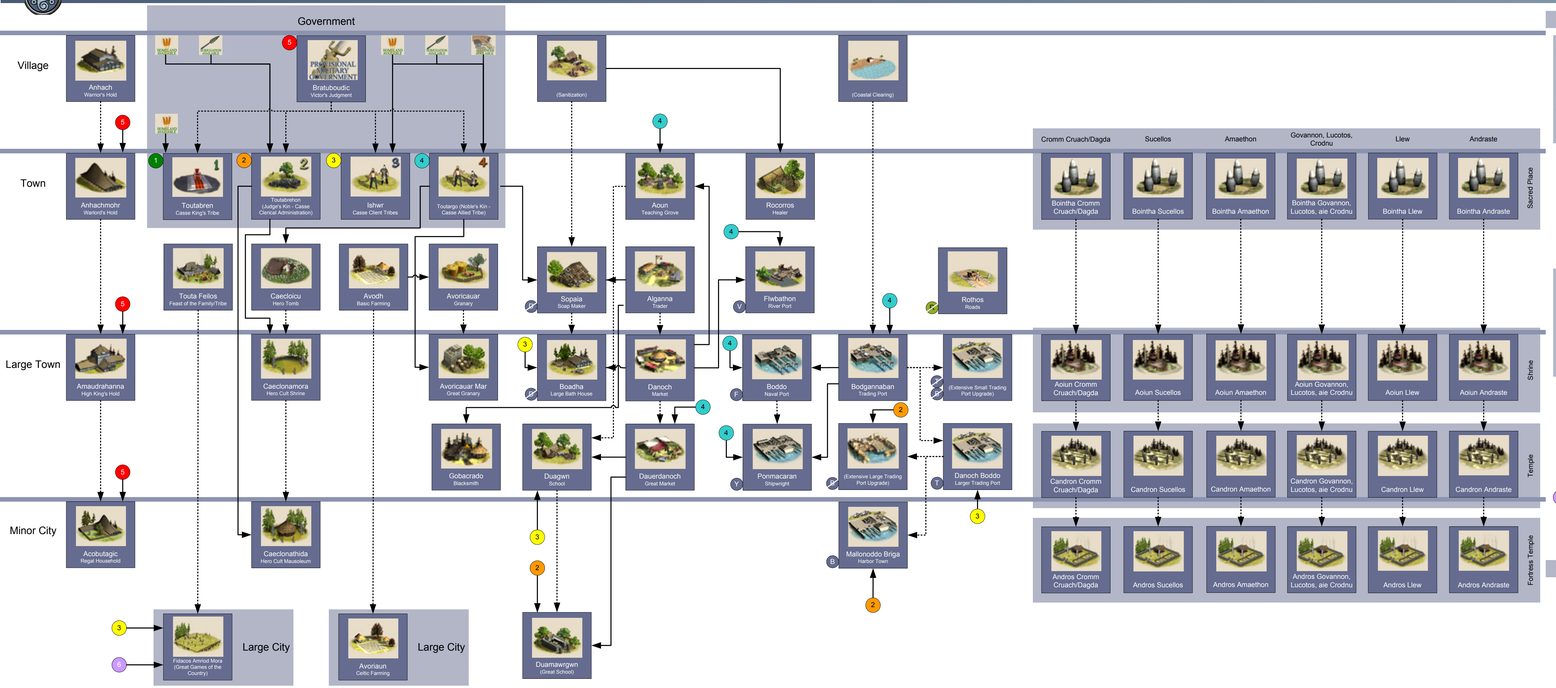

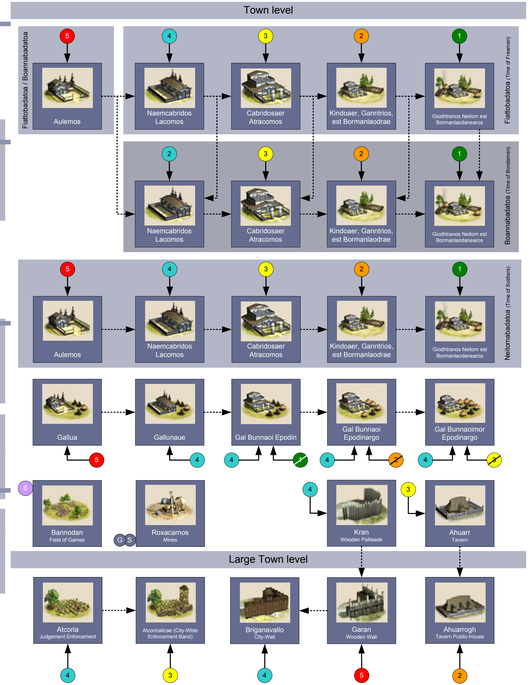

REQUIREMENTS:

- All conditions must exist
- At least one of the conditions must exist
- Only one of the advancements can be followed
- M, N: At least one of the HR conditions must be met
- M, N: 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	D		Tradeport	T		Silver Ore	S	
River	V		Bigport	B		Gold Ore	G	
Persia	A		Navyport	Y		NoRoads	R	
			Smallfleet	F		NoPavedRoads	P	

CONNECTORS:

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

TRANSLATIONS:

Aulemos : Warband Dole

Naemcabridos Lacomos : Small Armory and Training Field

Cabridosaer Atracomos : Armory, Stabling, and Drilling Fields

Kindoaer, Ganntrios, est Bormanlaodrae : Chariot 'Factory', Armorer, and Schools of Combat

Giodhtranos Neitom est Bormanlaodaneaeros : '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

EUROPA BARBAROUM CASSE

JMRC v0.2