GRAND TRIUMPH!

GRAND TRIUMPH! includes all the normal rules of TRIUMPH!, with the following additions or exceptions:

Scale

The game is played with 144 points (48x3) split into three commands. It is not necessary to allocate exactly 48 points to each command.

The board is 36mu deep x 90mu wide (2x5 squares of 18mu x 18mu).

For clarity purposes, the zones on the friendly side are labeled below as "left wing", "left", "center", "right", and "right wing" respectively.

Building an Army

To use the army lists with larger than 48-pt armies, multiply all minimums and maximums by the number of commands. For example, in a 3-command game with no allies, take the normal army list for the army chosen and multiple all minimums and maximums by 3. If an ally is taken, don't count the command for that ally when counting commands for purposes of determining the minimum and maximum. For example, in a 3-command game with one ally, the minimums and maximums for the main army are doubled (and the ally gets a full normal list).

An ally gets its own full army list (the normal army list for that ally), not the more limited "ally" listing in the army lists for the single-command game.

Commands

There are three commands in a game of GRAND TRIUMPH! Command size is flexible. The army has 144 points and three commands, but individual commands might have sizes of 60 pts, 30 pts, and 54 pts as an example. Commands must have at least 24 points.

Each command designates one of its stands as its General. Command control for the troops of a given command is always measured from its General.

If an ally is taken, that ally group must form a single command with no other troops added.

A command will be demoralized when it loses 1/3 or more of its total points. There is no rounding – if a command has 31 pts, then if it has lost 10 pts (less than 1/3 of its total) it is not demoralized, but if it has lost 11 points it is demoralized.

Terrain in Grand Triumph

Use the following table to determine the total number of terrain pieces, replacing the table from section 22.5 of the normal Triumph! rules:

Modified Terrain Score	# of Terrain Pieces	Coast Allowed?
2	2	

3	3	Yes
4	4	
5	5	Yes
6	6	
7	6	Yes
8	7	Yes
9	7	
10	8	Yes
11	9	
12	10	Yes

Deployment Order

In the three-command game the deployment sequence goes like this:

1. Place terrain.
2. Both players independently decide the command composition for their army. They do not reveal it to the other player. The decision whether to send a command on a flank march, and what troops to send, must be made at this point.
3. Disadvantaged player places his camp. It must go in the center zone. Any ally camps must also be placed, but can be Center, Left, or Right. (not in Left Wing or Right Wing zones).
4. Advantaged player places his camp. It must go in the center zone. Allied camps must be placed in Center, Left, or Right zones as above.
5. Disadvantaged player places markers for all of his commands. Markers are discussed below. Each marker identifies the command with which it is associated but the association is hidden from his opponent.
6. Advantaged player places markers likewise.

7. Disadvantaged player reveals the command associations for all of his entry markers and places two of his commands on the board.
8. Advantaged player places all his commands not on flank marches.
9. Disadvantaged player places his remaining command on the board (unless it is a flank march).
10. Advantaged player takes his first turn.

Deployment Restrictions

Friendly troops must be deployed within 8mu of their base edge.

The main camp for each side must be deployed in the center square on the friendly side.

Battleline troops must be deployed in the center three squares on the friendly side.

Troops of a single command must be deployed within command control range of that command's general.

All troops of a single command must be deployed within 16 MU of the command's entry point marker (measuring sideways along the game board).

Any troops that do not have room to deploy legally are not deployed and take no part in the battle. They do not count as lost.

Deployment Markers

Deployment markers may be any convenient token to mark a single point on the board edge in such a way that it can be differentiated from two other such markers and uniquely associated with one command of an army. We suggest taking six simple bases, 1mu x 2mu, leaving one side blank and marking the other

side with a numeral 1, 2, or 3. Put one base with a given command, and the matching base with the same numeral to mark the entry point on the board.

Flank Marches must be given a marker at point (2) of the deployment order above (before enemy markers are placed on the map) marking whether it will enter on the Left Flank, Right Flank, Base Left, or Base Right.

Regardless of the size or shape of the deployment marker, measurement for deployment is from a single point on the board. It is useful to have a differentiated spot on the marker to make clear from where the measurement occurs.

Flank Marching and Ally Commands

Ally commands must contain all troops of that ally, and may not contain any other troops.

Any flank march must contain all the troops of a single command, and may not contain any other troops.

A flank march command marked to enter on Left Flank must be placed (according to the normal Triumph! flank march entry rules) on the left short edge of the map as viewed from the friendly base edge. Similarly for Right Flank on the right side. Flank marches marked to enter on Left Base may be placed on the base of the two friendly base-edge zones left of the Center zone (i.e., Left Wing and Left zones); similarly for Right Base on the right side.

Opposing flank marches may not be placed on the same edge. If the advantaged player places a flank march on his first turn on the same edge marked for a flank march entry by the

disadvantaged player, the disadvantaged player's flank march must enter on the base edge zones nearby. For example, if the flank march was planned for Left Flank and the enemy enters there, it must enter as if it had been marked Left Base instead.

Placing flank marches is not deployment; Battleline troop placement is not limited to the center three zones.

Generals

Each command designates one of its stands as its General. The overall commander must command the largest single command in the army and must be of a type listed for the general of that army. Any ally general must be of a type listed for the general of the native army list. Other commanders (if any) may be any type except Skirmisher, Rabble, or Artillery, unless there are no other troop types in that command.

Command control for the troops of a given command is always measured from its General.

Command Points

Each command gets 1d6 command points. If two or more commands are from the same polity, the owning player(s) may choose to give some commands a permanent +1 command point (so they would be rolling 1d6+1 every turn for command points). This decision must be made when splitting an army into commands.

For every command given a +1 command point, one command must receive a permanent -1 command point (so they roll 1d6-1 every turn for command points). A single command may not be given this power/penalty more than once.

Regardless of the above, command points are always a minimum of 1 point and a maximum of 6. So a "+1" command that rolls 6 command points stays at 6 pts, and a "-1" command that rolls 1 command point still has 1.

Ally commands must always have an unmodified die for command points.

Demoralized Commands

If a command becomes demoralized, it suffers the following:

- Every stand in the command fights at an additional combat modifier of -1 in close combat or ranged combat.
- Any enemy who defeats a demoralized stand in close combat must follow up as if it had doubled it. (In other words, Artillery and Warwagons do not follow up).

At the end of the friendly movement phase every demoralized stand not in close combat will execute a rout move unless command points were spent on it that turn to move it or to hold it.

- For this purpose, it is possible to spend a command point to "hold in place" a stand or group.
- Any stand not within command range of their general that is forced to execute a rout move is removed from the game and counts as lost.
- If not removed from the game as above, a rout move is a flee move towards the nearest point on the friendly base edge, using the normal Flee rules in Triumph!
- Stands that execute a rout move may not engage in missile combat that turn except as non-shooting targets of enemy fire.

Victory Conditions

An army is defeated at the end of a turn when it has lost half or more of its points and has more losses than the enemy. If both armies have the same losses the battle continues.