

## Summary of 2021 Changes

Subject	Page	Detail of Changes
Troop Types	6-9	No charge to definitions of troop types. Combat factors and shooting ability now dice per stand as per Troop Types chart.
Unit Morale Value	11	Change to: Exceptional Morale +3, High Morale +2, Poor Morale -2
Sequence of Play	18	Change to: Heavy infantry may shoot in short range missile exchange. No shooting prior to combat in combat phase. <i>The restriction on HI shooting was so that they would not out-shoot specialist missile troops. Changes to shooting dice per base make this no longer necessary.</i>
Control Test	24	Change to: 5-6 result = B & C Grade shock troops and armed rabble must advance. A & B Grade light troops act as player wishes. Otherwise repeat last move.
Cause of DPs	30	Add: 1 DP if non-light equal/higher grade Heavy Infantry retiring within bow range.
Rampaging Elephants	31	Rampage on D6 roll of 1-2. No longer eliminated on 2 result
Unit Formations	34	Delete all references to Cuneus formation here and elsewhere. <i>The effect of cuneus is replicated in the combat results (supporting stands). Therefore only 2 formations: Line or Column.</i>
Random Move distances	36	Change Normal Move to: Move $\frac{1}{2}$ JT for each number rolled on an AvD + an optional additional die (AvD for A Grade foot, D6 for others). <i>A Grade cavalry now roll a D6 on their optional second die.</i>
Fatigue and Disorder	37	Change to: Units formed in line normally incur 1 DP each time the move die result is 6 if formed and only 1 stand wide, 5-6 if in line 2 or more stands wide. This reflects fatigue together with disorder in the ranks caused by the difficulty of maintaining dressing while moving fast. Unformed units, single models, and units making a march move, do not incur DPs for fatigue. Once a unit has 3 DPs for whatever reason, it incurs no further DPs for fatigue or manoeuvre.
Mount/Dismount	41	Penalty now increased to 1 move + 1 DP.
Interpenetration	42	Change to: No penalty if neither routing nor charging; one unit is stationary and one is unformed light troops; or one is stationary infantry and one is A Grade infantry. Otherwise 1 DP on formed.
Shooting Procedure	46	Change to new procedure as per QRS
Heavy Infantry shooting	48	Restriction on heavy infantry shooting is removed.
Overhead shooting	48	Overhead shooting is now only allowed beyond short range. Light cavalry may still shoot 2 ranks deep at both long and short range.
Restrictions on charges	52	Charge restrictions now summarised on Troop Types chart. Additionally: HI and elephants may only charge if their opponent is within 1 JT. Cavalry and LI may charge from any distance, their movement being determined by move dice. <i>This reverts to an early version of the rules and eliminates need for shooting in combat phase. HI halting at 1 JT in their tactical move may then exchange missiles in short range phase, then close.</i>
Shooting in the Combat Phase	54	Delete.

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Melée	58	Second paragraph. Delete cuneus. Now any units may move up to two stands from rear ranks to the front as long as there is space for them.
Combat Resolution	60	Replace with the new combat resolution as per the QRS based on dice per stand as indicated on the Troop Types chart.
Multiple Unit combat	60	Change to: Average the morale value of all units in contact (round up). Cost only the DPs of the unit with the most, ignore all others on the same side.
Advantage of Ground	60	Definition remains the same. It negates the additional attack dice for non elephant units attacking opposing stands that have advantage of ground
Deeper Formation	60	Replaced by new rule for supporting stands in a second rank behind those in base to base contact. In order to count 'supporting' the second rank must be in good order facing same direction as those in contact. <ul style="list-style-type: none"> <li>• Must be same troop type as front rank if charging or in melée</li> <li>• May be other HI or LI archers if HI standing to receive.</li> <li>• Only horse archers can support HC receiving a charge.</li> </ul> Integral LI with HC count supporting in Melée only. Supporting stands may be from the same or another unit as long as the above conditions are met. If from a different unit, DPs and morale values of the rear rank supporting unit are not taken into account in combat. A supporting unit is bound by the combat result of the unit in the front rank.
Numbers	60	Numbers are taken into account by rolling dice per stand. Count only stands in base to base contact plus up to one stand over-lapping on each flank. Formed units which have been charged in the flank or rear do not count any overlapping stands in a charge. Elephants no longer count double and additional ranks for cuneus no longer apply.
Combat Results	61	Replace with the new combat results as per the QRS. Most remain the same but major change to initial inconclusive combat which results in an immediate re-fight as a stationary melée.