

TRIUMPH!



Campaign Rules

Caesar's Gallic Wars

December 2020

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Meshwesh

Army lists for TRIUMPH! are available on the Meshwesh website. 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

The Washington Grand Company publishes the WAR series of miniature wargaming products, including *Triumph*, Meshwesh, and numerous supporting materials. Visit us on Facebook or at our website:

<http://wgwar.com>



About This Campaign Document

This document is a pre-release view into the forthcoming Washington Grand Company release of our first campaign book for **Triumph!**, our fast-play rules set for miniature wargaming. The campaign book, slated for release in 2021, will include seven campaigns from history. Each individual campaign will allow a group of players to play out a series of historical battles, with victories and defeats having consequences in the framework of a campaign spanning several years in representative time. Played with **Triumph!** (or any other fast-play gaming rules) our campaign system allows a group of gamers to play out the whole campaign in a single day. These campaigns are an attractive alternative to a standard tournament format, whether at a large gaming convention or just a gaming weekend with a group of friends.

Washington Grand Company has run versions of these campaigns three times a year for more than a decade at the largest historical wargaming conventions in the USA with great success. At least four campaign books are planned as of the time of this writing, and should be released through 2021 and 2022.

This campaign book teaser shows a single campaign (Caesar's Gallic Wars) and the format that the campaign book will use for its campaigns. Two different designs are shown -- one aimed at a campaign for a larger group (usually 16-20 players), and one aimed at a slightly smaller group (8-12 players). Maps are provided to show the layout of the armies/tribes/nations involved. Army lists for each individual nation/tribe are provided, based upon a refinement of the **Triumph!** army lists set out in Meshwesh as described on page 1. Minor changes may occur to this individual campaign when it is published, but it should give readers a view into what they may expect when the forthcoming campaign book is released.

We hope that **Triumph!** players will enjoy getting this advance glimpse of what the forthcoming campaign book will offer.



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CAESAR'S GALLIC WARS

Roman Conquest of Gaul, 58 BC

Background

In 390 BC a Gallic army sacked Rome. At the time Rome was just one city-state among many, and the army that defeated them at the Battle of the Allia was from just one Gallic tribe among several in Northern Italy (Cisalpine Gaul).

Now it is 58 BC, more than three centuries later. All of Italy has long-since bowed the knee to Rome. Mighty Rome is a single citystate no longer -- the Republic of Rome has conquered the Western Mediterranean including Spain, North Africa, and the south coast of Gaul.

The Gallic tribes are powerful, but internally divided. From the forests across the Rhine powerful Germanic tribes are beginning to put pressure on them. And an ambitious proconsul named Julius Caesar commands the legions in the south of Gaul. He has political ambition, military ability, and massive financial debts -- a very dangerous combination.

Any Roman politician with a lot of ambition and even more debt needs more popularity and plunder to rise. Military success gives you both. Rome had never forgotten being sacked by the Gauls -- victory against them would make Julius Caesar a very popular man. And the legions love a leader that brings them loot and victory.

The situation is a powderkeg, and Julius Caesar holds a match.

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Map (20-player campaign)





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Armies Available (20-player campaign)

Sedentary Gallic (12)

- Ruteni. Maneuver 1. General must be Javelin Cavalry. **[48 pts]**
 - o 2x Javelin Cavalry [8 pt]
 - o 2x Bad Horse or Light Foot [6 pt]
 - o 7x Light Foot [21 pt]
 - o 2x Skirmishers [6 pts]
 - o Choice of one of: [3 pt]
 - 1x Light Foot
 - 1x Rabble and BC: Fortified Camp (oppidum)
 - o 2x Rabble [4 pt]
- Remi. Maneuver 1. General must be Javelin Cavalry. **[48 pts]**
 - o 2x Javelin Cavalry [8 pt]
 - o 3x Bad Horse [9 pt]
 - o 8x Light Foot [24 pt]
 - o Choice of one of: [3 pt]
 - 1x Light Foot
 - 1x Rabble and BC: Fortified Camp (oppidum)
 - o 2x Rabble [4 pt]
- Helvetii. Maneuver 1. General must be Javelin Cavalry or Warrior. **[48 pts]**
 - o 2x Javelin Cavalry [8 pt]
 - o 2x Bad Horse or Warrior [6 pt]
 - o 9x Warrior [27 pt]
 - o Choice of one of: [3 pt]
 - 1x Warrior
 - 1x Rabble and BC: Fortified Camp (oppidum)
 - o 2x Rabble [4 pt]
- Bellovaci. Maneuver 3. General must be Javelin Cavalry or Warrior. **[48 pts]**
 - o BC: Ambush [1 pt]
 - o 2x Javelin Cavalry [8 pt]
 - o 2x Bad Horse or Warrior [6 pt]
 - o 8x Warrior [24 pt]
 - o Choice of one of: [3 pt]
 - 1x Warrior
 - 1x Rabble and BC: Fortified Camp (oppidum)
 - o 3x Rabble [6 pt]

- Other Sedentary Gallic Tribes (Veneti, Morini, Aedui, Carnutes, Arverni, Aquitani, Pictones, Sequani). Maneuver 1. General must be Javelin Cavalry. **[48 pts]**
 - o 2x Javelin Cavalry [8 pt]
 - o 2x Bad Horse or Light Foot [6 pt]
 - o 9x Light Foot [27 pt]
 - o Choice of one of: [3 pt]
 - 1x Light Foot
 - 1x Rabble and BC: Fortified Camp (oppidum)
 - o 2x Rabble [4 pt]

Iberians

- Cantabria. Maneuver 4. General must be Javelin Cavalry. **[48 pts]**
 - o 2x Javelin Cavalry [8 pt]
 - o Choice of one of: [1 pt]
 - BC: Deployment Dismounting as Light Foot for the Javelin Cavalry
 - BC: Ambush
 - o Choice of one of: [12 pt]
 - 3x Raiders (mercenary Celtiberian scutarii)
 - 4x Light Foot (Scutarii and Caetrati)
 - o Choice of one of: [3 pt]
 - BC: Pack Train and Herds (cattle herds) and BC: Scythed Chariots and Stampedes (Flaming ox wagons)
 - 1x Light Foot (Scutarii or Caetrati)
 - o 4x Light Foot (Scutarii) [12 pt]
 - o 2x Light Foot (Caetrati) [6 pt]
 - o 2x Skirmisher (slingers) [6 pt]

Ancient British

- Catevelauni. Maneuver 1. General must be Battle Taxi. **[48 pts]**
 - o Choice of one of: [1 pt]
 - Battle Card: Fortified Camp (oppidum)
 - Battle Card: Pack Train and Herds (flocks and herds)
 - o 4x Battle Taxi (BC: Deployment Dismounting as Warrior) [14 pt]



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- o 2x Bad Horse (pony-riding horsemen with javelins) [6 pt]
- o 6x Warband [18 pt]
- o 1x Bad Horse or Warband or Skirmishers [3 pt]
- o Choice of one of: [6 pt]
 - 2x Warband
 - 1x Warband and 1x Skirmishers
 - 2x Skirmishers
 - 3x Rabble

Marian Roman (3)

- Gallia Narbonensis (Labienus). Maneuver 3. General must be Javelin Cavalry. **[48 pts]**
 - o BC: Fortified Camp (ditch and rampart) [1 pt]
 - o 2x BC: Hold the Line (Elite Foot) [1 pt]
 - o 1x Javelin Cavalry (allied veteran horsemen) [4 pt]
 - o 1x Javelin Cavalry or Elite Foot [4 pt]
 - o 8x Elite Foot {legionaries} [32 pt]
 - o 2x any combination of Artillery, Light Foot (velites or allied javelinmen), Skirmisher, Heavy Foot (raw legionaries) or Bad Horse (Gallic horsemen). No more than one Artillery. [6 pt]
- Gallia Transalpina (Caesar). Maneuver 3. General may be either Javelin Cavalry or Elite Foot. **[48 pts]**
 - o BC: Fortified Camp (ditch and rampart) [1 pt]
 - o 2x BC: Hold the Line (Elite Foot) [1 pt]
 - o 1x Javelin Cavalry (allied veteran horsemen) [4 pt]
 - o 1x Javelin Cavalry or Elite Foot [4 pt]
 - o 8x Elite Foot {legionaries} [32 pt]
 - o 2x any combination of Artillery, Light Foot (velites or allied javelinmen), Skirmisher or Bad Horse (Gallic horsemen). No more than one Artillery. [6 pt]
- Gallia Cisalpina (Publius Crassus). Maneuver 2. General must be Javelin Cavalry. [48 pts]
 - o BC: Fortified Camp (ditch and rampart) [1 pt]
 - o 2x BC: Hold the Line (Elite Foot) [1 pt]
 - o 2x Javelin Cavalry (allied veteran horsemen) [8 pt]
 - o 2x Bad Horse (Gallic horsemen) or Heavy Foot (raw legionaries) [6 pt]

- o 2x Heavy Foot (raw legionaries) [6 pt]
- o 5x Elite Foot {legionaries} [20 pt]
- o 2x any combination of Artillery, Light Foot, or Skirmisher. No more than one Artillery. [6 pt]

Early German (3)

- Boi. Maneuver 2. General must be Javelin Cavalry **[48 pts]**
 - o Choice of one of: [1 pt]
 - BC: Fortified Camp (wagon laager)
 - BC: Pack Train and Herds (cattle herds)
 - o 1x Javelin Cavalry (BC: Deployment Dismounting as Warrior) [5 pt]
 - o 10x Warrior [30 pt]
 - o 2x Skirmisher or Warrior [6 pt]
 - o 3x Rabble [6 pt]
- Tencteri. Maneuver 2. General must be Javelin Cavalry **[48 pts]**
 - o Choice of one of: [1 pt]
 - BC: Fortified Camp (wagon laager)
 - BC: Pack Train and Herds (cattle herds)
 - o 3x Javelin Cavalry (BC: Deployment Dismounting as Warrior) [14 pt]
 - o 8x Warrior [24 pt]
 - o 1x Skirmisher or Warrior [3 pt]
 - o 3x Rabble [6 pt]
- Suebi Confederacy. Maneuver 2. General must be Warrior **[48 pts]**
 - o Choice of one of: [1 pt]
 - BC: Fortified Camp (wagon laager)
 - BC: Pack Train and Herds (cattle herds)
 - o 2x Javelin Cavalry (BC: Deployment Dismounting as Warrior) [9 pt]
 - o 10x Warrior [30 pt]
 - o 4x Rabble [8 pt]

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Map (8-player campaign)





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Armies Available (8-player campaign)

Sedentary Gallic (6)

- Ruteni. Maneuver 1. General must be Javelin Cavalry. **[48 pts]**
 - o 2x Javelin Cavalry [8 pt]
 - o 2x Bad Horse or Light Foot [6 pt]
 - o 7x Light Foot [21 pt]
 - o 2x Skirmishers [6 pts]
 - o Choice of one of: [3 pt]
 - 1x Light Foot
 - 1x Rabble and BC: Fortified Camp (oppidum)
 - o 2x Rabble [4 pt]
- Remi. Maneuver 1. General must be Javelin Cavalry. **[48 pts]**
 - o 2x Javelin Cavalry [8 pt]
 - o 3x Bad Horse [9 pt]
 - o 8x Light Foot [24 pt]
 - o Choice of one of: [3 pt]
 - 1x Light Foot
 - 1x Rabble and BC: Fortified Camp (oppidum)
 - o 2x Rabble [4 pt]
- Helvetii. Maneuver 1. General must be Javelin Cavalry or Warrior. **[48 pts]**
 - o 2x Javelin Cavalry [8 pt]
 - o 2x Bad Horse or Warrior [6 pt]
 - o 9x Warrior [27 pt]
 - o Choice of one of: [3 pt]
 - 1x Warrior
 - 1x Rabble and BC: Fortified Camp (oppidum)
 - o 2x Rabble [4 pt]
- Bellovaci. Maneuver 3. General must be Javelin Cavalry or Warrior. **[48 pts]**
 - o BC: Ambush [1 pt]
 - o 2x Javelin Cavalry [8 pt]
 - o 2x Bad Horse or Warrior [6 pt]
 - o 8x Warrior [24 pt]
 - o Choice of one of: [3 pt]
 - 1x Warrior
 - 1x Rabble and BC: Fortified Camp (oppidum)

- o 3x Rabble [6 pt]

- Other Sedentary Gallic Tribes (Arverni, Aquitani). Maneuver 1. General must be Javelin Cavalry. **[48 pts]**
 - o 2x Javelin Cavalry [8 pt]
 - o 2x Bad Horse or Light Foot [6 pt]
 - o 9x Light Foot [27 pt]
 - o Choice of one of: [3 pt]
 - 1x Light Foot
 - 1x Rabble and BC: Fortified Camp (oppidum)
 - o 2x Rabble [4 pt]

Marian Roman

- Gallia Transalpina (Caesar). Maneuver 3. General may be either Javelin Cavalry or Elite Foot. **[48 pts]**
 - o BC: Fortified Camp (ditch and rampart) [1 pt]
 - o 2x BC: Hold the Line (Elite Foot) [1 pt]
 - o 1x Javelin Cavalry (allied veteran horsemen) [4 pt]
 - o 1x Javelin Cavalry or Elite Foot [4 pt]
 - o 8x Elite Foot {legionaries} [32 pt]
 - o 2x any combination of Artillery, Light Foot (velites or allied javelinmen), Skirmisher or Bad Horse (Gallic horsemen). No more than one Artillery. [6 pt]

Early German

- Suebi Confederacy. Maneuver 2. General must be Warrior **[48 pts]**
 - o Choice of one of: [1 pt]
 - BC: Fortified Camp (wagon laager)
 - BC: Pack Train and Herds (cattle herds)
 - o 2x Javelin Cavalry (BC: Deployment Dismounting as Warrior) [9 pt]
 - o 10x Warrior [30 pt]
 - o 4x Rabble [8 pt]



Topography (20-player and 8-player campaigns)

Campaign Topographies are as follows:

- Forest (and Wild)
 - Suebi
- Hilly (and Wild)
 - Helvetii
 - Ruteni
- Arable
 - Everything else

Special Rules

Wild Regions

Wild Regions are those held by the Suebi, Helvetii, and Ruteni.

Wild Regions represent zones where the residents have a significant advantage in knowledge of the terrain, and outsiders are more likely to be ambushed or otherwise forced to battle in a situation not of their choosing.

Special and Naval Movement

There is no naval movement in the 8-player version of this campaign.

In the 20-player version of the campaign all armies may cross the English Channel -- consider the Catevellauni to be adjacent to the Veneti, Bellovaci, and Morini for all normal movement. In addition, the Veneti were widely respected as ship builders and users, so the Veneti may move to the Morini, Aquitani, and Cantabria as if they were adjacent.

Alliance

In the 20-player version of the campaign the three Roman armies begin the game as allies. They may move through each other's zones freely and may not attack each other. As soon as a Roman army

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loses a battle (attacking or defending), this special rule no longer applies between the losing Roman army and the other two.

No other armies start the campaign allied. Germanic and Gallic tribes were constantly warring with each other.

Germanic Cavalry

Germanic cavalry was considered superior to Gallic cavalry in this period. To reflect this, if Germanic Javelin Cavalry are in combat against Bad Horse (regardless of origin) and the combat results in a tie, the Bad Horse will fall back instead. This applies to Bad Horse in the Roman army as well (those were often Gallic mercenaries).