



REQUIREMENTS:

- All conditions must exist
- At least one of the conditions must exist
- Only one of the advancements can be followed
- At least one of the HR conditions must be met
- All of these HR conditions must be met

REGIONS:

- Homeland
- Expansion
- Outlying

Government Building Hierarchy:

5 → 4 → 3 → 2 → 1

Min Max

HIDDEN RESOURCES:

	Yes	No	Yes	No	Yes	No
Desert	<input type="checkbox"/>	<input checked="" type="checkbox"/>	T	<input checked="" type="checkbox"/>	Silver Ore	<input checked="" type="checkbox"/>
River	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	B	<input checked="" type="checkbox"/>	Gold Ore	<input checked="" type="checkbox"/>
Persia	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Y	<input checked="" type="checkbox"/>	NoRoads	<input checked="" type="checkbox"/>
			F	<input checked="" type="checkbox"/>	NoPavedRoads	<input checked="" type="checkbox"/>

CONNECTORS:

- Advancement
- Minimum building level must exist
- Minimum building level must not exist
- Identifier / Connector

TRANSLATIONS:

- Aulemos** : Warband Dole
- Naemcabridos Lacomos** : Small Army and Training Field
- Cabridosaer Atracomos** : Armory, Stabling, and Drilling Fields
- Kindoer, Ganntrios, est Bormanlaodrae** : Chariot 'Factory', Armorer, and Schools of Combat
- Giodhtranos Neitom est Bormanlaodanearos** : 'Barracks' District and Advanced Schools of Combat
- Gallua** : Foreign Levy
- Gallunaue** : Foreign Call-Up
- Gal Bunnaoi Epodin** : Foreign Billet and Horse-house
- Gal Bunnaoi Epodinargo** : Foreign Billet and Noble Horse-house
- Gal Bunnaoimor Epodinargo** : Foreign Great-Billet and Noble Horse-house