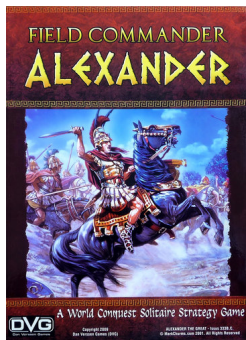


Field Commander: Alexander (solo)



When playing the game, you are placed in Alexander's footsteps when he comes of age in 338bc, just before the battle of Chaeronea. From that point on, you get to decide where to travel, when to battle, when to negotiate, and when to seek out divine prophesies to guide your actions.

Rating: Not Rated Yet

Price

Price £55.95

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Manufacturer [DAN VERSSEN GAMES \(DVG\)](#)

Description

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You are supplied with soldiers and advisors to help you navigate the dangers of the battlefield and the negotiating table. These include Infantry, Archers, Phalanxes, Cavalry, Advisors, Scholars, Courtesans, and Spies. You will craftily combine these resources with your own plans to achieve victory, and glorification. And if you do well, you will be remembered as one of the greatest leaders ever to walk the earth.

The life of Alexander is divided into several campaigns, each spanning several years. During each campaign, you are given goals, but how you achieve those goals is up to you. Do you enter into battle? Or negotiate? How strong are you? How strong are they? What can you gain? These are all decisions you get to make, and must make well, if you are to live up to the immortal standards set before you.

The campaigns can either be played stand alone, or linked to play through his entire life. When played as one on-going life, the outcome of one campaign affects your starting situation in the next campaign.

How you proceed is up to you - The Entire World is Yours for the Taking!

Wan Chiu and Clara Cheang have created the outstanding artwork seen throughout the game.

Scheduled Components:

176 Full color counters (5/8")
4 Full color Campaign Mounted Map Boards (11" x 17")
Rulebook (Full Color)
Player Log Sheet (Full Color)
1 6-sided die

Scheduled Campaigns:

338bc to 334bc - Highlight: Chaeronea and Granicus
333bc to 332bc - Highlight: Issus
332bc - Highlight: Siege of Tyre
331bc to 323bc - Highlights: Gaugamela and Hydaspes