

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) <input type="checkbox"/>	2 (6g) <input type="checkbox"/>	1 (10g) <input type="checkbox"/>	0 (15g) <input type="checkbox"/>
Mole	1 (1g) <input type="checkbox"/>	2 (2g) <input type="checkbox"/>	3 (3g) <input type="checkbox"/>	4 (4g) <input type="checkbox"/>
Siege Ships	1 (1g) <input type="checkbox"/>	2 (2g) <input type="checkbox"/>	3 (3g) <input type="checkbox"/>	-- --
Transports	1 (1g) <input type="checkbox"/>	2 (2g) <input type="checkbox"/>	3 (4g) <input type="checkbox"/>	4 (6g) <input type="checkbox"/>

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) <input type="checkbox"/>	2 (6g) <input type="checkbox"/>	1 (10g) <input type="checkbox"/>	0 (15g) <input type="checkbox"/>
Mole	1 (1g) <input type="checkbox"/>	2 (2g) <input type="checkbox"/>	3 (3g) <input type="checkbox"/>	4 (4g) <input type="checkbox"/>
Siege Ships	1 (1g) <input type="checkbox"/>	2 (2g) <input type="checkbox"/>	3 (3g) <input type="checkbox"/>	-- --
Transports	1 (1g) <input type="checkbox"/>	2 (2g) <input type="checkbox"/>	3 (4g) <input type="checkbox"/>	4 (6g) <input type="checkbox"/>

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  Conquor 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  Conquor 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