

As at May 09. Rule Explanations:

8.31 **Supporting in Close Combat.** In Close Combat, to be 'Supporting' no part of the base front edge of a Supporting unit is to pass the front edge of the combating enemy unit, unless in full, clear, front edge contact. See Annex F for examples.

8.32 **Break Off from Close Combat.** No unit may voluntarily 'break off' from Close Combat.

8.7 **Fire Support.** Add the following sentence:
A fire supporting unit can only fire in support at one unit per phase.

New Rule to be added to DBN Version 2.1 Nov 08

7.23 **Evading Horse Artillery.** Horse Artillery has the option of 'Evading' when attacked by Infantry. To evade, throw 1 x D6 immediately when infantry move into close contact, +1 if Elite Artillery, -1 if Militia or Shaken Artillery. Apply results immediately as follows:

0 to 1 'Disaster, left it too late, some guns are lost, take 2 Hits and Flee 600paces'

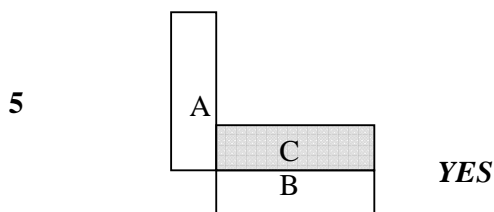
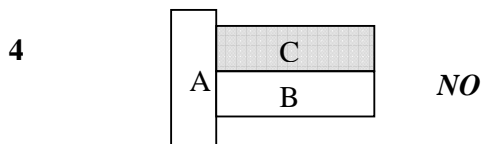
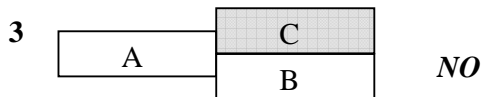
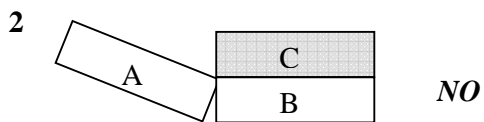
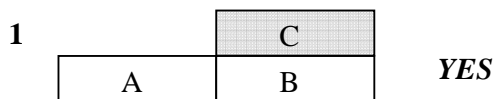
2 'Badly coordinated withdrawal, take 1 Hit and Flee 600paces'

3+ 'Successful evasion and withdrawal, well done, Flee 600paces'

ANNEX F – SUPPORTING IN CLOSE COMBAT

C is attacking B, A wishes to support B in Close Combat.

The following is in accordance with rule 8.31 and shows whether A is able to be classed as Supporting B:



This ruling reflects the confusion of combat and supports the ordered and the aggressive General.