

Complements to official rules

1. Differences between DATC recommendation and «Stabbeurfou» implementation

Listed below, with explanations if different.

CHAP.	NAME OF ISSUE	DAT C	SF	EXPLANATION
CONVOY ISSUES				
4.A.1	MULTI-ROUTE CONVOY DISRUPTION	b	b	Compliant
4.A.2	CONVOY DISRUPTION PARADOXES	d	d	Compliant
4.A.3	CONVOYING TO ADJACENT PLACE	d	c	Not compliant since «Stabbeurfou» uses the land route first if unopposed, otherwise any successful convoy route.
4.A.4	SUPPORT CUT ON ATTACK ON ITSELF VIA CONVOY	a	a	Compliant. (Not relevant since 4.A.3=c)
4.A.5	RETREAT WHEN DISLODGED BY CONVOY	b	a	Not compliant since «Stabbeurfou» considers a move by convoy to be not different from a move by land on this matter. (Not relevant since 4.A.3=c)
4.A.6	CONVOY PATH SPECIFICATION	a	a	Compliant. Convoy path routes are rejected by «Stabbeurfou» which intends to find the route itself, not trying to find out the intent of the player in any way. Any road of convoy specified for an order of displacement of army from coast to coast will cause the refusal of the order by the system

				Any notation “by convoy” or related will be ignored
4.A.7	AVOIDING A HEAD TO HEAD BATTLE TO BOUNCE A UNIT	b	b	Compliant.
COASTAL ISSUES				
4.B.1	OMITTED COAST SPECIFICATION IN MOVE ORDER WHEN TWO COASTS ARE POSSIBLE	a	a	Compliant.
4.B.2	OMITTED COAST SPECIFICATION IN MOVE ORDER WHEN ONE COAST IS POSSIBLE	a	a	Compliant
4.B.3	MOVE ORDER TO IMPOSSIBLE COAST	b	b	Compliant.
4.B.4	COAST SPECIFICATION IN SUPPORT ORDER	d	e	Not compliant since «Stabbeurfou» requires to specify coast in supported move when two coasts are possible. The movement (or support of a movement) towards an area with several coast, without the coast being specified, but for which only one is accessible for the unit (or the constant unit) is accepted, the system guesses the coast
4.B.5	WRONG COAST OF ORDERED UNIT	b	a	Not compliant since . «Stabbeurfou» rejects any wrong coast specification
4.B.6	UNKNOWN COASTS OR IRRELEVANT COASTS	b	a	Not compliant since «Stabbeurfou» rejects any coast specification if none is requested.
4.B.7	COAST SPECIFICATION IN BUILD ORDER	a	a	Compliant.
UNIT DESIGNATION AND NATIONALITY ISSUES				
4.C.1	MISSING UNIT DESIGNATION	b	a/b	Half compliant.

				<p>On «Stabbeurfou», unit designation is only mandatory for an active unit (the one ordered.)</p> <p>The type of unit may be omitted in all other cases, I.e.:</p> <ul style="list-style-type: none"> • active unit or passive unit of a movement (supported or convoyed), • active unit of a retreat • construction, where only one type of unit is possible, • construction, where a coast is specified (a fleet is built), • suppression.
4.C.2	WRONG UNIT DESIGNATION	b	a	Not compliant since «Stabbeurfou» rejects any order with any extra information that is inaccurate.
4.C.3	MISSING UNIT DESIGNATION IN BUILD ORDER	c	c	Compliant.
4.C.4	BUILDING A FLEET IN A LAND AREA	a	a	Compliant.
4.C.5	MISSING NATIONALITY IN SUPPORT ORDER	b	b	Compliant.
4.C.6	WRONG NATIONALITY IN SUPPORT ORDER	b	a	Not compliant since «Stabbeurfou» rejects any order with any extra information that is inaccurate.
TOO MANY AND TOO FEW ORDERS				
4.D.1	MULTIPLE ORDER SETS WITH DEFINED ORDER	c	a	Not compliant since «Stabbeurfou» rejects any set of order with any orders extra than that is requested.
4.D.2	MULTIPLE ORDER SETS WITH UNDEFINED ORDER	b	No ne	This may not happen with «Stabbeurfou» since there may not be several sets of orders.
4.D.3	MULTIPLE ORDERS TO THE SAME UNIT	c	No ne	<p>Not compliant since «Stabbeurfou» rejects any set of order with any order extra than that is requested.</p> <p>That also applies if a unit receives several same orders.</p>

4.D.4	TOO MANY BUILD ORDERS	b	a	Not compliant since «Stabbeurfou» rejects any set of order with any order extra than that is requested.
4.D.5	MULTIPLE BUILD ORDERS FOR ONE AREA	b	a	Not compliant since «Stabbeurfou» rejects any set of order with any order extra than that is requested.
4.D.6	TOO MANY DISBAND ORDERS	b	a	Not compliant since «Stabbeurfou» rejects any set of order with any order extra than that is requested.
4.D.7	WAIVING BUILDS	a	a	Compliant.
4.D.8	REMOVING A UNIT IN CIVIL DISORDER	d	e	Not compliant since «Stabbeurfou» has a slightly simplified view of the distance (described in alternative e from DATC).
4.D.9	RECEIVING HOLD SUPPORT IN CIVIL DISORDER	b	b	Compliant.
MISCELLANEOUS ISSUES				
4.E.1	ILLEGAL ORDERS	d	d	Compliant. A whimsical order of movement is refused by the system, therefore the problem to know if a defensive support holds or not on such a unit is not posed.
4.E.2	POORLY WRITTEN ORDERS	d	No ne	Not compliant since «Stabbeurfou» rejects any typing mistake
4.E.3	IMPLICIT ORDERS	b	b	Compliant.
4.E.4	PERPETUAL ORDERS	b	b	Compliant. Orders are erased after every adjudication.
4.E.5	PROXY ORDERS	c	c	Compliant. May not happen unless some password is given out.
4.E.6	FLYING DUTCHMAN	None	No ne	Almost completely compliant. Only last adjudication result may be fixed. May not happen unless bugs are involved.

2. Refereeing conventions

- (a) If centre ownership table is the same after three consecutive diplomatic years, the game is stopped.
- (b) A player is still part of a game as long as he controls a centre and/or a unit.
- (c) The victory amounts in centres and not in units (there is a nuance, a player close to the absolute victory could miss free national centres to build.)
- (e) One can contribute to dislodge a unit of one's unit by convoying another unit. Although a certain logic wants to prohibit it, it is possible.
- (f) An area of retreat forbidden by the fact of units of a player and only this player is also, to him, prohibited to retreat.
- (g) Say that a defensively supported unit is trying to move by a not valid convoy (because one (or several) fleet(s) was (were) is dislodged or did not provide the convoy.) Displacement is tried thus the support is not valid.
- (h) "H" to hold is not encouraged in an order of defensive support. The sequence "XXX" is refused by the system.
- (i) The measurement of winning of game on majority of centres does not amount in the majority of the possessed centres, but in the majority of the existing centres. Thus, if a centre is always neutral, it is not enough to have $33/2 + 1 = 17$ centres to win the game. The rule requires the possession of at least 18 centres for the absolute victory.

3. Expedited removal of players

- (a) In order to avoid waiting for players whose orders have no impact in the game, at autumn move adjudication, are adjudicated as destroyed the dislodged units of a player that :
 - do not occupy any centre,
 - has all his centres occupied,
 - may not retreat on any centre,
 - may not retreat to any region that would collide with the retreat of another player.
- (b) In order to avoid waiting for players whose orders have no impact in the game, at autumn retreat adjudication, are removed units of a player that :
 - do not own any centre.

4. Conventions of notation for the results

- (a) Instead of being underlined, unsuccessful orders are changed to lower case.
Example for original order "A par s a mar – bur":

- Success : A par S a mar – bur
 - Failure : A par s a mar – bur
- (b) Following conventions for the automatic reports of the orders are indicative and not compulsory.

NOTATION	EXPLANATION
A PAR s A BUR; (cut)	The support was cut .
F ENG c LON - BEL	The convoy was broken.
A PAR H; (destroyed)	The unit was forced to retreat, then destroyed (no possible retreat).
A PAR H; (dislodged)	The unit was forced to retreat (dislodged).
A PAR S A BUR ;(invalid) [A BUR - MUN]	The support is not valid because provided to a unit which does not request it.
F ENG C A BRE - LON ;(invalid) [A BRE - PAR]	The convoy is not valid because provided to a unit which does not request it.
A PAR - BUR; (failed)	Displacement could not take place. It failed .
A PAR S BUR; (paradox)	The support for or against a convoying fleet is the target of a convoyed attack that may lead to a paradox...
A PAR – BUR	Displacement was carried out.
A PAR r BUR; (failed)	The retreat could not take place. It failed (collision with another retreat).
A PAR R BUR	The retreat was carried out.

5. Geographical synonyms

One will use the following tables to ensure oneself of a good comprehension of the geographical synonyms.

- (a) International Hasbro map

INTERNATIONAL ABBREV.	NAMES OF THE AREA	OTHER USUAL NAMES GIVEN	INDICATIONS	NATURE OF THE AREA
ADR	Adriatic Sea	ADS		Sea
AEG	Aegean Sea			Sea
ALB	Albania			Coast
ANK	Ankara		(*/Turkey)	Coast
APU	Apulia			Coast
ARM	Armenia			Coast
BAL	The Baltic Sea			Sea
BAR	The Barents Sea			Sea
BEL	Kingdom of Belgium		(*)	Coast
BER	Berlin		(*/Germany)	Coast
BLA	Black Sea			Sea
BOH	Bohemia			Land
BOT	Gulf of Bothnia	GOB		Sea
BRE	Brest		(*/France)	Coast
BUD	Budapest		(*/Austria)	Land
BUL	Kingdom of Bulgaria	“East coast” synonymous with “northern Coast”	(*)	Coast with two coasts
BUR	Burgundy			Land

CLY	Clyde			Coast
CON	Constantinople		(*/Turkey)	Coast
DEN	Kingdom of Denmark		(*)	Coast
EAS	The Eastern Mediterranean Sea	EMS		Sea
EDI	Edinburgh		(*/England)	Coast
ENG	The English Channel			Sea
FIN	Finland			Coast
GAL	Galicia			Land
GAS	Gascony			Coast
GOL	Gulf of Lyon			Sea
GRE	Kingdom of Greece		(*)	Coast
HEL	Helgoland Bight			Sea
HOL	Holland		(*)	Coast
ION	Ionian sea			Sea
IRI	The Irish Sea			Sea
KIE	Kiel		(*/Germany)	Coast
LON	London		(*/England)	Coast
LVN	Livonia			Coast
LVP	Liverpool	LPL	(*/England)	Coast
MID	Mid-Atlantic Ocean	MAO		Sea

MAR	Marseilles		(* /France)	Coast
MOS	Moscow		(* /Russia)	Land
MUN	Munich		(* /Germany)	Land
NAT	North Atlantic Ocean	NAO		Sea
NAF	North Africa			Coast
NAP	Naples		(* /Italy)	Coast
NRG	Norwegian Sea	NWG		Sea
NTH	The North Sea			Sea
NWY	Kingdom of Norway		(*)	Coast
PAR	Paris		(* /France)	Land
PIC	Picardy			Coast
PIE	Piedmont			Coast
POR	Kingdom of Portugal		(*)	Coast
PRU	Prussia			Coast
ROM	Rome		(* /Italy)	Coast
RUH	Ruhr			Land
RUM	Kingdom of Romania		(*)	Coast
SER	Kingdom of Serbia		(*)	Land
SEV	Sevastopol		(* /Russia)	Coast
SIL	Silesia			Land

SKA	Skagerak			Sea
SMY	Smyrna		(*/Turkey)	Coast
SPA	Kingdom of Spain		(*)	Coast with two coasts
STP	Saint-Petersburg		(*/Russia)	Coast with two coasts
SWE	Kingdom of Sweden		(*)	Coast
SYR	Syria			Coast
TRI	Trieste		(*/Austria)	Coast
TUN	Tunis		(*)	Coast
TUS	Tuscany			Coast
TYR	Tyrolia			Land
TYN	The Tyrrhenian Sea	TYS		Sea
UKR	Ukraine			Land
VEN	Venice		(*/Italy)	Coast
VIE	Vienna		(*/Austria)	Land
WAL	Wales			Coast
WAR	Warsaw		(*/Russia)	Land
WES	The Western Mediterranean Sea	WMS		Sea
YOR	Yorkshire			Coast

(b) French Descartes map

FRENCH DESCARTES ABREV.	NAMES OF THE AREAS	OTHER USUAL NAMES GIVEN	INDICATION S	NATUR E OF THE AREA
ADR	Mer Adriatique			Sea
ALP	Alpes tyroliennes	Tyrol TYR see below		Land
ANK	Ankara		(*/Turquie)	Coast
APU	Apulie			Coast
ATL	Océan Atlantique	Atlantique-Cent re Atlantique Moyen ATM		Sea
BAL	Mer Baltique			Sea
BAR	Mer de Barents			Sea
BEL	Royaume de Belgique		(*)	Coast
BER	Berlin		(*/Allemagne)	Coast
BOH	Bohème			Land
BOT	Golfe de Botnie			Sea
BOU	Bourgogne			Land
BRE	Brest		(*/France)	Coast
BUD	Budapest		(*/Autriche-Ho ngrie)	Land
BUL	Royaume de Bulgarie	« Côte est » synonym of « Côte nord »	(*)	Coast with two coasts

CAU	Caucase-et-Arménie	Arménie, Caucase ARM		Coast
CON	Constantinople		(*/Turquie)	Coast
COR	Cornouailles	Galles, Pays de Galles PGA		Coast
DAN	Royaume de Danemark	Danemark	(*)	Coast
EDI	Edimbourg		(*/Grande-Breta gne)	Coast
EGE	Mer Egée			Sea
ESP	Royaume d'Espagne		(*)	Coast with two coasts
FIN	Finlande			Coast
GAL	Galicie			Land
GAS	Gascogne			Coast
GRE	Royaume de Grèce		(*)	Coast
GRO	Mer de Groenland et de Norvège	Mer de Norvège NVN		Sea
HEL	Baie de Hélioland	Helsinborg		Sea
HIG	Highlands	Clyde CLY		Coast
ION	Mer ionienne			Sea
ISL	Mer d'Islande	Atlantique-Nord ATN		Sea
KIE	Kiel		(*/Allemagne)	Coast
LEV	Mer du Levant	Méditerranée orientale MOR		Sea

LIO	Golfe du Lion	GLI		Sea
LIT	Lithuanie	Lituanie, Livonie LIV see below		Coast
LIV	Liverpool	LPL	(*/Grande-Bretagne)	Coast
LON	Londres		(*/Grande-Bretagne)	Coast
MAN	Manche	Channel		Sea
MAR	Maroc-et-Algérie	Afrique du Nord		Coast
MED	Méditerranée occidentale	MOC		Sea
MON	Monténégro-et-Albanie	Albanie, Monténégro ALB		Coast
MOS	Moscou		(*/Russie)	Land
MUN	Munich		(*/Allemagne)	Land
NAP	Naples		(*/Italie)	Coast
NGE	Royaume de Norvège		(*)	Coast
NOI	Mer Noire			Sea
NRD	Mer du Nord			Sea
ODE	Odessa	Sébastopol SEB	(*/Russie)	Coast
PAR	Paris		(*/France)	Land
PAY	Pays-Bas	Hollande HOL	(*)	Coast
PIC	Picardie			Coast

PIE	Piémont			Coast
POR	Royaume du Portugal		(*)	Coast
PRU	Prusse			Coast
RHE	Rhénanie	Ruhr RUH		Land
ROM	Rome		(*/Italie)	Coast
ROU	Royaume de Roumanie		(*)	Coast
SER	Royaume de Serbie		(*)	Land
SIL	Silésie			Land
SKA	Skaggerak			Sea
SMY	Smyrne		(*/Turquie)	Coast
STG	Canal Saint-Georges	Mer d'Irlande IRL		Sea
STP	Saint-Pétersbourg		(*/Russie)	Coast with two coasts
SUE	Royaume de Suède		(*)	Coast
SYR	Syrie			Coast
TOS	Toscane			Coast
TOU	Toulon	Marseille MAR see below	(*/France)	Coast
TRI	Trieste		(*/Autriche-Hongrie)	Coast
TUN	Tunisie	Tunis	(*)	Coast
TYR	Mer Tyrrhénienne	MTY		Sea

UKR	Ukraine			Land
VAR	Varsovie		(*/Russie)	Land
VEN	Venise		(*/Italie)	Coast
VIE	Vienne		(*/Autriche-Hongrie)	Land
YOR	Yorkshire			Coast

ATTENTION : Following synonyms are rejected for ambiguity reason :

1. **MAR** will only be accepted for Maroc and not for Marseille (for this sake use TOU for Toulon)
2. **LIV** will only be accepted for Liverpool and not for Livonie (for this sake use LIT for Lituanie)
3. **TYR** will only be accepted for Mer Tyrrhénienne and not for Alpes du Tyrol (for this sake use ALP for Alpes)

Legend :

(*): Centre

(*/country): National centre for quoted country.