

# VINCI

Masters of metal, steam, and clockwork, the Vinci rely on ingenuity and industry to realize their ambitions. Unfortunately, much of their striving is directed inward—the Vinci city-states are, at best, a loosely connected affiliation of uneasy alliances. At worst, they are a network of bitter enemies, unified only by their methods of destruction.

## NATIONAL POWER

The Vinci command the National Power of Industrial Devastation, which allows them to lay waste to large swaths of enemy land and wreak destruction on buildings and any ground units unlucky enough to be caught in its path.



## TECHNOLOGY TRACKS



### Politics

Increases borders and attrition.  
Reduces cost of neutral sites.  
Reduces damage taken when Storming.



### Prosperity

Allows units to heal while in friendly territory. Generates Wealth income.



### Scavenge

Generates resources from killed friendly and enemy units, and reduces enemy attrition effects.



### Mining

Enables National Power of Industrial Devastation and generates Timonium income.

# HEROES



## GIACOMO, INVENTOR OF MIANA

The city of Miana has a long history of producing inventive geniuses—Giacomo Giamba is one of its proudest sons. Giacomo provides a free Research point when he arrives or levels up and enhances all friendly clockwork units.

### POWERS

<b>Inspired Augmentation</b>  Heals allied units and increases unit speed and attack power.	<b>Sonic Burst</b>  Creates a destructive wave of sound.	<b>Demolition Team</b>  Summons bomb-laden Clockwork Men.	<b>Super Armor</b>  Shields friendly units in a wide area from all enemy damage.
--	---	--	---



## THE DOGE, RULER OF VENUCCI

Though lacking Giacomo's innate brilliance, the Doge of Venucci has a powerful array of technological weapons that compensate in power for what they lack in elegance. The Doge increases the creation rate for all units, and improves Steam Cannon, Juggernaut, and units built at the Glorious Statue.

### POWERS

<b>Poison Cloud</b>  Creates a toxic fog that damages enemies.	<b>Pain Ray</b>  Fires a concentrated beam of energy at an enemy unit.	<b>Siege Laser</b>  Damages building or City. Lowers number of troops needed to Storm a City.	<b>Doge Hammer</b>  Fires a massive artillery round at an enemy.
---	---	--	---



## LENORA, PIRATA CAPTAIN

Lenora's fearless nature and skill as a pilot allow her to perform acts of daring combat and ruthless piracy. Lenora increases the range and line of sight for Aerodrome units, and provides extra Wealth income.

### POWERS

<b>Boosters</b>  Enhances Lenora's speed, health, and attack power.	<b>Piracy</b>  Captures enemy units and brings them under Lenora's control.	<b>Sky Burst</b>  Does massive damage to other air units.	<b>Cluster Bomb</b>  Scatters powerful bombs across a wide area.
---	---	---	--



# BUILDINGS

## INDUSTRIAL DISTRICT



Grants additional trips to the Prototype Factory and decreases unit and building creation time. Unique Vinci District.

## MILITARY DISTRICT



Increases Population Cap, creates additional Musketeers, and improves City's defenses.

## MERCHANT DISTRICT



Increases Resource Cap, Caravan capacity, and Trade Route value.

## PALACE DISTRICT



Increases City size, health, trade value, and border push. Enhances other Districts' effects.

## BARRACKS



Builds Imperial Musketeers and clockwork-powered units, such as Clockwork Men and Clockwork Spiders.

## AERODROME



Builds flying units, such as the Scout Flyer, Pirata Flyer, Air Destroyer, and Cargo Dirigible.

## STEAM FORTRESS



Builds large, steam-powered units, such as the Steam Cannon, Juggernaut, and Land Leviathan. Has a powerful attack against ground and air units. Extends your National Borders.

## DEFENSE TOWER



A tower-mounted cannon which defends against ground and air units. Has a small radius of indefensible "dead zone" around its base.



## BUILDINGS (CONTINUED)

### RESEARCH LAB



Grants 2 Research points when built. Can be transformed into any of the following eight buildings, each of which can only be built once.



### BOREHOLE (RESEARCH LAB UPGRADE)



Adds to Timonium or Wealth income, and can be toggled between the two. Can be upgraded further to increase output. Grants 2 Research points.



### TELESCOPE (RESEARCH LAB UPGRADE)



Allows you to see a large portion of the map. Can be redirected repeatedly, but reveals only the portion of the map in its current field of view. Grants 1 Research point.



### GLORIOUS STATUE (RESEARCH LAB UPGRADE)



Creates Doge Elite Guard and Doge Walker units. Increases the attack power of nearby friendly units. Grants 4 Research points.



### TIMONIUM SMELTER (RESEARCH LAB UPGRADE)



Creates a continuous, steady stream of Clockwork Men. Repairs nearby friendly mechanical units. Grants 5 Research points.



### CALCULATOR (RESEARCH LAB UPGRADE)



Allows you to buy and sell Timonium for Wealth. Reduces the construction cost of nearby buildings. Can be upgraded to offer better trade rates. Grants 4 Research points.



### BUNKER FORT (RESEARCH LAB UPGRADE)



Garrisons a large number of units. Strong defensive capability. Also creates Steam Fortress units. Grants 7 Research points.



### NULLIFIER (RESEARCH LAB UPGRADE)



Can use the Cease Spells power, which negates all spells, abilities, and powers for a short time. Grants 7 Research points.





## BUILDINGS (CONTINUED)

### DOOM CANNON (RESEARCH LAB UPGRADE)



A huge cannon that can deliver devastating attacks against Cities, buildings, and ground units. Grants 9 Research points.

### PROTOTYPE FACTORY



Allows one visit for free. Subsequent visits require Industrial Districts. Each visit provides choice of some special technology or unit.

### MINE



Enhances Timonium gather rate. Can create Miners. Can be upgraded for improved productivity and health.

## UNITS

### IMPERIAL MUSKETEER (BARRACKS)



Vinci soldier unit with ranged attack.

**Tactic:** Volley Fire—increases attack, but unit cannot move and is more susceptible to damage.

**Tactic:** Skirmish—increases ranged defense, speed, and line of sight (requires upgrade).

**Tactic:** Assault—increases melee value, but unit loses ranged attack while using this ability (requires upgrade).

UPGRADE AT THE BARRACKS

### CLOCKWORK MAN (BARRACKS)



Clockwork ground unit with melee attack. Heals itself when other clockwork units are destroyed. Gains attack power when other clockwork units are nearby.

UPGRADE AT THE BARRACKS

## UNITS [CONTINUED]

### CLOCKWORK SPIDER (BARRACKS)



More powerful than Clockwork Man. Does trample damage and can fire on the move against air units.

**Power:** Web—creates a web of electrical damage.

UPGRADE AT THE BARRACKS

### SCOUT FLYER (AERODROME)



Light flying unit, useful for scouting.

**Power:** Gun Drone—adds light ranged attack (requires upgrade).

**Power:** Air Mine Drone—does damage to other air units (requires upgrade).

**Power:** Bomb—damages ground targets (requires upgrade).

UPGRADE AT THE AERODROME

### PIRATA FLYER (AERODROME)



Light flying unit with more combat power than Scout Flyer.

UPGRADE AT THE AERODROME

### CARGO DIRIGIBLE (AERODROME)



Transport unit. Also acts as a supply source, which prevents attrition damage to your units.

UPGRADE AT THE AERODROME

### AIR DESTROYER (AERODROME)



Flying unit with strong attack against ground units.

**Ability:** Barrage—increases rate of fire with ground-attack missiles.

UPGRADE AT THE AERODROME



## UNITS (CONTINUED)

### JUGGERNAUT (STEAM FORTRESS)



Medium tank unit. Has a trample attack and can fire on the move.

UPGRADE AT THE STEAM FORTRESS

### STEAM CANNON (STEAM FORTRESS)



Heavy ground cannon unit. Does splash damage. Highly effective siege weapon.

UPGRADE AT THE STEAM FORTRESS

### LAND LEVIATHAN (STEAM FORTRESS)



The ultimate Vinci ground unit.

**Power:** Devastator—fires a missile that delivers massive damage to one target.

**Power:** Repair Cycle—becomes dormant for a short time, during which it takes less damage and repairs itself.

**Power:** Burrow—moves very quickly from one location to another while traveling underground.

UPGRADE AT THE STEAM FORTRESS

## Alin

The heart of the desert, the Alin Kingdom is an ancient power of magic and mysticism. For thousands of years, the magic schools of Fire, Sand, and Glass formed the three pillars of Alin might. This was before the Glass Genie, Sawu, was corrupted by a strange object which fell from the sky. Under its influence, Sawu became a master of Dark Glass, and the Alin Kingdom was greatly weakened by an internal war.

### National Power

The Alin have the National Power of Summon Army, which allows them to instantly call forth soldiers to join in their struggle.



### Technology Tracks



Land Lore

Reveals the map. Increases National Borders and attrition.



Vigor

Increases unit health and allows them to heal while in friendly territory. Reduces construction time for buildings.



Treasure

Generates Timonium and Wealth. Improves Caravan speed and health.



Evocation

Enables National Power of Summon Army. Creates free units with each new Summoning Circle built.



# Heroes



## Sawu, the Dark Alin

Master of the Dark Alin, Sawu was a Glass Genie whose corruption only served to increase his power. Sawu summons a free Glass Spider when he levels up and provides extra Timonium income.

### Powers



#### Glass Shards

Creates whirling blades of Dark Glass around Sawu.



#### Summon Marids

Summons powerful glass spirits to aid Sawu in battle.



#### Glass Prison

Freezes enemies in Dark Glass, so they cannot move or fight.



#### Summon Giant Spider

Creates giant Glass Spiders that do Sawu's bidding.



## Dakhla, the Sand Warden

This genie commands the powers of sand and wind and stands equal to Damanhur in power. Dakhla summons a free Scorpion when he levels up and increases your Resource Cap.

### Powers



#### Wind Defense

Causes friendly units to move faster and be less susceptible to ranged attacks.



#### Sand Storm

Flings and damages enemy units.



#### Summon Sand Horror

Summons Sand Horrors to attack enemies.



#### Maelstrom

Creates whirlwind units that seek out and damage enemies.



## Damanhur, the Desert Flame

Damanhur can inflict burning destruction on man, machine, or monster and has the ability to summon lesser fire spirits to do her bidding. Damanhur summons a free Afreet when she levels up and increases your Population Cap.

### Powers



#### Fiery Touch

Causes burning damage to all enemy units in its radius.



#### Summon Salamanders

Summons a Salamander to attack enemies.



#### Wrath

Causes Damanhur to grow into a larger, fiercer form.



#### Fire Golem

Creates a slow, but devastatingly powerful, fire giant.



# Buildings



## Military District



Increases Population Cap, creates additional Desert Walkers, and improves City's defenses. Grants Research points.

## Magus District



Grants additional Research points and enhances the Timonium output of Relics. Unique Alin District.

## Merchant District



Increases Resource Cap, Caravan capacity, and Trade Route value.

## Palace District



Increase City size, health, trade value, and border push. Enhances other Districts' effects.

## Sand Spire



Allows upgrading of civilian, soldier, and sand beast units. Has an attack against ground units.

## Circle of Sand



Creates Sand units, such as the Desert Walker, Heartseeker, Scorpion, and Sand Dragon. Can be built anywhere, even in enemy territory. Can be upgraded to a Lush Circle; circle gains health and prevents attrition within its radius.

Upgrade at Sand Spire

## Eternal Flame



Allows upgrading of flame-themed units. Has an attack against air units.

## Circle of Flame



Creates Flame units, such as the Afreet, Salamander, Fire Elemental, and Rukh. Can be built anywhere, even in enemy territory.

Upgrade at Eternal Flame



## Buildings (continued)



### Glass Citadel



Allows upgrading of glass-themed units. Strong attack against air and ground units. Extends National Borders.

### Circle of Glass



Creates Glass units, such as the Glass Cannon, Glass Spider, Glass Golem, and Glass Dragon. Can be built anywhere, even in enemy territory.

Upgrade at Glass Citadel

### Mine



Enhances Timonium gather rate. Can create Spirit Miners. Has a weak attack against ground and air units. Can be upgraded for improved productivity, health, and attack.

Upgrade at Sand Spire

## Units



### Desert Walker (Circle of Sand)



Alin soldier unit.

**Tactic:** Whirling Blades—increased attack power, but more prone to damage.

**Tactic:** Glass Bolts—adds ranged attack (requires upgrade).

**Tactic:** One with the Sand—unit hides and then reveals itself when it moves or attacks (requires upgrade).

Upgrade at Sand Spire

### Heartseeker (Circle of Sand)



Ranged unit with strong anti-air attack.

Upgrade at Sand Spire

### Scorpion (Circle of Sand)



Cavalry unit with poison attack and limited trample damage.

Upgrade at Sand Spire



# Units (continued)



## Sand Dragon (Circle of Sand)



Flying unit with ranged attack.  
Effective against both ground and air targets.

Upgrade at Sand Spire



## Puzzle Box (City)



Transport and supply unit.  
Prevents attrition damage. Increases friendly unit attack power.

**Power:** Magic Wind—transports units to another location on the battlefield.



## Fire Scout (City)



Fast air unit with no attack.  
Good line of sight.

**Power:** Fire Gate— transports itself and a few friendly units to capital City.

Upgrade at Eternal Flame



## Afreet (Circle of Flame)



Ranged unit with fiery attack.  
Effective against ground and air units.

**Power:** Burning Attack—engulfs enemies in flame, which spreads to nearby units.

Upgrade at Eternal Flame



## Juvenile Salamander (Circle of Flame)



Fire-breathing ground unit  
with ranged attack. Most effective against ground troops.

Upgrade at Eternal Flame



## Fire Elemental (Circle of Flame)



Strong ranged attack, best  
against single, large foes.

Upgrade at Eternal Flame



## Rukh (Circle of Flame)



Flying melee unit that dive-  
bombs ground units.

Upgrade at Eternal Flame



## Glass Cannon (Circle of Glass)



Siege unit that fires glass rounds.

**Power:** Glass Shock—explodes, damaging nearby enemy units, then reconstitutes itself (requires upgrade).

Upgrade at Glass Citadel





# Units (continued)



## Glass Spider (Circle of Glass)



Melee unit with effective close-range and trample attacks.

**Power:** Glass Web—imprisons enemy units (requires upgrade).

Upgrade at Glass Citadel

## Glass Golem (Circle of Glass)



Large, powerful ground unit with trample and ranged attacks.

**Power:** Glass Shock—explodes, damaging nearby enemy units, then reconstitutes itself (requires upgrade).

Upgrade at Glass Citadel

## Glass Dragon (Circle of Glass)



A massive flying glass Dragon and the most powerful unit of the Alin.

**Power:** Healing—heals itself while still flying and attacking.

**Power:** Glass Fury—rains glass shards and heat on ground targets (requires upgrade).

**Power:** Glass Shock—explodes, damaging nearby enemies, then reconstitutes itself (requires upgrade).

Upgrade at Glass Citadel

# CUOTL

Little is known of the inhabitants of the Cuotl jungle, but all that is known, is feared. There are legends of the Cuotl being visited by the chariot of the gods a thousand years ago, but the people themselves had always been little seen, until recently. Now, commanding powers that can be explained by neither Alin mystics nor the strongest minds of the Vinci academies, the Cuotl have made their presence, and their intentions, unmistakable.

## NATIONAL POWER

The Cuotl command the National Power of Star Bolt, which reveals hidden areas of the map and creates an aura of light that does significant damage to enemies.



## TECHNOLOGY TRACKS



### Worship

Increases Holy Arks' health and ability to heal other units. Increases Channel Power effects. Improves Fanes.



### Zeal

Provides free Sentinel units at starting City. Creates Sentinels faster. Improves attack power of units, Obelisk, and Sanctuary.



### Judgement

Increases Timonium income. Improves building shield strength and regeneration. Lowers cost of Subjugation and captures defending units alive.



### Divine Power

Enables National Power of Star Bolt and increases Energy income.



# Heroes

## Czin, God of Death

The leader of the Cuotl, Czin appears to hold the power of gravity itself in the palm of his hand and uses this power to bring death to his enemies. Czin causes attrition damage to enemies in your territory, and enhances the attack of Death Snakes and Death Spheres.

### POWERS



#### Plague

Does damage over time to target unit and spreads damage to other units that come in contact.



#### Soul Burn

Stuns enemies and disables their special abilities.



#### Death Grip

Allows Czin to freeze nearby enemies and feed off their health.



#### Death Gate

Creates a giant ball of swirling darkness that drags units in and damages them.



## Xil, THE Sun God

Xil is worshipped by the Cuotl people for good reason. Enemies of the Cuotl soon learn why when encountering Xil's solar wrath. Xil enhances Sun Jaguar, Sun Idol, and Sun Cannon units, and reduces the cooldown period of the Cuotl National Power, Star Bolt.

### POWERS



#### Blinding Armor

Targeted friendly units gain strong defenses and glow more brightly until they blind the enemy.



#### Mirror Image

Creates several weaker duplicates of Xil.



#### Burning Beams

Creates light rays from the sky that burn any enemy they touch.



#### Sun Blast

Enhances Xil's normal attack to devastating levels.

## Shok, Goddess of Storm

Though the Cuotl people worship Shok as a merciful source of rain and guardian of crops, her storm powers bring only destruction. Shok boosts building Shields and increases the speed of flying units.

### POWERS



#### Thunder Clap

Stuns ground units, and removes spell effects/augmentations.



#### Lightning Blast

Creates a damaging electrical attack.



#### Hurricane

Covers the entire map, damaging and paralyzing enemy air units.



#### Lightning Jump

Teleports Shok and a select number of troops anywhere on the map.



# Buildings

**Note on Channel Power Effect:** When charged through the use of a Holy Ark, Cuotl buildings attain special powers and attributes above and beyond their normal function. Each building's Channel Power Effect is included in the building description.

## MILITARY DISTRICT



Unique Cuotl District. Increases Population Cap, creates Sentinels at Large and Great Cities, and improves City's defenses. Allows City to self-repair. Grants Research point.

## HOLY DISTRICT



Unique Cuotl District. Adds attrition to the City radius—each Holy District within the City increases the attrition effect. Expands National Borders. Creates one Holy Ark. Heals units within territory. Grants Research point.

## REACTOR DISTRICT



Unique Cuotl District. Increases Resource Cap. Adds Energy income based on City size and number of neutral sites captured. Grants Research point.

## PALACE DISTRICT



Increases City size, health, trade value, and border push. Enhances other Districts' effects. Grants 2 Research points when upgrading to Large City, and 3 for a Great City.

## MINE



Timonium-gathering site. Can create Miners. Can be upgraded to increase Timonium gather rate or allow Miners to gather Energy.  
**Channel Power Effect:** Increases Timonium gather rate.

## FANE



Creates Cuotl ground units, such as Sentinels, Sun Jaguars, and Death Snakes. Can fly and transport units.  
**Channel Power Effect:** Units are created faster.

## TEMPLE



Creates Cuotl air units, such as the Scout Eye, Quetzal Fighter, Storm Disk, and Eagle Bomber.  
**Channel Power Effect:** Units are created faster.



## Buildings [continued]

### SANCTUARY



Creates Cuotl heavy weapons, such as the Sun Cannon, Death Sphere, Sun Idol, and City of Vengeance. Expands National Borders. Has a strong attack against ground and air units.

**Channel Power Effect:** Units built faster. Increased National Border push and attack power.



### OBELISK



Fires an energy beam that acts as a weak attack against ground and air units. Can be part of a “network” of Obelisks, so that one will fire with the collective strength of all other Obelisks in range.

**Channel Power Effect:** Massively increases attack power.



### CITY



Rebuilds Holy Arks, in addition to normal City functions.



## Units

### SENTINEL (FANE)



Soldier unit with ranged Energy weapon attack.

**Power:** Personal Shield—absorbs some damage (requires Judgement research).

**Power:** Personal Cloak—becomes invisible for short periods (requires Zeal Research).

**UPGRADE AT THE FANE**



### SUN JAGUAR (FANE)



Ground unit with strong melee attack and trample. Can attack on the move.

**Power:** Personal Shield—absorbs some damage (requires Judgement research).

**Power:** Personal Cloak—becomes invisible for short periods (requires Zeal Research).

**UPGRADE AT THE FANE**





## Units [continued]

### DEATH SNAKE (FANE)



Durable ground unit with strong melee attack. Does poison damage.

**Power:** Personal Shield—absorbs some damage (requires Judgement research).

**Power:** Personal Cloak—becomes invisible for short periods (requires Zeal Research).

UPGRADE AT THE FANE

### HOLY ARK (HOLY DISTRICT, CITY)



Supply unit, created by adding Holy Districts. When destroyed, it can be rebuilt at Cities. Heals units within its radius.

**Power:** Channel Power—enhances the function and effectiveness of nearby buildings. See Cuotl Buildings on page 60–62 for more information.

### QUETZAL FIGHTER (TEMPLE)



Ranged attack unit. More effective against air targets.

**Power:** Personal Shield—absorbs some damage (requires Judgement research).

**Power:** Personal Cloak—becomes invisible for short periods (requires Zeal Research).

UPGRADE AT THE TEMPLE

### EAGLE BOMBER (TEMPLE)



Air unit with ranged lightning attack. Weak against air units. Strong against ground units and buildings. Can attack while moving.

**Power:** Personal Shield—absorbs some damage (requires Judgement research).

**Power:** Personal Cloak—becomes invisible for short periods (requires Zeal Research).

### STORM DISK (TEMPLE)



Moderate attack against ground units. Strong ranged attack against air units. Can attack while moving.

**Power:** Personal Shield—absorbs some damage (requires Judgement research).

**Power:** Personal Cloak—becomes invisible for short periods (requires Zeal Research).

UPGRADE AT THE TEMPLE



## Units [continued]

### Sun Cannon (Sanctuary)



Small but powerful cannon.

**Power:** Personal Shield—absorbs some damage (requires Judgement research).

**Power:** Personal Cloak—becomes invisible for short periods (requires Zeal Research).

UPGRADE AT THE SANCTUARY

### Death Sphere (Sanctuary)



Extremely powerful melee attack against ground units but ineffective against air units. Causes poison damage.

**Power:** Personal Shield—absorbs some damage (requires Judgement research).

**Power:** Personal Cloak—becomes invisible for short periods (requires Zeal Research).

### Sun Idol (Sanctuary)



All-purpose attack unit. Effective against both ground and air targets.

**Power:** Personal Shield—absorbs some damage (requires Judgement research).

**Power:** Personal Cloak—becomes invisible for short periods (requires Zeal Research).

UPGRADE AT THE SANCTUARY

### City of Vengeance (Sanctuary)



Cuotl Master Unit. Transports troops. Has powerful ranged and trample attacks. Resistant to attrition.

**Power:** Reintegrate—Instantly self-repairs.

**Power:** Disrupt—Does tremendous damage to buildings.

**Power:** Gravity Wave—Stuns all units in its path.

UPGRADE AT THE SANCTUARY