



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

CONNECTORS:

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

TRANSLATIONS:

Tseghain Havak : Tribal Conscription
Tseghain Zoranots : Tribal Barracks
Glughakaghaki Zoranots Yev Akhorer : Town Barracks and Stables
Kaghaki Zoranots Yev Aznvakan Akhorer : City Barracks and Noble Stables
Kaghaki Zoranots Yev Arkaikakan Akhorer : City Barracks and Royal Stables
Teghakan Havak : Local Conscription
Teghakan Zoranots : Local Barracks
Glughakaghaki Teghakan Zoranots Yev Akhorer : Local Town Barracks and Stables
Kaghaki Teghakan Zoranots Yev Akhorer : Local City Barracks and Stables
Kaghaki Teghakan Zoranots Yev Aznvakan Akhorer : Local City Barracks and Noble Stables

Ashxarakalu Galise ... : The Conquerer Comes ...
... yev Berume Xaghaghutsiun yev Karq : ... and Brings Peace and Order