



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

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

