

# GRAND TRIUMPH!



**Miniatures Rules for Large Battles  
Ancient and Medieval**

**ROUGH DRAFT**

Version 0.2  
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**Washington Grand Company**

## Rough Draft

This is the rough draft version of GRAND TRIUMPH! This set of rules is complete and playable. However, while most parts of this rule set are stable, it is still under active development and subject to change.

## 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>

## Washington Grand Company

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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.

## 2 VICTORY CONDITIONS

- 2.1 At the end of a turn, a side wins the game if it has destroyed at least half of its opponent's troops and has lost fewer points of troops than its opponent.

## 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
- 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.

- 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 each ally command, use the troop options from the standard *Triumph* army list for the ally army. Do not use the ally army option from the main army.
- 4.3 The army must have 1 camp for the main army and 1 camp for each ally command (if any).

### Design Note

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.

## 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.
- 5.3 Moving from left to right along each 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 and designate flank marches.
  - 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 Score	# of Terrain Pieces			Coast Allowed?
	Steppe Dry	Forest Marsh	Arable Hilly Delta	
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 After placing terrain, but before starting to place camps and troops, each side must determine the command composition for its army.
- 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 the general of the largest main army command and must be of a troop type allowed for 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 to 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.
- 8.10 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
  - b. left base
  - c. right base
  - d. right side

(Left and right are relative to the army's own base edge.)

- 8.11 Command composition and the existence of a flank march do not have to be revealed to the opposing side at this time.
- 8.12 The location of a flank march is not revealed to the opposing side until the flank march is placed on the game board.

## 9 ENTRY MARKERS

- 9.1 Entry markers are used to uniquely associate a location along the army's base edge with a particular command.
- 9.2 An entry marker must indicate the command that it is associated with and, when placed, mark a single point on the army's base edge. The associated command is initially hidden, but the point on the base edge is not.

### Design Note

An entry marker represents the point where the troops of a command are marching onto the battlefield.

In game terms, it provides the opposing side with the general location of where a command will deploy, without specific knowledge of the troop types or exact positions.

## 10 PLACING CAMPS AND TROOPS

- 10.1 Camps and Troops are placed on the game board in the following order:
  - a. Disadvantaged side places its camps.
  - b. Advantaged side places its camps.
  - c. Disadvantaged side places the entry markers for each of its commands. If the disadvantaged side is making a flank march, the existence of the flank march is revealed at this time.
  - d. Advantaged side places the entry markers for each of its commands. If the advantaged side is making a flank march, the existence of the flank march is revealed at this time.

- e. Disadvantaged side reveals the command associations for all of its entry markers and places the troops of two of its commands.
- f. Advantaged side reveals the command associations for all of its entry markers and places the troops of all of its commands. (Do not place a command that is making a flank march.)
- g. Disadvantaged side places the troops of its remaining command. (Skip this step if the disadvantaged side has a command making a flank march.)
- h. Advantaged side takes the first turn.

10.2 As in standard *Triumph*, a camp must be placed in open terrain and in contact with the side's base edge. In addition:

- a. A main army camp must be placed in the center box.
- b. An ally camp must be placed in the left flank, center, or right flank boxes.

10.3 Troops must be placed within 8 MU of their side's base edge and entirely within 16 MU of their command's entry marker, measuring along the width of the base edge.

10.4 Battle line troops must be placed entirely within the left flank, left center, right center, or right flank boxes. Battle line troops may not be placed in the left wing or right wing boxes.

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

10.6 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.

### Design Note

Insufficient space is only likely to occur when the entry markers are placed too close together and force commands to overlap.

## 11 COMMAND POINTS

11.1 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.

11.2 A superior command adds 1 to its roll when determining command points, up to a maximum of 6 command points.

11.3 An inferior command subtracts 1 from its roll when determining command points, down to a minimum of 1 command point.

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

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

## 12 GROUP MOVES

12.1 A group move may not include stands from more than 1 command.

## 13 COLUMN MOVES

13.1 A column move may not include stands from more than 1 command.

## 14 FLANK MARCH

14.1 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.

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

14.3 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.

14.4 A flank march is composed of all stands from the selected command. Stands belonging to other commands may not be included in the flank march.

14.5 A command that includes one or more Artillery, Elephant, or War Wagon stands may not make a flank march.

14.6 The flank march is placed on the map on the owning side's first turn subject to the following restrictions:

- a. All stands must be placed in group contact.
- b. All stands must be placed such that they are within the command distance of the command's general.
- c. Mounted stands and close order foot stands must be placed entirely in open terrain.
- d. Open order foot stands may be placed in open or difficult terrain without restriction.
- e. All stands must be placed entirely within 4 MU of the designated edge of the game board.
- f. All stands must be placed more than 4 MU from any enemy stands.

14.7 A flank march must be placed in accordance with the location that was assigned to it:

- a. Left side, place the command along the left side edge
- b. Left base, place the command along the army's base edge within the left wing and left flank boxes.
- c. Right base, place the command along the army's based edge within the right flank and right wing boxes.
- d. Right side, place the command along the right side edge.

14.8 Opposing flank marches may not be placed on the same side edge. If the disadvantaged side has a flank march assigned to a side

edge where the advantaged side has already placed a flank march, convert the location of the disadvantaged side's flank march to the corresponding base location (i.e., left side becomes left base and right side becomes right base). Then proceed as usual.

- 14.9 Placing a flank march costs exactly 1 command point, allotted to the command that is making the flank march.
- 14.10 Placing a flank march counts as a tactical move for the placed stands.
- 14.11 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.

## 15 DEMORALIZED COMMANDS

- 15.1 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.

### Design Note

When calculating one third of the command's starting points, always round up. For example, a command that starts with 31 points of troops is demoralized when it has lost at least 11 points of troops.

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

### Design Note

A reduced command radius makes it more difficult to maintain a widely spread out command after it's been demoralized. Instead, a demoralized command is likely to be reduced to a small group of troops clustered around the general. This is both historically sound and good for play balance.

- 15.3 In addition to the ordinary categories of tactical moves, a demoralized stand or group of demoralized stands may be ordered to hold. When ordered to hold, a

stand or group of stands remain in their current location without moving.

### Design Note

The hold is added to explicitly allow demoralized stands to avoid being forced to rout without requiring them to actually move.

All normal command point modifiers apply. For example, a hold costs +1 if the held stand or group of stands includes an Elephant.

- 15.4 A demoralized stand may not make a march move.
- 15.5 At the end of the tactical movement phase, every demoralized stand belonging to the active side must immediately perform a rout move 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.

### Design Note

A stand in a rear support position must perform a rout move unless one of these conditions applies directly to it.

- 15.6 A demoralized stand receives a -1 tactical factor in both distant shooting and close combat.
- 15.7 Any stand that defeats a demoralized stand in close combat must pursue, unless it is Artillery or War Wagons.
- 15.8 A demoralized stand that was forced to rout during the tactical movement phase may not shoot this turn. It may be shot at.

## 16 ROUT

- 16.1 A stand that is forced to rout 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.
- 16.2 A stand that is forced to rout is destroyed instead if it is outside the command distance of its general's stand or if its general's stand is destroyed.
- 16.3 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
- 16.4 A stand ignores the ZOC of enemy stands while making a rout move.