



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 (Min) → 4 → 3 → 2 → 1 (Max)

HIDDEN RESOURCES:

	Yes	No	Yes	No	Yes	No		
Desert			Tradeport			Silver Ore		
River			Bigport			Gold Ore		
Smallfleet			Navyport			NoRoads		

CONNECTORS:

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

TRANSLATIONS:

Frithjandz Gaujë endë : Regional Pacification
 Fulkes Óthalawaldan : Native Tribal Dominion
 Leudes Waldan Traustaz : Allied Vassal Dominion
 Leudes Waldan Sémifrijaz : Semiautonomous Vassal Dominion
 Leudes Waldan Frijaz : Locally Ruled Vassal Dominion

Samanathastówó Harjë tó : Gathering-place for the Army
 Gunthkregaz andi Sarwasmithjón : Battle Arena and War-gear Smithy
 Raunðakraz andi Sarwasmithjón Mekilu : Drill Field and Great War-gear Smithy
 Salaz Marhastallamz medalan : Hall with Warhorse Stalls
 Hauhasalaz Marhastallamz Mekilamme medalan : High Hall with Great Warhorse Stalls

Samanathastówó Alju Harjë tó : Foreign Gathering-place for the Army
 Aljë Gunthkregaz andi Sarwasmithjón : Foreign Battle Arena and War-gear Smithy
 Aljë Raunðakraz andi Sarwasmithjón Mekilu : Foreign Drill Field and Great War-gear Smithy
 Salaz Aljaz Marhastallamz medalan : Foreign Hall with Warhorse Stalls
 Hauhasalaz Aljaz Marhastallamz Mekilamme medalan : Foreign High Hall with Great Warhorse Stalls