**Settlers: Fallen Empire v** **1.08**

**Introduction**

This is the time before the current settlers of **Fallen Empire**.

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 **450PUs**.

**General Information**

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

It is a **large** sized map, with **600+** locations & is intended for;

* solo play & 5 AI
* 2 v 2 play & 1 AI aside
* there are 3 alliances, so 1 v 1 v 1 can play
* 3 v 3 is also very playable, could even be 4 v 4

**The Factions**

**The Good Alliance**

Imperial Humans, versatile money makers

Dwarf Defensive behind their castle walls

Elf Defensive hiding in their living forests

Merefolk Aquatic Sea Elves that breed on land

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 ritually kill their population at 30 & they become undead.

Ratkin Sorcerous experiment gone wrong, now a sentient plague, hate water

Demons Hellish foe of the Celestials, summoned by their Sorcerers

**Features**

* The map has lots of rivers/inland waterways & crossing points.
* Dice are 6-sided.
* Turn sequence, Combat Moves, Non-Combat Moves, Purchases then Placements.
* Land, sea & 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/City.
* Upkeep/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 **1-3 PU** per turn.
* Most sea units Blockade
* On **Turn 0**, pre-game, all selected factions have **7** randomly placed towns or equivalent on the map. This is not always fair ;-)

To help the **AI**, the 9 factions have themed free reinforcements up to turn 30. All factions get a Town on turn 6,12,18, highlights are;

**The Good Alliance**

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

Dwarf 3 Forts & 3 Castles (6,12,18) & Hvy-Infantry every third-ish

Elf Bow (every even turn 6, 8, 10 ...)

Merefolk Lots of Gigas(Best played as Human, too complicated for the AI)

Celestials 6 Portals & Hvy-Infantry (Best played as Human, too complicated for the AI)

**Dragonkin** 6 Dragon & Hvy-Infantry (Best played as Human, too complicated for the AI)

**The Evil Alliance**

Al Anfa 3 City, Hvy-Infantry (every third-ish turn)

Orcs Lots of Towns & Lgt-Infantry (every even turn 6, 8, 10...)

Undead Lots of Necromancers & Hvy-Infantry (every third turn 3,6,9 …)

Ratkin Lots of Towns & lots of fast moving rats

Demons 3 Sorcerer-Tower & Hvy-Infantry (every third-ish turn 6,9, 12 …)

**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 & Flyers

Lgt-Cavalry Move 3 & Blitz

Hvy-Cavalry Move 2, Good at riding down all moving ground units except Spear

Catapult Can be placed almost anywhere.

Good at taking Forts, Castles, Sorcerer-Tower

Forts Protects defenders & reduces attackers attack value

Castle Protects defenders & reduces attackers attack value

**Troopship** Sea Transport carries 5 Infantry units & a hero

**Longboat** Warship can transport 2 Infantry units & a hero

**Greatship** Warship can transport 3 Infantry units & a hero

**Hero units** only cost 1 to transport

Commander Move 2, inspire a large army

Necromancer Move 2, inspire an army, raise/summon 1 unit in own territory

Runesmith Move 2, inspire a small army & produces 1 PU per turn

Sorcerer Move 2, Can summon 1 unit in own territory

Wizard Move 2, Cast Haste on ground units that move 1 to move 2

**Unique to Factions**

Imperial Griffin, Greatship

Dwarf Runesmith

Elf Living-Forest, Eagle

Merefolk Mere, Gigas, Kraken, Water Elemental, Admiral

Celestial Portal, Angel

Dragon Lots of Dragons

Al Anfa Sorcerer, Winged-Demon, Sea Serpent

Orcs Vampire-Bat

Undead Necromancer, Vampire-Bat

Ratkin Swarm, Pack, Giant Rat

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

**Territory Effects**

|  |  |  |  |
| --- | --- | --- | --- |
| Terrain | Lgt-Infantry  +1 Atk & Def | Blitz | These units cannot enter |
| Coastal-Plain | - | Lgt-Cav, Pack | - |
| Plains | - | Lgt-Cav, Pack | Gigas, Mere |
| Hills | Yes | Lgt-Cav, Pack | Gigas, Mere |
|  |  |  |  |
| Mountains | - | - | All, they are Impassable |
| Cave | - | Pack | Living-Forest, Gigas, Mere |
| Pass | Yes | Pack | Living-Forest, Gigas, Mere |
|  |  |  |  |
| Woods | Yes &  Living-Forest | Pack | Gigas, Mere |
| Settlement | - | Lgt-Cav, Pack | - |
| Fortified | - | Pack | - |
| Swamp | Yes | - | Hvy-Infantry, Lgt-Cavalry, Hvy-Cavalry, Catapult, Living-Forest |
| Crossing | - | Pack | - |
|  |  |  |  |
| River | - | - | Demonship, Kraken, Sea-Serpent, Troopship |

**Credits**

* Map designed by alkexr
* Unit Images by alkexr, TheDog with some images from <https://game-icons.net/>
* XML help from Frostion, alkexr from their games & Veqryn for Pact of Steel 2 text