DBMM BATTLE LOG

EVENT	DATE

BOUNDS

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37

PLAYER	ARMY	INV	DEF	FACING	1st DEPLOY	1st MOVE	VP *
		☐	☐		☐	☐	
		☐	☐		☐	☐	

CLIMATE	SEASON	WEATHER	TIME	NIGHT ATTACK		WEATHER CHANGINGS

RELATIVE POSITIONS OF COMMANDS
FLANK MARSHES, DELAYED COMMANDS, ROUTE FOR GUIDES
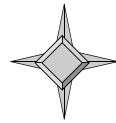
PIP SCORE ALLOCATION AND/OR AVERAGING

A	B	C	D

FINAL STRATAGEMS

NOTES

---

* When an army's cumulative losses is **> ½** the army's original ME, that army is **defeated**. If one side is defeated, then the winner gets 25 VP minus his Penalty Points; the loser gets 25 VP minus the winners VP.

If **neither or both sides** are **defeated**, then calculate Penalty Points for both sides

- if Penalty Points **differ by 1**, the side with least gets 13 VP, the side with more gets 12 VP
- if Penalty Points **differ by 2-4**, the side with least gets 14 VP, the side with more gets 11 VP
- if Penalty Points **differ by >4**, the side with least gets 15 VP, the side with more gets 10 VP
- if Penalty Points are **equal** and <u>neither</u> side was defeated, the defender gets 12 VP, the invader gets 13 VP
- if Penalty Points are **equal** and <u>both</u> sides were defeated, the defender gets 13 VP, the invader gets 12 VP

A side's **Penalty Points** are:

2 for each complete **10%** of its original ME that have been lost or broken
1 for each unbroken command which is **disheartened** or **lost its general**