CIVILIZATION
THE EXPANSION PROJECT
MINOA
CELTS
ASSYRIA
ROME
CARTHAGE
HELLAS
HATTI
IBERIA
EGYPT
The WEST
1 OCHRE, CLAY & BONE
2 IRON, PAPYRI & WAX
V. ERUPTION/ EARTHQUAKE
TREACHERY
S. WEALTH
3 FISH, FRUIT & CERAMICS
FAMINE
SUPERSTITION
TEMPLE
4 WOOL, OIL & GRAIN
CIVIL WAR
SLAVE REVOLT
CITY-IN-FLAMES
5 WINE, TEXTILES & GLASS
BARBARIAN HORDES
CITY RIOTS
6 TIN, COPPER & LEAD
EPIDEMIC
CLASSICAL
MIGRATION
7 RESIN, INCENSE & HERBS
CORRUPTION
CIVIL DISORDER
TRIBAL WAR
8 GEMSTONES, MARBLE & OBSIDIAN
TYRANNY
ICONOCLASM
AND HERESY
SUNDER UPRISING
9 GOLD, IVORY & AMBER
REGRESSION
PIRACY
BANDITRY
49 50 51 52 53 54 55
42 43 44 45 46 47 48
35 36 37 38 39 40 41
28 29 30 31 32 33 34
21 22 23 24 25 26 27
14 15 16 17 18 19 20
7 8 9 10 11 12 13
1 2 3 4 5 6
SABA
BABYLON
NUBIA
DRAVIDIA
PARTHIA
MAURYA
PERSIA
INDUS
KUSH
The EAST
1 HIDES, FLAX & BONE
2 STONE, FURS & WAX
V. ERUPTION/ EARTHQUAKE
TREACHERY
S. WEALTH
3 SALT, TIMBER & CERAMICS
FAMINE
SUPERSTITION
TEMPLE
4 COTTON, SUGAR & GRAIN
CIVIL WAR
SLAVE REVOLT
CITY-IN-FLAMES
5 LIVESTOCK, LACQUER & GLASS
BARBARIAN HORDES
CITY RIOTS
6 BRONZE, SILVER & LEAD
EPIDEMIC
CLASSICAL
MIGRATION
7 SPICE, JADE & HERBS
CORRUPTION
CIVIL DISORDER
TRIBAL WAR
8 DYE, TEA & OBSIDIAN
TYRANNY
ICONOCLASM
AND HERESY
SUNDER UPRISING
9 SILK, PEARLS & AMBER
REGRESSION
PIRACY
BANDITRY
B. C. 8000
5000
3000
2000
1200
800
500
350
250
START
STONE AGE
BRONZE AGE
early
late
IRON AGE
early
late
FINISH
MINOA
SABA
CELTS
ASSYRIA
ROME
BABYLON
CARTHAGE
HELLAS
MAURYA
DRAVIDIA
KUSH
NUBIA
PERSIA
HATTI
IBERIA
INDUS
PARTHIA
EGYPT
VICTORY POINTS:
5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80
EPOCH ENTRY REQUIREMENTS
2 cities
3 cities 3 cards
4 cities 3 cards > 100
5 cities 3 cards > 200