



# FIELD COMMANDER ALEXANDER

## Player Log

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

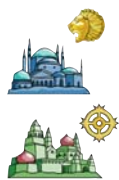
**BATTLE**  
**Enemy Battle Plans:**  
 1 per Force



-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