



Note: any temple level equal or beyond the "Small Temple" forms the connector: 7

Note: any temple level equal or beyond the "Large Temple" forms the connector: 8

**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:**

	Yes	No	Yes	No	Yes	No
Desert						
River						

**CONNECTORS:**

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

**TRANSLATIONS:**

**Diallage Enchorios** : Regional Pacification  
**Satrapeia Stratiotike Klerouchike** : Seleukid Military Settler Colony  
**Satrapeia Seleukeia** : Seleukid Satrapy  
**Satrapeia Hemiautonome** : Semiautonomous Seleukid Satrapy  
**Nomos Symmachos Autonomos** : Seleukid Allied Autonomous Territory

**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 Basilike** : Garrisoned Training and Royal Army  
**Askesis Polemike kai Basilikai Skeuotheikai** : 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  
**Choriton Askesis Polemike kai Skeuotheikai** : Regular Military Training for Foreign Natives and Armories

