

Cheat Sheet

	Who	Current location	Action	Action specifications			
Attack/Move	A	Mun	-	Sil			
	Army	Province	to	Province			
	F	Hol	-	Nth			
	Fleet	C-province Sea	to	C-province Sea			
Support attack	A	Bel	S	A			
	F			F	Kie	-	Hol
	Army/Fleet			Army/Fleet	Province Sea	to	Province Sea
Support hold	A	Bel	S	A			
	F			F	Kie	Holds	
	Army/Fleet			Army/Fleet	Province Sea	(Hold order)	
Convoy	F	Hol	C	A	Lon	-	Nwy
	Fleet	C-province Sea	Convoy	Army	C-Province	to	C-Province

Recapp some important rules

Armies can only move to adjacent provinces	Fleets can only move to adjacent coastal provinces or seas	With fleets, specify the coast in Bulgaria, Spain and St. Petersburg
Attacks can dislodge units, disrupt attacks disrupt supports and disrupt convoys in certain situations	Armies and fleets can move from Denmark To Sweden (and vice versa) in one turn	Kiel and Constantinople have just one coast
		You can't convoy a support

General tips

You need allies to win (at least in the beginning)	It is almost always good to talk to other players	Time management. Talk to other players AND submit your orders before the time is up (15min)
You may lie, speak the truth, spy, betray, support, etc. Remember it's just a game :)	When in doubt, read the official rules	Write your current positions at the beginning of your turn (who and current location)