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
- D 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	D	Tradeport	T	T	Silver Ore	S	S
River	V	V	Bigport	B	B	Gold Ore	G	G
			Navyport	Y	Y	NoRoads	R	R
			Smallfleet	F	F	NoPavedRoads	P	P

CONNECTORS:

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

TRANSLATIONS:

Campvs : Roman Drill Ground
Tabernae Armatvriae : Specialised Weapon Smiths and Armourers
Fabricae Armatvriae et Stabvla Eqvorvm : Weapon Manufactory and Local Horse Breeders
Stabvla Eqvorvm, Fabricae Armatvriae, Rudimenta Castrorum : Extended military infrastructure - Stables, Weapon Manufactories, and Specialist Schools
Castra Armamentarivmqve : Guard Barracks and Armory
Avxilia Delectv Regionis : Support Through Local Levy
Avxilia Copiis Regionis : Support Through Local Militia
Avxilia Militibus Regionis et Copiis Amicorvm : Support Through Local Soldiers and Client State Militia
Avxilia Exercitv Amicorvm : Support Through Client State Army
Avxilia Exercitv Officiale Amicorvm : Support Through Professional Client State Army

JMRC v0.4