

DBN V2 – AMENDMENTS AND ADDITIONS

These Amendments and Additions will only add to your DBN V2 rules and will put the 'cherry on the cake'. In future they will be referred to as **Version 2.1**. It is important to note that with this 'free download' of amendments anyone who owns a copy of version 2 has no need to purchase a copy of version 2.1. These Amendments and Additions can either be appended manually or by cutting out and pasting in the rule book.

3. 24 Foot Skirmishers Add: 'Guerrillas'

5.5.1.5 Dunes. Delete: 'and Artillery'.

7.8 Road Movement. Delete 'Column of March', Insert 'March Column'.

7.12.4 Formation. Delete 'Paragraph 1.15', Insert 'Paragraph 7.15'.

7.16 Guerrillas. Amend/Replace the existing Paragraph as follows:

To encourage the use of Guerrillas in their traditional role of ambush they need not be deployed at the start of the game but can instead be placed during the Movement Phase of any friendly Bound in any Terrain Feature classed as Bad Going and can then in that 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 they are either destroyed or to move into Close Combat with an enemy Unit that is in Good Going and 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 Move.

7.20 Cavalry Charging into Bad Going. Under normal circumstances regular cavalry were very reluctant to charge into Bad Going. Therefore all regular cavalry (HC, LC and SC) are classed as 'Shaken' (-1 to their Combat Factor) for the first round of Close Combat if they are classed as 'in Good Going' and attacking an enemy in Bad Going (see rule 8.23).

Page 18 & Page 46 Pursuit. Delete: the numbers "5.19.2" insert "7.19.2"

8.2.2.4 Shaken Units. Insert in Line 4 after 'Shaken Unit' the following:

"or a Formation which includes a Shaken Unit".

8.24 Close Combat Against a BUA. Add the following sentence:

The most effective way of attacking a BUA is simultaneously from more than one direction. Therefore if a BUA is attacked simultaneously by a second or third column or unshaken Unit on a second or third side of the BUA then the Garrison suffer a -1 to its Combat Factor for those rounds of Close Combat.

9.2 Basic Points Game. Amend/Replace the existing Paragraph as follows:

When one side has lost a $1/3^{\text{rd}}$ (rounded down) of their total number of units (this number includes all Combat Units and Commanders but excludes Baggage Train) then the other side has won the game or battle. The only exception to this formula is that Destroyed Old Guard Muskets count as 2 casualties and Irregular Cavalry and Guerrillas just don't count. A Commander that is 'horsed combat' counts as a casualty until such time as he is active again.

SECTION 10 – LARGER BATTLES. Add the following Paragraph:

10.7 Army Composition. It is recommended that non historical Larger Battles are played in multiples of 12 Point Armies (24, 36, 48, etc Points). If an Army List shows a Troop Type with no minimum number then for a 24 point army there must be a minimum of 1, for 36 point minimum of 2 and so on. For example if the Basic 12 Point Army includes 0-2 Ms(E) then for a 36 point army it will 3 times this number with a minimum of 2 (shown as 2-6 Ms(E)) or if the Basic 12 Point Army lists 0-1 Jg then for 48 Points it would be 3-4 Jg.

SECTION 11 - OPTIONAL RULES. Amend/Replace the following:

11.2.2 **Superior Light Infantry.** In last sentence change "600 Paces" to "400 Paces".

11.2.3 **Levy en Masse.** At the end of the Paragraph add the following sentence:

Levee en Masse are not included in Victory Conditions calculations neither when counting the total number of Units in the Army nor when totalling casualties.

RESERVE ARTILLERY PARKS

11.13 This rule reflects the common practice of the time and is also very useful if the players have insufficient model artillery units. In Larger Battles involving a number of players a 'Reserve Artillery Park' can be created containing one or more Artillery Units. These are kept 'off table' or attached to the Baggage Train and become available as follows:

11.13.1 Any Sub Commander that has lost an Artillery Unit can for the cost of 1 CAP request to the CinC for a replacement from the Reserve. If the CinC approves the request then on the next Turn a D6 is thrown, 5 or 6 the Artillery Unit arrives at the end of the Movement Phase along side the requesting Sub Commander, 1 to 4 the Unit fails to arrive, dice again next Turn.

11.13.2 Alternatively once the Army has lost 2 Artillery Units then the CinC can immediately call up one or both of them which will appear along side him at the end of the Movement Phase.

INFANTRY VERSES CAVALRY RESPONSE TEST (OPTIONAL RULE)

11.14 The Close Combat Basic Factors are based on the assumption that whenever a Musket or Light Infantry unit is attacked by cavalry it automatically attempts to form square. If the infantry unit wins the combat it has formed a steady square and repulsed the cavalry, if it loses the combat it is assumed that it was unable to fully form the square and was broken by the cavalry. However Musket and Light Infantry units or formations can anticipate and prepare for cavalry attack and therefore lessen their chance of being surprised and beaten by cavalry, they can also be caught 'unprepared' and be surprised.

11.14.1 Whenever an Infantry unit **in Good Going** is attacked by Cavalry, in Good Going, then this the "**Infantry verses Cavalry Response Test**" is taken.

The attacker throws a D6 and +2 is added if either of the following applies:

1. The Infantry Unit has been 'surprised' if the attacking Cavalry unit has moved 200 Paces or less in view.
2. The Infantry has moved in its last Movement phase.

The results of the modified dice roll are applied as follows:

1	2	3	4	5	6 +
<i>Well Prepared +1</i>			<i>Steady</i>		<i>Unprepared -1</i>

'Well Prepared' means the Infantry Unit gains +1 in that round of Close Combat
'Steady' means no change to its factors and
'Unprepared' means -1 in that round of Close Combat.

SECTION 12 ORIGINAL PLAYSHEET In the CLOSE COMBAT RESULTS table 'If total is less than but more than half' add 'and Guerrillas' with the 'Garrison in Close Combat' Row after the word 'Garrison'.

SECTION 12 - ATTRITION PLAYSHEET - CLOSE COMBAT Delete '& Guerrillas' from 'If a Unit beaten in Close Combat by double or more' results table.

SECTION 13 - ARMY LISTS.

French 1805-12 & 1815 Should read: (Allies 1809-12 only)

New Addition:

British in the American War of 1812-1815. 0-1xMs(E)(Combined Grenadiers), 4-6xMs(includes Canadian Fencibles and West Indians), 2-4xMs(M)(Canadian Militia and Sailors), 0-2xLI(M) (Canadian Militia), 1-2xMs/LI(includes Royal Marines), 0-1xJg(E)(95th in 1815 Only), 0-1xLC*, 0-1xNA, 0-1xCR, 0-2xGs(Native Americans).

13.7 **Howitzer (H) Units.** The Prussians were the only nation who formed Howitzer batteries as part of their regular army organisation, but many other nations did occasionally form 'provisional' or 'ad hoc' batteries. Therefore the Prussians in any period, as part of the normal Army Lists, can exchange one Foot Artillery Unit for a Unit of Howitzers (FA(H)) and for specific scenarios any Army can have a unit of Howitzers on the same basis. Howitzer Units Move, Fire and Close Combat as a Foot Artillery but with -1 if Firing at an enemy in Good Going over 300 Paces away and at +1 if Firing at an enemy in Bad Going, BUA, Linear or Non Linear Fortifications.

OTHER MINOR AMMENDMENTS

- 4.3 insert 'be' after 'should'
- 7.13 insert 'then' after 'other'
- 8.17 insert 'as' after first 'and' on line 5
- 8.18 insert 'it' after 'turn to face' and delete the 'and'
- 8.18 insert 'the attacker or any unit it is still in contact with' after 'face' on line 6
- 10.4 insert '(7.3)' after 'compulsory advance'
- 11.2.6 change the first 'and' to 'an'
- 11.8 change 'than' on line 5 to 'then'
- 11.9 change 'at' on line 7 to 'a'
- C.7 change 'that' to 'than'
- D.2 delete 'is' on last sentence
- E.3.4 insert 'were' after 'they' on line 7

INDEX

Add the following to the Index in the appropriate alphabetical place:

- Army Composition 10.7
- Cavalry Charging into Bad Going 7.20
- Howitzer (H) Units 13.7
- Infantry verses Cavalry Response Test 11.14
- Reserve Artillery Parks 11.13