

Plains of Salt (1 hero)

Made in an attempt to fix fart (from BadTemplates) by making control guaranteed after quite few fights and distance travelled and the big treasures actually hidden underground. It's not as diverse in choices as Memory Lane by specialiste, but it's aiming to give you a lot to farm in the end game, allowing to play sim turns above month 4.

Rules

Play on 160% difficulty (Expert), 2-4 players

Recommended Timer: Classic 2 min, Simultaneous Turns: 211, Tournament Rules: ON
Defeat of your only hero in combat versus another player results in a loss.

Info

Most zones are over-ground.

You start in a poor zone with two sawmills, an ore pit and few low level dwellings.
Road splits into two rich zones which usually generate a lot of hives and pickets.

From them road splits to second town zone or to the control zone.

Second town zone has same faction as the one you started with, it also has Griffin Conservatories and few high tier dwellings.

Control zone is a junction with very thin paths, has 6 control scrolls and a Conflux town.

In your starting biome there are two 90k guards leading to the underground treasures.

There are 4 of them in total and there are 2 types:

Box Super Zone – with unlimited amount of t6 and t7 unit boxes

Diplo Super Zone – with unlimited amount of topes, 75% of guards join for gold.

Each Super Zone is limited to 6 Libraries.



