





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

BATTLEFIELD



+1+0 Battle