



HIDDEN RESOURCES:

Desert	Yes (D)	No (D)	Tradeport	Yes (T)	No (T)	Silver Ore	Yes (S)	No (S)
River	Yes (V)	No (V)	Bigport	Yes (B)	No (B)	Gold Ore	Yes (G)	No (G)
			Navyport	Yes (Y)	No (Y)	NoRoads	Yes (R)	No (R)
			Smallfleet	Yes (F)	No (F)	NoPavedRoads	Yes (P)	No (P)

CONNECTORS:

- Advancement (dashed arrow)
- Minimum building level must exist (solid arrow)
- Minimum building level must not exist (dashed arrow)
- Identifier / Connector (numbered circle)

REQUIREMENTS:

- All conditions must exist (solid arrow)
- At least one of the conditions must exist (dashed arrow)
- Only one of the advancements can be followed (dashed arrow)
- At least one of the HR conditions must be met (M, N, P, Y)
- All of these HR conditions must be met (M, N, P, Y)

Government Building Hierarchy:

5 (Min) → 4 → 3 → 2 → 1 (Max)

REGIONS:

- Homeland (Crown icon)
- Expansion (Sword icon)
- Outlying (Shield icon)

EUROPA BARBARORUM KARTHADASTIM

JMRC v0.1