Chlyssich in the Desert

Description of storehouse and slow build order

__Version 1.11__

Here is a table that shoes amount of starting resources that you can get:

Stone	64-90
Timber	41-55
Gold	38-75
Wine	0-60
Bread	0-40
Sausage	0-30
Fish	0-25

The amount of serfs and builders at start might be:

4/3	4/4	4/5
5/4	5/5	5/6
6/5	6/6	6/7
7/6	7/7	7/8
8/7	8/8	8/9

For fast build order buildings from list below might be opened. Maximum amount of such buildings for fast build order is equal to 2 and for slow build order is equal to 1. This limit does not affect buildings that might be unlocked because of geting additional resources.

There is a chance that additional building types would be unlocked at start:

Quarry	50%
Woodcutters	50%
Farm	50%
Fisherman`s	50%

Also there is 10% chance to get slow building order: School – Inn – Quarry. If that happens quarry will not be opened at start, but woodcutters, farm and coal mine can still be opened. If Inn is not available to build at start – you have slow building order.

There is a 10% chance that players will get additional resource from table below:

Stone	15-45
Trunk	5-12
Timber	9-24
Iron ore	9-18
Gold ore	8-24
Coal	8-24
Iron	7-14
Gold	14-28
Wine	21-36
Bread	15-32
Sausage	8-22
Flour	7-23 + bakery is unlocked at start
Corn	10-28 + mill, swine farm and stables are unlocked at start.
Leather	4-12
Horse	1-5
Fish	12-28
Pig and skin	2-7 + butchers is unlocked at start
Serf and worker	+1-2/1-2 your starting citizens have fool satiety.

If storehouse is spawned at wood you will get trunks for each tree that will be removed to place it.

Team side top or bottom is picked randomly same as player position in teams. Same conditions get pairs of locations 1/5, 2/6, 3/7, 4/8.

Changelog 1.11

1. All difficulties were removed.
2. Removed 2% chance to get "jackpot".
3. Changed starting resources. Changed additional resources.
4. Now you have 10% to get slow build order. If you have slow build order there is a 33% chance, that no additional building will be unlocked.
5. Teams sides can are chosen randomly same as players positions in teams.

   Script idea: Thunder
   Script: Ritter des Todes