

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.

Do not over recruit. Each military unit created requires a village level which in turn reduces the manpower pool of the village. If this falls too low the manpower will be focused upon food production, and then if the population it is still too small, the remaining villagers will look to move on. (Taking the whatever is left of the manpower pool with them) Rebuilding a village from very low levels is slow and expensive.

Never never allow a village without a leader or support units such as Holy Deity and Healers. Military units require leadership or they will not do what you want with them when ordered to fight.

Rebellion levels need to be kept as low as possible. Food supply, leadership and other support unit availability is key, although poor weather has an effect.

Never get rid of all of your horses. Chances are they will be needed for some unit other than the obvious cavalry.