



Civilization
The Expansion Project

**Scenario Handbook
for the Standard Map
Version 2.11
(2012-05-20)**

I. Civilization Information

1.1 This is a list of all civilizations on the standard map, in A.S.T. order. Its purpose is to collect all civilization specific information in one place.

1.1.1 *Trade card block*: To which trade card block the civilization belongs in a full eighteen players game.

1.1.2 *A.S.T. progress*: How many turns this civilization spends in each age on the A.S.T.

1.1.3 *Starting area*: The name of the area in which this civilization starts.

1.1.3 *Other associated areas*: Other areas associated with this civilization. This is **not** a list of areas that belong to a given civilization, as that is expected to change from game to game, and even turn to turn. It's just a list of areas to be used for misc purposes in the rules.

1.1.3.1 Some areas are associated with two or more civilizations. All rules referring to associated areas will contain information on how to handle that.

1.1.4 *Unique Cultures Advantages*: A list of advantages gained by this civilization when playing the Unique Cultures variant game. These advantages have no effect when playing the standard game.

1.1.5 *Unique Cultures Disadvantages*: A list of disadvantages gained by this civilization when playing the Unique Cultures variant game. These disadvantages have no effect when playing the standard game.

1.2 MINOA

1.2.1 *Trade card block*: The West

1.2.2 *A.S.T. progress*: 5 turns in the stone age, 3 turns in the early bronze age, 3 turns in the late bronze age, 3 turns in the early iron age, and 2 turns in the late iron age.

1.2.3 *Starting area*: Knossos

1.2.3 *Other associated areas*: Argos, Chalcis, Cyprus, Eretria, Ionia, Lemnos, Lesbos, Lycia, Miletus, Peloponnesos, Phaestos, Rhodes, Sparta, and Thera.

1.2.4 *Unique Cultures Advantages*:

Begins the game with one ship (which must be placed next to the first token).

Ships do not cost maintenance.

The cost of Astronavigation is reduced by 40.

1.2.4 *Unique Cultures Disadvantages*:

Minoa treats the Barbarian Horde calamity as a Corruption calamity.

1.3 SABA

1.3.1 *Trade card block*: The East

1.3.2 *A.S.T. progress*: 5 turns in the stone age, 3 turns in the early bronze age, 3 turns in the late bronze age, 3 turns in the early iron age, and 2 turns in the late iron age.

1.3.3 *Starting area*: Saba

1.3.3 *Other associated areas*: Aden, Arabia Deserta, Arabia Felix, Azania, Bat, Berbera, Calmadow, Hadhramawt, Himyar, Ma'in, Madrasah, Marib, Nabataea, Nafud, Ogodan, Oman, Opone, Qataban, Socotra, Ubar, Yathrib, Zafar, and Zufar.

1.2.4 *Unique Cultures Advantages*:

When purchasing commodity cards all cards cost 1 treasury token less.

The cost of Trade Empire and Trade Routes is reduced by 40.

1.2.4 *Unique Cultures Disadvantages:*

Five additional barbarian tokens are used in Barbarian Hordes.

Five additional unit points are lost to Famine.

1.4 CELTS

1.4.1 *Trade card block:* The West

1.4.2 *A.S.T. progress:* 5 turns in the stone age, 2 turns in the early bronze age, 4 turns in the late bronze age, 2 turns in the early iron age, and 3 turns in the late iron age.

1.4.3 *Starting area:* Germania Inferior

1.4.3 *Other associated areas:* Aleisa, Belgica, Britannia, Caledonia, Dacia, Dyfed, Germania Magna, Germania Superior, Getae, Hibernia, Londinium, Lugdunensis, Lugdunum, Lugia, Noricum, Northern Wastes, Odessus, Sarmatia, Scythia, Sudeten, Tomi, Ultima Thule, Upper Danube, and Upper Rhine.

1.2.4 *Unique Cultures Advantages:*

The amount of cities required to advance on the A.S.T. is reduced by one.

The Celts do not move backwards on the A.S.T. if they have no cities.

Every time a city is sacked by the Celts they may replace 5 enemy tokens with barbarian tokens adjacent to one of their borders.

1.2.4 *Unique Cultures Disadvantages:*

The cost of all civics and science civilization cards are increased by 10.

1.5 ASSYRIA

1.5.1 *Trade card block:* The West

1.5.2 *A.S.T. progress:* 4 turns in the stone age, 4 turns in the early bronze age, 3 turns in the late bronze age, 2 turns in the early iron age, and 3 turns in the late iron age.

1.5.3 *Starting area:* Assyria

1.5.3 *Other associated areas:* Aleppo, Antioch, Armenia, Carrhae, Caucasus, Cilicia, Damascus, Lesser Armenia, Nalchik, Nineveh, Phoenicia, Salamis, Sidon, Tyre, and Van.

1.2.4 *Unique Cultures Advantages:*

Begins the game with Metalworking.

The cost of Monarchy is reduced by 10.

1.2.4 *Unique Cultures Disadvantages:*

To advance into and through the Early Bronze Age requires 3 cities, instead of 2.

1.6 ROME

1.6.1 *Trade card block:* The West

1.6.2 *A.S.T. progress:* 4 turns in the stone age, 4 turns in the early bronze age, 3 turns in the late bronze age, 2 turns in the early iron age, and 3 turns in the late iron age.

1.6.3 *Starting area:* Rome

1.6.3 *Other associated areas:* Campania, Caralis, Cisalpina, Corsica, Etruria, Illyricum, Massilia, Milazzo, Neapolis, Noricum, Pannonia, Rubicon, Saloniae, Samnium, Sardinia, Syracuse, and Tarentum.

1.2.4 *Unique Cultures Advantages:*

Begins the game with Urbanism.

The cost of Advanced Military and Provincial Empire are reduced by 40.

1.2.4 *Unique Cultures Disadvantages:*

The cost of all arts civilization cards are increased by 10.

The cost of Democracy is increased by 40.

Five additional barbarian tokens are used in Barbarian Hordes.

1.7 BABYLON

1.7.1 *Trade card block*: The East

1.7.2 *A.S.T. progress*: 4 turns in the stone age, 3 turns in the early bronze age, 3 turns in the late bronze age, 3 turns in the early iron age, and 3 turns in the late iron age.

1.7.3 *Starting area*: Babylon

1.7.3 *Other associated areas*: Babylonia, Chaldaeae, Charax, Damascus, Elam, Jericho, Lesser Armenia, Mari, Media, Mesopotamia, Nafud, Sumeria, Susa, Syria, and Ur.

1.2.4 *Unique Cultures Advantages*:

Begins the game with Masonry.

The cost of all science civilization cards are reduced by 10.

The cost of Monument is reduced by 40.

1.2.4 *Unique Cultures Disadvantages*:

One additional city is reduced by Iconoclasm & Heresy.

One additional city is reduced by Civil Disorder.

1.8 CARTHAGE

1.8.1 *Trade card block*: The West

1.8.2 *A.S.T. progress*: 4 turns in the stone age, 3 turns in the early bronze age, 3 turns in the late bronze age, 3 turns in the early iron age, and 3 turns in the late iron age.

1.8.3 *Starting area*: Carthage

1.8.3 *Other associated areas*: Caralis, Cirta, Cyrene, Eastern Getules, Eastern Mauretania, Jalo, Libya, New Africa, Numidia, Panormus, Sabrata, Sahara, Sardinia, Thapsus, Tripoli, Tripolitania, Tunisia, Western Getules, and Western Mauretania.

1.2.4 *Unique Cultures Advantages*:

Ships do not cost maintenance.

The cost of Military and Naval Warfare are reduced by 20.

1.2.4 *Unique Cultures Disadvantages*:

One additional city is reduced by Superstition.

1.9 HELLAS

1.9.1 *Trade card block*: The West

1.9.2 *A.S.T. progress*: 4 turns in the stone age, 3 turns in the early bronze age, 3 turns in the late bronze age, 3 turns in the early iron age, and 3 turns in the late iron age.

1.9.3 *Starting area*: Aetolia

1.9.3 *Other associated areas*: Appolionia, Athens, Boeotia, Byzantium, Chalcis, Corinth, Epirus, Illyricum, Ithaca, Macedonia, Moesia, Odessus, Paeonia, Phocis, Thessalonica, Thessaly, and Thrace.

1.2.4 *Unique Cultures Advantages*:

Begins the game with Sculpture.

The cost of Cultural Ascendancy and Democracy are reduced by 40.

1.2.4 *Unique Cultures Disadvantages*:

To advance into and through the early Iron Age requires 5 cities, instead of 4.

1.10 MAURYA

1.10.1 *Trade card block*: The East

1.10.2 *A.S.T. progress*: 4 turns in the stone age, 4 turns in the early bronze age, 2 turns in the late bronze age, 3 turns in the early iron age, and 3 turns in the late iron age.

1.10.3 *Starting area*: Magadha

1.10.3 *Other associated areas*: Assaka, Avanti, Bihar, Brahmaputra, Central Himalaya, Chedi, Gauda, Kalinga, Kausambi, Malla, Orissa, Panchala, Pataliputra, Rugar, Tamruk, Tosali, Ujjain, Vatsa, and Vidisa.

1.2.4 *Unique Cultures Advantages*:

The cost of Theology is reduced by 20.

To advance into and through the Late Iron Age requires 4 cities, instead of 5.

1.2.4 *Unique Cultures Disadvantages*:

To advance into and through the Late Bronze Age requires 4 cities, instead of 3.

1.11 DRAVIDIA

1.11.1 *Trade card block*: The East

1.11.2 *A.S.T. progress*: 4 turns in the stone age, 3 turns in the early bronze age, 3 turns in the late bronze age, 3 turns in the early iron age, and 3 turns in the late iron age.

1.11.3 *Starting area*: Sinhalese

1.11.3 *Other associated areas*: Anuradhpura, Asmaka, Brahmagiri, Cholas, Deccan, Eastern Ghats, Lothal, Madurai, Nalas, Pandyas, Prathistana, Ruhuna, Shakas, Tosali, Vanchi, Western Ghats, and Vidarbha.

1.2.4 *Unique Cultures Advantages*:

Begins the game with Mysticism.

The cost of Architecture is reduced by 30.

1.2.4 *Unique Cultures Disadvantages*:

The cost of all civic civilization cards are increased by 10.

1.12 KUSHAN

1.12.1 *Trade card block*: The East

1.12.2 *A.S.T. progress*: 4 turns in the stone age, 3 turns in the early bronze age, 3 turns in the late bronze age, 3 turns in the early iron age, and 3 turns in the late iron age.

1.12.3 *Starting area*: Taxila

1.12.3 *Other associated areas*: Abhisara, Arachosia, Aria, Bactra, Bactria, Bukhara, Gandhara, Harappa, Kuhwat, Kuru, Rugar, Samarkand, Sulaiman, Surasena, Upper Oxus, and Western Himalaya.

1.2.4 *Unique Cultures Advantages*:

The cost of all religion civilization cards are reduced by 10.

The cost of Engineering is reduced by 30.

1.2.4 *Unique Cultures Disadvantages*:

Kushan treats the Cyclone calamity as a Barbarian Horde calamity.

1.13 NUBIA

1.13.1 *Trade card block*: The East

1.13.2 *A.S.T. progress*: 4 turns in the stone age, 3 turns in the early bronze age, 3 turns in the late bronze age, 3 turns in the early iron age, and 3 turns in the late iron age.

1.13.3 *Starting area*: Napata

1.13.3 *Other associated areas*: Adulis, Ahmar, Aksum, Azania, Bahrmeder, Barbaria, Buhen, Danokil, Meroe, Nuba, Nubian Desert, Nukheila, Ogodan, Ptolemais, Salima, T'ana, Teiga, Thebes, Upper Egypt, and Upper Nubia.

1.2.4 *Unique Cultures Advantages*:

Begins the game with Masonry and Pottery.

The cost of Mining is reduced by 40.

1.2.4 *Unique Cultures Disadvantages*:

Holder hand limit of trade cards is reduced by one.

1.14 PERSIA

1.14.1 *Trade card block*: The East

1.14.2 *A.S.T. progress*: 4 turns in the stone age, 3 turns in the early bronze age, 3 turns in the late bronze age, 3 turns in the early iron age, and 3 turns in the late iron age.

1.14.3 *Starting area*: Persepolis

1.14.3 *Other associated areas*: Bat, Carmania, Gedrosia, Gerrah, Harmozia, Liyan, Magan, Maka, Makran, Persis, Persua, Paura, Sagartia, and Susiana.

1.2.4 *Unique Cultures Advantages*:

The cost of all civic civilization cards are reduced by 10.

The cost of Law is reduced by 30.

1.2.4 *Unique Cultures Disadvantages*:

The Persian set of playing pieces contains one less ship.

Five additional unit points are annexed by Tyranny.

1.15 HATTI

1.15.1 *Trade card block*: The West

1.15.2 *A.S.T. progress*: 4 turns in the stone age, 3 turns in the early bronze age, 3 turns in the late bronze age, 3 turns in the early iron age, and 3 turns in the late iron age.

1.15.3 *Starting area*: Ankara

1.15.3 *Other associated areas*: Alani, Bithynia, Cappadocia, Caucasus, Cilicia, Crimea, Cyprus, Galatia, Gordium, Kanesh, Kuban, Maeotia, Mikop, Nalchik, Salamis, Sardes, Sinope, Troy.

1.2.4 *Unique Cultures Advantages*:

The cost of all religion civilization cards are reduced by 10.

The cost of Military is reduced by 40.

1.2.4 *Unique Cultures Disadvantages*:

The cost of all science civilization cards are increased by 10.

1.16 IBERIA

1.16.1 *Trade card block*: The West

1.16.2 *A.S.T. progress*: 4 turns in the stone age, 3 turns in the early bronze age, 3 turns in the late bronze age, 3 turns in the early iron age, and 3 turns in the late iron age.

1.16.3 *Starting area*: Iberus

1.16.3 *Other associated areas*: Aquae Sextiae, Aquitania, Baleares, Caesaraugustanus, Carthaginensis, Carthago Nova, Cluniensis, Corduba, Ebusus, Emeritensis, Gallaecia, Lugdunensis, Lugdunum, Lusitania, Massilia, Narbo, Western Getules, and Western Mauretania.

1.2.4 *Unique Cultures Advantages*:

The cost of all craft civilization cards are reduced by 10.

The cost of Trade Routes is reduced by 40.

1.2.4 *Unique Cultures Disadvantages*:

An opponent holding Provincial Empire may require two commodity cards from the Iberian player when he normally would be able to require one. He is still limited to a maximum of five cards total per turn.

The cost of all civic civilization cards are increased by 10.

1.17 INDUS

1.17.1 *Trade card block*: The East

1.17.2 *A.S.T. progress*: 3 turns in the stone age, 4 turns in the early bronze age, 3 turns in the late bronze age, 3 turns in the early iron age, and 3 turns in the late iron age.

1.17.3 *Starting area*: Chanhu-Daro

1.17.3 *Other associated areas*: Avanti, Balakot, Dholavira, Kalibangan, Lothal, Maru, Matsya, Mohenjo-Daro, Sattagydia, Siestian, Sind, Surasena, Surashtra, Thar Desert, and Upper Indus.

1.2.4 *Unique Cultures Advantages*:

Begins the game with Mythology, Cloth Making, and Sculpture.

1.2.4 *Unique Cultures Disadvantages*:

The cost of all civilization cards with a face value of at least 200 are increased by 30.

1.18 PARTHIA

1.18.1 *Trade card block*: The East

1.18.2 *A.S.T. progress*: 3 turns in the stone age, 4 turns in the early bronze age, 3 turns in the late bronze age, 3 turns in the early iron age, and 3 turns in the late iron age.

1.18.3 *Starting area*: Nisa

1.18.3 *Other associated areas*: Bukhara, Caspian Coast, Chorasmia, Drangiana, Eastern Parthia, Gorgan, Hecatompylos, Karakum, Kavir, Media, Merv, Nis, Paraetacene, Sogdiana, Toprok-Kala, Upper Oxus, Ustiurt, Western Parthia, and Zagros.

1.2.4 *Unique Cultures Advantages*:

The cost of Advanced Military, Public Works, and Fundamentalism are reduced by 20.

1.2.4 *Unique Cultures Disadvantages*:

The cost of all civilization cards with a face value of less than 100 is increased by 10.

1.19 EGYPT

1.19.1 *Trade card block*: The West

1.19.2 *A.S.T. progress*: 3 turns in the stone age, 3 turns in the early bronze age, 3 turns in the late bronze age, 3 turns in the early iron age, and 4 turns in the late iron age.

1.19.3 *Starting area*: Memphis

1.19.3 *Other associated areas*: Alexandria, Cyrenaica, Cyrene, Eastern Desert, Fayum, Gaza, Jalo, Jericho, Jerusalem, Petra, Ptolemais, Sinai, Siwa, Tanis, Tyre, Upper Egypt, and Western Desert.

1.2.4 *Unique Cultures Advantages*:

The cost of Theocracy and Monument is reduced by 30.

The cost of Wonder of the World is reduced by 40.

1.2.4 *Unique Cultures Disadvantages*:

To advance into the Late Iron age requires 4 civilization cards with a face value of at least 200 rather than 3.

II. Basic Scenarios

2.1 In an eighteen player game you use all civilizations, but in games with fewer players it's not as easy. While you can freely mix any civilizations as long as you keep to the rules set out in paragraph 9.3 in the Core Rulebook, some combinations will make for better games than other. This section is our best attempt to tell you what might be good picks of civilizations. Note that we might be wrong, or you might find a better combination. If you do, please tell us by emailing jonno@civproject.net, and we will be able to increase the quality of this section in future editions.

2.2 GENERAL GUIDELINES

2.2.1 In addition to the rules set out in paragraph 9.3 in the Core Rulebook the following issues should be taken into account for the best game play.

2.2.1 Even though the Celts does border Hatti north of the Black Sea, this border is too short and too distant to count. Thus the Celts only borders Iberia, Rome, and Hellas; and Hatti only borders Hellas, Minoa, and Assyria; for the purpose of picking civilizations in play.

2.2.2 Even though Saba does border Egypt, this border is too short and too distant to count. Thus Saba only borders Nubia, Persia and Babylon; and Egypt only borders Carthage, Nubia, Babylon and Assyria; for the purpose of picking civilizations in play.

2.2.3 Hellas and Minoa should not be played without each other. Their areas are too intertwined to successfully play one without the other

2.2.4 Minoa does not necessarily have to border two nations directly. If Minoa can reach at least two additional nations over one deep sea area, that can replace one direct neighbor. In combination with the 2.2.3 above that mean that Minoa only should be played if either Hellas and Hatti, or Hellas and two out of Rome, Carthage, Egypt and Assyria, are in play.

2.3 SEVENTEEN PLAYER GAME

2.3.1 Our current best recommendation is to remove the Celts from play. Alternatively Iberia or Nubia may be removed from play.

2.4 SIXTEEN PLAYER GAME

2.4.1 Our current best recommendation is to remove Maurya and Dravidia from play. Alternatively any two of the Celts, Iberia, and Nubia may be removed from play.

2.5 FIFTEEN PLAYER GAME

2.5.1 Our current best recommendation is to remove Maurya, Dravidia, and the Celts from play. Alternatively Maurya, Dravidia, and Iberia or Nubia; or the Celts, Iberia, and Nubia; can be removed from play.

2.6 FOURTEEN PLAYER GAME

2.6.1 Our current best recommendation is to remove Maurya, Dravidia, the Celts, and Iberia from play. Alternatively the Celts, Iberia, Carthage, and Rome; or Maurya, Dravidia, Nubia, and the Celts or Iberia can be removed from play.

2.7 THIRTEEN PLAYER GAME

2.7.1 Our current best recommendation is to remove Maurya, Dravidia, Indus, Kushan, and Parthia from play. Alternatively Maurya, Dravidia, the Celts, Iberia, and Nubia; or the Celts, Iberia, Carthage, Rome, and Nubia can be removed from play.

2.8 TWELVE PLAYER GAME

2.7.1 Our current best recommendation is to remove Maurya, Dravidia, the Celts, Iberia, Carthage, and Rome from play. Alternatively Maurya, Dravidia, Indus, Kushan, Parthia, and one of the Celts, Iberia, Nubia, and Persia can be removed from play.

2.9 ELEVEN PLAYER GAME

2.9.1 Our current best recommendation is to play with Carthage, Rome, Hellas, Minoa, Hatti, Assyria, Babylon, Persia, Saba, Nubia, and Egypt. Alternatively Maurya, Dravidia, Indus, Kushan, Parthia, Persia, Babylon, Assyria, Egypt, Nubia, and Saba can be played.

2.10 TEN PLAYER GAME

2.9.1 Our current best recommendation is to play with the Celts, Iberia, Carthage, Rome, Hellas, Minoa, Hatti, Assyria, Babylon, and Egypt. Alternatively Maurya, Dravidia, Indus, Kushan, Parthia, Persia, Babylon, Egypt, Nubia, and Saba can be played.

2.11 NINE PLAYER GAME

2.11.1 Our current best recommendation is to play with The West, consisting of the Celts, Iberia, Carthage, Rome, Hellas, Minoa, Hatti, Assyria, and Egypt. Alternatively Indus, Kushan, Parthia, Persia, Babylon, Assyria, Egypt, Nubia, and Saba can be played.

2.11 EIGHT PLAYER GAME

2.11.1 Our current best recommendation is to play with Iberia, Carthage, Rome, Hellas, Minoa, Hatti, Assyria, and Egypt. Alternatively the Celts, Carthage, Rome, Hellas, Minoa, Hatti, Assyria, and Egypt; or Indus, Kushan, Parthia, Persia, Babylon, Egypt, Nubia, and Saba; can be played.

2.12 SEVEN PLAYER GAME

2.12.1 Our current best recommendation is to play with Carthage, Rome, Hellas, Minoa, Hatti, Assyria, and Egypt.

2.13 SIX PLAYER GAME

2.13.1 Our current best recommendation is to play with Maurya, Dravidia, Indus, Kushan, Parthia and Persia. Alternatively the Celts, Iberia, Carthage, Rome, Hellas, and Minoa; or Assyria, Babylon, Persia, Saba, Nubia, and Egypt; can be played.

2.14 FIVE PLAYER GAME

2.14.1 Our current best recommendation is to find another player and play a six player game. If that is not possible Iberia, Carthage, Rome, Hellas, and Minoa; or Babylon, Persia, Saba, Nubia, and Egypt; can be played.

III. Advanced Scenarios

3.1 This sections will provide a couple of complete scenarios. This section needs to be fleshed out, so if you have a scenario laying around, please send it to jonno@civproject.net and it might appear in later versions of this section.

3.2 ATLANTIS: THE LOST CIVILIZATION

3.2.1 Scenario Introduction

3.2.1.1 This scenario is an adaption of the *ADVANCED CIVILIZATION*[™] scenario with the same name written by Bruce Harper. You replace the Minoan player with an Atlantian player with a distinct advantage early in the game, but with a threat of great disaster later in the game.

3.2.2 Amount of Players

3.2.2.1 This scenario is best played with seven to nine players around the Mediterranean Sea, but can be played with any number of players, as long as Minoan is one of them. If played with more than 9 players, the players far from Minoan will see no difference from a normal game.

3.2.3 Game Setup

3.2.3.1 The area of Thera is renamed Atlantis.

3.2.3.2 The Minoan player is replaced with Atlantis. Atlantis uses the Minoan A.S.T., and Minoan's associated areas, but uses Atlantis as starting area.

3.2.3.3 Atlantis begins with two tokens in it's starting area rather than one.

3.2.4 Special Rules

3.2.4.1 If Atlantis draws Volcanic Eruption or Earthquake then Mount Thera will erupt. This is an especially catastrophic occurrence, when not only all units in Atlantis, but also all units in areas bordering Atlantis and the Aegean Sea, are eliminated. After this occurrence Atlantis will be a zero population area without a city site and Volcanic Eruption or Earthquake will behave normally for the Atlantean player.

3.2.4.2 Prior to a volcanic eruption of Mount Thera the Atlantean player may move tokens between Atlantis and adjacent island areas without ships.

3.2.4.3 Prior to a volcanic eruption of Mount Thera the Atlantean player must have one of the required cities to enter and progress in the bronze and iron ages in Atlantis.