

# **WDC XVI @ BerliCon III 2006**

## **August 3rd - 6th**

### **OFFICIAL RULES**

#### **In brief:**

- 5 rounds: Friday 10:00 / Friday 19:00 / Saturday 10:00 / Saturday 19:00 / Sunday 09:30
- Until 1909 = ca. 5 hours
- You may play up to 4 rounds
- Sign up until 30min before the start of the round
- Team round Saturday morning, 3 players per team
- Top Board on Sunday

#### **0) Etiquette**

- Players must start each game with the intention of doing their best, either in the game, or in the overall tournament. However, it is accepted that a player's aims may change during the course of the game.
- Players should act politely towards each other at all time. Aggressive bad language towards another player will not be tolerated. It is not allowed to set people under physical pressure, like touching them or deliberately disturbing their negotiations or concentration against their will.
- Players must show respect towards the Tournament Director. This includes not talking when he is, or when you are told not to, and accepting any decisions he makes, even if you disagree with them. Aggressive bad language towards the Tournament Director will result in expulsion from the tournament, and possibly from the convention.
- Deception or attempted deception of the Tournament Director is forbidden, as are all acts which would constitute deception or attempted deception if the Tournament Director was present at the board.

#### **1) There will be five rounds:**

1. First Individual Round: on Friday starting at 10:00a.m. (Finish approx. 3:00p.m.)
2. Second Individual Round: on Friday starting at 7.00p.m. (Finish approx. midnight)
3. Team Round and Third Individual Round: on Saturday starting at 10.00a.m. (Finish approx 3.00p.m.)

4. Fourth Individual Round: on Saturday starting at 7:00p.m. (Finish approx. midnight)
5. Top Board and Fifth Individual Round : on Sunday starting at 9.30a.m. (Finish approx 2.30p.m.)

The convention will close after the Award Ceremony which will be held approx. 3:00 - 3:30p.m on Sunday.

Players may be in 4 or less rounds. A player who is in the first 4 rounds can not be in round 5 and therefore not play on the top board.

## **2) Signing up for the Tournament :**

For all rounds there will be a signup list. Players must sign up for each round of the Diplomacy tournament they are interested in. There is a nominal signup deadline 30min before the start of the round, although players who sign up after the signup deadline may be accepted. A multiple of seven players will be required for these rounds. If there is not a multiple of seven people signed up, then people will be dropped in the following order:

- Volunteers.
- Players who signed up after the signup deadline, last in first out (regardless of nationality).
- Players from Berlin, last in first out.
- Players from Germany, last in first out.

The TD will try to avoid that a player has to drop out of more than one round.

For the Saturday round, players **can** form teams of three players. There will be a list of players requiring a team, and teams requiring players. Team captains may use these lists to fill their team (with the agreement of the players involved). Each team must be submitted to the Tournament Director by 9:30a.m. Saturday (submissions before the end of the last Friday round would be appreciated). Each team must submit:

- A list of the three players on their team.
- The name of the team.
- The name of the team captain.

If once all the teams have been formed, there are still three or more players on the list of players requiring a team, then one or more scratch teams will be formed. Once formed, they will be considered in the same way as all other teams. If there are not a multiple of three players available to form scratch

teams, then scratch players will be dropped from the team list in the following order:

- Volunteers.
- Players from Germany, selected at random.
- Foreign players, selected at random.

Each player may only play in one team! Players can take part without a team as well. The results of the round will effect both the individual and the team score.

### **3) Arriving for the round.**

All players should arrive before the specified start time of the round. The rounds will start with a roll-call of all signed up players at the specified start time. Any player not present for the roll-call may be struck from the sign-up list (depending on how late they are, whether they are required to complete a board, and the whim of the Tournament Director).

### **4) The Draw**

The rounds will be drawn so as to attempt to fulfil as many of the following conditions as possible :

- Players will not play against the same player twice.
- If two players do have to play together twice, then they will not play adjacent powers both times.
- Players will not play a power which they have already played.
- Players will not play against other members of their team in the Saturday round
- Players may be separated by the Tournament Director for personal reasons (e.g. couples, related players).

The draw will be generated and read out at the start of the round. The Tournament Director will allocate a board and a power to each player.

**5)** The 1971 Avalon Hill **Rulebook** will be used except as amended herein. The 1976 Rulebook is identical to the 1971 Rulebook.

**6) Deadlines** will be every 17 minutes for spring and 15min for spring.

There will be a box for each game near the centre of the room. By the deadline, players must attempt to have their orders written and in the box. However, no penalty will be applied to a player who does not write anything after the deadline, and attempts to get his orders into the box as soon as possible after the deadline. Players who are late will be penalised as follows :

- YELLOW CARD: if someone is late for the first time and not more than 30 seconds, he will get a yellow card. This is a warning without immediate consequences.

- RED CARD: if someone is late for more than 30 seconds, or is late again after having received a yellow card before, he will get a red card. NMR. All his units hold.

If several players of the same game are late all of them are will be penalised. A player given a yellow card has time until 30 seconds after the deadline to finish his orders. A player given a yellow or red card may still order retreats and builds.

## **7) Order sheets.**

Order sheets will be provided. Players must use these sheets for writing their orders. Players must write the round number and board number on the top of the sheet.

Once in the box, orders may never be removed before the adjudication. Players wishing to change their orders should request a revised order sheet from the Tournament Director. The player's name must be written on the revised order sheet before it leaves the Tournament Director's sight. Orders on the revised order sheet override those on the original order sheet.

All orders should be labelled with the game turn, and all order sheets must be signed by the player before being submitted. Players who abuse or attempt to abuse the boxes will be ejected from the tournament.

## **8) Dating of Orders**

All orders should have the year and season written against them. However, in the case where there are no orders or multiple orders for the turn, the following rules will be applied.

- Any set of orders that has been used for a previous turn shall be discarded, and may not be considered for the current turn.
- After this has been done:
  - if there are no orders on the sheet, then the player is NMRed.

- if there is one other set of orders on the sheet, then they are used.
- if there are multiple other sets of orders on the sheet:
  - If there is one or more sets with the correct year and season written against them, then all others are discarded.
  - If there are still multiple sets of orders, then all sets are considered together as being a large single set of orders.

## 9) Writing Orders

Throughout this section, "may still be valid" means "are valid unless they are found to be invalid for some other reason".

All orders contain the unit to be ordered. The specification of the unit must contain the province in which the unit started the turn. It may also contain the type of the unit, and the coast that the unit is on, but it does not have to, and if either or both of these are wrong the order may still be valid.

All provinces may be abbreviated to an unambiguous abbreviation. The following abbreviations will always be read as follows, even if this makes the order invalid:

- Nor : Norway.
- NTH : North Sea.
- Liv : Liverpool.
- ATL : Mid Atlantic Ocean.
- Hol : Holland.
- Hel : Bight of Helgoland
- Boh : Bohemia
- Tyn : Tyrrhenian Sea
- Tus : Tuscany
- Tun : Tunis

(Note, this is not a recommendation that these abbreviations be used, only an instruction on how to interpret them if they are used.)

For Tyr, the following will be applied, in order of priority:

- If the player is using block capitals for sea provinces, but not land provinces, then Tyr is Tyrolia and TYR is Tyrrhenian Sea.

- If the order is for a unit in Tyr, and "Army" or "Fleet" is specified, then Tyr is Tyrolia for an army, and Tyrrhenian Sea for a fleet.
- If the context produces a legal order for one of Tyrolia and Tyrrhenian Sea, and a disorder for the other, then the selection which produces a valid order is selected.
- If the player has previously used an abbreviation other than Tyr for either Tyrolia or Tyrrhenian Sea, then it will be considered to be the other one.
- If none of the above rules provide a ruling, then it is a disorder.

For other ambiguous abbreviations, please ask the Tournament Director for a ruling.

All orders should conform to one of the following layouts. However, if an order does not conform to the following formats, but it is nevertheless unambiguous as to what the order means, then the order shall be followed.

## **9.1) Movement Phase**

### **9.1.1) Unit holds**

**holds** may be any appropriate alternative word or abbreviation, including hold, stand, h, or nothing. It may not be Hol.

### **9.1.2) Unit - Space**

The hyphen may also be an arrow, or any other appropriate indication of movement.

**Space** must be the destination that the unit moves to.

- If the unit can move to multiple coasts within the destination province, then the coast must be specified, and if it is not then the order is invalid.
- If the unit cannot move to multiple coasts within this province, then the coast does not have to be specified, and if it is specified wrongly, the order may still be valid.
- If the unit is moving by convoy, then intermediate spaces may be specified. However, these are ignored for the purposes of adjudication, and do not indicate the route the unit must take, or even that it must move to its destination via convoy at all.

### **9.1.3) Unit supports Other**

**supports** may be abbreviated, and may be preceded by a hyphen.

**Other** must contain the province in which the supported unit is located. It may also contain the nationality of the supported unit, the type of the supported unit,

and the coast that the supported unit is on, but it does not have to, and if any or all of these are wrong the order may still be valid.

#### **9.1.4) Unit supports Other - Province**

**supports** may be abbreviated, and may be preceded by a hyphen.

**Other** must contain the province in which the supported unit started the turn. It may also contain the nationality of the supported unit, the type of the supported unit, and the coast that the supported unit is on, but it does not have to, and if any or all of these are wrong the order may still be valid.

**Province** is the province the supported unit is moving to. If it contains a coast, the coastal specification is ignored. The support is valid to any coast in the specified province.

#### **9.1.5) Unit convoys Other - Province**

**convoys** may be abbreviated, and may be preceded by a hyphen.

**Other** must contain the province in which the convoyed unit started the turn. It may also contain the nationality of the supported unit and the type of the supported unit, but it does not have to, and if any or all of these are wrong the order may still be valid.

**Province** is the province the convoyed unit is moving to.

#### **9.1.6) Other**

Mutual support orders may not be given, and if written, will be considered to be an order for the first unit only.

Ordering a support to move is an order for the supporting unit, but not for the moving unit. If no separate order is given for the moving unit, then the unit does not move, and the support order is invalid.

### **9.2) Retreat Phase**

#### **9.2.1) Unit - Space**

The order must conform to the same format as a move order in the movement phase.

If the power only has one unit, then Unit may be omitted.

#### **9.2.2) Unit disband**

disband may be abbreviated, or an alternative term used.

### **9.3) Adjustment Phase**

#### **9.3.1) Build NewUnit**

**Build** may be abbreviated, or an alternative term used. It may also be omitted completely.

**NewUnit** must specify the location in which the unit is to be built.

- If it is a coastal province, the unit type must be specified.
- If it is not a coastal province, the written unit type is ignored and the order is considered to be to build an army.
- If it is a fleet in St Petersburg, then the coast must be specified, otherwise it is an invalid order.

### **9.3.2) Remove Unit**

**Remove** may be abbreviated, or an alternative term used. It may also be omitted completely.

### **9.3.3) Waive**

**Waive** may be abbreviated, or an alternative term used. It may also be omitted completely.

## **10) Misorders**

During the movement phase, any unit which is misordered, or is given an illegal or impossible order, or is not ordered at all, holds in the province in which it started the turn, and may be supported to hold. This includes units that are ordered to move to a space to which there is no possible route (i.e. a space which is not adjacent, and to which no combination of fleets could have ordered a convoy). A unit that is ordered to a space which it could have reached, but the required convoys were not ordered, is not misordered, and may not be supported to hold.

During the retreat phase, any dislodged unit that is misordered, or not ordered at all is disbanded.

During the build phase, any build or removal that is misordered is ignored.

## **11) Insufficient and multiple orders.**

If a unit has orders on an original order sheet and a revised order sheet, then the orders on the revised order sheet shall be used, and the orders on the original order sheet shall be ignored. If a unit has orders on multiple revised order sheets, then the orders on the higher numbered revised order sheet shall be used, and the orders on the lower numbered order sheet shall be ignored. If both revised order sheets have the same number, then both shall be used as a single set of orders.

If a unit has multiple valid orders, it is misordered unless all valid orders for the unit have the same meaning.

If insufficient builds are ordered, then the remaining builds are waived.

If insufficient removals are ordered, then the remaining removals are determined using the Civil Disorder rules.

If excessive builds or removals are ordered, then first invalid build orders are deleted (e.g. builds ordered in an occupied home centre). Then the last written remaining orders are deleted, assuming a normal writing order (i.e. top to bottom, left to right), until the correct number of orders remain. If the writing order can not be determined for some or all of the orders, then those orders are deleted simultaneously, which may lead to insufficient orders.

## **12) Adjudicating.**

You will usually have to adjudicate the boards yourself. One player collects all the orders from the box, gives his own orders to someone else to read out, and then reads the other orders out. Other players move the units on the board and adjudicate. The player reading the orders does not have the right to stop reading in order to consider the consequences of the orders until all the orders have been read.

During the adjudication, no mark should be made on any order sheet being read. Order sheets should remain on the table or in the hand of the person reading them out until the whole adjudication is done. Movements, retreats and builds are considered as three separated adjudications.

You should contact the Tournament Directors or an Assistant to rule on any disputed points as soon as they arise.

## **13) Ordering Retreats and Adjustments**

Any player may request clarification of the available retreat options for a dislodged unit, and the number of adjustments that he and each other player has, but otherwise, players may not negotiate before retreats or adjustments. Players who do negotiate will, at the discretion of the Tournament Director, have their retreats and/or builds NMRed. Players who intentionally break this rule may have a greater penalty imposed.

If during a retreat or adjustment phase, only one player has to order, then he may choose to action the order on the board without writing it. However, if he actions an illegal order, then the result is the same as if the order was written and illegal, and the player may not change the order. An action has been made when the orderer releases the unit.

**14) Situations not fully covered in the 1971 Rulebook** are dealt with as follows :

- Convoys for armies moving along the coast are legal. They cannot be refused and are adjudicated in the same way as a convoy with multiple convoy routes (with one of those routes being the land route). Thus, unwanted convoys are possible.
- An order by one country that convays an attack by another country against a space occupied by one of the first country's units permits a move dislodging that unit.
- If a set of orders results in a paradox, due to a number of convoyed armies each cutting a supporting fleet involved in another convoy, then all convoys involved fail, and no convoying fleets involved are dislodged.
- Civil Disorder removals are made based on the distance from home of each unit. The distance from home is measured as the number of orders which would have to be written, including orders for other units, and build orders, in order to get that unit to a home supply centre, ignoring any other units that would have to get out of the way. For instance, an Italian army in Tunis with no fleets nearby is four moves from home : Build F(Nap), F(Nap) - ION, F(ION) c A(Tun) - Nap, A(Tun) - Nap.
- Where two or more rules in the rulebook contradict each other, and the Tournament Rules do not specify otherwise, the later rule takes precedence over the earlier rule.

### **15) Other clarifications**

The following rules are either often forgotten, or vary from rulebook to rulebook. For this tournament, they apply as follows:

- Spain and North Africa are not adjacent.
- Fleets may support another fleet moving to the other coast of a multi-coasted province (e.g. F(GOB) S F(Nwy)-StP/nc is legal).
- Coastal crawl and Crawling Retreats are not permitted (e.g. two units moving F(Spa/nc)-Por, F(Por)-Spa/sc is a stand-off).
- Convoys can be disrupted only by attacking and dislodging the convoying fleet -- merely attacking it is not enough.

- If a convoyed army has multiple routes to its destination, and all of those routes are broken, then the move fails.
- If an army being convoyed would cut a support for an attack on one of the convoying fleets, then the support is not cut. However, if the convoy is not broken, the supporting fleet may be dislodged.
- If two units are ordered to the same space, and one of them is dislodged by a unit coming from that space, the other unit may move.
- Players may not sign units over to other players.
- Joint orders may not be submitted.

**16) Game-end proposals** can only take the form of a DIAS (draw including all survivors), as currently specified by the supply centre chart. Any player may propose a game-end immediately after an adjudication, any time after the 1905 centre chart has been entered. Any player may publicly veto the proposal. If not, a secret vote must be taken immediately, before the next Diplomacy period starts. To do this, players just call over the Tournament Directors or an Assistant to collect the votes and determine the result.

If there is at least one "NO" vote for a proposal, the proposal fails, and the game continues. Voting figures will not be revealed. Abstentions count as "YES". Any player revealing their vote will be considered to have vetoed the draw. If the proposal passes, the remaining players should sign the s.c. chart. The final s.c. count will be that of the Adjustments season just played, or the s.c. count of the previous Adjustments season if The Draw is agreed after a Spring season. There may only be one Draw vote per proposed result each season -- revotes are not allowed.

Draws may not be proposed which do not reflect the current centre count on the supply centre chart, and the supply centre count may not be manipulated before or after a draw vote.

Game-ends which have not been agreed using the above procedure will be treated as abandoned games, and all the players involved will score zero.

## **17) Game Length**

All games will run to Winter 1909 (including retreats, excluding adjustments). All games will end as an automatic Draw at the end of that year, if they haven't already finished.

## 18) Assistance and Collusion

No player from outside the board - save for the team captain in the team round - may aid or abet another player with their orders, diplomacy etc, unless agreed by all the players on the board.

## 19) Scoring System and Ranking System

You should try to achieve the following, in order of priority:

- Solo.
- Stop anyone else from soloing.
- Get as many centres as possible.
- Share the remaining centres out equally amongst the other players.

In general, your best bet is to play a normal game - that's all you really need to know. But for the curious:

**19.1) Team Ranking:** For the Team Tournament, the team's score is the sum of the individual scores of the three team members in the Saturday round.

**19.2) Individual Ranking:** For the Individual Tournament, an individual's score is the sum of all their results. Note that you can play a maximum of 4 rounds. Players with less than 4 results will be scored as if they scored zero in the other rounds.

**19.3) Scoring:** For each result, any solo beats any draw beats any other result. (Thus, "second place" behind an Outright Win is worse than a 1-centre position in a Draw.)

**19.4) A solo** scores 75 points.

**19.5) Draws** are scored by calculating  $p = c^2 + 4c + 16$  for each player, where  $c$  is the number of centres they held at the end of the game. Each player scores  $100 * p / (\text{sum of } p \text{ for all seven players on the board})$

**19.6)** Eliminated players score  $0.1 * (y - 1900)$ , where  $y$  is the year they were eliminated. Losers to a solo score as if eliminated in the year of the solo.

**19.7)** For the **Individual Tournament**, if two players score an equal overall score, then the tie will be broken by the following criteria, in order of priority:

- Higher score in best game

- Higher score in second best game (players who play only one games score 0 for this tiebreaker).
- Higher score in third best game (players who play less than three games score 0 for this tiebreaker).
- Higher score in fourth best game (players who play less than four games score 0 for this tiebreaker).
- Position is shared

**19.8) Top Board:** the 5th round on Sunday includes a Top Board. It is played simultaneously to the other boards of this round. The players qualified for the top board are determined as follows:

- The top 7 of the ranking after round 4
- Players who played all first 4 rounds do not count, as they cannot play another game
- If a player steps back, the following player in the ranking may replace him.

Note the special country assignment, as described in the Top Board Country Assignment rules.

The winner of the Top Board is the winner of the tournament and World Champion 2006. The second of the Top Board is second of the tournament and thus Vice World Champion. All players of the Top Board will receive a 10% bonus for their overall tournament results.

Tie-breaker for the Top Board results is the order in which the players chose their countries, number seven being the highest tie-breaker and number one being the lowest.

**19.9)** For the **Team Tournament**, if two teams score an equal overall score, then the tie will be broken by the following criteria, in order of priority:

- Highest score by third highest scoring team member
- Highest score by second highest scoring team member
- Highest score by highest scoring team member
- Position is shared.

**19.10) Best country** awards will be decided by highest score.

## **20) Posting of Scores**

Scores will be placed on the Diplomacy Notice board as soon as possible after the completion of each round except the final round. For the final round, the results

will be announced at the prize giving, and will be placed on the tournament notice board immediately after the conclusion of the prize giving.

### **21) Loss of a player**

If a player withdraws from the game, then the Tournament Director may decide to allow the power go into civil disorder, or to assign a new player to play the position, depending on the position in the game, the reason for withdrawal, the availability of replacement players, and any other information the Tournament Director deems to be appropriate.

### **22) Notes**

It is noted that these rules are written using "he" and "him" for ease of reading, but apply equally to female players.

### **23) Modification of the Rules.**

These rules are intended to be definitive, but the Tournament Director reserves the right to add to, amend or waive any of these rules as he sees fit.