

Things Not To Do In Ancient Empires

Never Overcrowd unless you are going to make the extra population into military units before the next adjustment. Overcrowding effects unrest badly, and the overcrowded population will not be part of the manpower pool. They will just eat up your food for you.

Never keep rations level higher than you can afford. If you have Double rations, and you are even a few short, the effect on unrest can be very bad. If you are at double rations, and cannot make the necessary food available, it is important that you drop the provision level. Better to promise them nothing and deliver than to promise them a banquet and deliver cabbage soup.

Try to rest Armies between long marches and battles. If the fatigue level rises, and a battle is fought, an advantage will be given to the less fatigued army. If men are really fatigued, they may refuse to march any further. Always best to rest men when you can.

Never never allow an army without a leader. The chances of the army doing something you don't want are much less with a leader present. Also, the leader has great influence over rebellious villages. The absence of a leader may mean that when a village rebels, they take your army with them. Morale will always be lower in leaderless armies, and they will rarely stand and fight and may not feel obliged to attack.

Never get rid of all of your horses. Chances are they will be needed for some unit other than the obvious cavalry. Chief units and Sheriffs need a horse unit, as do carts otherwise the build will fail.