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HEADQUARTERS (ENERGY, EFFIC)	COMMAND CENTER (MORALE, REPAIR)	NAVAL YARD (MORALE, REPAIR)	AEROSPACE COMPLEX (MORALE, REPAIR)	PERIMETER (DEFENSE)	DEFENSE	TACHYON FIELD (DEFENSE)		GEOSYNCHRON SURVEY POD (DEFENSE)	$\frown$	FLECHETTE DEFI SYSTEM		ORBITAL DEFENSE POD (SAT ATTACK, PLANET BUSTER DEF.)
•(50,0) •Prerequisite: None •Benefit: +1 energy; no inefficiency: base	NOTE: SP Command Nexus counts as a command center for every base.	NOTE: SP Maritime Control Center counts as a naval yard in each base.	NOTE: SP Cloudbase Acader counts as aerospace comple every base	Academy complex at Force counts as a perimeter defens for each base.		•(120,2) •Prerequisite: Probability Mechanics(B7) •Benefit: triples initial base		•(160,4) •Prerequisite: N-Space		•(120,2)	120,2) rerequisite: N-Space	,
becomes immune to enemy probe team and mind control	(40,Var) •Prerequisite: Doctrine Mobilitv(E1)	•(80,2) •Prerequisite: Doctrine initiative(E4)	•(80,2) •Prerequisite: Doctrine Air Power(E5)	•(50.0)		defense strength		Sensor at base     100% n		<ul> <li>100% missile def</li> </ul>		
	<ul> <li>Benefits: Repairs damaged ground units quickly; ground</li> </ul>	Benefit: +2 morale bonus to     naval units built here; repairs	<ul> <li>Benefit: Repairs air units quickly; air units built at</li> </ul>	•Prerequisite Loyalty(C2)     •Benefit: do	ubles initial base							planet busters;defense pods can only be deployed once
BIOENHANCEMENT	units built here get +2 morale upgrades	damaged naval units quickly;Naval defense +100%	complex get +2 morale bonu allows space-based improvements; Air defense	us; defense stre	ongth						l	per turn
CENTER (MORALE, LIFECYCLE)			+100%			I						
NOTE: SP Cyborg Factory counts as a bioenhancement	SKUNKWORKS (PROTO COST)	RECYCLING TANKS (NUTR, ENERGY, MINER	RALS) PRESSUR	RE DOME INERGY, MINERALS)	HAB COMP	LEX	HABITATION DO	DME	SKY HYDROPOI (NUTR)	NICS LAB	AQU (NUT	IR) (AX)
center at every base. •(100,2)	-(60,1) -(40,0) -Prerequisite: Advanced Subatomic -Prerequisite: Bioge		•(80,0) •Prerequis	isite: Doctrine y(E2)	Prerequisit     Automation	uisite: Industrial +Prerequisite: S ation(B3) Aolids(B10), Ha		ab complex  •Prerequisite: Orbital Spaceflight		rbital Spaceflight(D6),	+(80,1) •Prerequisite: Progenitor	
Prerequisite: Neural Grafting(C4)     Benefit: All military units	Theory(D3) Benefit: Eliminates new unit prototype costs at this base		Benefit: Lets the base survive     underwater; gives base		<ul> <li>Benefit: Lets base population increase beyond 7</li> </ul>		population increase •Benefit: +1 nu beyond size 145 nutrient bonus		ient/lab at every base; ++1 Nutrients/kelp s halved for any base			
built here receive +2 morale bonus; any alien lifeforms you breed at this		recycling	recycling tanks				without an aerospace complex can not exceed base size			x;benefit		
base gain +1 lifecycle bonus												
CENTAURI PRESERVE (ECOL, LIFECYCLE)	TEMPLE OF PLANET (ECOL, LIFECYCLE)	GENEJACK FA (MINERALS)	ACTORY ROBOTIC ASS (MINERALS)	SEMBLY PLANT	QUANTUM CONVER (MINERALS)	RTER	NANORE (MINERA	PLICATOR LS)	NES (MII	SSUS MINING STATION NERALS)		(MINERALS)
•(100,2) •Prerequisite: Centauri Meditation(E5)	•(200,3) •Prerequisite: Secrets of Alpha	•(100,2) •Prerequisite:	•(200,4) •Prerequisite:	: Industrial	Inductor acts as a c	roject the Singularity quantum converter for	•(320,6) •Prerequ	isite: Matter	•Pre	20,0) erequisite: Self-Aware		·(120,4) •Prerequisite: Planetary
Benefit: Reduces effect of industry on Planet's	Centauri(D12) •Benefit: Reduces industry's effect on Planet's ecology; any lifeform bred here receives a +1 lifecycle bonus	Benefit: +50 p minerals outp	out	•Benefit: +50 minerals at base •(20		•(200,5)		Benefit: +50 percent mineral     Coutput at base: reduces effects		lachines(D11), Aerospace complex Benefit: +1 mineral/station		Economics (B6) • +1 mineral/mining platform
ecosystem; any lifeform bred here gains a +1 lifecycle bonus	receives a +1 lifecycle bonus	Negative Effect: +1     drones at base;     increases vulnerability		als on Planet's ecolog	y out ∙Ne	put at every base gative Effects: Mineral nus is halved for any ba	at every base ve Effects: Mineral					
		to enemy min							with	hout an aerospace nplex;benefit can not ceed base size		
TREE FARM (PSYCH, ECON, NUTR, ECOL)	HYBRID FOREST (PSYCH, ECON, NUTR,	CHILDREN'S	S CRECHE BROO EFFIC, MORALE) (GROV	DD PIT	2							
•(120,3) •Prerequisite: Environmental	ENERGÝ, ECOL) •(240,4)	•(50,1) •Prerequisite	POLIC	CE)	2	STOCKPILE (ENERGY)	ENERGY	ENERGY (ECON)	BANK	ORBITAL POWER	TRANSMITER	
Economics(B5) •Benefit: +50 percent psych at base; +50 percent economy	•Prerequisite: Planetary Economics(B6)     •Benefit: +50 percent	Calculus(E2)	) •Prere se receives +2 (E7)	aquisite: Centauri Genetics		•Prerequisite •Benefit: All		•(80,1) •Prerequi Industrial	site:	•(120,0) •Prerequisite: Adva	anced	•(80,1)
atbase; increases nutrient output in forest squares; eliminates at least half the	psych at base; +50 percent economy at base: increases nutrient	bonus; all ne effects are c	egative morale ·Cost ancelled for ·+2 Po	of alien units reduced 25% plice for this base		immediately energy rese	converted to	Economie •Benefit:	cs(B2) +50 percent	Spaceflight(D8), Ae •Benefit: +1 energy every base	/transmitter at	Prerequisite: Adaptive Economics (B3)
eliminates at least hair the ecological damage caused by terraforming	and energy output of forest squares;	units receive reduces bas	nits in base square (these nits receive +1 morale); duces base's vulnerability			minerals/energy) economy at •Random: Pc Surge		at base : Power	er halved for bases without an harness aerospace complex:benefit can not		+1 energy/tidal harness	
	combined with a tree farm, it eliminates ecological damage	to mind cont •Random: Pr Surge.								exceed base size	·	
	caused by terraforming		]									
PSI GATE	]	NETWORK NODE		BIOLOGY LAB	FU	SION LAB	QUANTUM LAB.		RESEARCH H	OSPITAL	NANOHOSP	ITA L
•(100,2) •Prerequisite: Matter	(LABS) NOTES:			(LABS, LIFECYCLE) •(60,1) •Prereguisite: Centauri		(ECON, LABS) (ECON, LABS) •(120,3) •(240,4) •Prerequisite: Fusion •Prerequisite: Quant		(PSYCH, LABS) •(120,3) •Prerequisite: Gene Splicin		Gene Splicing(B3)	(PSYCH, LABS) •(240,4) •Prerequisite: Homo	
Transmission(B13) •Benefit: Units can teleport between bases that contain		The secret project the Virtual World c to also count as a hologram theatre.	auses each network node	Empathy(E3) •Benefit: +2 Labs bo turn; any alien lifefor	nus per •Be	nefit: +50 percent	Power(D11) •Benefit: +50 per economy at base	rcent	base; +50 per	percent psych at cent labs at base; -1 ; reduces population	Superior(E8 •Benefit: +29 base: +50 pe	) 5 percent psych at ercent labs at base;
psi gates		The secret project the Universal Trans multiple alien artifacts at the same bas	slator allows the study of	bred here gain +1 life bonus •Planet Blight/Benefi	bas	percent labs at	percent labs at t	base	loss caused b disease outbr	ov genetic warfare or	-1 drone at b population I	base; reduces oss caused by fare or disease
COVERT OPS CENTER		If your colony contains several network researching the Network Backbone s	k nodes, consider	Bacterium					•Random: Pro	metheus virus	outbreaks	rometheus Virus
(PROBE) •(100,2) •Prerequisite:Pre-Sentient		provides +1 research for every network	c node in the game.	<b></b>								
Algorithms (D5) •Probes +2 Morale •Base +2 probe rating	-(80,1) +Prerequisite: Information Networks(D1) +Benefit: Base can study an alien artifact; +50 perce base.		(D1) tifact; +50 percent labs at	ent labs at (DRONES)		HOLOGRAM THEATRE (PSYCH, DRONES)		PUNISHMENT SPHERE (DRONES)			PARADISE GARDEN (TALENTS)	
•Base +2 probe rating		•Random: Network Overload/Free Te	əch	•(40,1) •Prerequisite: Social Psych(B1)		NOTE: The secret project to Virtual World causes each network node to also count	h	•(100,2) •Prerequisite: Adv Algorithms(C4)	anced Military		•(120,4) •Prerequisite: Sen •Benefit: +2 talent	tient Econometrics(E11)
SUBSPACE GENERATOR	.]	L		•Benefit: -2 drones a	it base	hologram theater.	l do d	<ul> <li>Benefits: Eliminal decreases vulnera</li> </ul>	tes drones at base; ability to enemy mir		*Benenit. +2 talent	
•(600,5) •Prerequisite: Singularity						•(60,3) •Prerequisite: Planetary Networks(D2)		control •Negative Effects: base; -50 percent	Eliminates talents labs output at base	at 9		
Mechanics •Progenitor victory	Facilit	ies				Benefit: -2 drones at bas +50 percent psych output base	se; L itat					
	-				L							

THE COMMAD NEXUS (MORALE, REPAIR) -Cost: 20 -Prerequisite: Doctrine Loyalty(C2) -Benefits: Counts as a <u>Command Center</u> at every base	THE CITIZEN'S DEFENSE FORCE (DEFENSE) -Cost: 300 -Prerequisite: Intellectual Integrity(E3) -Benefits: Counts as a <u>Perimeter Defense</u> at every base	THE MARITIME CONTROL CENTER (MORALE, REPAR, DEFENSE, MOVEMENT) Cost: 30 Prerequisite: Doctrine initiative(E4) Benefits: Increases the movement rate of all naval units by two; counts as a <u>Naval Yard</u> at every base	THE CYBORG FACTORY (MORALE, LIFECYCLE) -Cost: 400 -Prerequisite: Mind/machine Interface(C6) -Benefits: Counts as a <u>Bioenhancement Center</u> at every base	THE NANO FACTORY (REFAIR, UPGRADE) -Cost: 400 -Prerequisite: Industrial Nanorobotics(B9) -Benefits: Units can be repaired quickly and completely even when not in base squares; the cost to upgrade units is reduced by 50 percent	CLOUDBASE ACADDEMY (MORALE, REPAIR, DEFENSE) - Oost: - Prerequisite: Mind Machine Interface (C6) - Aerospace Complex at each base
THE NEURAL AMPLIFIER (PS)) - Prarequialle: Neural Grafting(C4) - Benefits: +50 percent to psi defense	THE DREAM TWISTER (PSI) - Oraci 400 - Prorequialite: The Will to Power(E9) - Benefits: +50 percent to psi atlack	THE XENCEMPATHY DOME (MOVEMENT, LIFECYCLE, TERRAFORM) -Porrequisite: Cantaut Meditation(E5) -Benefits: All rungus squares are treated as roads, and the rate at which your formers remove or plant fungus is doubled; additionally, the fungus confers on all your units the same combat benefits normally reserved for allen life forms; any alien lifeforms you breed gain a +1 lifecycle bonus	THE PHOLUS MUTAGEN (ECOLOGY, DEFENSE, LIFECYCLE) -Orst 400 -Perreguistie: Contauri Genetics(E7) -Perreguistie: Contauri Genetics(E7) -Benefits: Reduces the effect of industry on Planet's ecology at all your bases: conventional units get alien torrain combat modifiers;ailen lifeforms you breed gain a +1 lifecycle bonus		
THE PLANETARY TRANSIT SYSTEM (POP, DRONES) -Cost: 300 -Prerequisition (dustrial Automation(B3) -Benefits: by new bases you found begin at population level 3; one less drone at all bases of population level 3 and less	THE ASCETIC VIRTUES (POP.POLICE) -Cost: 300 -Prerequisite: Planetary Economics(B6) -Prerequisite: Planetary Economics(B6) -Prerequisite: Planetary Economics(B6) -Prevention of the second second second second -Prevention of the second second second second second second -Prevention of the second	THE CLONING VATS (POP, MINERALS, SUPPORT) -Cost: 500 -Prerequisal Biomachinery(87) -Presequisal for bases and regrement estate of population boom and will grow every turn provided nutrient output is sufficient and habitat facilities are adequate; negative effects of the power (r2 industry) and though control (+3support) social engineering choices are eliminated			Projects
THE PLANETARY DATALINKS (TECHS) -Cost: 300 -Prerequisite: Cybernetics(B4) -Benefits: You automatically discover any technology discovered by any three other factions	THE SUPERCOLLIDER (LABS) Cost: 300 Prorequisite: Applied Relativity(D5) Benefits: Research output at this base is doubled	THE THEORY OF EVERYTHING (LABS) -Cost: 400 -Prerequisite: Unified Field Theory(C7) -Benefits: Lab output doubled at this base	THE UNIVERSAL TRANSLATOR (TECHS) -Cost: 400 -Prerequisite: Homo Superior(E8) -Benefits: Two free tech advances on completion; any number of alien artifacts can be cashed at this base	THE NETWORK BACKBONE (LABS, POLICE) -Cost: 400 -Prerequisite: Digital Sentience(D10) -Benefits: 41 research at this base for every point of commerce this base receives; +1 research for every network node in existence on Alpha Centauri, regardless of the player owning the network node; eliminates the negative effects of cybernetic society (+3 police)	Avoid Prometheus Virus Random Event
THE HUMAN GENOME PROJECT (DRONES) -Cost: 200 -Prerequisite: Biogenetics(D1) -Benefits: One extra taiont at every base	THE VIRTUAL WORLD (DRONES) -Cost: 30 -Prerequisite: Planetary Networks(D2) -Benefits: In addition to their normal effect, network nodes count as hologram theatres at each base (reduces number of drones by two and increases psych output of base by 50 percent)	THE LONGEVITY VACCINE (DRONES, ENERGY) -Cost: 30 -Prerequisite: Bio-Engineering(B5) -Benefits: Two less drones at every base if using planned economics; one less drone at every base if using simple or green economics; energy reserves increased by 50 percent at this base for using free market economics	THE SELF-AWARE COLONY (FAC MAINT, DRONES) -Cost: Sol: -Prerequisite: Sol: Self-Aware Machines(D11) -Benefits: Energy maintenance cost for facilities is haived at all your bases; if use of police is allowed under current social model, all your bases are considered to have an extra police unit	THE TELEPATHIC MATRIX (DRONES, PROBE) -Cost: 600 -Prerequisite: Eudaimonia(E12) -Benefits: Drones never riot at your base; all your probe teams receive a +2 morale modifier	CLINICAL IMMORTALITY (DRONES, VOTES) -Cost: 500 -Prorequisite: Matter Editation(B12) -Benefit: One extra talent at every base; doubles your votes in elections for Planetary Governor and Supreme Leader
THE MERCHANT EXCHANGE (ENERGY) -Cost: 200 -Prerequisite: Industrial Base(B1) -Benefits: +1 energy in every square at this base THE LIVING REFINERY (MINERALS, SUPPORT) -Cost: 400 -Prerequisite: Advanced Spaceflight(D8) -Benefits: Decraases minerais required to support military units; v2 support on social engineering table	THE SPACE ELEVATOR (ENERGY, MINERALS, ORBITAL INSERT) -Cost 500 -Prerequisite: Super Tensile Solids(B10) -Benefits: Doubles energy reserves production at this base and doubles mineral production rate at all your bases when producting orbital improvements; your units equipped with drop pods may now make orbital insertions anywhere on Planet; this project also waives any Aerospace Complex restrictions on orbital improvements	THE BULK MATTER TRANSMITTER (MINERALS) -Cost: 600 -Prerequisite: Matter Transmission(B13) -Benefits: +2 minerals at every base	THE SINGULARITY INDUCTOR (MINERALS, ECOLOGY) -Cost 600 -Prerequisite: Controlled Singularity(C15) -Benefits: Counts as <u>Quantum Converter</u> at every base and reduces the ecological effects of mineral production	PLANETARY ENERGY GRID (ENERGY) -Cost: 300 -Prerequisite: Adaptive Economics (B3) -Energy bank at each base -+25% Stockpile Energy	MANIFOLD HARMONICS (NUTRIENTS, MINERALS, ENERGY)           -Cost: 500           -Prerequisite: Secrets of the Manifolds (D13)           -Increased production from Monoliths and Fungus           Planet Rating (NUT, MIN, EN)           0 (0+1.0)           1 ((+1,+1.0)           2 (+1,+1,+1)           3 (+1,+2,+1)
THE WEATHER PARADIGM (TERRAFORM) -Cost: 200 -Prerequisite: Centauri Ecology(E1) -Benefits: Increases terraforming speed by 50 -percent for all tasks except for remove fungus; your formes may build condensers and by you have not your discount of terrain even by you have not yet discound the appropriate terbenoinger.	THE EMPATH GUILD (COMM, VOTES) -Cost: 2000 -Pherequisite: Centauri Empathy(E3) -Benefis: Lets you contact any leader and gives you an infiltrator in every faction; gives you +50 percent votes in elections for Planetary Governor and Supreme Leader	THE HUNTER-SEEKER ALGORITHM (PROBE) -Cost: 300 -Prerequisite: Presentient Algorithms(D5) -Benefits: Renders your units and bases completely immune to probe team infiltration of any kind	NETHACK TERMINUS (PROBE) -Cost: 400 -Prerequisite: Self-Aware Machines (D11) -All probe teams +1 morale -Cost of probe teams reduced 25% -All probe teams have Algorithmic Enhancement	THE VOICE OF THE PLANET (LIFECYCLE) -Cost: 600 -Prerequisite: Threshold of Transcendence(E15) -Benefits: Begins the Ascent to Transcendenco sequence; any faction can now begin the Ascent to Transcendence; any allen iliferms you breed gain a +1 lifecycle bonus	THE ASCENT TO TRANSCENDENCE (VICTORY) -Cost: 2,000: Threshold of Transcendence(E15) -Brendis: Completes the Transcendence sequence and ends the Human Era; the Ascent cannot be started until the Voice of the Planet is operational

## **Combat Modifiers**

General:	Bunkers & Bases:	Terrain:	Air:	Special Abilities:	PSI combat	
•Artillery +25%A/elev. level	●+25%D - no collateral damage	•Rocky/Forest/Xenofu ngus +50%D	<ul> <li>Interceptors attack 2X other air(non- interceptors)</li> </ul>	<ul> <li>"AAA Tracking"</li> <li>+100%D from air attacks</li> </ul>	•Morale +12.5% /level	
•Land artillery vs naval +25%A	<ul> <li>Infantry vs base</li> <li>+25%A</li> </ul>	•Mobile in flat/rolling +25%A	<ul> <li>Interceptors attack other interceptors at 1:1</li> </ul>	•"Air Superiority(SAM)" +100%A (-50%A against ground or naval)	•Attacker 3:2 against land units	
•Morale +12.5% /level	Perimeter Defense     2xD	•Any unit in flat/rolling attacked by artillery +50%D	<ul> <li>Interceptors attack land&amp;sea -50%A</li> </ul>	"Blink Displacer"     ignore base defenses	•SA "Empath Song" +50%A	
<ul> <li>Airdrop &amp; attack</li> <li>–50%A</li> </ul>	•Tachyon Field 3xD		•Air attacked by artillery +100%D	•"Comm Jammer" +50%D vs fast units	•SA "Hypnotic Trance" +50%D	
•2/3 mp -33%A, 1/3 mp -66%A (n/a sea, air, mind worms)	<ul> <li>In HQ: +1 morale</li> <li>(D) (not able to confirm)</li> </ul>		Aerospace Complex     +100%D	•"Nerve Gas Pods" +50%A	•+/-10% per Planet Rating	
•Sensors +25%D	•Children's Creche: Morale always +1 level		Air vs base ignores     perimeter defenses		•SP "Neural Amplifier" +50%D	
•Non-combat -50%D			Naval:		•SP "Dream Twister" +50%A	
•Destroy enhancement chance: 75% air(choice), 50% arty (random),100% missile			<ul> <li>Naval in base attacked by land/air -50%D</li> </ul>		Native attacks non- native unit in fungus +50%A	
· · · · · · · · · · · · · · · · · · ·			Naval in base attacked by naval: 1:1			
			Naval Yard: Naval     Defense +100%D			