
Age of Reason Kriegspiel

PBEM Quick Start Guide

A brief practical manual for WDS Musket & Pike play by email

1700-1783 - International PBEM Club

This guide is intended as a short practical reference for arranging, playing, and reporting club PBEM battles in a clear and orderly manner. It does not replace the official Club Rules, but complements them for everyday use.

Basic PBEM Procedure

- **1. Find an opponent.** Use the Forum, Google Group, or direct email to propose a game.
- **2. Agree the battle.** Decide the WDS title, scenario, sides, Fog of War, optional rules, and expected pace of play before the first turn.
- **3. Agree the play mode.** Decide whether to use the default turn-based mode or a phased game. Phased play with Manual Defensive Fire may require additional file exchanges; Automatic Defensive Fire keeps PBEM faster.
- **4. Exchange PBEM files carefully.** The game creates PBEM save files with the **.bte** extension. Send the file as an email attachment, preferably compressed in a ZIP file to reduce the risk of corruption.
- **5. Save files in the proper folder.** When receiving a turn, copy the **.bte** file into the game's **Saves** folder before opening it in PBEM mode.
- **6. Keep communication courteous.** Notify your opponent if delays are expected and avoid abandoning games without explanation.
- **7. Play fairly.** Do not alter files, exploit known bugs, replay turns for advantage, or use information that would not be available to your side.
- **8. Report the result.** When the battle ends, submit the official Battle Result Report so the Roster, rating, rank, and honours can be updated.

Training games may be played without affecting the public rating if both players agree before the game begins.

Multiplayer Games

Musket & Pike supports multiplayer play. The club may also organise multiplayer battles by email, but this should be kept orderly and limited in size.

- **Recommended limit.** Multiplayer PBEM is not recommended with more than **three players per side**.
- **One Commander per side.** Each side must appoint a Commander before the game begins.
- **Centralised turn handling.** The Commander is responsible for collecting his side's actions, keeping order, and sending the completed turn to the opposing Commander.
- **Assign formations clearly.** Each player should know which wing, brigade, division, or command he controls.
- **Keep one voice for decisions.** The Commander should settle disputes over timing, reinforcements, and phase advancement.
- **Prefer turn-based play.** For multiplayer PBEM, the turn-based system is recommended so games do not become unnecessarily long.
- **Use period roles in communication.** Players are encouraged to write as commanders, aides-de-camp, brigade officers, or staff officers when suitable. This adds immersion without replacing clear practical instructions.
- **Use multiplayer sparingly at first.** For club purposes, multiplayer battles are best treated as special events until enough members are active.

Multiplayer results may be reported to the club, but points and honours should be reviewed by the webmaster when several players are involved on the same side.

Practical Reminders

- **Optional Rules:** agree them before the first turn and keep them unchanged during the game.
- **File Safety:** keep copies of sent and received turns until the battle is finished.
- **Courtesy:** if a game must be paused or abandoned, inform the other player directly.
- **Official Record:** if the game is intended to count for the club, report it through the official Battle Result form.

"Play with honour, report with accuracy, and keep the campaign in good order."