

# Processing First

## Ancient Empires Order Allocations

Name		Country		Country #	
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Move #	QTY	Units & Cargo	Cargo Cap	Cargo Load	Start & Finish Details	
Mission Type					From:	
Move					Village	
Recon					Village #	
Raid					To:	
Attack					Village	
Besiege					Village #	
					Notes:	
					Distance	Miles

Move #	QTY	Units & Cargo	Cargo Cap	Cargo Load	Start & Finish Details	
Mission Type					From:	
Move					Village	
Recon					Village #	
Raid					To:	
Attack					Village	
Besiege					Village #	
					Notes:	
					Distance	Miles

Move #	QTY	Units & Cargo	Cargo Cap	Cargo Load	Start & Finish Details	
Mission Type					From:	
Move					Village	
Recon					Village #	
Raid					To:	
Attack					Village	
Besiege					Village #	
					Notes:	
					Distance	Miles

Move #	QTY	Units & Cargo	Cargo Cap	Cargo Load	Start & Finish Details	
Mission Type					From:	
Move					Village	
Recon					Village #	
Raid					To:	
Attack					Village	
Besiege					Village #	
					Notes:	
					Distance	Miles

# Processing Second

Move #		QTY	Units & Cargo	Cargo Cap	Cargo Load	Start & Finish Details	
Mission Type						From:	
Move						Village	
Recon						Village #	
Raid						To:	
Attack						Village	
Besiege						Village #	
						Notes:	
						Distance	Miles

Move #		QTY	Units & Cargo	Cargo Cap	Cargo Load	Start & Finish Details	
Mission Type						From:	
Move						Village	
Recon						Village #	
Raid						To:	
Attack						Village	
Besiege						Village #	
						Notes:	
						Distance	Miles

Move #		QTY	Units & Cargo	Cargo Cap	Cargo Load	Start & Finish Details	
Mission Type						From:	
Move						Village	
Recon						Village #	
Raid						To:	
Attack						Village	
Besiege						Village #	
						Notes:	
						Distance	Miles

Move #		QTY	Units & Cargo	Cargo Cap	Cargo Load	Start & Finish Details	
Mission Type						From:	
Move						Village	
Recon						Village #	
Raid						To:	
Attack						Village	
Besiege						Village #	
						Notes:	
						Distance	Miles



# Processing Fourth

Setting Ration Levels		
Village Name	Village #	New Level #
1 = Starvation rations, 2 = Half Ration, 3 = Full Rations, 4 = Double Rations		

Potential Survey					
KnP From	Village #	KnP Used	Survey at	Village #	Resource type

Unit Upgrades								
Old Unit	New Unit	Qty	Craft	Metal	MPs	Village Name	Village #	

Fishing Boat Movement					
From (Name)	#	To (Name)	#	QTY	Provisions

Royal Proclamation #						
Resource Allocation	From Village	Village #				
Metal						
Craft						
KnP						
Money						
Provisions				Private Action		Public Action

Royal Proclamation #						
Resource Allocation	From Village	Village #				
Metal						
Craft						
KnP						
Money						
Provisions						

Royal Proclamation #						
Resource Allocation	From Village	Village #				
Metal						
Craft						
KnP						
Money						
Provisions						