

	Triumph! Troop Type Summary (v1.1)										Updated Mar 19, 2021		
Troop Type	Move / Rough	CF Foot / Rough	CF Mtd / Rough	Shooting Atk / Def	Pursue on a win?	Rear Support	Negate RS?	Shattered By	Cost	Acro	Depth (40mm)	Figs /Stand	Notes
Archers	3 MU	+2	+4	+3 / +3			Y	Any Mtd	4	Ar	20mm	4	
Bow Levy	2 MU	+2	+3	+3			Y	Any Mtd	2	BL	30mm	3	
Light Foot	5 MU	+3	+2	+3				Kn, Ch in Open	3	LF	20mm	3	
Light Spear	4 MU	+3	+3	+3		+1		Kn, Ch in Open	3	LS	20mm	3-4	
Rabble	3 MU	+2	+1	+2			Y	Kn, Ch in Open	2	Rb	30mm	3-5	a
Raiders	4 MU	+4	+2	+3				Kn, Ch in Open	4	Ra	20mm	4	
Skirmishers	5 MU	+2	+1	+3			Y		3	Sk	20mm	2	a,b
Warband	4 MU	+3	+2	+3	Y			Kn, Ch in Open	3	Wb	20mm	3	
Artillery	2 MU	+2 / +0	+2	+4				any in CC	3	Art	40mm	1	d
Elite Foot	3 MU	+5 / +3	+3	+3				Kn, Ch in Open OR Wb, Wa	4	EF	15mm	4	
Heavy Foot	3 MU	+4 / +2	+3	+3				Kn, Ch in Open OR Wb, Wa	3	HF	15mm	4	
Horde	2 MU	+3 / +1	+2	+2				Kn, Ch in Open OR Wb, Wa	2	Hd	40mm	7	
Pavisiers	3 MU	+3 / +1	+4	+3 / +3				Kn, Ch in Open OR Wb, Wa	4	Pv	40mm	8	
Pikes	3 MU	+3 / +1	+4	+3	Y if RS	+2		Kn, Ch in Open OR Wb, Wa	3	Pk	15mm	4	
Spear	3 MU	+4 / +2	+4	+3				Kn, Ch in Open OR Wb, Wa	4	Sp	15mm	4	
War Wagons	2 MU	+3 / +1	+4	+3 / +4				EI OR Art Shooting	3	WW	40mm	1	d
Warriors	3 MU	+3 / +1	+2	+3	Y	+1		Kn, Ch in Open	3	Wa	15mm	4	
Bad Horse	6 / 3 MU	+2 / +1	+2 / +1	+2					3	BH	30mm	2-3	c
Battle Taxi	6 / 3 MU	+2 / +1	+2 / +1	+2					3	BT	40mm	1	c
Chariots	6 / 3 MU	+2 / +1	+3 / +2	+3					4	Ch	40mm	1	c
Elite Cavalry	6 / 3 MU	+3 / +2	+3 / +2	+3					4	EC	30mm	3	c
Horse Bow	8 / 3 MU	+2 / +1	+2 / +1	+2					4	HB	30mm	2	c
Javelin Cav	8 / 3 MU	+3 / +2	+2 / +1	+2					4	JC	30mm	2-3	c
Knights	5 / 3 MU	+3 / +2	+4 / +3	+2	Y		Y	EI, JC, Ra	4	Kn	30mm	3	c
Cataphracts	4 / 3 MU	+4 / +3	+4 / +3	+3			Y	EI, JC, Ra	4	Ct	40mm	3-4	c
Elephants	4 / 3 MU	+5 / +4	+4 / +3	+3	Y		Y	Sk, LF, JC, Ra, Rb	4	EI	40mm	1	c, d
All Open Order	Open Order may pass through other Open Order.							Close Order Foot	Closer Order Foot: -2CF in Rough vs any Foot				
a	Skirmishers and Rabble: May group move through rough terrain for 1 PIP							c	Mounted: -1CF in Rough vs any. 3MU in rough.				
b	Skirmishers: May pass through and be passed through by any. +2CF vs EI							d	Requires +1 PIP per group to activate				