TRIUMPH!

SETTING UP A GAME

1.	Dice for Battlefield Topography	Each player rolls 1d6 + Army Invasion Rating; use Topography of lowest score. Reroll ties.
2.	Dice for Tactical Advantage	Each player rolls 1d6 + Army Maneuver Rating; higher score is the **advantaged player,** lower score is the **disadvantaged player.** Difference in the score is the **advantage score** (used in step 3). Reroll ties (but use difference of 0 as the **advantage score** in the final result if there is a tie).
3.	Dice for Number of Terrain Pieces	Each player rolls 1d6; add the two rolls together to get the **terrain score**. **Advantaged player** may modify the terrain score by an amount equal to or less than the **advantage score** to obtain the **modified terrain score**. **Modified terrain score** may not be less than 2 or more than 12. See table below for Number of Terrain Pieces based on topography of the battlefield.
4.	Set Up Terrain	*(Advantaged player does all this)* 1. Select terrain pieces 2. Order terrain pieces (large before small) 3. Draw terrain card 4. Place terrain pieces on the battlefield as shown on the card
5.	Deploy Camps and Troops	1. Disadvantaged player places camp. 2. Advantaged player places camp. 3. Disadvantaged player places center deployment troops and reserves flank march troops if eligible. 4. Advantaged player places all troops (center deployment and others) and reserves flank march troops if eligible. 5. Disadvantaged player places remaining troops. 6. Advantaged player takes first move.

Number of Terrain Pieces

Modified Terrain Score	Battlefield Topography			Coast Allowed?
	Steppe Dry	Forest Marsh	Arable Hilly Delta	
2	1	2	1	-
3	1	3	2	-
4	1	3	2	Yes
5	2	4	3	-
6	2	4	3	-
7	3	5	4	Yes
8	3	5	4	-
9	4	6	5	-
10	4	6	5	Yes
11	5	6	6	-
12	5	6	6	-

Terrain Chart

Topography	Compulsory	Optional
Arable	Village (1)	Stream, Steep Hills, Gentle Hills (1), Woods, Wooded Hills, Coast, Rough, Ploughed Fields
Forests	Woods	Stream, Marsh, Wooded Hills
Hilly	Steep Hills	Stream, Woods, Wooded Hills
Steppe	Gentle Hills	Stream, Rough, Woods (1)
Dry	Rough	Dunes, Steep Hills, Oasis (1)
Marsh	Marsh	Woods, Stream, Coast
Delta	Coast	Marsh, Dunes, Village

At least 1 compulsory.

No more than 1 Village, Oasis, Gentle Hill in Arable, or Woods in Steppe.

At most 1 Coast. If Coast is selected, Stream may not be selected. Coast does not count against the total number of pieces taken.

No more than half large.

Center Deployment

Center deployment must include at least 24 points of troops. Choose which troops when deploying. Select troops in this order:

1.	Troops designated as Battle Line in the army list.
2.	Any troops in the main army except Skirmishers
3.	Skirmishers in the main army
4.	Any troops in Allied contingents