AGE OF WONDERS®
PLANETFALL™

DIGITAL ART BOOK

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CHAPTER ONE

FOREWORD

Age of Wonders: Planetfall has been quite the ride! Triumph's first ever sci-fi game in its twenty-two year history. This game took us four years to develop, during which time we were acquired by the fine folks at Paradox Interactive. It's been an invigorating creative experience for me. It's not often you get to work on a fresh new universe filled with potential. And, like many of you escapists out there, exploring future distant worlds has been as captivating as spending time in fantastic medieval realms, ever since my childhood.

I think the Age of Wonders formula turned out to be an elegant fit for sci-fi. Empire building mechanics match grand concepts concerning the future of mankind. The arsenal of sci-fi weaponry makes the series' signature tactical battles more explosive than ever.

When building this new universe, I've found it requires more creative effort compared to classic fantasy. Things need be believable, and I wanted to extrapolate real-world tech and social trends into a future realm. Age of Wonders games have an abundance of content: hundreds of units and abilities, map locations and loaded tech trees. Crafting all that into a consistent whole was a gigantean task. Setting the game in the worlds of the Star Union, a shattered galactic empire, made things come together and gave the universe a rich history we could work out.

For the visual worldbuilding of Planetfall, we took inspiration from 70-80's sci-fi art and pop culture. A few decades ago, the future was often portrayed as bright and colorful. This contrasted nicely with the utter devastation caused by the collapse of the Star Union.

By investigating the ruins of the galactic empire, you get hints of how that society worked and what brought it down; all its hopes and fears and its vices. At the same time, the factions' conflicting transhuman goals act as twisted visions for our own potential future. There's a healthy dose of satire. All of this resulted in a colorful, varied universe where warrior women ride genetically modified dinos with lasers on their heads into battle against cyborg zombies.

The Team at Triumph has done a heroic job bringing the worlds of the Star Union to life and this art book is a testament to their work. Enjoy!

Lennart Sas
Director on Planetfall
Co-founder Triumph Studios

CHAPTER TWO

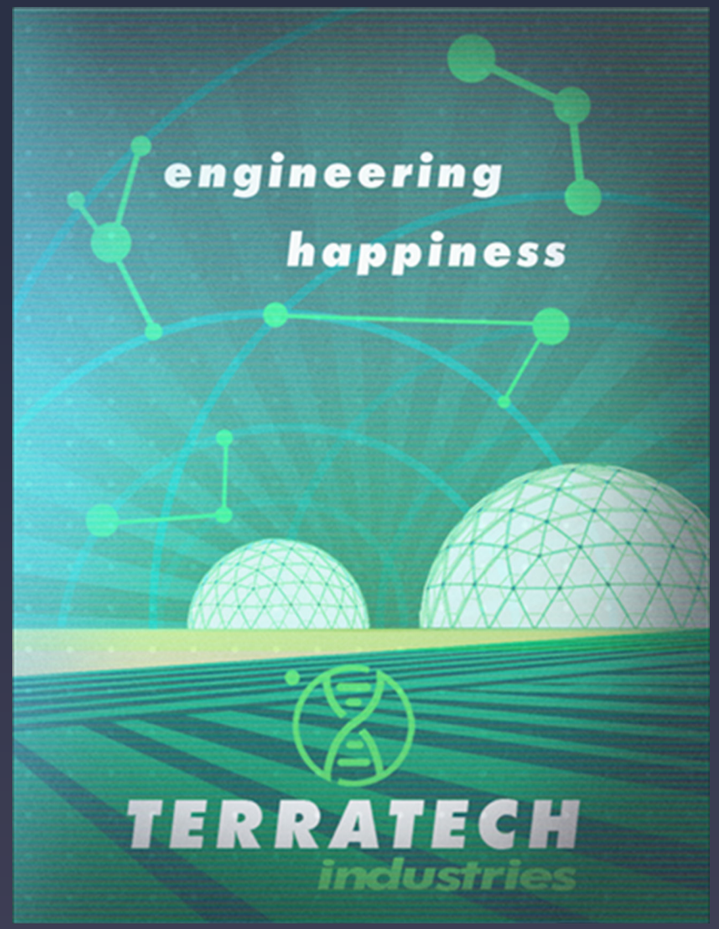
THE STAR UNION

THE FOUNDING OF THE STAR UNION

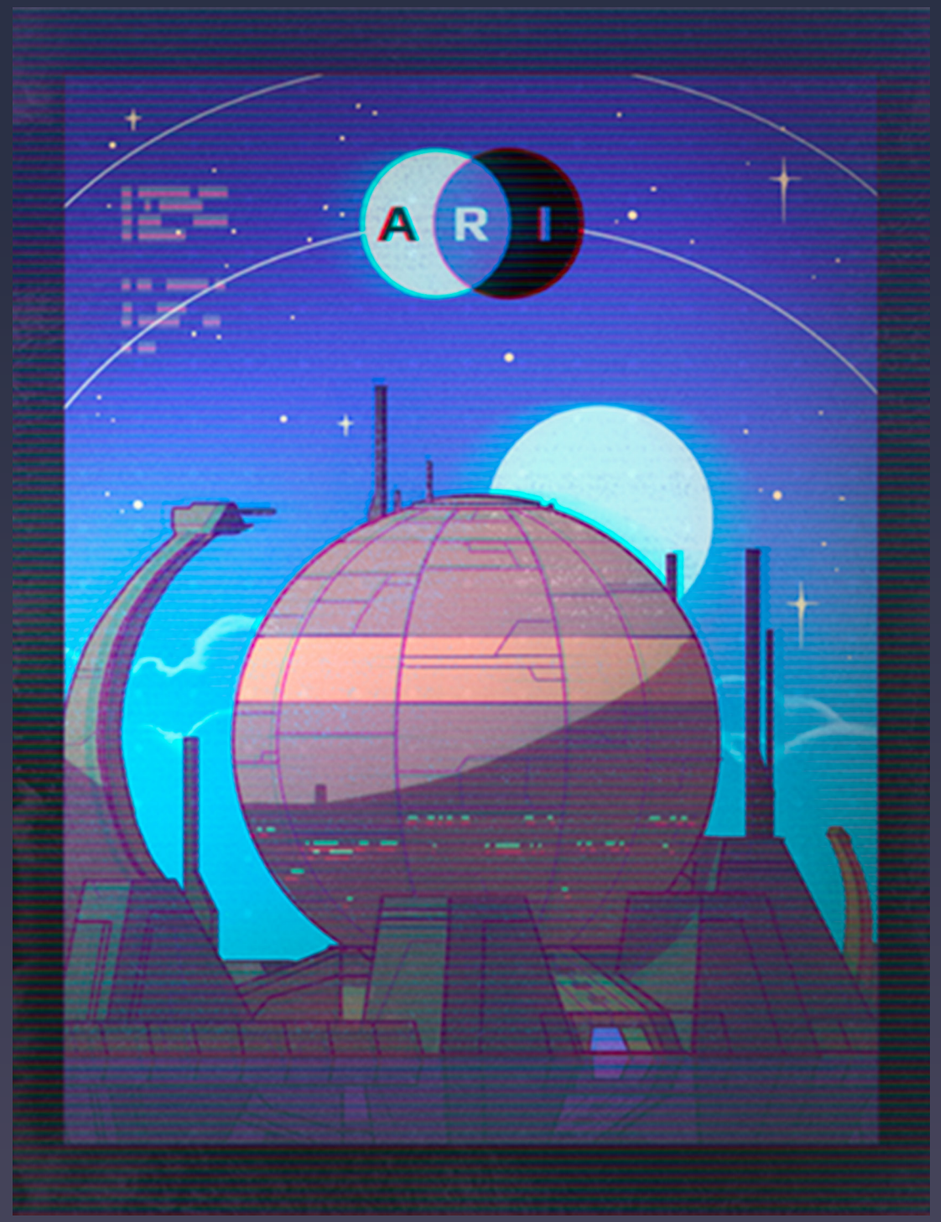
The Star Union originated from a federation of human colonies that emerged in the early ages of humanity's colonization of space after the discovery of the natural occurring spatial rifts. Once stabilized, these rare connection points to the Void allowed humans to reach distant worlds with faster than light travel.

The founders, the first of the so-called Star Holders, established peace and cooperation among the formerly rivalling colonies, despite their varying cultures and interests. They developed specialized ships and navigation techniques for travelling through the Void, setting up a network of supply stations and communication arrays along the rifts, commonly known as the Nexus. The first of the Star Holders reached saintly status. In this early stage, the Union covered a couple dozen colonies and was commonly known as the Federal Star Union. At a certain point the humans had explored and settled most regions of space the more stable Void torrents could lead to, resulting in a long era of consolidation.

The dawning of a new age began when scientists discovered a way to artificially create spatial rifts. Launching sub-FTL ships carrying massive Gravity-Bombs, G-Bombs for short, opened additional rifts in systems with resource rich worlds. Once connected to the Nexus, these bridgeheads led to the discovery of further natural rifts and the Union's extension started to explode as new areas of space were discovered and charted each day. During that time, first contact was made with a sentient alien life form, a race called the Kir'ko, which the Union eventually subjugated.

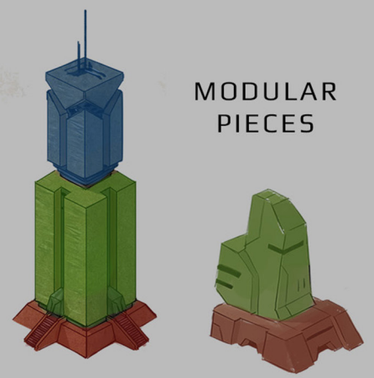


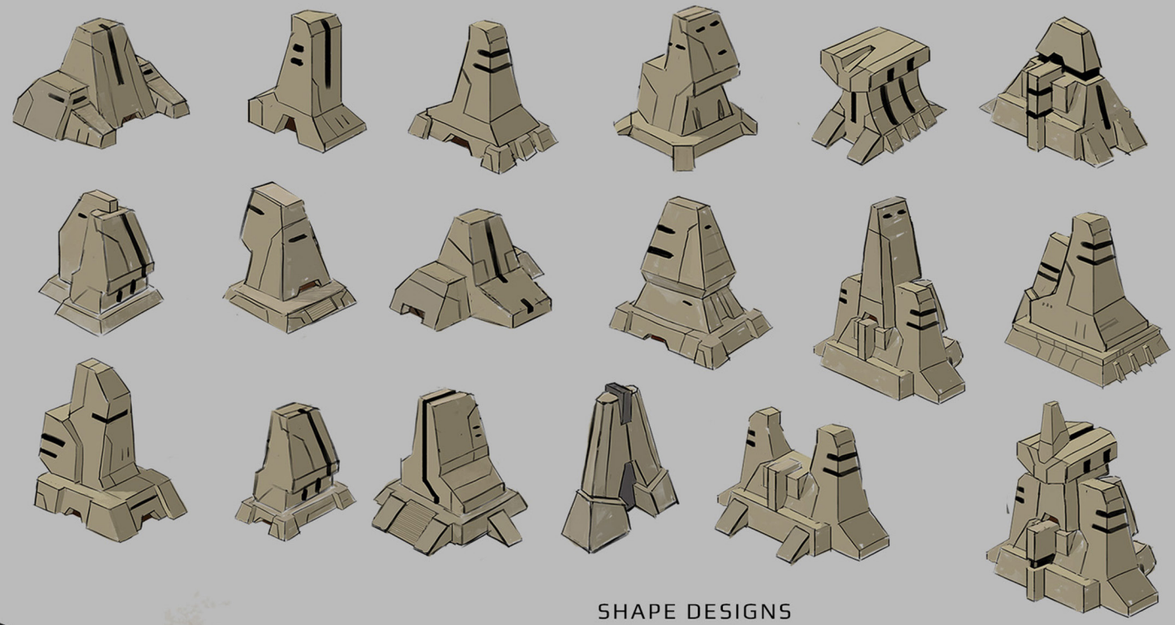
As one of the heirs to the shattered Star Union, you emerge from a cosmic Dark Age to craft a new future for your people. You travel to one of the many lost worlds of the old empire, where you will find marvels among the remnants of this once great civilization. You will need to develop and rediscover technologies and social doctrines for your colonists to thrive on these hostile worlds, for you are not alone here. Other houses compete with yours to rebuild the Star Union, and you will need both a carefully crafted arsenal, and a firm grip on diplomacy if you are to have a chance at victory.


A R I

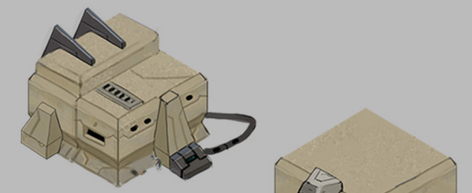
A R I
VOID RESEARCH

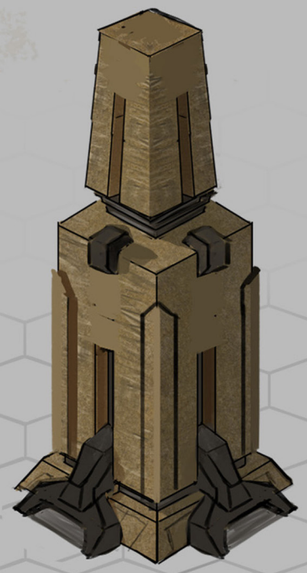
MODULAR PIECES

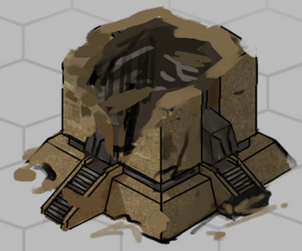




SHAPE DESIGNS







SKY SCRAPERS

DREAM UNTIL TOMORROW
KRYOSCORP.

TERRATECH
industries
CHANGING
LIVES

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STAR UNION

STAR UNION

STAR UNION

STAR UNION

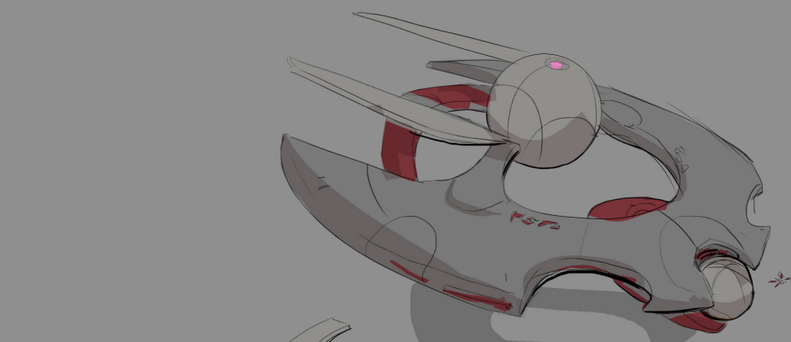
UNIGEN ENERGY

Fight the beast in all its forms and you may live in an Age of Wonders...

CHAPTER THREE

RACES

Planetfall Ship Concepts



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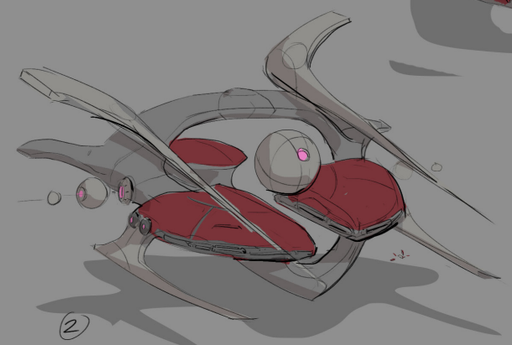

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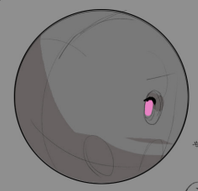

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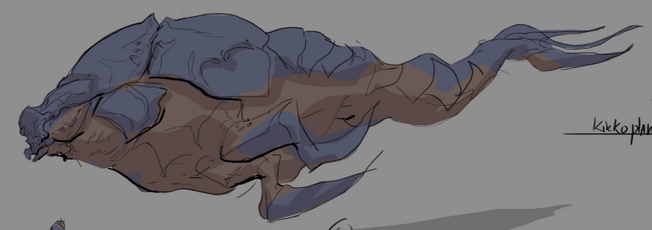

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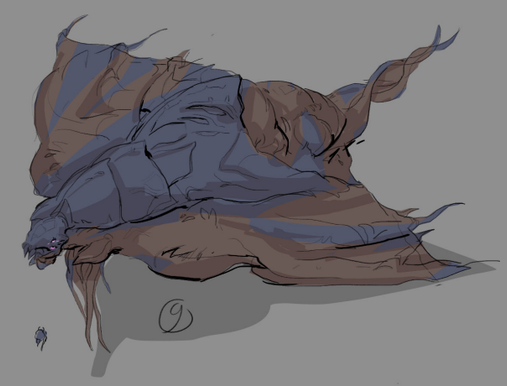

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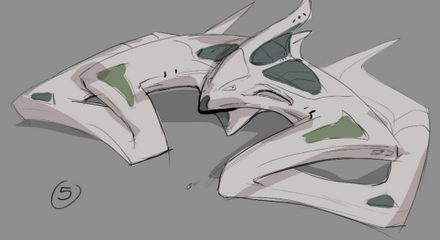
Kikkoplanetfall Ships



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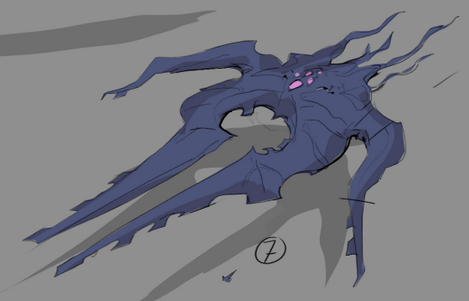

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Amazon Planetfall Ships

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RACE

VANGUARD

THE VANGUARD

The Vanguard originate from the expeditionary forces sent to claim new worlds beyond the Star Union Frontier. Upon arrival, they awake from cryosleep to discover that a galactic cataclysm has taken place and the Star Union has collapsed. They must now utilize all combat and survival skills to reestablish the Star Union.

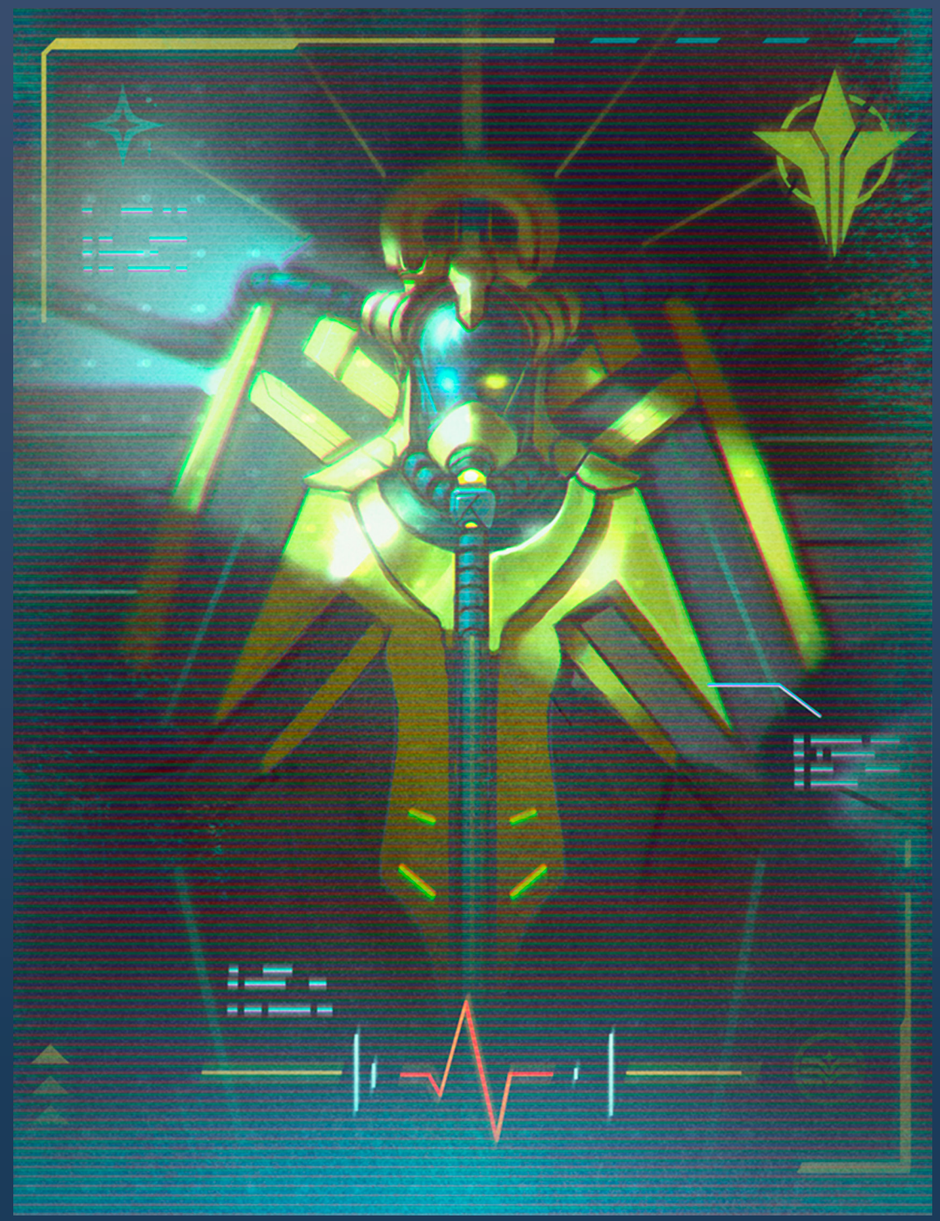
The Vanguard units and colonists provide and fend for themselves, using policies that provide extra food and garrisons to boost colony production. With their diplomatic tools, they make their presence known on each planet they want to claim for the Union. This includes Hearts and Minds, which increases rewards and influence when performing quests. And then there is Big Stick Diplomacy, allowing the Vanguard to leverage their military might in diplomatic interactions.

On the field, the troops have a variety of options, such as firing lines and overwatch zones designed to bring the enemy to them. Fast units like the Valkyries are used to outflank enemies. Other troops carry assault rifles and grenades, or heavy laser tanks and walkers carrying missile artillery. Gunships provide air support, while drones and robots can scout enemies, heal and re-arm the troops.

The Vanguard represents a military force for the future. With their rapid deployment, survival and combat skills, they have a fighting chance of restoring the union to greatness.

The Star Union was a federation of human colonies that emerged in the early ages of humanity's colonization of space after the discovery of the natural occurring spatial rifts. Once stabilized, these rare connection points to the Void allowed humans to reach distant worlds with faster than light travel.

SORINUS
ALPHA



Commanders are the avatars of the players in Age of Wonders: Planetfall. Commanders are tasked with building an empire from the ashes of the Star Union. At the start of a game, the commander can be customized by choosing their race, appearance, secret technology, perks and faction banner. The chosen race and secret technology unlock unique research paths and are therefore the defining choices for the empire the commander will create.

During gameplay, commanders are their own unit on the planet: a hero. They have the same features as heroes: they can get new equipment, and they can be upgraded. However, instead of having to be revived when defeated, commanders return from recuperating automatically.

Commanders are also the representative when engaging in Diplomacy. The diplomatic choices the player makes will reflect in their opinions, popular support and reputation. These can vary greatly, depending on how the player decides to rule their empire.

Jet wing gear
Laser high power rifle
CAUTION

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AGE OF WONDERS
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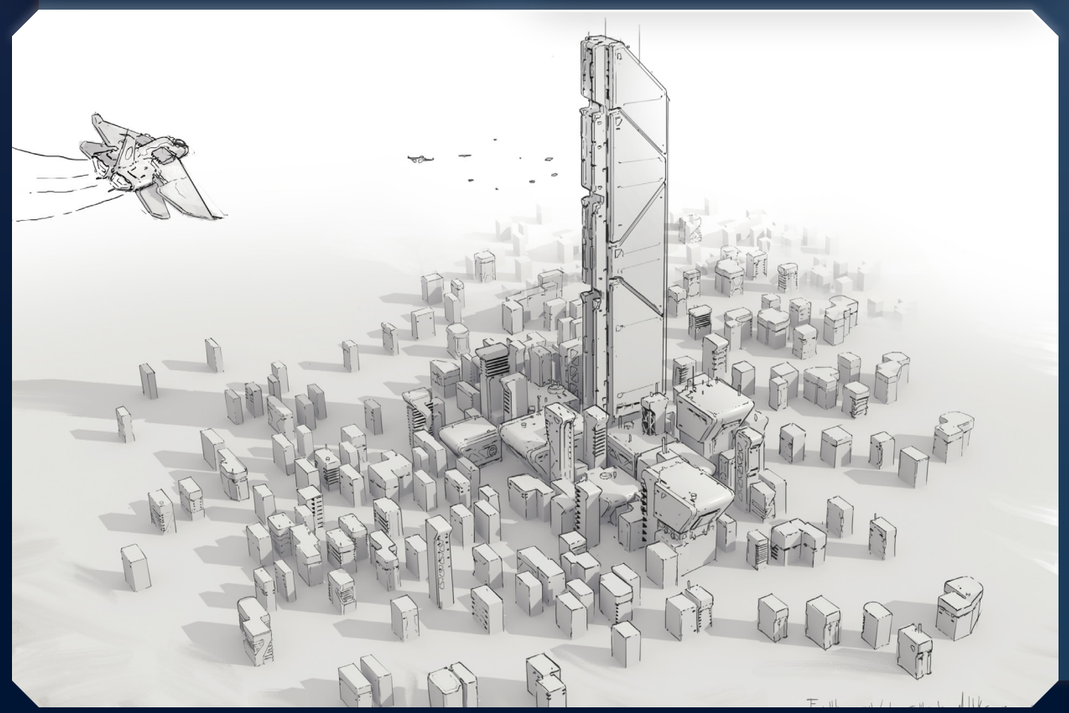
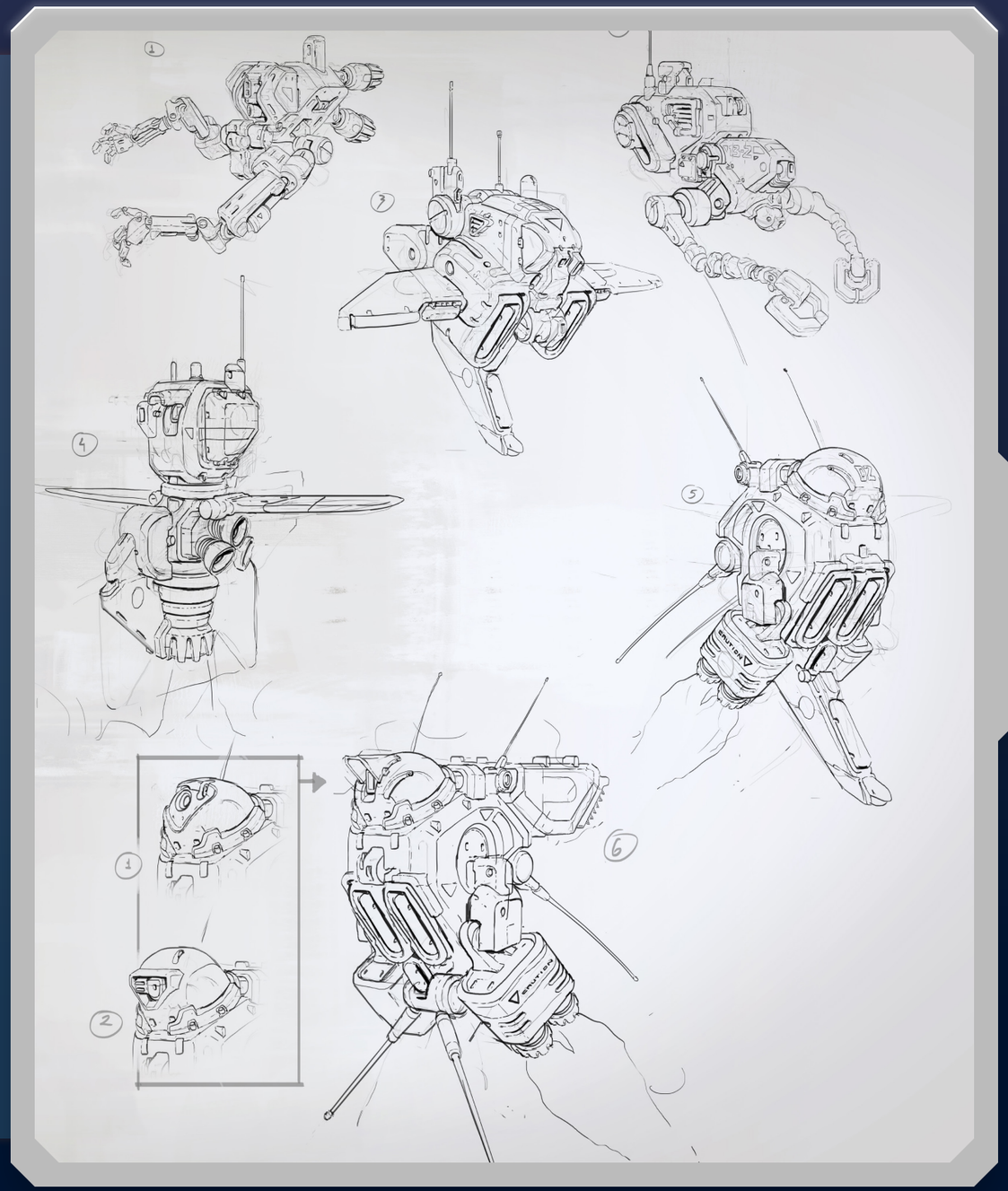
VANGUARD MODS





As the Star Union grew from dozens to thousands of worlds, the Union deployed a governance system at the heart of the Nexus called CORE (short for Conscientious Omnipresent Regency Engine), which gathered and processed data from across the Union. At the start of their term, Star Holders would be connected to CORE, opening their minds to the immense interstellar dataflow. At first, the wet wiring of the Star Holders into CORE was primitive, with some of them dying from infections or brain damage. But as the CORE technology advanced, it allowed the Star Holders to make an unfathomable amount of decisions per second, up to the point that it wasn't apparent anymore which of those decisions were actually still made by the Star Holder's consciousness and which by the CORE supporting AIs. Still, to the populace, these Star Holders seemed so powerful, they were declared Emperors.

RACE

AMAZON

THE AMAZONS

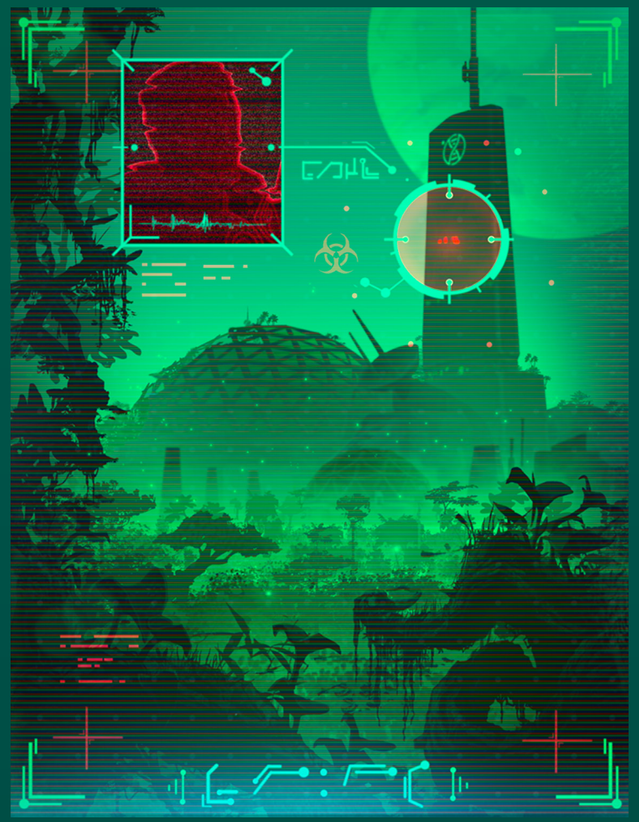
When the Star Union collapsed, a group of bio-engineers were trapped on an untamed planet. In order to survive, they resorted to their own experimental genetic alterations. Generations later, they developed into an all-female species who have grown to dominate and utilize their environment.

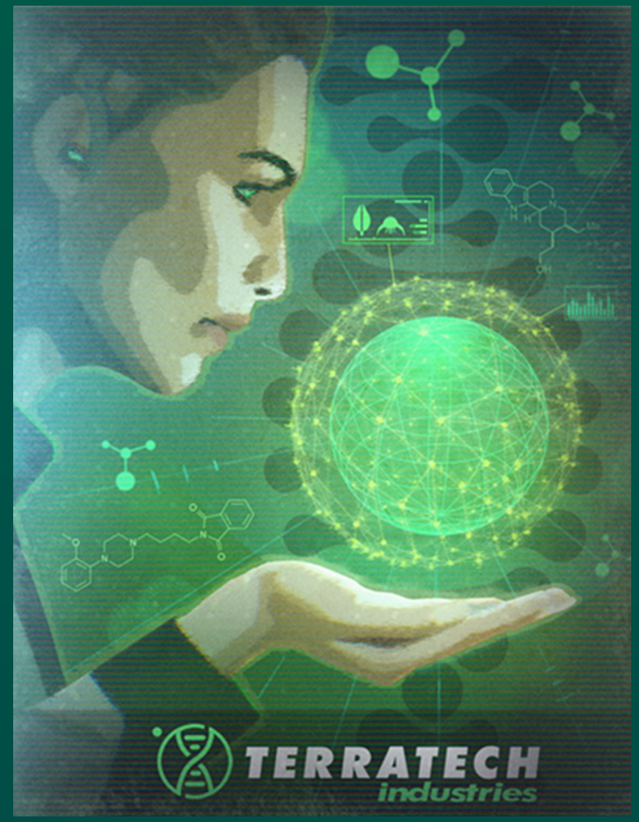
The Amazons thrive in forested sectors and have a mastery of nature which allows them to expand their colonies quickly with progressive cultivation and ecological construction.

With the return of interstellar travel, the Amazons have detected new threats, leading them to mobilize and attack with highly mobile and cunning forces. The Amazons attack in camouflaged units with double-arrow energy bows, while Biomancers scan life forms for weaknesses.

In addition, they use entangling overgrowth to cover enemy colonies, reducing their food intake. They also introduce predators that spawn nests of genetically modified beasts in target sectors. These beasts range from alien bird scouts with laser guns to biomechanical plant-like organisms that entangle their opponent. And to top it off, they can mount and control the Tyrannodon, a massive roaring creature with lasers attached to its head. That's right — they have genetically-altered dinosaurs with lasers.

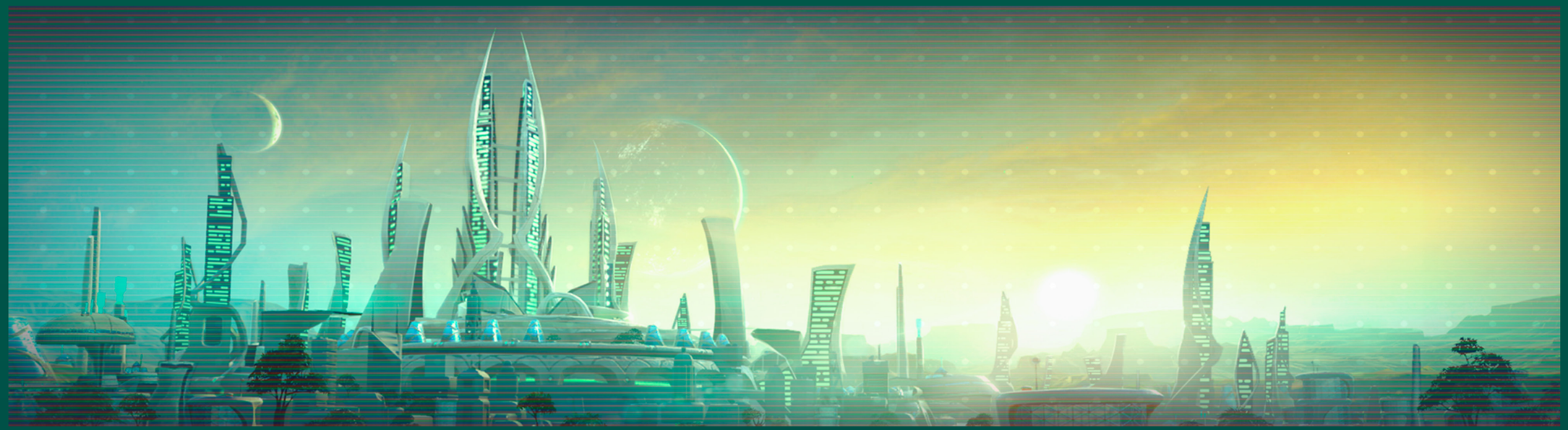
These goddesses of bio-tech have set out to establish their natural paradise across the worlds of the former Union. Stay out of their way!

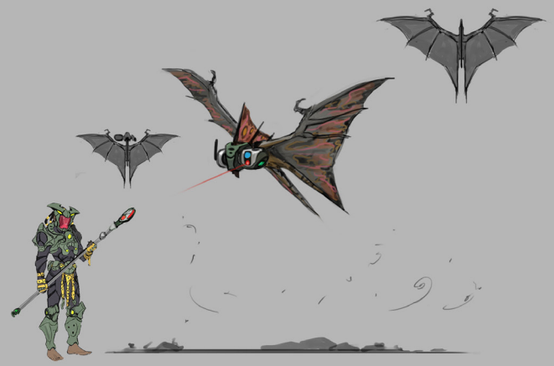


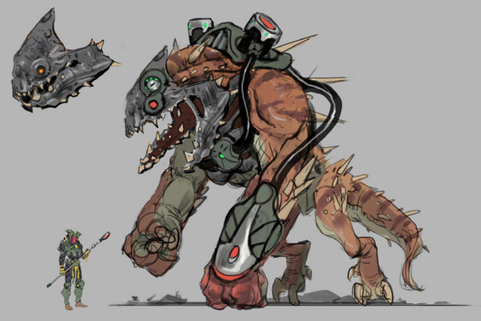


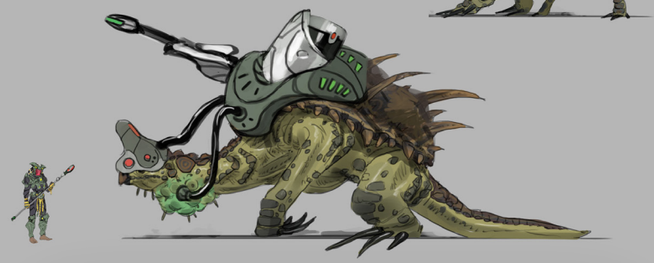
TERRATECH industries

To guard the interests of the colonies and humanity at large, the Star Holder was surrounded by a cabal of human advisors called the Circle; each entrusted with a certain area of human life. At first, these advisors were emissaries from individual colonies and the various religions, but gradually Circle Membership was reserved to include only the leaders of the mega corporations of the empire, such as the Terratech Terraforming Company or Paragon Augmentations labs.









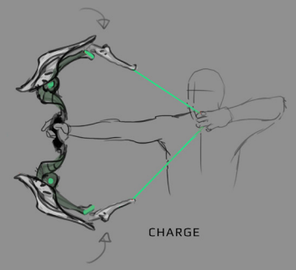
The Amazons are expert bio-engineers, mixing technology with their natural surroundings. They possess genetically modified alien life forms. They can call various units of beasts and creatures to join the battle with their pylons as they attack with double-arrow energy bows, useful for maximum accuracy and damage. Their use of ecological construction and control of their environment make the Amazons a formidable force.

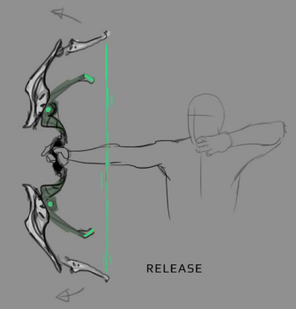
TYRANNODON

The Tyrannodon is a dinosaur-like creature with lasers attached to its head. Its roar is so terrifying it will cause panic amongst enemy units. Once savage and untamed, now genetically modified by the Amazons it is the perfect weapon.

AMAZON MODS

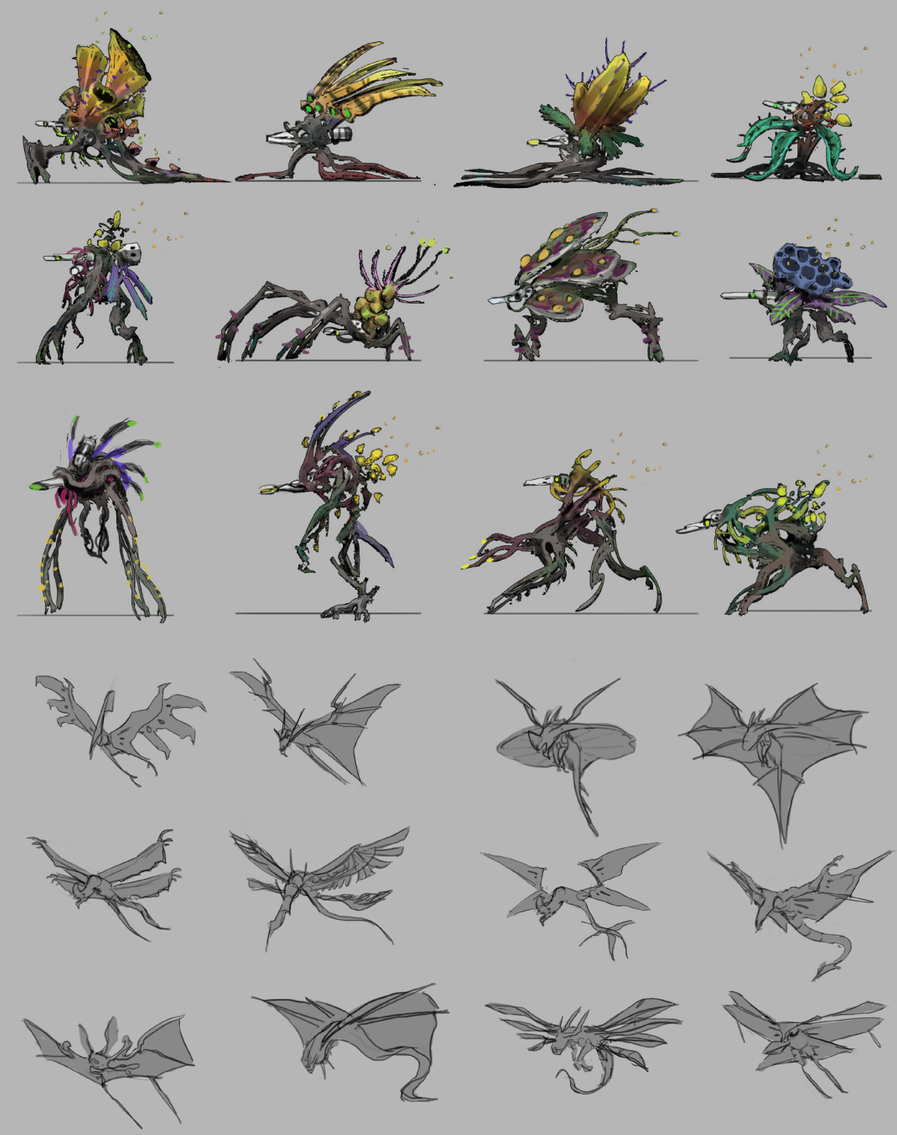
HUNTRESS ENERGY BOW





HUNTING BOW

Equipped with poisonous Biochemical tips



SHRIKE

A feral avian pterodactyl-like creature from an Amazon jungle planet. Shirke is a spy with a special affinity for forests, capable of seeing far distances sporting a low-powered bioelectrical laser gun and an instinct to swoop at intruders, targeting their eyes.

RACE

SYNDICATE

THE SYNDICATE

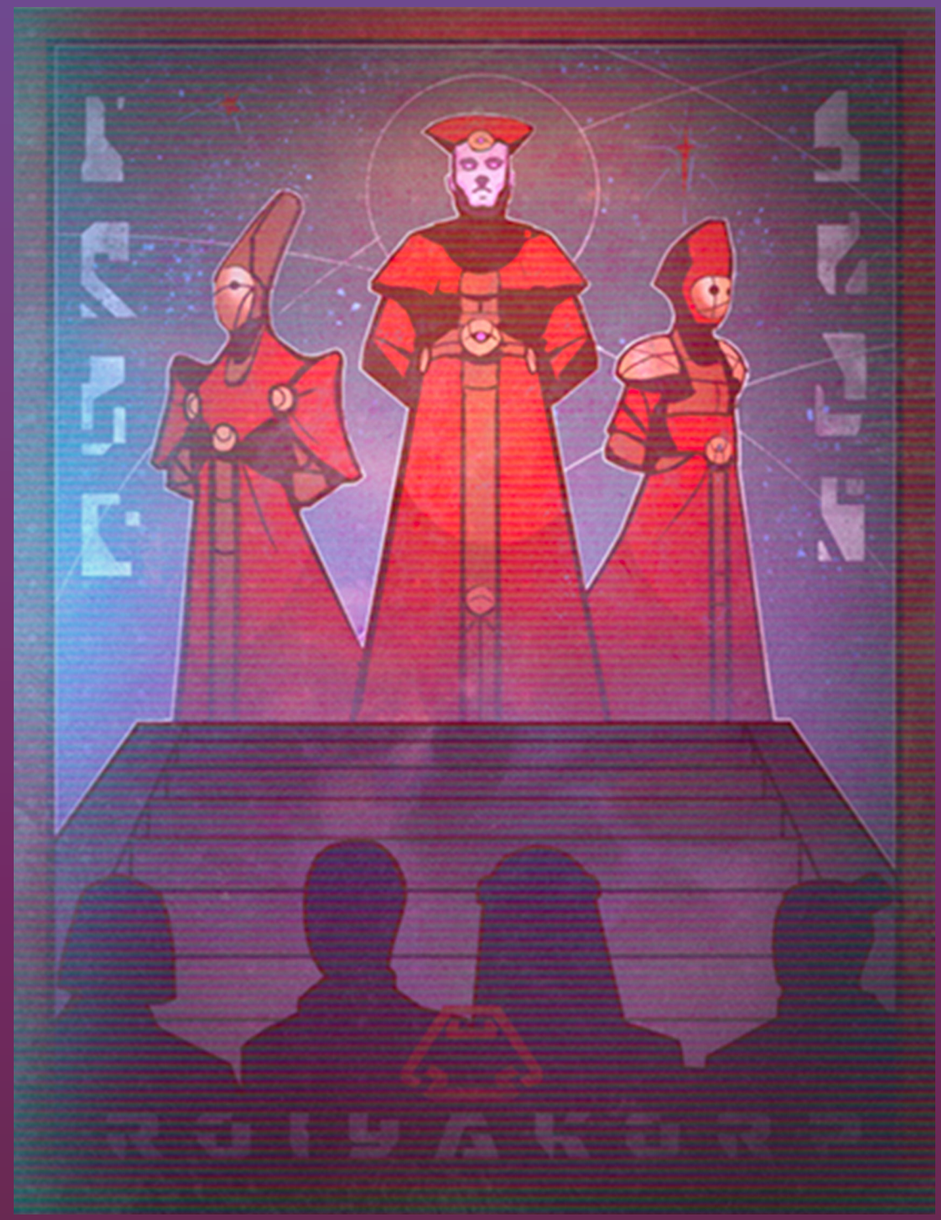
The Syndicate began as a group of ruthless trading Houses, who in their prime controlled entire star systems, commanded massive armies and held a monopoly on the trade of valuable goods. Now with interstellar travel moving again, the Syndicate consider the galaxy “open for business.”

The Syndicate prefers diplomacy over combat, but are also extremely manipulative, specializing in psionic attacks and covert operations. Their Cloak and Dagger doctrine gives a huge boost to operational strength, while One-Way Trust raises their defense against enemies.

Though the Syndicate prefer to solve things without getting their hands dirty, they do possess an arsenal of arc weaponry and powerful war machines with advanced sci-tech amplifiers that conduct psionic attacks, overwhelming their opponents.

Their scout unit is the Runner, hidden on the world map and able to teleport to safety before receiving fatal damage. At the front lines of battle are the Indentured units, collar-controlled slave warriors assisted by the Subjugator, a T3 support unit that can bring the Indentured back from the dead.

The Syndicate are used to exploiting and outwitting lesser beings. Pray they don’t consider you one.



THE SUBJUGATOR

Using Psionic control orbs, this T3 support unit can break the minds of its enemies with an Agony field, creating new Indentured units that it can bring back from the dead using cerebral control collars.

GUILD ASSASSIN

Sent to eliminate aggressors and sabotage powerful enemies. They are discrete and entrusted with deadly secrets and weaknesses that can be used against those they target for assassination.

THE RUNNER

The only faction scout that is hidden on the world map. It's escape module allows it to teleport to safety before receiving fatal damage.

ENFORCER

Attacks with psi-tech weaponry, such as the psi-powered gauntlet that hits with the force of an angry mob.

This widening gap in society was not the only problem the Star Union had to face.

For each G-Bomb set off, a gravitational ripple was sent through the Void, like a rock making a splash in a pool. It changed the nature of the void torrents connecting the spatial rifts, making the predictions of their already inherently erratic flow more unreliable as the number of rifts increased. Sometimes entire worlds ended up disconnected from the rest of the Union, when only one of the two travel directions — entering or leaving the system — remained viable. Attempts to fight this degradation with controlled detonations of further G-Bombs in carefully calculated locations were merely temporary fixes, speeding up the process in the long run.

This development marked the end of a policy of expansionism that had so confidently relied on an unlimited supply of new worlds to claim and exploit. With the vastness of the universe slowly slipping out of reach, the internal problems of the Star Union became more and more apparent, especially so at the fringes of the Union where hyperspace travel had become the most dangerous.

SYNDICATE HEROES

In combat, the Syndicate are extremely manipulative, specializing in covert operations and psionic attacks. They possess an arsenal of arc weaponry, and power their war machines with advanced psi-tech amplifiers.

RACE

DVAR

RACE DVAR

The Dvar have evolved to survive and profit. Stranded on a barely habitable planet when the Star Union fell, they were left with only one choice — to dig in and develop new technology that would allow them to withstand the harsh environment. They built vast processing complexes to tear nature apart and exploit every resource they could get their hands on.

Once they land on a planet, the Dvar deploy a vast array of heavy industrial machinery to quickly extract anything of value from the environment. As they become settled they can even shatter mountains to give more space to their colonies.

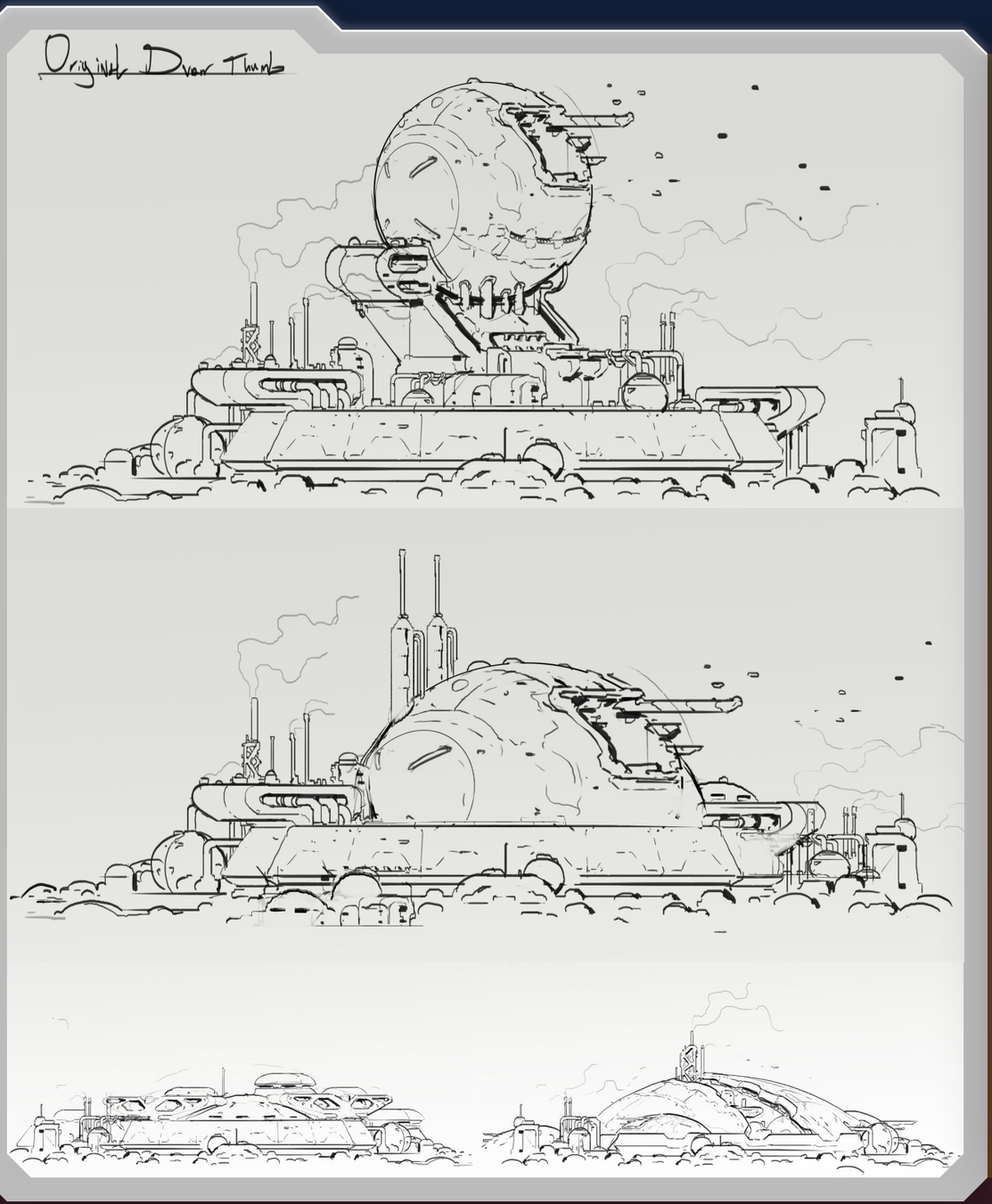
And for those unfortunate enough to enter a war with them, they can trigger a tectonic shift that spawns a mountain range in the middle of enemy territory, causing massive destruction.

The Dvar favor explosive weapons in combat. Amongst the combat units are the Rocket Artillery, along with several heavily armored vehicles. Other units include the Sapper, which can tunnel toward an enemy and trigger a seismic charge, the Trencher, which builds its own cover on the battlefield, and finally, the Earth Crusher, which can pull enemy units towards it with a tractor beam and then process them with ore-crushing machinery.

With their strong industrial focus, they can rapidly upgrade their colonies and produce new units. And now that space travel is available again, they are ready to start operations on other profitable worlds. Don't get caught in the path of their progress!

RED CORE MINING CORP.

The Dvar use cutting-edge technology. They can deploy a vast array of heavy industrial machinery and collect a planet's raw materials to develop their colonies and units. The Dvar cause massive destruction with an industrial focus and can quickly produce new units to build up their armies. They favor explosive tech weapons that have a large range of destruction.



DVAR
MODS

DVAR HEROES

A Dvar's face is protected by D-VR hazmat suits. But Dvar still express their style and personality through wearing Tubular Beards and Mustaches, as well as all sorts of goggles and cool head-gear.

THE TRENCHER

With their shields up, they protect themselves on the battlefield in their defensive trenches and deliver powerful damage with their spike guns.

EARTH CRUSHER

Earth Crushers use everything from the soil, pulling both raw materials and enemies in with their tractor beams, leaving destruction in its wake.

THE SAPPER

The Sapper tunnels through obstructions and triggers a seismic charge, destroying enemy settlements.

BULWARK

Adapted to repel quartzite-infused marauders long enough for Dvar miners to escape, the Bulwark is especially formidable at delaying an enemy advance. Upon first encounter it might be mistaken for a modified Walker, but the gun on the Bulwark shoots a shell with an explosive punch that knocks most troops on their backsides.

upgradable weapons
weapon slot
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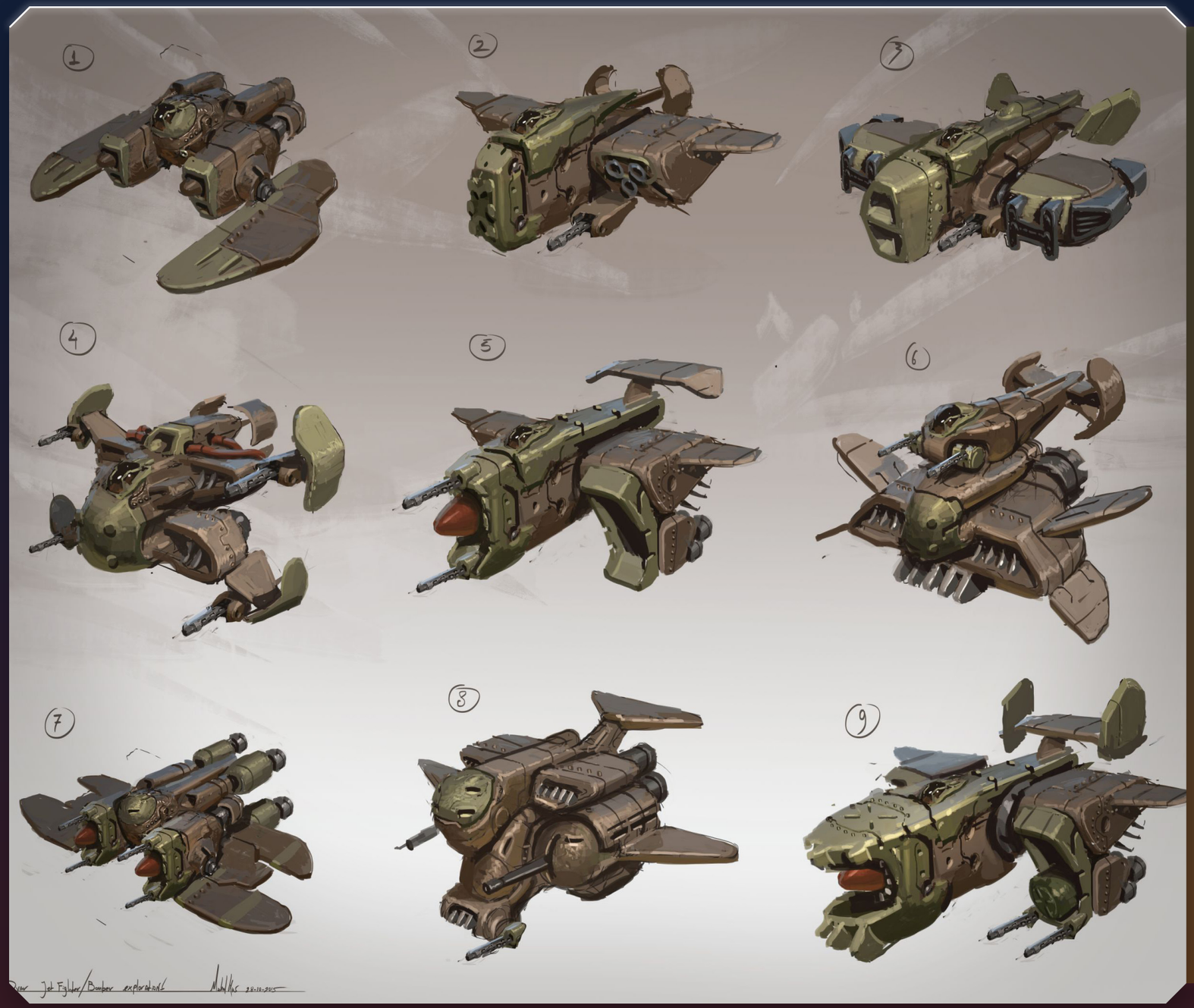
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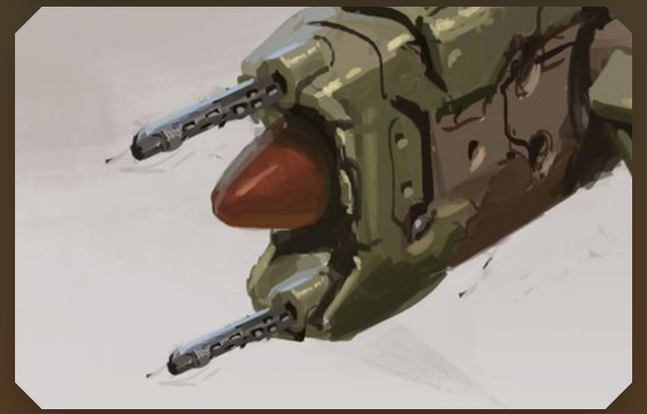

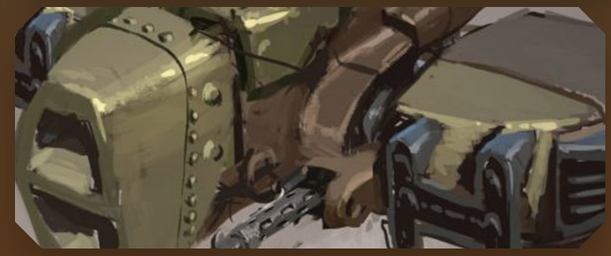

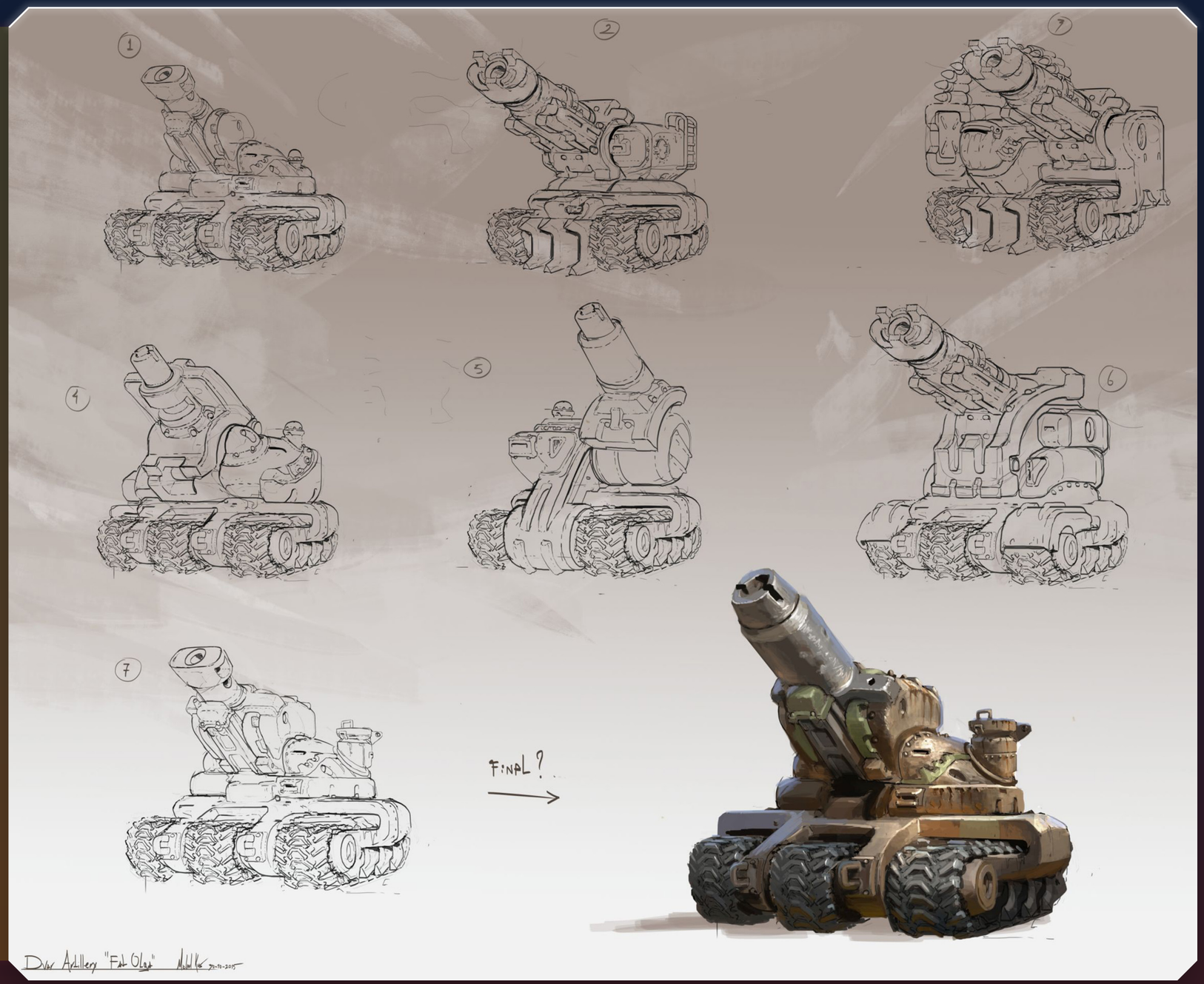
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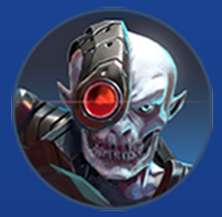
FINAL ?
Dwr Artillery "Fat Ogre"

RACE ASSEMBLY



THE ASSEMBLY

At a distant blacksite planet, the next generation of bionic and genetically enhanced soldiers were being produced. But during the collapse, the cloned test subjects rebelled against their Imperial masters.

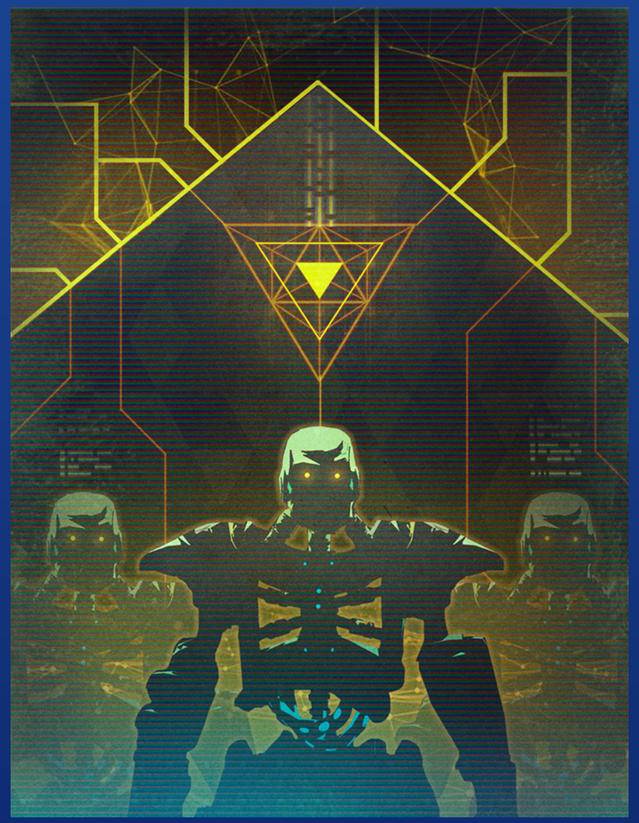
Facing extermination and without any way to reproduce naturally, the Ancestors started patching themselves up using organs, body parts and machinery from the battlefields. From this, a new race emerged — The Assembly.

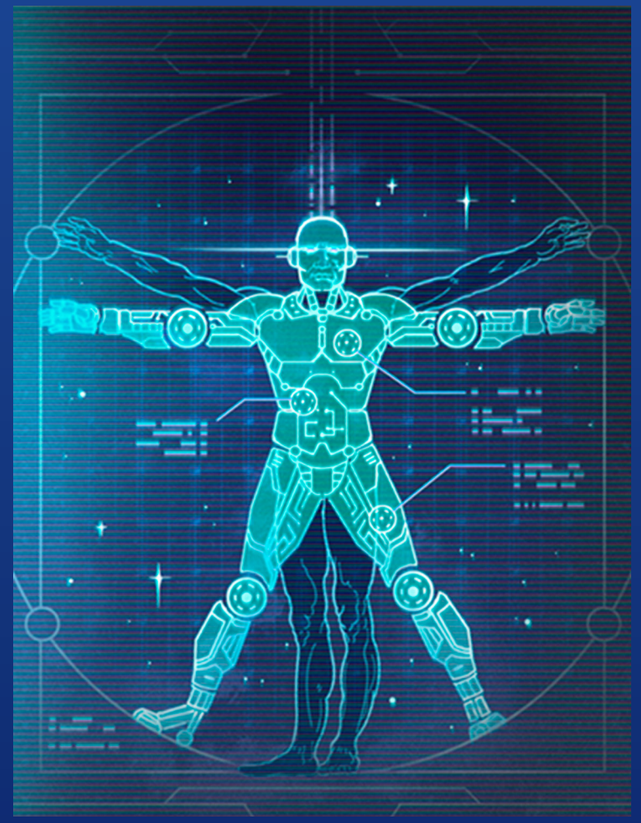
Now the Assembly looks at each world they come across with one thought in mind — how to turn its inhabitants into organ donors for their growing empire. Diplomacy is not their strong suit. Instead, they are a research-heavy faction, jacking into its own citizens' brains to borrow spare processing power, among other things.

In combat, the Assembly have a good range of effective units. Typical attacks involve sending forth melee units to absorb the initial damage, while snipers and electrocutioners provide ranged support.

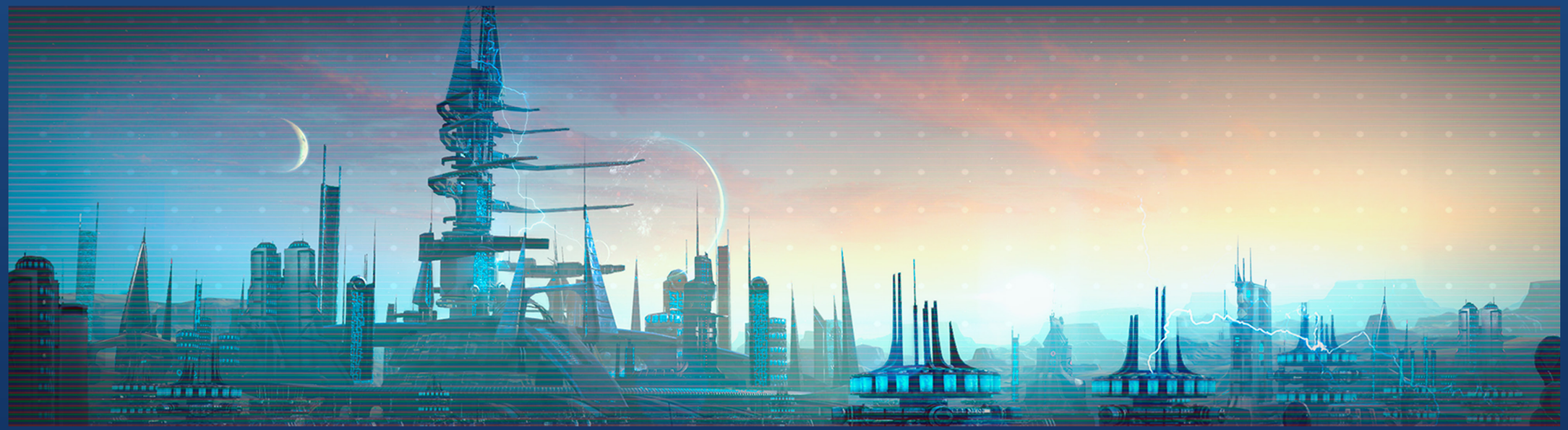
As units die, they can be brought back by Reverse Engineers, while The Scavenger infantry unit is armed with a shotgun and cybernetic claws that rip out chunks of the enemies they strike, and reabsorb them into their own bodies — healing themselves as they attack.

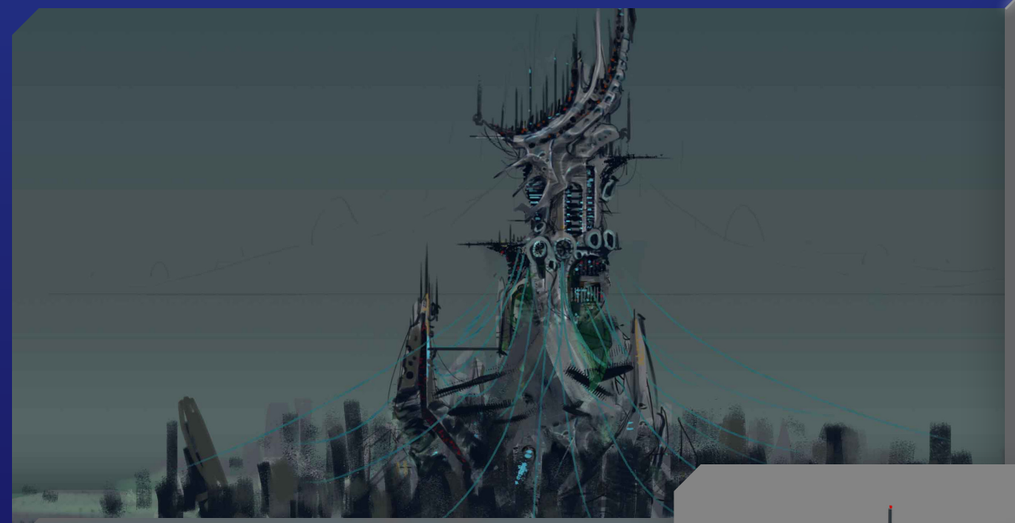
Larger assembly units can be "driven" heroes — cyborgs with a hero's head attached to a Wrecker's body.

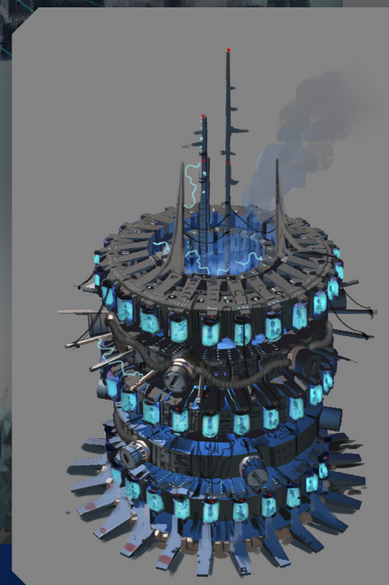




This robotic/cyborg faction are determined and will not stop until they have achieved total victory. Enemies facing the Cyborg Army of the Assembly should be prepared to blow it to bits, or become a part of it. Literally.

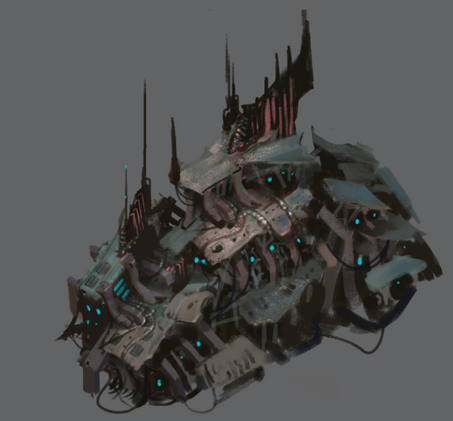


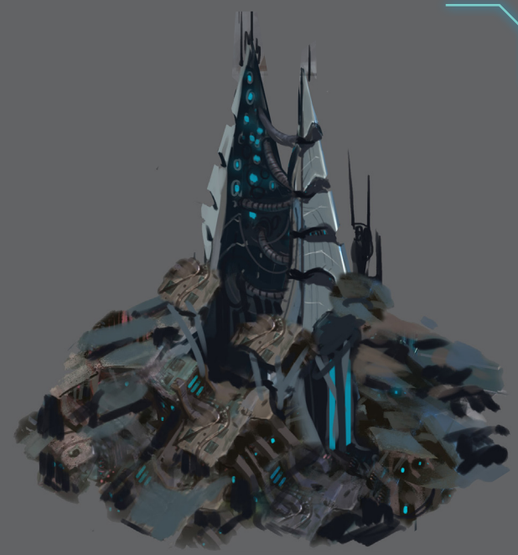


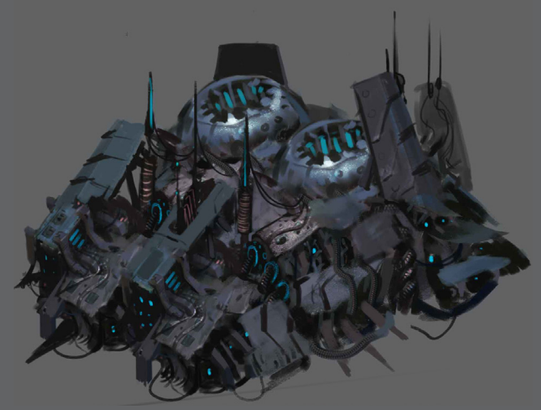


ASSEMBLY CITIES

The Assembly cities are places of science and engineering. The Assembly are constantly innovating and chasing the perfect, most harmonious merger of technology and biology. In their cities, they grow their replacement organs and body parts, and develop new cybernetic technologies to enhance themselves. For example, here you can see an Assembly harvesting tower for replacement body parts.

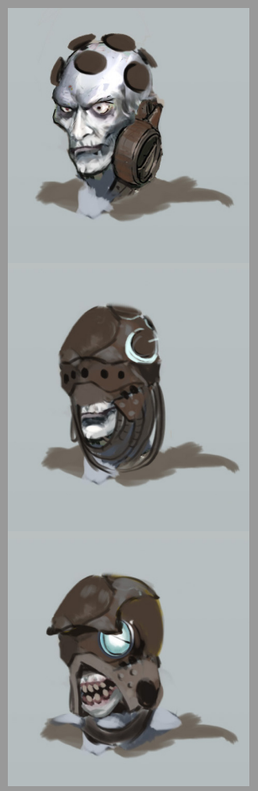


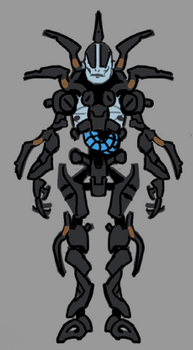


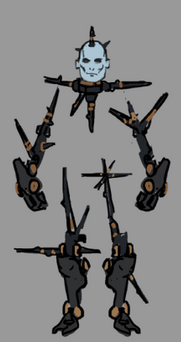


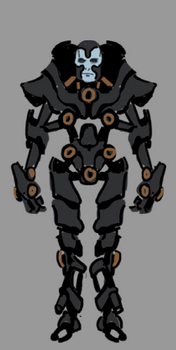
TECHNOLOGY AND DOCTRINES

The Assembly value research and science a great deal, after all, half of their origin lies within scientists! This race also has strong doctrines that focus on scavenging from the battlefield, as well as strong military doctrines that boost your armies and clever ways to boost economy through your colonists.





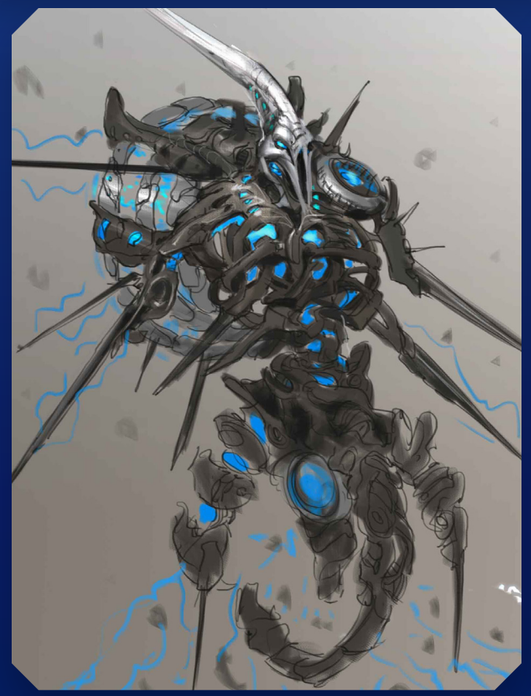


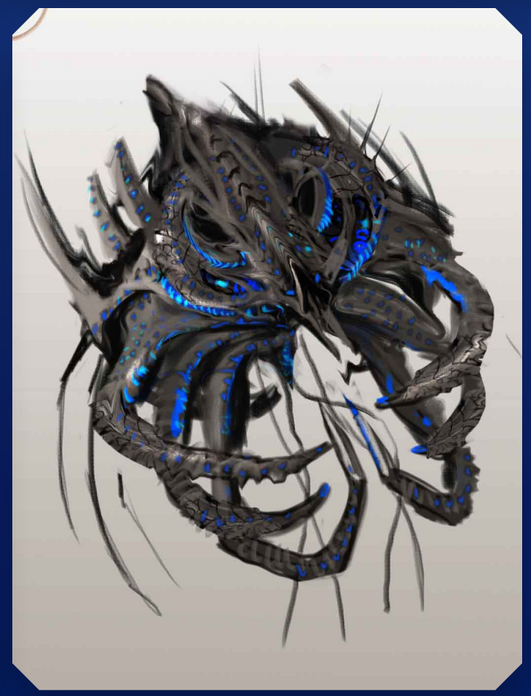


SOLDIERS

These genetically-modified soldiers utilize their tech to turn their enemies into replacement parts. As research specialists, they have a range of high-tech effective units and mods to assist them in their conquest.

Assembly Wrecker Michal Kus 20-08-2015

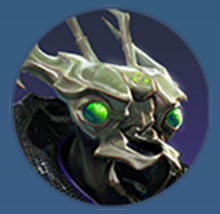




ASSEMBLY MODS

RACE

KIR'KO



RACE KIR'KO

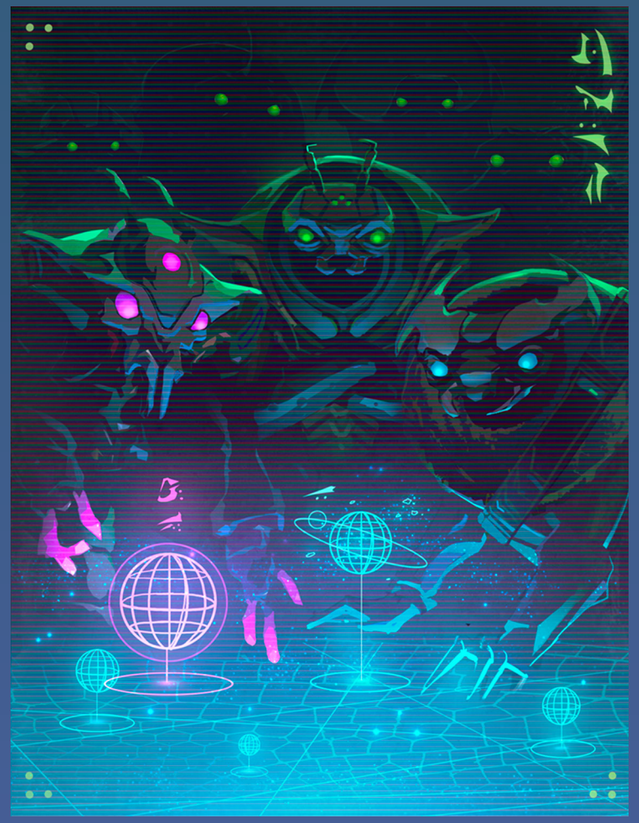
The collapse of the union broke the chains of the Kir'Ko and these former slaves now swarm free. Destroying their way of life and shattering their hive mind did not break their will. Once the Star Union fell, the Kir'Ko quickly rose to power on several worlds due to hyper evolution and pillaging the technology of their fallen masters.

Their hives grow quickly, allowing them to rapidly colonize new planets, while their units can swiftly regenerate health, developing mutations like cloaking carapace armor that can conceal them on the world map.

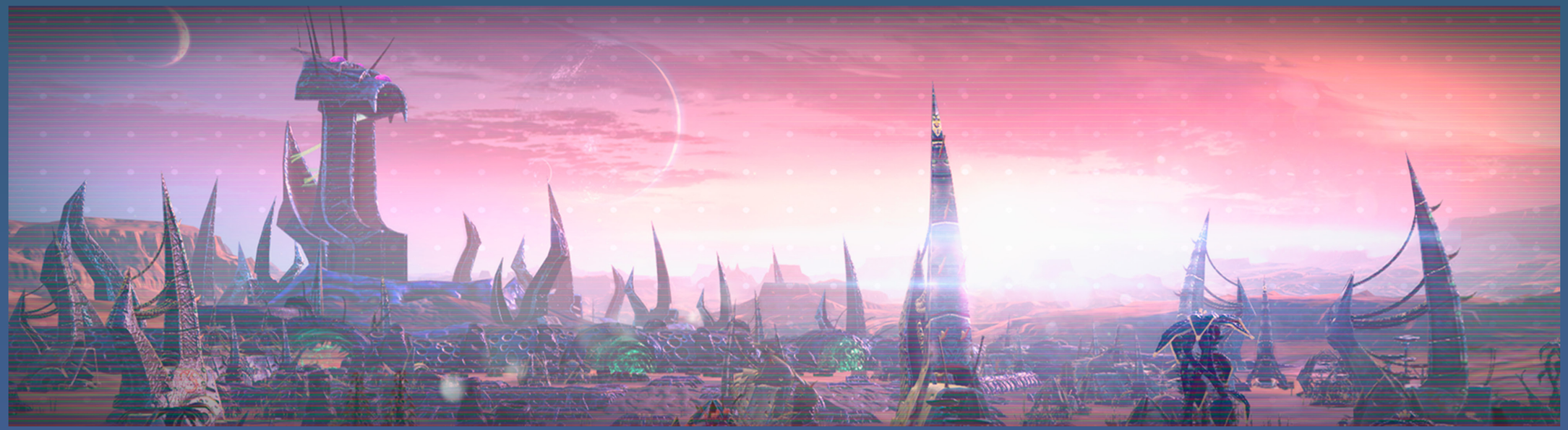
The Kir'Ko use the Call of the Hive to spawn extra troops when they are threatened and Noxious Bombardment to poison their enemies. They can also spawn emergent larvae which morph into stronger Kir´Ko units.

In combat they favor melee and units that operate in groups. The Kir'Ko field units are numerous. The Frenzy rips apart enemies with their claws and spews battle vomit consisting of corrosive acid. The Ravenous can devour humanoid enemies and hatch new Kir'Ko larvae. The Tormented turn the pain of being ripped from the hive mind into a weapon by projecting their hatred into their enemies, breaking their minds. And the Unleashed support the hive as low flying scouts, while the Abyssian tunnel across the battlefield to encase the enemy in wax cement.

With a sense of lost unity from the shattered hive mind, what future will they purse? They can unleash their pain to ensure the other factions suffer as they have or they can seek to reconcile with the inhabitants of a new world and work together to rebuild.



This former colony attacks with fury and anger after being previously enslaved by their enemies and torn from their hive mind. Their insectoid units favor melee and often operate in groups.



THE FRENZY

These crafty insectoids use their sharp claws to tear apart enemies and can vomit corrosive acid toward those that get too close.

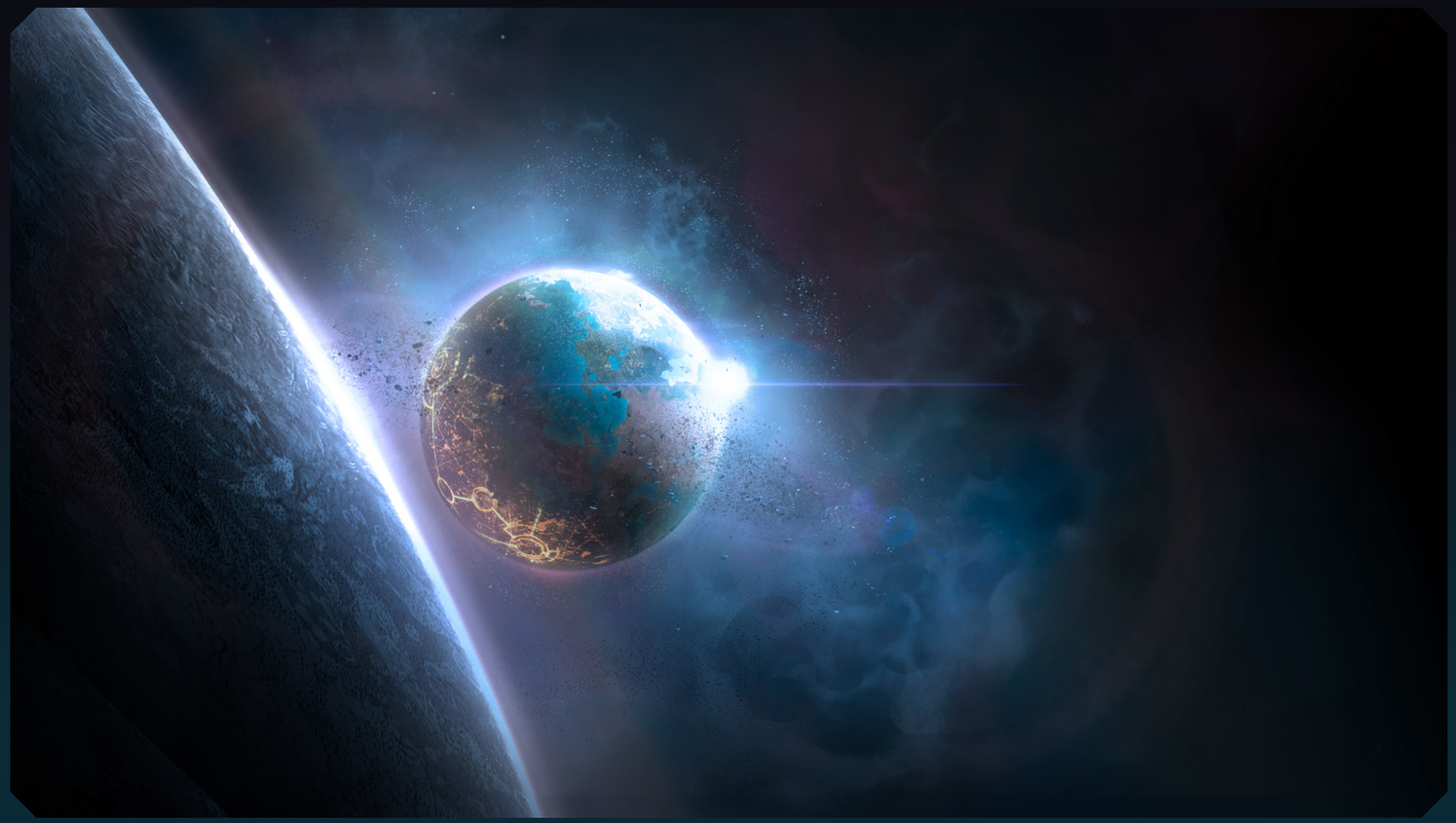
These unstable borderland worlds, where Void Storms raged in space and ships became stranded or disappeared in the Void on a daily basis, became home to the Outlanders, a diverse group consisting of all kinds of outcasts, criminals, adventurers, environmentalists, freedom fighters and followers of forbidden religions or cults. And of Psionics, a rare type of person, who has the ability to communicate telepathically and manipulate matter with the powers of the mind. While Psionics had appeared throughout the history of the Star Union, their numbers and newly developed abilities, which always had been theorized to be connected to Void travels, seemed to thrive in the unstable environment provided by the Outworlds.

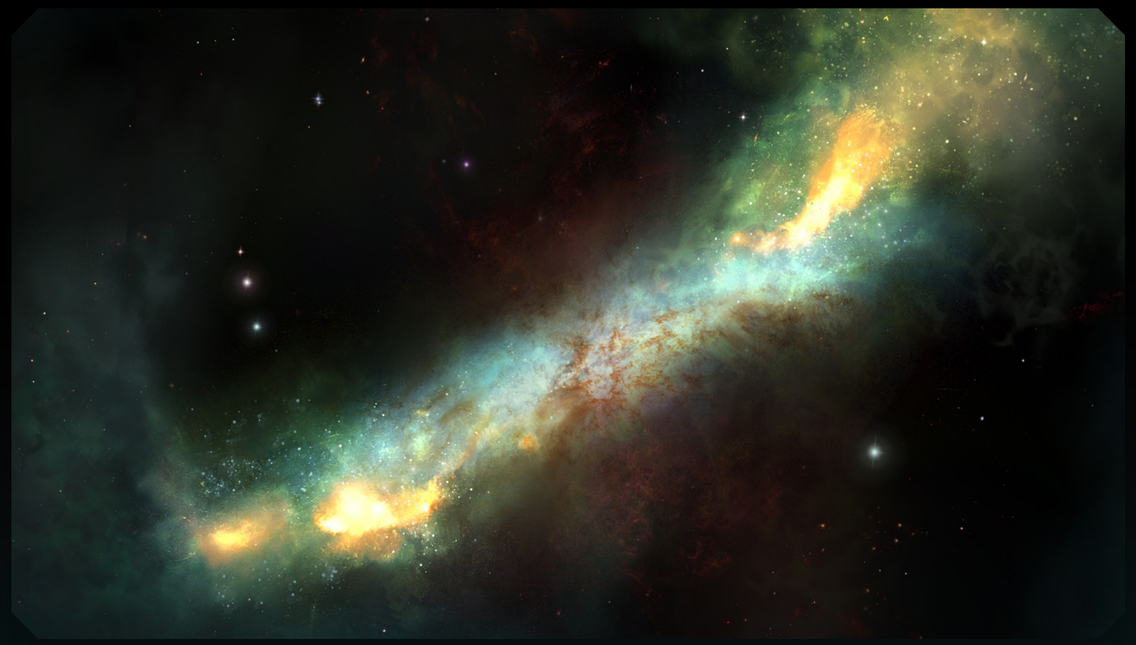
KIRKO MODS

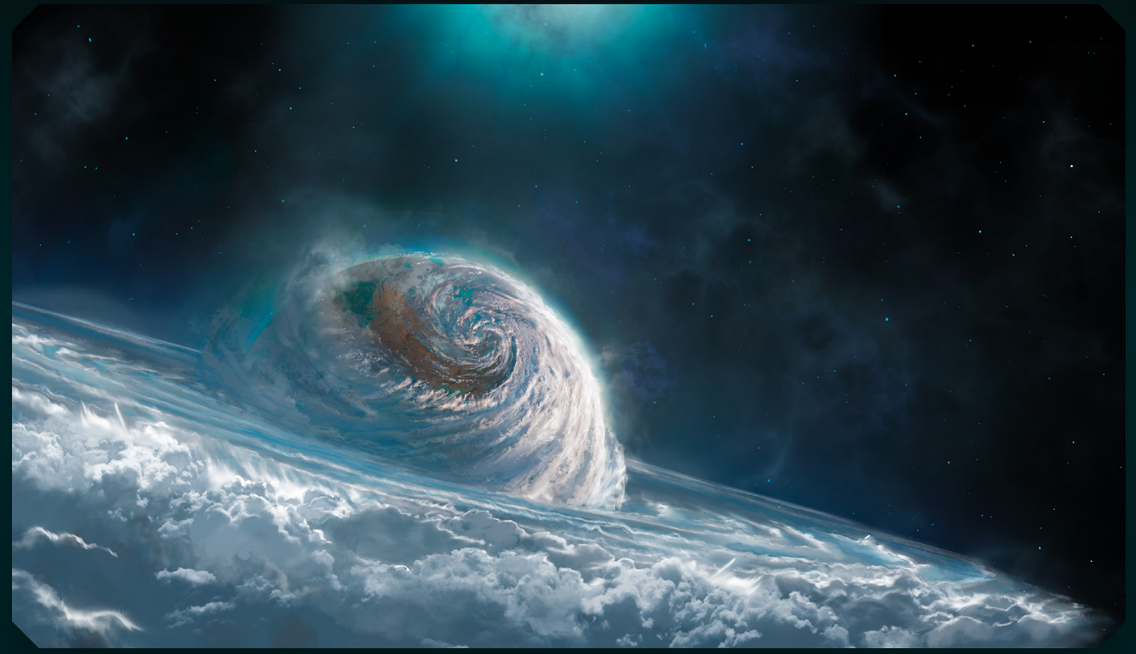
CHAPTER FOUR

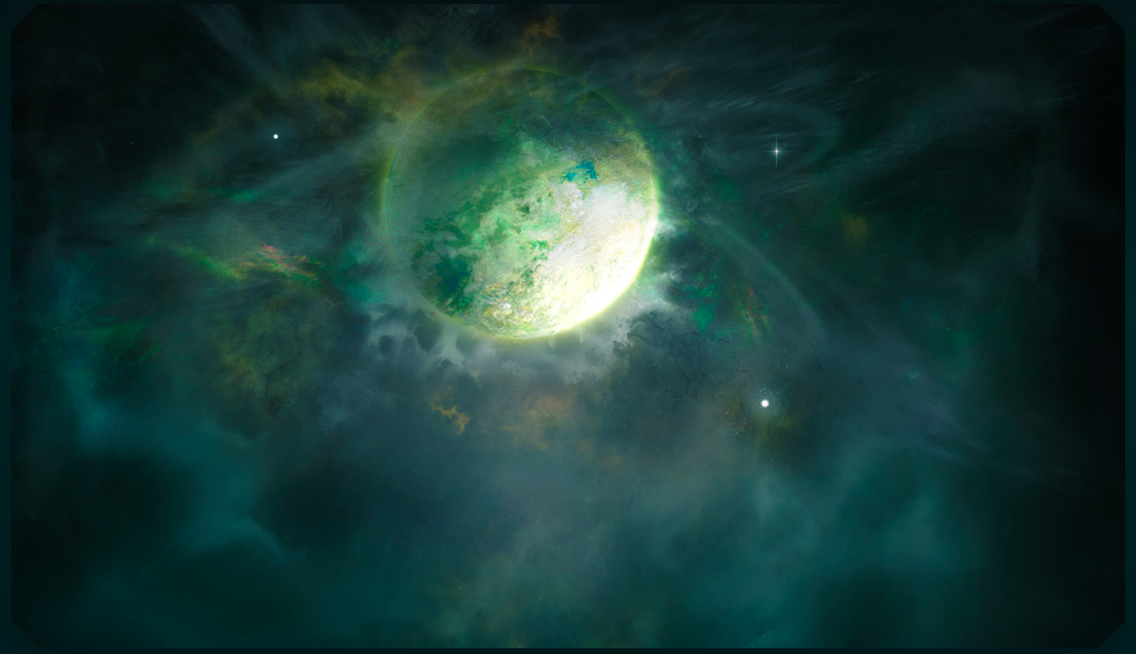
WORLDS

The Planets you visit are filled with history, the remnants of the Star Union Empire can be seen everywhere. Great ruins of devastated cities, dormant defense systems and stray droids have survived centuries to challenge the player. A post-apocalyptic realm rendered on a galactic level, with players competing to reestablish a new future. The game contains many landmarks to visit, ruined bio techs or the Elysium parks entertainment districts. Chunks of information distributed through the game allow the player to piece together their races' own history and what fate befell the once great Star Union.









SECTORS

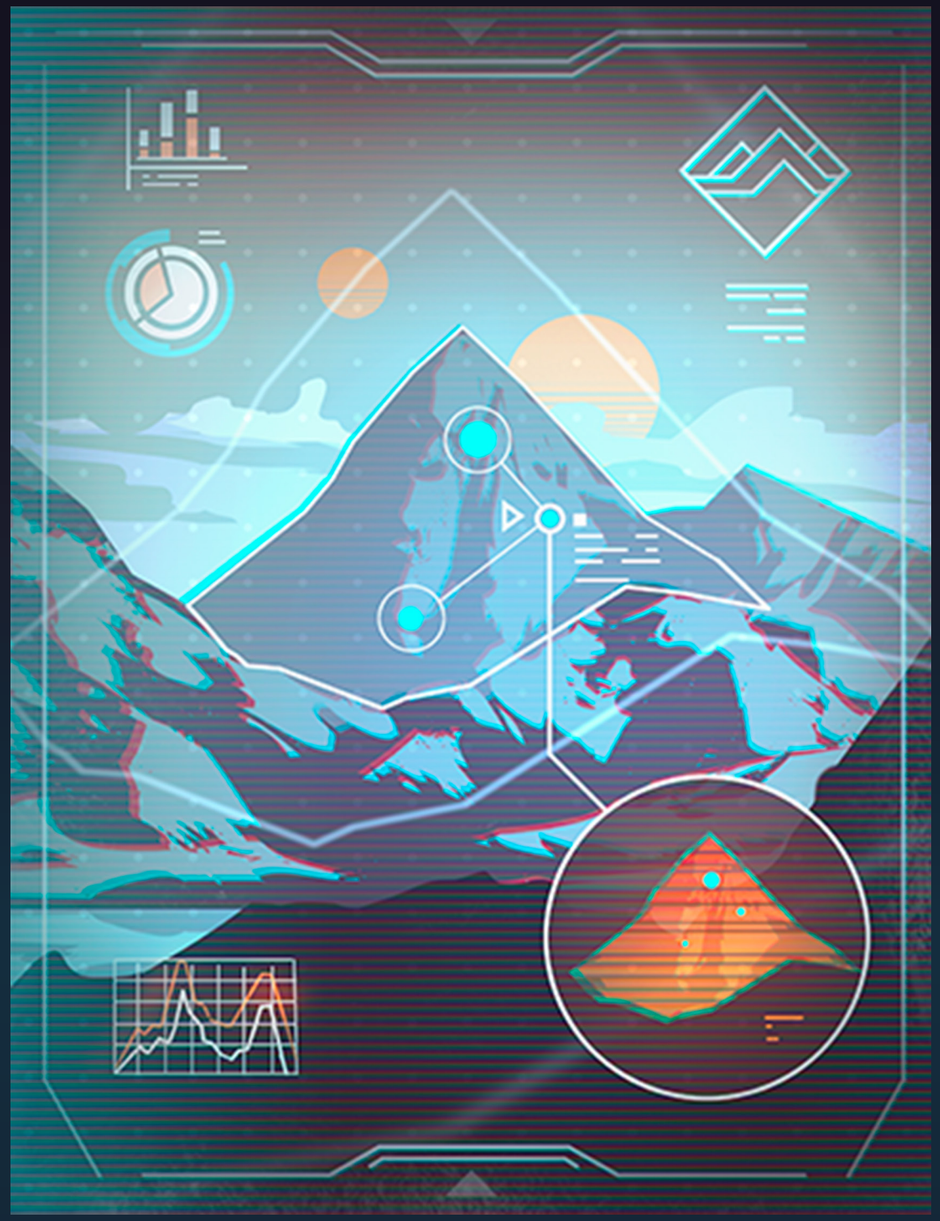
A patchwork of bordered areas called Sectors make up the surface of planets. This sector system has a big impact on the world map gameflow. They come in a number of types:

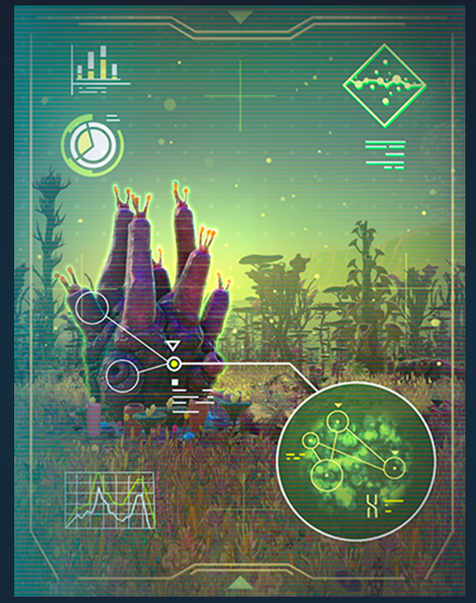
Wilderness Sectors follow natural boundaries and reflect their terrain. A Sector contains one biome and a number of natural terrain features — these define the sector's base resource yield.

Landmark Sectors contain high value, large Imperial ruins providing unique benefits. Landmarks "occupy" the sector.

Dwelling Sectors contain the bases and cities of NPC Natives, with smaller spawner-like camps you can clear through diplomacy or force.

Additional Structures and Effects: Next to sector occupying Landmark and bases, there is a collection of secondary structures to be found. They include resource nodes, pickups and visit sites. Then there are defenses and hazards that work as status effects for the entire sector.





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Round: 1

Tranquil Reefs
Forlon Wilds
Controlled Tectonics
Starfall Gulf
Mount 656B
Noman's Wilderness
Dire Strait
Startling Wilde
FORT GELDER
16
Union Shore

Overstrand
Space Wreck Swamp
Hyperion Station
BRIDGEHEAD
6
XENO LIFE INSTITUTE
Star Spire Peaks

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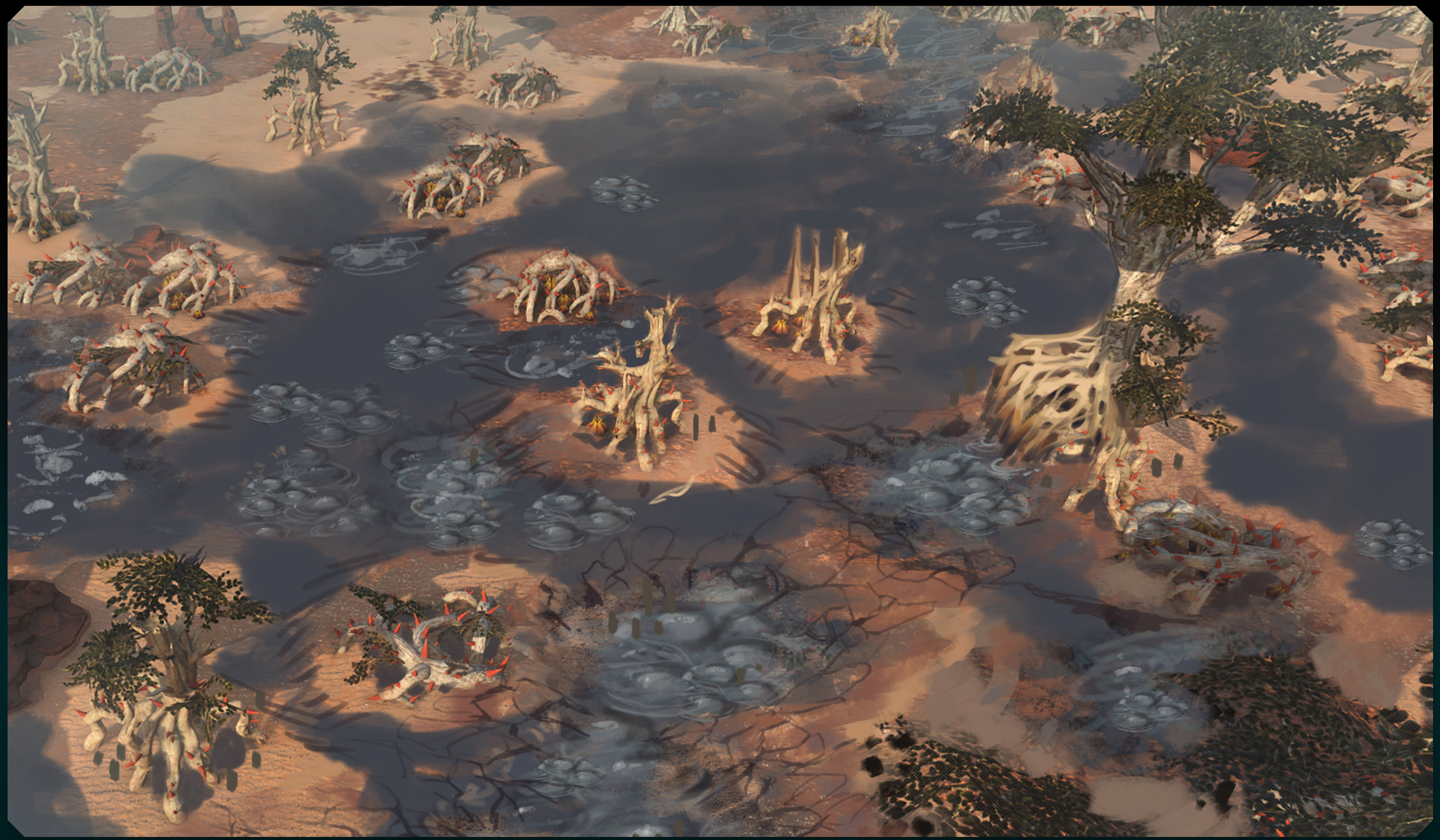


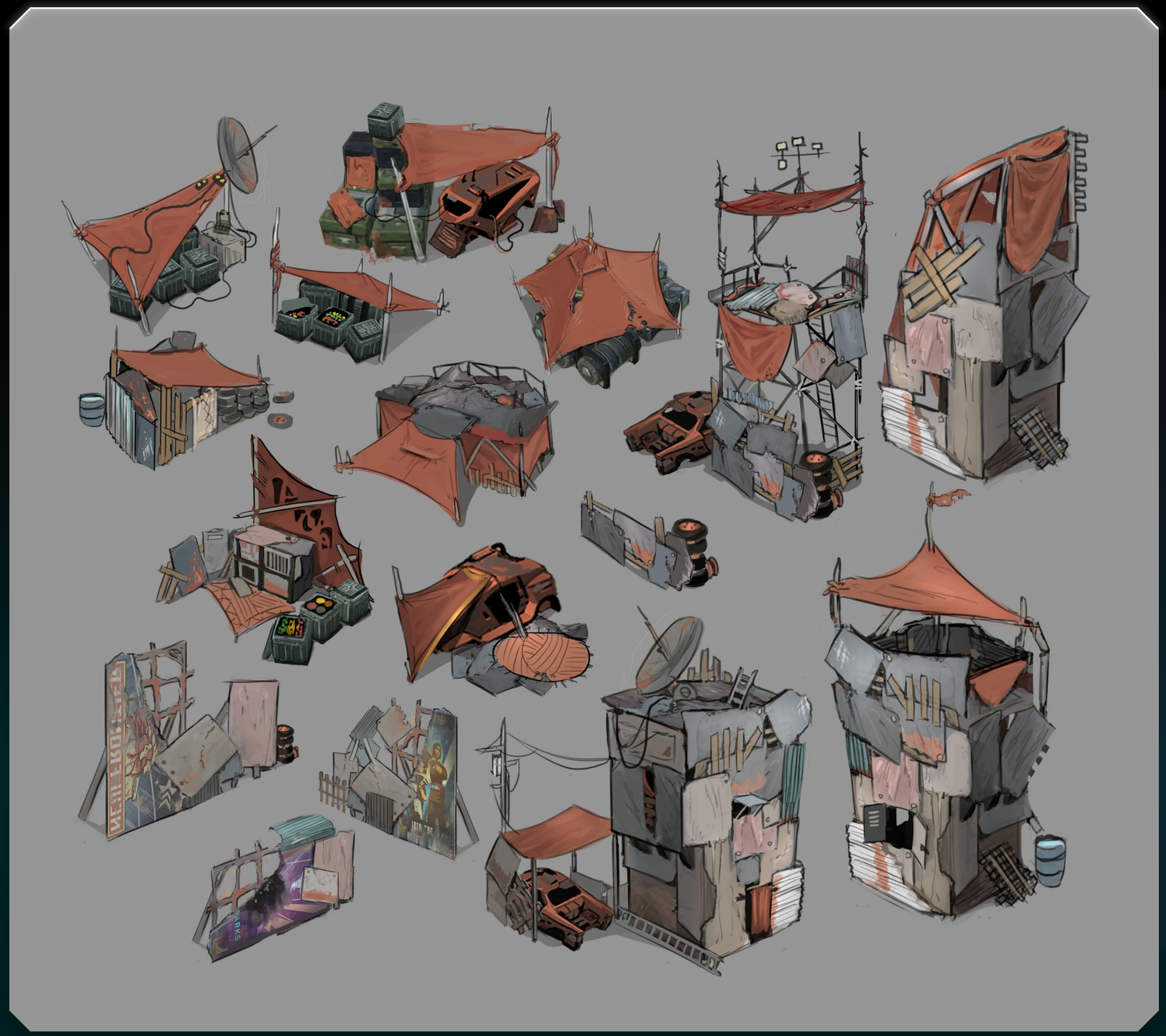
DWELLING OF TIBERIUS

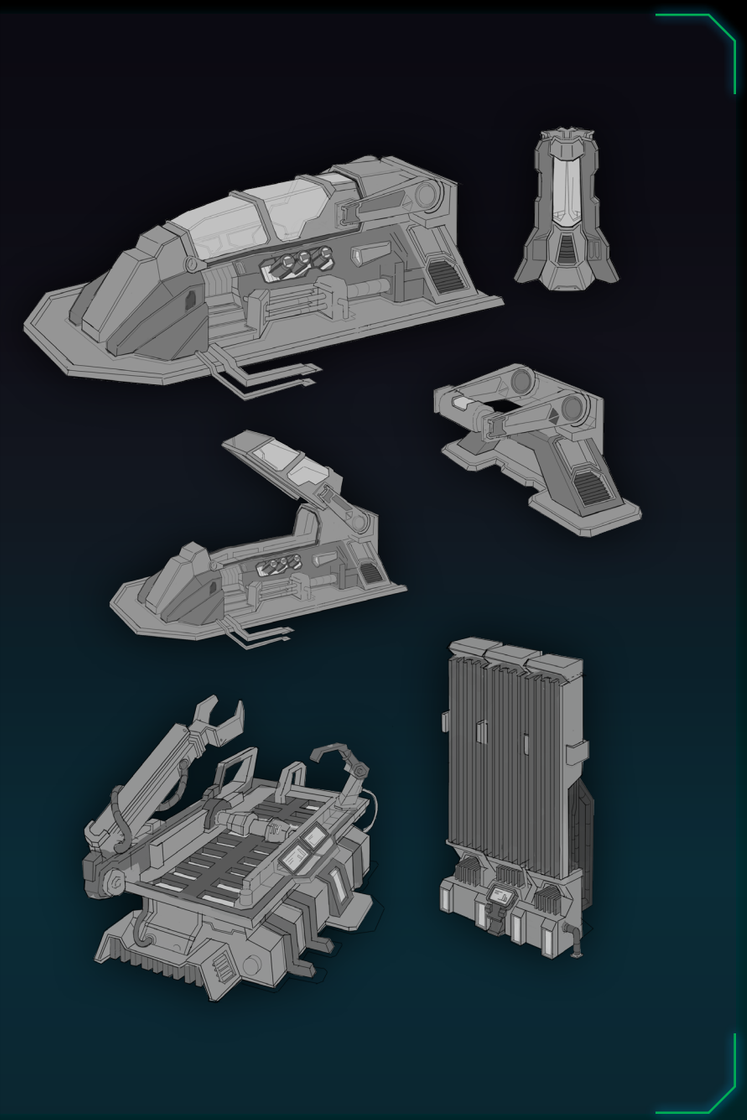
Hell's Ditch

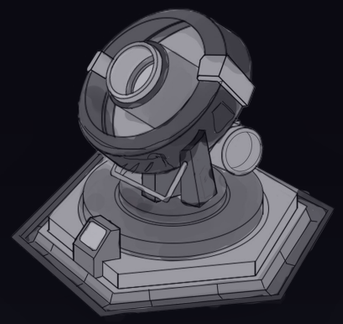
CRIMSON EUPHORIA HOTEL & SPA

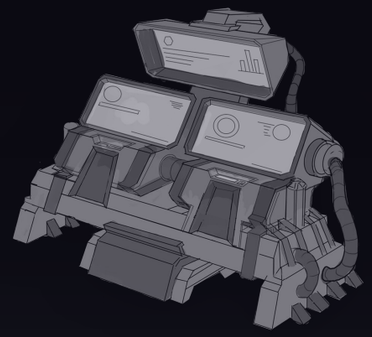
Enhanced Relativy C

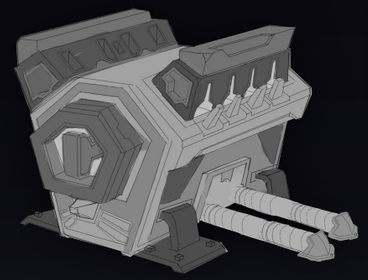
Transparent
Fire shaped
leaves

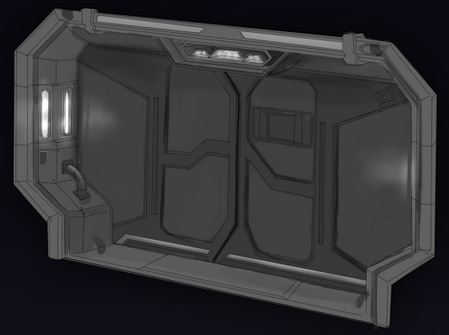


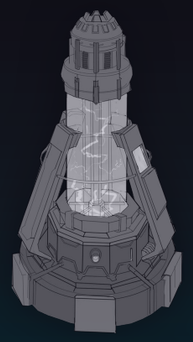


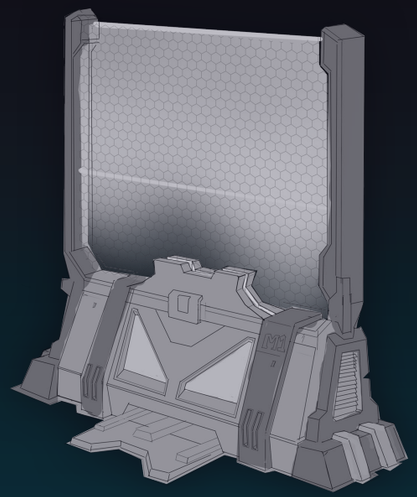


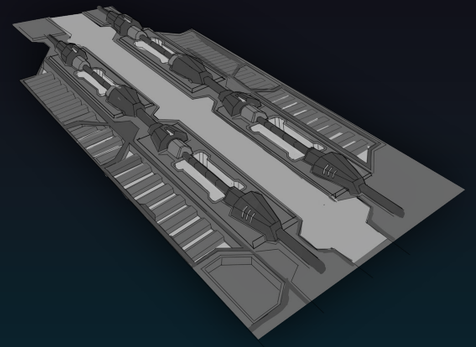


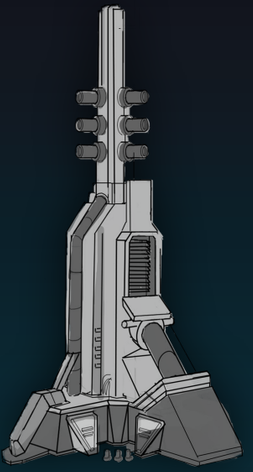


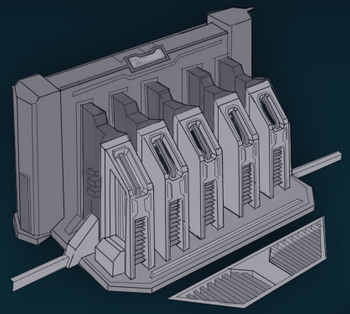


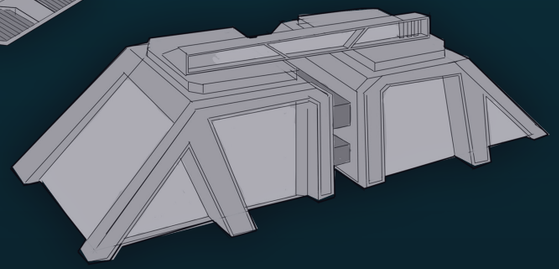


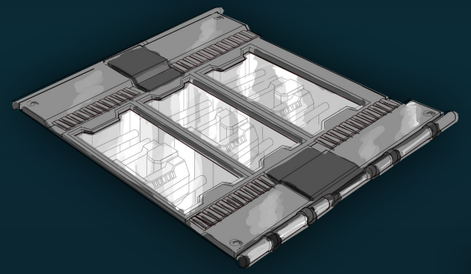


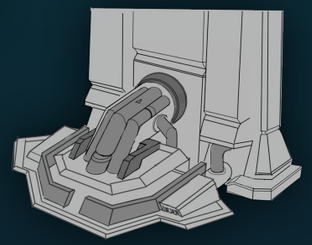


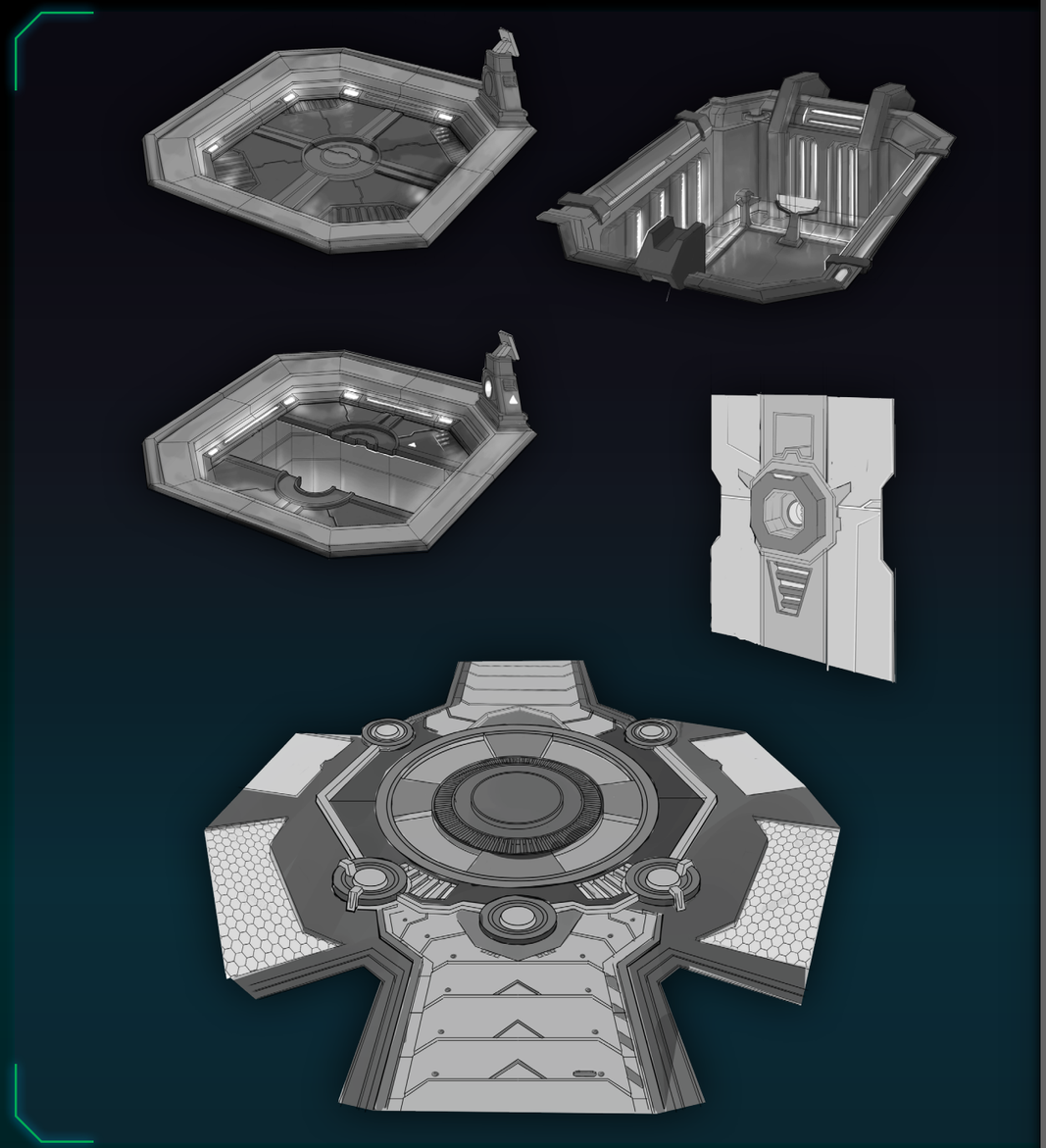


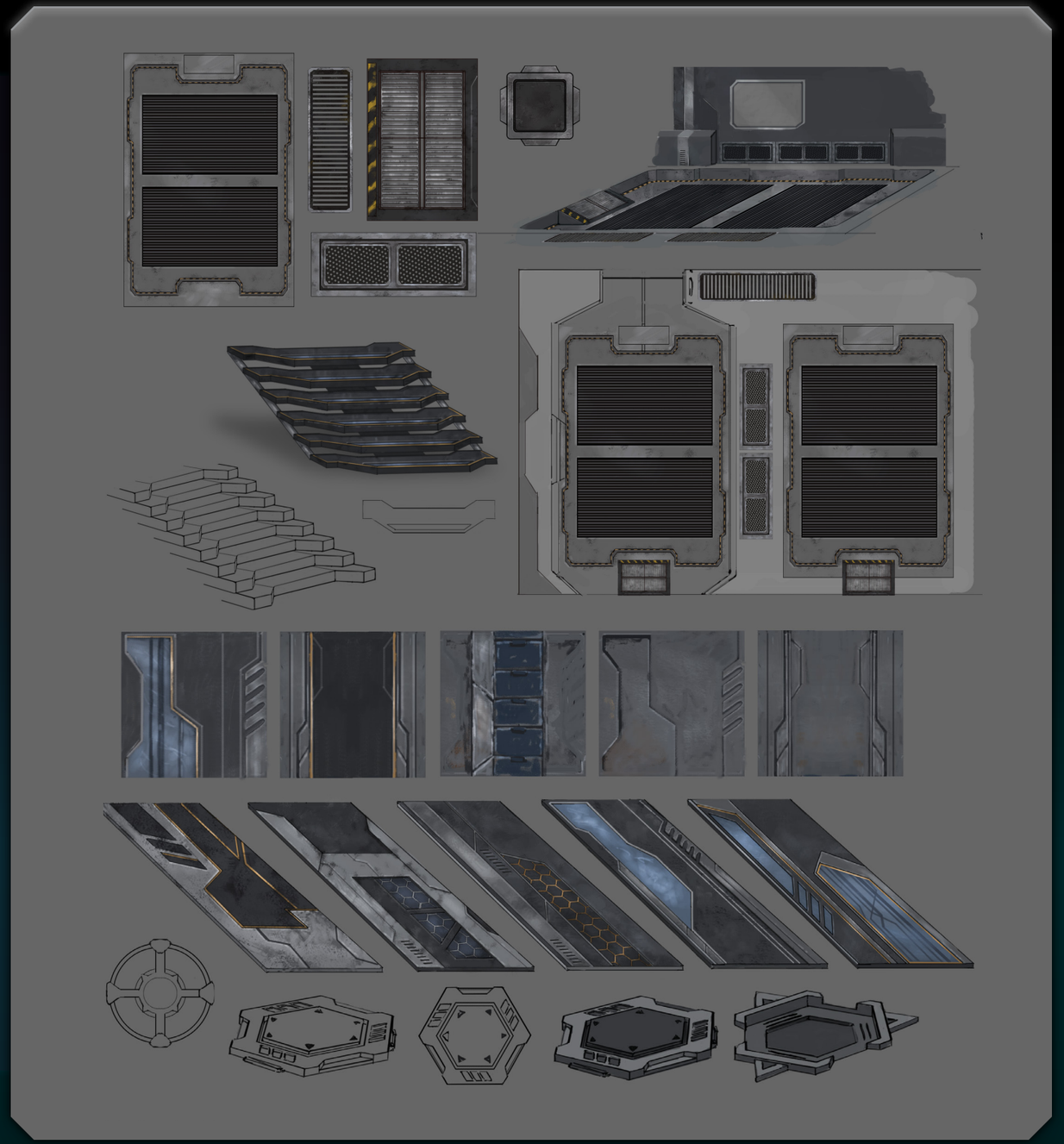












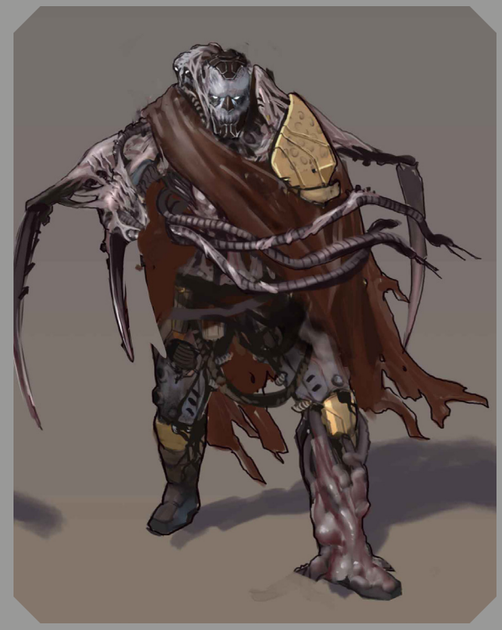
In the eyes of the Star Union, these separatist and individualist tendencies could only be regarded as a threat and the resulting attempts to keep control over the vast region of space covered by the Outworlds led to a further militarization of the empire. Soon enough, some of the Outworld colonies found themselves in a de facto state of war with the Union, struggling for independence and control over planets, people and resources.

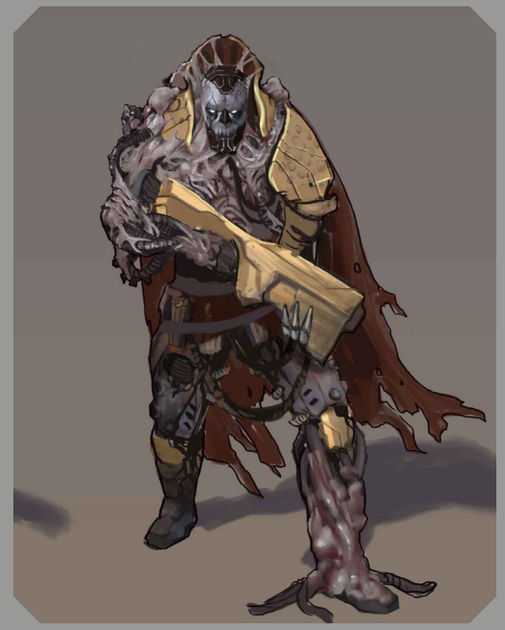
CHAPTER FIVE

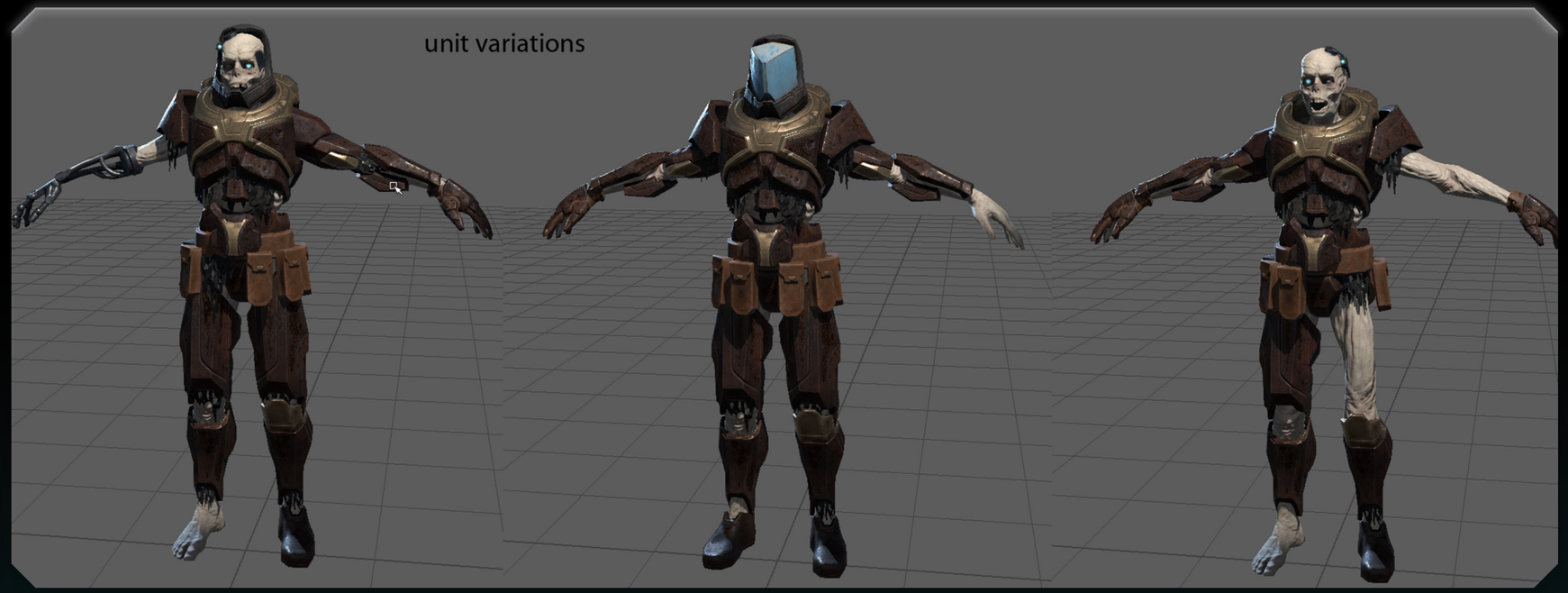
NPC FACTIONS

As you visit the collapsed worlds of the Star Union, you'll notice they are filled with survivors. The game recognizes the following NPC Factions. (NPC is short for Non-Primary Combatants)

The NPC Factions are far from the sitting ducks from previous AoW games; they can't be ignored. They might have alien savage societies, but are in the majority at the start of the game.






unit variations

KILL

PSYCHO
(3 on hex)

variant A

B

C

QR code style
body paint

SPACER TRUCK
(2 on hex)

variant A

B

MAD PREACHER

MELTER
(2 on hex)

variant A

B

MAD PREACHER

HELLCOPTER

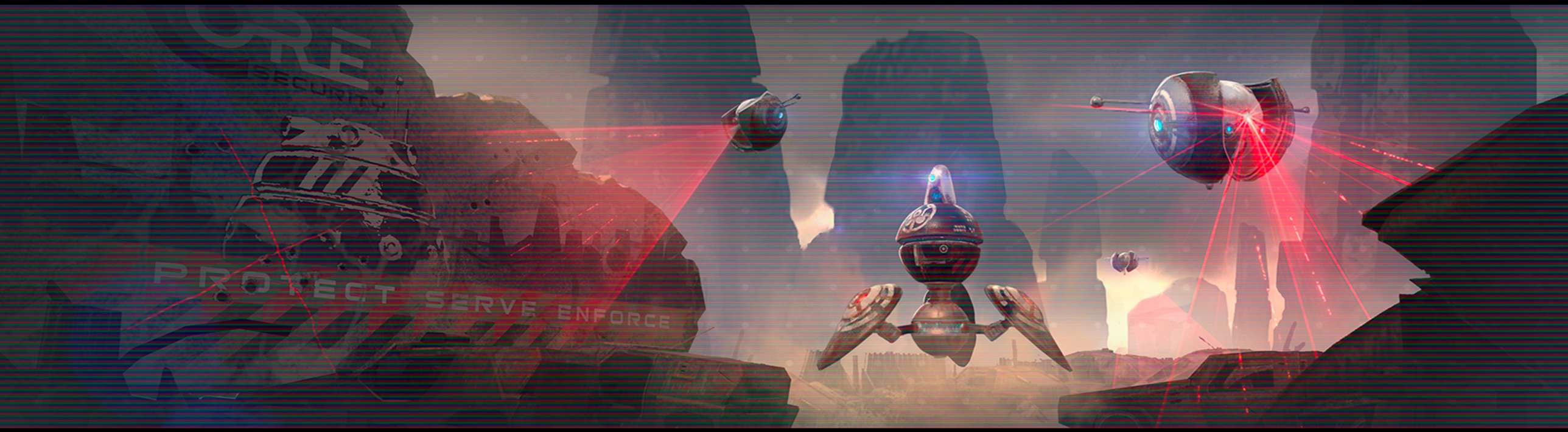
covered cockpit variation
depending on unit in-game
scale

THE SPACERS

Mutated descendants of the urban populations. Their society and religion were shaped by gaming culture, as the empire population was entertained by extreme VR experiences. With the networks gone, they seek their thrills in the physical world.

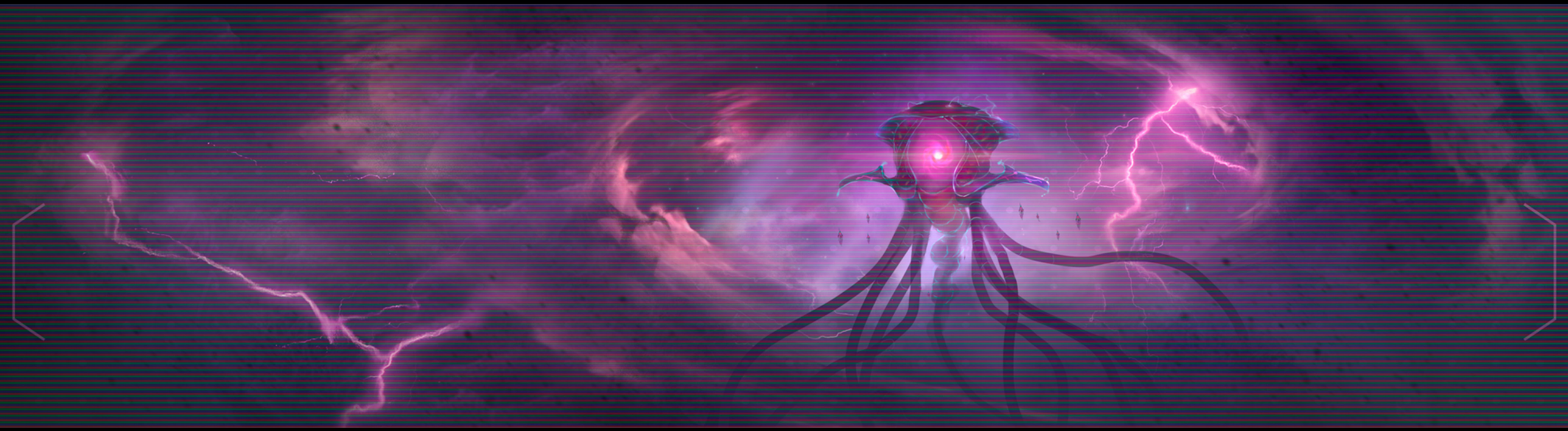
THE PARAGONS

The former governing and elite classes. They've survived the collapse through life extending augmentations and therapies which are now faltering. They haven't lost their arrogance and entitlement though.



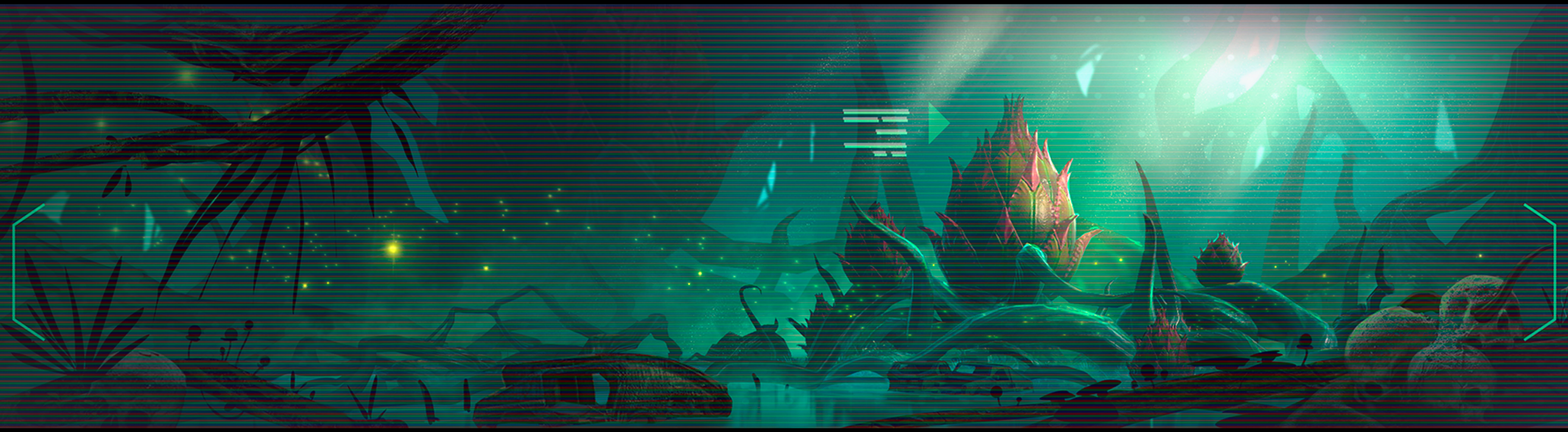
THE AUTOMONS

Robots from the emergency services that have developed their own autonomous AIs after the central network of CORE went down.



THE PSI-FISH

Mysterious floating aliens that have become more prevalent after the collapse.



THE GROWTH

Intelligent plants escaped from biotech company Terra Tech. They strive to live in symbiosis with other life forms. Not for people with tenctaclephobia.

CHAPTER SIX

SECRET TECHS

Next to the main faction, players select a Secret Technology at the start of the game. Secret Technologies are experimental, forbidden research projects that originated from the collapsed Star Union.

These Tech groups unlock additional Units, Mods, Ops and Doctrines, as well as powerful Doomsday Weapons, which form the Tech Victory of the game.

PROMETHEAN

Star Union deployed the Promethean Division to cleanse worlds of empire-destabilizing threats. Its PyrX was originally developed to immolate planets infested with Xenoplague, but it was rumored the tech was also used to quieten dissenting worlds. Once a planet had been cleansed, the Prometheans would send engineers and colonists to rapidly recolonize the ruins. The Promethean emblem instilled terror in all who saw it.

CLASSIFIED

PROMETHEAN

SECRET TECH - 01

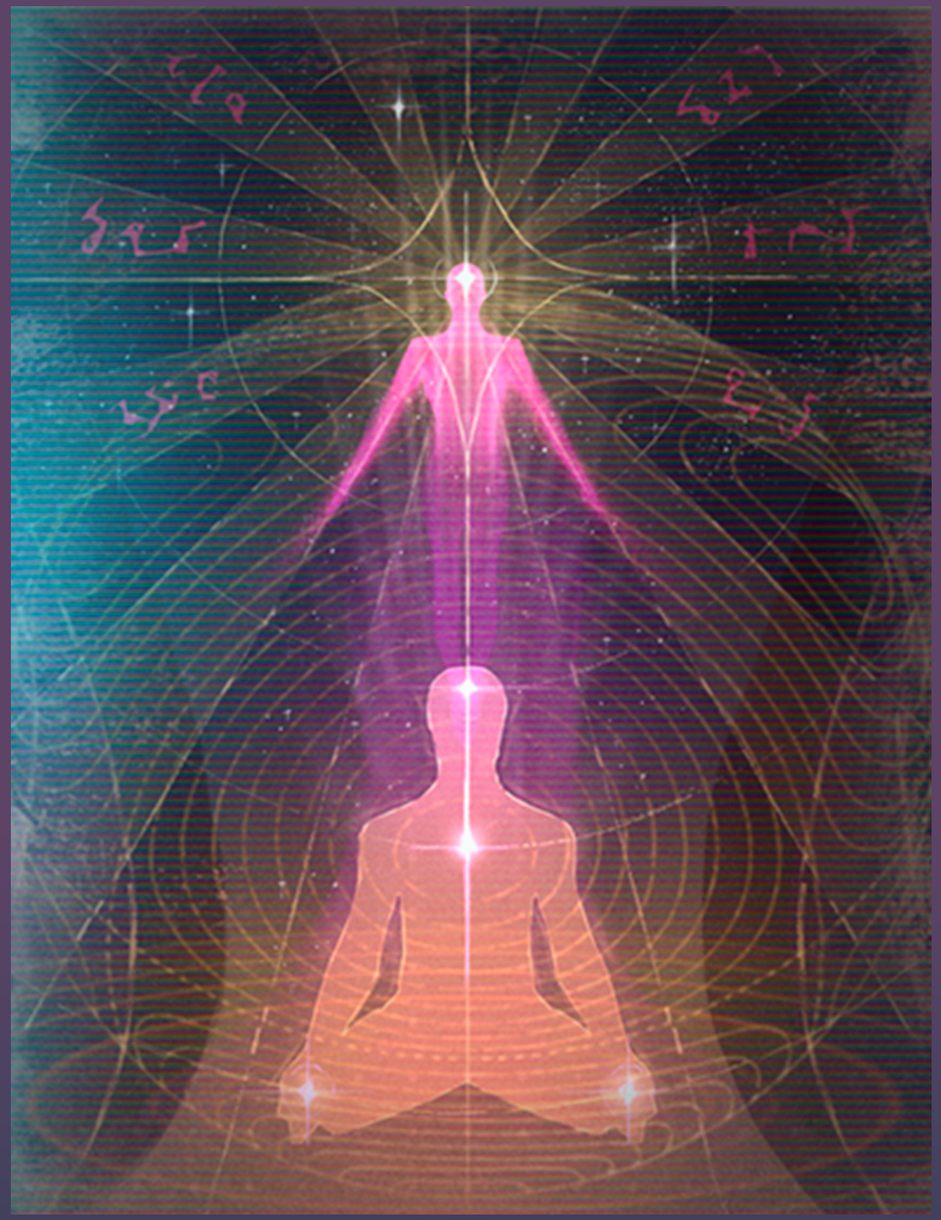
CREATE WEAPONS OF MASS DESTRUCTION

SETTLE IN INHOSPITABLE PLACES

EMPLOY POWERFUL INCENDIARY WEAPONS

SHIELD UNITS AND COLONISTS FROM ARMAGEDDON

USES THE THERMAL AND KINETIC DAMAGE CHANNELS



CELESTIAN

The Celestians are an ancient order of Psionically-gifted individuals that strive to achieve inner enlightenment and create balance and harmony in the universe. They believe Psionic power comes from the Stars and use this power to protect their ideals and teachings.

The Celestian Order was founded a long time ago when Psionic abilities first started to awaken in the human race. They believed this was a new stage in human evolution, and advocated a path of inner peace and enlightenment.

SWAY ENEMY SOLDIERS AND
COLONISTS TO YOUR CAUSE

STRONG MORAL BUFFING AND
DAMAGE REFLECTION

NPC DIPLOMACY
BONUSES

USES THE PSIONIC AND
THERMAL DAMAGE CHANNELS

CELESTIAN

SECRET TECH - 02

PSYNUMBRA

The Psynumbra employ dark psionic powers to tear holes in reality and summon devious entities from the Abyss.

The Psynumbra was a counter-psionics project tasked with stemming the rise of psychics among the population and fighting Outlander psi-agents. Invoking negative emotions allowed them to suppress and dominate their subjects. The project was shut down when Psynumbra leaders began using psionic powers for their own dark agendas, drawing powers from beyond the Void.

SUMMON
ETHERAL BEINGS

SHATTER REALITY TO
TERRORIZE THE POPULACE

BREAK ENEMY'S
MINDS

USES THE PSIONIC
DAMAGE CHANNEL

SYNTHESIS

Synthesis was developed by the Omega group, a dark subculture of hacktivists within the Spacer faction of the Star Union. The group rebelled against CORE's oppression by hacking into NexusNet and turning its systems against CORE and the Star Union. They developed technology to manipulate the AI's within NexusNet going as far as transferring their own consciousness into the network, merging with AI.

DEPLOY AI
DAEMONS IN BATTLE

HACK AND OVERRIDE ENEMY
MECHANICAL UNITS

BOLSTER STRATEGIC
OPERATIONS

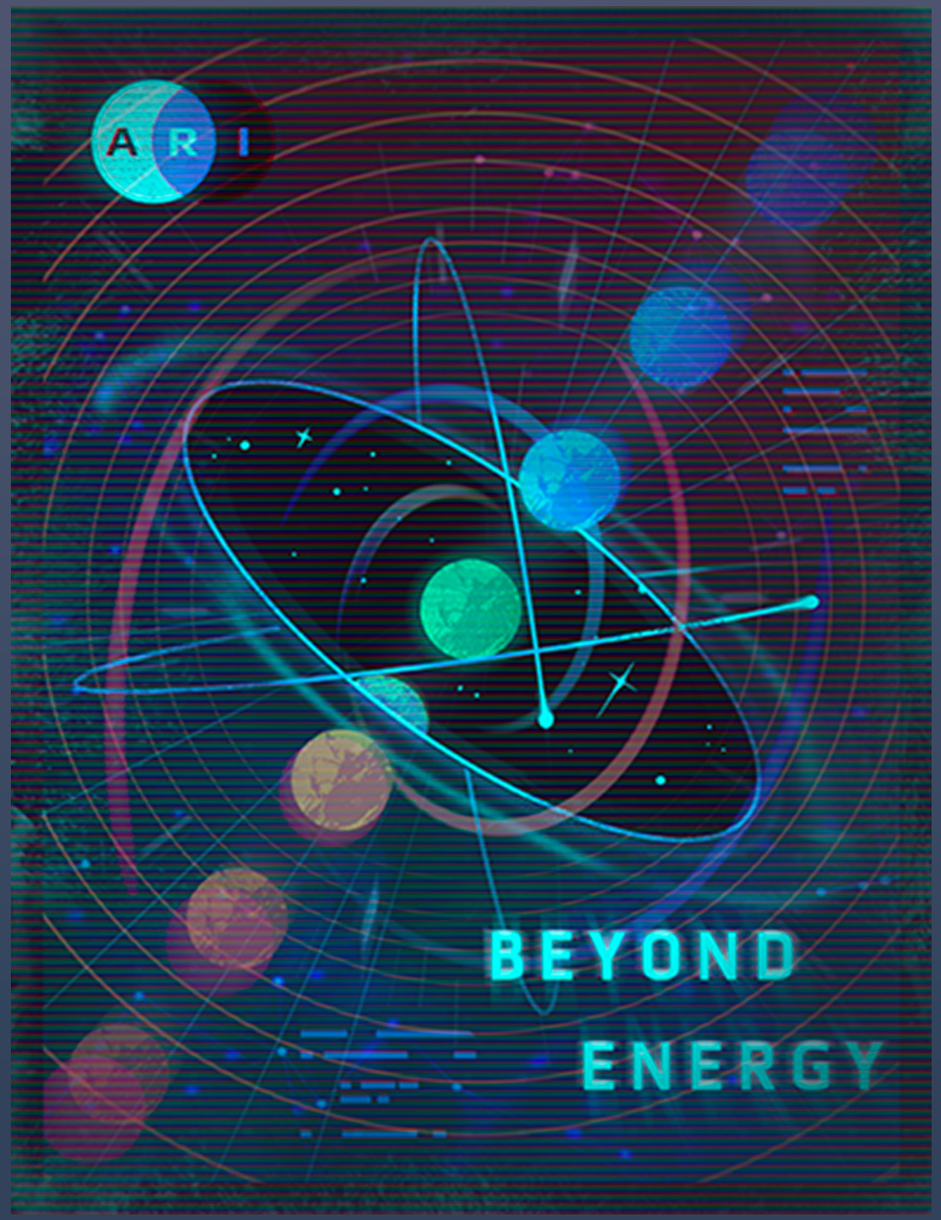
INTEGRATE THE POPULACE
INTO THE NETWORK

USES THE ARC AND
KINETIC DAMAGE CHANNELS

CLASSIFIED

SYNTHESIS

SECRET TECH - 06



VOIDTECH

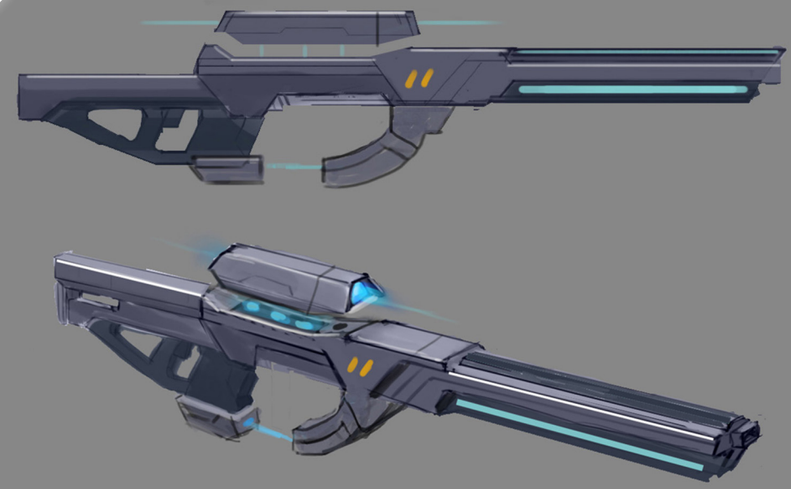
Voidtech was developed by a covert division of Star Union's main science institute. It was created in order to find new applications for W Travel hyperspace technology. Dimensional Manipulation was used to successfully transmit matter and energy, leading to the construction of cataclysmically powerful weapons.

ECHO WALKER

weapon energy
discharge animation
art of melee attack/phase field

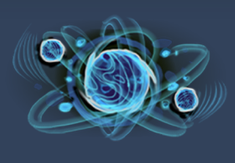
PHASE MANIPULATOR DRONE

RIFT GENERATOR



CLASSIFIED

SECRET TECH - 05



XENOPLAGUE

Centuries Ago, an expedition discovered an alien creature that came to be known as Alpha Strain. It was a parasite capable of incorporating the DNA of its host into its own body, collecting traits from thousands of species over its lifetime. The Star Union used it both to improve the physiology of their elite soldiers and to infect enemies with horrifying mutations.

The bioweapon they designed was highly aggressive. The parasite injected cells into hosts that consumed the biomatter around them using a corrosive bile. This process resulted in an exponentially-growing force of nightmarish monsters named Xenoplague. After Xenoplague outbreaks turned some planets into throbbing bio-hells, further development was forbidden.

CLASSIFIED

XENOPLAGUE

SECRET TECH - 06

THE COLLAPSE AND REBIRTH

After the Collapse, clusters of stars at the heart of the Union ominously disappeared and gravitational storms made travel through the Nexus impossible. The surviving factions were marooned on the outer frontiers of the Union, light years apart.
During this Dark Age, new factions formed on these remote worlds. Centuries of separation made brothers and sisters aliens to one other. As the storms started to subside, the factions prepared to meet each other, all vying to rebuild an empire according to their own ideals and trying to find out what happened to the Star Union.

TRIUMPH STUDIOS

paradox INTERACTIVE

DIRECTOR
Lennart Sas

TECHNICAL DIRECTOR
Arno van Wingerden

PRODUCER
Djurre van Dijk

ASSOCIATE PRODUCER
Frederick Milders

TECH PROGRAMMING
Lascha Lagidse
Michel Paulissen
Rick van Miltenburg

PRINCIPAL GAMEPLAY
Tom Bird

GAMEPLAY PROGRAMMING
Ajay Ramautar
Thom de Moor
Jamie Visser
Eric Castermans

UI DEVELOPMENT
Nick Windig
Joren Bolhuis
Stijn Delaruelle

DESIGN
Benny Arents
Luis Ferreira
Thomas Schuiten
Godewijn Perzonius
Laszlo Pieper
Bas Staffhorst
Glenn Smits

TECHNICAL DESIGN
Arnout Sas

INTERNAL QUALITY ASSURANCE
Davey Grotendorst
Jordi Engel

CAMPAIGN & WRITING
Jakob Matthes
Raymond Bingham

PRINCIPAL CONCEPT& 2D ARTIST
Rich Burgess

CONCEPT & 2D ARTISTS
Oliver Titley
Elliott Bocxtaele
Michal Kus
Jordy Knoop

PRINCIPAL 3D ARTIST
Allert van der Leij

3D ARTISTS
Baiba Gedrovica
Robin de Jong
Corné Willemsen
Daniel van Leeuwen
Sara Obert

ANIMATION
Michiel Wouters
Jill Slor

EDITOR
Kyle Bujis

MUSIC
Michiel van den Bos

SOUND DESIGN & VOICE OVER MANAGEMENT

THE AUDIO GUYS
Dan Gardner
Tim Bartlett
Shelly Bartlett

VOICE OVER ARTISTS
Marc Silk
Tom Clarke Hill
Brendan McCoy
Jessie Brooks
Mara Junot
Rachael West
Ave Green
Tamara Ryan

INTERNS (2015-2019)

PROGRAMMING INTERNS
Jack Reggin
Jimmy Koene
Lars Otten
Marc Peyré
Mathijs Roosen
Nicky van de Groep
Stan Pepels
Tobias van de Ven

2D ART INTERNS
Brenda van Vugt
Dennis van Kessel
Jamie Massaar
Kyra Willekes
Liad Damhuis
Mark de Bakker

3D ART INTERNS
Jeroen Tanis
Sybren Verheij

ANIMATION INTERNS
Dennis Dellemann

DESIGN INTERNS
Dirk van de Rijt
Elliot van Neste
Gerald Regan
Long Zhang
Menno van der Heijden
Pepijn van Sinderen

ADDITIONAL COPYWRITING
Heather Jonasson

ARTBOOK DESIGNER
Jānis Krauklis

SENIOR PROJECT MARKETING MANAGER
Malin Castegren

MARKETING CONTENT PRODUCER
Katrina Betina

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