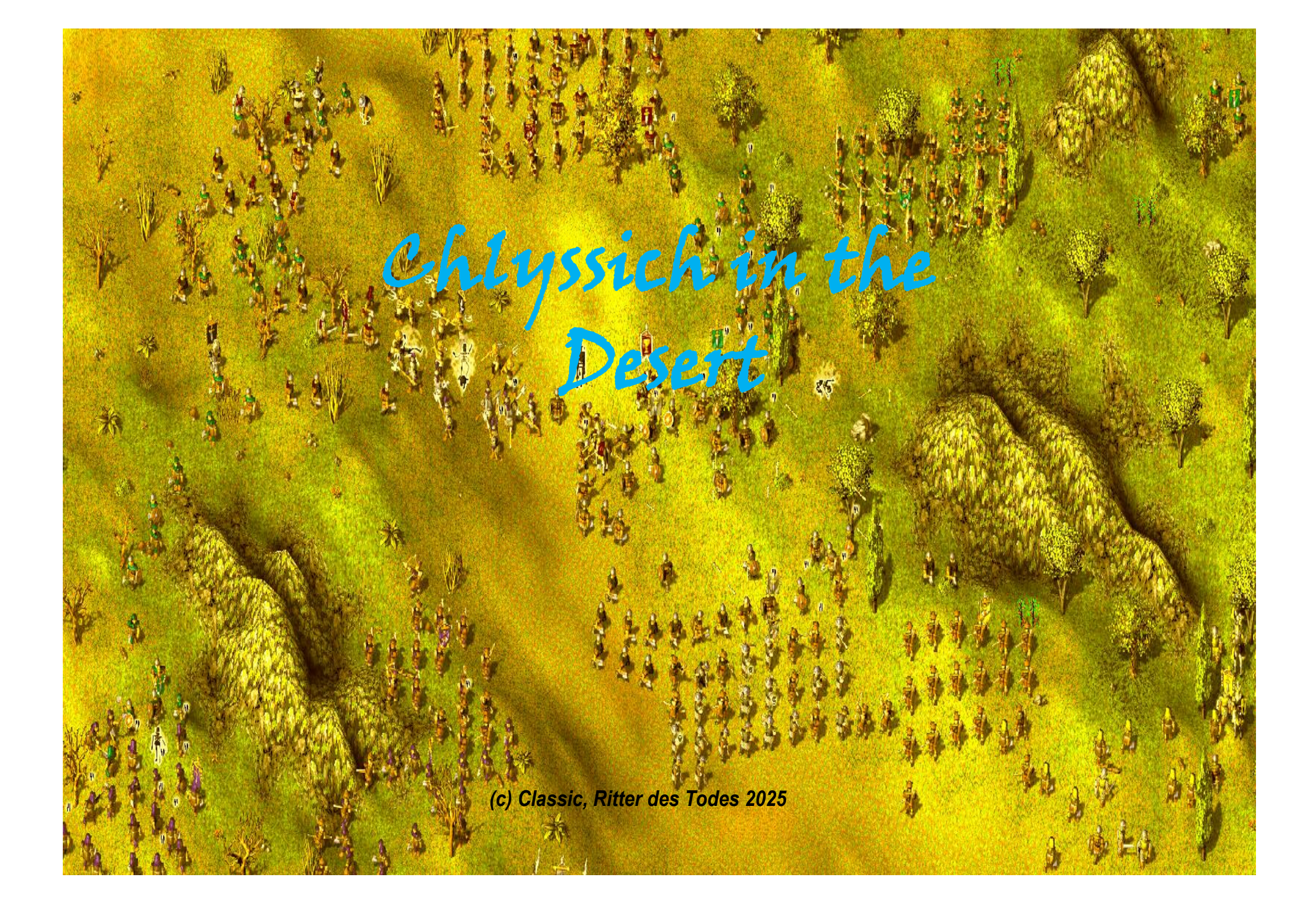


An aerial view of a medieval battle scene set in a desert landscape. The terrain is a mix of yellowish-brown sand and green grass. Numerous soldiers in various armor colors (red, green, purple, white) are engaged in combat, forming ranks and clusters. Some soldiers are on horseback. The landscape features several small, rounded hills or mounds of earth, some with sparse vegetation. There are also some small trees and bushes scattered throughout. The overall scene is dynamic, with many figures in motion.

Chlyssich in the Desert

(c) Classic, Ritter des Todes 2025

Description of storehouse and slow build order

Version 1.10

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, 5/4, 6/5, 7/6, 8/7.

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.

Changelog 1.10

1. All difficulties were removed.
2. Removed 2% chance to get "jackpot".
3. Changed starting resources. Changed additional resources.
4. Changed all build order. 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.

Script: Thunder

Re-Script: Ritter des Todes