

OPTIONAL RULE – LARGER BATTLES – ARTILLERY AMMUNITION SUPPLY

In the standard DBN game, artillery units never have ammunition supply problems, however in Larger Battles the possible isolation of artillery units may become a tactical issue, therefore ammunition supply becomes a consideration. This simple rule covers the logistics of artillery ammunition supply.

In order for artillery to be 'in supply' a line (supply path) must be drawn from the nearest base edge of the artillery unit to the nearest Baggage Train or Artillery Caisson. This Supply Path can be no longer than 1800paces and must not 'pass' within 300paces of an enemy combat unit. If the Supply Path travels through Bad Going then the Bad Going distance is quadrupled.

If classed as 'out of supply' each time the unit Fires (*not close combat*) it suffers one 'Hit' irrespective of any combat result, this continues until the unit is destroyed or it again becomes 'in supply' then in the following turn the 'supply hits' are removed.

'Out of supply' does not affect movement.

An Artillery Caisson costs one point, they have the base size and combat factors of a Baggage Train and move as Horse Artillery.

Give it a try.