

DBN V 2.1 - ADVANCED OPTIONAL TESTS - QUICK REFERENCE SHEET

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 contact with the rear of a friendly unit **of its own 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.
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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, results as follows:

11.4.1 A final score of **3 to 6** is 'Controlled Breakthrough' and the Unit can do one of the following:

Pursue as normal

Move into Close Combat with another enemy Unit that is within its maximum permitted movement distance

Move up its maximum permitted movement distance straight ahead.

11.4.2 A final score of **2 or less** is '**Impetuous Breakthrough**' and the Unit must immediately, either Move into Close Combat with the nearest enemy Unit that is within its maximum permitted movement distance **or** if not it must Move its maximum permitted movement distance straight ahead.

11.14.1 **Infantry v Cavalry Response Test.** Whenever an Infantry unit **in Good Going** and is attacked by Cavalry, in Good Going, then this 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 +
Well Prepared +1			Steady		Unprepared -1

'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.

8.29 '**Hors de Combat**'. If either the Unit or Attack Column to which a Commander has attached himself is destroyed or recoils, a D6 is rolled to see if he has been killed or injured, as follows:

- 1 Killed in action
- 2 - 3 Out of action for 2 Turns ('hors de combat')
- 4 - 6 Survives combat uninjured.

A Commander who is 'hors de combat' can either remain where he is on the battlefield or retire up to 600 paces away from the enemy at no cost. In either event he resumes command from the point at which he was restored to 'fighting fitness' (It is recommended that an alternative Command Unit, depicting a General being 'doctored', is used until the casualty is once again fit for duty). Whilst a Commander is 'Hors de Combat' it costs an extra CAP for the Tactical Movement of all of the Units and Formations under his command and his Combat Factor is reduced to Zero.