

# How Do I Convert My Old WRG/DBA Armies to Triumph?

Or people hate rebasing

~~Or suck it up buttercup~~

# Troop Buckets: or I had this in DBA 2.2 and how does it equate to Triumph?

- Elephants
- Knights
- Cavalry
- Light Horse
- Scythed Chariot
- Camelry
- Spears
- Pikes
- Blades
- Auxilia
- Bows
- Psiloi
- Warband
- Hordes
- Artillery
- War Wagon

In DBA 2.2 you have  
basically 16 troop  
classifications

Note used 2.2 because I all of my old  
armies were DBA 2.2

A troop classification as I am calling it here means it moves and or fights differently – DBA has subsets of how things are mounted which equates back to DBM, but there are only 16 classifications that fight and or move differently in the game (not counting camp followers).

## Open Order Foot

- Archers
- Bow Levy
- Light Spear
- Rabble
- Raiders
- Skirmishers
- Warband

## Closed Order Foot

- Artillery
- Elite Foot
- Heavy Foot
- Horde
- Pavisiers
- Pikes
- Spear
- War Wagon
- Warriors

## Open Order Mounted

- Bad Horse
- Battle Taxi
- Chariots
- Elite Cavalry
- Horse Bow
- Javelin Cavalry
- Knights

## Closed Order Mounted

- Elephant
- Cataphracts

In Triumph you have 16 foot  
and 9 mounted classifications

# Troop Buckets: or we had this in DBA and how does it equate to Triumph?

Now in this my attempt to show in a very general sense how you might equate what you may have in your existing WRG style model collection (i.e. figure type and number per stand) to the equivalent Triumph troop classification. This is not an absolute translation and will not work for every army since in Triumph's 650+ historical army database there may be significant differences in an individual army make up because certain troop classifications simply did not exist in DBA. Also Triumph is point based so every army is built to points not 12 elements.

|                 |                                     |                                   |                          |             |             |
|-----------------|-------------------------------------|-----------------------------------|--------------------------|-------------|-------------|
| Elephants       |                                     | Elephants                         |                          |             |             |
| Knights         | 3Kn<br>4Kn / 6Kn<br>HCh             | Knights<br>Cataphracts<br>Chariot | Battle Taxi              |             |             |
| Cavalry         | 3Cv/6Cv<br>LCh                      | Elite Cavalry<br>Chariot          | Bad Horse<br>Battle Taxi | Cataphract  |             |
| Light Horse     | 2Lh                                 | Javelin Cavalry                   | Horsebow                 | Bad Horse   |             |
| Scythed Chariot |                                     | Bttle Card                        |                          |             |             |
| Camelry         |                                     | Battle Card                       |                          |             |             |
| Spears          | 4Sp<br>3Sp                          | Spear<br>Light Spear              | Heavy Foot<br>Raiders    | Elite Foot  | Light Spear |
| Pikes           |                                     | Pikes                             |                          |             |             |
| Blades          | 4Bd<br>3Bd                          | Elite Foot<br>Raiders             | Heavy Foot               |             |             |
| Auxilia         | 4Ax<br>3Ax                          | Light Foot<br>Light Foot          | Heavy Foot<br>Rabble     | Light Spear |             |
| Bows            | 4Bw,Lb,Cb<br>3Bw,Lb,Cb<br>8Bw,Lb,Cb | Archers<br>Archers<br>Pavisiers   | Bow Levy                 |             |             |
| Psiloi          | 2Ps                                 | Skirmisher                        | Light Foot               | Rabble      | Bow Levy    |
| Warband         | 4Wb<br>3Wb                          | Warband<br>Warriors               |                          |             |             |
| Hordes          | 7Hd                                 | Hordes                            | Rabble                   |             |             |
| Artillery       | Art                                 | Artillery                         |                          |             |             |
| War Wagon       | WWg                                 | War Wagon                         |                          |             |             |

So in this comparison you can see how your existing figures may or may not equate to the Triumph style troop classification, some are easy (Elephant = Elephant)

Some are the same model like a Chariot model, but now have different performance on the battlefield.

Some are completely new troop types but may even be represented by existing models depending on which number you used from the DBA equivalent. They may or may not have the same exact basing recommendations.

# What about the totally new troop types in Triumph?

Lets start with the easy ones,

Chariots and Battle Taxis - they are modelled the same and on a square base so no changes needed to existing models they just perform differently on the battlefield instead of being treated as knights and Cavalry

Archers – You have them modelled as 4Bw,Lb,Cb same basing.

Elite Foot, Heavy Foot, Spear – You probably have them modelled as 4Bd and 4Sp same basing.

Light Foot and Light Spear – Chances are you have some of these modelled as 3Ax and or 2Ps so the base size is correct, but the recommended number of figures is 3 not 2 so the 2PS look a little thin. As long as you can identify them for yourself and your opponent they still work.

Skirmishers – These are already modelled as 2Ps but in Triumph to be a true Skirmisher you need a sling, bow or gun and need to be trained to use it as a skirmisher. So you have these as well in your armies and they work fine on their existing basing.

Warband – 3Wb same basing

Pavisiers – 8Bw on a square base

Warriors – 4Wb on the same base

Raiders – These are probably in your army as 3Bd or 4Bd, maybe 3SP or 4SP. In Triumph they are recommended to be 4 to a 20mm deep stand so they can be used, but the fallback distance is different and it is important to be able to identify them. Sabot bases also work.

# What about the totally new troop types in Triumph?

Not as easy because these have recommended new base depths

Bow Levy – you probably have these in your army 3Bw,Lb,Cb however in Triumph they are based on a deeper 30mm instead of 20mm base, now you can use them straight up, but you need to be able to identify them and remember they need more space to fallback. You can also use sabot bases to make the base deeper, or you can do what I have done and rebase them.

Rabble – these are some of my favorite new troops and they represent the various things including early light troops that are poorly trained and or equipped, I think of them as the brute squad from princess bride, the dregs we dragged out of the bar for this fight. In many old DBA armies these could have been represented as 3Ax, Horde, or most likely 2Ps. In Triumph you could easily use a Horde straight up because recommendation for Rabble is a 30mm deep base and having 5-7 of the figures on that base is fine. The key here is make sure everyone know what troop type they are and that their fallback distance is 30mm (not 20mm if using an Ax or PS base size).

Bad Horse – These are low quality mounted troops you probably have them modelled in your army as 2Lh or 3Cv. The base depth remains the same, but it is important to note that what they are and not get them confused with the other mounted like Elite Cavalry. It is recommended to model these as 3 models per stand on 30mm. For some of my armies like my Classical Indians the army list calls for Bad Horse so my 3Cv convert directly.

Elite Cavalry – Chances are you have these and they are modelled as 3Cv (could be 3Kn depending on the army list and time slot).

Javelin Cavalry / Horse Bow – These are probably in your armies as 2Lh. In theory no changes required, some armies have them (like my Polybian Romans) as 3Cv and in Triumph it is recommended to do these as 2 figures per stand to show their light and fast. When it is the Generals stand I like having the extra figure on the Javelin Cavalry so that's ok as long as your opponent know that they are Javelin Cavalry.

Cataphracts – These are probably modelled as 4Kn, maybe 6Kn or 3Kn. In Triumph it is recommended to model them as 4 models on a square base. Using them on a 30mm deep base is not impossible, once again keep in mind the fall back distance and the troop identification issue. Using the double deep 6Kn stand creates wonky rules problems (same issue with deep war wagons) but it can be worked out in friendly games.

# Some Examples Of Specific Armies

Early New Kingdom Egyptians - Was 4XLCh, 3X4Bd, 4X4Bw and 1X2Ps

This army can nearly be played straight up as:

4 Chariots - LCh

1 Elite foot – 4Bd

2 Raiders – 4Bd (I rebased them on 20mm deep)

4 Archers – 4Bw

1 Light Foot – 2Ps (added an extra figure)

Notice the deeper bases on the Raider to help them stand out as open order, could have use a sabot base on the original 4Bd also.



Extra figure added to 2Ps



# Some Examples Of Specific Armies

II/33 Polybian Romans - Was 2X3Cv, 6X4Bd, 2X4Sp, and 2X2Ps

Many different configurations possible here is just one example:

1 Javelin Cavalry – 3Cv (left it at 3 because it's a GEN)

8 Elite foot – 4Bd, 4Sp

2 Light Foot – 2Ps (I added a figure to my stands)

2 Skirmishers – 2Ps (I made sure to use Bow armed Skirmishers)

Modified 2Ps,  
but could and  
did use them  
before adding  
the extra figure



# Some Examples Of Specific Armies

Classical Indians - I had 3XEI, 2XHCh, 2X3Cv, 1X4Bd, 4X3Lb

These guys are one of the biggest changes due to the use of the new troop types:

- 3 Elephants – 3XEI
- 2 Chariots – 2 Hch
- 2 Bad Horse - 3Cv
- 1 Heavy Foot – 4Bd
- 4 Bow Levy – 3Lb (I rebased to 30mm deep stands)
- 4 Horde - (I made new Horde stands)

Converted 3Lb to Bow Levy deeper stands

Added Horde stands

