

# Diplomacy Notes

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## Goal

- Control 18 supply centers = win.
- Or game ends early by mutual agreement (draw).

## Setup

- 7 powers: Austria, England, France, Germany, Italy, Russia, Turkey.
- Start with 3 supply centers each, except Russia (4).
- Units:
  - Army (A) = land only
  - Fleet (F) = water + coasts

## Turn Structure

Each year has Spring and Fall turns.

- Spring = movement only
- Fall = movement + check supply centers

## Phases each turn:

1. Diplomatic Phase – negotiate (30 min at start, 15 min later).
2. Order Writing Phase – write all orders secretly.
3. Resolution Phase – reveal + resolve conflicts.
4. Retreat/Disband Phase – if units dislodged.
5. (Fall only) Gain/Lose Units – adjust to supply centers.

## Orders

Write: [Unit] [Location] [Order].

Examples:

- A Par H = Army Paris Hold
- A Par–Bur = Army Paris → Burgundy
- A Par S A Mar–Bur = Army Paris supports Army Marseilles → Burgundy
- F Nth C A Lon–Bel = Fleet North Sea convoys Army London → Belgium

## Orders Explained

- **Hold:** Stay in place. Default if no order.
- **Move:** Go to adjacent province. Can fail if blocked.
- **Support (S):** Add strength to Hold/Move order.
  - Support cut if supporter is attacked (unless from province being supported).
- **Convoy (C):** Fleets move Armies across water.

## Key Rules (Fast)

1. All units = equal strength.
2. Only 1 unit per province.
3. Equal strength attacking = standstill.
4. Standoff doesn't dislodge current occupant.
5. Units can't swap places unless convoyed.
6. Dislodged unit must retreat or disband.
7. Can't self-dislodge or cut your own support.
8. Control of supply centers checked after Fall.

## **Supply Centers**

- **Control = unit present at end of Fall.**
- **Units = number of supply centers you own.**
- **Build only in home centers (if unoccupied).**
- **If fewer centers than units → must disband.**