

DBMM Battle-Logbook (Ed. 14)

Event:	Date:	Round:			
Game Setup	Player	Army	nominated Season	Invader / Defender	Season & Facing
Dice for Agression				<input type="checkbox"/> Inv <input type="checkbox"/> Def	
				<input type="checkbox"/> Inv <input type="checkbox"/> Def	
Defender faces: either specified by frontier wall OR west if defenders last raw score was odd, east if it was even					
Terrain	rules see page 21:		~ select terrain pieces - mark table sides 1-4 clockwise, starting from the defenders left. - Defender marks '5', Invader marks '6'		
Deployment	Relative positions of initially deployed Cmds				
	Final choice of Stratagems				
	Edge of arrival for Flank Marches, Delayed Commands, Route for Guides				
	Dice for deployment, weather and daytime Reroll ties		usually the defender deploys first; the invader only if he has doubled the score of the defender with adjusted score or if visibility < 400 paces		
	Weather Score <small>Diff of first raw scores</small>		Who deploys first?		
	State of Weather		Who moves first?		
	Time of Day/Night <small>Sum of all scores</small>		Night Attack? Yes/no		
	Scouting Nominate 1-6 Cv, LH or Ps from the CinC command to scout		5,6 : all troops used in ambush, unusual troopss, concealed command and all hidden obstacles (FO) must be immediately deployed; an army encamped at night starts dicing PIPs from the start of the game 4 : as with 5,6, but only the most forward element of an ambush is deployed		
	Dice for each element:		Each scouting element scoring 1 (or 2 is the opponent has more scouts) is destroyed. Psiloi scouts not destroyed are spent, others deploy within 80p of CinC		
	Deploy both armies		Deploy all elements neither delayed, flank marching or part of an undiscovered Concealed Command, Ambush or unusual Troops Stratagem, any PF or TF not already placed as part of a BUA except plashing or barricades part of an ambush.		
				- army deploying first must not deploy 240 p short of centre line - army deploying second must not deploy 400p short of centre line unless in an ambush or in a fortified BUA - all elements must deploy more than 400p from enemy fortification - no element can deploy less than 400 paces from a short table edge unless in ambush or in a fortified BUA - Light troops, Cv, Generals grouped with these, troops inside fortified BUA, ambushes can be Deployed 400 – 800p from a short table edge - further inward all troops may be deployed - the INVADER may have 1 ambush up to 400p short of the centre line - the DEFENDER may have 2 ambushes no further forward than the centre line	
Apply Stratagems		Place all elements of an unusual troops stratagem or exchange commands from an Changing Deployment stratagem. The army deploying first begins			
Regular Generals record PIP score allocation and/or averaging:					
Play the Battle	Initiate Game, rules see page 26		- if only one side's CinC is inert the other side takes the first bound Otherwise the - invader takes first bound if he deployed first or visibility < 400p - defender takes first bound unless the invader deployed first		
Game Result	Player	Army ME	ME lost	Penalty Points	Victory Points
Penalty points: 2 for each complete 10% of original ME lost or broken, 1 for each unbroken Cmd which lost the general or is dishartened If one side is defeated, then - the winner gets 25VP minus his Penalty Points; the loser recieves 25VP minus the winners Victory Points If neither or both sides are defeated, then calculate penalty points for both sides: - If penalty points differ by 1, the side with least recieves 13 VP, the side with more recieves 12 VP - if penalty points differ by 2-4, the side with least recieves 14 VP, the side with more recieves 11 VP - if penalty points differ by more than 4, the side with least recieves 15 VP, the side with more recieves 10 VP - if penalty points are equal and NEITHER side was defeated, the defender recieves 12 VP, the invader recieves 13 VP - if penalty points are equal and BOTH side where defeated, the defender recieves 13 VP, the invader recieves 12 VP					