

Play-by-Mail

INSTRUCTIONS

Use instructions below for: Afrika Korps, Blitzkrieg, Bulge, D-Day, Stalingrad, and Waterloo. See inside for Anzio, Luftwaffe, and Panzerblitz.

The Play-by-Mail system differs only in that each game must be played simultaneously on two tables - one in each player's home. Therefore, opposing players must send each other written records of all movement and combat. Movement of all Units is recorded on an Order of Battle sheet; all combat is recorded on an Operations sheet.

HOW TO RECORD MOVEMENT

After you - as attacker - have moved all the Units you choose to move in your Turn, you must make a written record on your Order of Battle sheet of the exact grid-coordinate location of every Unit. For example, A Unit you have moved to MSUS, in an Afrika Korps game, would be recorded as O-13, DERNA would be B-14, etc.

HOW TO RECORD COMBAT

Because of the separation of opponents, combat is not resolved by the roll of the die. Instead - you obtain the result of each battle by consulting the New York Stock Exchange report that is printed daily in the business financial section of your newspaper. You look up the closing quotations for a pre-selected day's stock transactions. The result of each battle is determined by the last digit of the Sales-in-Hundreds column for the particular stock(s) you have pre-selected. Occasionally, closing quotations are printed in a late edition of the same day. But in most cases closing transactions are printed in a morning edition of the following day. Closing transactions are printed identically all over the country thus opposing players know the results of combat at approximately the same time. However, in the event of discrepancies, printing or otherwise, players must abide by the results shown in the defender's edition.

OPERATIONS SHEET:

After completing the Order of Battle sheet, you - as attacker - finish your Turn by preparing a written account of each individual battle. First, you fill in the important information required at the top of the sheet such as Turn, Army, and Date-of-Turn. Secondly, you fill out Sections 1, 2 and 3 in the following manner:

SECTION 1 - COMMENTS: Any questions or comments regarding your opponent's previous Turn should be indicated here.

SECTION 2 - REPLACEMENTS: Information regarding the accumulation and/or taking of your Replacement Units should be written here. Also you must place, on your Order of Battle sheet, an asterisk beside each Unit you reclaim from the dead pile for your Replacements.

SECTION 3 - ATTACKS: Each battle must be listed here separately in the order in which you want them to be resolved. Space is provided for 5 separate battles per Turn -- use other side if additional space is needed.

- (a) **Attacking Units:** List every Unit that is attacking for each particular battle.

- (b) Defending Units: List every Unit you are attacking for each particular battle.
- (c) Battle Odds: List the exact battle odds for each particular battle.
- (d) Name-of-Stock: List a specific Stock as your die-roll for each particular battle. You must select a different stock for each separate battle. You have the choice of selecting any Stocks you want -- we recommend that you pick the more familiar ones that would be listed even in the most abbreviated Stock Market report. Caution: avoid selecting Stocks that are listed more than once. In the event this occurs, sometimes unexpectedly, you must abide by the highest Sales-in-Hundreds listing.
- (e) Closing-Transactions-Date: You may select any future day you wish as long as it is at least one day after your Date-of-Turn. A Turn is not valid if the envelope postmark date is later than 3 P. M. of your Closing-Transaction-Date. There is no penalty for an invalid Turn. When notified, you simply forward a new Closing-Transactions-Date.
- (f) Disposition-after-Combat: When Exchange, Movement-after-Combat, and Retreat situations are imminent, you should make the following notations: encircle Units in column (a) you wish removed in an Exchange; enclose in a box Units in column (a) you want moved-after-combat; and state the exact square(s) you want losing Units in column (b) moved to in a Retreat.

SECTION 4 - BATTLE RESULTS: You - as defender - complete your opponent's Operations sheet in the following manner:

- (g) Stock/Sales-in-Hundreds: List the Stocks (from column (d)) in the same order with their corresponding Sale-in-Hundreds figures copied from the newspaper listing of closing transactions.
- (h) Base 6: Now transform the Sales-in-Hundreds number to a base six number by dividing the Sales-in-Hundreds number by 6. The *remainder* is the new base 6 number. If 6 divides evenly into the Sales-in-Hundreds number, the 0 remainder is treated as a 6. Example: Sales-in-Hundreds = 832;

$$\begin{array}{r} 138 \\ 6 \overline{) 832} \\ \underline{6} \\ 23 \\ \underline{18} \\ 52 \\ \underline{48} \\ 4 \end{array}$$

The remainder is 4 and thus 4 is the *die roll* result on whatever game table is being consulted. List the actual results of battle you obtain from the Combat Results Table by matching up the obtained Base 6 number with the proper battle-odds column. For example, Sales-in-Hundreds of 832 equals a base 6 number of 4 which in a 4-1 attack in *AFRIKA KORPS* means Defender Back 2.

- (i) Retreat: List the exact square(s) you want losing attacking Units in column (a) moved to in a Retreat.

PLAY-BY-MAIL ROUTINE

STEP 1: Player A takes his Turn in the normal manner.

STEP 2: Player A fills out his Order of Battle sheet in duplicate.

STEP 3: Player A fills out Sections 1, 2 and 3 of the Operations sheet in duplicate.

STEP 4: Player A mails both Order of Battle/Operations sheets to Player B. In addition, starting with his 2nd Turn (and all Turns thereafter) he also returns, in the same envelope, one of his opponent's Order of Battle/Operations sheets of the previous Turn.

STEP 5: When Player B receives the Player A Turn in the mail, he moves his opponent's Units as directed by his opponent's Order of Battle sheet.

STEP 6: Player B fills out Section 4 of his opponent's Operations sheet-moving opponent's units as directed by the results of battle.

STEP 7: Player B takes his Turn following the same procedure outlined in Steps 1, 2, 3 and 4.

STEP 8: When Player A receives the Player B Turn in the mail, he moves his opponent's Units as directed by his opponent's Order of Battle sheet.

STEP 9: Player A fills out Section 4 of his opponent's Operations sheet - moving opponent's Units as directed by the results of battle.

Repeat the above routine for the remainder of the game.

Afrika Korps example:

OPERATIONS FOR <i>Dynam</i> ARMY			DATE OF TURN <i>March 19</i>		
(a) Attacking Units	(b) Defending Units	(c) Battle Odds	(d) Name of Stock	(e) Closing Transactions Date	(f) Disposition After Combat
1 <i>Littorio</i>	50 Inf. 150	4-1	Ford	March 20	Retreat to p. 19
2 <i>(90 Inf. 200) and Anzels</i>	9A Inf. 18	6-2	Food Fair	same	Retreat to L-21

(a)		
(g) Stock/Sales - In-Hundreds	(h) Results of Battle	(i) Retreat Attacking Units to
1 FORD - 411 = 3	Elim. 50 Inf. 150	---
2 Food FAIR 20 = 2	Elim. 9A Inf. 18	---

New York Stock Ex

March 20, 1964

Stocks	Div.	100s	Open	High	Low	Clos.
FoodFair	.90	20	20 3/8	20 3/8	20 1/8	20
FdGMkt	.76f	45	15 7/8	15 7/8	15 5/8	15
FdGMk pf.40		2	11 7/8	12	11 1/8	12
FMC Corp	1	51	54 5/8	54 5/8	54 3/8	54
FoodMart	.70	18	16 3/4	16 3/4	16 1/4	16
Foot M	.15	7	13 1/8	13 1/8	12 3/4	12
Ford Mot	2	412	57 1/4	57 1/4	56 5/8	56

Attacker fills in Operations sheet as in (a). Defender completes Operations sheet in (b) recording results of combat shown in Stock Market report (c).

GRID COORDINATES MUST BE ADDED TO:

Stalingrad: Print letters A through WW along the east and west edges of the mapboard; print numbers 1 through 57 along the north and south edges. Start row A in the northeast and northwest corners and start row 1 in the southwest corner. For instance, row J bisects Helsinki and Lake Beloe; row 27 bisects Lake Peipus, Smolensk, Kharkov and Stalino. Examples: Helsinki is J-26, Leningrad is K-31, Moscow is S-34, Stalingrad is HH-31, Warsaw is Z-13 and Sofia is TT-3.

Waterloo: Print letters A through WW along the east and west edges of the mapboard; print numbers 1 through 57 along the north and south edges. Start row A in the northeast and northwest corners; start row 1 in the southeast corner. For instance, Row V bisects Nivelles and St. Gery. Row 27 bisects Wavre and Quatre Bras. Examples: Waterloo is E-43, Nivelles is V-38, Quatre Bras is X-27, Ligny is FF-13, Fleurus is J-13.

Special PBM CRT's have been in use since 1964. This system was inefficient as it meant printing a new PBM CRT (Combat Results Table) for each game with a different CRT. Changing the Sales-in-Hundreds number to a random Base 6 number allows the original tables for all games to be used in by-mail play. Be sure your opponent understands the pbm system you are utilizing before beginning play.

"THE AVALON HILL GENERAL"

Players that desire Play-by-Mail opponents may obtain them by subscribing to "The Avalon Hill General." A full-year subscription of this bi-monthly magazine entitles you to advertise, free of charge, in the Opponents Wanted column. Complete information available upon receipt of a stamped, self-addressed envelope.

PanzerBlitz Play-by-mail instructions

To play PanzerBlitz by mail, each player needs a copy of the game (of course), a PBM kit, and access to the daily New York Stock Exchange transactions (normally printed in your local newspaper).

F. Using this procedure, each player has a complete record of the game. As a precaution against letters being lost in the mails, it is suggested that each player keep a copy of his move.

GENERAL PROCEDURE:

- A. After the players decide upon which situation they will play, the player who makes the first commitment (the one who sets-up, or, if both sides move onto the board on the first turn, the player who moves first) writes in the positions of his units on the map side of this PBM sheet. For the purpose of this explanation, assume that both sides enter the board on the first turn and that the Germans move first. In this case, at the top of the map side, the player would fill in "German" player and Turn "1." This sheet is mailed to the Russian player.
- B. The Russian player fills in the positions of his units on the map side of the sheet he has just received. He also fills in the same positions on another map sheet which he heads "Russian" player and Turn "1." Both sheets are returned to the German player.
- C. The German player fills in the positions of his units for his Turn 2 on the "Russian" Turn "1" map sheet. He writes in the same positions on a new map sheet which he heads "German" player and Turn "2." On the back of his Turn 2 PBM sheet, the German player lists all attacks that he is making in that turn. All three sheets (both Turn "1" sheets plus the German Turn "2") are mailed to the Russian player.
- D. The Russian player first determines the results of the German attacks. Secondly, he records his Turn 2 move on the "German" Turn "2" map sheet. Thirdly, he records the same positions on a new map sheet which he heads "Russian" player and Turn "2." On the back of this new PBM sheet, he then lists all attacks he is making in Turn 2. These four sheets are then mailed to the German player.
- E. The German player may now put his Turn "1" PBM sheet away in his records. Secondly, he determines the results of the Russian attacks. The rest of the procedure continues as before.

INDICATING POSITIONS

- A. In most cases, the code number of the unit can be written on the map side of the PBM sheet directly on the square it occupies. Where a unit is being transported, the code number of the carrier is written on top, the code number of the passenger is written below, and parentheses are drawn to include both numbers. If the passenger number is written above the carrier number, the passenger is unloaded.
- B. If many units are on one square, or if the square is too cluttered with terrain, write a "B" on that square. The "B" indicates that the units on the square are listed on the back of the PBM sheet. Space is available there to list the units' code numbers and the square. Square 2/F/7 is on Board 2 in row F and the 7th square in row F.
- C. Since both sides may have units with the same code number in play at the same time, it is suggested that the positions be written in different colors (perhaps the Russian units in red ink, the German units in blue or black).

COMBAT

- A. THE ATTACKER lists his attacks on the back of the PBM sheet. Fill in the blanks telling player and Turn number.
- B. The code numbers of the attacking units are written in column (a). The code numbers of the defending units are written in column (b).
- C. Attacks are listed in the order of the type of attack. There are four types of attack; the type of each attack is noted in column (c). First, list all "attacks" by minefields in any order. Next, list all normal attacks in any order. Thirdly, list all overrun attacks in any order. Last, list all CAT attacks in any order. These types can be abbreviated, respectively, "Mine," "Norm," "OR," and "CAT." Unlike face-to-face games, the players

will not know the results of normal firing before the movement portion of their turns. This is actually more realistic than f-t-f games since six minutes is very short to note that normal firing is successful and to reroute the armor that was going to overrun that target.

Therefore units may move into hexes containing enemy units only when there is a 100% chance of them being destroyed or an Overrun attack is being made.

Determine the odds of the attack (be sure to calculate any change in the attacker's factor that is necessary because of the WEC or TEC) and write in column (d). If the attack is an overrun attack or CAT with engineers, put the increased (final) odds in this column.

The die roll is increased or decreased if the defender is on certain terrain and if certain types of attacks are being made. The increase (+) or decrease (-) is indicated in column(e).

In column (f) list a different stock for each attack. Pick a well-known, active stock from the New York Stock Exchange. (Alternate stocks should be named in case any listed stocks have no sales on that day.) Under the attack chart, fill in the Closing Transaction Date for several days in advance. Your letter must be postmarked before this date. For example, if the attacker expects to mail his move on April 1, he should select a Closing Transaction Date of April 3. This means that his opponent will consult his newspaper of April 4 to get the closing results of stocks traded on the N.Y. Stock Exchange on April 3. Players may alter time lapse according to known mail delivery speed between opponents.

THE DEFENDER consults his newspaper on the correct date and writes in the Sales-in-Hundreds from the paper in column (g) for each stock. The results are clipped so the date shows and will be returned to the attacker with the defender's next move. The defender then divides the Sales-in-Hundreds number by 6 to get a base 6 number as was done in step (h) of the Basic Play-by-Mail instructions.

If it is desired, the attack results can be marked on the map side of the PBM sheet also. A marker using transparent colors can be used to draw over the units affected by the attacks. One color might be used for Eliminated units, another for Dispersed units.

LUFTWAFFE

play-by-mail

instructions

To play Luftwaffe by mail, you need an opponent, a copy of Avalon Hill's Luftwaffe, and access to the results of the New York Stock Exchange.

The rules for Luftwaffe PBM are the same as the face-to-face rules with the following adaptations:

INDICATING LOCATION

Location can be indicated in several ways. Use the way or ways that seem most convenient to you.

1. Write the unit identification number on the Mapsheet on the square that the unit occupies, or . . .
2. Underline in one color all of the identification numbers (these are printed on the side of the Mapsheet) of all of the units on the same square. Then write a letter in the same color on the correct square on the Mapsheet. For instance, Me 109 JG3, Fw 190 SG2, and Ju 88 NJG6 might all be underlined in red. A red "R" on the square containing Weimer would indicate their position on the board, or . . .
3. Write a number or letter (or combination) next to the identification numbers of all the units on the same square. This number or letter would then be written on the correct square on the Mapsheet. Of course, each group has a different number or letter.

INDICATING MOVEMENT

The location indicated in the above paragraphs is the square on which the units *begin* their turn. A line is drawn from that square showing the path of movement; the square on which movement ends is indicated with an arrowhead. If method (2) above using color is chosen, the line and arrowhead would be the same color as the underlining.

If a group splits up, it can be shown using extra numbers. For instance if a group is labeled B7 and will split into three parts, label

one part B7-1, another B7-2, and the third B7-3. The correct number (such as B7-2) would be written next to the aircraft identification number also. Of course, each branch of the split would be labeled.

NOTATION

Other indications that are important can be shown as follows:

If a unit has been inverted (is worth now only one combat factor), draw a box around its identification number.

If a unit has dropped its fuel tanks, put parentheses around its identification number.

German units that will be on the ground at the end of the turn have their identification number underlined twice.

Draw a line through the identification number of eliminated units.

COMBAT

When a player wishes to bomb or to attack enemy planes, he draws a red border around the square in which the action occurs and fills in the appropriate blanks on the back of the Mapsheet.

ATTACKER

The top of the attack sheet is filled in.

The Closing Transaction Date should be chosen two or three days ahead. The attacker's letter must be postmarked before the date chosen. If April 7 is chosen, the results will be printed in the paper on April 8.

The Starting Stock must always be a well-known company such as AT&T, General Motors, or IBM. Name an alternate in parentheses in case your first choice has no sales. The Starting Stock is the only stock that is named. Use that stock to resolve the first situation, and each stock immediately beneath it is used to resolve the remaining situations in order. Each situation requiring a stock decision is numbered, and the numbers are used from the lowest to the highest as needed (stocks are not assigned to numbers where no combat occurs). The dated newspaper stock report will be returned by the defender with his next move. He will number each stock on the newspaper clipping with the situation number it resolves.

Air-to-Ground Operations: All units that are bombing or strafing are listed in column (a). A "T" in parentheses after the unit number

means that the unit is carrying fuel tanks. If the unit (or units) is bombing a city, the name of the city is written in column (b); if a base is being bombed or strafed, (b) is left blank and the name of the base is entered in (d). The defender will fill in (c), and (e) through (i) as needed.

Air-to-Air Operations: The units that are attacking airborne enemy planes are listed in column (j), and the planes they are attacking in column (k). A "T" in parentheses after the unit number means that the unit is carrying fuel tanks. If the attacker draws a circle around the "T," it means he will drop his tanks if the defender does. The attack with the largest number of attacking factors is listed first, the second largest number of attacking factors second, etc. If two attacks have the same number of attacking factors, list the battle with the larger number of defending factors first. The defender will fill in (l) through (r) as needed.

If applicable, fill in "RAF Target." Note that the number on the "Results" is the same as the first number in column (t). This prohibits the defender from adjusting the RAF results by firing more or fewer AA guns.

DEFENDER

Upon receiving the move, the defender cuts the stock results out of the paper for the correct day. The clipping will be sent back to the attacker to verify the results.

Air-to-Ground Operations: The Base 6 number of the Sales-in-Hundreds (See step (h) of Basic PBM Instructions) of the Starting Stock is entered in the first column in which combat occurs. For example, if fighters are strafing a base which is in a square that does not also contain a city, the base 6 number is written in column (e) after the "2." If the starting stock were IBM and if 269 hundred shares had been sold, "269=5" would be written in (e) after the "2," and a "2" would be written on the newspaper clipping next to the first IBM entry.

If a 5 or 6 resulted, the defender would write, for instance, "1 P-47" in column (f). He would enter the remaining units in the attack in (g).

The base 6 equivalent of the Sales-in-Hundreds of the next entry after the Starting Stock is written in (h). The next entry might be another IBM listing (for instance) or a different stock. The number "3" would be written on the newspaper clipping next to that stock.

Air-to-Air Operations: Stock results are entered in column (l) and in column (o) when necessary. Combat results are found on the Aerial Combat Table that comes with the game and are written in columns (n) and (p). The defender must figure in any changes in die rolls because of E values and because of planes carrying fuel tanks; the final, adjusted die roll number is entered in (m). The defender may choose to drop his tanks before combat; if he does, he notes this at the bottom on the attack sheet and figures the fact into the combat results. If the attacker circled the "T" next to his attacking units, the defender would then list those aircraft as having dropped tanks and figure that fact into the combat results.

Columns (q) and (r) are filled in.

If American planes passed over a city during movement, that city can fire its AA guns. The city is written in column (s) by the defender, the stock result in (t), and the combat result in (u). The cities must be listed alphabetically and only cities flown over may fire. Remember that a city's guns can fire only once a turn.

Combat Results: While the defender is computing the results of his opponent's attacks, he should have his next Mapsheet face up next to his opponent's attack sheet. When a unit loses one factor, that fact is noted in the correct column; also a box is drawn around the unit identification number on the defender's Mapsheet. When a unit is eliminated, that fact is noted in the correct column, and a line is drawn through its identification number on the defender's Mapsheet. When a unit drops tanks, parentheses are drawn around the identification number.

Combat is resolved by using stock market reports and dividing by 6 to get a Base 6 number as decided in step (h) of the Basic PBM instructions. Ignore the conversion table printed on the *LUFTWAFFE* PBM sheet.

ANZIO

Play-by-Mail

INSTRUCTIONS

Complete the movement phase of your turn as you would a normal game. Then note the location of units on the PBM mapsheet by writing unit designations on the hex they occupy. If a hex contains more than one unit it will be necessary to identify that hex with a letter and list the units in that hex at the side of the mapsheet under *Combat Groups*.

Much writing can be saved by using standard abbreviations, some of which are on page 44 of the rules. Others are listed below:

G	German
A	Allied
pz	panzer
pg	panzergrenadier
AV	Automatic Victory
ic	inverted counter
p	paratroops
bde	brigade
reg	regiment
div	division
AF	air factor
NF	naval factor
arm	armor
inf	infantry
zoc	zone of control
i1, i2	G inf ersatz counters
a1, a2	G arm ersatz counters
R1B	British replacement
R1A	American replacement
R	Allied replacement

Many units have a number used by no other unit, for example G15pg, therefore there is no need to identify this unit other than by the number 15. Where there can be confusion about the size of a unit, for example, Canadian 1 inf or 1 arm bde, they can be shown as C1X (the bde), and C1XX (the div).

Die rolls are generated by using the Stock Exchange and Base 6 adjustment system noted previously in the Basic PBM instructions.

In the space provided on the PBM mapsheet combats must be listed, and all possible results must be detailed for each of the 6

possible die rolls, that is, advances, retreats, and casualties, as applicable.

There are also abbreviations useful for the combat phase:

-1S, -2S, etc. Indicates loss of steps.
TR Taking replacements.
HG/6 Reduced strength steps can be shown by coupling the unit designation with the attack factor of the stepped-down counter. For example, when the HG Div is -1S, it uses the 6-7-12 counter, hence HG/6, and so on down to HG/ic.
die roll

DR



combat results

To show that you are building the HG from the 6-7-12 counter back to full strength, write: "HG/6 +a1 = HG."

Before starting a PBM game, players should decide whether they will permit multiple mailings per turn. Although there are not too many combats in the typical *ANZIO* turn, any time there is more than one, the results of each may influence those following. There are 3 ways to handle this:

1. The simplest alternative is to permit only a single mailing. The attacker would have to specify the results of each attack without reference to any other combats.

2. A more complicated version of the single mailing permits conditional instructions, that is, various alternative results for battle no. 2 depending on the results of battle no. 1, and so forth. With more than 2 combats whose outcome may be interdependent, this can become quite complex.

3. The most elaborate way, and the method nearest to face to face play, is to permit a separate mailing for each attack, so that the attacker may specify the results (advances, casualties, retreats) of each combat, and only then decide what he will do about the next combat. For example: let's assume the Allied player wishes to make 3 attacks in a given turn but wants to see the result of the first attack before deciding whether or not to advance if victorious in the second. He would list the locations of all units and note all attacks that will result from his move. However, he lists a CTD (Closing Transaction Date) for only his first attack and informs his opponent that the other attacks will be resolved in following mailings. The initial letter must be postmarked before the

CTD. When the result of the attack is available in the paper, the attacker resolves the first combat, and lists a CTD with retreat/advance instructions for any subsequent combats, and so on until all of his desired attacks have been carried out. He naturally encloses the stock listings of the previous attack with each letter as proof of the outcome.

If a player anticipates second combat and makes a note to this effect on his operations sheets, and the second combat situation actually occurs, OR if blocking units have prevented an advance, the defender must return all map sheets to the attacker without making his own next move. The attacker then fills out new map and operations sheets with his second combat attacks as if it were a new turn. Sometimes, however, second combat is predictable. In these cases, much postage and time will be saved if the attacker will make a side notation on how he wants to resolve these consecutive battles.

The majority of turns can be accomplished in one mailing using one mapsheet. However, play balance in the Basic Game is best served when the Allies have the benefit of multiple mailings.

THE GENERAL

Play-by-mail opponents may be obtained by subscribing to *The General*. A full-year subscription to this bi-monthly magazine entitles you, free of charge, to advertise in the Opponents Wanted columns.

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