

RULES FOR WAR GAMES BY MAIL

WAR GAMES BY MAIL

compiled by
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Rules for War Games by Mail, as outlined in this article are merely a beginning, and there is no doubt but that many players will wish to change them, improve them, or add to them. Undoubtably also, as times goes by and games by mail become popular, players will find whole new concepts to playing war games that we have never even thought of.

However we felt a beginning must be made somewhere, so will attempt to outline the Rules as we have tested them in actual combat. War Game Digest will welcome new ideas and rules on war game by mail. These ideas will be published in these pages, and eventually we feel this form of the game will be as popular as fighting on a table top.

War Games by mail are basically . . . played exactly like Alternate Move games . . . However, instead of moving lead soldiers upon a table, the players move Symbols (which represent troops) on a map.

The Rules to fight a war game by mail must of necessity be simple so that little or no misunderstanding arises between players who may be hundreds of miles apart. From experience in playing games using these Rules we have found that though the Rules are simple, the game itself can be very complex and is almost unlimited in its possibilities. This fact will be soon discovered by players once they have tried out a battle, but we suggest that a simple battle be fought at the start.

We hope players who engage in war games by mail will find these Rules helpful, and that they will be able to use War Game Digest as a clearing house for improving the game.

BASIC NECESSITIES NEEDED

You will need :

- 1-An adequate supply of mimeographed maps of the battlefield (at least 12 to 15 for each player)
- 2-Symbol stamps.
- 3-Scale for movements and ranges
- 4-A pre-game understanding of any special features on the map of the battleground.

The Scale (3 above) of the Map is important, since all measurement should be done with a measuring stick or ruler. On typewriter size paper we have found the best scale to be three quarters of an inch equals one infantry move.

Using this as your scale, a map drawn on typewriter paper would be 9 inches long by 6 inches wide (leaving a margin). This

would mean the map would contain 12 infantry moves in length and 8 infantry moves in width. Eventually we feel the players will graduate to larger maps and more troops (as we have done) but the Scale will remain the same.

In number 4 above, any special features of the Map should be understood by both players before the game. For instance, they should know whether a river is fordable or not; whether woods can be fired into or not; or if troops move faster on roads than off roads.

RULE 1Starting the Battle

Maps have been mimeographed and both players have these in their possession. The battle is ready to commence, and here is one way of starting it:

- A-One player is designated BLUE and one player is RED.
 - 1-Henceforth RED player will use a red crayon to mark his troop movements; and BLUE player will use blue.
- B-Each Player marks two maps with his original troop positions:
 - 1-All games start with troops lined up along the Base Point.
- C-By pre-game arrangements, one Player will also mark his first move on his map. This map therefore would show his forces along his Base Point, and these forces moved out for his first move.
- D-On a pre-determined date both players will mail off one map to the other player, keeping a carbon copy (the second of the two maps) for future reference.
 - 1-Thus both sides are set up "in secret" and the carbons prove that neither side has changed his original troop dispositions.

RULE 2...Marking the Movements

- A-Upon receiving a Map from his opponent, the Player takes a fresh map and marks on it the position of the troops of both sides exactly as they appear on the map he received.
- B-He then moves his troops on this fresh map, marking down their new positions after careful measurement with a ruler.
- C-He then colors the symbols with his color (red or blue) of his latest move.
 - 1-Thus each map (before mailing) will show:
 - a-Troop positions of his opponent
 - b-Positions of his own troops on the previous move.
 - c-Positions of his troops (in color) after the latest move. Thus his opponent will know that the colored symbols represent his last move.

D-After moving his troops, the Player then measures for Range to see if he can bring fire down upon enemy troops.

1-Measurements should be made by ruler.

2-If enemy troops are in range and casualties determined, he then writes (on the border, or on the back of the map) exactly how many friendly troops were firing and how many opponents they killed.

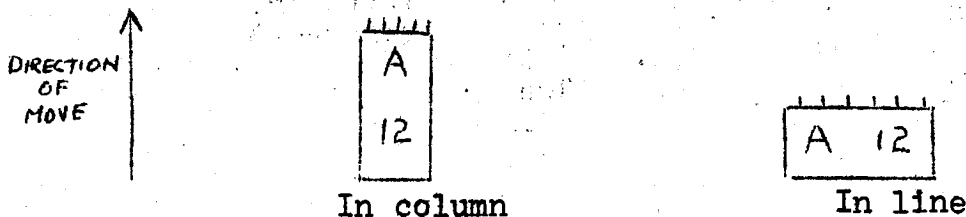
E-He then mails the map to his opponent, who proceeds with his move, after deducting the casualties he suffered.

Rule 3....Symbols

A-All troops will be represented on the map by symbols, which designate which type of troops they represent.

B-Infantry - The infantry symbol is a rectangle one inft. move long by 1/2 inft. move wide. This is the basic infantry group and represents 12 infantrymen in formation.

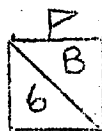
1-Each rectangle should be lettered (A,B, etc.) for clarity, and should be marked to show the number of troops in the symbol. (12 equals 12 men; 8 equals 8 men, etc.)



2-As casualties occur the numbers of the symbol will be changed, but the letters always remain the same until the particular unit is destroyed. When an infantry symbol contains 6 men (due to casualties) it should then become a square (instead of a rectangle).

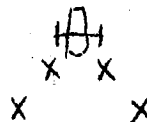
C-Cavalry - The Cavalry symbol is a square (as drawn below) and represent 6 cavalrymen. Symbols are lettered and numbered as shown. The square is 1/2 inft. move square in size.

1-As casualties are suffered, the numbers are deducted from the original 6 men. Letters always remain the same.



Cavalry symbol

D-Cannons - The cannon symbol will be marked as below. The "X" represent one man of the cannon crew.

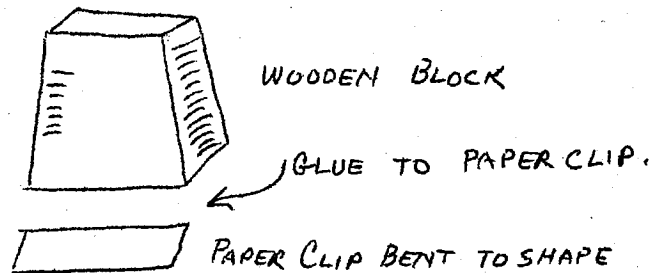


- E- Light Infantry - The Light Infantry symbol is shown below and is one inft. move long by 1/4 inft. move wide. The basic group represents 4 men to a symbol, and each man is marked as an "X".
- 1-As men are killed, the symbol shrinks, and no letters need be marked in the symbol as light infantry troops are limited.
 - 2-Light Infantry can move either in line or in column as do infantry.
 - 3-Light Infantry are elite troops and have special fire power (see Fire Tables) and move a cavalry move.

X X X X

The Light Infantry Symbol.

- F- Symbol Stamps - We suggest the players make stamps to use to mark the symbols on the map. These stamps can be made from paper clips to form the symbol, and then be glued to a wooden handle. By using an ink pad, the symbols may then be stamped upon the map in the proper position.

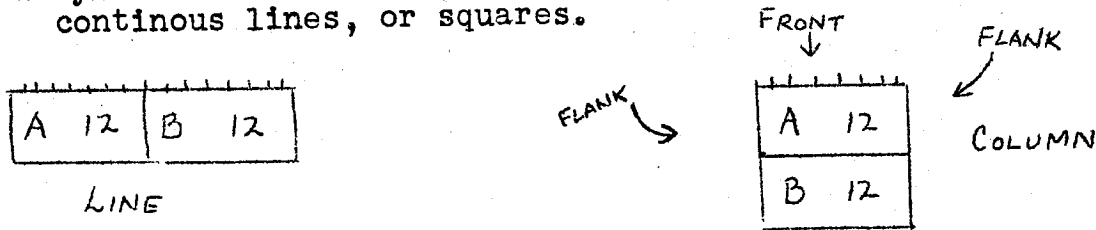


Rule 4 - Casualties and "Remainders" of symbols

- A-When an infantry symbol has two men or less left after suffering casualties, it is retired from the game.
- B-When a cavalry symbol has two men or less, they may join another cavalry symbol and be added to that symbol. They may also melee during this time, but cannot fire their carbines.
- C-When a Light Infantry symbol contains one man it is withdrawn from the game unless it can join another Light Infantry group on the players next move.
- D-When cannon crews have less than two men at the gun, they are withdrawn and the cannon cannot be fired or moved unless other cannonmen reach the gun and man it.
 - 1-The new men must reach the gun itself, at which time it could immediatly be fired or moved.

Rule 5 - Grouping Symbols

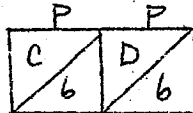
A-Symbols of Infantry troops may be joined together to form continuous lines, or squares.



B-Firepower from Groups of Infantry:

- 1-Frontally, fire power from one symbol only
- 2-Flank and front attack would deliver firepower of one symbol.
- 3-Two flanks and front attack would deliver firepower of two symbols.

B-Cavalry and Light Infantry are independent groups, and cannot join together for additional firepower. However their symbols can be placed together on the map for movement.



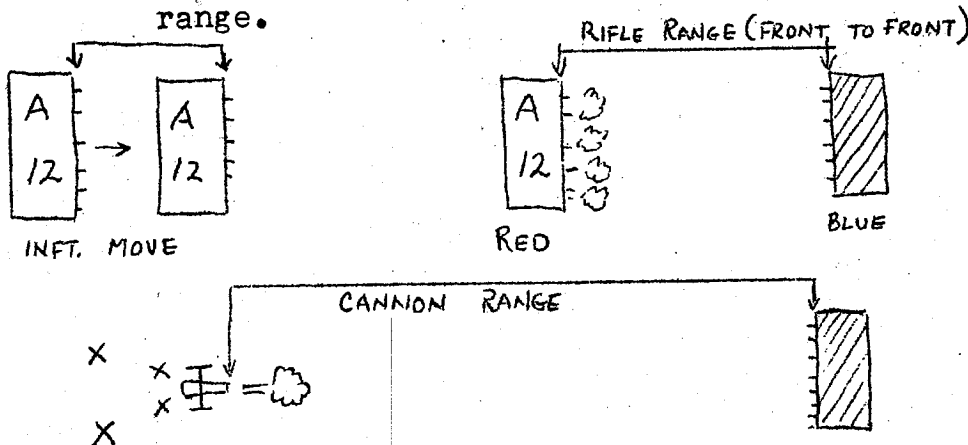
Rule 6 - Moves and Ranges

A-No matter what the Scale of the map, the Infantry Move is the basic measurement, and the map, if gridded into squares, should denote one square equals one infantry move.

- 1-Infantry move equals one square therefore.
- 2-Cavalry and Light Infantry move equals two inf. moves.
- 3-Rifle Range equals two inf. moves.
- 4-Cannon range equals four infant. moves.

B-Measuring Moves and Ranges.

- 1-All measurements for movement and range will always be from the front rank of one symbol to the front rank of another. All troops on both sides would be in range, even though it appears the rear ranks would be out of range.



C-Infantry firepower-

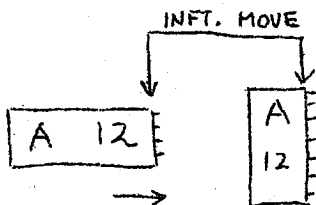
- 1-In Line - will have full firepower of number of men in the symbol.
- 2-In column -- (if attacked frontally) would have only one half firepower of number of men in the symbol.

D- Cavalry and Light Infantry fire power

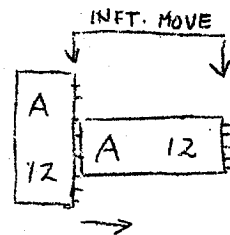
- 1-Have full fire power of all men in symbol in any position.

E-Changing Infantry from Column to Line

- 1-The player measures his move from the front of his symbol. The symbol's front is then changed and is placed on the measuring mark.



From column to line



From line to column

F- Fire Tables for rifle fire.

OPEN FIELD FIRING

Number of men firing	Would kill
1-2	none
3-4	one
5-6	two
7-8	three
9-10	four
11-12	five

Use this table for:

LIGHT INFANTRY; TROOPS DEFENDING ROCK FENCES OR DITCHES; TROOPS SHOOTING DOWN FROM HIGHER GROUND.

Number of men firing	Would kill
1	none
2	one
3-4	two
5-6	three
7-8	four
9-10	five
11-12	six

G-Cannon Fire

- 1-Cannon fire is determined by throwing one dice. Whatever the number thrown determines the casualties.

Rule 7 - Melee (hand to hand fighting)

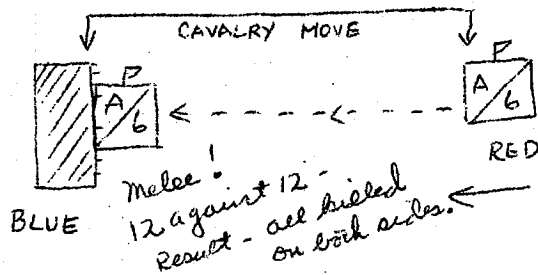
A-Melee's are fought on the H.G. Well's principle, since this is the simplest type of a melee.

- 1-One man kills one opposing man, and is killed himself.
- 2-Cavalry fighting against infantry kill two infantrymen for each cavalryman killed.
- 3-Cavalry against cavalry is one for one.

B-Only one symbol can melee with one enemy symbol.

- 1-As many melee's as desired may be made on one move, but each symbol fights only one enemy symbol. (Thus a group ((Rule 5-A)) of infantry attacking a single enemy infantry symbol, could only have one symbol against one symbol.)

C-Measuring for Melee's are the same as for other moves. The melee occurs when the front ranks of the attacker can touch the front ranks of the defender.



Rule 8 - Artillery

A-Each cannon can move one infantry move, but they cannot be fired when moved. Thus a gun can either fire or move-not both.

B-To move or fire the gun, there must be two men at all times with the gun.

- 1-Any other gun crewmen must stay within an infantry move of the gun at all times.
- 2-Gun crews can be 4, 6 or 8 men as pre-determined by the players.

C-When you have enemy guns within range of your gun, you have a choice of the following:

- 1-You may fire to destroy the gun.
 - a-A "6" on the dice will destroy it
 - b-A "4" or "5" puts gun out of action one move.
- 2-You may fire to kill the two enemy gunners at the gun.
 - a-You must roll a "4" or more on the dice to kill the gunners. No more than two gunners at a time may be killed by artillery fire.

D-Destroying objects such as bridges, stone walls and other small objects (exception is houses) is done by rolling a "6".

E-Infantry, or cavalry, attacking a gun may kill the entire crew with volleys or melee's, provided the range is right.

- 1-However if the gun crew and gun is behind a line of friendly troops, enemy forces cannot fire into the crew.

F-A gun is "dead" if no more gunners are alive to serve it.

1-Gunners from other guns can be moved independtly (at infantry move pace) to the dead gun. Once they have reached the gun, it may be moved or fired on that move.

G-When the two gunners at the gun are killed, the spare gunners can move to the gun and it can be moved or fired on that move.

H-The players may take advantage of terrain on the maps. Any hill drawn on the map will have two distinct levels, and they will be marked. The highest point will be called the Height, and the lower point will be called the Slope. All else on the terrain will be the Flat.

1-Guns emplaced on Flat terrain may not kill any enemy troops blocked from their line of fire by houses, woods, etc.

2-Guns emplaced on Slopes may kill one half the number of casualties thrown on the dice, if enemy troops are blocked from line of fire by houses, woods, etc.

3-Guns emplaced on heights have full fire power at enemy troops behind houses, woods, etc.

Rule 9 - Bonus Moves

A-Road Moves

1-By pre-arrangement, both players should agree whether infantry or cavalry get extra moves by useing roads on the map.

a-The Road Move would allow troops to move one half their move faster on roads. (Example: Infantry on roads would move $1\frac{1}{2}$ infantry moves)

b-Movement on, or off roads, would be regulation move.

2-Light Infantry do not recieve the benefit of a Road move at any time.

3-Cannons would recieve the benefit of a Road Move.

Drawing the Map

The map should be simple and clear, and not be cluttered up too much with houses, hills and the like. We'd suggest a simple map would be best for the first battle, gradually making it more complex as the players progress. Heights and Slopes of hills should be marked, since firepower of guns and rifles vary from open field firing at these points.

We'd suggest the map does not need to be marked off in squares, since rulers will be used for measurement, and the grids merely clutter up the map. If possible, at all times the Symbols should be drawn accurately to scale, since the measurements are made for move and ranges, from these symbols.