



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	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Tradeport	<input checked="" type="checkbox"/>	Silver Ore	<input checked="" type="checkbox"/>
River	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Bigport	<input checked="" type="checkbox"/>	Gold Ore	<input checked="" type="checkbox"/>
Persia	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Navyport	<input checked="" type="checkbox"/>	NoRoads	<input checked="" type="checkbox"/>
			Smallfeet	<input checked="" type="checkbox"/>	NoPavedRoads	<input checked="" type="checkbox"/>

CONNECTORS:

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

TRANSLATIONS:

Gobalwodam indi Krawnamo : Foreign Weapon Smith and Horse Husbanders
Wodeglam indi Maglokrawnamo : Foreign Armory and Noble Horse Husbanders
Maronegallam indi Maglokrawnamo : Foreign Regular Soldiers and Noble Horse Husbanders