

Play-by-Mail

INSTRUCTIONS

The Play-by-Mail system differs only in that each game must be played simultaneously on two tables - one in each player's home. There fore, 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.

2ND EDITION

PLAY-BY-MAIL COMBAT RESULTS TABLE

BATTLE ODDS	1-6	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	BATTLE ODDS
	1	2	3	4	5	6	7	8	9	0		
1	A Elim	A Elim	A Elim	A Elim	A Elim	A Elim	Exchange	Exchange	D back 2	D back 2	D back 2	1
2	A back 2	A back 2	A back 2	A back 2	D back 2	D Elim	D Elim	D Elim	D Elim	D Elim	D Elim	2
3	A Elim	A back 2	A back 2	A back 2	Exchange	Exchange	A Elim	D back 2	Exchange	D Elim	D Elim	3
4	A Elim	A Elim	A back 2	A back 2	A back 2	A back 2	D Elim	D Elim	D Elim	D back 2	D Elim	4
5	A Elim	A Elim	A back 2	A back 2	A back 2	A Elim	Exchange	Exchange	D Elim	D Elim	D Elim	5
6	A Elim	A Elim	A Elim	A back 2	A back 2	A back 2	A back 2	D back 2	D back 2	D Elim	D Elim	6
7	A back 2	A back 2	A back 2	A back 2	D back 2	D Elim	D Elim	D Elim	D Elim	D back 2	D Elim	7
8	A Elim	A Elim	A Elim	A back 2	Exchange	Exchange	Exchange	Exchange	Exchange	D Elim	D Elim	8
9	A Elim	A Elim	A Elim	A Elim	A Elim	D back 2	D back 2	D back 2	D back 2	D back 2	D back 2	9
0	A Elim	A Elim	A Elim	A Elim	A Elim	A Elim	$\frac{1}{2}$ A Elim	D Elim	D Elim	D Elim	D Elim	0

SALE-IN-HUNDREDS (last digit)

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Odds greater than 6 to 1 or 1 to 6 mean automatic elimination.

- (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) Results-of-Battle: List the actual results of battle you obtain from the Play-by-Mail Combat Results Table by matching up the last digit of the Sales-in-Hundreds figure with the proper battle-odds column. For example, Sales-in-Hundreds of 832 in a 4 to 1 attack means Defender Eliminated.
- (i) Retreat: List the exact square(s) you want losing attacking Units in column (a) moved to in a Retreat.

PLAY-BY-MAIL COMBAT RESULTS TABLE

The Play-By-Mail Combat Results Table, printed on the last page of this Instruction Folder, is a re-design of the die-roll table and compensates for the fact that the last digit of the Sales-in-Hundreds column presents 10 different results. Make sure your opponent has this 2nd edition table... it supercedes the table printed on the original (Afrika Korps Play-by-Mail) set of instructions.

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 2nd TURN March 19

(a) Attacking Units	(b) Defending Units	(c) Battle Odds	(d) Name of Stock	(e) Closing Transaction Date	(f) Disposition after Combat
1. <u>Littorio</u>	50 Inf 150	4-1	Ford	March 20	Retreat to P-19
2. <u>Avante</u>	9A Inf 18	6-2	Ford	same	Retreat to L-21

(a)

(g) Stock/Sales-in-Hundreds	(h) Results of Battle	(i) Retreat Attaching Units to:
1. Ford - 412	Elim. 50 Inf 150	-
2. Ford - 20	Elim. 9A Inf 18	-

(b)

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

"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.

PLAY-BY-MAIL REPLACEMENT PARTS

Instruction Folder \$.15
 Order of Battle/Operations Pads (please specify game)..... .50

To order, please enclose a check or money-order in the proper amount ... \$1.00 minimum order. Sorry, no C.O.D.'s please. Mail to:

THE AVALON HILL COMPANY 4517 HARFORD ROAD / BALTIMORE, MARYLAND 21214

New York Stock Ex

March 20, 1964

Stocks Div.	100s	Open	High	Low	Clot
FoodFair	.90	20	20 1/2	20 1/4	20
EdGMkt	.76	45	15 1/2	15 1/4	15
EdGMK pt.40	2	11 1/2	12	11 1/4	12
FMC Corp	1	51	54 1/2	54 1/4	54
FoodMart	.70	18	16 1/2	16 1/4	16
Footes M	.15	7	13 1/2	13 1/4	12 1/2
Ford Mot	2	412	57 1/2	57 1/4	56 1/2

(c)

GRID-COORDINATES FOR ALL PLAY-BY-MAIL GAMES

D-DAY

Print letters A through UU along the east edge of the board, starting in the northeast corner. Print numbers 1 through 49 along the south edge and the northern coastline, starting in the northeast corner. For instance; row L bisects Dusseldorf, Antwerp and Ostend; row 25 bisects Amiens, Biancon and Nice. Examples: Dunkirk is M-22, Sedan is Q-18, Brest is V-43, Bordeaux is LL-44 and Marseilles is TT-31. (New D-Day mapboards with grid-coordinates printed on them are now available - \$3.00 per board.)

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 JJ-13.

AFRKA KORPS

Grid-coordinates are already printed on the Mapboards. Examples: Maus is O-13, Tobruk is G-25, Matruh is I-51, El Alamein is L-59.

TACTICS II

An official military-style grid system has been printed on the mapboard. The first number is always the horizontal line; the second number the vertical line. Examples: Red First Army Group Headquarters is 15-5, Blue First Army Group Headquarters is 25-44.

GETTYSBURG

An official military-style grid system has been printed on the mapboard. The first number is always the horizontal line; the second number the vertical line. Examples: Little Round Top is 22-13, Culp's Hill is 14-16, Wolf Hill is 15-20.

BATTLE OF THE BULGE

Grid-coordinates are printed on the mapboards. Examples: Sedan is I-53, LaRoche is Z-28, Bastogne is DD-32.

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-36, Warsaw is Z-31 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;

CHANCE TABLES FOR ALL PLAY-BY-MAIL GAMES

AFRIKA KORPS SUPPLY TABLE

LAST DIGIT	April 1941 to June 1941	July 1941 to Nov. 1941	Dec. 1941 to end
1 2	SUNK	SUNK	SUNK
3	SUNK	SUNK	---
4	---	SUNK	---
5	---	SUNK	---
6 7	---	---	---
8	---	---	---
9 0	---	---	---

Allied player selects stock prior to German player's Turn.

BATTLE OF THE BULGE

All die-roll Chance Tables are incorporated in the separate folder that contains the Play-by-Mail Battle Results Table for Battle of the Bulge.

STALINGRAD WEATHER TABLE

LAST DIGIT	OCTOBER	NOVEMBER	MARCH	APRIL
1 2	Perfect weather	Perfect weather	Perfect weather	Perfect weather
3 4	Perfect weather	Perfect weather	Perfect weather	Perfect weather
5	Perfect weather	Perfect weather	Mud	Perfect weather
6	Perfect weather	Snow	Mud	Perfect weather
7	Perfect weather	Snow	Snow	Perfect weather
8	Mud	Snow	Snow	Mud
9 0	Mud	Snow	Snow	Mud

Russian player selects stock prior to German player's Turn in each inclement weather Turn.

TACTICS II WEATHER TABLE

LAST DIGIT	Spring	Summer	Fall	Winter
1 2 3	Perfect weather	Perfect weather	Perfect weather	Perfect weather
4 5	Perfect weather	Perfect weather	Perfect weather	FOG & LOW TEMPS — Ice floes clog all ports. No movement in or out of ports.
6 7	Perfect weather	Perfect weather	HIGH WINDS — No Amphib landings or Paratroop drops allowed	SUB-FREEZING TEMPS — Normal sea movement not allowed. All rivers frozen over - ice thick enough to hold all Units but Armor. Movement across rivers same as cross-country
8	SPRING THAW — Movement Factor of all Units reduced by 1 BTA except Mount. Units in mountains	Perfect weather	TORRENTIAL RAINS — No movement across rivers other than at bridges allowed	SNOW — Movement Factor of ALL Units reduced 4 BTA
9	SPRING RAINS — All Armor stuck in mud. Movement factor reduced by 3 BTA	SUMMER RAINS — Movement Factor of all Units off roads at beginning of Turn reduced by 2 BTA. Mountain movement not allowed	HURRICANE — No Amphib landings or Paratroop drops allowed. All ports closed	SNOW — Movement Factor of ALL Units reduced 4 BTA
0	SPRING RAINS — All Armor stuck in mud. Movement factor reduced by 3 BTA	SUMMER RAINS — Movement Factor of all Units off roads at beginning of Turn reduced by 2 BTA. Mountain movement not allowed	HURRICANE — No Amphib landings or Paratroop drops allowed. All ports closed	BLIZZARD — No land movement allowed except within cities. Movement in and out of ports allowed.

Player "B" selects stock prior to Player "A's" Turn in each month. Assume perfect weather in first Turn

TURN _____

WATERLOO FRENCH ORDER OF BATTLE

DATE-OF-TURN _____

Insert Grid-coordinates on the line underneath the corresponding Units.

XXXXX Napoleon 0-6	XXX Ney 0-6	XXX Res. Cav. 0-6	XXX Imp. Guard 0-6	XXX I Ffin 0-6	XXX II Ffin 0-6	XXX III Ffin 0-6	XXX IV Ffin 0-6	XXX Loban 0-6	XX Gyn 3-6	XX Desnoettes 3-6	XX Jaquet 2-6	XX Pirc 2-6	XX Homon 2-6	XX Hern 2-6
XXX I Cav. Pajl 0-6	XXX II Cav. Exchans 0-6	XXX III Cav. Kellmann 0-6	XXX IV Cav. Nilsant 0-6	XX Soll 2-6	XX Suberne 2-6	XX Streltz 2-6	XX Chastel 2-6	XX L'Herrier 3-6	XX Ruszel 3-6	XX Walker 3-6	XX Berl 3-6	XX Fria 6-4	XX Moran 6-4	XX Dulacne 6-4
XX Alix 5-4	XX Bonzeot 5-4	XX Harogret 5-4	XX Dunite 5-4	XX Bachelo 6-4	XX Jerome 6-4	XX Gard 6-4	XX Fy 6-4	XX Baker 5-4	XX Berthasene 5-4	XX Lefel 5-4	XX Pechant 5-4	XX Vickery 5-4	XX Hulot 5-4	XX Simmer 5-4
XX Jomni 5-4	XX Feste 5-4	I Imp. Gd 8-4	I I 5-4	II II 5-4	III III 4-4	IV IV 4-4	V V 4-4	I Imp. Gd 4-6	I I 2-6	II II 2-6	III III 2-6	IV IV 2-6	V V 2-6	VI VI 2-6
II II Cav 2-6	III III Cav 2-6	IV IV Cav 2-6												

PRUSSIAN ORDER OF BATTLE

XXXX Blücher 0-6	XXX I Zelen 0-6	XXX II Fricht 0-6	XXX III Hindemann 0-6	XX IV Bülow 0-6	XX Stammetz 8-4	XX Pretz II 7-4	XX Jager 6-4	XX Reitel 4-4	XX Timpelstärchen 6-4	XX Kraft 6-4	XX Braue 6-4	XX Langen 6-4	XX Borcke 6-4	XX Kampfen 4-4
XX Luck 4-4	XX Stülpnagel 6-4	XX Racke 6-4	XX Rysse 6-4	XX Lentini 6-4	XX Hiller 6-4	I I Cav. Höber 0-6	II II Cav. Jürgass 0-6	III III Cav. Höbe 0-6	IV IV Cav. Willman 0-6	X Ulrich 1-6	X Freslow 1-6	X Hannert 2-6	X Schadowitz 1-6	X Soll 2-6
X Herwitz 1-6	X Ulthun 1-6	X Sjow 1-6	X Schneirin 1-6	X Wetzlarer 1-6	I I 2-6	II II 2-6	III III 2-6	IV IV 2-6	V V 6-4	VI VI 5-4	VII VII 2-4	VIII VIII 5-4		

ANGLO-ALLIED ORDER OF BATTLE

XXXX Wellington 0-6	XXX I Orange 0-6	XXX II Hill 0-6	XXX Cav. Lubrooke 0-6	X Spencerst 1-6	X Ponsonby 1-6	X Uginsky 1-6	X Vansteier 1-6	X Grant 1-6	X Wison 1-6	X Arenschmidt 1-6	H. X. Esterr 2-6	I. X. Ito 1-6	D. X. Gilly 1-6	D. X. Merion 1-6
B. X. Brunswick Cav 1-6	I Sardinia 1-4	I Kellm 1-4	I Williamson 2-4	I Hawker 2-4	I Hulse 2-4	I Bucknham 2-4	I Kollman 1-6	I Symper 1-6	I Car. Batts. 4-6	I. X. I. 1-4	D. I. Oprel 1-4	D. I. Lut 1-4	D. I. Kramer 1-6	B. I. Wolf 1-4
B. I. Hillmann 1-6	D. I. Gy 1-6	XX Coole 4-4	XX Clinton 7-4	XX Allen 7-4	XX Cathrie 7-4	XX Picton 7-4	XX Calk 5-4	D. XX Stedman 5-4	D. XX Perrecher 6-4	D. XX Chassé 5-4	B. XX Brunswick 5-4	D. I. X Jänning 2-4	II Cruse 2-4	H. XX Res. Deben 0-6
H. X. Benignen 2-4	H. X. Beaulieu 2-4	H. X. Bodecten 2-4	H. X. Wisse 2-4											

-----Attacker fills in Sections 1, 2 and 3-----

SECTION 1 - COMMENTS:

SECTION 2 - REPLACEMENTS: (If Any):

SECTION 3 - ATTACKS:

	(a) Attacking Units	vs	(b) Defending Units	(c) Battle Odds	(d) Name of Stock	(e) Closing Transactions Date	(f) Disposition after Combat
1							
2						Same	
3						Same	
4						Same	
5						Same	

You - as attacker - have finished your Turn. Do not fill in Section 4. Mail this Sheet to your Opponent. Also, return your opponent's Sheet of the previous Turn.

-----Defender fills in Section 4-----

SECTION 4 - BATTLE RESULTS:

	(g) Stock/Sales-In-Hundreds	(h) Results of Battle	(i) Retreat Attacking Units to:
1			
2			
3			
4			
5			

You - as Defender - have completed your opponent's Operations sheet. Make sure you return it to him along with a dated newspaper clipping that proves the validity of the Results of Battle you have shown in column (h) above.