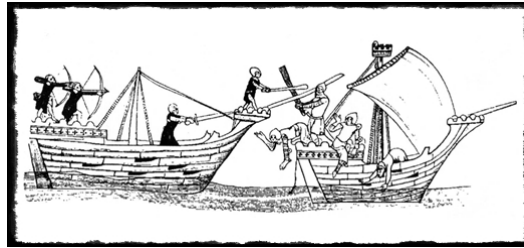


## DBMM Stoertebeker Cup Scoring System



The **Total-Victory-Points (TVP)** is the sum of the normal Victory-Points (VP) [see VICTORY & DEFEAT rules p.43 DBMM 2.0] and the Naval-Victory-Points (NVP).

### Navalscoringsystem:

*Naval-Victory-Points (NVP)* maximum 9

*Naval-Penalty-Points (NPP)* 1 pro 25 % losses of own naval-elements

*Naval-elements:* Boats, ships, Galleys

*Loss:* destroyed oder fleeing naval-elements; at game end: Naval-elements on the shore without crew or flankmarching.

„*Ruling the sea*“: If your opponent have no naval-elements or only routing naval-elements on the Waterway.  
Naval-elements on the shore without crew or flankmarching count as no naval elements on the waterway.



Large Seabattle between Demetrios and Karthago

1. Case: „*Ruling the sea*“

Winner: 9 NVP minus own NPP

Loser: NPP of the winner

2. Case: No „*Ruling the sea*“ occur.

Calculate the differenz of the NPP.

Differenz:

0 Invader 5 NVP Defender 4 NVP

1 Winner 5 NVP Loser 4 NVP

2 Winner 6 NVP Loser 3 NVP

3 Winner 7 NVP Loser 2 NVP

Whose NPP are lower is the winner.



Impressive cogs Irr Shp(S) lead by Tobias Peylo