**Settlers: Age of Tribes**

**Introduction**

This is the time before the current settlers of **Age of Tribes**.

It is a time of Good versus Evil with the Dragonkin caught in the middle.

**Win Conditions**

Economic Victory is achieved by Good, Evil or Dragonkin alliance collecting **275 PUs**.

**General Information**

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

It is a medium sized map intended for;

* solo play
* 2 v 2 play
* there are 3 alliances, so 1 v 1 v 1 can play
* 3 v 3 is also very playable

**The Factions**

**The Good Alliance**

Imperial Humans, versatile money makers

Dwarf Defensive behind their castles

Elf Defensive hiding in their living forests

Celestials Heavenly foe of the Demons, dealing retribution from their mobile Portals

**Dragonkin Alliance** it was their land before the invaders (Settlers) arrived

**The Evil Alliance**

Al Anfa Corrupted humans, ruled by their Demon summoning Sorcerers

Orcs Debased bipeds bred for war

Undead Necromancers kill their population at 30 and they become an undead

unit.

Demons Hellish foe of the Celestials, summoned by their Sorcerers

**Features**

Dice are 8-sided.

Turn sequence, Combat Moves, Non-Combat Moves, Purchases then Placements.

Land, sea and air battles can only last up to **3** battle rounds.

Factions may build (Lgt-Infantry, Catapults, Town-City, Fort-Castle, Sorcerers, Necromancers in territories without a Town.

Maintenance, most units cost **1 PU** to maintain per turn other units are **0 or 2 PU** per turn. This dramatically reduces large defensive stacks.

Towns, Cities, Portals, Sorcerer-Towers, Runesmiths each generate **1 PU** per turn.

On **Turn 0**, pre-game, all selected factions have a randomly placed town or equivalent on the map. This is not always fair ;-)

On **Turn 1**, each faction of Settlers starts with **30 PU** and various units.

To help the **AI**, the 9 factions have themed free reinforcements up to turn 30;

**The Good Alliance**

Imperial 4 free PUs (every even turn 2,4,6 ...)

Dwarf 3 Forts-Castles and Hvy-Infantry (every third turn 3,6,9 …)

Elf Bow (every even turn 2,4,6 ...)

Celestials 3 Portals & Hvy-Infantry (Best played by a Human, has 4 unit types)

**Dragonkin** 3 Dragon & Hvy-Infantry (Best played by a Human, has 5 unit types)

**The Evil Alliance**

Al Anfa 3 City and Hvy-Infantry (every third turn 3,6,9 …)

Orcs Lots of Lgt-Infantry (every even turn 2,4,6 ...)

Undead Hvy-Infantry (every third turn 3,6,9 …)

Demons 2 Sorcerer-Tower and Hvy-Infantry (every third turn 3,6,9 …)

**Units:**

Each Faction shares some or most of the following units;

Lgt-Infantry Can be placed almost anywhere, are also Marines

Hvy-Infantry Good at defence

Bow Good v all units that move

Spear Good v Cavalry and Flyers

Lgt-Cavalry Fast moving Blitzers

Hvy-Cavalry Good at riding down all moving ground units except Spear

Catapult Can be placed almost anywhere.

Good at taking Forts, Castles, Sorcerer-Tower

Forts Protect defenders and have 2HP and self-repair 1 per turn

Castle Protect defenders and have 3HP and self-repair 1 per turn

Commander Command and inspire their large army

Necromancer Command and inspire their army

Runesmith Produces 1 PU per turn

Sorcerer Can summon 1 unit in their own territory

Wizard Cast Haste on ground units that move 1

Transport Sea Transport carry 5 Infantry units & a hero

Longboat Warship can transport 2 Infantry units & a hero

Greatship Warship can transport 3 Infantry units & a hero

**Unique to Factions**

Imperial Griffin, Greatship

Dwarf Runesmith

Elf Living-Forest, Eagle

Celestial Portal, Angel

Dragon Lots of Dragons

Al Anfa Winged-Demon, Sea Serpent

Orcs Vampire-Bat

Undead Necromancer, Vampire-Bat

Demon Sea-Serpent, Demonship, Horned-Demon, Winged Demon

**Territory Effects:**

Desert Elf:Living-Forests cannot enter Desert

Forest Elf:Living-Forest gain +1 Attack & Defence

Mountain Lgt-Cavalry, Hvy-Cavalry, Elf:Living-Forest cannot enter Mountain

Polar Lgt-Cavalry, Hvy-Cavalry, Catapult, Living-Forest cannot enter Polar

In the above territories Lgt-Infantry gain +1 Attack & Defence

In the above territories Ground units that move 2 or 3 cannot Blitz

**Credits:**

* Map designed by Frostion
* Shield dice images by Cernel
* Unit Images by alkexr and TheDog (with some images from

<https://game-icons.net/> )

* XML help from Frostion, alkexr from their previous games and Veqryn for Pact of Steel 2 text