

DBMM Battle-Logbook

Ed. 11; A. Lück; Januar 2011

Date:

Round:

1) Game Setup	Player	Army	nominated Season	Invader/Defender	Season of Battle
Stage 1 Dice for Agression					
	Defender faces: (either specified by frontier wall or west if defenders last raw score was odd, east if it was even)				
Stage 2	Generate Terrain, rules see page 21		(mark table sides 1-4 clockwise, starting from the defenders left. Defender marks '5', Invader marks '6')		
Stage 3 Deployment	Record relative positions of Initially deployed commands				
	Record final choice of Stratagems				
	Record edge of arrival for Flank Marches, Delayed Commands, Route for Guides				
	Dice for deployment and record weather and daytime scores; 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 Diff of first scores	State of Weather	Time of Day/Night Sum of all scores	Who deploys first?	Who moves first?
Dice for Scouting		Nominate 1-6 Cv, LH or Ps from the CinC command to scout, Dice for each element: 5,6 : all troops used in ambush, unusual troopss, concealed command and all FO (hidden obstacles) 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 Each scouting element scoring 1 (or 2 is the opponent has more scouts) is destroyed. Psilo scouts not destroyed are spent, all other must deploy within 80p of the 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.			
DBMM deployment zones for 15mm games in cm		<ul style="list-style-type: none"> - 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:					
2) Play the Battle	Initiate Game, rules see page 26		<ul style="list-style-type: none"> - 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 or visibility < 400p 		
3) Record Game Result	Player	Army	ME/ME-lost	Penalty Points	Victory Points
<p>If one side is defeated, then</p> <ul style="list-style-type: none"> - the winner gets 25VP minus his Penalty Points; the loser recieves 25VP minus the winners Victory Points [A sides penalty points are 2 for each complete 10% of its original ME that have been lost or broken, 1 for each of its unbroken Commands which has lost their general or which is dishartened] <p>If neither or both sides are defeated, then calculate penalty points for both sides:</p> <ul style="list-style-type: none"> - 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 					