

DBN RULE CLARIFICATIONS & EXPLANATIONS - NOVEMBER 2008

*We believe DBN is a new and exciting way to look at Napoleonic Wargaming and is also proving to be very popular. Therefore we want DBN to be as good as it possibly can be. Based on questions and ideas from our many international gamers we have come up with the following which we hope will give further rule clarification and explanation and will add to your gaming fun and experience. These clarifications and explanations will be included in all new versions of the rules from November 2008.
Thank You , Alex & Bob*

Rule 5.3 Hills are any slope or contour that all players agree gives an 'up hill advantage' in close combat.

Rule 3.7 Add the following:

The BT has A Basic Combat factor of +1. The BT and its defenders are destroyed if beaten in Close Combat.

To add further clarification replace these sections with this:

7.5.1 **Unit Movement.** A move by a single Unit of any type is known as a 'Unit Move'. It can move forward of its front edge in any direction and end the move facing in any direction providing no part of its base has moved more than its permitted maximum distance. If it moves sideways of its front edge or backwards then movement is restricted (see rule 7.12)

7.12 **Retiring and Sideways Movement.** A Unit may retire (move backwards away from the current position of its front edge) or Sideways (move directly in line with the current position of its front edge). To do this and remain as a formed body involved a relatively complex series of drill movements. To reflect this, all regular movement rates are reduced by 100paces.

7.13 **Zone of Control (ZOC).** All units have a ZOC to their front one base width wide and 40mm deep. No enemy Unit may move into this Zone for any purpose other than to engage that unit in Combat. If a unit is 'caught' in an enemy ZOC and wants to move away, it must first move directly away and out of the ZOC.

7.16 **Guerrillas.** To encourage the use of Guerrillas in their traditional role of ambush they need not be deployed at the start of the game. They can instead be placed during the friendly Movement Phase in any area of Bad Going that no enemy unit has passed or come within 100paces of and can then in the same phase make a tactical move, at a maximum cost of 1 CAP for each Unit. They cannot leave the terrain feature in which they appear, unless to move into Close Combat with an enemy Unit that is no more than 100 Paces from the edge of the Bad Going in which they, the Guerrillas, appeared. If, on completion of the Close Combat, they are still in Good Going and not in contact with an enemy Unit they must retreat to the nearest piece of Bad Going in their next Movement.

Rule 7.7.4 Replace this section:

7.7.4 **Jagers.** Jagers at any time may make a 'Jager Action Move' this is a unique move and allows Jagers to make 1 STM remaining more than 300paces from any enemy unit and Fire in the same turn.

Rule 7.17 and 7.18 A unit must move fully inside in order to Garrison or occupy .

Rule 7.19.1 A unit 'Recoils' directly backwards from the rear base edge of a Fortification or BUA.

Rule 7.22 A new rule, insert the following:

7.22 **Cavalry Moving Up Hill.** Cavalry or Horse Artillery moving up hill for any part of their movement have their maximum movement reduced by 100paces.

Rule 8.2.2.3 Only applies to any combat unit in contact with the rear of a friendly unit of its own type.

Rule 8.17 Add the following sentence:

Commanders, ADC's and Baggage Trains can not provide Close Combat Support

Rule 8.18 Add the following sentence:

Any attacked, unshaken unit of 'Mounted' can immediately 'Turn to Face' if the attacker has moved more than 200paces in sight before making contact. Commanders have no 'Flank'

Rule 8.21 Delete the sentence:

'Foot Skirmishers may only move into close combat against other foot skirmishers and Guerrillas, but they may be used as close combat support'

Rule 8.22 Add the following sentence :

When an Attack Column is classed as 'destroyed' as a Close Combat Result then both units of the involved Attack Column are destroyed, not if as a result of recoiling.

Rule 10.3.4 A new rule, insert the following;

10.3.4 Transfer a Unit or Formation from one command to another for the cost of 1 CAP to the CinC and to all other Commanders involved in the transfer, plus 1 further CAP to the CinC if Commander is outside of the CinC's Command Radius.

Rule 11.5 Add the following sentence:

Then the unit is unable to move into Close Combat until it remains stationary and is not involved with Combat for one full turn then the Militia status is removed.

It was felt that the Jager Unit was struggling to justify its value and cost. This new factor will improve its value and it reflects the Jager Units unique training in the art of Field Craf, but remember they still don't like getting too close:

ORIGINAL PLAYSHEET and ATTRITION PLAYSHEET – FIRING

insert the following Tactical Factor:

-1 Firing at Jagers in Bad Going

Delete: 'or Jagers' from Original Playsheet, after 'Artillery within 300 paces'

and on Original Play Sheet – Combat Results - 'if total is less than but more than half that of the enemy' - add 'If not recoil.' For Mobile Artillery.

Also Jagers Basic Combat Factor is now +2, all Artillery now +3 (Rockets +2 v Foot)