GRAND TRIUMPH!

Rules for Large Tabletop Battles

Ancient and Medieval

Final DRAFT

Version 0.9   **June 2024**

Washington Grand Company

Final Draft

This is the final draft version of GRAND TRIUMPH! This set of rules is complete and playable, and nearly finished. During the process of final review it is possible that a few additional changes may occur.

Meshwesh

Army lists for GRAND TRIUMPH! are available on the Meshwesh web site. Meshwesh provides online access to more than 600 army lists, ranging from the Sumerians to the early renaissance armies of Europe. These army lists are fully searchable and simple to access. Links to enemies and related army lists make it easy to browse through the lists. Access to Meshwesh is free—and open to all gamers.

http://meshwesh.wgcwar.com

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1 THE NATURE AND OBJECTIVE OF THE GAME

1.1 *Grand Triumph* is a larger version of standard *Triumph*, using triple-sized armies on a larger game board.

1.2 *Grand Triumph* is played between two opposing sides who alternate taking turns until one side has won.

1.3 *Grand Triumph* is designed to be played with either one player per side or multiple players per side.

1.4 *Grand Triumph* incorporates all of the rules of standard *Triumph* except as explicitly specified in this rules document. If there are any conflicts, rules expressed here take priority.

2 VICTORY CONDITIONS

2.1 At the end of a turn, a side wins the game if it has destroyed at least 72 points of its opponent's troops (½ its total points, see Paragraph 4.1), and has lost fewer points of troops than its opponent.

> **Design Note**
>
> In our experience the ½-total-points victory condition gives the best feel of an actual battle for Grand Triumph, with the collapse of commands and demoralized troops running around.
>
> For tournaments at conventions, where time constraints may have increased importance, lower thresholds (60 pts, or even 48 pts) can also be used.

3 ARMY COMMAND STRUCTURE

3.1 Each army is composed of three commands.

3.2 Each command is designated as either a main army command or an ally command. As allowed by the main army list, an army may have:

   a. 3 main army commands

   b. 2 main army commands and 1 ally command

   c. 1 main army command and 2 ally commands

> **Design Note**
>
> Two ally commands are only allowed when the army list specifically includes an ally troop option with two allied contingents. For those armies, an ally command corresponding to each of the allied contingents is allowed.

3.3 All troops are allocated amongst the three commands.

4 ARMY COMPOSITION

4.1 Each side has an army consisting of troops and battle cards totaling 144 points (or fewer) and one or more camps (see Paragraph 4.3).

4.2 Each army must be created from one or more army lists. Use the standard *Triumph* army lists with the following adjustments:

   a. For the main army commands, use the standard *Triumph* army list, but multiply the minimum and maximum of each troop entry by the number of main army commands.

   b. For an ally command, use the troop entries from the full *Triumph* army list for that army. Do not use the troop entries listed in the Ally Troop Options part of the main army's list.

> **Design Note**
>
> The troop entries provided for an ally in the main army's list are intended for an allied contingent used in standard *Triumph*.
>
> When building an army, there is no requirement that an ally command be composed of exactly one third of the army's points. As long as the army meets the minimums and maximums for each troop entry, an ally command may have more or less than one third of the army's points.

4.3 The army must have one camp for the main army, and one camp for each ally command. If there is more than one camp it must be clear which camps are associated

with each ally and with the main army. Camps that are lost count as 8 pts of troop losses for each command they serve, influencing both command demoralization and overall victory conditions.

5 GAME BOARD

5.1 The game board is 96 MU wide x 32 MU deep.

> **Design Note**
>
> This is the size of two standard Triumph boards placed side-by-side.

5.2 For the purpose of placing terrain pieces, the game board is divided into 12 equal sized boxes, 6 boxes wide and 2 boxes deep. Each box is 16 MU by 16 MU. For purposes of deployment and flank march entry designation, these boxes and edges are designated as follows:

Moving from left to right along the friendly base edge, the boxes are designated as:

a. left wing
b. left flank
c. left center
d. right center
e. right flank
f. right wing

6 SET UP SEQUENCE

6.1 Before play may begin, the terrain pieces and the armies must be placed on the game board according to the following sequence:

a. Dice for battlefield topography.

b. Dice for tactical advantage and flank march eligibility.
c. Dice for number of terrain pieces.
d. Select and place terrain pieces.
e. Determine command compositions (see Article 3 and Article 8) and designate flank marches (see Paragraph 8.11).
f. Place camps and troops.

7 DICING FOR NUMBER OF TERRAIN PIECES

7.1 Dice for terrain pieces as in standard *Triumph*, except use the following table to determine the number of terrain pieces.

Terrain	# of Terrain Pieces			Coast
Score	Steppe Dry	Forest Marsh	Arable Hilly Delta	**Allowed?**
2	1	4	2	-
3	1	5	3	-
4	2	6	4	Yes
5	3	6	5	-
6	4	7	6	-
7	5	7	6	Yes
8	6	8	7	-
9	6	9	7	-
10	7	10	8	Yes
11	7	10	9	-
12	8	10	10	-

Table 3. Number of Terrain Pieces

8 COMMAND COMPOSITION

8.1 Command composition is the allocation of stands of the army into individual commands. Each side must determine its command composition before deployment of camps or troops begins.

8.2 Each stand must be allocated to a particular command.

8.3 Each command must be allocated at least 24 points of troops.

> **Design Note**
>
> There is no requirement that a command (including an ally command) be composed of exactly one third of the army's points. Commands may be of any size, as long as all commands include at least 24 points of troops.

8.4 A main army command may only include troops from the army list of the main army. An ally command may only include troops from the appropriate ally army list.

8.5 One stand in each command must be designated as the command's general.

8.6 One general must be designated as the army commander. The army commander must be of a troop type allowed for a general in the main army list.

8.7 The generals of the other main army commands may be of any troop type except:

    a. The general may not be Skirmishers, Rabble, or Artillery unless the command contains no other troop types.

8.8 The general of an ally command must be of a troop type allowed for a general in the ally army list.

8.9 If the side chooses, it may designate one main army command as superior and another main army command as inferior. If a command is designated as superior, then another must be designated as inferior. Ally commands may not be designated superior or inferior (see Paragraph 10.2 and

10.3 for the impact of being a superior or inferior command).

8.10 The main army command with the most points of battle line troops is the *center command*. If two or more commands are tied for the most points of battle line troops, the side may choose which of these is the center command.

> **Design Note**
>
> The center command concept in Grand Triumph acts like the battleline deployment restrictions in regular Triumph, enabling deployments that fit historical patterns known for individual cultures and armies.

8.11 Any flank march must be designated at this time (before placement of camps and troops begins). The location of the flank march must also be assigned:

    a. left side edge
    b. left base (friendly base edge; left wing and left flank boxes)
    c. right base (friendly base edge; right wing and right flank boxes)
    d. right side edge

(see diagram in Paragraph 5.2.)

8.12 Command composition and the existence of a flank march do not have to be revealed to the opposing side at this time.

8.13 The location of a flank march is not revealed to the opposing side until the flank march is placed on the game board.

9 DEPLOYMENT

9.1 Camps and Troops are placed on the game board in the following order:

    a. Each side decides its command composition (including flank marches and their entry location) before deployment as described in Article 8.
    b. Disadvantaged side places its camps.
    c. Advantaged side places its camps.
    d. Disadvantaged side places its center command and one of its other two commands. If the disadvantaged side is

making a flank march, its entry location is secret, but the decision to flank march is revealed at this time. The flank march command does not count as one of the placed commands. There must be two commands placed whether or not there is a flank march.

e. Advantaged side places all of its commands except flank marches. If the advantaged side is making a flank march, its entry location is secret, but the decision to flank march is revealed at this time.

f. Disadvantaged side places its remaining command unless it is flank marching.

g. Advantaged side then takes the first turn.

9.2 Camps must be placed in open terrain and in contact with the side's base edge. In addition:

a. The main army camp must be placed in the left center or right center box (see Paragraph 5.2).

b. An ally command camp must be placed in the left flank, left center, right center, or right flank box (see Paragraph 5.2).

9.3 The center command's general (see Paragraph 8.10) must be placed in either the left center or right center box (see Paragraph 5.2).

9.4 Allied command generals must be placed within 16 MU of their respective camps unless they are designated for a flank march or have no camp (see Appendix A: BC15 *No Camp*).

9.5 Troops not involved in a flank march must be placed within 8 MU of their side's base edge. Troops on a flank march ignore this restriction; their placement is limited by Article 12.

9.6 Troops must be placed such that they are within the command range of their command's general.

a. Troops placed using the *Ambush* battle card must be placed instead as described in Appendix A: BC1.

9.7 Any troops that are unable to be placed due to insufficient space remain off the game board and are not used during the game. They do not count as lost.

9.8 Allied stands may only garrison their own camp; main army stands may not garrison allied camps.

10 COMMAND POINTS

10.1 The active side starts its turn by rolling one die for each command. The result is the number of command points that each command has available during the tactical movement phase.

> **Design Note**
>
> Before rolling, one die must be assigned to each command. There is no swapping or assignment of dice after the roll.

10.2 A superior command (see Paragraph 8.9) adds 1 to its roll when determining command points, up to a maximum of 6 command points.

10.3 An inferior command (see Paragraph 8.9) subtracts 1 from its roll when determining command points, down to a minimum of 1 command point.

> **Design Note**
>
> Superior and inferior commands relate only to how many command points are available for that command. Troops in those commands may be of any types.
>
> Historical reasons for this division are various. in several of his battles Alexander the Great took personal command of one part of his army and his command was (in Triumph terms) very active; most of his pikemen under Parmenion were much less responsive. This command split works well in Grand Triumph as Alexander having a superior command and Parmenion having an inferior one. None of this implies that Parmenion was a substandard commander.

10.4 Command points assigned to a command may only be used to move stands that belong to that command.

10.5 Command distance is always measured from the command's general.

11 GROUP AND COLUMN MOVES

11.1 A group or column move may not include stands from more than 1 command.

12 FLANK MARCH

12.1 As in standard Triumph, an army may use a flank march if either:

   a. the side's maneuver roll is an unmodified 1, or
   b. the side's maneuver roll is less than the army's maneuver rating.

12.2 A flank march is optional. An army that qualifies to use a flank march is not required to do so.

12.3 A flank march is composed of all stands from a single command except any garrisoning its camp. Stands belonging to other commands may not be included in the flank march.

12.4 At most one command from an army may make a flank march. The command may be either a main army command or an ally command, but may not be the center command.

12.5 A main army command that includes one or more Artillery, Elephant, or War Wagon stands may not make a flank march. Ally commands do not have this restriction.

12.6 The flank march is placed on the board on their first turn subject to the following restrictions:

   a. Troops must be placed such that they are within the command distance of the command's general.
   b. Mounted stands and close order foot stands must be placed entirely in open terrain.

   c. Open order foot stands may be placed in open or difficult terrain without restriction.
   d. All stands must be placed entirely within 4 MU of the designated edge of the game board.
   e. All stands must be placed more than 4 MU from any enemy stands.

12.7 A flank march must be placed in the designated location as follows (see Paragraphs 8.11 and 5.2):

   a. Left side edge: place the command along the left edge of the board.
   b. Left base: place the command along the army's friendly base edge within the left wing and left flank boxes.
   c. Right base: place the command along the army's friendly base edge within the right flank and right wing boxes.
   d. Right side edge: place the command along the right edge of the board.

12.8 If an enemy flank march has already been placed on a side edge, that edge may not be used for a friendly flank march. In that case convert the location of the second flank march to the corresponding friendly base location (i.e., left side edge becomes left base and right side edge becomes right base). Then proceed as usual.

12.9 Placing a flank march costs exactly 1 command point, allotted to the command that is making the flank march.

12.10 Placing a flank march counts as a tactical move for the placed stands.

12.11 If any stands belonging to the command making the flank march are not placed on the first turn, those stands will remain off the game board and are not used during the game. They do not count as lost.

13 DEMORALIZED COMMANDS

13.1 At the end of a turn, a command is demoralized if it has lost troops whose point value equals one third or more of that

command's starting points. Each stand in that command is a demoralized stand.

13.2 When a command is demoralized, the command distance of its general is reduced to 8 MU.

13.3 In addition to the ordinary categories of tactical moves, a demoralized stand or group of demoralized stands may be commanded to make a hold move. (See Article 14).

13.4 A demoralized stand may not make a march move.

13.5 At the end of the tactical movement phase, every demoralized stand belonging to the active side must immediately perform a rout move (see Article 15) unless one or more of the following conditions apply:

a. The stand is in *front contact*, *flank contact*, or *rear contact* with an enemy stand.
b. An enemy stand is in *flank contact* or *rear contact* with the stand.
c. The stand performed a tactical move during this tactical movement phase.

13.6 A demoralized stand receives a -1 tactical factor in both ranged combat and close combat.

13.7 Stands that are not demoralized that defeat a demoralized stand in close combat must pursue, unless the victorious stand is Artillery or War Wagons.

13.8 A demoralized stand that was forced to make a rout move during the tactical movement phase may not shoot in the range combat phase this turn. It may be shot at.

14 HOLD MOVE

14.1 A hold move expends command points to prevent a stand or group of stands from being forced to execute a rout move (see Paragraph 13.5 and Article 15).

14.2 A hold move may be a single stand or group move.

14.3 Troop stands given a hold move remain in their current location without moving.

15 ROUT MOVE

15.1 A stand that is forced to make a rout move must perform the following steps:

a. It must fall back.
b. It must turn so that it is directly facing its own base edge with its front parallel to that edge.
c. It must then make a rout move, which is the equivalent of a full tactical move in the direction it is now facing.

15.2 Rout moves do not cost command points.

15.3 A stand that is forced to make a rout move is destroyed instead if it is outside the command distance of its general's stand or if its general's stand is destroyed.

15.4 During the rout move, the stand is destroyed if it meets any of the following:

    a.   a friendly stand

    b.   an enemy stand

    c.   a camp

    d.   impassable terrain

    e.   the edge of the game board

15.5 A stand ignores the ZOC of enemy stands while making a rout move.

APPENDIX A: GRAND TRIUMPH AND BATTLE CARDS

Overview

Grand Triumph incorporates all of the rules for battle cards for standard *Triumph* except as explicitly specified in this rules document. If there are any conflicts, rules expressed here take priority.

"All or none" in any battle card description includes all stands of a given troop entry across all the commands of the main army. Allied commands are independent; "all or none" choices for allied commands are made separately from the main army. If the BC3 *Camelry: Armored and Charging* battle card is used for a Tuareg army list, all commands of the Tuareg army list must use this rule.

As described in Paragraph 4.3, Grand Triumph has a single camp for the main army culture regardless of how many commands it represents (potentially 1, 2, or 3 commands). This has an impact upon the battle cards that relate to camps; the cost of the battle card will vary based upon how many commands are served by the camp with that battle card.

> **Design Note**
>
> There are a few historical cases where a culture's military logistics could be organized in a more complex way. As one example, the Sassanid Persians sometimes had part of their camp fortified with ditches, and part of it was flocks and herds outside the fortifications. In Grand Triumph this might be represented by a split camp (one camp for each command), with one command having **BC11 Fortified Camp**, and another command having **BC16 Pack Trains and Herds**.
>
> These cases are uncommon enough that we have decided not to add to the complexity of the rules by including their representation.

BC1   AMBUSH

Cost

1 pt per command that can use this battle card.

1 pt for an Ally command with this battle card. Main armies with this battle card would pay 1pt (if they have two allied commands), or 2 pts (if they had two main army commands, and one allied command), or 3 pts (if no allies).

Game Play

Troops placed according to the *Ambush* battle card must be placed within 24 MU of their general; they ignore the restrictions of Paragraphs 9.5 and 9.6.

BC2   CAMEL PROTECTED INFANTRY

Cost

1 pt per command in the army.

1 pt for an Ally command with this battle card. Main armies with this battle card would pay 1pt (if they have two allied commands), or 2 pts (if they had two main army commands, and one allied command), or 3 pts (if no allies).

This cost is independent of how those stands are allocated to different commands. So an army with two commands would have to pay 2 pts for *Camel Protected Infantry*, even if all the troop stands with that ability are allocated to only one of those commands.

BC3   CAMELRY: ARMORED AND CHARGING

No additions to the battle card rules are required to use it in Grand Triumph.

BC4   CAMELRY: LIGHT CAMELRY

No additions to the battle card rules are required to use it in Grand Triumph.

BC5   CHAINED TOGETHER

No additions to the battle card rules are required to use it in Grand Triumph.

BC6   CHARGE THROUGH

Cost

1 point for each battle card.

A maximum of 3 *Charge Through* battle cards may be purchased for an army in Grand Triumph.

Game Play

Charge Through battle cards purchased for an army may be played on a stand from the eligible troop entry in any command.

BC7   DECEPTIVE DEPLOYMENT

No additions to the battle card rules are required to use it in Grand Triumph.

BC8   DISMOUNTING AT DEPLOYMENT

Cost

1 point per command.

This cost is independent of how those stands are allocated to different commands. So a main army with two main army commands would have to pay 2 pts for *Dismounting at Deployment*, even if all the troop stands with that battle card are allocated to only one of those commands.

BC9   DISMOUNTING MID-BATTLE

Cost

2 points per command.

This cost is independent of how those stands are allocated to different commands. So an army with two commands would have to pay 4 pts for *Dismounting Mid-Battle*, even if all the troop stands with that ability are allocated to only one of those commands.

Any army with the possibility of the *Dismounting Mid-Battle* battle card may choose instead to buy the *Deployment Dismounting* battle card, permitting all the troop stands who would have *Dismounting Mid-Battle* to use *Deployment Dismounting* instead.

Any army that purchases *Dismounting Mid-Battle* may use BC 8 *Dismounting at Deployment* for any of its stands that have that ability without purchasing the BC 8 *Dismounting at Deployment* battle card.

BC10 ELEPHANT SCREEN

Cost

2 points per command.

This cost is independent of how those stands are allocated to different commands. So a main army with two commands would have to pay 4 pts for *Elephant Screen*, even if all the troop stands with *Screenable* are allocated to only one of those commands.

Game Play

Elephant Screen stands may provide support for *Screenable* stands across any number of commands within the main army (only the one command if in an ally). Within each command only stands in the front rank of a single group may be screened, as described in *Elephant Screen*.

BC11 FORTIFIED CAMP

Cost

1 point per command.

This cost is independent of how those stands are allocated to different commands. So an allied command with this battle card would always cost 1 point; a main army would pay 1 pt, 2pts, or 3pts for *Fortified Camp*, depending upon whether it had two, one, or no allied commands respectively.

BC12 HOLD THE LINE

Cost

0 points gives the army one *Hold the Line* battle card; 1 point for each subsequent card.

A maximum of 5 *Hold the Line* battle cards may be purchased for an army in Grand Triumph.

Game Play

Hold the Line battle cards purchased for an army may be played on a stand from the eligible troop entry in any command.

BC13 HOPLITE DEEP FORMATION

No additions to the battle card rules are required to use it in Grand Triumph.

BC14 MOBILE INFANTRY

No additions to the battle card rules are required to use it in Grand Triumph.

BC15 NO CAMP

Cost

3 points per command.

This cost is independent of how those stands are allocated to different commands. So an allied command with this battle card would always cost 3 points; a main army would pay 3 pts, 6pts, or 9pts for *No Camp*, depending upon whether it had two, one, or no allied commands respectively.

BC16 PACK TRAINS AND HERDS

Cost

None.

BC17 PLAUSTRELLA

No additions to the battle card rules are required to use it in Grand Triumph.

BC18 PREPARED DEFENSES

No additions to the battle card rules are required to use it in Grand Triumph.

BC19 SCYTHED CHARIOTS AND STAMPEDES

Cost

2 points per command. *Scythed Chariots and Stampedes* may be purchased once per command; a maximum of one battle card may be assigned to any command.

Unlike many "per command" costs, each command may choose to purchase this battle card separately in Grand Triumph.

BC20 SEPARATED VALETS

No additions to the battle card rules are required to use it in Grand Triumph.

BC21 SHOWER SHOOTING

No additions to the battle card rules are required to use it in Grand Triumph.

BC22 STANDARD WAGON

Cost

None.

Game Play

No changes from the standard Triumph battle card rules.

The Standard Wagon acts as a camp in all respects; its loss counts as a lost camp for all its relevant commands (see Paragraph 4.3).

BC23 SUPPORTING BOWMEN

Game Play

Supporting Bowmen stands may provide support for *Supportable* stands across any number of commands within the main army (only the one command if an allied command).

The two options described in BC23 are still in force: if an army uses *Supporting Bowmen* it must either (Option 1) apply it to all relevant troops ("all or none"), or (Option 2) visually differentiate supported stands so there is no chance of confusion for the opponent. For supporting bowmen in the main army (likely representing multiple commands) the option chosen applies across the whole army, regardless of how stands are assigned to commands.

BC24 SWORD-FIGHTING CAVALRY

No additions to the battle card rules are required to use it in Grand Triumph.