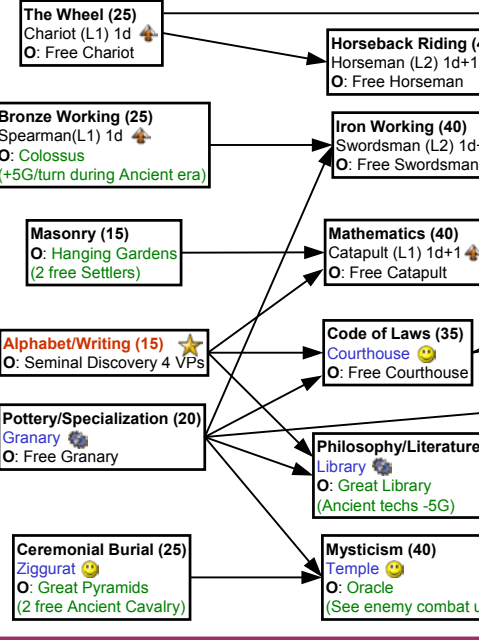


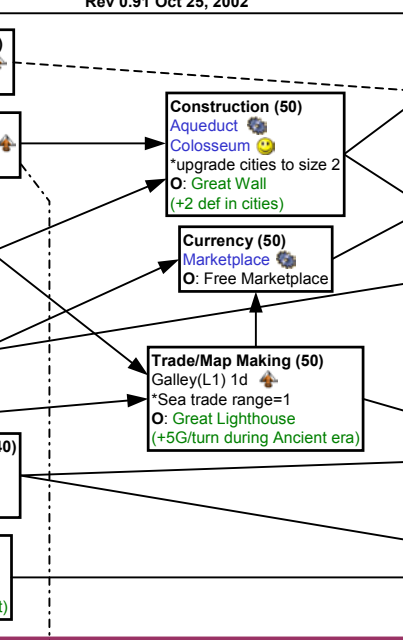
Ancient Era

4+0
4+0



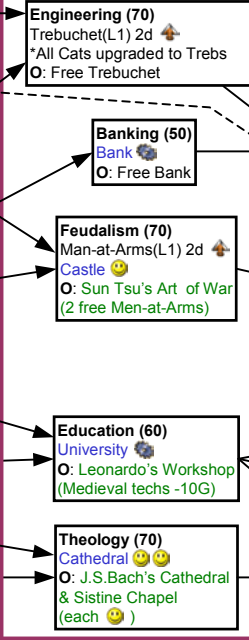
Nethog's Civilization: The Boardgame Tech Tree

Rev 0.91 Oct 25, 2002



Medieval Era

3+2
2+0



Critical Resource Table (15G)

Ancient	2-3	4-5	6-8	9-10	11-12
Medieval	Wine	Horses	Iron	Gems	Spices
Gun/Ind	Oil	Gems	Coal	Iron	Horses
Modern	Coal	R.Metals	Oil	Iron	Iron

Resources: 3G X #unique resources

Monopolies: 3R=20G, 4R=40G, 5R=80G

Victory Points		Victory Points	
Village	1	Wonders	2
Town	2	Seminal Discoveries	4
City	3		
Metropolis	4		

Bonus Victory Points	
Diplomatic	U.N.=5
Military	1/mil unit
Tech/Space	1/tech

Purchase Table

Armies	A	M	G/I	M
Fleets	10	15	20	25
Aircraft	-	-	-	50
Royalty	5	5	10	10
Settlers	10	10	10	10
New Village	10	10	10	10
Upgrade City	20	20	20	20
City Imprmt	10	15	20	25
Prev Era Tech	1/2 card value			

Trade Range Table

	Land	Sea
Game Start	1	0
Trade/Map Making	1	1
Astronomy	1	2
Navigation	1	3
Steam Power	4	3
Flight	*	*

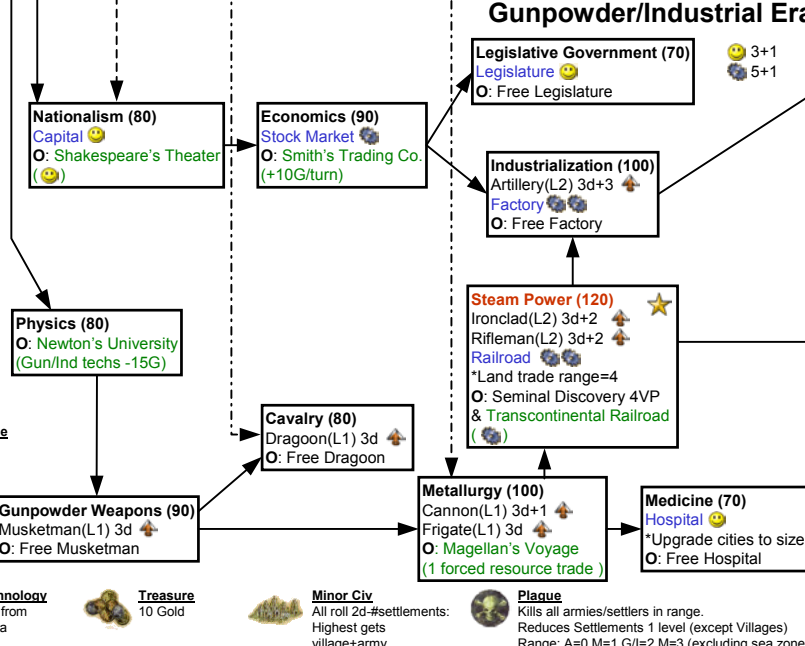
Terrain

- Desert**
NO Settlements
- Mountains**
Villages only
- Jungle/Forest**
Towns only
- Fertile/Productive**
Settlement is productive

Events

- Free Technology**
Free tech from current Era
- Treasure**
10 Gold
- Minor Civ**
All roll 2d #settlements:
Highest gets village+army
- Plague**
Kills all armies/settlers in range.
Reduces Settlements 1 level (except Villages)
Range: A=0, M=1, G/I=2, M=3 (excluding sea zones)

Gunpowder/Industrial Era



Modern Era

