

DBN v 2.1 October Rule Additions & Clarifications

Replace with the following:

7.5.2.4 Forming a Line From Column. At a cost of 1 CAP a Column may move into Line by the lead Unit remaining stationary and the other Units in the Column forming up on one or either side of the lead Unit. However no part of any Unit may move more than its permitted maximum distance, units in the formation can 'close up' as a free movement prior to taking their permitted movement. It will, therefore, take more than 1 CAP to form a Formation of more than 3 Units into Line.

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'

7.24 Detachments . All none Militia Muskets or Light Infantry units that occupy a NLF can create a 'Detachment' to leave behind in the NLF when they the sponsoring unit moves away. This action cost an additional CAP and the sponsoring unit suffers 1 Hit.

The detachment can not move, has a firing range of 200 or 300 paces and a none adjustable Combat Factor of 2 or 3 for Elite Detachments.

Any Hit on a Detachment destroys it. Light Infantry Detachments can also be deployed in woods.

Authors Notes: The reason only NLF are included is because it is felt that such a small unit would never stand in the open when faced by a regular sized unit. A Detachment should be represented by a single figure.

11.4 Breakthrough Procedure. Whenever an Attack Column or Cavalry Unit in Good Going destroys their opponents in Close Combat a D6 is thrown, modified by:

-2 if Militia or British Cavalry, **+1** if Infantry Column includes Elites or

+1 if Guard Cavalry(see pg 37). Results as follows:

At Page 37:

Guard Cavalry in Breakthrough. This is a measure of their control and discipline not their 'elan' and does not include French Young Guard or Non Guard Elite Cavalry but does include Non Elite Guard Cavalry like Swedish, Spanish, Neapolitan etc.

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, any artillery unit that has not moved in its last movement phase and is fired on by another artillery unit is then classed as a 'Counter Battery Target'. When an artillery unit that is classed as a Counter Battery Target is beaten by Artillery fire but not by double, then there is no effect, however if beaten by double normal results are applied.

Insert the following sentences:

8.13 Artillery moving by road through Bad Going may not Fire and neither may they Fire on Command Units or BT units outside of 300 Paces.

9.2 The only exception to this formula is that Destroyed Old Guard Muskets, CinC's and Captured Baggage Trains count as 2 casualties and Irregular Cavalry and Guerrillas just don't count as casualties.

11.2.1 Old Guard never go Impetuous in 'Breakthrough'

A New game option

8.33 Destroyed Unit Markers. This is an optional rule, it will add to the look and feel of the game and help tell the story of the developing battle. A relevant 'Destroyed Unit Marker' (*infantry casualty figure, dead cavalry horse or broken gun*) is placed on the table at the point where a unit was destroyed.

The markers affect the game as follows:

Cavalry and Artillery are classed as being in Bad Going if they are in base contact with 3 or more Markers at any point of time (a gun counts as 2). The casualties have no significant effect on infantry.