**Future Wars: Fallen Empire**

**Introduction**

This is sometime in the future for the planet of the **Fallen Empire**.

It is a time of 2 waring alliances.

**Win Conditions**

Economic Victory is achieved by one alliance collecting **400PUs**.

**General Information**

The map has random starting territories for each faction, so hopefully it has replay value.

It is a **large** sized map intended for;

* solo play
* 2 v 2 play
* 3 v 3 is also very playable

**The Factions**

**The Devolved Alliance**

Blue, Gold, Green think their way of life is best.

**The Central Alliance**

Red, Dark-Red, Purple think their way of life is best.

**Features**

* The map has lots of rivers/inland waterways and crossing points.
* Dice are 6-sided.
* Turn sequence, Combat Moves, Non-Combat Moves, Purchases then Placements.
* Land, sea and air battles can only last up to **3** battle rounds.
* Upkeep/maintenance, most units cost **-1 PU** to maintain per turn other units are **0** or **-2 or -3 PU** per turn. This dramatically reduces large defensive stacks.
* Land-Factory generates **+3 PU** per turn.
* On **Turn 0**, pre-game, all selected factions have **5** randomly placed Land-Factory on the map. This is not always fair ;-) but produces a different strategic situation each game.
* On **Turn 1** each faction starts with **45-70 PU** (Blue 45, Purple 70) and the same various units.
* On **Turns 2, 3** each faction starts with the same various units.
* On **Turns 4, 5** to help get the action going each faction gets **+30 PU**.

**Units**

Each Faction has the following units;

Lgt-Infantry Good in most terrain

Marine Good attack infantry, move 2, can Blitz, also Marines

Armour gives support to Lgt-Infantry & Marine, move 2, can Blitz

Artillery Supports some ground units, move 2

SAM Surface to Air Missile, area defence, good v aircraft, move 2

Hovercraft Transport over flat terrain and over river and confined waterways,

Move 2

Air-Transport Fast Transport & anti-sub

Gunship Attack gunship

CruiseMissile Medium range tactical and strategical missile (it suicides)

StrikeFighter Medium range, air superiority and strike attack

Bomber Long range, tactical and strategical bomber

Troopship Sea Transport

Carrier Assault Carrier, land & air units & cruise missiles

Cruiser Good all round anti surface unit, transport & cruise missiles

Destroyer Light general purpose & Anti-Submarine

Submarine Good anti surface unit & cruise missiles

Land-Factory Can produce 3 units and generates **3 PU** per turn,

& +1 move to Lgt-Infantry

**Territory Effects**

|  |  |  |  |
| --- | --- | --- | --- |
| Terrain | Lgt-Infantry  +1 Atk & Def | MobileInfantry  & Armour  Can Blitz | These units cannot enter |
| Plains | - | Yes | - |
| Hills | Yes | Yes | Hovercraft |
|  |  |  |  |
| Mountains | - | - | All, they are Impassable |
| Cave | Yes | - | Hovercraft, Armour, Artillery, SAM |
| Pass | Yes | - | Hovercraft |
|  |  |  |  |
| Woods | Yes | - | Hovercraft |
| Settlement | Yes | - | - |
| Fortified | Yes | - | - |
| Swamp | Yes | - | Armour, Artillery, Marine, SAM |
| Crossing | - | - | - |
|  |  |  |  |
| Open | - | - | Hovercraft |
| Confined | - | - | - |
| River | - | - | Carrier, Cruiser, Submarine, Troopship |

**Credits**

* Map designed by alkexr
* Shield dice images by Cernel
* Unit Images by TheDog, you are free to use these.