

SETTLERS: FALLEN EMPIRE v1.10 Prologue

by TheDog

Introduction

This is the time of the settlers of the **Fallen Empire**. It is a time of Good versus Evil with the Dragonkin caught in the middle.

Win Conditions

- **Projection of Power** is achieved by Good, Evil or Dragonkin alliance with **55 Victory Centers** or

UNUSUAL FEATURES (might even be unique)

- Growing and shrinking Urban populations, in effect the urban Population is a resource
- The AI will auto sell excess resources (Not as good as a player would manage them, but at least they are sold)
- Necromancers automatically raise undead spear units, only cost 3pu

FEATURES

- On **Round 0**, pre-game, all selected factions have 1-2 Fixed Capital locations & **7** randomly placed towns or equivalent on the map, hopefully it has replay value. This is not always fair. 😊
- On **Round 1**, only the Capital units can move, other units can be placed at the end of of **Round 1**
- It is a **large** sized map, with **610** locations with lots of rivers, inland waterways & crossing points.
- **AI friendly**, no Objectives, Politics, Technology phases. **90** territories are 'Capital' marked to guide the AI for better play.
- Intended for solo play with rest as AI, PvP & there are 3 alliances, so 1 v 1 v 1 can play
- Dice are 6-sided.
- **Turn sequence:** Combat Move, Non-Combat Move, Purchase/**Player Sell Resources**, Place, **AI Auto-Sell Resources**
- Land, sea & air battles can only last up to **3-5** battle rounds.
- Factions may build Lgt-Infantry, Catapults, Urban, Fort-Wall, Castle, Sorcerers, Necromancers in territories without a Urban/Town.
- Catapults are best to destroy Fort-Wall & Castles
- Flyers do **not** need to land, they can also hover over water.
- Urban, each unit generate **1PU** per round, Breeding Grounds, Portals, Sorcerer-Towers each generate **5 PU** per round.
- Sea Zones are worth **1PU**. Most sea units Blockade land territories.
- Upkeep/maintenance, most units cost **-1 PU** to maintain per round. This dramatically reduces large defensive unit stacks.

THE FACTIONS

Faction	Description	Unique Units
The Evil Alliance		
Al Anfa	Corrupted humans, ruled by their Demon summoning Sorcerers	Sorcerer, Wizard, Winged-Demon, Sea Serpent
Orcs	Debased bipeds bred for war	Wizard, Vampire-Bat
Undead	Necromancers ritually kill their population at 30 & they become undead.	Necromancer, Vampire-Bat
Ratkin	Sorcererous experiment gone wrong, now a sentient plague, hate water	Sorcerer, Swarm, Pack, Giant Rat
Demons	Demonic hellish foe of the Celestials, summoned by their Sorcerers	Sorcerer, Winged Demon, Horned-Demon, Sea-Serpent, Demonship
Dragonkin Alliance	it was their land before the invaders (Settlers) arrived	Ancient Dragon, Dragon, Young Dragon
The Good Alliance		
Imperial	Humans, versatile money makers	Wizard, Griffin, Greatship
Dwarf	Defensive behind their castle walls	Runesmith
Elf	Defensive hiding in their living forests	Wizard, Eagle, Living-Forest
Merefolk	Aquatic Sea Elves that breed on land	Admiral. Mere, Gigas, Kraken, Water Elemental
Celestials	Celestial heavenly foe of the Demons, dealing retribution from their mobile magic Portals	Angel, Portal

Resources	Notes
PU	Currency to purchase most units
Alchemy	Used to make Hvy-Infantry, Hvy-Cavalry
Beast	Used for mounted or beast type units
Construct	To construct Castle, Fort-Wall and ships
Urban	Can be placed in large circular territories, with a 3pu+, these will have a terrain type of Fortified or Settlement. Although not a true Resource, each Urban earns 1pu/Turn. Most land units consume 1 Urban

Units

Each Faction shares some or most of the following units;

Units	Stack	Notes
Lgt-Infantry	10	Can be placed almost anywhere owned, are also Marines. Does not cost 1 Urban
Hvy-Infantry , Demon,Paladin	10	Good in defence. Are Armoured, reduces enemy Attack value. Paladin stack in 20s
Bow	10	Good v all units that move, First Strike
Spear	10	Good v Cavalry & Flyers
Lgt-Cavalry	10	Move 3 & Blitz
Hvy-Cavalry	10	Move 2, Good at riding down all moving ground units except Spear
Catapult	5	Can be placed almost anywhere owned. Good at taking Forts, Castles, Sorcerer-Tower
Catapult-Shot	5	Produced by Catapult, target adjacent territory with a Fort, Castle, Sorcerer-Tower
Fort-Wall	3	Protects defenders & reduces attackers attack value. Well supplied +1 move to 2.
Castle	1	Protects defenders & reduces attackers attack value. Can produce 3 units. Well supplied.
Urban	11	Can produce 2 units, produces 1pu per round. Well supplied +1 move to 2.
Breeding Grounds	11	Can produce 3 units, produces 1pu per round
Portal & Sorcerer-Tower	1	Can produce 2 units, produces 5pu per round (Sorcerer-Tower also produces 1 alchemy)
Troopship	5	Move 2, Sea Transport can transport 5 Infantry units & a hero, can transport a Catapult
Longboat	5	Move 2, Warship can transport 2 Infantry units & a hero
Greatship	5	Move 2, Warship can transport 3 Infantry units & a hero
Hero units	x	only cost 1 to transport
Commander	3	Move 2, inspire lots of units. Max 3
Necromancer	9	Move 2, inspire units, can raise a Spear unit per round. Max 9
Runesmith	3	Move 2, inspire units & produces 1pu, only Dwarf. Max 3
Sorcerer	3	Move 2, Can summon 1 unit in own territory, only Al Anfa, Ratkin & Demons. Max 3
Wizard	3	Move 2, Cast Haste on ground units that move 1 to move 2. Max 3

Territory Effects

Terrain	Lgt-Infantry +1 Atk & Def	Blitz	These units cannot enter
Coastal-Plain	-	Lgt-Cavalry, Pack	-
Plains	-	Lgt-Cavalry, Pack	Gigas, Mere
Hills	Yes	Lgt-Cavalry, 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-Cavalry, Pack	-
Fortified	-	Pack	-
Swamp	Yes	-	Hvy-Infantry, Lgt-Cavalry, Hvy-Cavalry, Catapult, Living-Forest
Crossing	-	Pack	-
River	-	-	Demonship, Kraken, Sea-Serpent, Troopship

- To reduced failure notices **Game> User Notification> Show Trigger/condition Chance Roll Failure>** TICK
- If you want a lighter colored map then do the following; **View> Show Map Blends>** TICK, to return it to its default UNTICK it.
- Suggest you use Fast AI it is faster and less cautious, than Hard AI, it does not look too closely at the consequences of its moves, which can be perceived as aggressive.

Credits

- Map designed by alkexr
- Re-Coloring of map and units by Ebbe
- 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