

TRIUMPH!



Battle Cards

Version 1.0
March 2021

Washington Grand Company

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SECTION II: BATTLE CARD DESCRIPTIONS

OVERVIEW

Triumph battle cards are a mechanism for adding depth and history to a battle of *Triumph* through special rules and events that are specific to particular armies. At the same time, they're designed to provide this extra flavor without throwing off the balance of the game and without overshadowing the underlying game engine.

Battle cards have a cost associated with their use (possibly zero) to represent the benefit associated with use of that stratagem, preparation, ability, or special rule.

Battle Cards generally fall into one of four broad categories:

- Battle cards that change the abilities of a particular troop type. For example, the Camel Protected Infantry battle card provides a bonus tactical factor for stands in close combat against certain enemy troop types.
- Battle cards that allow troops to switch their troop type, either at deployment or during the game. For example, the Deployment Dismounting battle card allows troops to be deployed as either a mounted troop type or as a foot troop type.
- Battle cards that affect the army's camp. For example, the Pack Trains and Herds battle card allows the player to place their camp anywhere on their base edge, instead of only in the center third.
- Battle cards that allow special actions during game play. For example, the Hold the Line battle card allows a player to stop a stand from pursuing.

BATTLE CARD DESCRIPTIONS

Individual battle cards represent specific, limited changes to the normal rules of *Triumph*. In the listing that follows, a battle card is presented in the following format:

Selecting this Battle Card

This section describes how the battle card may be selected, including whether it applies to particular troops or the army as a whole.

Some battle cards, if used, must be applied to all stands in a troop entry. Players aren't allowed to apply the battle cards to some stands from the troop entry and not to others. These are *all or none* battle cards and this requirement is specified in this section if applicable. Note that applying the battle card to the stands in one troop entry doesn't affect any other troop entries that are allowed the same battle card.

Example

The *Seljuq Sultanates of Merv or Hamadan* army list allows the Shower Shooting battle card for two troop entries: the *Guard* (1 stand) and the *Askar or ghulams* (1-4 stands). As an *all or none* battle card, if the battle card is purchased for any stands in the *Askar or ghulams* troop entry, it must be purchased for all of the stands belonging to that entry. But the choice for the *Guard* troop entry is independent. Choosing to purchase the battle card for the *Askar or ghulams* entry doesn't require the player to purchase the battle card for stands belonging to those other troop entries.

Cost

This section describes the point cost for using the battle card. There are many variations of how the



point cost is calculated. Some battle cards have a point cost for each stand that the battle card is applied to. Other battle cards have a single point cost for the entire army. Some battle cards have no point cost, where the change is judged to be neutral in terms of the play balance. A few battle cards even reduce the point cost of the stands it's applied to since it degrades the abilities of a troop type.

Deployment

This section describes the changes to the deployment rules that result from using the battle card. The battle card rules supersede the normal rules of *TRIUMPH!*. If there is a conflict, the battle card rule takes priority.

Modeling

Some battle cards represent a change in the physical appearance of the troops involved. This section provides guidance on modeling and basing troops as appropriate.

This section will be omitted for battle cards that have no impact upon modeling.

Game Play

This section describes the changes to game play that result from using the battle card. As for deployment, the battle card rules supersede the normal rules of *TRIUMPH!* and take priority if there is a conflict.

Victory Conditions

This section describes any changes that impact the victory conditions. These changes are generally an adjustment in the point value of a destroyed stand.

This section will be omitted for battle cards that do not alter normal game victory conditions.

Historical Background

This section provides notes on the historical armies, battles, and troops that the battle card is intended to represent.

PLAYING BATTLE CARDS

All battle cards are revealed to the opponent before the game in the same way that all troops are revealed. While tactical surprise (where an opponent is caught off guard by some event in the middle of a battle) was a critical part of some historical battles, it is best left to special scenario rules rather than normal play.

Many battle cards give special abilities to certain stands of an army or give the army a special ability beyond its component stands. Such battle cards are never *played* as such – they are continuously displayed during the game. This allows both players to consult them to see the details of the rule that supplements or alters the normal rules of play for that battle.

Some battle cards represent an event that takes play during the game, and once used may not be reused. Such battle cards should be turned face down when they are used to provide an easy way to remember that they are no longer available for use.



SECTION II: BATTLE CARD DESCRIPTIONS

1 DEPLOYMENT DISMOUNTING

Armies with this battle card may deploy eligible troops as a mounted troop type or a foot troop type.

Selecting this Battle Card

The army list indicates which troops may have a Deployment Dismounting battle card purchased for them. The army list specifies the troop type that those troops dismount as.

This is a battle card that is an army ability; purchasing this battle card gives the player the ability to use Deployment Dismounting with *all* eligible troop entries in the army list. For example, the Anglo-Irish army list (before 1403) has Deployment Dismounting available for both its men-at-arms (Knights) and its hobilars (Bad Horse) troop entries. Purchasing this battle card for an Anglo-Irish army allows stands in both troop entries to use Deployment Dismounting.

Cost

1 point

When assembling armies, if the mounted troop type and the foot troop type for a stand have different point values, count the stand as the larger of the two.

Example

If a stand of Bad Horse that dismounts as Elite Foot is used for an army that has Deployment Dismounting, then the cost of the stand for purposes of army building is 4 points.

Deployment

During deployment, if a Deployment Dismounting battle card has been purchased for an army, any stand which is eligible for Deployment Dismounting may be deployed as its mounted troop type or as its foot (dismounted) troop type. The choice is made when each stand is deployed.

The stand should be based appropriately for its deployed troop type.

Game Play

The stands are treated as the troop type that was chosen at deployment.

If the general's stand dismounts using this battle card, the stand that replaces it becomes the general for that battle.

Note that stands with the Deployment Dismounting ability may not dismount (change to the foot troop type) or remount (switch to the mounted troop type) during game play (after they are deployed).

Historical Background

This battle card represents the most common historical model for troops that were known to have fought either mounted or dismounted.

Some examples of armies from history that used this ability were the Hundred Years War English, Medieval French after the battle of Crecy, Medieval Germans in several battles, Mongol Conquest in a few rare battles, and many other examples from history.

2 MID-BATTLE DISMOUNTING

Armies with this battle card may deploy eligible troops as a mounted troop type or a foot troop type. Eligible troops may also dismount (change to the foot troop type) as part of a tactical move.

Selecting this Battle Card

The army list indicates which troops may have the Mid-Battle Dismounting ability. The army list specifies the troop type that those troops dismount as.

This is a battle card that is an army ability; buying this battle card gives the player the ability to use Mid-Battle Dismounting with *all* eligible troop entries in the



army list. For example, the Later Low Countries army list has Mid-battle Dismounting available for both its burghers (Knights or Bad Horse) and its mercenary men-at-arms (Knights) troop entries. Purchasing this battle card for a Later Low Countries army allows stands in both troop entries to use Mid-battle Dismounting.

Cost

2 points

An army which is eligible to purchase the Mid-Battle Dismounting battle card may choose instead to purchase the Deployment Dismounting battle card, permitting all the troop stands that would have been eligible to use Mid-Battle Dismounting are eligible to use Deployment Dismounting instead.

When assembling armies, if the mounted troop type and the foot troop type for a stand have different point values, count the stand as the larger of the two.

Example

If a stand of Bad Horse that dismounts as Elite Foot is used for an army that has Mid-Battle Dismounting, then the cost of the stand for purposes of army building is 4 points.

Deployment

During deployment, if a Mid-Battle Dismounting battle card has been purchased for an army, any stand which is eligible for Mid-Battle Dismounting may be deployed as its mounted troop type or as its foot (dismounted) troop type. The choice is made when each stand is deployed.

The stand should be based appropriately for its deployed troop type.

Game Play

If the general's stand dismounts using this battle card, the stand that replaces it becomes the general for that battle.

Tactical Movement

During the tactical movement phase, if a Mid-Battle Dismounting card has been purchased for an army, any mounted stand which is eligible for Mid-Battle Dismounting may dismount as a single stand tactical move. To dismount, the mounted stand is exchanged for a stand of its foot troop type, placing the foot stand such that its front edge is in the same location and orientation as the front edge of the mounted stand. No other movement takes place during this tactical move.

Any exchange of a mounted stand for its dismounted stand places the foot stand so the front edge is unchanged. If the dismounting stand is part of a column or group, this exchange does not modify the position of any other stands in the column or group, even if this creates gaps in the column or group.

A stand may not dismount if it is in contact with an enemy stand (including corner-to-corner contact).

Remounting is not allowed. Foot troop type stands, whether deployed as the foot troop type or having dismounted, may not be exchanged for a mounted stand.

Ranged Combat

A stand may not shoot in ranged combat if it dismounted during the tactical movement phase this turn.

Historical Background

Historical examples of battles where some troops demonstrably switched modes from mounted to foot combat in the middle of the battle are considerably less frequent than examples where troops could be deployed in either mode.

One such battle is the Austrians (Medieval German Princes) at the battle of Sempach, 1386 AD.



3 SEPARATED VALETS

Troops with this battle card may deploy men-at-arms and valets separately, rather than in a mixed formation.

Selecting this Battle Card

The army list indicates which troops may have a Separated Valets battle card applied to them.

This card must be applied to pairs of stands.

Cost

None

Deployment

During deployment, any pair of stands which have had a Separated Valets battle card applied to them may be deployed as their normal troop types or as one stand of Elite Foot and one stand of Javelin Cavalry. The choice is made when each such pair of stands is deployed. Once deployed, the stands' types may not be changed.

Game Play

The stands are treated as the troop type that was chosen at deployment.

If the general's stand is part of a pair of stands deployed using the Separated Valets battle card, the Elite Foot stand that results becomes the general for that battle.

Historical Background

Burgundian mounted troops are normally treated as Knights, comprising a mixed formation of men-at-arms and valets. This battle card represents the Burgundian practice of deploying their men-at-arms as foot troops (represented by the Elite Foot) while their valets remained mounted (represented by the Javelin Cavalry). The Burgundian army used this tactic in at least two battles in the early 15th century.

4 LIGHT CAMELRY

Troops with this battle card move and fight mounted on camels.

Selecting this Battle Card

The army list indicates which troops may have a Light Camelry battle card applied to them.

Cost

None

Deployment

Stands which have the Light Camelry card are deployed using the standard deployment rules.

Modeling

A Light Camelry stand is mounted using a square base (i.e., one which has the same depth as its width) and should be modelled appropriately. This will allow it to be differentiated visually from other Bad Horse stands who do not have these additional abilities, so opposing players can easily differentiate stands with and without this card.

Game Play

Stands which have the Light Camelry battle card are treated as Bad Horse for movement, ranged combat, and close combat except as described below.

When making a single stand tactical move, stands which have the Light Camelry battle card treat Dunes and Oasis as open terrain.

A group move composed entirely of Charging Camelry, Armored Camelry, or Light Camelry in any combination also treats Dunes and Oasis as open terrain.



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Stands which have the Light Camelry battle card receive a +1 tactical factor when in close combat against enemy Knights, Elephants, or Cataphracts.

This tactical factor does not apply against stands which have the Charging Camelry or Armored Camelry battle cards.

Historical Background

This battle card represents camel-mounted fighters with javelins or bow. Such combatants were usually equipped or trained poorly (and so are rated as Bad Horse) but had some advantages when fighting enemy close-combat oriented horsemen due to the size and unfamiliar smell of camels.

With that said, troops fighting on camels were not dominant in warfare and historically armies who had camel-mounted troops evolved toward fighting on horses as soon as they had the money to do so and no longer depended upon the deep-desert strategic movement ability of camels. Rating most camel troops as Bad Horse with this battle card reflects the impact of camel troops in history.

Small numbers of camel troops used largely for scouting in desert regions continued even for armies who converted to using horses for the majority of their mounted component.

5 CHARGING CAMELRY OR ARMORED CAMELRY

Troops with the Charging Camelry battle card fought on camels but charged fiercely. Troops with the Armored Camelry battle card fought on armored camels.

Selecting this Battle Card

The army list indicates which troops may have a Charging Camelry or Armored Camelry battle card applied to them.

The Charging Camelry and Armored Camelry battle cards must be applied to all of the stands in a troop entry if applied to any (i.e., all or none).

Cost

Reduce the cost of any stand that has the Charging Camelry or Armored Camelry battle card applied to it by 1 point.

Deployment

Stands which have the Charging Camelry or Armored Camelry battle card are deployed using the standard deployment rules.

Modeling

A stand with the Charging Camelry battle card is mounted using a square base (i.e., one which has the same depth as its width). This basing option makes it easier to fit camels in running poses, which are larger than running horses; square bases also make it easier to distinguish these troops from other Knights. A stand with the Armored Camelry battle card is already based as Cataphracts on square bases and does not require any modification.

Stands retain their original designation as open order or close order, regardless of their basing.

Game Play

When making a single stand tactical move, stands which have the Charging Camelry or Armored Camelry battle card treat Dunes and Oasis as open terrain.

A group move composed entirely of Charging Camelry, Armored Camelry, or Light Camelry in any combination also treats Dunes and Oasis as open terrain.

In close combat, stands which have the Charging Camelry or Armored Camelry battle card receive a -1 tactical factor. If beaten but not doubled by Elephants, they must fall back rather than being shattered.



Victory Conditions

A stand that has the Charging Camelry or Armored Camelry battle card counts as 3 points when destroyed.

Historical Background

Tuaregs used hard charging camelry (classed as Knights); they appear in large numbers in the Tuareg army and in a few other armies as mercenaries or small contingents. The Arabo-Aramaean city-state of Emesa may have used armored camelry (rated as Cataphracts). Parthia may have used them at the battle of Nisibis (217 AD).

Virtually all armies who used camels in warfare (Tuareg excepted) replaced them with horses as soon as they became available in sufficient quantity.

6 CAMEL PROTECTED INFANTRY

Troops with this battle card receive an advantage due to their use of kneeling camels as barriers.

Selecting this Battle Card

The army list indicates which troops may have a Camel Protected Infantry battle card purchased for them.

Cost

1 point

Deployment

Stands which have the Camel Protected Infantry card are deployed using the standard deployment rules.

Modeling

A stand with the Camel Protected Infantry battle card must be mounted using a square base (i.e., one which has the same depth as its width) and should be modelled appropriately. This will allow it to be differentiated visually from other similar stands who do not have this protection, so opposing players can easily differentiate stands with and without this card.

Stands retain their original designation as open order or close order, regardless of their basing.

Game Play

Stands which have the Camel Protected Infantry battle card receive a +1 tactical factor when in close combat against enemy Knights, Elephants, or Cataphracts.

This tactical factor does not apply against stands which have the Charging Camelry or Armored Camelry battle cards.

Historical Background

This battle card represents infantry who were known to resist enemy mounted (especially those rated as Knights) by using their kneeling camels as a barrier of sorts – a flesh shield. In some cases, enemy horses were unwilling to get too close to camels. This was quite effective when used by the Moors against Vandal cavalry (Knights); when the Moors tried the same tactic against the Byzantines (fighting as Elite Cavalry or Horse Bow) it did not work as well.

7 SUPPORTING BOWMEN

Armies with this battle card may disperse bow-armed troops in support of other troops.

Selecting this Battle Card

The army list indicates which troops may have the Supporting Bowmen battle card applied to them. The army list indicates which bow-armed troops may be used to support other troops (labeled Supporting Bowmen) and which troops may be supported (labeled Supportable).

If used, the Supporting Bowmen battle card must be used in one of two ways.

Option 1

The Supporting Bowmen battle card must be applied to all stands in a Supportable troop entry if applied to any (i.e., all or none). If there aren't enough stands of



Supporting Bowmen available to support all Supportable stands, then the battle card may not be used.

Option 2

The Supporting Bowmen battle card may be applied to any number of stands in a Supportable troop entry. If this option is selected, every stand that has the Supporting Bowmen battle card applied to it must be replaced at deployment by a stand modeled with supporting bow figures. If these separate stands are not available (and visually distinct from unsupported stands) this option is not allowed.

These options are selected separately for each eligible troop entry.

Cost

There is no cost for the battle card itself. However, one or more Supporting Bowmen stands (which are included in the total army cost) must be exchanged for the addition of support to the Supportable stands.

Deployment

During deployment, the player may set aside Supporting Bowmen stands in exchange for adding support to the Supportable stands in the army. One stand of Supporting Bowmen can support as many Supportable stands as the point value of its troop type.

The decision to use the battle card must be made when the first supported troops are placed on the game board. Supporting Bowmen stands that have been placed on the game board may not be exchanged.

The Supporting Bowmen stands set aside are not used during the game and do not count as lost.

Example

A player assembles an army that has 6 stands of Heavy Foot that are Supportable. The Supporting Bowmen

stands are Skirmishers (3 points per stand). To add support to the heavy foot stands, the player would need to include 2 Skirmishers stands in the army, which would be exchanged (set aside) during deployment to add support to the Heavy Foot.

Modeling

No changes are required if the battle card is used “all or none” – i.e., if the choice of whether to use Supporting Bowmen or not is made for all Supportable troops at deployment.

If the player wishes the option of using only some Supportable troop stands with Supporting Bowmen, each such stand (a “Supported” stand) is modeled with the same number and type of figures as a regular stand, plus one supporting bow figure standing behind the line of figures. This Supported stand should be on the same depth base if possible.

Use of Supported stands modeled as described allows the player to vary from the “all or none” choice at deployment – to deploy some Supportable stands with Supporting Bowmen and some without – but does not modify the battle card in any other way. A single Skirmisher (3pt stand) could be exchanged for providing support for three individual Supported stands, for example.

Game Play

Stands which are supported by Supporting Bowmen receive a +1 tactical factor in close combat against enemy Warband, Warriors, and all mounted troop types. This tactical factor only applies if the stand is fighting to its front.

Victory Conditions

If destroyed, a stand that has the Supporting Bowmen battle card counts as its normal number of points of



lost troops. The Supporting Bowmen battle card does not change this value.

Historical Background

A number of armies throughout history have reacted to horsemen (and in some cases fierce infantry) by using a thin line of bowmen to support behind the main line of foot. This line of missile troops substantially increased the effectiveness of supported foot by galling the enemy and endangering them while they were still preparing to engage.

Such supporting bowmen could also be used separately from the other foot troops, grouped together as a unit. Whether such troops would be rated as Skirmishers, Archers, or Bow Levy depends upon their training and equipment.

8 MOBILE INFANTRY

Troops with this battle card represent infantry who increase their initial mobility by starting the battle mounted on carts, mules, camels, or horses. When they lose their transport they lose this increased mobility.

Selecting this Battle Card

The army list indicates which troops may have a Mobile Infantry battle card purchased for them. Some army lists limit the number of stands in a troop entry that may have this battle card purchased for them. If no limit is specified, this battle card may be purchased for any or all of the stands in a troop entry.

Cost

0 points if this battle card is purchased for one stand.

1 point if this battle card is purchased for two or more stands.

Deployment

During deployment, any stand which has had a Mobile Infantry battle card purchased for it may be deployed as its normal troop type or as a Mobile Infantry stand equipped with its transports. The choice is made when each stand is deployed.

Modeling

A Mobile Infantry stand representing the infantry and its transports must be mounted using a square base (i.e., one which has the same depth as its width)

Game Play

Tactical Movement

A Mobile Infantry stand on its transport is an open order stand, regardless of whether it is open order or close order without its transport. It has a tactical move distance of 6 MU, reduced to 3 MU if any part of their move is in or through difficult terrain.

When making a tactical move, a Mobile Infantry stand may not move within 4 MU of any enemy stand or camp. A Mobile Infantry stand that starts within 4 MU of an enemy stand may make a tactical move to discard its transports without moving.

Discarding Transports

When making a tactical move, a Mobile Infantry stand may end its move by discarding its transports. This exchanges the Mobile Infantry stand for a stand of its normal troop type. When discarding its transports, place the normal troop type stand such that its front edge is in the same location and orientation as the front edge of the Mounted Infantry stand. A stand may discard its transports at the end of any kind of tactical move, including a single stand move, a group or column move, or a flank march.

Any exchange of a Mobile Infantry stand for its native foot stand places the foot stand so the front edge is unchanged. If the Mobile Infantry stand is part of a



column or group, this exchange does not modify the position of any other stands in the column or group, even if this creates gaps in the column or group.

Once transports are discarded a Mobile Infantry stand is treated as its normal troop type for the remainder of the game.

Transports may not be recovered during a battle. Normal troop type stands, whether deployed as the normal troop type or having discarded their transports, may not be exchanged for a Mobile Infantry stand.

Ranged Combat

Mobile Infantry stands may not shoot during the ranged combat phase but may be shot at. If shot at, they use the combat factor for their normal troop type but receive a -1 tactical factor for being on transports. If a Mobile Infantry stand is beaten in ranged combat, it must complete any required outcome move and, if not destroyed, immediately discard its transports (as described above).

A stand which discarded its transports during the tactical movement phase may shoot during the ranged combat phase if it meets the standard ranged combat eligibility rules. If it was forced to discard its transports as a result of losing a ranged combat roll, it may not shoot in the remaining part of the ranged combat phase.

Close Combat

An enemy stand may move into contact with a Mobile Infantry stand and engage in close combat. When the close combat is rolled, the Mobile Infantry stand with transports loses its transports (is replaced with its foot type) and receives a -1 tactical factor in that combat for being attacked while on its transports.

Historical Background

This battle card represents troops who sometimes began battles with additional transports to gain increased mobility, but always fought as infantry. Such infantry were not trained to fight mounted, but gained significant mobility while being conveyed.

Some examples of armies from history that used this ability were archers of the later Hundred Years War English, Kallapani of the Assyrians and Neo-Elamites, Kyrenean Greek hoplites riding on carts, and many others.

9 PLAUSTRELLA

Troops with the Plaustrella battle card are equipped with portable anti-mounted barriers.

Selecting this Battle Card

The army list indicates which troops may have a Plaustrella battle card purchased for them.

Cost

1 point per stand

Deployment

During deployment, any stand which has had a Plaustrella battle card purchased for it may be deployed as its normal troop type or as a Plaustrella equipped stand. The choice is made when each stand is deployed. Once deployed, the stand's type may not be changed.

Modeling

A Plaustrella equipped stand is modelled using a square base (i.e., one which has the same depth as its width), and the mobile barriers depicted appropriately.

Game Play

A Plaustrella equipped stand has a tactical move distance of 2 MU in all terrain



A Plaustrella equipped stand is treated as a close order foot stand for all movement and combat, regardless of its original troop type

When shot at in ranged combat, a Plaustrella equipped stand:

- Has a combat factor of +3
- Receives a +1 tactical factor, unless shot at from the rear

In close combat, a Plaustrella equipped stand:

- Is treated as if its troop type is Heavy Foot
- Receives a +2 tactical factor against any mounted troop type, unless the stand is fighting to its flank or rear
- Is Shattered (destroyed if beaten) by Elephants

Victory Conditions

A Plaustrella equipped stand counts as 4 points of lost troops when destroyed. A stand deployed as its normal troop type counts as its normal number of points of lost troops.

Historical Background

Plaustrella are man-pushed spiked carts or other mobile anti-cavalry defenses. The name comes from devices that were used in several battles by the Communal Italians (Milan v. Frederick Barbarossa 1169 AD; battle of San Cesario Sul Panaro between Bologna and Parma 1229 AD). Similar spiked carts were used in desperation by the Romans against Pyrrhus. The Classical Indians called such devices rathamasaula. Wheeled mantlets called karwah were used by the Ghurids, and there are other examples in history.

War wagons are the wrong classification for these devices. Plaustrella are smaller, lighter, more mobile, and require no draft animals to pull them. Further, they were not used by troops who fought primarily with missile weapons, so they would need to be brought into contact with enemy. Our assessment is

that they are tools primarily aimed at gaining an advantage against enemy mounted troops – infantry enemies would have little difficulty avoiding their spikes and would find them nearly as good a protective barrier as the guys pushing them would, so they are given no advantage in infantry-infantry fights.

10 HOLD THE LINE

This battle card can be played to prevent eligible stands from pursuing the enemy after close combat.

Selecting this Battle Card

The army list indicates which troops may have a Hold the Line battle card purchased for them.

A Hold the Line battle card is purchased for all stands in an eligible troop entry — not a particular stand.

Cost

0 points for the first Hold the Line battle card; 1 point for each subsequent card

A maximum of 3 Hold the Line battle cards may be purchased for an army.

Deployment

All standard deployment rules apply without change.

Game Play

A Hold the Line battle card may be played to nullify a pursuit outcome move. Instead of pursuing, the stand remains in place. The battle card must be played immediately after the combat result has been determined and before any other actions take place.

A Hold the Line battle card may only be played on a stand from the eligible troop entry. It may not be played on an enemy stand.

The battle card is expended when used and may not be used again. It should be turned upside-down or



otherwise marked to indicate that it has been expended.

Historical Background

This battle card represents the control of elite troops who might be able to resist the urge to break formation when enemy troops in front of them are destroyed or break off combat.

Armies who might have this battle card include Marian Romans, Spartans, Hannibal's veterans, and a few others with exceptional training, morale, command control, and unit cohesion.

11 HOPLITE DEEP FORMATION

Troops with this battle card are organized in a deep formation.

Selecting this Battle Card

The army list indicates which troops may have a Hoplite Deep Formation battle card applied to them.

Cost

None

Deployment

All standard deployment rules apply without change.

Game Play

Stands which have the Hoplite Deep Formation battle card may receive rear support. These stands receive a +1 tactical factor in close combat when supported by a second stand of the same type (Heavy Foot cannot support Elite Foot, for example).

All standard rear support rules apply, including those for eligible enemy troop types and terrain restrictions.

Historical Background

Pagodas of Thebes won the battle of Delium (424 BC) through the use of unusually deep hoplite formations. Thebans used deep formations again under Pelopidas

at Tegyra (375 BC) and under Epaminondas at Leuctra (371 BC). Epaminondas' victory at Leuctra was immediately famous throughout the Greek-speaking world, and it is reasonable to allow these tactics to any hoplites after Leuctra.

Philip of Macedon was strongly influenced by these tactics in developing his own military innovations.

12 CHARGE THROUGH

This battle card can be played to allow eligible troops to pass through friendly close order foot stands.

Selecting this Battle Card

The army list indicates which troops may have the Charge Through battle card purchased for them.

A Charge Through battle card is purchased for all stands in an eligible troop entry — not a particular stand.

The army list also indicates which troops may be moved through.

Cost

1 point for each battle card; up to a maximum of 2

Deployment

All standard deployment rules apply without change.

Game Play

Playing a Charge Through battle card allows one or more stands making a tactical move to pass through friendly close order foot stands as if they were open order foot. The moving stands may be making a single stand move, a group move, or a column move.

All other standard rules for passing through friendly stands apply.



Playing a Charge Through battle card only applies to one tactical move and its effect ends when that tactical move is over.

The battle card is expended when used and may not be used again. It should be turned upside-down or otherwise marked to indicate that it has been expended.

Historical Background

This battle card represents a few rare armies where an occasion of mounted forces charging through close order foot can be demonstrated.

Crusader armies at the battle of Arsuf (1191 AD) seem to have used this tactic. Surviving military manuals of the Byzantines in the height of their power (Thematic and Nikephorian Byzantines) support their use of this battle card as well.

13 AMBUSH

Armies with this battle card may deploy troops outside the standard deployment area.

Selecting this Battle Card

The army list indicates if the Ambush battle card is available to an army.

Cost

1 point

Deployment

An army with the Ambush battle may deploy one or more stands beyond 8 MU of the player's base edge under the following conditions:

- A stand placed more than 8 MU from the player's base edge must be open order foot
- The stand must be placed at least partially in difficult terrain
- The stand must be placed at least 8 MU from the opposing army's base edge

- The stand must be placed more than 2 MU from any enemy stand
- No more than two stands may be placed in a single terrain piece.

The army must still satisfy the other deployment rules, including the center deployment rules.

Game Play

There are no changes to the game play rules.

Historical Background

This battle card is designed to provide more historical flavor for armies who were notorious for attacking from favorable terrain and getting an advantage from its use.

Armies known for this ability include the Ancient Spanish, Dacians, Wallachians, Estonians, and many others.

14 PREPARED DEFENSES

Armies with this battle card may place obstacles in the form of additional difficult terrain.

Selecting this Battle Card

The army list indicates if the Prepared Defenses battle card is available to an army.

Cost

½ point for each battle card

Deployment

During deployment, the player may place one obstacle per Prepared Defenses battle card.

Each obstacle consists of a rectangular terrain piece, 1 MU deep and 2 MU wide.

An obstacle must be placed at the same time that center deployment troops are placed. It must be placed in open terrain in the center third of the game board and within 12 MU of the player's base edge.



An obstacle may be placed in contact with another obstacle. If there is a gap between obstacles, that gap must be at least 4 MU in length. (The gap restrictions are intended to prevent players from artificially extending a line of obstacles by leaving small gaps between them.)

Once placed, an obstacle may not be moved.

Modeling

Each obstacle should be modeled as a ditch, linear obstacle of archer's spikes, or whatever is appropriate for the army. A separate underlying piece of felt or tape or other flat material can be useful to mark the location of the obstacle when troop stands move or fight across the obstacle.

Game Play

Each obstacle is treated as an area of difficult terrain. It does not block ranged combat.

Historical Background

Various armies were noted for making significant modifications to the battlefield in advance. Belisarius dug ditches at Dara (530 AD). During the Hundred Years War the English used stakes as semi-portable obstacles at Agincourt (1415 AD) and other battles. The Ottoman Turks used stakes at the battle of Nicopolis (1396 AD). Neo-Babylonians and Medieval Flemish (Low Countries) both used flooded ditches. There are many other historical examples.

Obstacles should be represented on the game board in any convenient way. In most cases such obstacles will have troop stands placed upon them at various times during the battle.

Note that Prepared Defenses tend to create longer games and static play; players should be aware of this during time-limited play, such as during a tournament or other group gaming event.

As an historical note, during the battle of Agincourt the English started behind their spikes, but when the French did not advance the English moved forward from their line. Of course, the ploughed muddy field was still difficult terrain for the French, so they got slaughtered anyway even without the spikes.

15 SCYTHED CHARIOTS AND STAMPEDES

This battle card can be played to make enemy foot suffer a disadvantage when fighting mounted troops.

Selecting this Battle Card

The army list indicates if the Scythed Chariots and Stampedes battle card is available to an army.

Cost

2 points

Deployment

All standard deployment rules apply without change.

Game Play

A Scythed Chariots and Stampede battle card may be played as the first action of a player's turn, before dicing for command points. When played, the player should mark one or two enemy close order foot stands. These stands will suffer a disadvantage in close combat.

Any one enemy stand may be marked, or two enemy stands that are in edge-to-edge and corner-to-corner contact.

Once played, the stand or stands that are marked may not be changed and the card may not be withdrawn to be played later.

The close combat effects only apply to close order foot and are ignored if a marked enemy stand is currently affected by a Supporting Bowmen or Elephant Screen battle card.



During the following close combat phase, a marked enemy stand:

- Receives a -1 tactical factor if it is in close combat vs a stand of Horse Bow, Knights, or Cataphracts
- Is destroyed if beaten by a stand of Javelin Cavalry or Elite Cavalry

The disadvantage ends once the close combat phase is complete.

The Scythed Chariots and Stampede battle card is expended when used and may not be used again. It should be turned upside-down or otherwise marked to indicate that it has been expended.

Modeling

A 2 MU x 2 MU base with a scythed chariot or other model (stampeding cattle or whatever is appropriate) makes a convenient and colorful marker. However, it isn't necessary for a physical marker to be placed in contact with or remain in contact with the marked stands, as long as it is clear which stands are marked.

Historical Background

Scythed chariots and livestock stampedes (whether cattle, horses, camels, or even elephants) were used as one-shot sacrificial weapons designed to disorder enemy close order foot formations to make them vulnerable to an immediate cavalry attack.

Representing this tactic as a troop stand is a major historical inaccuracy – scythed chariot drivers would usually leap from their chariots before impact, and any stampede would disperse into and beyond the enemy formation, making it impossible to reform for another attempt until days afterward.

16 NO CAMP

Armies with this battle card do not have a camp on the game board.

Selecting this Battle Card

The army list indicates if the No Camp battle card is available to an army.

Cost

3 points

Deployment

The army does not deploy a camp.

Game Play

The army does not have a camp. All other standard rules apply.

Historical Background

The concept of an army logistical element that can be put at risk during a field battle is a normal part of most historical battles – but not all of them. Some armies had no such vulnerable camp, either because it did not exist as such (as with the Hussite army at Kutna Hora), or because it was so far behind the army as to be completely inaccessible to any enemy (the Mongols often fought with their logistical support component days away from the battle, as at Mohi). Not all mounted nomad armies lacked camps, though – the Huns at Chalons (Catalonian Fields) had a camp close enough to the battlefield that it appears as part of the description of the events of the battle.

17 FORTIFIED CAMP

Armies with this battle card have a camp with stronger than typical defenses.

Selecting this Battle Card

The army list indicates if the Fortified Camp battle card is available to an army.

This battle card cannot be used in combination with a Pack Train and Herds battle card. Both battle cards may be purchased for an army, but only one may be used in a single battle.



Cost

1 point

Deployment

All standard deployment rules apply without change.

Game Play

The player's camp receives a +2 tactical factor in close combat. This is in addition to the camp's normal combat factor.

All other camp rules still apply:

- The camp may be garrisoned.
- The camp may be sacked.
- A sacked camp counts as 8 points of lost troops, in addition to the point cost of any stand that was garrisoning the camp, but with no addition for the Fortified Camp battle card.

Historical Background

Historically some armies put a lot of time and effort into creating very well-defended camps, and others did not. The best-known examples of fortified camps are Roman armies from Marius on, but the Medieval Germans, Ancient British, and many others also fortified their camps.

The cost of this battle card is deliberately cheaper than using a 2 point stand as a garrison, since points spent on fortifying the camp cannot be used in the field.

18 PACK TRAINS AND HERDS

Armies with this battle card have a camp that may be placed anywhere along the player's base edge.

Selecting this Battle Card

The army list indicates if the Pack Trains and Herds battle card is available to an army.

This battle card cannot be used in combination with a Fortified Camp battle card. Both battle cards may be

purchased for an army, but only one may be used in a single battle.

Cost

1 point

Deployment

A player's camp may be placed at any location along the player's base edge. It is not limited to the center third of the game board.

The camp is placed at the same time the player's last troops are deployed (not counting those reserved for a flank march).

Other camp placement rules still apply:

- The camp must be placed in open terrain and in contact with the player's base edge.
- The camp may not move during the game.
- The camp may be garrisoned.

Game Play

All standard camp rules apply without change.

Historical Background

This battle card represents cases where the logistic element of an army is made up of a pack train of mules, ponies, camels, or horses; or cases where the army has a camp with a large proportion of livestock, flocks, horse herds, or other non-static troops.

Camps of this type should be portrayed in an appropriate way.

19 STANDARD WAGON

Instead of having a camp, armies with this battle card may deploy a Standard Wagon.

Note that Standard is used here in the sense of *flag* or *banner*, not *normal* or *usual*.



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Selecting this Battle Card

The army list indicates if the Standard Wagon battle card is available to an army.

Cost

None

Deployment

During deployment, a player may choose to place a Standard Wagon instead of a camp.

A Standard Wagon is placed at the same time that center deployment troops are placed. It must be placed in open terrain in the center third of the game board and within 8 MU of the player's base edge but, unlike a camp, it does not need to be placed in contact with the base edge. However, it must be placed such that its long edge is parallel to the player's base edge.

A Standard Wagon may be garrisoned as if it was a normal camp.

Modeling

A Standard Wagon has a rectangular base which is 2 MU deep and between 4 and 6 MU wide.

Game Play

A foot stand which has any part of its rear edge in contact with a friendly Standard Wagon gains an advantage in combat:

- In ranged combat, an enemy stand receives a -1 tactical factor when shooting at the stand.
- In close combat, the stand receives a +1 tactical factor in close combat.

Notes on applying this advantage:

- A stand that has its rear corner but not its rear edge in contact with a friendly Standard Wagon does not receive this advantage.
- A stand that is in rear edge contact with a friendly Standard Wagon is not considered a garrison.

- A stand that is garrisoning a Standard Wagon follows the normal camp rules; it does not receive this advantage.

In all other respects, a Standard Wagon is treated as a normal camp:

- It may not move
- It is treated as a camp for both ranged combat and close combat
- It counts as 8 points of lost troops if sacked, in addition to the point cost of any stand that was garrisoning the camp.

Historical Background

A variety of medieval battles involved having a static banner wagon placed forward to inspire troops to great efforts. If the banner wagon fell to the enemy, it was very disheartening.

Armies that used this strategy included the Feudal English fighting the Scots at the Battle of the Standard, Early Hungarian, Feudal German (City-state and Princes both), Communal Italian throughout, and Papal Italian (where the Standard Wagon would include the Pope and his bodyguard).

It is possible that pre-medieval armies also used this concept, but the battle descriptions are often too terse to be sure. It can be unclear, for example, whether a protected and venerated religious icon is back at the camp or forward in a way that is more at risk from enemy action on the field (and therefore could be represented as a Standard Wagon battle card). The Later Sassanid Persians seem to have used this strategy as well, with a gilded religious standard. Gilded religious chariots representing divine assistance seem to date back to the Achaemenid Persians, perhaps even the Assyrians.

20 ELEPHANT SCREEN

Armies with this battle card may disperse elephants across other troops as a screen.

Selecting this Battle Card

The army list indicates if the Elephant Screen battle card is available to an army. The army list indicates which Elephant troops may be used as an elephant screen (labeled Elephant Screen) and which troops may be screened (labeled Screenable).

An army which purchases this battle card may not include any elephant stands when assembling the army; the elephants are used in a different way. This is obligatory when the Elephant Screen battle card is purchased and cannot be reversed during deployment.

For example, the Hindu Indian army normally requires 2-3 stands of Elephants; if the Elephant Screen battle card is purchased, no elephant stands are taken.

Cost

2 points

Deployment

During deployment, the player places an elephant screen marker in front of each stand which is being screened. This shows that the stand is “Screened” and receives the combat advantage described below.

Only stands in the front rank of a single group may be screened. The decision to add an elephant screen marker to a stand must be made when the stand is placed.

Modeling

It is recommended that elephant screen markers be 2 MU wide (one base width) and ¼ to ½ MU deep.

However, size is not critical because the markers do not block movement or combat.

Another option is to use an existing Elephant stand turned sideways in front of the screened line can help both players remember what the elephant screen markers mean.

Elephant screen markers are removed under the conditions described below. A screened stand cannot regain an elephant screen marker once it is removed.

Game Play

Screened stands receive a +1 tactical factor in close combat. This tactical factor only applies if the stand is fighting to its front.

A screened stand loses its elephant screen marker under any of the following conditions:

- When making a fall back or pursuit outcome move
- After close combat against a close order troop type if fighting to its front
- When making a single stand tactical move; the marker is removed immediately and the stand does not receive any tactical factor in any ensuing combat

Any stand that loses its screen marker no longer counts as being screened for the rest of the game.

Victory Conditions

Removed elephant screen markers are not included in the count of lost troops. Screened troops which are lost count their normal point cost.

Historical Background

Military use of elephants during the Ancient and Medieval periods happened in two distinct ways. The first technique was where the elephants available to a



commander were concentrated together and fought as a massed unit of elephants – a stand of Elephant troops in Triumph represents this method.

The second technique was when the army used its elephants as a thin screen across a wide frontage of the main battle line of the army, to get a combat advantage. This strengthened the main line of the army for the initial crush of combat.

Historically the use of elephants as a screen was common and normal. Pyrrhus of Epirus used it fighting the Romans; Darius used it at Gaugamela against Alexander the Great, and there are many other examples.

21 SHOWER SHOOTING

Troops with this battle card may shoot in ranged combat.

Selecting this Battle Card

The army list indicates which troops may have a Shower Shooting battle card purchased for them.

The Shower Shooting battle card must be purchased for all of the stands in a troop entry if purchased for any (i.e., all or none).

Cost

1 point per stand

Deployment

All standard deployment rules apply without change.

Game Play

A stand which has the Shower Shooting battle card applied to it may shoot in ranged combat:

- It uses a +2 combat factor when shooting
- It may shoot during its own army's turn if it did not make a tactical move that turn

- It may shoot during the opposing army's turn, whether it moved during its own turn or not
- It uses the same forward arc of fire as for Archers
- It uses the normal target combat factor for its troop type when being shot at

All other standard ranged combat and close combat rules apply.

Victory Conditions

A stand which has the Shower Shooting battle card applied to it counts as 1 additional point of lost troops when destroyed. For example, a stand of Elite Cavalry with the Shower Shooting battle card would count as 5 points of lost troops when destroyed (the normal 4 points for a stand of Elite Cavalry plus 1 additional point for the Shower Shooting battle card).

Historical Background

Shower shooting is a well-attested technique where tight blocks of stationary bow-armed cavalry fire a steady arching stream of missiles at a distant target. It required special training and large ammo supplies to be effective. Many bow-armed cavalry were not trained or capable of shower shooting, even if skilled bowmen in other respects.

Horse bow fought as dispersed skirmishing bowmen firing at short range, and so are never allowed to use this battle card.

The Mamluks used shower shooting at the battle of Ain Jalut in 1260 AD. Ain Jalut also provides evidence that the Mongols and Ilkhanids did not use the shower shooting technique. The Byzantines used shower shooting early on, but they seem to have lost the ability after the 7th or 8th centuries, during the Byzantine Dark Ages. Other armies noted for using this tactic include the Sassanid Persians, Turkish Ghulams in Abbasid employ from the 9th century onward, some Cataphracts equipped with bows, and other armies.



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22 CHAINED TOGETHER

Troops with this battle card are chained together, limiting their movement but improving their combat abilities.

Selecting this Battle Card

The army list indicates which troops may have a Chained Together battle card applied to them.

The Chained Together battle card must be applied to all of the stands in a troop entry if applied to any (i.e., all or none).

Cost

No cost

Deployment

The decision to use the Chained Together battle card must be made when the first eligible stands are placed on the game board. If used, the battle card will apply to all eligible stands.

Modeling

A stand with the Chained Together battle card is modelled using a square base (i.e., one which has the same depth as its width), with the troops depicted appropriately.

Game Play

Tactical Movement

A stand which has the Chained Together battle card applied to it has a tactical move distance of 5 MU. A stand with the Chained Together battle card is close order.

A tactical move that includes one or more stands with the Chained Together battle card costs +1 command point, as if it included Elephants, Artillery, or War Wagons.

Ranged Combat

A stand which has the Chained Together battle card applied to it may shoot in ranged combat:

- It uses a +2 combat factor when shooting
- It may shoot during its own army's turn if it did not make a tactical move that turn
- It may shoot during the opposing army's turn, whether it moved during its own turn or not
- It uses the same forward arc of fire as for Archers
- It uses the normal target combat factor for its troop type when being shot at

The rules above for ranged shooting are identical to those for the Shower Shooting battle card.

All other standard ranged combat rules apply.

Close Combat

In close combat, a stand which has the Chained Together battle card applied to it:

- Receives a +2 tactical factor against Knights
- Receives a +1 tactical factor against Javelin Cavalry
- Receives a -1 tactical factor against Rabble or Skirmishers
- Does not pursue if it doubles its opponent in close combat

Historical Background

This battle card reflects the 5,000 cavalymen in the Murong Xianbei army (mentioned as the "best archers") who are described as chained together. It may be that this description is a literary convention (as with the later Jurchen "guaizi ma" formation which wasn't actually chained but was sometimes described that way), but in the case of the Murong Xianbei there is a reasonable possibility that they were actually physically chained together. Such a restriction would prevent individual horsemen from breaking formation to engage in heroic individual combat; it would also force them to fight solely using massed archery, and it would give some resistance to enemy shock cavalry as well.

On the downside, chaining such a formation would make it awkward to move, slow it down, and reduce its effectiveness against foot skirmishers equipped with missile weapons used at close range.

23 SWORD-FIGHTING CAVALRY

Troops with this battle card fight as a specialized troop type.

Selecting this Battle Card

The army list indicates which troops may have the Sword-Fighting Cavalry battle card applied to them.

The Sword-Fighting Cavalry battle card must be applied to all of the stands in a troop entry if applied to any (i.e., all or none).

Cost

There is no cost for the battle card itself. However, reduce the cost of any stand that has the Sword-fighting Cavalry battle card to 3 ½ points.

Deployment

Stands which have the Sword-Fighting Cavalry battle card applied to them are deployed using the standard deployment rules.

Game Play

For all aspects of game play, treat a stand with the Sword-Fighting Cavalry battle card as if it was a stand of Bad Horse, except with the following modification:

- In close combat, the stand has a combat factor of +3 vs foot and +3 vs mounted

All other rules for Bad Horse apply, including:

- A tactical move distance of 6 MU
- In ranged combat, a combat factor of +2 when shot at
- Combat results and outcome moves as for Bad Horse

Victory Conditions

A stand that has the Sword-fighting Cavalry battle card counts as 3 ½ points of lost troops when destroyed.

Historical Background

This battle card simulates cavalry whose preferred weapons were swords. Although they may have also used spears or lances, they did not use them as thrown weapons against enemy close-order foot, and they did not attempt to draw enemy knights into ill-timed charges, so rating them as Javelin Cavalry is not an accurate simulation of how they fought.

Although they attempted to close with the enemy and engage them in melee, they did not have the shock impact of Knights, nor the full armor of Cataphracts, so those troop types are also an inaccurate simulation of how sword-armed cavalry fought.

Examples of mounted troops for whom this rule is appropriate include Kurdish cavalry in the Middle East, (fighting for themselves or as mercenaries in other armies), Swabian cavalry in the late Dark Ages and early Medieval Germany, and others.

24 DECEPTIVE DEPLOYMENT

Armies with this battle card used unusual methods to deceive enemies with respect to how their army had deployed for battle. This includes using non-combatants who are intended to appear as if they were real troops and disguising certain troops to appear as if they were a different kind of fighting troop.

Deceptive Deployment involves placing one or more fake (*masquerade*) stands during the deployment phase; when certain conditions are met the masquerade stands are removed or exchanged.



Selecting this Battle Card

The army list indicates if the Deceptive Deployment battle card may be purchased. Non-combatants disguised to look like fighting troops will have a Deceptive Deployment battle card listed for the army itself. Troops which may be disguised as another troop type will have a Deceptive Deployment battle card for the applicable troop entry.

The army list specifies what troop type to use for the masquerade stands, and what troop type they are replaced with (if any) once their deception is revealed.

Cost

The battle card costs 1 point for each potential removal or exchange:

- Non-combatants that are disguised as a single troop stand cost 1 point
- One stand of troops that is disguised as a single troop stand costs 1 point
- Two stands of troops that are disguised as a single stand cost 1 point
- One stand of troops that is disguised as two stands costs 1 point

All other costs are calculated using the cost of the actual troop stands that are in the army.

For example, a stand of Horde that is disguised as two stands of Pike has a total cost of 3 points (2 points for the stand of Horde and 1 point for the Deceptive Deployment battle card). Two stands of Warriors that are disguised as a single stand of Horde have a total cost of 7 points (6 points for the two stands of Warriors and 1 point for the battle card). Non-combatants that are disguised as a single stand of Horde have a cost of just 1 point (1 point for the battle card).

Deployment

Masquerade stands are placed during deployment as if they were the stands of the troop type that they appear to be. For example, Warriors disguised as Horde are deployed as if they were really Horde.

Modeling

Deceptive Deployment masquerade stands should appear in every way as a normal troop stand of the type specified in the army list. When deploying the masquerade stand, it should be marked in some way not visible to the opposing player. One convenient way to do that would be using a simple sticker on the bottom of the troop stand to designate which of the normal troop stands is actually the masquerade stand.

Game Play

While masquerade stands are in play they are treated in all respects as the troop type they are disguised as, except as below.

The masquerade stand cannot move more than 4 MU (if it is masquerading as a mounted troop type) or 2 MU (if it is masquerading as a foot troop type).

At any point during their tactical movement phase a player may remove or exchange (as appropriate) a masquerade stand. This action is not considered a tactical move and does not cost any command points.

Remove or exchange a masquerade stand at the end of any tactical movement phase if it is within 8 MU of an enemy stand.

If one stand of troops is disguised as two stands of troops (e.g., a stand of Horde that is disguised as two stands of Pike), the two masquerade stands must be deployed and moved together, with one stand directly behind the other.

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Removing a Masquerade Stand

When revealed, a masquerade stand that represents non-combatants is simply removed from the table.

If the masquerade stand is part of a column or group, removing the stand does not modify the position of any other stands in the column or group, even if this creates gaps in the column or group.

Exchanging Masquerade Stands

When revealed, masquerade stands that represent troops disguised as another troop type are exchanged for the actual troop stands.

When exchanging a masquerade stand, place the actual troop stand such that its front edge is in the same location and orientation as the front edge of the masquerade stand.

If the masquerade stand is part of a column or group, this exchange does not modify the position of any other stands in the column or group, even if this creates gaps in the column or group.

If two stands of troops are disguised as a single stand, exchange the masquerade stand for the two actual stands by placing one stand such that its front edge is in the same location and orientation as the front edge of the masquerade stand and placing the second stand directly behind the first.

Historical Background

This unusual battle card crops up in a variety of circumstances. The Murong Xianbei used a bunch of women on oxen to ride around and spread dust from bags in the air to simulate the movement of unknown forces and trick their enemies. Both Pompey and Caesar had groups of camp followers on nags riding around to deceive enemies into believing they had larger forces of cavalry than they actually did. Agathokles of Syracuse, fighting in Africa, took camp followers and rowers and equipped them to simulate

hoplites. In a battle in 590 AD a group of fierce Saxon warriors were given Breton clothing and even Breton haircuts to gain an advantage by misleading the Carolingian Franks into thinking they were poor Breton foot. Other examples abound.