



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 Skeuothekeai : 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
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