

# Balkans

No neutrals, just pvp on multiple fronts from day 1.

No Banks, your army comes from Towns.

Other than towns there is also some stuff on the ground to fight for, such as various Scrolls (but not Control), mid-level Artifacts and Were-Houses.

By Warzyw

Last update: 29.01.2024

## Settings

- Size: M+U
- Human Players: 2-8
- Computer Players: 0
- Teams: no
- Roads: Fast
- Water: no
- Monsters: Irrelevant
  
- Tournament Rules: on
- PvP Neutral Combat: off
- Simultaneous Turns: no
- Timer: 20:00-1:00-00:00
  
- Trade: Either roll for Towns and Trade or leave Factions random. Definitely Trade for Color.
  
- Difficulty: 160%
- Starting Bonus: Unrestricted Choice
- Starting Hero: Unrestricted Choice
- Handicaps: no
  
- Restarts: If played 1v1, then 1 restart for Blue on day 1 and none for Red.

Otherwise, no restarts.

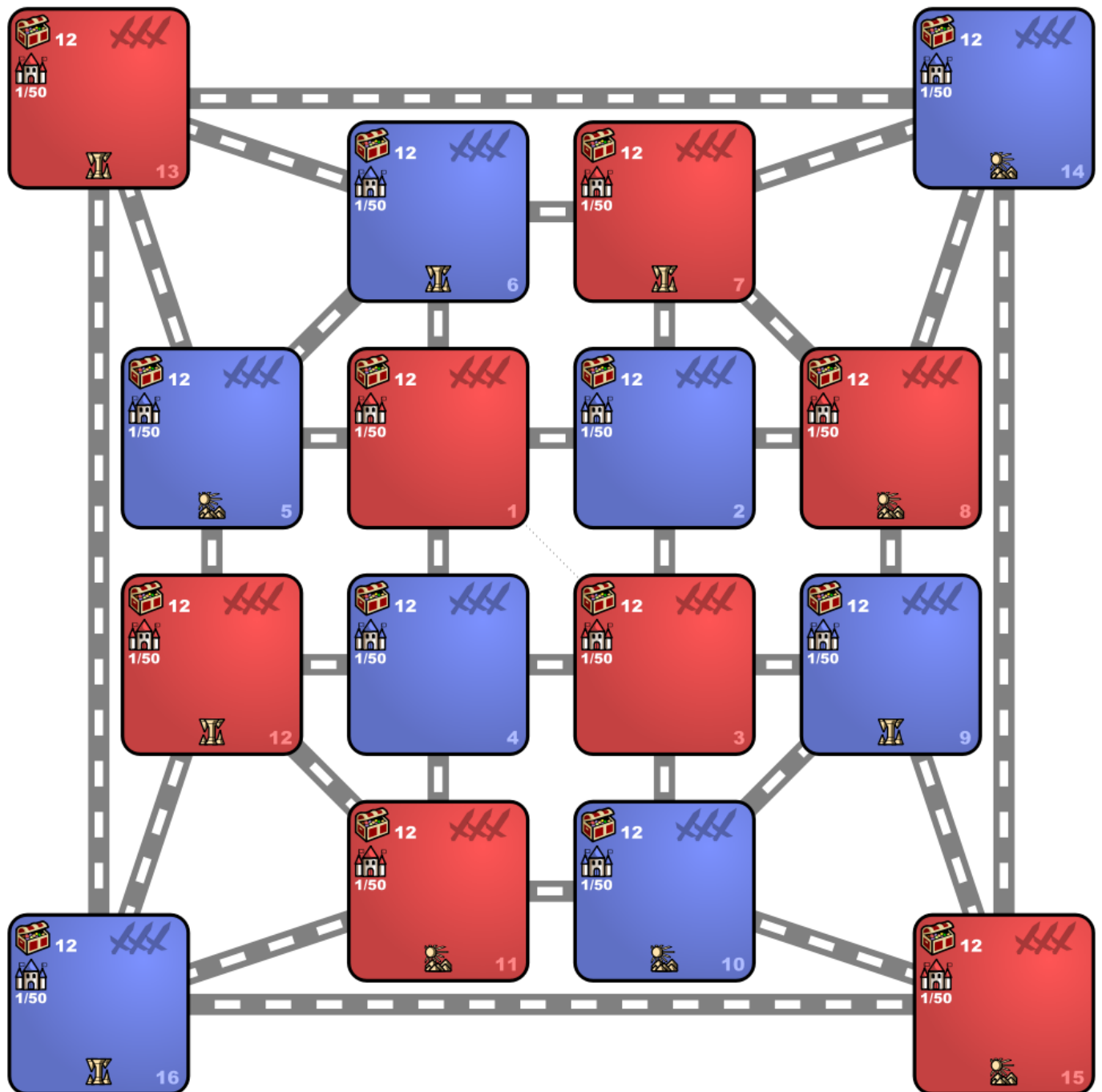
- Technical Restarts: Only if someone starts without Towns.

But you can agree to play without this rule. After all, Luck is also a skill.

**Technical details about the Template Pack that you can get from the Template Editor (scroll down for graphs)**

- Heroes allowed: Standard
- Starting towns: All allowed
- Max Battle Rounds: 10
- Hero Hiring is Enabled

## Balkans\_2\_players



## Features

- Size: M+U
- Artifacts: Standard settings
- Spells: Standard settings

- Secondary skills: Standard settings

- Treasure

<i>Index</i>	<i>Zones</i>	<i>Min</i>	<i>Max</i>	<i>Density</i>	<i>Min</i>	<i>Max</i>	<i>Density</i>	<i>Min</i>	<i>Max</i>	<i>Density</i>
12	All zones							1000	1000	12

- Terrain: Same as Town

- No terrain rules

- All town types allowed

- No town rules

- Monsters disposition

<i>Zone</i>	<i>Monsters disposition</i>
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- Monsters joining percent

<i>Zone</i>	<i>Percentage of monsters joining</i>
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- Monsters join only for money

<i>Zone</i>	
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- Monster / Plague weeks: Enabled

- Object Rules

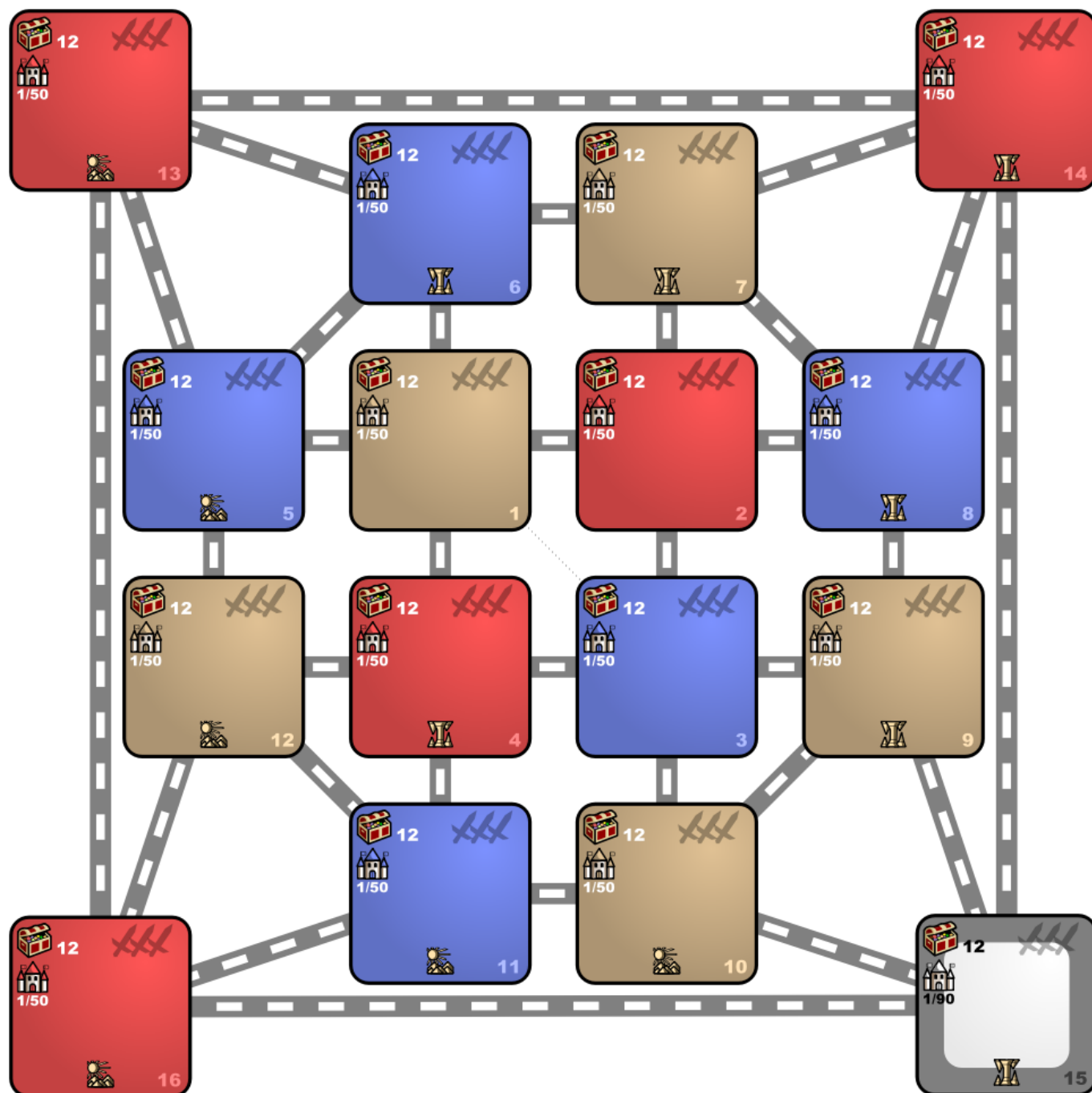
- Global Rules

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>	<i>Max on Map</i>
Disable	every object				
Enable / Edit	Warehouse of Wood	1000	50	default	default
Enable / Edit	Warehouse of Ore	1000	50	default	default
Enable / Edit	Warehouse of Mercury	1000	40	default	default
Enable / Edit	Warehouse of Sulfur	1000	40	default	default
Enable / Edit	Warehouse of Crystal	1000	40	default	default
Enable / Edit	Warehouse of Gem	1000	40	default	default
Enable / Edit	Warehouse of Gold	1000	30	default	default
Enable / Edit	Scholar	1000	20	default	default

Enable / Edit	Spell Scroll — Level 5	1000	5	default	default
Enable / Edit	Spell Scroll — Level 4	1000	10	default	default
Enable / Edit	Spell Scroll — Level 3	1000	20	default	default
Enable / Edit	Spell Scroll — Level 2	1000	15	default	default
Enable / Edit	Spell Scroll — Level 1	1000	10	default	default
Enable / Edit	Random Major Artifact	1000	10	default	default
Enable / Edit	Random Minor Artifact	1000	10	default	default
Enable / Edit	Magic Well	1000	5	default	default
Enable / Edit	Obelisk	1000	10	no limit	default
Enable / Edit	Refugee Camp	1000	10	default	default

- No Local rules

## Balkans\_3\_players



## Features

- Size: M+U
- Artifacts: Standard settings
- Spells: Standard settings
- Secondary skills: Standard settings
- Treasure

Index	Zones	Min	Max	Density	Min	Max	Density	Min	Max	Density
12	All zones							1000	1000	12

- Terrain: Same as Town
- No terrain rules

- All town types allowed
- No town rules
- Monsters disposition

<i>Zone</i>	<i>Monsters disposition</i>
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- Monsters joining percent

<i>Zone</i>	<i>Percentage of monsters joining</i>
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- Monsters join only for money

<i>Zone</i>	
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- Monster / Plague weeks: Enabled

- Object Rules

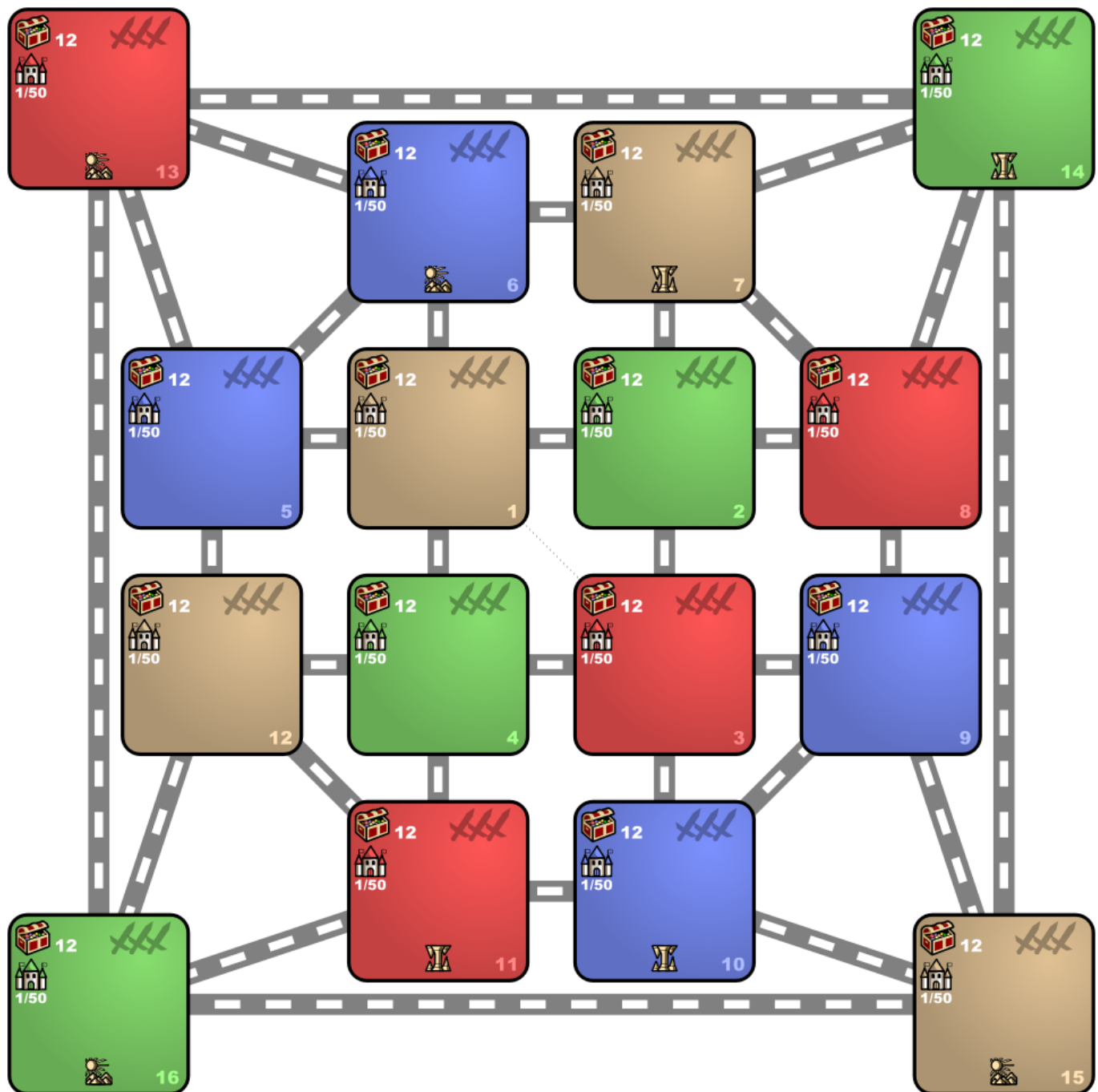
- Global Rules

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>	<i>Max on Map</i>
Disable	every object				
Enable / Edit	Warehouse of Wood	1000	50	default	default
Enable / Edit	Warehouse of Ore	1000	50	default	default
Enable / Edit	Warehouse of Mercury	1000	40	default	default
Enable / Edit	Warehouse of Sulfur	1000	40	default	default
Enable / Edit	Warehouse of Crystal	1000	40	default	default
Enable / Edit	Warehouse of Gem	1000	40	default	default
Enable / Edit	Warehouse of Gold	1000	30	default	default
Enable / Edit	Scholar	1000	20	default	default
Enable / Edit	Spell Scroll — Level 5	1000	5	default	default
Enable / Edit	Spell Scroll — Level 4	1000	10	default	default
Enable / Edit	Spell Scroll — Level 3	1000	20	default	default
Enable / Edit	Spell Scroll — Level 2	1000	15	default	default

Enable / Edit	Spell Scroll — Level 1	1000	10	default	default
Enable / Edit	Random Major Artifact	1000	10	default	default
Enable / Edit	Random Minor Artifact	1000	10	default	default
Enable / Edit	Magic Well	1000	5	default	default
Enable / Edit	Obelisk	1000	10	no limit	default
Enable / Edit	Refugee Camp	1000	10	default	default

- No Local rules

## Balkans\_4\_players



## Features

- Size: M+U
- Artifacts: Standard settings
- Spells: Standard settings
- Secondary skills: Standard settings
- Treasure

Index	Zones	Min	Max	Density	Min	Max	Density	Min	Max	Density
12	All zones							1000	1000	12

- Terrain: Same as Town
- No terrain rules



- All town types allowed
- No town rules
- Monsters disposition

<i>Zone</i>	<i>Monsters disposition</i>
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- Monsters joining percent

<i>Zone</i>	<i>Percentage of monsters joining</i>
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- Monsters join only for money

<i>Zone</i>	
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- Monster / Plague weeks: Enabled

- Object Rules

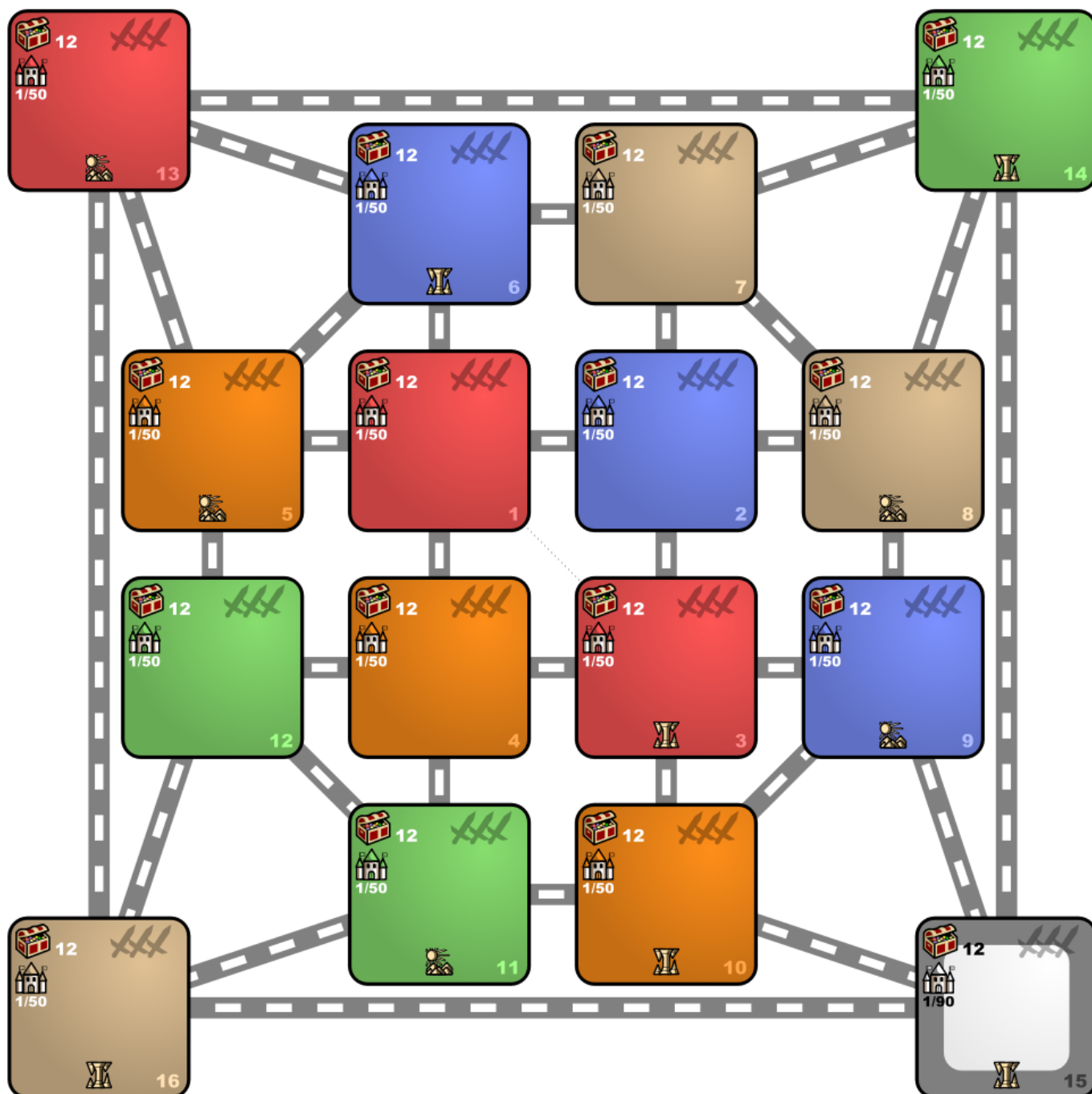
- Global Rules

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Enable / Edit	Warehouse of Ore	1000	50	default	default
Enable / Edit	Warehouse of Mercury	1000	40	default	default
Enable / Edit	Warehouse of Sulfur	1000	40	default	default
Enable / Edit	Warehouse of Crystal	1000	40	default	default
Enable / Edit	Warehouse of Gem	1000	40	default	default
Enable / Edit	Warehouse of Gold	1000	30	default	default
Enable / Edit	Scholar	1000	20	default	default
Enable / Edit	Spell Scroll — Level 5	1000	5	default	default
Enable / Edit	Spell Scroll — Level 4	1000	10	default	default
Enable / Edit	Spell Scroll — Level 3	1000	20	default	default
Enable / Edit	Spell Scroll — Level 2	1000	15	default	default

Enable / Edit	Spell Scroll — Level 1	1000	10	default	default
Enable / Edit	Random Major Artifact	1000	10	default	default
Enable / Edit	Random Minor Artifact	1000	10	default	default
Enable / Edit	Magic Well	1000	5	default	default
Enable / Edit	Obelisk	1000	10	no limit	default
Enable / Edit	Refugee Camp	1000	10	default	default

- No Local rules

## Balkans\_5\_players



## Features

- Size: M+U
- Artifacts: Standard settings
- Spells: Standard settings
- Secondary skills: Standard settings
- Treasure

Index	Zones	Min	Max	Density	Min	Max	Density	Min	Max	Density
12	All zones							1000	1000	12

- Terrain: Same as Town
- No terrain rules

- All town types allowed
- No town rules
- Monsters disposition

<i>Zone</i>	<i>Monsters disposition</i>
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- Monsters joining percent

<i>Zone</i>	<i>Percentage of monsters joining</i>
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- Monsters join only for money

<i>Zone</i>	
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- Monster / Plague weeks: Enabled
- Object Rules

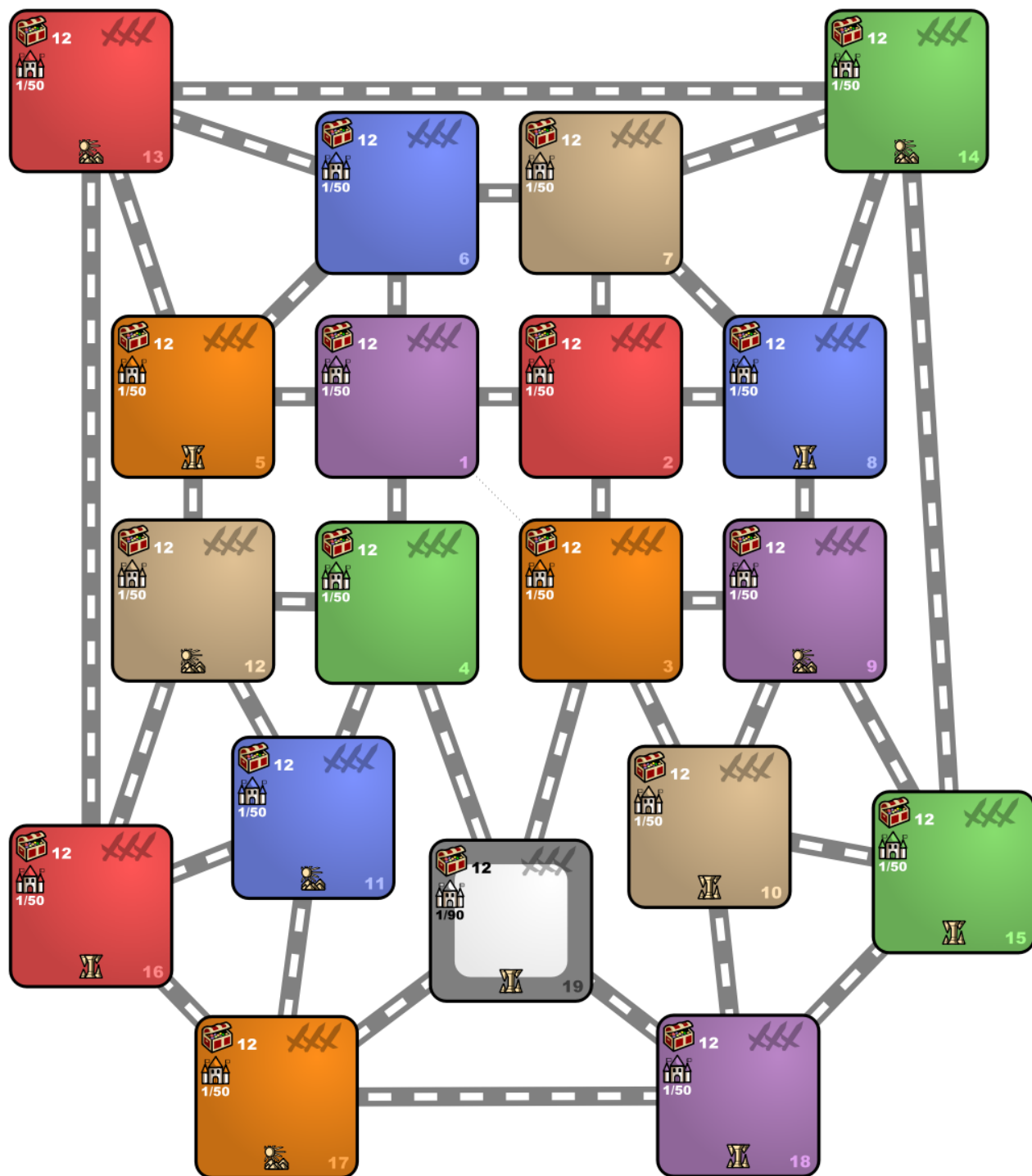
- Global Rules

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>	<i>Max on Map</i>
Disable	every object				
Enable / Edit	Warehouse of Wood	1000	50	default	default
Enable / Edit	Warehouse of Ore	1000	50	default	default
Enable / Edit	Warehouse of Mercury	1000	40	default	default
Enable / Edit	Warehouse of Sulfur	1000	40	default	default
Enable / Edit	Warehouse of Crystal	1000	40	default	default
Enable / Edit	Warehouse of Gem	1000	40	default	default
Enable / Edit	Warehouse of Gold	1000	30	default	default
Enable / Edit	Scholar	1000	20	default	default
Enable / Edit	Spell Scroll — Level 5	1000	5	default	default
Enable / Edit	Spell Scroll — Level 4	1000	10	default	default
Enable / Edit	Spell Scroll — Level 3	1000	20	default	default
Enable / Edit	Spell Scroll — Level 2	1000	15	default	default

Enable / Edit	Spell Scroll — Level 1	1000	10	default	default
Enable / Edit	Random Major Artifact	1000	10	default	default
Enable / Edit	Random Minor Artifact	1000	10	default	default
Enable / Edit	Magic Well	1000	5	default	default
Enable / Edit	Obelisk	1000	10	no limit	default
Enable / Edit	Refugee Camp	1000	10	default	default

- No Local rules

## Balkans\_6\_players



## Features

- Size: M+U
- Artifacts: Standard settings
- Spells: Standard settings
- Secondary skills: Standard settings
- Treasure

Index	Zones	Min	Max	Density	Min	Max	Density	Min	Max	Density
12	All zones							1000	1000	12

- Terrain: Same as Town

- No terrain rules
- All town types allowed
- No town rules
- Monsters disposition

<i>Zone</i>	<i>Monsters disposition</i>
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- Monsters joining percent

<i>Zone</i>	<i>Percentage of monsters joining</i>
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- Monsters join only for money

<i>Zone</i>	
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- Monster / Plague weeks: Enabled

- Object Rules

- Global Rules

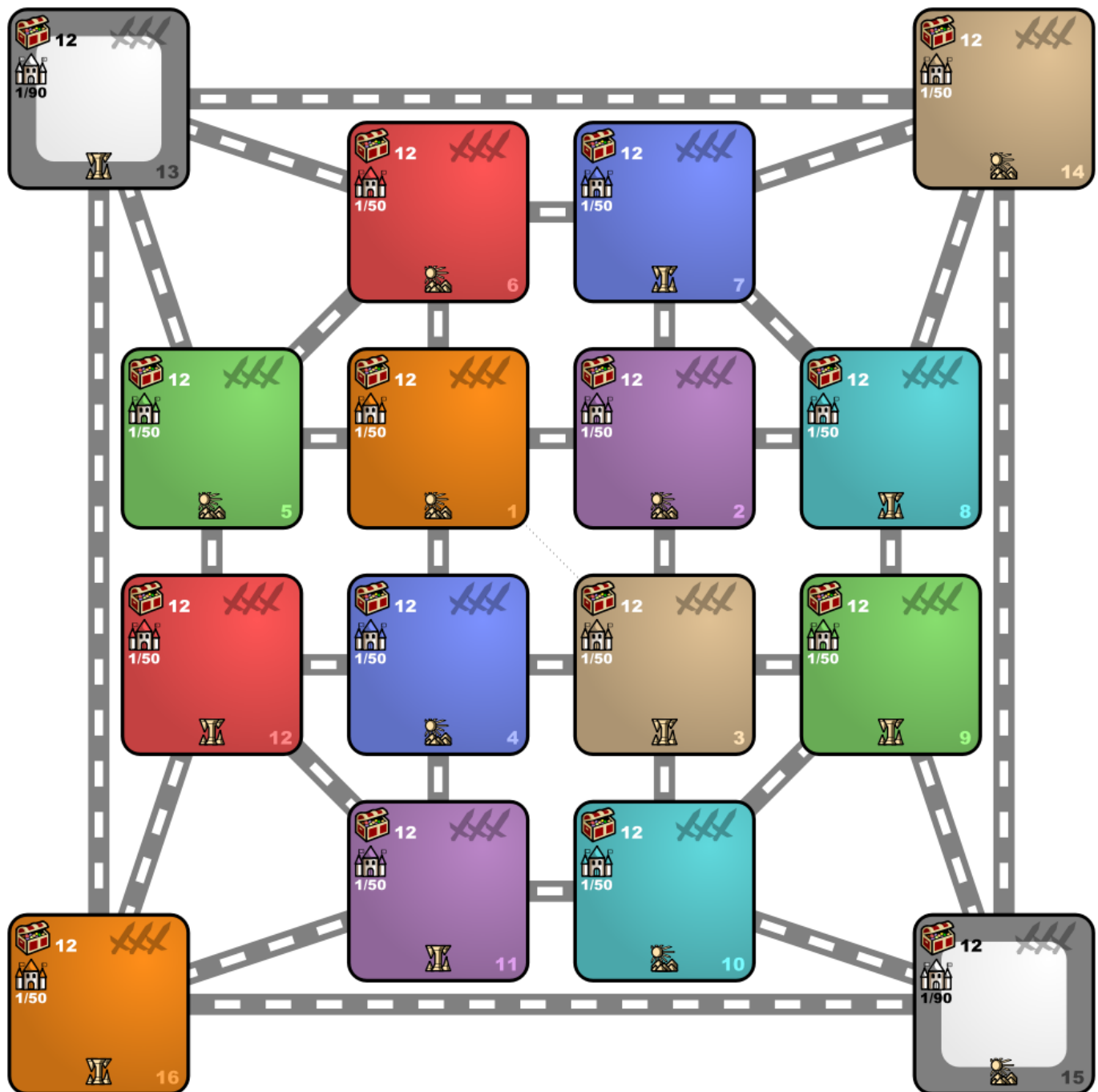
<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>	<i>Max on Map</i>
Disable	every object				
Enable / Edit	Warehouse of Wood	1000	50	default	default
Enable / Edit	Warehouse of Ore	1000	50	default	default
Enable / Edit	Warehouse of Mercury	1000	40	default	default
Enable / Edit	Warehouse of Sulfur	1000	40	default	default
Enable / Edit	Warehouse of Crystal	1000	40	default	default
Enable / Edit	Warehouse of Gem	1000	40	default	default
Enable / Edit	Warehouse of Gold	1000	30	default	default
Enable / Edit	Scholar	1000	20	default	default
Enable / Edit	Spell Scroll — Level 5	1000	5	default	default
Enable / Edit	Spell Scroll — Level 4	1000	10	default	default
Enable / Edit	Spell Scroll — Level 3	1000	20	default	default

Enable / Edit	Spell Scroll — Level 2	1000	15	default	default
Enable / Edit	Spell Scroll — Level 1	1000	10	default	default
Enable / Edit	Random Major Artifact	1000	10	default	default
Enable / Edit	Random Minor Artifact	1000	10	default	default
Enable / Edit	Magic Well	1000	5	default	default
Enable / Edit	Obelisk	1000	10	no limit	default
Enable / Edit	Refugee Camp	1000	10	default	default

- No Local rules

## Balkans\_7\_players





## Features

- Size: M+U
- Artifacts: Standard settings
- Spells: Standard settings
- Secondary skills: Standard settings
- Treasure

Index	Zones	Min	Max	Density	Min	Max	Density	Min	Max	Density
12	All zones							1000	1000	12

- Terrain: Same as Town
- No terrain rules

- All town types allowed
- No town rules
- Monsters disposition

<i>Zone</i>	<i>Monsters disposition</i>
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- Monsters joining percent

<i>Zone</i>	<i>Percentage of monsters joining</i>
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- Monsters join only for money

<i>Zone</i>	
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- Monster / Plague weeks: Enabled

- Object Rules

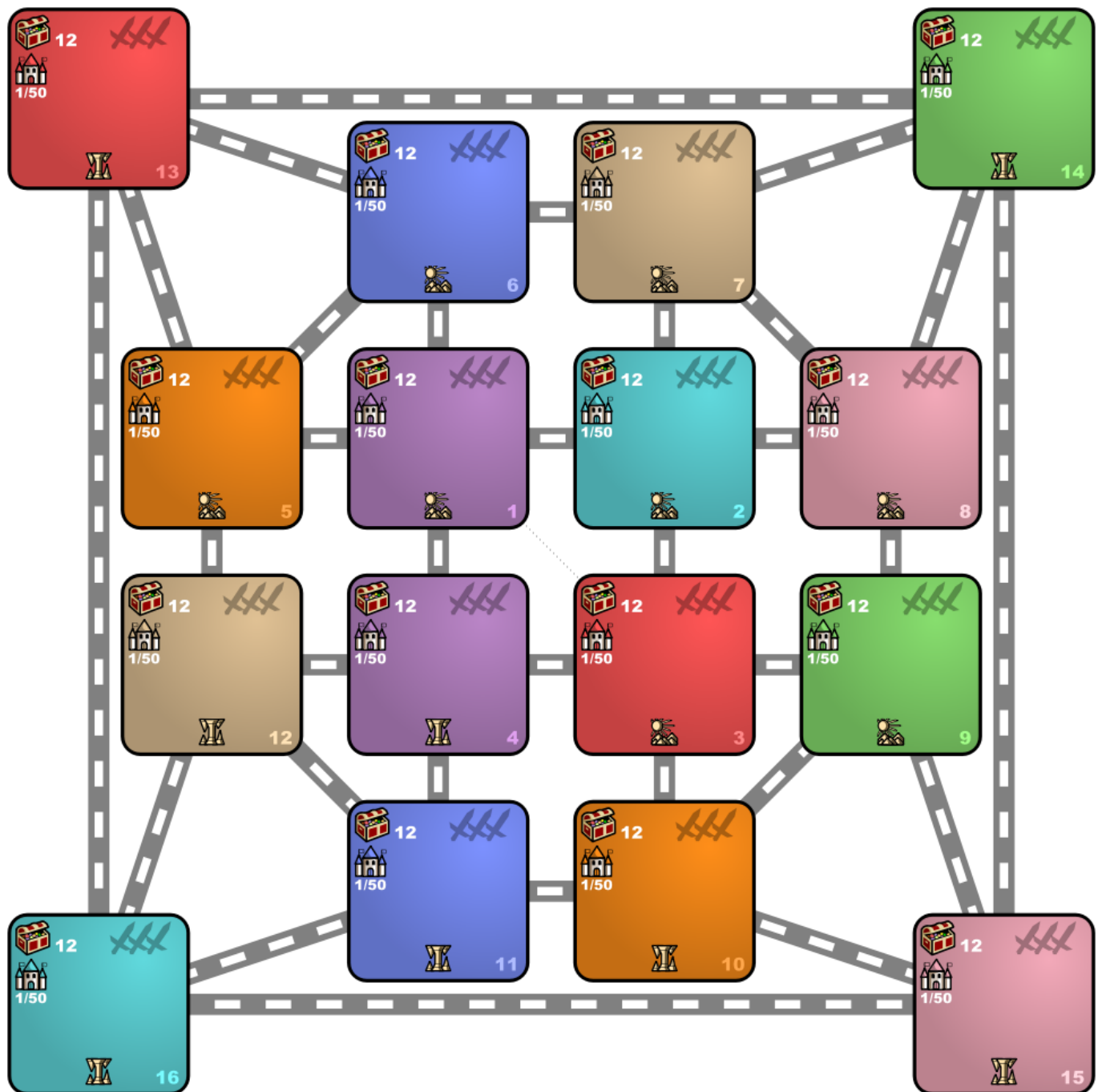
- Global Rules

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>	<i>Max on Map</i>
Disable	every object				
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Enable / Edit	Warehouse of Ore	1000	50	default	default
Enable / Edit	Warehouse of Mercury	1000	40	default	default
Enable / Edit	Warehouse of Sulfur	1000	40	default	default
Enable / Edit	Warehouse of Crystal	1000	40	default	default
Enable / Edit	Warehouse of Gem	1000	40	default	default
Enable / Edit	Warehouse of Gold	1000	30	default	default
Enable / Edit	Scholar	1000	20	default	default
Enable / Edit	Spell Scroll — Level 5	1000	5	default	default
Enable / Edit	Spell Scroll — Level 4	1000	10	default	default
Enable / Edit	Spell Scroll — Level 3	1000	20	default	default
Enable / Edit	Spell Scroll — Level 2	1000	15	default	default

Enable / Edit	Spell Scroll — Level 1	1000	10	default	default
Enable / Edit	Random Major Artifact	1000	10	default	default
Enable / Edit	Random Minor Artifact	1000	10	default	default
Enable / Edit	Magic Well	1000	5	default	default
Enable / Edit	Obelisk	1000	10	no limit	default
Enable / Edit	Refugee Camp	1000	10	default	default

- No Local rules

## Balkans\_8\_players



## Features

- Size: M+U
- Artifacts: Standard settings
- Spells: Standard settings
- Secondary skills: Standard settings
- Treasure

Index	Zones	Min	Max	Density	Min	Max	Density	Min	Max	Density
12	All zones							1000	1000	12

- Terrain: Same as Town
- No terrain rules

- All town types allowed
- No town rules
- Monsters disposition

<i>Zone</i>	<i>Monsters disposition</i>
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- Monsters joining percent

<i>Zone</i>	<i>Percentage of monsters joining</i>
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- Monsters join only for money

<i>Zone</i>	
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- Monster / Plague weeks: Enabled

- Object Rules

- Global Rules

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>	<i>Max on Map</i>
Disable	every object				
Enable / Edit	Warehouse of Wood	1000	50	default	default
Enable / Edit	Warehouse of Ore	1000	50	default	default
Enable / Edit	Warehouse of Mercury	1000	40	default	default
Enable / Edit	Warehouse of Sulfur	1000	40	default	default
Enable / Edit	Warehouse of Crystal	1000	40	default	default
Enable / Edit	Warehouse of Gem	1000	40	default	default
Enable / Edit	Warehouse of Gold	1000	30	default	default
Enable / Edit	Scholar	1000	20	default	default
Enable / Edit	Spell Scroll — Level 5	1000	5	default	default
Enable / Edit	Spell Scroll — Level 4	1000	10	default	default
Enable / Edit	Spell Scroll — Level 3	1000	20	default	default
Enable / Edit	Spell Scroll — Level 2	1000	15	default	default

Enable / Edit	Spell Scroll — Level 1	1000	10	default	default
Enable / Edit	Random Major Artifact	1000	10	default	default
Enable / Edit	Random Minor Artifact	1000	10	default	default
Enable / Edit	Magic Well	1000	5	default	default
Enable / Edit	Obelisk	1000	10	no limit	default
Enable / Edit	Refugee Camp	1000	10	default	default

- No Local rules