



FIELD COMMANDER ALEXANDER

Player Log

Campaign	Campaign Options Selected	Victory Point Adjustment	Turn of Victory	Victory Points	Immortality Points



BATTLE

Enemy Battle Plans:

1 per Force



-3 Enemy Battle Plans

Alexander's Battle Plans:

1 per Alexander's Battle value

+1 per Gold Spent

1 Fate re-roll per Temple



STRONGHOLD

d6 Intimidation

6- Failure (must Battle)

7-10 On-Going (may Battle)

11+ Success (Govern or Raze)

+/- Force Difference

+1 per Glory spent (after roll)

+1 per Govern

-1 per Raze

Unspent Glory



GLORY

Glory Accomplishment

2 Battle, Stronghold, Leader



Gain +1 Glory from Battles, Strongholds, Leaders

Cost Purchase

3 Insight Draw

6 Advisor

7 Insight Selection

Temple "Fate" Track

1	2	3	4	5	6
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Flank and Charge Track

1	2	3	4	5	6
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BATTLEFIELD



+1+0
Battle