

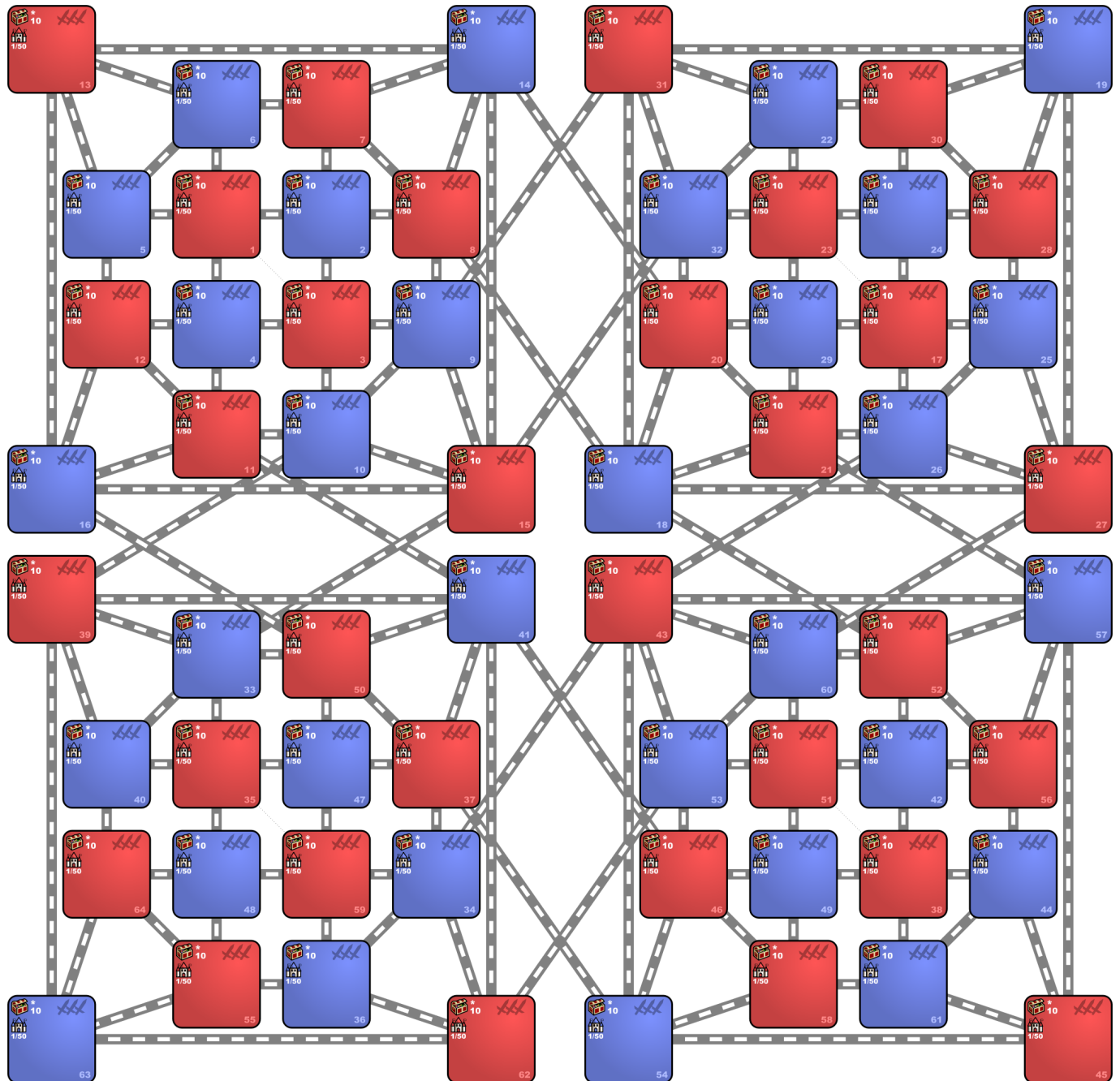
# Hundred\_Fronts

Practically no fights vs neutrals to speed up the game. Lots of portals though.  
You will fight on MANY fronts from the get go.

By Warzyw

Last update: 29.01.2024

## Hundred\_Fronts



## Settings

- Human Players: 2
- Computer Players: 0
- Teams: no

- Water: Islands
- Monsters: Irrelevant
- Tournament Rules: on
- PvP Neutral Combat: off
- Simultaneous Turns: no
- Starting Bonus: Unrestricted Choice
- Starting Hero: Unrestricted Choice
- Handicaps: no
- Restarts: no
- Technical Restarts: no

**For the rest of the settings, pick one of these 2 settings variants:**

**Chaotic Variant:**

- Size: L
- Roads: Fast
- Timer: 1 minute classic
- Difficulty: 80%
- Trade: Set Towns as Random and Trade for Color.

**Slower variant:**

- Size: XL
- Roads: None
- Timer: off
- Difficulty: 160%
- Trade: Roll for Towns and Trade for Town and Color.

**Technical details that you can get from the Template Editor**

- Heroes allowed: Standard
- Starting towns: All allowed

- Max Battle Rounds: 10
- Hero Hiring is Enabled
- 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>
10	All zones							1000	1000	10

- 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

- No Global Rules
- Zones 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 17, 20, 21, 22, 23, 24, 25, 26, 28, 29, 30, 32, 33, 34, 35, 36, 37, 38, 40, 42, 44, 46, 47, 48, 49, 50, 51, 52, 53, 55, 56, 58, 59, 60, 61, 64

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

Enable / Edit	Spell Scroll — Level 5	1000	5	default
Enable / Edit	Spell Scroll — Level 4	1000	5	default
Enable / Edit	Spell Scroll — Level 3	1000	5	default
Enable / Edit	Spell Scroll — Level 2	1000	5	default
Enable / Edit	Spell Scroll — Level 1	1000	5	default
Enable / Edit	Random Major Artifact	1000	10	default
Enable / Edit	Random Minor Artifact	1000	10	default
Enable / Edit	Magic Well	1000	5	default

- Zones 13, 14, 15, 16, 18, 19, 27, 31, 39, 41, 43, 45, 54, 57, 62, 63

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Enable / Edit	Warehouse of Crystal	1000	40	default
Enable / Edit	Warehouse of Gem	1000	40	default
Enable / Edit	Warehouse of Gold	1000	30	default
Enable / Edit	Scholar	1000	20	default
Enable / Edit	Spell Scroll — Level 5	1000	5	default
Enable / Edit	Spell Scroll — Level 4	1000	5	default
Enable / Edit	Spell Scroll — Level 3	1000	5	default
Enable / Edit	Spell Scroll — Level 2	1000	5	default
Enable / Edit	Spell Scroll — Level 1	1000	5	default
Enable / Edit	Random Major Artifact	1000	10	default
Enable / Edit	Random Minor Artifact	1000	10	default
Enable / Edit	Magic Well	1000	5	default
Enable / Edit	Obelisk	1000	10	no limit