Economy of Empire


Ideologies of Empire


**Britishness and Otherness**


**After Empire**


Early Economy is the first scenario of The Art of War in Age of Empires II: Definitive Edition. It tests the player's skill on managing their economy early in the game, with a focus on effective sheep gathering and boar luring. Sun Tzu teaches us not only how to engage our enemies but also how to manage logistics. An army cannot fight without proper supplies. Without food, arrows, and arms, an army cannot stand its ground.