Diadochoi Wars
Improvements

Diadochoi Wars Version 1.03
Battle Engine

Corrected – Multiple-Commander option highlighting units and morale status now showing.

Diadochoi Wars Version 1.02
Battle Engine
Adjusted – Menu – Help – Combat Melee Effectiveness chart updated for SHC

Corrected – Missing 3D view SHC unit now showing

Corrected – Menu Help - Missile Range chart – entries for staff sling and crossbow removed. Missile Effectiveness chart also updated

Editor
Adjusted - All armies now permitted to raise EHC. All armies now permitted to raise LHI except for the Bactrian arrny.

Adjusted – Barbarian army now permitted to source 'Fanatic' units.

Diadochoi Wars Version 1.01
Battle Engine
Adjusted – Units can only descend from a fortification if it is a tower hex not a wall hex.

Adjusted – defenders on walls do not advance off the wall if the enemy attacking unit retires one hex.

Corrected – Mantlets and Towers are now visible in 3D view under FOW mode.

Corrected – 'Tournament Battle' button on Start-Up screen not working – now fixed.

Corrected – Campaign battle files not assigned with .cmp extension – now fixed

Diadochoi Wars Version 1.00
Battle Engine

Added – 'Shock & Awe' – Experienced, warband, militia and levy units will undergo a morale break test if contacted by a charging enemy unit. If the unit fails the test it will rout automatically.

Added – Melee weapon effectiveness reference chart to **menu – Help** options.

Added – Tournament Play option – See Manual for details

Adjusted –.

Corrected – Weapons Range pop-up box updated with change in range of lead-shot sling and horse archers.