Eurasian Empires
Archeological Succession Table

9000 BC | 8000 | 7000 | 6000 | 5000 | 4000 | 3000 | 2500 | 2000 | 1500 | 1250 | 1000 | 750 | 500 | 250 | 1 BC/AD 1 | 250

Stone Age: Paleolithic | Neolithic | Copper Age
Bronze Age: Early | Middle | Late
Antiquity: Iron Age | Classical | Late/Empire

Cities
Advances
Points

		Bonus
1	Minoa	5
2	Filipino	10
3	Srivijaya	15
4	Saba	20
5	Sunda	25
6	Nippon	30
7	Celt	35
8	Mongolia	40
9	Kushan	45
10	Persia	50
11	Iberia	55
12	Steppe	60
13	Hatti	65
14	Carthage	70
15	Dravidia	75/80
16	Nubia	80/85
17	Hellas	
18	Parthia	
19	Maurya	
20	Assyria	
21	Rome	
22	Babylon	
23	Khmer	
24	Indus	
25	Yangtze	
26	Egypt	
27	Huang He	

Turn 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | Last Turn | Game End

Requirements (Basic)

- 2 - -
- 3 3 -
- 3 3 x 100+ -
- 4 2 x 200+ -
- 5 3 x 200+ -
- 6 17 x -100 56
- 5 10 x -100 38
- 4 12 5
- 3 - 5

Requirements (Expert)

No cities - move 1 space backwards (except during Stone Age).