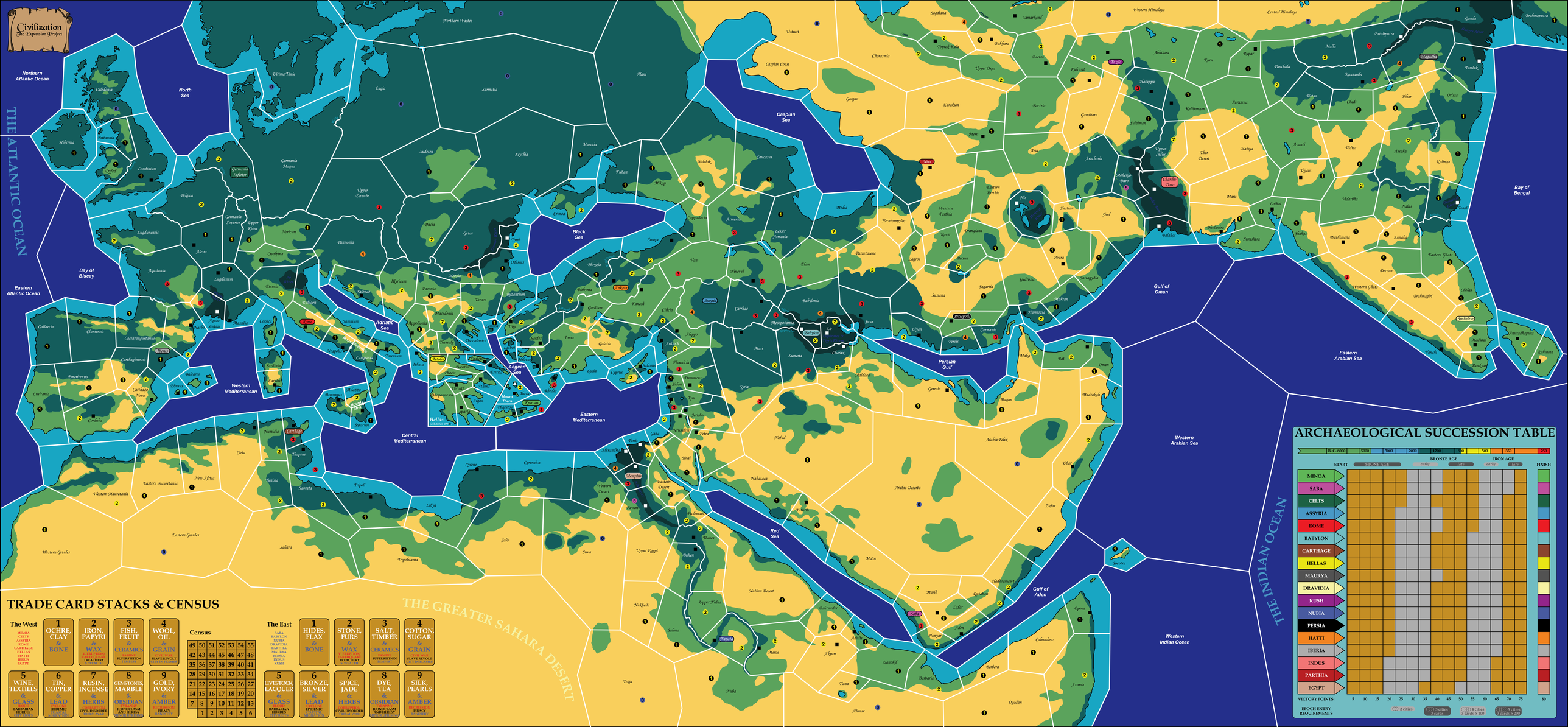

TRADE CARD STACKS & CENSUS

The West

MINOA CELTS ASSYRIA ROME CARTHAGE HELLAS HATTI IBERIA EGYPT	1 OCHRE, CLAY & BONE	2 IRON, PAPYRI & WAX EXPLORATION TREACHERY	3 FISH, FRUIT & CERAMICS RAIDING SUPERSTITION
	4 WOOL, OIL & GRAIN COVETOUSNESS SLAVE REVOLT	5 WINE, TEXTILES & GLASS FLOODS BARBARIAN HORDES	6 TIN, COPPER & LEAD EPIDEMIC CITY-STATES
	7 RESIN, INCENSE & HERBS Religious strife CIVIL DISORDER	8 GEMSTONES, MARBLE & OBSIDIAN ICONOCLASM AND HERESY	9 GOLD, IVORY & AMBER PIRACY ECONOMY

Census

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

The East

SABA BABYLON NUBIA DRAVIDIA PARTHIA PERSIA INDUS KUSH	1 HIDES, FLAX & BONE	2 STONE, FURS & WAX EXPLORATION TREACHERY	3 SALT, TIMBER & CERAMICS RAIDING SUPERSTITION
	4 COTTON, SUGAR & GRAIN COVETOUSNESS SLAVE REVOLT	5 LIVESTOCK, LACQUER & GLASS FLOODS BARBARIAN HORDES	6 BRONZE, SILVER & LEAD EPIDEMIC CITY-STATES
	7 SPICE, JADE & HERBS Religious strife CIVIL DISORDER	8 DYE, TEA & OBSIDIAN ICONOCLASM AND HERESY	9 SILK, PEARLS & AMBER PIRACY ECONOMY

ARCHAEOLOGICAL SUCCESSION TABLE

	START	STONE AGE	BRONZE AGE early	BRONZE AGE late	IRON AGE early	IRON AGE late	FINISH
MINOA							
SABA							
CELTS							
ASSYRIA							
ROME							
BABYLON							
CARTHAGE							
HELLAS							
MAURYA							
DRAVIDIA							
KUSH							
NUBIA							
PERSIA							
HATTI							
IBERIA							
INDUS							
PARTHIA							
EGYPT							

BC. 8000 | 5000 | 3000 | 2000 | 1200 | 800 | 500 | 350 | 250

VICTORY POINTS: 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80

EPOCH ENTRY REQUIREMINTS: 2 cities; 3 cities 3 cards; 4 cities 3 cards > 100; 4 cities 3 cards > 200