

# Field Commander Alexander FAQ (05.09) v 1.1

(compiled by Fred Hartig)

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## **General**

**When you must take 2 hits because you ran out of enemy forces , you take it from Alexander or from other units as well?**

**Does that apply also for the enemy operations tile "gold reduction:?"**

**Does that apply also for the enemy order "-2 gold or suffer 1 hit"?**

You can allocate the Hits to Alexander or your Forces. This applies whenever you are suffering Hits.

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**Can I end the turn normally after a campaign victory or does a campaign immediatly ends after victory??**

After a campaign victory, you can complete the turn and make purchases.

When I am playing a linked campaign, I like to buy a city as well as any forces I think I will need for the next campaign. There is also an opportunity to convert unspent Glory points into immortality points at x4, but I prefer to buy Insights with them for the next campaign.

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**Can I govern/raze a battlefield area?**

Yes, after winning the battle, you decide if you want to govern or raze the battlefield area. You place a govern/raze on each battle or stronghold area when you defeat it.

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**If you attempt intimidation and get the On-Going result "you may choose to battle or end you Conquest step"**

**On your next turn, can you move beyond the Pivotal Area without conquering it?**

If you don't conquer an area, you must retreat to the area you came from.

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## **Advisors**

**1). I acquired Antipater. Can I apply his bonus to the current resupply turn?**

**2). I had acquired Callisthenes before accepting the "serpent" prophecy in the Issus campaign. I accepted the prohecy and completed it in the very next turn. I chose to discard Callisthenes (I kept Parmenion - that dude is worth his weight in 100 Gold!). I was able to get +2 Glory for completing the prophecy early (Gordion's knot).**

**Even though I am discarding Callisthenes, can I apply the +1 Glory bonus allowed for him before he leaves the area?**

1. The rules say you can spend gold and glory during resupply and can switch back and forth during that segment (bottom page 11) so I see no reason why you cannot acquire the advisor and then put him to work right away!
2. I think the answer is no since you have to discard the advisor to fulfill the prophecy which means you cannot apply his special ability to the situation. At least, that is my reading. Maybe DV can give a final ruling.

(from Dan Verssen): Tim's correct. You would not get Callisthenes' bonus because he was discarded to complete the prophecy.

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## **Prophecies**

**I draw a prophecy during my Move Army Step and it tells me e.g. to build a city during the NEXT 2 Turns.**

**Can I fulfill the prophecy THIS same turn during my Spend Gold Step, or do I have to wait until the next turn?**

You can fulfill a Prophecy as soon as you are able to do so.

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## **Forces**

**With regards to making scouting die rolls, calculating force advantage etc., do you consider siege engines to be force counters?**

Yes, walls, leaders, troops, engines, etc are all counted as forces.

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**What about Heavy Cav values ? Battle Value 3, Superscripted # 3, so roll 3,2,1 & you get 2 hits. Correct?**

The rules should have been written to say HC and LC inflict 0 or 2 Hits. There were times during testing when they had different values for Battle and superscript.

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**Are walls forces when it comes to battle plans for the enemy?**

Walls are forces. A wall will gain the enemy a force advantage and battle plan and you get gold for destroying it.

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**Are siege engines bought the same was as other units/forces (i.e. a the cost of 1 gold at the last phase of a game turn)**

Yes, siege engines are forces, with a cost of 1. Always buy at least one before entering an area with walls!

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## **Battle Plans**

**The Fate battle plan chit is a just a reminder, correct? So when I discard a random battle plan that I have paid for due to Confusion, I do not include Fate in the mix?**

Fate can be selected. If it is selected, you lose one Fate, not all of them.

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**Can I use the Charge Battle Plan again and again on the same Cavalry force, so that a certain Cavalry unit can attack up to 7 Battle Turns in a row?**

Yes, each Turn you can have the same Cavalry force attack without resting, but you cannot use it more than once during the same turn.

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**The Envelop Battle Plan hits walls? Does it?**

It states in the rules that the Envelop BP cannot be used when walls are present.

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**Does the Infantry battle plan counter give +2 to Leaders or not?**

It's for "IN" forces only!

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**Does the Cavalry Battle Plan only applies to LC and HC, or does it apply to Chariots too?**

It applies to LC, HC and Chariots

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**In the rules it is stated, that the Flank BattlePlan applies to Cavalry and Infantry. Does that mean, that ONLY counters with an "IN", "LC" and "HC" printed on it are affected ( and NOT Chariots, Peltasts, etc)?**

It applies to Infantry, Light Cavalry, Heavy Cavalry and Chariots

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**Can I use a Flank Battle Plan, when the enemy has Walls?**

Yes, but the Walls take away from your battle value. You will do more damage when you Hit, but you will have a hard time hitting.

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## **Battles**

**Can you allow your forces to withhold their attack?**

All forces must attack when they are able.

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**MUST a Cavalry force attack, even if it has NO chance to hit, because of 2 or more enemy walls?**

**I ask, because if the Cavalry must attack, it will miss its chance to attack next turn.**

Yes, there is no option for withhold a unit from attacking

### **Can hits scored by non-Siege Engine Forces be applied to Walls?**

Any attacks can be applied to walls, but remember everything but engines suffers attack penalties from the enemy walls.

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### **Can I ONLY attack(and damage) Walls with Siege Engines/Siege Engine Ships, or can I attack and damage Walls with ALL force types (i.e. Alexander, Archers, Phalanx, etc)?**

Any Force can attack anything, but non-Engines suffer a penalty to their Battle values when Walls are in play.

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### **Must all hits from one force must be applied against ONE enemy force, or can I split the damage?**

**For example, my Heavy Cavalry rolls an attack and achieves 2 hits.**

**Must I apply these 2 hits against only ONE enemy force or can I split the damage and apply 1 hit each to two different enemy forces?**

You can split it up any way you want. Eliminate 2 Archers, Flip 2 Elephants, Eliminate 1 Heavy Cavalry, whatever you want to do.

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### **Must I apply damage immediately, whenever one hit is rolled?**

**For example, my Phalanx rolls a "4", a "3" and then a "1" (3 hits). Must I apply each single hit the moment it is rolled, or can I wait until my Phalanx is out of attacks, and THEN apply the 3 hits as I like?**

You roll all attacks for a given speed, then apply all damage simultaneously.

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### **If a force is flipped before it attacks, should the force now attack along side the forces of its new, lower speed?**

**For example, a speed 5 archer attacks a speed 2 infantry, reducing the infantry to speed 1. That infantry now attacks with all other speed 1 forces, correct?**

Lets say an Archer Speed 5 hits any unit with a lower speed rating, that struck unit flips immediately and will consequently attack with its lower speed rating that very same turn.

However, if an archer hits another archer (same speed rating), that struck archer does not flip until after it has had its chance to attack, since combat is simultaneous for all units with the same speed rating.

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**After losing my initial battle at Granicus in the first campaign, I retreated and regrouped. The Persians were left with Menmon and one light cavalry. I re-entered battle with 1 LC of my own, one Infantry (Hypas.) and Alexander. No hits were recorded in the first battle turn, but because of the cavalry rule to sit out a round, the Persians were left with only Menmon for round 2. I have Alexander and my elite Infantry. (I chose Envelop and inflicted one hit on the cavalry unit pre-battle, and with Parmenion, they had no BPs)**

**In round 2, their Leader is the only one left to face my Infantry and Alexander. Does that render my Infantry useless this turn since I can't attack a Leader? And does Alexander have to attack Menmon? I would rather not since Alexander is only level 1. If I press the attack, can I apply Menmon's potential hit against the Infantry force? Even though he can't attack himself? Or does it have to "lock up" Menmon vs. Alexander??**

If an enemy Leader is the only enemy Force, he immediately runs away and the battle ends.

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**If Alexander runs out of forces in a battle, does he retreat or start taking hits against his glorification?**

He can only retreat as per the retreat rules. If he's stuck in battle mid-round and taking hits, he must take them against glorification.

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**Is there any way, that Alexander gets his lost Glorification Levels back after a battle (like a Refit), or are these Glorification Levels lost forever?**

They are lost forever

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### ***Insights***

**The Insight Morale says this:**

**Morale - Play when you select your Battle Plans. Gain 1 Rally for each Force you have in the battle.**

**Here are my questions:**

**1) First of all, do I still have to buy the "regular" Rally Battle Plan to use this Insight? My guess is no.**

**Let's say that I have five forces in my battle.**

**2) Does this mean I now have in total five Rallies that I can use in any way, or do I have one Rally Battle Plan per force?**

I agree with your assessment that you do not need to play the rally plan. I would say that plans and insights are different categories.

I played this using your #2(five rallies total) approach since the rule did not say that you could only use one per force. It only states, as you mentioned, that you gain one rally for each force. It does seem a little ambiguous, but that is how I played it. I would shudder to think how a big battle would turn out (Gaugamela or Hydaspes) doing it the #1 method.

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**Can I play more than one Insight Counter per battle?**

Yes

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### ***Scenario /Campaign Specific***

**Do reduced forces in a linked campaign automatically refit?**

You get to keep the forces, but they start the next campaign reduced.

**In the individual Tyre scenario, Alexander possesses no phalanx or cavalry units.**

**However, in the campaign game, you transfer your forces to the next scenario. In my recently completed play, I had only heavy cavalry, siege, and phalanx units and forced a breach right away. However, since I had no archers, peltasts or infantry, I was met with a quandry: could I advance into Tyre with my phalanxes or did I have to build the correct types of troops based on the scenario?**

You get to use any Phalanx and Cavalry you bring into the campaign. You just can't build any new ones until Tyre falls.

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**If you're playing the linked campaigns, when you go to Tyre, are any held over Phalanxes and Cavalry from Issus held in reserve until Tyre falls (since you can't purchase them until that point in the stand-alone campaign)?**

For Tyre, you begin with the forces you had left over from Issus, including Cavalry and Phalanxes. The elite nature of these troops is assumed to make up for their lack of formation or horses while fighting on the island.

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**Are the walls of Tyre used only to determine entry into the city or do they affect combat as in other locations?**

They are only a barrier to entry.

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**Can I do battle, once a wall on Tyre is destroyed?**

If a Wall on Tyre is destroyed, you can do battle. The other Walls do not count against you.

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**In the Granicus campaign, when facing the Southern Greek forces, how do they use the Deploy battle plan?**

**The campaign rules say to use Persian forces for Deploy plans. Should I draw a Persian force to reinforce the Southern Greeks?**

Use the Persian forces for Deploys

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**When starting the Gaugamela campaign as part of a LINKED campaign, can I draw the 3 random Insights, as noted on the Setup-Chart?**

No, in a Linked campaign you only get the Insights you come in with

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