

A. MOVEMENT RATES

- A.1 Bow Levy move 3 MU.
- A.2 Rabble move 4 MU.
- A.3 Horde move 3 MU.

These changes modify *TRIUMPH!* 35.5, Table 5 (Tactical Movement Distance).

B. WAR WAGONS

- B.1 War Wagons have a combat factor of +3 defending in Ranged Combat. This replaces the value given in *TRIUMPH!* Appendix B table B.1.
- B.2 Add “or War Wagons” after “Shooting at general’s stand” in Appendix C table C.1.

C. RABBLE PASS-THROUGH

- C.1 Add “or Rabble” after “Skirmishers” in rules 42.2.b, 42.2.c, and 81.1.c.

D. PAVISE FIX

- D.1 Modify Pavise combat factors to +3/+3. This modifies Appendix B table B.2.

E. PURSUIT AND FALL-BACK

- E.1 Modify 80.1. Replace “It moves a distance equal to its own base depth” with “It moves 1 MU”.
- E.2 Modify 86.1. Replace “its own base depth” with “1 MU”.

F. PIKE REAR SUPPORT

- F.1 Pike receive +3 for Rear Support. This modifies *TRIUMPH!* 69.2 and Appendix C table C.2 in the Pike row (in both places replace “+2” with “+3”)

G. PASS-THROUGH AND COMBAT

- G.1 Modify 42.6, adding “, or in close combat” after “ZOC of an enemy stand”.