

Tips for the first Diplomacy game

WHAT TO DO EACH TURN

1. At the start, write down where all your units are before you talk to anyone.

e.g..... F LON
A EDI
F NWY

2. Watch the clock!!

3. You will have time to talk to at least 4 people. If you have spare time, try to talk to everyone.

4. When there are 3 minutes left, write down all your orders. You can change them but it is better not to leave till the last few seconds.

5. When you are finished (or when the 10 second countdown starts), put your orders in the box.

6. Most games have no winner but ends in a draw. A draw vote must be unanimous. IF you feel your position will worsen, agree to draw. IF you think you will grow bigger, refuse it to continue the game.

How to order – the BASICS

MOVING

A unit moves with a strength of one.

F Lon – Nth Sea means Fleet London is moving to the North Sea

SUPPORTING TO MOVE

By supporting a move, you increase the strength of the move by one. However if the supporting unit is attacked – the support is ‘cut’ and does not help the move.

F Bel S F Lon – Nth means the Fleet in Belgium supports the fleet in London to the North Sea. (Note that BEL has to border the North Sea for this to work)

CONVOYING

To move an army across water, you need to convoy it using a fleet that does not move.

A Lon – Bel

F Nth Sea convoys A Lon – Bel

This means the army in London is moving to Belgium via the fleet in the North Sea. If the fleet is attacked, the army still gets to move. If the fleet is DISLODGED – then the army fails to move.

Resolution of orders

Attacks are WON by having a greater number.

1 unit versus 1 unit = standoff (nothing moves)

1 unit + support (=2) versus 1 unit = WIN

1 unit + support (=2) versus 1 unit + support (2) = standoff

If you WIN a fight into a space, you dislodge the enemy unit from there and the enemy retreats his unit to an adjacent EMPTY space. This is called DISLODGEEMENT.

If a supporting unit is attacked then the Support is cut (fails).

If a convoying fleet is attacked it can still convoy.

If a convoying fleet is DISLODGED, it cannot convoy.

Supply Centres and Strength

You own a Supply Centre (SC) if you are the last person to occupy it in a **Fall** turn.

At the end of each Fall turn, your number of units are adjusted to equal the centres you own.

For example, if you have 4 units but own 6 centres, then you ‘build’ 2 more units.

You continue to own that SC until someone else occupies it in a Fall turn.

Always remember this...

You are a new player so :-

- EXPECT people to lie to you, use you and give you advice that helps them as well as you.
- DON’T take it personally. It happens to everyone.
- Lying often happens, but is not the essence of the game. Building trust is equally important.
- Remember a player wont win Diplomacy without attacking someone.
- You cannot survive without friends; but you are also unlikely to win without betraying someone.