more breeds?](#) - Why new breeds aren't created from scratch
- [FAQ: Why don't HB bulls breed like cattle?](#) - More detail on the BULL vs COW limitation
- [Mod Compatibility](#) - Which mods conflict with or work alongside RLRM

5.2 Witcombe Map Support

Realistic Livestock RM includes built-in support for the [Witcombe](#) map. When you load a savegame on Witcombe, the mod automatically detects the installed map version and loads the matching configuration. No manual setup required.

Note: This documentation was generated with AI assistance and may contain inaccuracies. If you spot an error, please [open an issue](#).

5.2.1 How It Works

The mod checks for Witcombe at game start and reads the map's version number. If the version matches a tested configuration, everything loads seamlessly. If the map has been updated to a version the mod hasn't been tested with yet, you'll see a warning dialog with a link to report any problems.

You don't need to do anything - the detection and configuration loading is fully automatic.

5.2.2 Supported Versions

Map Version	Config	Status
1.0 up to (not including) 1.4	v1.0	Tested

If your version isn't listed and you see a warning dialog, please [open an issue](#) so support can be added.

5.2.3 What Witcombe Adds

Witcombe is a UK-themed map. Unlike Hof Bergmann - which adds entirely new animal *species* (ducks, geese, alpacas) - Witcombe adds new **breeds within the standard cow, pig, and sheep types, plus Witcombe's own rabbit type**. They share husbandry buildings, breeding mechanics, and lifecycle rules with the base-game and RLRM-bundled breeds.

Animals on Witcombe carry a **UK eartag prefix** to reflect the map's country setting.

New Breeds

Animal Type	New Breed	Map Origin
Cattle	Jersey	Witcombe-defined
Pigs	Gloucestershire Old Spot	Witcombe-defined
Sheep	Texel	Witcombe-defined
Sheep	Suffolk	Witcombe-defined
Sheep	Blue Faced Leicester	Witcombe-defined

These breeds appear in the Animal Dealer alongside the base-game and RLRM breeds. Each one gets the full RLRM treatment: individual tracking, genetics, breeding, lifecycle, aging, and diseases.

Males Added by the Mod

By default, the map only defines **female** versions of its new breeds. Without males, breeding wouldn't work for those breeds. The mod adds the matching males so natural reproduction is possible:

Male Subtype	Animal Type	Mates With
Jersey Bull	Cattle	Jersey cow (also pairs with other cow breeds, see Breeding Notes)
Gloucestershire Old Spot Boar	Pig	GOS sow (also pairs with other pig breeds)
Texel Ram	Sheep	Texel ewe (also pairs with other sheep breeds)
Suffolk Ram	Sheep	Suffolk ewe (also pairs with other sheep breeds)
Blue Faced Leicester Ram	Sheep	BFL ewe (also pairs with other sheep breeds)
Buck Rabbit	Rabbit	Doe rabbit

All males are buyable at the Animal Dealer and behave like any other RLRM male - they cannot give birth themselves, but a healthy male older than the breeding age can mate with females in the same husbandry.

5.2.4 Breed Character on Witcombe

Each Witcombe breed has its own personality on the farm - different feed needs, milk output, gestation length, and sell prices. They all slot into the same lifecycle, breeding, and disease rules as everything else in RLRM, so they age and reproduce just like Holsteins or Landraces. The table below shows what makes each one distinct in the pasture.

Breed	Distinctive in-game character
Jersey	Small-frame heritage dairy. Drinks about 60% of the water of a Holstein, eats less feed, and produces less milk at peak (~160 L/day vs ~255 for Swiss Brown). 9-month gestation (one month shorter than other cattle), premium calf and adult prices. Sells best young at 24 months.
Hereford	Leaner heritage beef breed. 9-month gestation, premium pricing (300 / 3000), and an earlier sell-price peak at 24 months (vs 36 months for other beef breeds). Eats less than a Limousin while still producing the same modest dual-purpose milk every RLRM cow produces.
Highland	Behaves the same as Highland on any other map - the standard RLRM Highland (12-month maturity, premium adult transport price, dual-purpose milk).
Gloucestershire Old Spot	Heritage slow-grow pig. Reaches breeding age at 8 months instead of 6, grows on a slower curve with a 10-month extension, and commands premium pricing. Won't fatten as fast as a Landrace but sells for more.
Texel	Heavier-frame meat sheep. Drinks and eats more than the other Witcombe heritage sheep; lamb sells for double after the 8-month maturity step. Lower wool yield than a wool breed (peak ~25), and lambs aren't sheared before 6 months.
Suffolk	Fast-breeder among the Witcombe sheep - ready at 6 months, not 8. Medium frame, early-market lamb peak at 6 months. Wool peak ~35 (between Texel and base-game).
Blue Faced Leicester	Breeding-stock economics. Highest premium of the heritage sheep (300 / 2500 to buy) but modest sell prices (peaks at 700 at 36 months) - buy for breeding, not for the meat market. Light-frame and feed-efficient. Shorter 4-month gestation, unique among Witcombe sheep.
Rabbit	Witcombe-defined species. Most map values are kept as authored; the mod corrects rabbit-scale weights, litter size (4-8), and doe consumption rates so the animals are viable to keep (see Rabbit Improvements).

Bulls, boars, and rams added by the mod mirror the female of the same breed - see [Breeding Notes](#) below.

5.2.5 Hereford on Witcombe

Hereford exists in RLRM out of the box, but Witcombe ships its own Hereford visuals and a heritage breed character that's worth surfacing.

Visual fix. Out in the pasture, Witcombe's Hereford already displays in its correct brown-and-white Hereford colouring - no model or texture remapping is needed. The mod only swaps the Animal Dealer thumbnails to Witcombe's own custom Hereford images, so the buy screen matches what you see in the field.

Heritage breed character. On Witcombe, Hereford also feels like a traditional UK heritage breed:

- **9-month gestation** (one month shorter than the standard 10).
- **Premium pricing** at 300 / 3000 (vs RLRM's default Hereford pricing of 225 / 2400).
- **Leaner appetite** - lower feed, water, and manure rates than other beef cattle.
- **Earlier sell-price peak.** Cows hit 2,500 at 18 months and peak at 3,500 at 24 months - one year earlier than other beef breeds, which peak at 36 months. Bulls follow the same shape with bigger numbers (3,000 / 4,200 at 18 / 24 months).

The bull mirrors the cow's heritage pricing and lean efficiency. RLRM's standard cattle behaviour also applies on top - 12-month breeding age, the premium adult transport price, and the modest dual-purpose milk every RLRM cow produces.

You don't need to do anything - both the visual fix and the heritage profile are applied automatically.

5.2.6 Shared 3D Models for New Breeds

The base game's cow / pig / sheep configs don't include 3D models for Jersey, Gloucestershire Old Spot, Texel, Suffolk, or Blue Faced Leicester. To make these breeds buyable and visible at all, the mod reuses the **in-pasture mesh and texture** of an existing breed. Texel and Blue Faced Leicester keep their own breed-specific dealer thumbnails; the rest reuse the donor's thumbnail too:

New breed	Reuses visuals from	Affects
Jersey	Swiss Brown	Cow + bull
Gloucestershire Old Spot	Black Pied	Sow + boar
Texel	Landrace	Ewe + ram
Suffolk	Steinschaf	Ewe + ram
Blue Faced Leicester	Landrace	Ewe + ram

So a Jersey cow on Witcombe is rendered as a Swiss Brown cow - both in the Animal Dealer thumbnail and in the pasture. The breed name, prices, food and water consumption, milk yield, and breeding parameters are all Jersey-specific, so simulation-wise it's a distinct breed; visually it's identical to its donor. See [Breed Character on Witcombe](#) for the per-breed differences.

This is the same approach RLRM uses for its own bundled subtypes that lack dedicated models. It's the lightest way to give a new breed full RLRM treatment when nobody is shipping custom 3D textures for it.

Want breed-distinct visuals? Install an animal pack that ships its own textures. The `FS25_CowBreedsRLRM` pack is one example - it bakes a custom cattle texture atlas (Jersey, Red Holstein, Ayrshire, Guernsey, Hereford, Charolais, and more) onto the base-game meshes, so each breed renders in its own coat colour. See [Animal Packs](#) for installation and compatibility notes.

5.2.7 Rabbit Improvements

The map's default rabbit data is derived from 3D model dimensions, which produces unrealistic values. The mod corrects:

What's Corrected	Why
Female weight to 0.1 / 2.5 / 5.0 kg (min/target/max)	Map derived weight from navigation mesh size, not real rabbit weight
Doe water and food consumption to rabbit-scale rates (0.1-0.5 L water, 0.2-1.5 L food per day)	Map's source values were sheep-scaled and would crash doe Health to 0% within hours of placement
Male weight to 0.1 / 3.0 / 5.5 kg	Same weight correction for the new male subtype
Litter size to 4-8 kits per pregnancy	Map default was 1-3; real rabbits have 4-8 per litter
Male breeding age set to 4 months	Real rabbits mature at 3-4 months
Fertility curve added for rabbits (breeding from about 4 months, tapering off after ~3 years, ending around 5 years)	Without it, does could never get pregnant

Buck rabbits are also added by the mod - without them, only the female could reproduce (parthenogenetically), which is replaced with proper male/female breeding.

5.2.8 Breeding Notes

Witcombe's new breeds breed the same way as any other RLRM breed:

- **Same-breed pairings** produce same-breed offspring. A Jersey bull and a Jersey cow produce Jersey calves.
- **Cross-breed pairings** produce mixed offspring whose breed follows the standard cross-breed rules. A Jersey bull and a Holstein cow can mate and will produce calves; the offspring breed is determined by the same rules used elsewhere in the mod.

Witcombe does not enforce any "Jersey-only" or "UK-only" mating rule - its new breeds slot into the same cross-breed system that already governs Holstein/Angus/Hereford/etc.

If you want strict same-breed reproduction, keep one breed per husbandry. The sire is picked at random among the eligible males in the pen, so with mixed breeds you can't count on same-breed pairings.

Males mirror their female of the same breed. Bulls, boars, and rams added by the mod take on the heritage pricing, feed and water needs, and frame of their breed - a Jersey bull is priced like a heritage Jersey rather than a generic dairy bull, a Texel ram has the heavier frame, a Blue Faced Leicester ram is light-frame and feed-efficient. Rams use the same wool curve as the ewe of the same breed, including the delay before lambs are old enough to shear. Bulls do not lactate, even when the cow has a milk curve.

5.2.9 Related Pages

- [Breeding Guide](#) - How breeding works for all supported animals
- [Genetics Guide](#) - How traits are inherited
- [Cattle Factsheet](#) - Production and breeding data for all cattle breeds
- [Pigs Factsheet](#) - Pig breed reference
- [Sheep Factsheet](#) - Sheep and goat breed reference
- [FAQ: Can you add more breeds?](#) - Why new breeds aren't created from scratch

5.3 Le Mechet Map Support

Realistic Livestock RM includes built-in support for the [Le Mechet](#) map by MA7Studio. When you load a savegame on Le Mechet, the mod automatically detects the installed map version and loads the matching configuration. No manual setup required.

Note: This documentation was generated with AI assistance and may contain inaccuracies. If you spot an error, please [open an issue](#).

5.3.1 How It Works

The mod checks for Le Mechet at game start and reads the map's version number. If the version matches a tested configuration, everything loads seamlessly. If the map has been updated to a version the mod hasn't been tested with yet, you'll see a warning dialog with a link to report any problems.

You don't need to do anything - the detection and configuration loading is fully automatic.

5.3.2 Supported Versions

Map Version	Config	Status
1.0.x	v1.0	Tested

If your version isn't listed and you see a warning dialog, please [open an issue](#) so support can be added.

5.3.3 What Le Mechet Adds

Le Mechet is a French-themed map. Like Witcombe, it adds new **breeds within the standard cow type** rather than new species. They share husbandry buildings, breeding mechanics, and lifecycle rules with the base-game and RLRM-bundled breeds.

Animals on Le Mechet carry an **FR eartag prefix** to reflect the map's country setting.

New Breeds

Animal Type	New Breed	Map Origin
Cattle	Charolaise	Le Mechet-defined
Cattle	Montbeliarde	Le Mechet-defined
Cattle	Simmental	Le Mechet-defined
Cattle	Vosgienne	Le Mechet-defined

These breeds appear in the Animal Dealer alongside the base-game and RLRM breeds. Each one gets the full RLRM treatment: individual tracking, genetics, breeding, lifecycle, aging, and diseases.

Males Added by the Mod

By default, the map only defines **female** versions of its new breeds. Without males, breeding wouldn't work for those breeds. The mod adds the matching bulls so natural reproduction is possible:

Male Subtype	Animal Type	Mates With
Charolais Bull	Cattle	Charolaise cow (also pairs with other cow breeds, see Breeding Notes)
Montbeliarde Bull	Cattle	Montbeliarde cow (also pairs with other cow breeds)
Simmental Bull	Cattle	Simmental cow (also pairs with other cow breeds)
Vosgienne Bull	Cattle	Vosgienne cow (also pairs with other cow breeds)

All bulls are buyable at the Animal Dealer and behave like any other RLRM bull - they cannot give birth themselves, but a healthy bull older than 12 months can mate with cows in the same husbandry. The 12-month gate matches every other RLRM cattle bull (Holstein, Angus, etc.); each Le Mechet breed's distinct character comes from gestation length and weights, not from when the bull becomes fertile.

5.3.4 Breed Character on Le Mechet

Each Le Mechet breed has its own personality on the farm - different feed needs, milk output, gestation length, and sell prices. They all slot into the same lifecycle, breeding, and disease rules as everything else in RLRM, so they age and reproduce just like Holsteins or Limousins. The table below shows what makes each one distinct in the pasture.

Breed	Distinctive in-game character
Charolaise	Heavy French beef breed - the largest of the four. Carries calves longer than the rest (14-month gestation vs the standard 10), so first calves arrive around 26 months - the slowest of the four. Premium pricing throughout: 300 / 6,600 to buy, peaks at 7,800 at 36 months. Heavy appetite to match - eats about two-thirds more than a Vosgienne does. Per RLRM convention, Charolaise still produces a modest dual-purpose milk every cow gets, but the breed character is "buy for beef, milk is bonus".
Montbeliarde	PDO Comte dairy breed. Standard 10-month gestation, first calf at 22 months (matches Holstein). Modest pricing (200 / 1,450) and a solid milk output peaking at 140 L/day. The most feed-efficient of the four - a lean dairy breed that delivers a modest milk yield on a small feed bill, the "lean dairy that also makes great cheese milk" angle.
Simmental	Dual-purpose Fleckvieh and the fastest-breeding of the four - 9-month heritage shorter gestation (unique on this map), so first calves arrive around 21 months. Pricing sits between dairy and beef (200 / 2,050 to buy, peaks at 2,500). Mid-range feed needs and a moderate milk peak (100 L/day). The compromise breed - works for either career path.
Vosgienne	Small mountain dairy - the rare endangered Vosges breed. Smallest frame of the four (target adult cow weight ~1/3 less than Charolaise). Standard 10-month gestation, first calf at 22 months. Modest pricing (190 / 1,900). Milk peak ~85 L/day - the "small farm efficiency" character.
Hereford	Hidden in the Animal Dealer on this map. Le Mechet ships no Hereford 3D model, so RLRM removes the buy option to avoid scrambled visuals. Existing Hereford pens from a switched-from save continue to work - they still breed, produce, and sell normally, but display Highland visuals on this map; you just can't buy new ones while playing on Le Mechet. Switch to any other map and Hereford is back.
Highland (DLC)	Behaves the same as Highland on any other map - the standard RLRM Highland (12-month maturity, premium adult transport price, dual-purpose milk). RLRM corrects the visuals so the shaggy coat displays right on Le Mechet's husbandry.

Bulls added by the mod mirror the cow of the same breed - see [Breeding Notes](#) below.

5.3.5 Map-Native 3D Models

Unlike most map bridges, Le Mechet ships **its own custom cow models** for the four French breeds. So Charolaise actually looks like a Charolaise (cream-white heavy frame), Montbeliarde looks like a Montbeliarde (red-brown pied), and so on. You don't need an animal pack or texture mod - the breed-distinct visuals are built into Le Mechet itself.

Two model meshes are shared across breed pairs via texture tiles:

Shared mesh	Used by	Coat colour
cattleCharolaiseEtSimmental	Charolaise + Simmental	Cream-white (Charolaise) / yellow-fawn pied (Simmental)
cattleMontbeliardeEtVosgienne	Montbeliarde + Vosgienne	Red-and-white pied (Montbeliarde) / black-and-white pied (Vosgienne)

Each of the twelve age-stages (4 breeds x baby/kid/adult) has its own dealer-menu thumbnail so you can pick the right breed at the buy screen.

5.3.6 Compatibility

NOT compatible with the Cow Breeds Pack for RLRM. Both Le Mechet and the Cow Breeds pack replace the cow husbandry config to bring in their own 3D models. Only one can win at load time, and whichever one loses leaves its breeds with broken visuals (the affected animals exist as data but render as ghosts or fall back to wrong meshes). On Le Mechet maps, **disable the Cow Breeds pack**; on other maps, you can run the Cow Breeds pack normally.

RLRM now detects this combination and shows a warning dialog at startup naming the affected animal type, so you don't have to spot the broken visuals yourself.

This limitation comes from how FS25 loads animal models - it's the same reason two breed packs that target the same animal type can't both be active. See [Animal Packs > Not all packs are safe to combine](#) for the underlying mechanism.

5.3.7 Breeding Notes

Le Mechet's new breeds breed the same way as any other RLRM breed:

- **Same-breed pairings** produce same-breed offspring. A Charolais bull and a Charolaise cow produce Charolaise calves.
- **Cross-breed pairings** produce mixed offspring whose breed follows the standard cross-breed rules. A Charolais bull and a Holstein cow can mate and will produce calves; the offspring breed is determined by the same rules used elsewhere in the mod.

Le Mechet does not enforce any "French-breeds-only" mating rule - its new breeds slot into the same cross-breed system that already governs Holstein/Angus/Limousin/etc.

If you want strict same-breed reproduction, keep one breed per husbandry. The sire is picked at random among the eligible males in the pen, so with mixed breeds you can't count on same-breed pairings.

Bulls mirror the cow of the same breed. Each Le Mechet bull takes on the heritage pricing, feed and water needs, and frame of his breed - a Charolais bull is priced like a heavy beef bull, while a Vosgienne bull is the smallest-frame of the four and a Montbeliarde bull is the most feed-efficient. All Le Mechet bulls become fertile at the RLRM-standard 12 months, the same as every other RLRM cattle bull. Bulls do not lactate, even when the cow has a milk curve.

5.3.8 Related Pages

- [Breeding Guide](#) - How breeding works for all supported animals
- [Genetics Guide](#) - How traits are inherited
- [Cattle Factsheet](#) - Production and breeding data for all cattle breeds
- [Animal Packs](#) - Compatibility notes for breed packs
- [FAQ: Can you add more breeds?](#) - Why new breeds aren't created from scratch

6. Customize

6.1 Creating Animal Packs

Technical reference for modders who want to create animal packs for Realistic Livestock RM. An animal pack is a standard FS25 mod that RLRM discovers and loads automatically – no registration or code changes needed.

Note: This documentation was generated with AI assistance and may contain inaccuracies. If you spot an error, please [open an issue](#).

6.1.1 Overview

An animal pack is any FS25 mod that contains an `r1rm_pack.xml` file in its root directory. When RLRM starts, it scans all enabled mods for this file. If found, the mod is treated as a pack and its resources are loaded on top of RLRM's base animal definitions.

Packs can do two things:

1. **Override properties** on existing breeds – change prices, food consumption, production rates, reproduction parameters, weights, and more
2. **Add new breeds** – define entirely new subtypes with custom visuals, fill types, and translations

You can do either or both in a single pack.

6.1.2 Pack Types

Balance Pack (property overrides only)

The simplest kind of pack. It changes values on existing breeds without adding any new ones. No models, no textures, no fill types – just an XML file with the properties you want to change.

```
FS25_RLRM_MyBalance/
├── modDesc.xml
├── r1rm_pack.xml
└── animals.xml
```

Use this when you want to adjust prices, food curves, reproduction timing, or other simulation parameters to your preference.

Breed Pack (new breeds with visuals)

A more complex pack that adds entirely new breeds. This typically requires custom model configurations, store images, fill types, and translations.

```
FS25_RLRM_MyCowBreeds/
├── modDesc.xml
├── r1rm_pack.xml
├── animals.xml
├── fillTypes.xml
├── translations/
│   ├── translation_en.xml
│   └── translation_de.xml
├── images/
│   ├── store_myBreed.dds
│   └── store_myBreedBaby.dds
├── models/
│   └── cow/
│       └── animals.xml      (model config with texture atlases)
```

6.1.3 Pack Descriptor

Every pack must have an `r1rm_pack.xml` in its mod root. This file tells RLRM what resources the pack provides.

```
<?xml version="1.0" encoding="utf-8" standalone="no" ?>
<r1rmPack name="My Pack Name" author="Your Name" version="1.0">
```

```

<!-- Path to animal definitions (overrides and/or new subtypes) -->
<animals path="animals.xml"/>

<!-- Path to fill type definitions (only needed when adding new breeds) -->
<fillTypes path="fillTypes.xml"/>

<!-- Prefix for translation files (only needed for new breed names, fill type titles, etc.) -->
<translations prefix="translations/translation"/>
</rlrmPack>

```

All paths are relative to the mod's root directory. Omit any element you don't need – a balance pack typically only needs `<animals>`.

Descriptor attributes

Attribute	Required	Description
name	No	Display name shown in the game log. Defaults to the mod name.
author	No	Pack author, shown in the game log.
version	No	Pack version, shown in the game log.

Resource elements

Element	Required	Description
<code><animals path="..." /></code>	No	Animal definitions file -- property overrides and/or new subtypes
<code><fillTypes path="..." /></code>	No	Fill type definitions -- needed when adding new breeds
<code><translations prefix="..." /></code>	No	Translation file prefix -- for localized breed names and fill type titles

6.1.4 Animal Definitions

The `animals.xml` file is where the main work happens. It can contain:

- [Property overrides](#) for existing breeds
- [New subtype definitions](#) for new breeds
- [Config overrides](#) for model replacement
- [Breed metadata](#) for display names and marker colours
- [Breeding groups](#) for breeding restrictions

Property Overrides

Override specific properties on existing breeds. Only the properties you specify are changed – everything else keeps RLRM's default values.

```

<animals>
  <animal type="COW">
    <!-- Override Holstein cow prices and food consumption -->
    <subType subType="COW_HOLSTEIN">
      <buyPrice>
        <key ageMonth="0" value="300"/>
        <key ageMonth="24" value="3000"/>
      </buyPrice>
      <sellPrice>
        <key ageMonth="0" value="250"/>
        <key ageMonth="24" value="2800"/>
        <key ageMonth="36" value="3200"/>
        <key ageMonth="60" value="2000"/>
      </sellPrice>
      <input>
        <food>
          <key ageMonth="0" value="80"/>
          <key ageMonth="12" value="300"/>
          <key ageMonth="18" value="420"/>
        </food>
      </input>
    </subType>
  </animal>
</animals>

```

```

<!-- Override pig reproduction timing -->
</animal>

<animal type="PIG">
  <subType subType="PIG_LANDRACE">
    <reproduction minAgeMonth="6" durationMonth="4" minHealthFactor="0.8"/>
  </subType>
</animal>
</animals>

```

OVERRIDABLE SUBTYPE PROPERTIES

Property	XML	Format
Gender	subType#gender	"female" or "male"
Breed	subType#breed	Breed name string (uppercase)
Birth weight	subType#minWeight	kg (float)
Target weight	subType#targetWeight	kg (float)
Maximum weight	subType#maxWeight	kg (float)
Reproduction	<reproduction>	supported, minAgeMonth, durationMonth, minHealthFactor
Health rates	<health>	increasePerHour, decreasePerHour (0-100)
Buy price curve	<buyPrice>	AnimCurve: <key ageMonth="X" value="Y" />
Sell price curve	<sellPrice>	AnimCurve
Transport price curve	<transportPrice>	AnimCurve
Food consumption	<input><food>	AnimCurve
Water consumption	<input><water>	AnimCurve
Straw consumption	<input><straw>	AnimCurve
Manure output	<output><manure>	AnimCurve
Liquid manure output	<output><liquidManure>	AnimCurve
Milk output	<output><milk fillType="MILK">	AnimCurve (with fill type)
Pallet output	<output><pallets fillType="...">	AnimCurve (with fill type)
Visual stages	<visuals><visual>	Override or insert by minAge match (see Visual Overrides)
Rideable vehicle	<rideable filename="..." />	Horse rideable vehicle XML, path relative to the pack root

OVERRIDABLE TYPE-LEVEL PROPERTIES

These are set on the <animal type="..."> element and affect all breeds of that type:

Property	XML	Format
Pregnancy	<pregnancy average="2" max="6" />	Average and max offspring count
Fertility curve	<fertility>	AnimCurve: breeding probability by age
Average buy age	animal#averageBuyAge	Months (integer)
Maximum buy age	animal#maxBuyAge	Months (integer)
Pasture space	<pasture sqmPerAnimal="X" />	Square metres per animal (float)

ANIMCURVE FORMAT

Price, production, and consumption curves use age-based keyframes. The game linearly interpolates between keyframes.

```

<buyPrice>
  <key ageMonth="0" value="200"/>      <!-- At birth: $200 -->
  <key ageMonth="24" value="2500"/>    <!-- At 24 months: $2500 -->
</buyPrice>

```

Adding New Subtypes

To add a new breed, define a full subtype within the appropriate animal type. New subtypes need:

- A unique `subType` name (uppercase, e.g., `COW_CHAROLAIS`)
- A matching `fillTypeName` (defined in your `fillTypes.xml`)
- Visual stages with store images
- All the properties a breed needs (prices, reproduction, weights, etc.)

```

<animals>
  <animal type="COW">
    <subType subType="COW_MYBREED" fillTypeName="COW_MYBREED"
      gender="female" breed="MYBREED"
      minWeight="40.0" targetWeight="600.0" maxWeight="1200.0">
      <visuals>
        <visual minAge="0" visualAnimalIndex="1"
          image="images/store_myBreedBaby.dds"
          canBeBought="true">
          <description>$!10n_animal_descriptionCowMilk</description>
          <description>$!10n_animal_descriptionCowFeed</description>
        </visual>
        <visual minAge="18" visualAnimalIndex="2"
          image="images/store_myBreed.dds"
          canBeBought="true">
          <description>$!10n_animal_descriptionCowMilk</description>
          <description>$!10n_animal_descriptionMature</description>
        </visual>
      </visuals>
      <reproduction minAgeMonth="12" durationMonth="10" minHealthFactor="0.75"/>
      <buyPrice>
        <key ageMonth="0" value="200"/>
        <key ageMonth="24" value="2500"/>
      </buyPrice>
      <sellPrice>
        <key ageMonth="0" value="150"/>
        <key ageMonth="36" value="2800"/>
        <key ageMonth="60" value="1800"/>
      </sellPrice>
      <input>
        <food>
          <key ageMonth="0" value="50"/>
          <key ageMonth="18" value="400"/>
        </food>
        <water>
          <key ageMonth="0" value="20"/>
          <key ageMonth="18" value="80"/>
        </water>
        <straw>
          <key ageMonth="0" value="10"/>
          <key ageMonth="18" value="60"/>
        </straw>
      </input>
      <output>
        <milk fillType="MILK">
          <key ageMonth="0" value="0"/>
          <key ageMonth="12" value="0"/>
          <key ageMonth="12" value="200"/>
          <key ageMonth="36" value="350"/>
          <key ageMonth="120" value="180"/>
        </milk>
        <manure>
          <key ageMonth="0" value="50"/>
          <key ageMonth="36" value="400"/>
        </manure>
        <liquidManure>
          <key ageMonth="0" value="50"/>
          <key ageMonth="36" value="200"/>
        </liquidManure>
      </output>
    </subType>
  </animal>
</animals>

```

New subtypes are loaded through the same `loadSubTypes` path RLRM's own breeds use, so pack subtypes behave identically to built-in breeds.

Visual Overrides

Visual stages define how an animal looks at different ages (calf, juvenile, adult). Each stage is matched by `minAge`. When overriding visuals on an existing breed:

- If a stage with the same `minAge` already exists, its properties are updated
- If no stage with that `minAge` exists, a new stage is inserted (sorted by age)

```
<subType subType="COW_HOLSTEIN">
  <visuals>
    <!-- Override the adult visual (minAge=18 already exists on Holstein) -->
    <visual minAge="18" image="images/store_myHolstein.dds" canBeBought="true" />
  </visuals>
</subType>
```

Overridable visual properties: `visualAnimalIndex`, `image`, `canBeBought`, `description`.

description format asymmetry. In an override or insert block, `description` is read as a single **attribute** (`description="$110n_..."`), not as the `<description>` **child** elements used when defining a brand-new subtype. If you copy the child-element form into an override block, the descriptions are silently ignored.

TEXTURE FILTERING

When multiple breeds share the same 3D model but use different texture rows from a texture atlas, use `textureIndexes` to restrict which variations a breed displays:

```
<visual minAge="18" visualAnimalIndex="2" image="images/store_myBreed.dds">
  <textureIndexes>
    <value>3</value>
    <value>4</value>
  </textureIndexes>
</visual>
```

This tells the engine to only use texture variations 3 and 4 from the model's variation list for this breed, rather than randomly picking from all available textures. This is essential when multiple breeds share one model config but need distinct appearances.

Caveat: `textureIndexes` applies when defining a new subtype and when overriding an **existing** visual stage, but it is **ignored when an override inserts a new stage** (a new `minAge`) on an existing breed. Insert the stage first, then override it if you need texture filtering on it.

Config Overrides

Config overrides replace the **entire model configuration** for an animal type. This is needed when your pack adds new 3D models or expanded texture atlases that aren't in the base game's model config.

```
<animals>
  <configOverrides>
    <override type="COW" configFilename="models/cow/animals.xml" />
  </configOverrides>

  <!-- ... subtypes and overrides below ... -->
</animals>
```

The `configFilename` path is relative to the pack's mod directory. It points to a model config file (the same format the base game uses to define animal 3D models and their texture variations).

When a config override is applied, RLRM:

1. Replaces the model config path for that animal type
2. Reloads all model data from the new config
3. Re-links all existing subtypes' visual references to the new model objects
4. Re-applies any texture filtering (`textureIndexes`) on existing subtypes

Important: Config overrides are a **total replacement** – not additive. If two packs both override the model config for the same animal type (e.g., both replace the COW config), the second one completely overwrites the first. The first pack's visual references will point to models that no longer exist, causing broken or missing visuals.

Only one pack should provide a config override per animal type. If you're creating a balance-only pack, don't include config overrides – you don't need them and they'll prevent breed packs from working alongside yours.

Config overrides are processed **before** subtypes are loaded, so your new subtypes can reference `visualAnimalIndex` values from your custom model config.

Breed Metadata

When adding new breeds, register their display names and marker colours so the GUI shows them correctly:

```
<animals>
  <breeds>
    <breed name="MYBREED"
      displayName="$110n_breed_mybreed"
      markerColour="0.8 0.3 0.1"/>
  </breeds>

  <!-- ... subtypes below ... -->
</animals>
```

Attribute	Description
<code>name</code>	Breed identifier (uppercase, matches the <code>breed</code> attribute on subtypes)
<code>displayName</code>	Localized name for the GUI. Use <code>\$110n_</code> prefix to reference translations.
<code>markerColour</code>	RGB colour for the breed's map marker, as three space-separated floats (0.0-1.0)

The `$110n_` references are resolved from the global translation table, which includes your pack's translations (loaded before breed metadata).

Breeding Groups

Define breeding restrictions for your breeds. Animals in a breeding group can only breed with other animals in the same group.

```
<animals>
  <breedingGroups>
    <group name="MYGROUP" maxFertilityAge="120">
      <subType name="COW_MYBREED"/>
      <subType name="BULL_MYBREED"/>
    </group>
  </breedingGroups>
</animals>
```

Attribute	Description
<code>name</code>	Group identifier (uppercase)
<code>maxFertilityAge</code>	Maximum breeding age in months for males in this group (optional)

6.1.5 Translations

Translation files provide localized text for breed names, fill type titles, and store descriptions. English is the required base language – always provide an English translation file. Additional languages are optional.

File naming

Files use the prefix from `rlrm_pack.xml` plus `_ {lang}.xml` :

```
translations/
├── translation_en.xml    (required -- English base)
├── translation_de.xml    (optional -- German)
├── translation_fr.xml    (optional -- French)
└── ...
```

RLRM tries the player's game language first, then falls back to English, then to German. Only the first matching file loads - there is no per-key merging across languages, so each translation file must be complete on its own.

File format

Standard FS25 translation XML:

```
<?xml version="1.0" encoding="utf-8" standalone="no" ?>
<l10n>
  <texts>
    <!-- Fill type names (shown in transport/trading UI) -->
    <text name="fillType_cow_mybreed" text="My Breed Cow"/>
    <text name="fillType_bull_mybreed" text="My Breed Bull"/>

    <!-- Breed display names (shown in animal details) -->
    <text name="breed_mybreed" text="My Breed" />
  </texts>
</l10n>
```

These translations are loaded into the global translation table, so they work with `$l10n_` references in your `animals.xml` and fill types.

6.1.6 Fill Types

Each new breed needs a fill type registered in the game's fill type system. This is how FS25 tracks animals internally.

```
<?xml version="1.0" encoding="utf-8" standalone="no" ?>
<map>
  <fillTypes>
    <fillType name="COW_MYBREED" title="$l10n_fillType_cow_mybreed" showOnPriceTable="false">
      <physics massPerLiter="600.0" maxPhysicalSurfaceAngle="0"/>
      <economy pricePerLiter="4000"/>
      <image hud="$dataS/menu/hud/fillTypes/hud_fill_cow.png"/>
    </fillType>
    <fillType name="BULL_MYBREED" title="$l10n_fillType_bull_mybreed" showOnPriceTable="false">
      <physics massPerLiter="750.0" maxPhysicalSurfaceAngle="0"/>
      <economy pricePerLiter="4000"/>
      <image hud="$dataS/menu/hud/fillTypes/hud_fill_cow.png"/>
    </fillType>
  </fillTypes>
</map>
```

This uses the standard FS25 fill types format. The `$l10n_` titles reference your pack's translation files. You can reuse base game HUD icons (`$dataS/...`) or provide your own.

Fill types are only needed when adding new breeds. Balance packs that only override existing breeds don't need them.

6.1.7 Load Order and Priority

Packs are loaded in **alphabetical order by FS25 mod name**. This order is deterministic and reproducible.

If two packs override the same property on the same subtype, the alphabetically later mod wins. You can use naming to control priority:

- `FS25_RLRM_CowBreeds` loads before `FS25_RLRM_ZZ_MyOverrides`
- A pack named with a `ZZ_` prefix can serve as a "final word" override layer

The load sequence within each pack is:

1. **Translations** -- loaded first so `$110n_` keys resolve in later steps
2. **Fill types** -- registered so new subtypes can reference them
3. **Config overrides** -- model configs replaced before subtypes load
4. **Model reload** -- Lua-side model data refreshed from new configs
5. **Breed metadata** -- display names and marker colours registered
6. **New subtypes** -- loaded through the engine's `loadSubTypes`
7. **Property overrides** -- applied last, patching both existing and newly added subtypes
8. **Breeding groups** -- registered after all subtypes exist

6.1.8 The modDesc.xml

A pack's `modDesc.xml` is a standard FS25 mod descriptor. It doesn't need any special entries -- the `r1rm_pack.xml` file is what RLRM looks for.

```
<?xml version="1.0" encoding="utf-8" standalone="no" ?>
<modDesc descVersion="106">
  <author>Your Name</author>
  <version>1.0.0.0</version>
  <title>
    <en>RLRM My Balance Pack</en>
  </title>
  <description>
    <en><![CDATA[Description of what your pack does.

Requires Realistic Livestock - Ritter version (FS25_RealisticLivestockRM).]]></en>
  </description>
  <iconFilename>$dataS/menu/hud/fillTypes/hud_fill_cow.png</iconFilename>
  <multiplayer supported="true"/>
</modDesc>
```

Mention the RLRM dependency in the description so players know the pack requires the base mod.

6.1.9 Tips

- **Start with a balance pack** to learn the format. Override a few prices, test it, then build up from there.
- **Test in singleplayer first.** Use the console command `rmSetLogLevel * DEBUG` for detailed loading output in the game log.
- **Check the game log** for messages starting with `MapBridge: Animal pack` -- these show exactly what was detected, loaded, and any warnings.
- **Name your mod consistently.** Use the `FS25_RLRM_` prefix so players can identify it as an RLRM pack and so load order is predictable relative to other packs.
- **Don't use config overrides unless you need them.** If you're only changing values (prices, food, reproduction), skip config overrides entirely. This keeps your pack compatible with breed packs that do need them.
- **Use RLRM's own `xml/animals.xml` as reference** for the full subtype definition format, property names, and AnimCurve structures.

6.1.10 Limitations

- **Cannot remove breeds.** Packs can add new breeds and override properties on existing ones, but cannot remove a breed that RLRM or another pack defines.
- **Cannot add new animal types.** Packs can only add subtypes within existing types (COW, PIG, SHEEP, HORSE, CHICKEN, and any types added by the map). Creating an entirely new animal type requires map-level support.
- **Cannot modify diseases.** The disease system is not exposed to packs.
- **One config override per animal type.** If two packs both override the model config for the same animal type, only the last one loaded takes effect and the other pack's visuals will break. RLRM detects this collision and warns the player - a startup dialog plus a log warning naming the packs involved. See [Config Overrides](#).

- **No explicit priority system.** Load order is strictly alphabetical by mod name. There's no way to declare "load after pack X" -- use naming conventions to manage order.

7. Frequently Asked Questions

Common questions about Realistic Livestock RM, covering genetics, breeding, and mod scope.

Note: This documentation was generated with AI assistance and may contain inaccuracies. If you spot an error, please [open an issue](#).

7.1 How can offspring have worse genetics than their parents?

Short answer: Breeding two high-genetics animals improves your odds of good offspring, but it doesn't guarantee every single one will match the parents. Some calves will be better, some will be worse - that's how real genetics works, and the mod simulates this.

7.1.1 What changed from the original mod

Arrow-kb's original version used a simple model where offspring were randomly placed somewhere between the two parents' values. No variation beyond that range, no chance of outperforming the parents, and no regression. It was predictable but unrealistic.

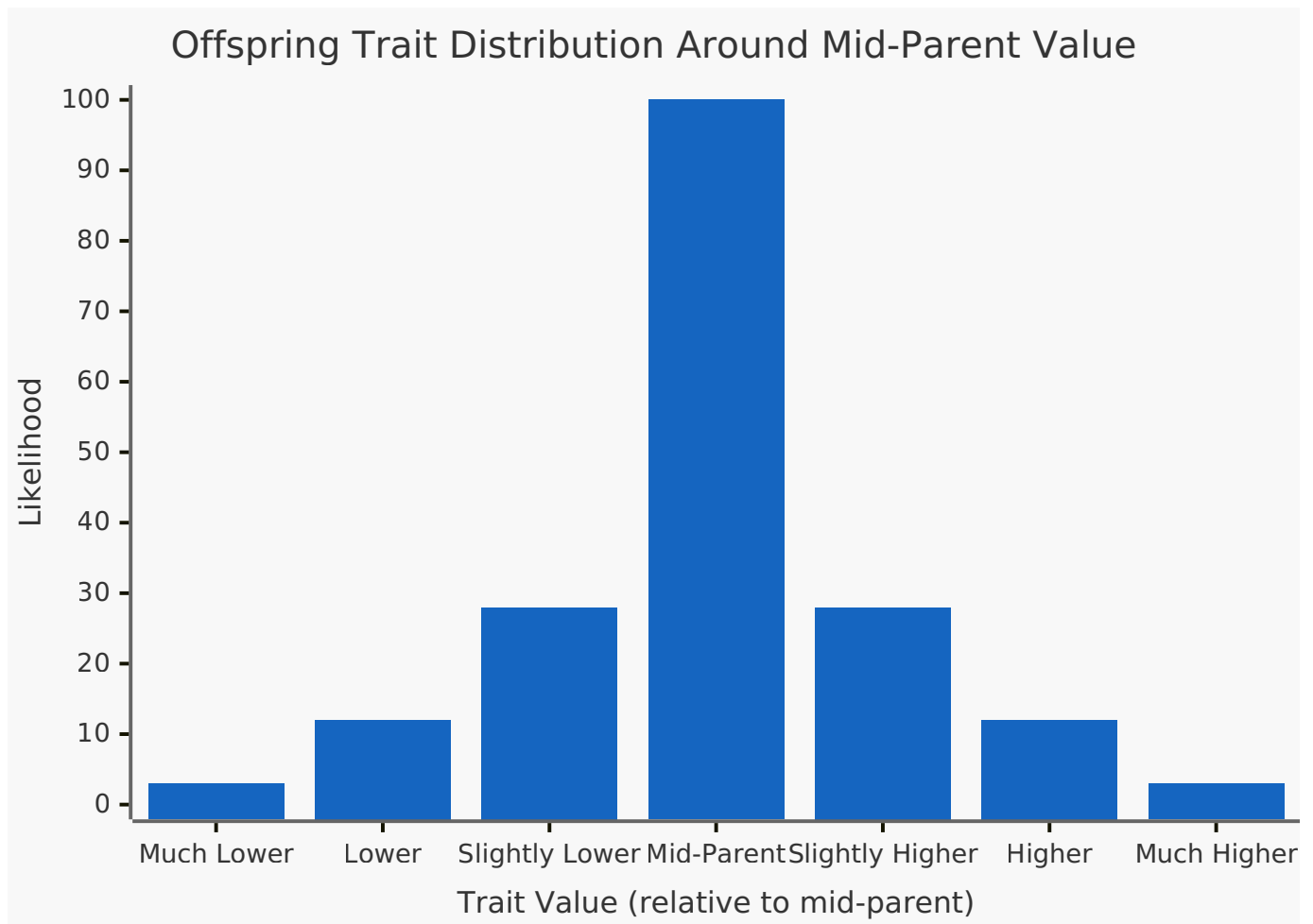
The current version uses a more realistic genetic model: the offspring's trait value is based on the **average of both parents** plus some **random variation**. This means offspring can exceed both parents - or fall below both.

7.1.2 Why it happens

Each parent carries a mix of "good" and "not so good" genes. A high-producing cow doesn't only carry great genes - she also carries some weaker ones that aren't visible in her own stats. When two parents each pass a random half of their genes to the calf, the calf might inherit an unlucky combination and end up worse than either parent.

7.1.3 What the mod does

The mod calculates the average of both parents' trait values (the "mid-parent value"), then adds random variation using a bell curve. Most offspring land near that average, but some land higher and some lower - with roughly equal probability in both directions.



Most offspring cluster around the mid-parent average. A few will be noticeably better or worse. Extreme outliers in either direction are rare but possible.

7.1.4 Regression to the mean

This is a well-known phenomenon in genetics called **regression to the mean**, first discovered by Francis Galton in the 1880s. He noticed that children of very tall parents were tall, but usually not quite as tall as their parents. The same goes the other way - children of short parents tend to be a bit taller than their parents.

In the mod, breeding two "Extremely High" productivity cows will produce calves that are above average - but many of them will be "Very High" rather than "Extremely High." The parents were statistical outliers, and their offspring tend to drift back towards the population average.

7.1.5 Where you'll notice it first

Chickens cycle through generations much faster than other animals (2-month hatching vs 10-month cattle gestation), so genetic drift shows up in your chicken flock first. If you're seeing unexpected drops in egg production across generations, this is likely why.

7.1.6 The good news - but it takes work

Over many generations, consistently breeding your best animals **does** improve the herd average. But "consistently" is the key word - you have to actively manage who breeds with who. If you let a herd stay together through multiple generations without culling, lower-genetics offspring will breed with each other and the herd average will drift towards the mean over time.

To maintain a top-tier herd:

- **Cull low-genetics animals** from your breeding stock - sell or castrate them
- **Only let your best breed with your best** - don't leave it to chance
- **Check offspring genetics** each generation and remove underperformers

This is more work than the old model, but it's what real livestock farmers do - and it makes the breeding game genuinely interesting as a long-term strategy rather than a one-time setup.

See the [Genetics Guide](#) for practical breeding strategies.

7.1.7 Further reading

For the curious, here's the real science behind the simulation:

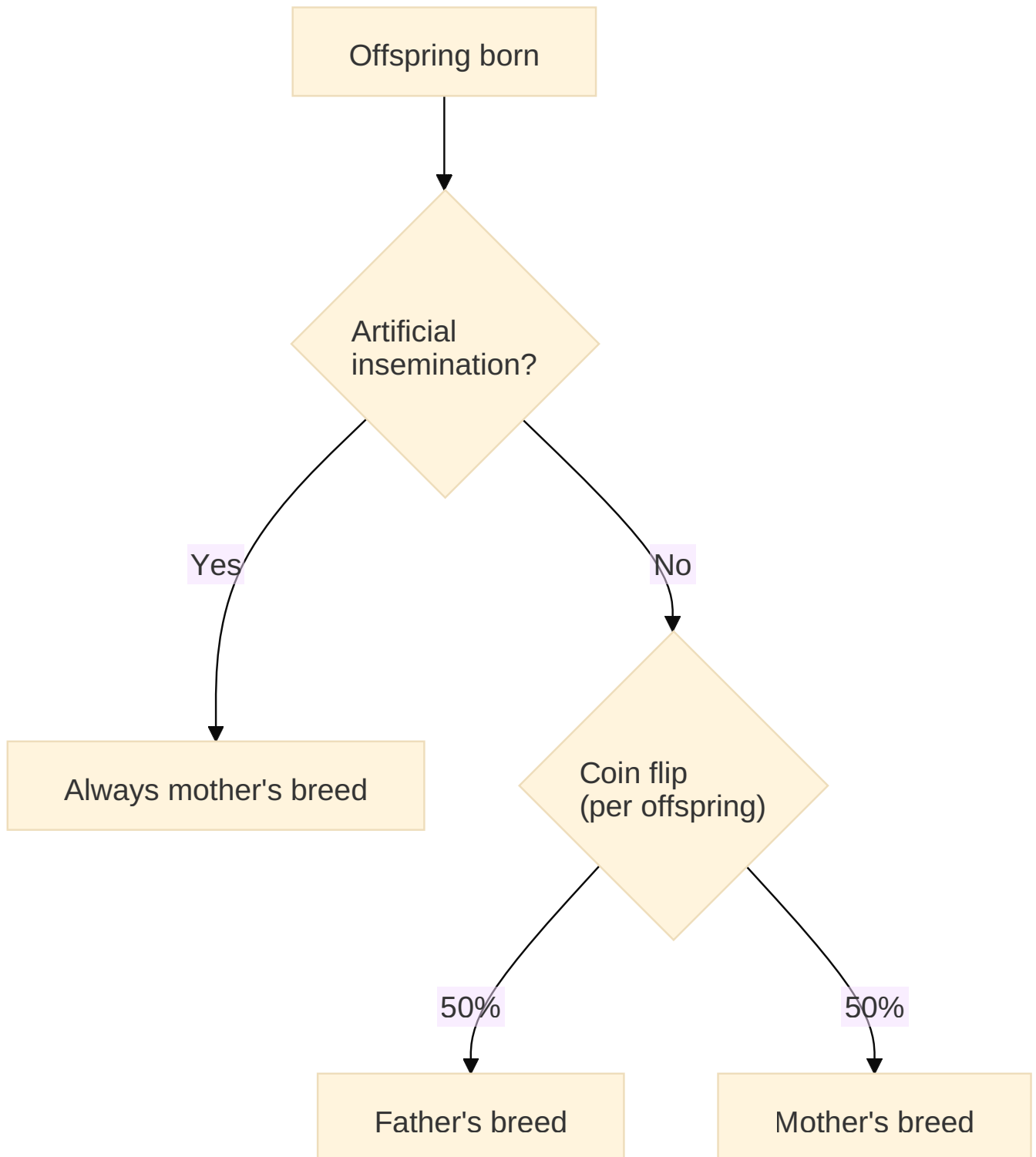
- [Regression to the Mean](#) - Select Statistics - accessible explanation of Galton's original discovery
 - [The Infinitesimal Model](#) - Wikipedia - the formal genetics model behind the simulation
 - [Mendel's Law of Segregation](#) - Khan Academy - why gene inheritance is random
 - [Estimating Trait Heritability](#) - Nature - how heritability works in real livestock breeding
-

7.2 What breed will my cross-bred offspring be?

Short answer: Each offspring independently has a 50/50 chance of being either parent's breed. There's no visual blending - the calf, piglet, or lamb will look exactly like one parent's breed or the other.

7.2.1 How it works

When a male and female of different breeds produce offspring, the mod flips a coin for each baby:



Each offspring in a litter or set of twins rolls independently, so siblings from the same birth can be different breeds. A Berkshire sow bred by a Landrace boar might produce a litter with a mix of Berkshire and Landrace piglets.

7.2.2 Artificial insemination is different

When using artificial insemination (AI), offspring **always** inherit the mother's breed. The AI system doesn't carry breed-specific sire information, so there's no coin flip - it defaults to the mother's breed every time.

If you want all offspring to match a specific breed, AI gives you that control.

7.2.3 Breed is not the same as genetics

This is the most common point of confusion. Breed determines **appearance** - what the animal looks like. Genetics determine **traits** - productivity, health, fertility, quality, and metabolism.

When cross-breeding:

- **Breed:** One parent or the other (coin flip)
- **Genetic traits:** Always a blend of both parents

So an Angus calf born from an Angus bull x Holstein cow pairing will *look* Angus, but its milk productivity, health genetics, and other traits are still influenced by the Holstein mother. The breed coin flip doesn't affect genetic inheritance at all.

7.2.4 What about breed-locked animals?

Water Buffalo and Goats can only breed within their own breed (see [Breed Restrictions](#)), so the question of offspring breed doesn't arise - both parents are always the same breed.

7.2.5 Quick reference

Scenario	Offspring Breed
Same-breed parents	Always that breed
Different breeds, natural mating	50% chance of either breed (per offspring)
Different breeds, AI	Always mother's breed
Breed-locked types	Always same breed (can only breed within breed)

See the [Breeding Guide](#) for examples and practical tips.

7.3 Does the mod work on my map?

Almost certainly yes. RLRM works on virtually any map - it does not need to be on a supported list. The maps listed in the docs are only the ones that add their *own* custom animal types or breeds, which need built-in support so those extras also get genetics and breeding. On any other map, the standard FS25 animals work normally.

(Rare exception: a map that heavily replaces the animal husbandry setup could clash - if something looks off, [open an issue](#).)

7.4 Can you add more breeds or animal types?

Short answer: Yes - the mod supports [Animal Packs](#), third-party mods that can add new breeds or adjust animal balance. Modders can create packs that range from simple balance tweaks to full breed additions with custom visuals.

7.4.1 Animal Packs

Animal packs are the recommended way to add breeds or customise animal properties. A pack is a standard FS25 mod that RLRM discovers and loads automatically - just enable it alongside the main mod. No manual XML editing required.

Packs can:

- **Add new breeds** with custom 3D models, textures, and store images
- **Adjust balance** on existing breeds - prices, food consumption, production rates, reproduction timing

See [Animal Packs](#) for how to install and use them, or [Creating Animal Packs](#) if you're a modder interested in making your own.

7.4.2 Why the mod doesn't include new breeds itself

Creating animal breeds requires 3D models, textures, and animations - a completely different skill set from the scripting and game mechanics this mod focuses on. The mod works with whatever breeds the base game and DLCs provide (currently 7 cattle breeds, 3 pig breeds, 5 sheep/goat breeds, 8 horse colour variants, and chickens).

Each breed in Realistic Livestock has detailed configuration: food consumption curves by age, production rates at different life stages, target weights, sell prices, breeding parameters, and more. Adding a breed properly is a two-part job:

1. **The 3D model** - visual appearance, textures, animations (modelling skill)
2. **The simulation data** - realistic food, production, pricing, and breeding curves (XML configuration)

Ritter can do part 2 but not part 1. The animal pack system makes it possible for modellers to handle part 1 while RLRM handles the integration.

7.4.3 Map-based animals

When a map includes its own animal types or breeds, the mod can add built-in support with full breeding and reproduction. [Hof Bergmann](#) adds exotic animal *species* (ducks, geese, cats, rabbits, alpacas, quail). [Witcombe](#) instead adds new *breeds* within the standard cow, pig, sheep, and rabbit types (Jersey, Gloucestershire Old Spot, Texel, Suffolk, Blue Faced Leicester) - and corrects Hereford on the map with a heritage profile.

The mod uses **version-aware map support**. It detects which version of a supported map you have installed and loads the matching configuration automatically. This means:

- **Tested version** - Everything works seamlessly. No action needed.
- **Untested version** (e.g., the map author released an update before the mod was updated) - You'll see a warning dialog when the game starts. The warning includes a link to report problems so support can be added for the new version.

If you're playing a map with custom animals that aren't supported yet, [open an issue](#) and it can be considered.

7.4.4 Legacy: Custom Animals setting

Before the pack system existed, the only way to add breeds was by manually merging XML files and loading them through the [Custom Animals](#) setting. This approach still works for singleplayer but has limitations - it requires manual XML editing, doesn't work in multiplayer, and replaces all animal definitions rather than layering on top.

If you previously used this method, consider migrating to an animal pack instead.

7.4.5 A note on unauthorized breed packs

Some breed packs floating around online are stolen copies of other mods with minor texture swaps. These are not supported and may cause conflicts. Stick to breed packs from known sources like the official [Farming Simulator mod hub](#).

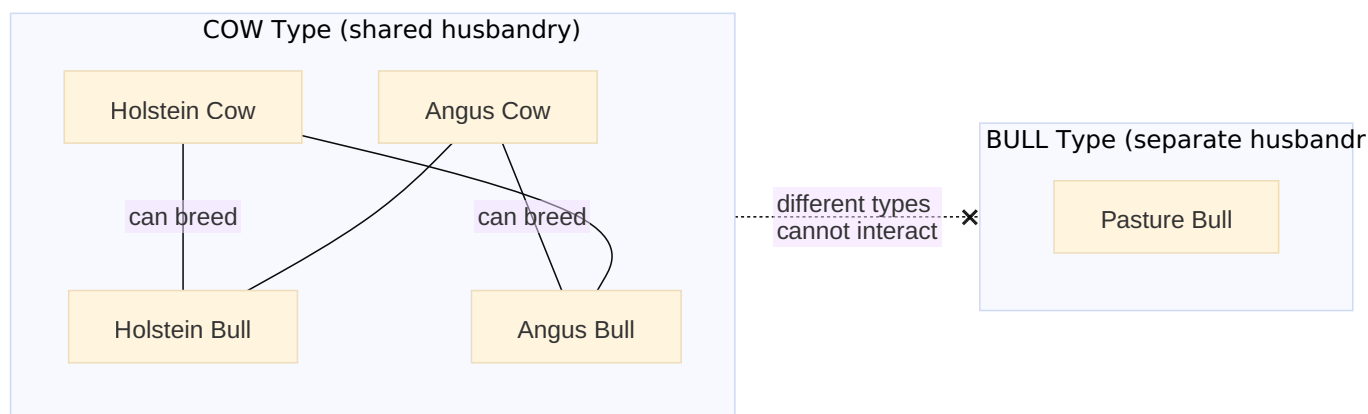
7.5 Why don't Hof Bergmann pasture bulls breed like cattle?

Short answer: Hof Bergmann's pasture bulls are a completely different animal type from cattle. The game engine doesn't allow animals of different types to breed with each other, and this isn't something the mod can work around.

7.5.1 The technical reason

In FS25, every animal belongs to an **animal type** - COW, PIG, SHEEP, CHICKEN, and so on. Breeding only works between animals of the same type. RLRM's cattle bulls (Holstein Bull, Angus Bull, etc.) are all subtypes of the **COW** type, which is why they can breed with cows.

Hof Bergmann adds a separate **BULL** animal type for its decorative pasture bulls. As far as the game engine is concerned, a BULL-type animal and a COW-type animal are as different as a cow and a chicken. They have separate husbandries, separate slot systems, and no mechanism to interact.



7.5.2 Why it can't be fixed in the mod

There are two theoretical approaches, neither of which is practical:

1. **Merge HB's BULL into the COW type** - This would require changing how the map assigns animals to husbandry buildings, pastures, and slot systems. That's a map-level change, not something a script mod can do.
2. **Cross-type breeding** - Letting animals of different types breed with each other would require a fundamentally new system in the game engine. FS25 simply doesn't support it.

7.5.3 "Can't you just use the pasture bull models?"

This is a natural question. The base game doesn't include separate bull 3D models - RLRM's breeding bulls (Holstein Bull, Angus Bull, etc.) reuse the female cow models, so visually they look the same as cows. Meanwhile, HB's pasture bulls have their own distinct bull visuals, which is exactly what you'd want on your breeding bulls.

Unfortunately, each animal type loads its own set of 3D models from the map's configuration - the COW type has one model pool, the BULL type has a completely separate one. To use HB's bull models on COW-type animals, you'd have to rebuild the map's entire animal model loading infrastructure from a script mod and apply it on top. This is extremely brittle: any map update can shift model indices, causing wrong or missing visuals. It's not a reliable approach for a mod that needs to work across map versions.

7.5.4 What you still get

The pasture bull still gets the full RLRM individual tracking treatment - it has a unique name, genetics, and identity. It just can't participate in the cattle breeding cycle.

If you want bulls that breed with your cows, use the cattle bulls available in the cow husbandry (Holstein Bull, Angus Bull, etc.) - those are COW-type animals and work normally with the breeding system.

For the full picture of what Hof Bergmann support includes, see [Hof Bergmann Map Support](#).

7.6 Why doesn't the Hof Bergmann bull stable produce sperm under RLRM?

Hof Bergmann models bull sperm (BULLSPERM) as a milk output on the dedicated BULL animal type. In vanilla FS25 this works because the husbandry building generates milk from cluster-level production, regardless of subtype gender. RLRM replaces that pipeline with per-animal output that only produces milk for lactating female cows that have given birth within the last 10 months. The BULL animal type is a separate species from COW (see the previous question), so its animals never qualify and the bull stable's BULLSPERM trigger stays empty.

There is no mod-side fix that wouldn't have side effects on every other animal type, so this is a documented incompatibility rather than a patched one. With RLRM active the HB pasture bulls and their stable are essentially decorative: the animals still get individual tracking, genetics, and visuals, but the bull stable doesn't yield sperm for artificial insemination workflows that depend on it.

See [Hof Bergmann Map Support](#) for the full set of HB-under-RLRM caveats.

8. Reference

8.1 Breeding Reference

Quick lookup table for every breed's breeding window, gestation length, and litter sizes. Use this when planning herds: when you can buy juveniles for breeding, when males retire, how long pregnancy takes, and how many offspring to budget pen space for.

For per-species context (food, prices, fertility-by-age curves, complications) see the species factsheets and the [Breeding Guide](#).

Note: This documentation was generated with AI assistance and may contain inaccuracies. If you spot an error, please [open an issue](#).

8.1.1 Reference Table

Each breed has two rows - one for females, one for males. Gestation and litter size are female-only stats, so the male row leaves those columns blank.

Species	Breed	Sex	Breeds from	Breeds until¹	Gestation	Peak li (max)²
Cattle	Swiss Brown	Female	12 mo	132 mo (11 yr)	10 mo	1 (max)
		Male	12 mo	132 mo (11 yr)	-	-
Cattle	Holstein	Female	12 mo	132 mo (11 yr)	10 mo	1 (max)
		Male	12 mo	132 mo (11 yr)	-	-
Cattle	Angus	Female	12 mo	132 mo (11 yr)	10 mo	1 (max)
		Male	12 mo	132 mo (11 yr)	-	-
Cattle	Limousin	Female	12 mo	132 mo (11 yr)	10 mo	1 (max)
		Male	12 mo	132 mo (11 yr)	-	-
Cattle	Hereford	Female	12 mo	132 mo (11 yr)	10 mo	1 (max)
		Male	12 mo	132 mo (11 yr)	-	-
Cattle	Highland (DLC)	Female	12 mo	132 mo (11 yr)	10 mo	1 (max)
		Male	12 mo	132 mo (11 yr)	-	-
Cattle	Water Buffalo³	Female	12 mo	132 mo (11 yr)	10 mo	1 (max)
		Male	12 mo	132 mo (11 yr)	-	-
Pigs	Berkshire	Female	6 mo	96 mo (8 yr)	4 mo	12 (ma
		Male	8 mo	48 mo (4 yr)	-	-
Pigs	Landrace	Female	6 mo	96 mo (8 yr)	4 mo	12 (ma
		Male	8 mo	48 mo (4 yr)	-	-
Pigs	Black Pied	Female	6 mo	96 mo (8 yr)	4 mo	12 (ma
		Male	8 mo	48 mo (4 yr)	-	-
Sheep	Black Welsh	Female	8 mo	120 mo (10 yr)	5 mo	2 (max
		Male	5 mo	72 mo (6 yr)	-	-
Sheep	Landrace	Female	8 mo	120 mo (10 yr)	5 mo	2 (max
		Male	5 mo	72 mo (6 yr)	-	-
Sheep	Steinschaf	Female	8 mo	120 mo (10 yr)	5 mo	2 (max
		Male	5 mo	72 mo (6 yr)	-	-
Sheep	Swiss Mountain	Female	8 mo	120 mo (10 yr)	5 mo	2 (max
		Male	5 mo	72 mo (6 yr)	-	-
Goats	Goat³	Female (Doe)	8 mo	120 mo (10 yr)	5 mo	2 (max
		Male (Ram Goat)	5 mo	72 mo (6 yr)	-	-
Horses	All 8 colour variants	Female (Mare)	22 mo	264 mo (22 yr)	11 mo	1 (max
		Male (Stallion)	24 mo	300 mo (25 yr)	-	-
Chickens	Chicken	Female (Hen)	6 mo	60 mo (5 yr)	2 mo	5 (max

Species	Breed	Sex	Breeds from	Breeds until ¹	Gestation	Peak li (max) ²
		Male (Rooster)	6 mo	72 mo (6 yr)	-	-

¹ The male upper limit is scaled by individual fertility genetics. A high-fertility bull may breed past 132 months; a low-fertility one retires earlier. Roosters are the exception: their 72-month cap is absolute and not scaled by genetics. The female limit is the hard end of the fertility curve.

² "Peak" is the typical litter size when a mother conceives. "Max" is the upper bound seen with high-fertility mothers. Litter size is driven by the mother's fertility genetics, not her age - age only affects whether she conceives at all (her fertility curve tapers to zero at the "Breeds until" age).

³ Breed-locked: Water Buffalo only breed with Water Buffalo; Goats only breed with Ram Goats. All other breeds within a species can cross-breed (Angus bull x Holstein cow, Berkshire boar x Landrace sow, etc.). See the [Breeding Guide](#).

Health gate: Every species requires the female to be at **75%+ health** to conceive. Below 75%, conception fails entirely. A stillborn newborn can occasionally cost the mother her life too, more so with poor health genetics. See the [Breeding Guide](#) for full mechanics.

8.1.2 At a Glance

- A few patterns worth highlighting:
- **Pigs have the shortest male window.** Boars retire at 4 years while sows breed until 8 - replace breeding boars early.
 - **Sheep and goats also asymmetric.** Rams retire at 6 years, ewes/does breed until 10.
 - **Does and ewes now match.** Goats breed from 8 months, the same as sheep - goats are no longer the late starter.
 - **Horses are the slowest cycle.** 11-month gestation and single foals make horse breeding a long-term investment.
 - **Pigs are the fastest.** 4-month gestation plus 12-piglet litters means a healthy sow produces 30+ piglets per year at prime age.
 - **Roosters retire at 6 years.** A rooster sires until 72 months, then stops - unlike other males, the cap is fixed, not genetics-scaled.

8.1.3 See Also

- [Breeding Guide](#) - fertility curves, lactation, complications, artificial insemination
- [Cattle Factsheet](#) - per-breed prices, milk, food, weights
- [Pigs Factsheet](#) - per-breed prices, food, weights
- [Sheep & Goats Factsheet](#) - per-breed prices, wool/milk, food, weights
- [Horses Factsheet](#) - sell-price factors, food, weights
- [Chickens Factsheet](#) - egg production, food, weights
- [Settings Reference](#) - every configurable mod option

8.2 Settings Reference

All Realistic Livestock RM settings live in the RL Menu's **Settings** tab (it opens on the **General** sub-tab, where all of the options below are). The quickest way there: open the in-game menu (ESC), go to **Game Settings**, scroll to the **Realistic Livestock** section at the bottom, and press **Open Settings**. You can also open the RL Menu directly with its hotkey - it defaults to **Right Shift + O** (remappable in Settings -> Controls); look for "Open RL Menu" in the game's input bindings. If your installation was set up before this default was added, the key may not be assigned automatically - bind or reset it manually. (*Older versions listed every setting directly on the Game Settings page; those rows have moved here.*)

Most settings are saved per-savegame and synced in multiplayer, and in multiplayer can only be changed by an admin - everyone else sees them read-only. The one exception is **Maximum Visible Animals** (under Customisation below): it is a per-machine display preference, saved locally on your own computer, never synced, and any player can change their own.

Note: This documentation was generated with AI assistance and may contain inaccuracies. If you spot an error, please [open an issue](#).

8.2.1 Death & Accidents

Setting	Default	Options	Description
Animal Death	On	Off / On	Toggles all death mechanics (old age, low health, accidents, birth complications, and fatal diseases). When off, animals live indefinitely. The ModHub build labels this setting "Animal Removal".
Accident Chance	100%	0% - 200% (10% steps)	Scales the probability of random accident deaths. 0% disables accidents entirely. 200% doubles the chance. Only available when Death is enabled.

With death disabled, animals never die from any cause - but diseases can still make them sick if diseases are enabled.

8.2.2 Food

Setting	Default	Options	Description
Food Scale	1x	0.5x - 5x (0.5 steps)	Multiplies all animal food consumption. At 0.5x, animals eat half as much. At 5x, they eat five times more. Does not affect water or straw.

This setting stacks with metabolism genetics. An animal with high metabolism at maximum food scale will eat dramatically more than a low-metabolism animal at minimum scale.

8.2.3 Dealer & AI

Setting	Default	Options	Description
Max Dealer Animals	50	20-200 (10 steps)	Maximum number of animals per species available in the animal dealer. Higher values give more choice when buying.
Reset Animal Dealer	-	Button	Restocks the dealer with a fresh set of randomised animals. Use this if you want different genetics or breeds available. Admin only in multiplayer.
Reset AI Animals	-	Button	Refreshes the artificial insemination animal pool. Use this if the current AI pool has poor genetics. Admin only in multiplayer.

8.2.4 Animal Origin

Setting	Default	Options	Description
Animal Country of Origin	Map default	Map default / 16 countries	Sets the country new animals are registered in - the country code on their ear tags and identifiers. Takes effect immediately for newborn animals, dealer stock, and AI animals. Existing animals keep the country they were registered in.

"Map default" uses the country built into the map you're playing; maps the mod doesn't recognise fall back to the United Kingdom - this setting is the fix if that doesn't suit your farm. Available countries: United Kingdom, United States, China, France, Poland, Germany, Canada, Estonia, Italy, Czech Republic, Russia, Sweden, Norway, Finland, Japan, and Spain. A small share of animals are deliberately imported from abroad - roughly 1 in 8 dealer and AI animals and 1 in 100 newborns - so an occasional foreign tag while an override is active is normal, not a bug. Tip: after changing the country, press Reset Animal Dealer to restock the dealer with animals from the new origin right away.

8.2.5 Customisation

Setting	Default	Options	Description
Change Tag Colour	-	Button	Opens the ear tag colour picker. Customise the colour of animal identification tags.
Export To CSV	-	Button	Exports all animal data to a CSV file. Useful for tracking herd statistics in a spreadsheet.
Set Maximum Visual Animals	2	Button (opens a slider)	Sets the maximum number of animals rendered per pen. A per-machine display/performance preference: each player sets their own value, it is not synced in multiplayer or saved per-savegame, and any player (not just admins) can change it. The dialog's Recommended button suggests a value based on your graphics settings.

8.2.6 Messages

Setting	Default	Options	Description
Maximum Amount of Messages	500	100-5,000	Maximum number of messages stored per husbandry; older messages are removed when the limit is reached.
Message Log Summaries	Off	Off / On	When off, each event (birth, death, disease) generates an individual message. When on, events are aggregated into daily summaries.

Summary mode reduces message clutter in large herds but provides less detail per event.

8.2.7 Diseases

Setting	Default	Options	Description
Diseases Enabled	On	Off / On	Toggles the entire disease system. When off, new infections, disease spread, and disease effects are suspended. Already-infected animals are not cured; their diseases resume when the system is re-enabled.
Disease Chance	1x	0.25x - 5x	Scales the base probability of all disease infections. At 0.25x, diseases are 4 times less common. At 5x, they're 5 times more frequent. Only available when Diseases are enabled.

Disabling diseases suspends Mastitis, CVM, Foot & Mouth, PED, and Avian Influenza - it stops new infections, spread, and effects but does not cure already-infected animals; their diseases resume when re-enabled.

8.2.8 Genetics Display

Setting	Default	Options	Description
Genetics Display	Off	Off / Short / Long	Shows numeric genetics values in animal names. "Short" shows average genetics as a single number (e.g., [72]). "Long" shows the average plus individual trait scores (e.g., [72-68:75:80:65:70]).
Genetics Position	Prefix	Prefix / Postfix	Controls where genetics values appear in the animal's name. "Prefix" places them before the name, "Postfix" places them after.
Sort by Genetics	Off	Off / On	When enabled, animals within each group are sorted by average genetics (highest first) before age, rather than the default type and age sorting. Diseased animals always sort to the top.

The genetics tag format for Long mode is `[avg-metabolism:health:fertility:quality:productivity]` (productivity only shown for species that have it). Values are scaled 0-99.

8.2.9 Custom Animals

Setting	Default	Options	Description
Use Custom Animals	Off	Off / On	Enables loading a custom animals.xml file instead of the default. Allows modifying animal stats, production curves, prices, etc. Requires game restart to take effect. Not available in multiplayer.
Set Animals XML Path	-	Button	Opens a file picker to select the path to your custom animals.xml. Only available when Custom Animals is enabled.

Custom animals is for advanced users who want to tweak animal statistics. The default animals.xml is located in the mod's xml/ folder and can be used as a template.

8.2.10 Dependencies

Some settings depend on others being enabled:

```
Animal Death -> Accident Chance (only when Death is On)
Diseases Enabled -> Disease Chance (only when Diseases are On)
Use Custom Animals -> Set Animals XML Path (only when Custom Animals is On)
```

Dependent settings are greyed out when their parent setting is disabled.

8.3 Mod Compatibility

Realistic Livestock RM rewrites the animal system from the ground up. That makes it incompatible with many other mods that change the same systems, and gives it sharp edges when paired with mods that modify animal data. This page lists the mods RLRM blocks or warns you about at startup, plus mods that load but have known limitations. That a mod is NOT on this list does NOT mean that it is tested and confirmed to work.

Note: This documentation was generated with AI assistance and may contain inaccuracies. If you spot an error, please [open an issue](#).

8.3.1 Blocking Conflicts

These mods cannot run alongside Realistic Livestock RM. They either replace the same animal system entirely, were originally derived from the original FS25_RealisticLivestock, or break RLRM's core animal feeding loop.

If any of these mods is enabled when you start the game, RLRM detects them, shows a **Mod Conflict Detected** dialog, and forces a restart. Disable the conflicting mod (or RLRM) and try again.

Mod	Reason
FS25_RealisticLivestock	The original Arrow-kb mod that RLRM forks. Both replace the cluster-based animal system.
FS25_MoreVisualAnimals	Extracted subset of RL's visual changes. Overlapping animation and visual hooks.
FS25_EnhancedLivestock	Another version of the original mod.
FS25_EnhancedAnimalSystem	Extensive changes to the animal system that conflict with RLRM.
FS25_AnimalFoodCalculator	Breaks the core animal loop with RLRM: blocks food and water intake and halts milk, egg, and wool output, plus a significant performance impact that grows with herd size. A dismissible warning proved insufficient for a silent husbandry break.

If you previously played with **FS25_RealisticLivestock** (the original), RLRM migrates your savegame automatically the first time you load it - just disable the old mod and enable RLRM in its place.

8.3.2 Partial Compatibility

These mods load and run alongside RLRM, but one or more of their features do not work because of how they interact with RLRM's rewritten animal system. RLRM does not necessarily detect these mods or warn you about them at startup - the rest of the mod keeps working, so you can keep using it as long as you avoid the affected feature. The specific limitation is listed per mod.

Mod	Limitation
FS25_IsfmAnimalTransportPack.zip	The LSFM Animal Transport Pack's animal herding / driving feature does not work. Driving animals opens the animal screen through the pack's custom object instead of a standard livestock trailer, and RLRM's rewritten animal screen does not recognise that call, so the action fails. There may be further errors later in the process. The rest of the pack is unaffected. This pack is distributed with the Hof Bergmann map, so it may be active even if you did not install it separately - see Hof Bergmann Map Support .

8.3.3 Known-Working Integrations

These mods are confirmed to work alongside RLRM:

Mod	Notes
Seasonal Wool Production	Works with RLRM via a built-in compatibility shim.
Enhanced Production Points / EPP butchers	Supported. EPP butchers accept RLRM animals.

8.3.4 Reporting a Missing Entry

Spotted a mod that conflicts with RLRM but isn't listed here? Or a mod that this page flags but actually works fine for you?

[Open an issue on GitHub](#) with:

- The other mod's name and version
- A short description of what goes wrong (or works) when both are enabled
- Whether the mod is on the official ModHub or hosted elsewhere

The list above is updated as new conflicts and integrations are discovered.

8.3.5 Related Pages

- [Settings Reference](#) - Every configurable mod option
- [FAQ](#) - Common questions about mod scope and compatibility