

Lek Mod is a multiplayer balance mod made by lek10 and the Defiance group based on version 10 of the NQMod by Fruitstrike. Credit goes to Janboruta, JFD, TPangolin, DJSHenninger, the More Civilisations project, Tomatekh and Hiram for art used in this mod.

[DOWNLOAD LEK MOD V17F \(current FFA patch\)](#)

[Alternate Link](#)

[Lek Mod Fruity Draft](#)

[Most Recent Changelog \(16.2F → 17F\)](#)

Everything that's changed from regular BNW:

[GENERAL GAMEPLAY, UI and AI](#)

[MASTER LIST OF CIVILIZATIONS](#) (includes new civs and changes from BNW in **BLUE**)

[MASTER LIST OF RELIGIOUS BELIEFS](#)

[SOCIAL POLICY TREES](#)

- [TRADITION](#)
- [LIBERTY](#)
- [HONOR](#)
- [PIETY](#)
- [PATRONAGE](#)
- [AESTHETICS](#)
- [EXPLORATION](#)
- [COMMERCE](#)
- [RATIONALISM](#)

[IDEOLOGIES](#) (includes new tenets and changes from BNW in **BLUE**)

[WORLD WONDER CHANGES](#)

[MILITARY UNITS and COMBAT](#)

[BUILDINGS and NATIONAL WONDERS](#)

[CIVILIAN UNITS, TILE YIELDS, RESOURCES, TERRAIN and NATURAL WONDERS](#)

[CITY STATES, DIPLOMACY and WORLD CONGRESS](#)

FFA PLAYERS CAN IGNORE THIS

[CHANGES SPECIFIC TO THE SKIRMISH VERSION](#)

[DOWNLOAD LEK MOD V14S \(current skirmish patch\)](#)

The skirmish version is also recommended for other types of teamer