

The following sections of the rules are to be amended to read the following:

6.5 **Troop Deployment.** The Defender deploys first. Both players have a Deployment Zone of 600 Paces from their Base Edge and at least 300 Paces from both Sides. The Defender has the option to 'Garrison' any BUA, Strong Point or Fortification that is not within his Deployment Zone.

8.2.2.3 **Morale Hit Test.** With the exception of Artillery, or a unit in a Fortification, or British & Russian Guards or French Old Guard. Any combat unit in base edge contact (but not corner to corner) with a friendly unit **of the same type** that has just been Destroyed must immediately take a Morale Hit Test by **throwing a D6**, modified as follows:

-1 if Elite or a Commander is attached
+1 if Militia or any 1815 French.

Results as follows:

1 to 4 – Unit unaffected
5 or 6 - Unit immediately takes a Hit.

8.24 **Attacking a BUA.** (add the following sentence):

Also a Garrison adjacent to an enemy Garrison or Strongpoint suffers a minus one to its Combat Factor.

9.2 **Basic Points Game.** When one side has lost a 1/3rd (rounded down) of their total number of units (*this number includes all Combat Units, Commanders and Baggage Train*) then the other side has won the game or battle. The only exception to this formula is that Destroyed Old Guard Muskets, Baggage Train and CinC's count as 2 casualties and Irregular Cavalry and Guerrillas just don't count as casualties. A Commander that is 'hors d combat' counts as a casualty until he is active again. In addition, for armies of 15 to 23 points one extra casualty can be sustained, for armies of 24 to 35 points two extra casualties can be sustained and for armies of 36 points or more three extra casualties can be sustained.

ARMY LISTS:

French Peninsular, 1808-1814. 0-1xMs(E), 4-8xMs (one may be 'M'), 1-3xMs/LI (Legere), 1-2xMs or Ms(M)(Allies), 0-1xJg (Allies), 0-3xLC*, 0-2xNA.

Spanish, 1807-1814. 0-2xMs (Walloons & Spanish Guard), 8-14xMs(M)(at least 2 to be converted to 4 LEM), 0-2xLI, 2-4xGs, 0-2xIC (Mounted Guerrillas), 3-6xLC(M), 0-1xNA.

11.11 **Strongpoint Factors.** The model Strongpoint should be on a base of 40mm x 30mm and can have its own small Garrison, known as a 'Detachment'. This Detachment is of a 'one Hit' strength and is created by donating a Hit strength from any Infantry Unit except Militia class Muskets. At a later stage in the game the Detachment can be withdrawn by moving the original donating Unit adjacent to it for one Turn. This Detachment Garrison, like that of a BUA, can not be 'shot out' but is destroyed if drawn or beaten in Close Combat. It can Fire independently, it has a 360° firing range of 200 Paces with a Basic Fire Factor of 2 and a non-adjustable Close Combat Factor of 5 and is classed as a Fortification when fired upon. Also a Strongpoint adjacent to an enemy BUA Garrison or Strongpoint suffers a minus one to its Combat Factor.

11.12 **Attacking a Strongpoint.** Due to its size, the Strongpoint can only be attacked in Close Combat by up to one unit per Bound but the Attacker can only suffers a maximum of 1 Hit per round of Close Combat. A Draw result in Close Combat and the Defender is Destroyed but the Strongpoint is not occupied in that Phase.

D.3 **Command & Control.** The *Light Division* has its own unique Sub Commander known as a Divisional Sub Commander (DSC). This Commander is free of charge, with a Divisional Command Radius of 400 Paces and is represented by a single command figure (*Black Bob Craufurd* ?) on an ADC size base. This unique DSC does not have a CAP Dice Throw but has an intrinsic 3 CAP's for every game turn to be used on his Division only, the CinC can also allocate him CAP's in the usual way.

D.4 **Army Lists.** The *Light Division* is in addition to the standard selections for the British Peninsular Army. If it is used the full formation must be paid for and the only exception to the Army Lists is that no other Ms/LI(E) and Jg(E) can be included and the minimum number of Ms(British) is reduced by 2.

D.4.1 **Years 1810-12:**

1xMs/LI(E), 1xJg(E), 1xJg (*Cacadores*), 1xSC, 1xHA(M) – 6 Pts

D.4.2 **Years 1813-14:**

1xMs/LI, 2xJg(E), 1xJg (*Cacadores*), 1xSC, 1xHA(M) – 7 Pts

D.5 **Army List Notes.**

D.5.1 The Jg(E) units are the *95th Rifles* who were highly trained and able to form into close order when required. Therefore the 2 x Jg(E) can combine together to form 1 x LI(E) using the same rule as Superior Light Infantry when they convert from Light Infantry to Muskets or visa versa, except that both Units of Jg(E) must in base to base contact in order to convert. This may be useful when in the open and threatened by cavalry or if required to defend a BUA or Fortification.

D.5.2 The SC is the *1st Hussars KGL* who were permanently attached to the Division. They were a very highly trained regiment, and so the SC status is a reflection of both the way in which they were usually deployed, ie skirmishing, and a reflection of the fact that they were only a single regiment.

D.5.3 The HA(M) represents *Bull's Troop RHA* who, like the *1st Hussars KGL*, were permanently attached to the Division. The Militia (M) status is a reflection of their size and not their ability.

NEW RULE ADDITION TO DBN v 2.1

7.21 **Movethrough.** In addition to rule 7.9 (Interpenetration) as a Tactical Move all individual units can 'Movethrough' another individual unit providing both units are facing in the same direction, the unit that is moved through is stationary for that Phase and the moving unit does not move into contact with the enemy. The moving unit must start the move phase in contact with the rear base edge of the stationary unit and end the move in contact with its front base edge. This was historically a difficult manoeuvre to perform therefore to reflect this, the moving unit can not Fire in that Bound.

NEW OPTIONAL RULES

11.15 **Counter Battery Fire** This was usually an unproductive use of artillery fire and was often frowned on by senior commanders; however a lucky shot could cause a lot of damage. To reflect this, when Artillery is in combat and beaten by Artillery but not by double, then there is no effect. However if beaten by double normal results are applied.