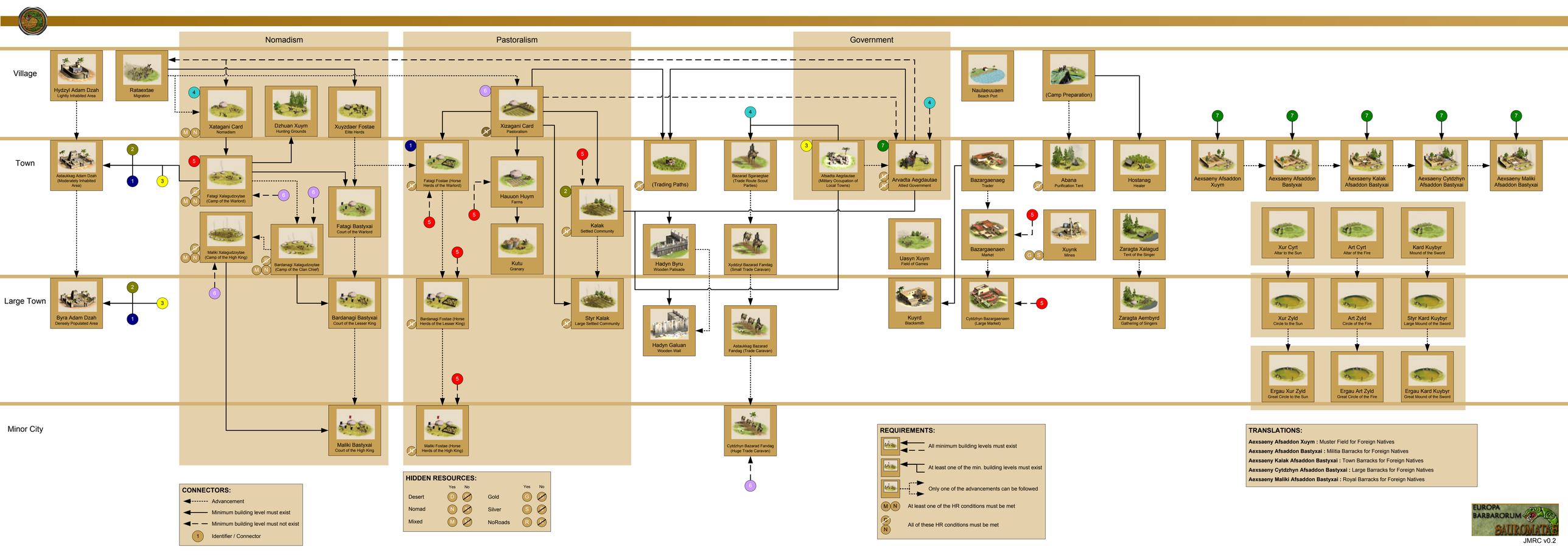
Nomadism
Pastoralism
Government
Village
Town
Large Town
Minor City
Hydzyl Adam Dzah
Lightly Inhabited Area
Rataextae
Migration
Xatagani Card
Nomadism
Dzhuan Xuym
Hunting Grounds
Xuyzdaer Fostae
Elite Herds
Xizagani Card
Pastoralism
Naulaeuuaen
Beach Port
(Camp Preparation)
Astaukkag Adam Dzah
(Moderately Inhabited Area)
Fatagi Xalagudzxytae
(Camp of the Warlord)
Fatagi Bastyxai
Court of the Warlord
Maliki Xalagudzxytae
(Camp of the High King)
Bardanagi Xalagudzxytae
(Camp of the Clan Chief)
Fatagi Fostae (Horse Herds of the Warlord)
Hauuon Huym
Farms
Kutu
Granary
Kalak
Settled Community
(Trading Paths)
Bazarad Sgaraegtae
(Trade Route Scout Parties)
Afsadta Aegdautae
(Military Occupation of Local Towns)
Arvadta Aegdautae
Allied Government
Bazargaenaeg
Trader
Abana
Purification Tent
Hostanag
Healer
Aexsaeny Afsaddon Xuym
Aexsaeny Afsaddon Bastyxai
Aexsaeny Kalak Afsaddon Bastyxai
Aexsaeny Cytdzhyn Afsaddon Bastyxai
Aexsaeny Maliki Afsaddon Bastyxai
Byra Adam Dzah
Densely Populated Area
Bardanagi Bastyxai
Court of the Lesser King
Bardanagi Fostae (Horse Herds of the Lesser King)
Styr Kalak
Large Settled Community
Hadyn Byru
Wooden Palisade
Xydzyl Bazarad Fandag
(Small Trade Caravan)
Uasyn Xuym
Field of Games
Bazargaenaen
Market
Xuynk
Mines
Zaragta Xalagud
Tent of the Singer
Xur Cyrt
Altar to the Sun
Art Cyrt
Altar of the Fire
Kard Kuybyr
Mound of the Sword
Hadyn Galuan
Wooden Wall
Astaukkag Bazarad
Fandag (Trade Caravan)
Kuyrd
Blacksmith
Cytdzhyn Bazargaenaen
(Large Market)
Zaragta Aembyrd
Gathering of Singers
Xur Zyld
Circle to the Sun
Art Zyld
Circle of the Fire
Styr Kard Kuybyr
Large Mound of the Sword
Ergau Xur Zyld
Great Circle to the Sun
Ergau Art Zyld
Great Circle of the Fire
Ergau Kard Kuybyr
Great Mound of the Sword
Maliki Bastyxai
Court of the High King
Maliki Fostae (Horse Herds of the High King)
Cytdzhyn Bazarad Fandag
(Huge Trade Caravan)
CONNECTORS:
Advancement
Minimum building level must exist
Minimum building level must not exist
Identifier / Connector
HIDDEN RESOURCES:
Yes No
Desert
Nomad
Mixed
Gold
Silver
NoRoads
REQUIREMENTS:
All minimum building levels must exist
At least one of the min. building levels 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
TRANSLATIONS:
Aexsaeny Afsaddon Xuym : Muster Field for Foreign Natives
Aexsaeny Afsaddon Bastyxai : Militia Barracks for Foreign Natives
Aexsaeny Kalak Afsaddon Bastyxai : Town Barracks for Foreign Natives
Aexsaeny Cytdzhyn Afsaddon Bastyxai : Large Barracks for Foreign Natives
Aexsaeny Maliki Afsaddon Bastyxai : Royal Barracks for Foreign Natives
EUROPA BARBARORUM
SAUROMATAE
JMRC v0.2