

RULES UPDATES V3.3 July2026

Page 27: **MODE DISTANCES AND DISORDER – MEDIUM FOOT with Bow, Bow*, Longbow & Crossbow.**

Movement distances for Medium Foot armed with Bow, Bow*, Longbow and Crossbow have been restored to version 3.1 distances.
i.e All Medium Foot move the same distance.

Note. This reverses the change made in Version 3.2.

Page 34: **The following interpenetrations of friendly troops are permitted:**

(With the exception of Light Foot) No battle group can make any turns, expansions or contractions before or after passing through another battle group, **unless either of them is light foot.** *(Clarification)*

Page 34: **BURSTING THROUGH FRIENDS**

A battle group burst through by **friendly shock troops who are charging without orders in the Impact Phase**, drops one cohesion level: *(Clarification)*

Page 67: **Deciding how many dice to roll**

Medium Foot, Chariots or Cavalry with Javelins or Firearm	1 dice per front rank base
Chariots and Elephants with Bow	1 dice per front rank base

(Clarification)

Page 112: **Terrain choice**

Add two pieces of 'broken' terrain to the 'TROPICAL' row as follows:

TROPICAL		1	1	2				4(1)		2(1)		1	1	1	1	1
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