

## DBN 2015 Additions:

8.6 Add the following sentence:

Only Artillery on higher ground can Fire on an enemy unit that is 'inside' (not Garrisoning or Occupying) a BUA or NLF.

8.19 Add the following sentence:

Any artillery unit in Close Combat that is unable to Fire in its defence at its attacker (because of its arc of fire or previous movement) suffers a -2 to its Combat Factor.

## New Rules for 2014

5.6.7 Insert the following : They are Impassable to Artillery and Baggage, present no obstacle to Skirmishing Infantry and are classed as Bad Going for movement purposes for all others (vineyards do not provide Cover).

7.5.2.3 Add the following sentence:

An Attack Column can only move either straight ahead or wheel to right or left and can not wheel more than 45 Degrees in one Turn.

11.4.1 Replace the sentence with the following:

(Supporting units may also 'follow up' in accordance with rule 7.19.2, also at this time, as a special movement an Attack Column may move its lead unit independently into Close Combat and at the same time move the second unit into the space vacated by the lead unit)

The above is in the Jan 2013 version.

7.10 Add the following sentences:

All Formations must move through a BUA or NLF in Column. All movement through a BUA or NLF is at a maximum speed of 300paces per Tactical Move.

7.21 Movethrough. Replace with the following:

7.21 **Movethrough**. In addition to rule 7.9 (Interpenetration) as a Tactical Move all units can individually 'Movethrough' another individual unit providing all units are facing in the same direction, the unit that is moved through is stationary for that Phase and the moving unit must move clear of the stationary unit. If the moving unit moves into Close Combat it is considered to be temporarily Shaken for that Turn. This was historically a difficult manoeuvre to perform therefore to reflect this, neither unit can Fire in that Bound. As an exception, units may take more than one Bound to movethrough an artillery unit, during this time both units are considered to be Shaken and cannot Fire.

8.21 Insert 'in Good Going' after the word 'Mounted'

8.24 Add the following sentences:

Any Combat inside a BUA or a NLF is classed as in Bad Going (*because the Defender would not be 'Garrisoning' the BUA or 'Occupying' the NLF*). A unit wishing to attack a unit inside a BUA (*not garrisoning*) must move fully inside the BUA to be classed as in Close Combat. Units inside a BUA do not have a 'Flank' for combat purposes. A unit inside a BUA that is Recoiled as a result of combat is recoiled back to outside of the BUA. Units inside a BUA (*not NLF*) if attacked are considered to be 'Defending a Fortification'. There are no restrictions on attacking a NLF if the defender is 'Occupying'. If the defender is 'inside' then the defender can be attacked by only one unit and neither attacker or defender can be Supported.

11.19 **Hidden Deployment and Movement**. Because of the tactical scale DBN is played at hidden deployment and movement should be a regular game option. During the game Deployment Phase any unit deployed out of line of sight from any possible enemy position is deployed using a Hidden Unit Marker. The markers identity is recorded and can be a real unit of a Decoy Unit.

12 to 18 Army Points , then 2 decoy Units are available.

18 to 24 Army Points, then 3 Decoy Units are available.

For every 12 Points thereafter 2 more Decoy Units are available.

Hidden Unit Markers can move as any normal unit however once in line of sight to any enemy unit it is immediately revealed, the marker is removed and the unit, if not a decoy is placed on the table.

Hidden Unit markers are best represented using a cavalry base, numbered or lettered.