



Note: any temple level equal or beyond the "Small Temple" forms the connector: 5

Note: any temple level equal or beyond the "Large Temple" forms the connector: 8

**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:**

Desert	Yes (D)	No (X)	Tradeport	Yes (T)	No (X)	Silver Ore	Yes (S)	No (X)
River	Yes (V)	No (X)	Bigport	Yes (B)	No (X)	Gold Ore	Yes (G)	No (X)
			Navyport	Yes (Y)	No (X)	NoRoads	Yes (R)	No (X)
			Smallfleet	Yes (F)	No (X)	NoPavedRoads	Yes (P)	No (X)

**CONNECTORS:**

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

**TRANSLATIONS:**

- Sylogos Strateumatos* : Conscription Center of the Army
- Sylogos kai Skeuotheke Strateumatos* : Conscription Center and Armory of the Army
- Ephebeia kai Skeuotheke* : Ephebic Training and Armory
- Ephebeia Phrourike kai Skeuotheke* : Garrisoned Training and Armory
- Askesis Polemike kai Skeuothekai* : Regular Military Training and Armories
- Choriton Sylogos Strateumatos* : Conscription Center of the Army for Foreign Natives
- Choriton Sylogos kai Skeuotheke Strateumatos* : Conscription Center and Armory of the Army for Foreign Natives
- Choriton Ephebeia kai Skeuotheke* : Ephebic Training and Armory for Foreign Natives
- Choriton Ephebeia Phrourike kai Skeuotheke* : Garrisoned Training for Foreign Natives and Armory
- Choriton Askesis Polemike kai Skeuothekai* : Regular Military Training for Foreign Natives and Armories