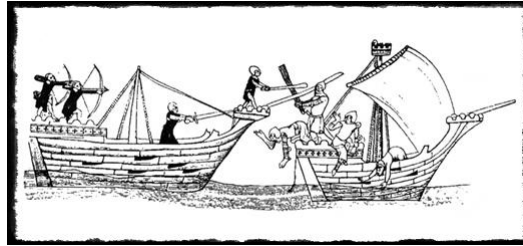


DBMM Stoertebeker Cup Houserules



1. Scoringsystem

Look at the [Scoringsystem](#).

The title „**Bester General**“ gains the player with the most Total-Victory-Points.

The title „**Bester Admiral**“ gains the player with the most Naval-Victory-Points.

2. Restrictions for fortifications & deployment

The number of baggage elements x 1,5 is the maximum of fortification elements allowed.

Naval elements must be deployed on a water feature with the crew on board or can be on a flank march where they arrive at the Sea.

3. Terrain

The invader can place 0 -1 FE. The defender must place 1 - 3 FE. There is always a slightly oversized Sea on the table. Setting up a second Sea or Waterway is not allowed. Placing a BUA in the Sea is not allowed.

4. Armypoints & -composition

We are playing with 420 AP. There must be a minimum of 2 crewed naval elements in the army. If you field an ally-contingent, you can use the whole naval elements from this ally in your ally command. Regardless of the normal ally restrictions.

5. Weather Changes

The weather effect “No wind” will cease permanently when in any bound the PIP dice average is 3 or less. It changes to “Light wind” from north.

6. Tactical Factors

- 2 If Pikes (F), Blades, Warband (S) or (O) or Hordes (O) and in close combat in difficult going of a water feature against naval.

