



## Gaia's Stepdaughters

Agenda: Green Democracy  
Tech: Centauri Ecology (E1a)

- ↑ **Efficiency +2** (Commendable Efficiency)
- ✖ **Morale -1** (-1 Morale)
- 👮 **Police -1** (one police unit allowed. no nerve stapling)
- 🌱 **Growth +1** (Nutrients in fungus squares)  
(+10% growth rate)
- 🌳 **Planet +1** (Can capture Mindworms; Eco safeguards)  
... (+25% Mindworm capture)
- Society Model: May not use Free Market Economics**



## Gaia's Stepdaughters

### Hints & Tips

#### Offset the Negative:

- ✖ **Morale:** Fundamentalism, Power, Thought Control
- 👮 **Police:** Police State, Thought Control

#### Boost the Positive:

- ↑ **Efficiency:** Democratic, Green, Knowledge, Cybernetic
- 🌱 **Growth:** Democratic, Planned, Eudaimonia
- 🌳 **Planet +1:** Green, Cybernetic

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## Human Hive

Agenda: Atheist Police State  
Tech: Doctrine: Loyalty (C2a)

- 🏠 **Economy -2** (-1 energy each base)
- 🌱 **Growth +1** (+10% growth rate)
- ⚙️ **Industry +1** (-10% mineral costs)
- Free Perimeter Defense** each base (underground bunkers)
- Society Model: May not use Democratic Politics**



## Human Hive

### Hints & Tips

#### Offset the Negative:

- 🏠 **Economy:** Free Market, **Wealth**, Eudaimonia

#### Boost the Positive:

- 🌱 **Growth:** Planned, **Eudaimonia**
- ⚙️ **Industry:** Planned, **Wealth**, Eudaimonia

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## Morgan Industries

Agenda: Free Market Econ; ProIndustry  
Tech: Industrial Base (B1a)

- 🏠 **Economy +1** (+1 energy each base)
- 🏠 **Support -1** (one unit no mineral support per base)
- 100 extra Energy Credits** at start of game
- Need Hab Complex** for bases to exceed size 4
- Creature comforts at a premium
- Society Model: May not use Planned Economics**



## Morgan Industries

### Hints & Tips

#### Offset the Negative:

- 🏠 **Support:** Police State, Power

#### Boost the Positive:

- 🏠 **Economy:** Free Market, **Wealth**, Eudaimonia

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Please **help** fill in the Hints & Tips. Submit via EMail to: [CaptComal@hotmail.com](mailto:CaptComal@hotmail.com) or in the Reliable Alpha Centauri Players site: <http://forums.delphi.com/m/main.asp?sigdir=alphacentauri>.



## Peacekeeping Forces

Agenda: Humanitarian Ideals, Democracy  
Tech: Doctrine: Biogenetics (D1a)

↑ **Efficiency -1** (Gross Inefficiency)

Extra Talent for every 4 citizens

May exceed Hab Complex limit by 2

Double votes in elections for Planetary Governor

Double votes in elections for Supreme Leader

Society Model: **May not use Police State Politics**



## Peacekeeping Forces

### Hints & Tips

Offset the Negative:

↑ **Efficiency**: Democratic, Green, Knowledge, Cybernetic

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## Spartan Federation

Agenda: Right To Keep And Bear Arms  
Tech: Doctrine: Mobility (E1b)

🛡️ **Morale +2** (+1 Morale & +2 on defense)

👮 **Police +1** (can use up to 2 military units as police)

⚙️ **Industry -1** (+10% mineral costs)

Prototype units do not cost extra minerals

Society Model: **May not use Wealth Values**



## Spartan Federation

### Hints & Tips

Offset the Negative:

⚙️ **Industry**: Planned, Eudaimonia

Boost the Positive:

🛡️ **Morale**: Fundamentalism, Power, Thought Control

👮 **Police**: Police State, Thought Control

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## The Lord's Believers

Agenda: Life of Religious Worship  
Tech: Social Psych (B1b)

🌳 **Planet -1** (-1 Fungus production - increased Eco damage)

🔍 **Probe +1** (+1 probe morale & +50% cost to enemy probe)

🔬 **Research -2** (-20% lab research)

+25% **attack bonus** (From strength of convictions)

**No research until MY 2110**

Society Model: **May not use Knowledge Values**



## The Lord's Believers

### Hints & Tips

Offset the Negative:

🌳 **Planet**: Green, Cybernetic

🔬 **Research**: Cybernetic

Boost the Positive:

🔍 **Probe**: Fundamentalism, Thought Control

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## University of Planet

Agenda: Research, free flow of info  
Tech: Information Networks (D1b)

✖✖✖ **Probe -2** (enemy probe success increased at half the cost)

🔧 **Research +2** (+20% lab research)

**Free Network Node at every base**

**1 Bonus Tech at start of game**

**1 extra Drone for every 4 citizens** (lack of ethics)

**Society Model: May not use Fundamentalist Politics**



## University of Planet Hints & Tips

**Offset the Negative:**

✖✖✖ **Probe:** Thought Control

**Boost the Positive:**

🔧 **Research:** Knowledge, Cybernetic

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## Factions

🏠 **Economy** **Hive-2 / Morgan+1**

⬆️ **Efficiency** **Gaia+2 / Peace-1**

🏢 **Support** **Morgan-1**

👑 **Morale** **Gaia-1 / Spartan+2**

👮 **Police** **Gaia-1 / Spartan+1**

👤 **Growth** **Gaia+1 / Hive+1**

🌍 **Planet** **Gaia+1 / Believers-1**

✖✖✖ **Probe** **Believers+1 / Univ-2**

⚙️ **Industry** **Hive+1 / Spartan-1**

🔧 **Research** **Believers-2 / Univ+2**



## Factions

### Hints & Tips

**Gaia's Stepdaughters**

**Human Hive**

**Morgan Industries**

**Peacekeeping Forces**

**Spartan Federation**

**The Lord's Believers**

**University of Planet**

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## SMAC Resource Kit

**Cost: 0 Maintenance: 0**

Prereq: **None**

1. Print out each sheet of cards
2. Fold each sheet in half
3. Glue together so it is one double sided half sheet
4. Cut out the 3 cards



## SMAC Resource Kit

### Hints & Tips

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