

Field Commander Alexander

Turn Log Example

Created by Holly Verssen

I created the player record to keep track of every action I do during a game. The record lets me know that I have followed every step without missing anything, and it allows me to take a break from the game at any time and return to play, knowing exactly where I am and what I should do next. At the end of a campaign, it's nice to be able to see where I went right or wrong, back up to retry a different tactic, or know exactly what happened during the campaign for purposes of creating an After Action Report. It's an altogether handy sheet.

So here is how I filled in the sheet for a campaign in Granicus.

I set up the game according to the map, choose a starting Advisor (Parmenion), and then, draw counters for Sardis (I draw a Light Cavalry), Halicarnassas (Infantry) and Lycia (Chariot).

I fill in the turn number: 1

I don't need to refit any forces yet so I just write a dash.

Enemy Orders:

I start in Sardis and roll a 5, then add my range to Sardis, which gives me a total of 9.

In Halicarnassas I roll a modified 7 and draw a Heavy Cavalry.

And Finally I roll a modified 10 in Lycia for no effect.

Enemy Operations:

I draw a Wall and choose not to spend gold to discard it.

Conquest:

Scouting:

I have 5 forces so I write 5F and subtract my roll of 2, costing me 3 gold.

I move into Chaeronia

Prophecy:

I am not currently in a location with a prophecy, so I skip this part of the sheet

In Chaeronia, I meet up with the Southern Greeks and attempt to Siege. I have 5 forces and there are 4 S. Greek forces so I have a Force Difference of 1 (which I note on the sheet). With no Glory, governed areas or razed areas I have no chance of Intimidating my way through this battle so I move on to battle.

They only draw 1 battle plan, due to Parmenion.

I draw a Deploy Battle Plan for them, then draw an Infantry counter and add it to the battlefield.

I get 3 Battle Plans due to King Philip II, and one more for Alexander's Battle Value.

I choose Charge, Envelop, Flank and Rally and note them on the sheet.

I am victorious in battle and choose to Govern the area. I gain 2 Glory for the victory in battle, but I did not eliminate the enemy leader to gain an additional 2 Glory points.

I save my Glory to spend at a later time.

I have destroyed 5 enemy forces and gain 5 gold for Governing the area, giving me a total of 10 Gold Gained.

I Purchase a Temple and an Archer, then move on to turn #2.

At the end of the campaign, I tally all of my areas governed, unspent glory and Victory Points to find my final Immortality and note them in the top section of the sheet. (I tally them on the first Turn sheet so I can see my results easily.)

If I Scout into an area, fight a battle, then continue Scouting into another battle area during the same turn, I use one "Turn Strip" on the sheet for the first battle, then move to the next strip, (noting the same turn number and crossing out the Refit, Enemy Orders and Enemy Operations areas) and continue with the new battle information for the remainder of the second strip.

Trying to fit two battles, complete with Battle Plans, Governing choices and Glory totals for two battles gets very cluttered. It's better to split a turn onto two strips.

I hope you find this as helpful as I do. Good luck with your plans for conquering the ancient world!

Campaign Granicus Start Time 8:20 pm End Time 9:50pm Date 5/4/09

Starting Advisors None Antipater Aristander Callisthenes Hephaestion Parmenion

Starting Insights: None Anticipation Bucephalus Courtesans Diplomats Maneuver Morale Spies Trap

Starting Forces(Alexander): AR HC HC Companions IN IN Hypaspist LC PE PH SE Alex 1

Starting Forces for: Granicus: Sardis LC Halicarnassas In Lycia Ch

End Game: Areas Governed x6 _____ Unspent Glory x4 _____ VPs (Including Cities) x 2 _____ Immortality _____

Turn # 1

Advance Turn Marker

Refit -

Enemy Orders

Sardis Halicarnassas Lycia
3- 3- 3-
4-5 4-5 4-5
6-7 6-7 HC 6-7
8 8 8
9 9 9
10+ 10+ 10+

Enemy Operation: 1 Force (2) , 2 Forces (4) ,
3 Forces (6) , -5 Gold (2 Glory) , 1 Wall (4) , GO!
Forces _____ Gold Spent 0

Scouting: 5F-2=3g Move Into: Chaeronia
Scouting: _____ Move Into: _____
Scouting: _____ Move Into: _____
Scouting: _____ Move Into: _____
Scouting: _____ Move Into: _____

Prophecy Raze an Area Conquer 2+ Areas
 Pay 5 Gold Govern an Area Build a New City
 No Advisors Discard 1 Advisor Have 15 Gold

Siege: +/- Force Diff 1, Glory Spent: _____
+1/Governs ___ -1/Raze ___ Siege Roll _____

Enemy Battle Plans:

Insights Used: _____
Archers Deploy In Infantry
Cavalry Flank Raid _____
Confusion _____ Guards Rally

Alexander Battle Plans:

Temples (Re-Rolls)
Insights Used: _____
Charge Lead Sacrifice
Envelop Rally
Flank Regroup

Raze or Govern
Glory Earned 2
Advisors _____ Insights _____
Forces Destroyed 5 Governed Gold 5
Razed Gold _____ Gold Gained: 10

Purchases: Temple , City ,
Forces: AR HC IN LC PE PH SE

Turn # 2

Advance Turn Marker

Refit _____

Enemy Orders

Sardis Halicarnassas Lycia
3- 3- 3-
4-5 4-5 4-5
6-7 6-7 6-7
8 8 8
9 9 9
10+ 10+ 10+

Enemy Operation: 1 Force (2) , 2 Forces (4) ,
3 Forces (6) , -5 Gold (2 Glory) , 1 Wall (4) , GO!
Forces _____ Gold Spent _____

Scouting: _____ Move Into: _____
Scouting: _____ Move Into: _____
Scouting: _____ Move Into: _____
Scouting: _____ Move Into: _____
Scouting: _____ Move Into: _____

Prophecy Raze an Area Conquer 2+ Areas
 Pay 5 Gold Govern an Area Build a New City
 No Advisors Discard 1 Advisor Have 15 Gold

Siege: +/- Force Diff _____, Glory Spent: _____
+1/Governs ___ -1/Raze ___ Siege Roll _____

Enemy Battle Plans:

Insights Used: _____
Archers Deploy Infantry
Cavalry Flank Raid _____
Confusion _____ Guards Rally

Alexander Battle Plans:

Temples (Re-Rolls)
Insights Used: _____
Charge Lead Sacrifice
Envelop Rally
Flank Regroup

Raze or Govern
Glory Earned _____
Advisors _____ Insights _____
Forces Destroyed _____ Governed Gold _____
Razed Gold _____ Gold Gained: _____

Purchases: Temple , City ,
Forces: AR HC IN LC PE PH SE