

Campaign **Granicus** Start Time _____ End Time _____ Date _____

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 _____

Starting Forces for: **Granicus**: Sardis _____ Halicarnassas _____ Lycia _____

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

Turn # _____

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

Turn # _____

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

Campaign **Issus** Start Time End Time Date

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

Starting Forces for: **Issus:** Side Ancyra Tarsos Sidon

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

Turn #

Advance Turn Marker

Refit

Enemy Orders

Side	Ancyra	Tarsos	Sidon
3- <input type="checkbox"/>	3- <input type="checkbox"/>	3- <input type="checkbox"/>	3- <input type="checkbox"/>
4-5 <input type="checkbox"/>	4-5 <input type="checkbox"/>	4-5 <input type="checkbox"/>	4-5 <input type="checkbox"/>
6-7 <input type="checkbox"/>	6-7 <input type="checkbox"/>	6-7 <input type="checkbox"/>	6-7 <input type="checkbox"/>
8 <input type="checkbox"/>	8 <input type="checkbox"/>	8 <input type="checkbox"/>	8 <input type="checkbox"/>
9 <input type="checkbox"/>	9 <input type="checkbox"/>	9 <input type="checkbox"/>	9 <input type="checkbox"/>
10+ <input type="checkbox"/>	10+ <input type="checkbox"/>	10+ <input type="checkbox"/>	10+ <input type="checkbox"/>

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

Turn #

Advance Turn Marker

Refit

Enemy Orders

Side	Ancyra	Tarsos	Sidon
3- <input type="checkbox"/>	3- <input type="checkbox"/>	3- <input type="checkbox"/>	3- <input type="checkbox"/>
4-5 <input type="checkbox"/>	4-5 <input type="checkbox"/>	4-5 <input type="checkbox"/>	4-5 <input type="checkbox"/>
6-7 <input type="checkbox"/>	6-7 <input type="checkbox"/>	6-7 <input type="checkbox"/>	6-7 <input type="checkbox"/>
8 <input type="checkbox"/>	8 <input type="checkbox"/>	8 <input type="checkbox"/>	8 <input type="checkbox"/>
9 <input type="checkbox"/>	9 <input type="checkbox"/>	9 <input type="checkbox"/>	9 <input type="checkbox"/>
10+ <input type="checkbox"/>	10+ <input type="checkbox"/>	10+ <input type="checkbox"/>	10+ <input type="checkbox"/>

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

Campaign **Tyre** Start Time _____ End Time _____ Date _____

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 _____

Starting Forces for Gaza: 1 Wall, _____, _____

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

Turn # _____

Advance Turn Marker

Refit _____

Gaza Enemy Orders Tyre Enemy Orders

4- -2 Gold
 or Suffer 1 Hit
5-6 1 Garrison
7 1 Glory (Battle)
8 2 Gold (Siege)
9+ Do Nothing

Warships
1 2 3 4
1- Destroy 1 Transport
2 Repair 1 Wall _____
 or Regain 1 Warship
3-4 Destroy 1 Mole
 or -3 Gold
5+ Destroy 1 Siege Ship
 or -2 Gold

Siege Ship Attacks:

Ship 1: Hits Wall _____ or Misses

Ship 2: Hits Wall _____ or Misses

Ship 3: Hits Wall _____ or Misses

Scouting: _____ Move Into: _____

Scouting: _____ Move Into: _____

Scouting: _____ Move Into: _____

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

Intimidate: +/- 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

Gold and Glory

Glory Earned _____
Advisors _____ Insights _____
Governed Gold _____ Razed Gold _____
Forces Destroyed _____ Gold Gained: _____
Purchases: Temple , City ,
Forces: AR HC IN LC PE PH SE

Warships 3 (3g) 2 (6g) 1 (10g) 0 (15g)
Mole 1 (1g) 2 (2g) 3 (3g) 4 (4g)
Siege Ships 1 (1g) 2 (2g) 3 (3g) -- --
Transports 1 (1g) 2 (2g) 3 (4g) 4 (6g)

Turn # _____

Advance Turn Marker

Refit _____

Gaza Enemy Orders Tyre Enemy Orders

4- -2 Gold
 or Suffer 1 Hit
5-6 1 Garrison
7 1 Glory (Battle)
8 2 Gold (Siege)
9+ Do Nothing

Warships
1 2 3 4
1- Destroy 1 Transport
2 Repair 1 Wall _____
 or Regain 1 Warship
3-4 Destroy 1 Mole
 or -3 Gold
5+ Destroy 1 Siege Ship
 or -2 Gold

Siege Ship Attacks:

Ship 1: Hits Wall _____ or Misses

Ship 2: Hits Wall _____ or Misses

Ship 3: Hits Wall _____ or Misses

Scouting: _____ Move Into: _____

Scouting: _____ Move Into: _____

Scouting: _____ Move Into: _____

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

Intimidate: +/- 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

Gold and Glory

Glory Earned _____
Advisors _____ Insights _____
Governed Gold _____ Razed Gold _____
Forces Destroyed _____ Gold Gained: _____
Purchases: Temple , City ,
Forces: AR HC IN LC PE PH SE

Warships 3 (3g) 2 (6g) 1 (10g) 0 (15g)
Mole 1 (1g) 2 (2g) 3 (3g) 4 (4g)
Siege Ships 1 (1g) 2 (2g) 3 (3g) -- --
Transports 1 (1g) 2 (2g) 3 (4g) 4 (6g)

Campaign **Gaugamela** Start Time _____ End Time _____ Date _____

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 _____

Starting Forces for: Gaugamela: Babylon _____ Eschate _____ Taxila _____ Indus _____

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

Turn # _____

Advance Turn Marker

Refit _____

Turn # _____

Advance Turn Marker

Refit _____

Enemy Orders

<input type="checkbox"/> Babylon	<input type="checkbox"/> Eschate	<input type="checkbox"/> Taxila	<input type="checkbox"/> Indus
3- <input type="checkbox"/>	3- <input type="checkbox"/>	3- <input type="checkbox"/>	3- <input type="checkbox"/>
4-5 <input type="checkbox"/>	4-5 <input type="checkbox"/>	4-5 <input type="checkbox"/>	4-5 <input type="checkbox"/>
6-7 <input type="checkbox"/>	6-7 <input type="checkbox"/>	6-7 <input type="checkbox"/>	6-7 <input type="checkbox"/>
8 <input type="checkbox"/>	8 <input type="checkbox"/>	8 <input type="checkbox"/>	8 <input type="checkbox"/>
9 <input type="checkbox"/>	9 <input type="checkbox"/>	9 <input type="checkbox"/>	9 <input type="checkbox"/>
10+ <input type="checkbox"/>	10+ <input type="checkbox"/>	10+ <input type="checkbox"/>	10+ <input type="checkbox"/>

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

Enemy Orders

<input type="checkbox"/> Babylon	<input type="checkbox"/> Eschate	<input type="checkbox"/> Taxila	<input type="checkbox"/> Indus
3- <input type="checkbox"/>	3- <input type="checkbox"/>	3- <input type="checkbox"/>	3- <input type="checkbox"/>
4-5 <input type="checkbox"/>	4-5 <input type="checkbox"/>	4-5 <input type="checkbox"/>	4-5 <input type="checkbox"/>
6-7 <input type="checkbox"/>	6-7 <input type="checkbox"/>	6-7 <input type="checkbox"/>	6-7 <input type="checkbox"/>
8 <input type="checkbox"/>	8 <input type="checkbox"/>	8 <input type="checkbox"/>	8 <input type="checkbox"/>
9 <input type="checkbox"/>	9 <input type="checkbox"/>	9 <input type="checkbox"/>	9 <input type="checkbox"/>
10+ <input type="checkbox"/>	10+ <input type="checkbox"/>	10+ <input type="checkbox"/>	10+ <input type="checkbox"/>

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