

The background of the entire page is a vibrant, sci-fi action scene. In the center, a man with a serious expression, wearing a brown, fur-lined military jacket, looks directly at the viewer. Behind him, a chaotic battle unfolds in space. To the left, a woman in green and white armor is shown in a dynamic pose. To the right, a large, green, insect-like alien creature with glowing eyes and antennae is prominent. The scene is filled with smaller figures, energy blasts, and a bright, glowing horizon line that suggests a planet's surface or a massive structure. The overall color palette is dominated by blues, purples, and oranges, creating a sense of intense action and mystery.

# AGE OF WONDERS® PLANETFALL™

## GAME RULES

*The heyday of the Star Union has come to an end. Setting off massive Gravity-Bombs designed to create spatial rifts to new worlds led to the Collapse, and many planets were cut off from the rest of the Empire.*

*The surviving factions began gradually rebuilding civilization and rediscovering lost technology. Being once part of a single state, they will have to meet again and find out who is worthy of succeeding the great power.*

*You are the Commander of one of the six surviving groups that have set out to explore the once-abandoned parts of the Star Union. Your expedition will explore seven planets in search of valuable resources and technology, battle hostile units, and seize landmarks. Will you be able to create a new world from the shards of the old Empire?*

# CONTENTS

1 Operations board

6 double-sided  
Commander  
sheets

8 Goal sheets

1 Restrain token

6 "+50  / +100   
tokens

98 Planet cards  
(7 Planet decks, 14 cards each)

28 Unit cards

21 Technology cards

21 Landmark cards

28 Pickup cards

30 wooden pieces  
(1 ship and 4 markers of  
6 different colors)

Game Rules





## GAME OVERVIEW

The game is played over 7 rounds, and a new planet is explored each round. Each player may conduct 2 explorations on every planet. The players will gain Empire points (👑) by defeating Units, studying Technology, claiming Landmarks, and running Operations on those planets. At the end of the game, players will score Empire points for meeting certain conditions listed on a particular Goal sheet. Whoever scores the most 👑 wins.

# SETUP

- 1 Place the **Operations board** in the middle of the table. Leave some space beside it for the rows of Planet cards.
- 2 Shuffle the **Goal sheets** and choose one of them randomly. Place it next to the Operations board, face up. There are three end-game conditions for scoring 🏆 listed at the bottom of the sheet.
- 3 Sort the **Planet cards** into 7 decks according to the numbers on their backs. Shuffle each deck individually and then place them in a row above the Operations board in ascending order.
- 4 Starting from the youngest player and going clockwise, each player picks one **Commander sheet**. You may also distribute them randomly if you wish.

*There is a unique ability on each side of the Commander sheets, and the starting stat values are different, too. For your first game, we recommend playing with "A" sides of the Commander sheets. Later on, each player may choose either side of their sheet, regardless of the other players' choices.*

- 5 Each player picks a color and takes **1 ship and 4 markers** of their chosen color. One of the markers should be placed on "0" of the 🏆 track, and the other three markers are to be placed on the starting spaces (the underlined numbers) of the ⚙️, 🔥, and ⚡ tracks of their Commander sheets.

**Note:** If you want to delve deeper into the universe of **Age of Wonders: Planetfall**, each player should pick the ship depicted in the upper-right hand corner of their Commander sheet — that's their faction's ship. In this case, each player takes 4 markers of the color of their ship. Neither the shape nor the color of the wooden pieces affects the gameplay.

## COMMANDERS' STATS

**Experience** (⚙️) helps Commanders during battles with neutral units. **This stat cannot be decreased.**

**Strength** (🔥) is also used while battling neutral units, but its points are spent.

**Energy** (⚡) allows studying technologies and claiming landmarks. Its points are also spent.

**Empire points** (🏆) will determine the winner at the end of the game.

*The highest possible experience, strength, and energy levels are determined by the rightmost slots of the corresponding tracks. There is no limit for Empire points: once you get to 50 🏆, take a "+50 🏆" token from the supply, and if you get to 100 🏆, flip your token to the "+100 🏆" side.*

- 6 See your **Initiative** in the square to the right of your faction's name. The lower your Initiative, the earlier you take your turn in the first round. Place the players' ships on the turn order track on the Operations board so that the lowest Initiative ship is on "1," and all of the other ships are lined up in ascending order of their Initiative.

## EXAMPLE OF A 3-PLAYER GAME SETUP

**3** — Row of 7 cards

**2** — Board with 6 starting spaces

**1** — Turn order track

**4** — Player track (left)

**4** — Player track (right)

**6** — Operations cards

**5** — Green hand token

Turn order track

**5** — Starting space of the Empire points track

Commander's name

Faction name

Ability

Starting stat spaces

**5**

**3**

**4** — Sheet side

**A** — Faction's ship

**11** — Initiative

**4**

**5**

**40** **39** **38** **37** **36** **35** **34** **33** **32** **31** **30** **29** **28** **27** **26** **25**

**16** **15** **14** **13** **12** **11** **10** **9** **8** **7** **6** **5** **4** **3** **2** **1**

**49** **48** **47** **46** **45** **44** **43** **42** **41**

**BERHANE KATLA**

AMAZON

You may process any card as though it is on Level III.

EXPERIENCE

2 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10

STRENGTH

1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14

ENERGY

1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18

**A**

**11**

# GAMEPLAY

The game is played over 7 rounds, and every round, there is a new planet to explore. Each round consists of 5 phases:

- 1 Discovery
- 2 Income
- 3 Exploration: Part I
- 4 Exploration: Part II
- 5 Migration

Phase 5 is not resolved at the end of the 7th round — proceed with scoring instead.

## 1 DISCOVERY

Take the deck of Planet cards with the current round number on their backs. Depending on the number of players, reveal the number of cards listed in the chart below and place them in three rows to the left of the Operations board. Set the leftover cards aside as the current Planet deck.

NUMBER OF CARDS		
Number of players	2–3 players	4–6 players
Upper row		
LEVEL I 	4	5
Middle row		
LEVEL II 	3	4
Lower row		
LEVEL III 	2	3
Leftover cards	5	2

The level that the card is on impacts its cost or reward (depending on its type).

	8	-9
	8	-9
	7	-8



Each Planet deck consists of 14 cards. Each card type is marked by a symbol in its upper-left hand corner.



## 2 INCOME

If there is no Aron Ardelli (side “B”) in the game, skip the Income Phase during your first round. If he is in the game, resolve his ability only.



Resolve the following:

- 1) Gain income for every annexed sector, if you have any (see “Searching for a Pickup” on page 12).
- 2) Resolve all Technology card effects that are resolved during the Income Phase (if you have any).
- 3) Resolve the ability of your Commander if it is resolved during the Income Phase.

### 3 EXPLORATION: PART I

Starting from the topmost ship on the “1” slot of the turn order track to the bottom, each player takes their **turn**: they choose one of the available Planet cards (or an Operation slot in the Operations board) and place their ship on it.

When all players have taken their turns, they resolve the corresponding actions (fighting Units , studying Technology , claiming Landmarks , searching for Pickups , and running Operations ). Those actions are resolved in order of the players' ships: from left to right and from top to bottom: all Level I cards and slots are resolved first, then Level II, and finally Level III (see below).

#### ACTION ORDER



You may only choose a Planet card or an Operation slot that hasn't been occupied yet (meaning that there is no ship on it). You may not choose a card you cannot pay for: you must have enough  and  points (see “Action types” on pages 9–11). Pickup cards and Operation slots don't have a cost, so they may be chosen at any time when they are not occupied.

When you resolve an action from a Planet card or an Operation slot, remove your ship from it and place your ship on the topmost unoccupied slot of the turn order track. Thus, the players who occupied Level I cards will take their turn before those who occupied Level II or III cards in the next phase.

Then, **claim** your chosen Planet card by placing it in front of you, face up. Resolve all effects of your previously claimed cards and Commander sheet that are to be resolved when claiming a card (if any). If you choose an Operation slot, you don't get a card.

**Note:** You may group your cards according to their types and overlap them one behind the other, so the cards' critical information is still seen.



#### SKIPPING A TURN

On rare occasions, there might be no available cards or Operation slots for you. In that case, you skip a turn and place your ship on the topmost empty slot of the turn order track. Exception: When played with side “B,” Aron Ardelli's ship is always placed on the last slot.

## 4 EXPLORATION: PART II

Repeat the previous phase with the new turn order. Each player takes a turn according to their position in the turn order track by placing their ship on an available remaining Planet card or Operation slot. Then all players resolve their actions in the order of their ships within the rows, as described in the previous phase.

**Important:** You won't be refilling the rows of Planet cards after Exploration: Part I, so there will be fewer cards to choose from during Exploration: Part II.

## 5 MIGRATION

Put all of the unclaimed cards of the current planet back in the box. Operation slots stay in the game until the end.



## ACTION TYPES

When resolving an action, you must refer to the level that the card is on when you're about to claim it. Its level determines either the cost to be paid to claim the card or the reward for it:

♦ **Cost** — Unit , Landmark , and Technology  cards.

♦ **Reward** — Pickup  cards and Operation  slots.

**Example:** When on Level I or II, this Pickup card brings 5 ⚡, but if it's on Level III, the card brings 6 ⚡ instead.



There are 5 types of actions, which are determined by the types of cards the players choose:

- 1 Fighting a Unit
- 2 Claiming a Landmark
- 3 Studying a Technology
- 4 Searching for a Pickup
- 5 Running Operations

# 1 FIGHTING A UNIT

You fight the hostile inhabitants of an explored planet.

You may claim a Unit card in two ways: by defeating or recruiting it (if there is a Diplomacy effect).



Unit name

Card type (Unit)

Planet number

Cost

Diplomacy effect (optional)

Reward

If you have enough , you may spend 4  instead of the listed number of .

HELLCOPTER 4

I 6 -5  
II 5 -5  
III 5 -4

+5 +3 +4 +1

In order to defeat a Unit, you must fulfill two conditions:

- 1) Spend as many  points as listed on the left part of the Unit card (the cost depends on the card's level);
- 2) Compare your Commander's  with the Unit's  listed on the left part of the card (which also depends on the card's level). If you have fewer  points than listed on the card, you must spend 1  for each  point you're short by.

**Reminder:** Unlike strength and energy, experience is never spent.

Once you defeat a Unit, you immediately gain the number of , , and  (if present) listed at the bottom of the card.

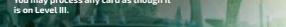
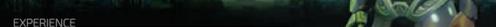
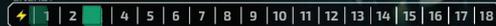
## DIPLMACY

Some units may be recruited, so there is no need to fight them. In that case, there will be a Diplomacy effect with the  symbol. In order to recruit such a Unit, you must fulfill two conditions:

- 1) Your Commander's  cannot be lower than the required Unit's  (depending on the card's level). In this case, the shortage of  **can't be compensated for by** .
- 2) Spend the listed number of  points instead of the listed number of  points.

Once you recruit a Unit, you immediately gain the listed number of , , and  (if present); in this case, you don't gain any .

**Example:** Jane has 5  and 1 . A **Hopperhound Blademaw** card is on Level III. Therefore, Jane would need 3  to defeat it (a cost of 2  and 1  for being short of 1 ). Jane gains 3 , 2 , and 1  as a reward. Jane has 2  left, which she'll be able to spend during her upcoming fights.

		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
49		<b>BERHANE KATLA</b>															17
48		AMAZON 															18
47		You may process any card as though it is on Level III.															19
46																	20
45																	21
44																	22
43																	23
42																	24
41																	25

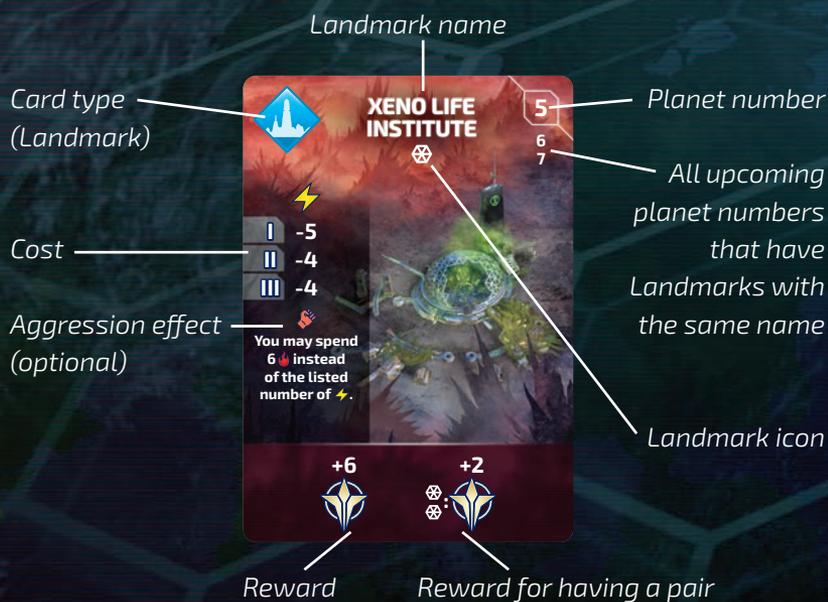
   
 2 -2

 **HELLCOPTER** 4  
 6 -5  
 5 -5  
 5 -4  
  
 +3 +2 +1  
  

## 2 CLAIMING A LANDMARK

You discover a functional structure, a remnant of the former Empire.

You may claim a Landmark card in two ways: by conquering it peacefully or forcefully (if there is an Aggression effect).



In order to claim a Landmark peacefully, you must spend as many  points as listed on the left part of the Landmark card (the cost depends on the card's level).

## AGGRESSION

Some Landmarks can also be claimed forcefully. In that case, there will be an Aggression effect with the  symbol. In order to claim such a Landmark, you may spend the listed number of  points instead of the listed number of  points.

Once you claim a Landmark (peacefully or forcefully), you immediately gain the number of  and  (if present) listed at the bottom of the card.

All Landmarks of the same name are marked with the same icon, and they may be present on different planets. The numbers of all upcoming planets with the Landmarks of the same name and icon are listed in the top-right hand corner under the number of the current planet.

Two cards with Landmarks of the same name and icon make a pair. Once you get a pair, immediately gain an extra reward by adding  listed on the bottom-right hand part of each of those two cards. If you get a third Landmark card with the same name and icon, it won't get attached to the previous two but will bring additional  if paired with a fourth card.

**Example:** Peter has 6 . He spends 4  to claim **Synthesis Network** from Level II (he has 2  left). Peter immediately gains 5  and 1  as a reward. It's his second **Synthesis Network** card, so he also gains 4 additional  (2  + 2 .



### 3 STUDYING A TECHNOLOGY

You rediscover a technology that was lost after *The Collapse*.

In order to study a new Technology and claim its card, you must spend the number of ⚡ points listed on the left part of the card (the cost depends on the card's level).



Technology name

Card type (Technology)

Planet number

Cost

Reward

Technology effect

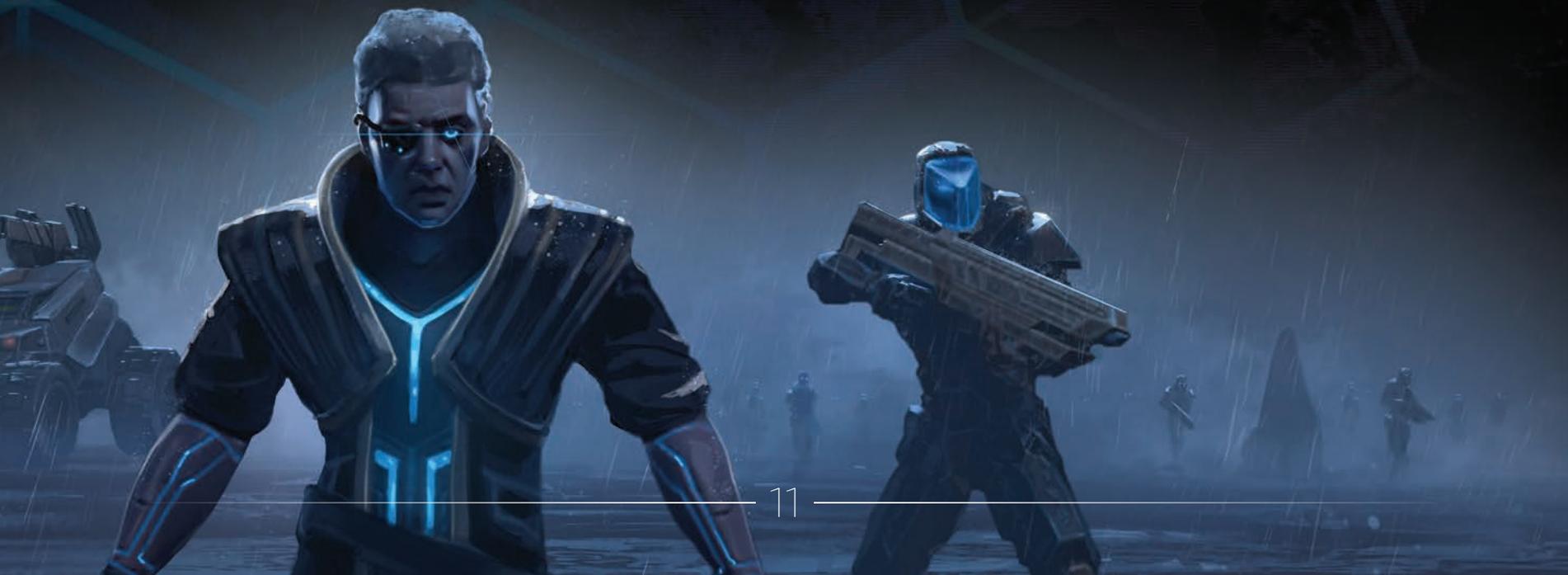
Once a technology is studied, you immediately gain the number of  and  or  (if present) listed at the bottom of the card and a special Technology effect. Planets 1–4 provide a permanent effect that changes the game rules for its owner starting from the next phase of the round. Planets 5–7 provide a condition under which  will be scored at the end of the game.

**Example:** John has 4 ⚡. He spends 3 ⚡ to study the **Efficient Scavenging** technology from Level I (he has 1 ⚡ left). John immediately gains 4  and 2 . Starting from the next phase, he will also be gaining more energy when claiming Pickup cards.



	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
49	YURIY FRANKOV															
48	DVAR															
47	Each time you claim a  card, gain 2  .															
46																
45	EXPERIENCE															
44	1   2   3   4   5   6   7   8   9   10															
43	STRENGTH															
42	1   2   3   4   5   6   7   8   9   10   11   12   13   14															
41	ENERGY															
	40	39	38	37	36	35	34	33	32	31	30	29	28	27	26	25

Each time you claim a  /  card, additionally gain 2 ⚡.



## 4 SEARCHING FOR A PICKUP

You encounter a hidden supply of a long-lost civilization.



## ANNEXING A SECTOR

At the bottom of some Pickup cards, there is an area with the  symbols. Instead of immediately gaining ⚡ points, you may choose to place the card upside-down so that the  area is at the top. During each Income Phase, every annexed sector brings you the number of ⚡ points listed between the  symbols.



Thus, instead of depleting the sector's resources, you may conquer it and produce energy there, having a steady income.

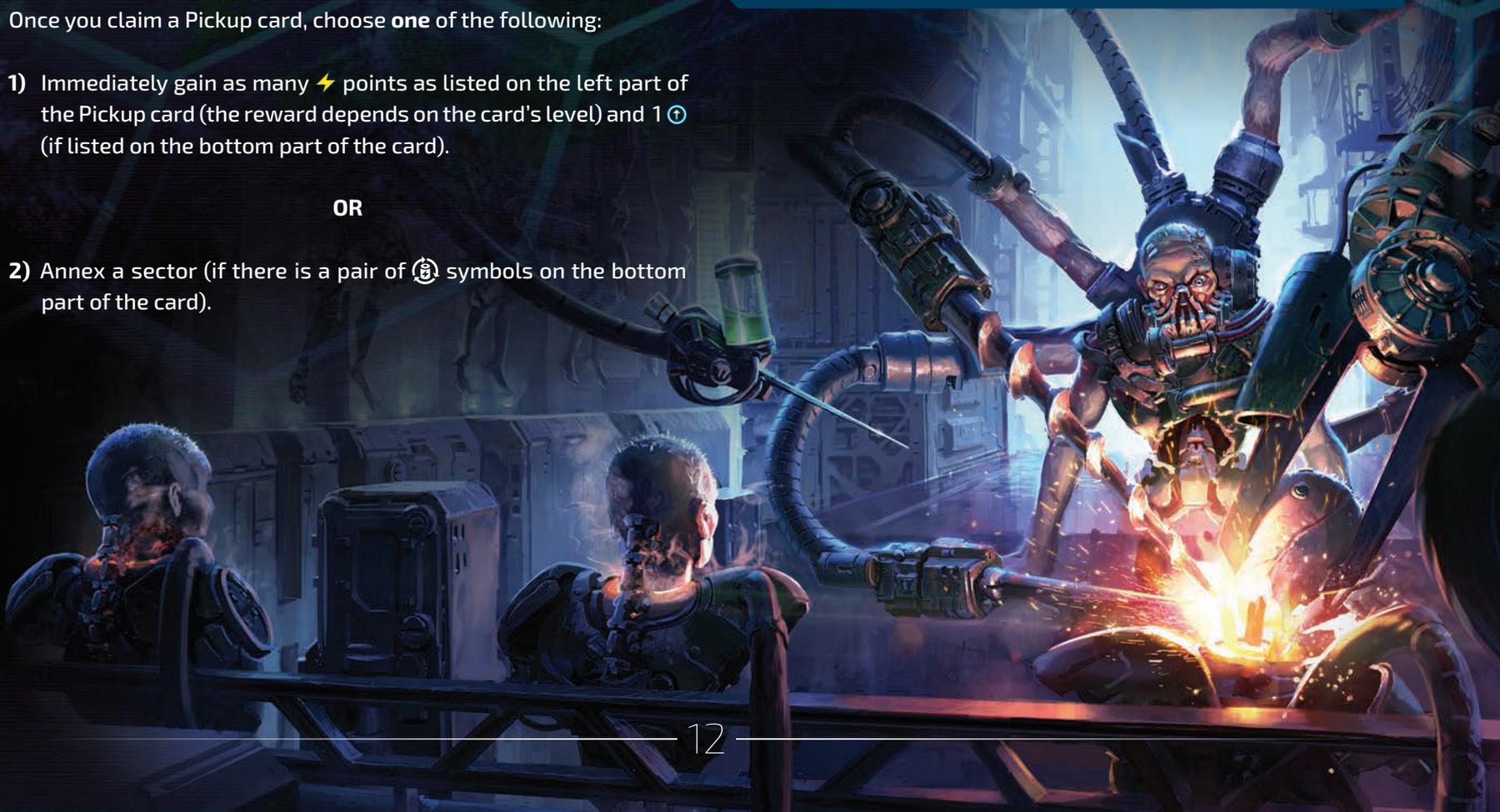
Important: In all of the effects, a  symbol refers to a Pickup card placed with its name up. A  symbol refers to the player's annexed sectors (the cards placed with the  symbols up.) A / symbol in an effect's text means that the card's orientation doesn't matter.

Once you claim a Pickup card, choose **one** of the following:

- 1) Immediately gain as many ⚡ points as listed on the left part of the Pickup card (the reward depends on the card's level) and 1 ⚡ (if listed on the bottom part of the card).

OR

- 2) Annex a sector (if there is a pair of  symbols on the bottom part of the card).



## 5 RUNNING OPERATIONS

You're getting ready for the upcoming Exploration.

When running Operations, you gain the number of Operation points  listed in the slot, which depends on the level of the chosen slot. You need to immediately trade the gained points for gaining , , or  points in any combination (all leftover  are lost):

1  > 1   
(Max trades = current planet #)

♦ 1  may be traded for 1 . The maximum number of  that can be traded for  equals the number of the current planet.

1  > 1 

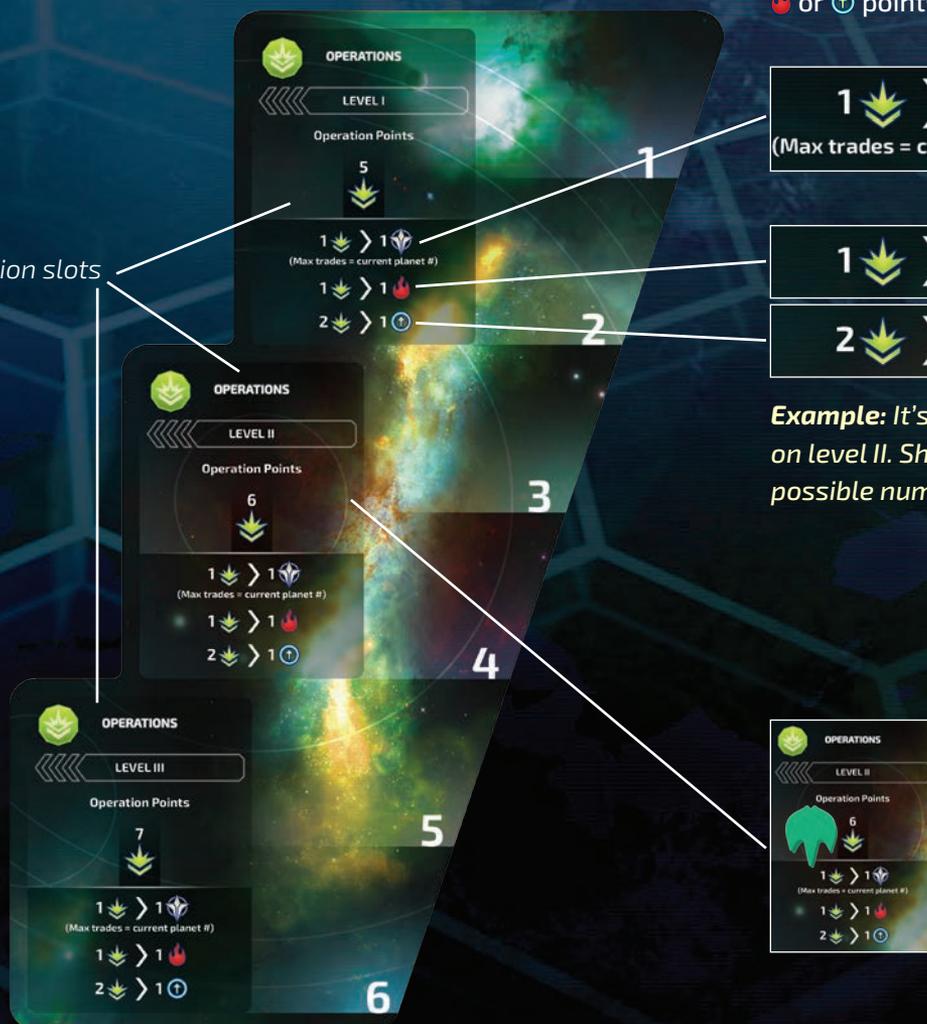
♦ 1  may be traded for 1 .

2  > 1 

♦ 2  may be traded for 1 .

**Example:** It's the third round, and Jane chooses to run Operations on level II. She gains 6 : she trades 3  for 3  (the highest possible number of  on this planet), 1  for 1 , and 2  for 1 .

Operation slots



The Operations board consists of three levels:

- LEVEL I:** Operation Points: 5. Trade options: 1  > 1 , 1  > 1 , 2  > 1 .
- LEVEL II:** Operation Points: 6. Trade options: 1  > 1 , 1  > 1 , 2  > 1 .
- LEVEL III:** Operation Points: 7. Trade options: 1  > 1 , 1  > 1 , 2  > 1 .

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	
49	<b>BERHANE KATLA</b>															17	
48	AMAZON															18	
47	You may process any card as though it is on Level III.															19	
46																20	
45	EXPERIENCE															21	
44	1	2	3	4	5	6	7	8	9	10							22
43	STRENGTH															23	
42	1	2	3	4	5	6	7	8	9	10	11	12	13	14			24
41	ENERGY															25	
	40	39	38	37	36	35	34	33	32	31	30	29	28	27	26		

Instead of choosing a Planet card to claim, you may choose to run Operations  by placing your ship on one of the Operation slots on the Operations board. Just like with the Planet cards, an Operation slot may be occupied by one ship only.

# TURN EXAMPLE

Peter is playing 🟢. His ship is on the first slot of the turn order track, so he takes his turn first. Peter decides to go for the only Technology card on the table — **Energy Development**. John (playing 🟠) goes next: he chooses an Operations action on Level I. Jane (playing 🟡) goes last and chooses a Pickup card on Level I.

After resolving their Action, the player moves their ship to the topmost empty slot of the turn order track. In this case, during the next phase, Jane will go first, then John, and, finally, Peter.



Everyone has taken a turn, and the chosen cards and slots get resolved in order from left to right and top to bottom. Jane resolves her card first. She claims the Pickup card, but instead of gaining energy immediately, she decides to annex a sector, so she rotates the card and places it upside down with the 🌀 symbols up. John is next, and he trades his Operation points for 🟡, 🔥, and 🕒 points. Since it is an action from the Operations board, he doesn't get a card. Peter goes last. He pays the cost of the chosen Technology card and places it in front of himself.

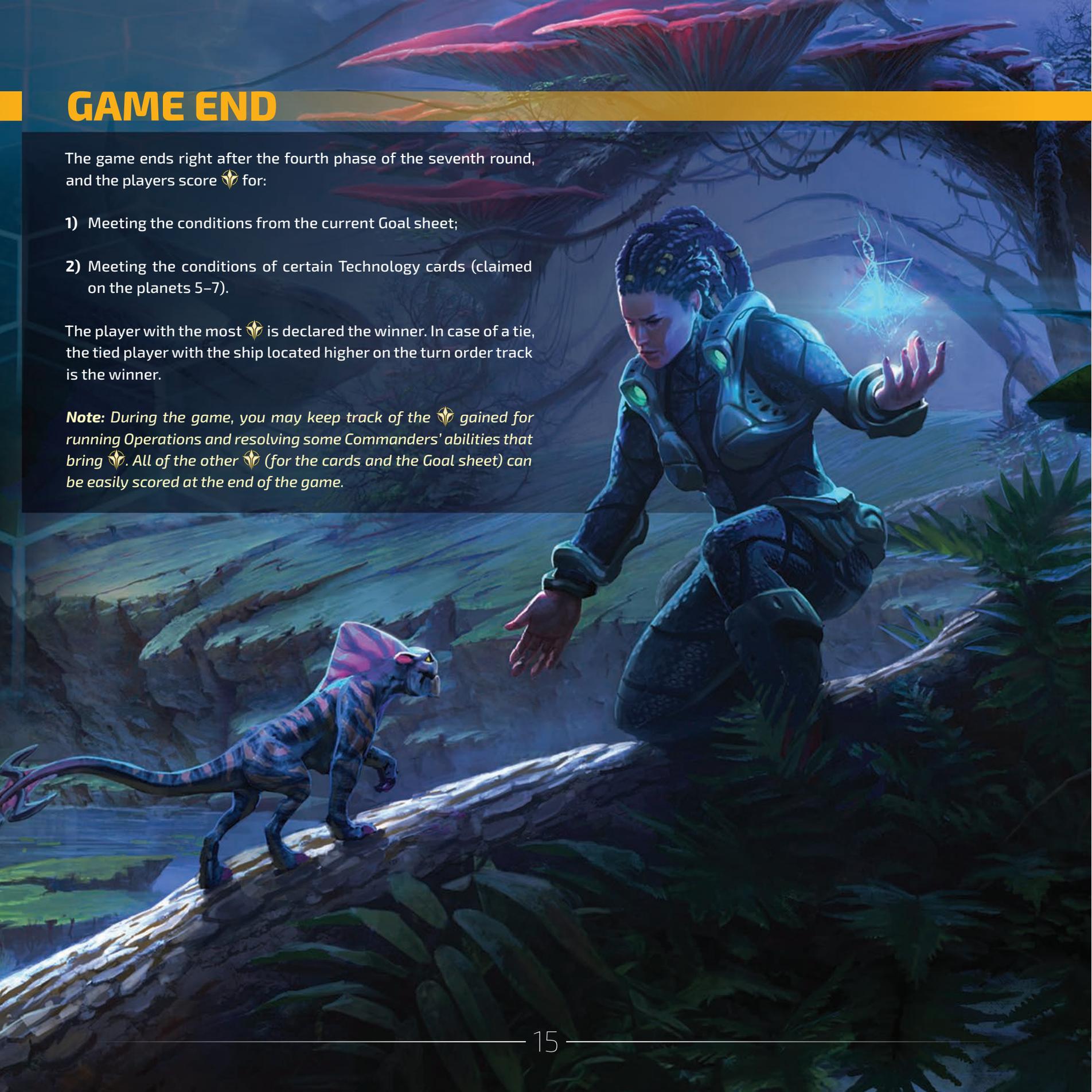
## GAME END

The game ends right after the fourth phase of the seventh round, and the players score  for:

- 1) Meeting the conditions from the current Goal sheet;
- 2) Meeting the conditions of certain Technology cards (claimed on the planets 5-7).

The player with the most  is declared the winner. In case of a tie, the tied player with the ship located higher on the turn order track is the winner.

**Note:** During the game, you may keep track of the  gained for running Operations and resolving some Commanders' abilities that bring . All of the other  (for the cards and the Goal sheet) can be easily scored at the end of the game.



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