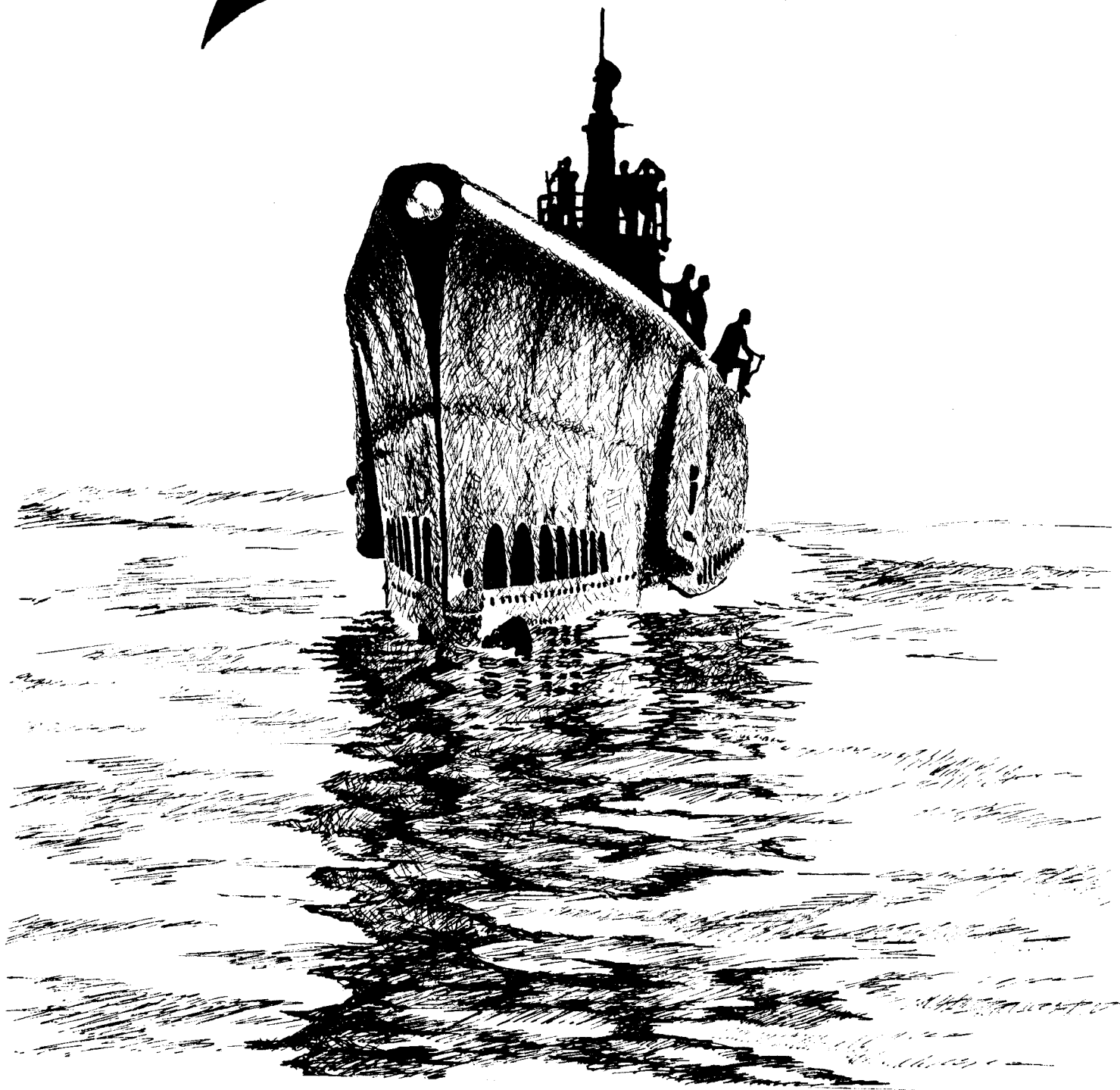


Command



JANUARY 1976

ISSUE #1

EDITORIAL

When COMMAND was conceived it was actually a merger of two different ideas. Bill Stone wanted to revive his old magazine, The Courier, and I wanted to publish a Diplomacy zine that would run quality games at a low cost to the players. Things were going quite well and received a lot of support from people in both the wargaming and Diplomacy hobbies. With Bill Stone's sudden departure, the magazine has been forced to undergo a major revision. None of this is Bill's fault; his reason for leaving was quite legitimate.

Let's review our status. The sections on general wargaming have been dropped from these pages. Fourteen of our twenty-four pages have also gone down the drain for financial reasons; this is a temporary condition as the size of the zine will grow with circulation. Also gone is the free gamemastering format. If COMMAND grows sufficiently in this first year, I will reinstate it.

What I've kept besides the name is the offset printing. The price of a year subscription has been reduced to \$4.00, with a \$2.50 entry fee for each game. Until Feb. 1, 1975, new subscribers can enter their first game for \$1.00. I will run any Diplomacy variant or Origins variant that I can get the rules for and which I can get enough people to play, so feel free to request anything that you don't see listed. All regular Diplomacy games will carry Boardman numbers.

Thanks goes to Game Designers' Workshop, Charles Reinsel, Donald Benje, Lew Pulsipher, Len Lakofka, Jim Bumpas, and all the players in the COM2 demonstration game for their interest and support. I'd also like to thank those people who sent for charter subscriptions and trial issues; I guarantee full refunds for those subscribers who feel COMMAND will not satisfy their needs and apologize for any inconvenience we may have caused them.

LETTERS TO THE EDITOR

Dear Editor:

The Canadian postal strike spotlights an unfortunate lack of central planning in the Hobby. Why can't we run our own games at the annual convention? Why no registration so that postal players who attend the convention may ascertain which of their long-unseen friends may be attending? Now the lack of anyone to speak for our silenced (no mail) Canadian friends again shows the complete apathy of the International Diplomacy Association. Someone should have prepared for this strike while the Canadians could still be heard.

Now we see each publisher taking his own individual approach-- usually simply to appoint a substitute player and forget the time and money invested by the Canadian in arriving at his present position in the game. Such shortsightedness could have been avoided had we given thought to the problem in advance.

Control of the hobby is in the hands of the publishers-- each merrily going his own separate way. I wish the publishers would organize their own association to bring some order out of the chaos, setting up some committees which, by mail, may direct some attention and thought to the betterment of the hobby.

We cannot afford to alienate our Canadian friends. We need them to avoid the sectionalism resulting from the all too frequent Los Angeles or San Francisco or (worst of all) New York City alliances. Yet we thoughtlessly appoint a sub to take over the Canadian's position without any concern for his wishes. How would you like to invest all the time, money and energy that goes into a Diplomacy game only to have it wasted when the GM casually tells a sub to take over? How about the American player who had been enjoying the cooperation and correspondence with his Canadian friend?

A vote among the American players may have shown that a majority were willing to simply have the game suspended for the duration of the Canadian strike. Is there no concern for

fairness?

Let's hear it for our silenced Canadian friends. Later we may hear it from them.

Bill Young
Clearfield, Pennsylvania

NEWS RELEASES

Under development by D. Housman Associates is A.D. Zimm's naval miniatures game, Battle Stations! Geared for 1:2400 scale, the game will be based to a large degree on recently declassified U.S. Navy information. The game will probably include four metal ships so that novices can begin play immediately. Projected publication date is April, 1976.

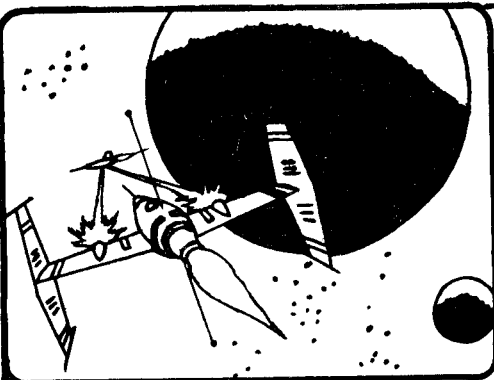
Donald Benje, designer of Conquest the chess-like strategy wargame, has announced a postal tournament with cash prizes and rated play as a first step in establishing Expert and Master players. Conquest will be reviewed in COMMAND next month.

For more information, write to: Donald Benje, 1122 W. Burbank Blvd., Burbank, CA. 91506.

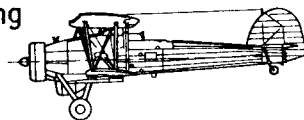
Gamma Two Games Ltd. has released revised rules for their game Napolean. Intended to give the game a more decisive outcome, by eliminating ties, the new rules are available free to all owners of the game from their Vancouver, British Columbia address.

Winter War III, the third annual Conflicts Simulation Society convention will be held on the first floor of the Foreign Languages Building on the University of Illinois campus in Urbana-Champaign, Jan. 16-18. Several tournaments are planned, including Diplomacy, Pz. Blitz/ Pz. Leader, Afrika Korps, and Dungeons and Dragons. The \$1 entry fee for each tournament contributes toward cash purse and merchandise prizes for the winners.

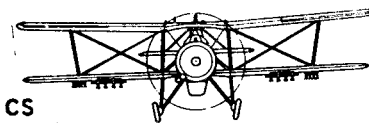
Entrance fee to the tournament is \$.50 per day or \$1 for the weekend. For more information contact Gerald Decker, 2114 Orchard Apt. 204, Urbana, Illinois 61801



WE are proud to be able to bring to you, the reader, the wargamer, and the historian, a magazine that is designed to cover all facets of the hobby. Our magazine is able to bring you coverage of both history and wargaming; on the land, in the air, and on the sea, as well as a regular column devoted to the discussion of topics dealing with science fiction material.

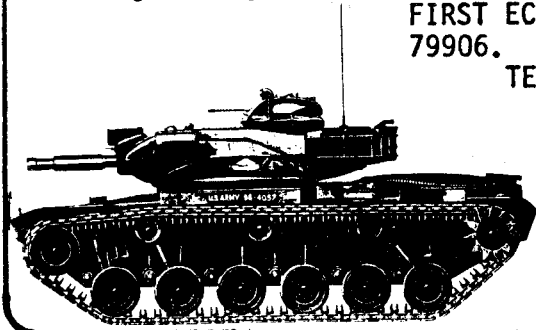


Swordfish Mk III



We have continuing columns on Nuclear Destruction, Diplomacy, and all types of miniatures. Our pages can offer you: historical articles, game related articles, game reviews, book reviews, battle reports, and profiles of equipment, individuals, and units. The first four issues of PURSUE and DESTROY have been released and are selling quickly...so quick, in fact, that I, II, and III are sold out. Get in on the deal while it is still available...Issue V is soon to be released. The articles that we can offer you will give an insight into areas of wargaming and history that you may not be familiar with as yet. Send a check or money order to:

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PURSUE AND DESTROY



THE MAGAZINE OF COMBAT
THROUGH THE AGES

COM1 Diplomacy

England: David Kinsfather
134 N. Chasworth Ave.
Larchmont, N.Y. 10538

France: Robert Granville
4 Center Court
Bethpage, N.Y. 11714

Germany: Yves Lagimonière
53 St. Onesime
Lévis, Quebec
Canada

Italy: David Emerick
Rte. 2
Warrenton, Va. 22186

Austria: James Marino
27 Neptune Pl.
Colonia, N.J. 07067

Turkey: Doug Happel
2012 Ben Ali Rd.
Anchorage, Ky. 40223

Russia: David Moyer
23 Alleghenny Trailer Ct.
Blacksburg, Va. 24060

Fall 1901

England F Norweg. Sea to Norway
F North Sea to Holland
A Yorkshire to London

France A Spain holds
A Picardy to Belgium
F Eng. Ch. S A Picardy to Bel

Germany A Kiel holds NMR
A Ruhr holds
F Denmark holds

Italy A Piedmont to Marseilles
A Venice holds
F Ionian Sea to Tunis

Austria F Albania to Greece
A Serbia S F Alb to Greece
A Budapest to Trieste

Russia F Gulf Bothnia to Sweden
A Galacia to Bohemia
F Rumania holds
A Sevastopol S F Rumania

Turkey F Black Sea to Sevastopol
A Constan. S A Bulgaria
A Bulgaria S A Budapest ???

underlined moves fail

Spring 1901

England A Liverpool to Yorkshire
F Edinburgh to Norweg. Sea
F London to North Sea

France A Paris to Picardy
A Marseilles to Spain
F Brest to English Channel

Germany A Berlin to Kiel
A Munich to Ruhr
F Kiel to Denmark

Italy A Venice to Piedmont
A Rome to Venice
F Naples to Ionian Sea

Austria F Trieste to Albania
A Budapest to Serbia
A Vienna to Budapest

Russia F St. Pete(SC) to Gulf Bthn.
F Sevastopol to Rumania
A Warsaw to Galacia
A Moscow to Sevastopol

Turkey A Constan. to Bulgaria
A Smyrna to Constan.
F Ankara to Black Sea

Supply Center Count:

Eng	EDIN,LIV,LON,NOR,HOLL	(5)	build 2
Fr	BRE,PAR, MARS ,BELG,SPA	(4)	build 1
Ger	BER,KIEL,MUN,DEN	(4)	build 1
It	NAP,ROM,VEN,MARS,TUN	(5)	build 2
Aus	VIEN,BUD,TRI,SER,GRE	(5)	build 2
Rus	WAR,ST.P,MOS,SEV,RUM	(6)	build 2
	SWE	(6)	build 2
Tur	ANK,SMY,CON,BUL	(4)	build 1

Gamemaster's note:

I had held up this game for a couple of weeks because of the Canadian postal strike. I asked for a temporary replacement for Germany in this game for several reasons: 1) it was early in the game, 2) many of the players in this game had been waiting several months to start, 3) no fee had been charged, 4) I had an opening in COM4 to give Yves (free) to make up for this one.

Until the Fall 1902 turn, Germany will be played by:

Bill Young
P.O. Box 907
Clearfield, Pa. 16830

Winter 1901 COM1

England Fleet Edinburgh
Fleet Liverpool

France NO BUILDS RECEIVED

Germany Army Berlin

Italy Fleet Rome
Fleet Naples

Austria Army Vienna
Army Budapest

Russia Army Moscow
Fleet St. Petersburg(SC)

Turkey Army Ankara

COM2 Diplomacy (Invitational)

England: Len Lakofka
644 West Briar Pl.
Chicago, Illinois 60657

France: Bill Young
P.O. Box 907
Clearfield, Pa. 16830

Germany: Walter M. Blank
R.F.D. 1
Box 181
Ontario, Wisconsin 54651

Italy: Ralph A. Ragan
4285 Don Julio Blvd.
No. Highlands, Calif. 95660

Austria: Edi Birsan
Apt. 302
35-35 75th St.
Jackson Heights, N.Y. 11372

Russia: Rick Loomis
Flying Buffalo Inc.
P.O. Box 1467
Scottsdale, Arizona 85252

Turkey: Charles N. Reinsel
11 South Stewart Ave.
Kissimmee, Florida 32741

Spring 1901

England F London to North Sea
F Edinburgh to Norweg. Sea
A Liverpool to Yorkshire

France F Brest to Mid-Atl. Ocean
A Paris to Picardy
A Marseilles to Burgundy

Germany F Kiel to Denmark
A Berlin to Kiel
A Munich to Burgundy

Italy A Venice to Piedmont
A Rome holds
F Naples to Tyrrhenian Sea

Austria A Vienna to Trieste
F Trieste to Albania
A Budapest to Serbia

Russia F St. Pet(SC) to Gulf Bthn.
A Moscow to St. Petersburg
A Warsaw to Ukraina
F Sevastopol to Black Sea

Turkey A Constan. to Bulgaria
A Smyrna to Armenia
F Ankara to Black Sea

PRESS:

(Paris) Becoming aware of growing unrest in the Balkans. France has severed diplomatic relations with Turkey.

(Berlin) Since both England and France have made the demand that Germany allow them to have Belgium, I here by do so.

COM3 Origins of World War II

U.S.: Howard Shapiro
1824 Brookdale St.
Yorktown Heights, N.Y. 10598

France: Charles N. Reinsel
11 South Stewart Ave.
Kissimmee, Florida 32741

Britain: Robert Warren
1030 Audubon St.
New Orleans, La. 70118

Russia: Doug Happel
2012 Ben Ali Rd.
Anchorage, Ky. 40223

Germany: Joseph Traficanti
14 Melanni Pl.
East Islip, N.Y. 11730

page 5

TURN 1 COM3
U.S. 2 PF to Czechoslovakia
France 4 PF to Alsace-Lorraine
Britain 4 PF to Czechoslovakia
4 PF to Poland
Russia 6 PF to Russia NMR
Germany 12 PF to Germany NMR

TURN 2
U.S. 4 to U.S. NMR
France 1 to Alsace- Lorr.
5 to Britain
Britain 4 to Poland
6 to Britain
Russia 6 to Romania
8 to Baltic States
Germany 5 to Rhineland
5 to Austria
8 to Baltic States
5 to Poland
5 to Czechoslovakia

No Conflicts

Britain U in Poland
France U in Britain
C in Alsace-Lorraine
Russia C in Romania
Germany C in Rhineland
C in Austria

TURN 3
U.S. 10 to Baltic States
France 5 to Germany
2 to Russia
1 to Italy
Britain 12 to Britain
Russia 5 to Czechoslovakia
5 to Russia
Germany 5 to Russia
15 to Czech.

No Conflicts

France U in Germany
Russia U in Czech
Germany U in Russia

TURN 4
U.S. 8 to U.S. NMR
France 4 to Italy
3 to Russia
3 to Poland
Britain 8 to Poland
6 to Britain
Russia 12 to Russia
Germany 24 to Germany NMR

Conflicts:
Russia vs. Germany in Russia 3-1
D-Elim
Germany vs. U.S., Britain,
Russia in Czech. 1-1
no effect
Germany vs. France in Germany 4-1
Exchange

STATUS:
U.S. 8 in U.S.
2 in Czech.
10 in Baltic States

France U in Britain
C in A.L.
U in Italy
3 in Poland
U in Russia

Britain 24 in Britain
U/11 in Poland
4 in Czech.

Russia 17 in Russia
C in Romania
U in Czech.
8 in Baltic States

Germany 19 in Germany
C in Austria
C in Rhineland
20 in Czech.
5 in Poland
8 in Baltic States

POSTAL DIPLOMACY RULES- COMMAND

The 1971 rulebook for Diplomacy, published by Games Research, Inc., will be followed at all times in postal Diplomacy games run in COMMAND, with the following additions:

- 1) Each player must send in his

own moves; moves will be accepted by mail only, unless other arrangements are made in advance. You may change your move as often as you wish, limited only by the deadline. We will not accept moves received after the deadline

2) We will try to correct errors made by the gamemaster. Should an error remain undetected at the time of the printing of the next issue, that error must stand.

3) The first player to gain control of 18 supply centers wins the game; a player may be awarded a win earlier than this only if he has the consent of all the players still in the game. A draw must have the consent of all the remaining players and the gamemaster.

4) If any player misses a total of any three moves in a period of five game years, or any two consecutive moves, he will be replaced or his units will go into civil disorder at the discretion of the gamemaster.

5) On any turn that no orders are received from a player his units will be considered as holding. Any

such unordered unit which is dislodged will be removed from the board. An unordered retreating unit will be removed before any other retreats take place.

6) Any unit attempting to move may be supported only to where it is going. If it is stood off it no longer has any support.

7) Calhamer's Coastal Crawl is legal.

ex. F Portugal to Spain(SC)

F Spain(NC) to Portugal

8) A country may not support another country's attack on its own pieces (read two ways).

9) All moves will be published on a strict one month schedule. The deadline date for all games will be the 20th of each month. If the 20th is a Sunday, the deadline will be the 19th. If at any time a player does not wish to renew his subscription, but does want to continue to play in his games, he may do so, but he must pay his own postage.

10) Due to the one month deadlines winter builds and spring moves will be due at the same time; spring moves may be made conditional on winter moves

EN GARDE!

Being a Game of the Society of the 17th Century

THERE was perhaps a time when King's Musketeers and the Cardinal's Guards crossed blades in the streets of Paris. There was perhaps a time when a brigand was made Grand Constable of France for ten days, saved Paris from the Burgundians by leading an army of thieves, and won the heart of Lady Katherine de Vancelles with the words of the poem "If I were King." There was perhaps a time when a skillfully wielded rapier was all that was necessary to make a name, gain a fortune, win a lady's heart, change the destiny of a nation. There was perhaps a time...

EN GARDE! is Game Designers' Workshop's newest, and most unusual game. The 40 page rule booklet includes all the information, charts, tables, and background necessary to create your own 17th Century society. In EN GARDE!,

each player finds himself born into, and educated in, a world where social climbing is a way of life, and status is a goal pursued over all else, even money. It is a world inhabited by Cyrano and Roxanne, Scaramouche, Errol Flynn, Porthos, Athos, Aramis, Rhonda Fleming, Francois Villon, Constance, and, of course, D'Artagnan. There are people to be used, friends in high places to be cultivated, enemies to be humiliated, the Cardinal's Guard to be trounced, lackies to be abused, the hand of a fair damsel to be won, and the ear of the King to be gained.

ALL that is necessary to play EN GARDE! is a pencil, paper, a six-sided die, and the rules booklet. The rules include a complete fencing system, character generation (even including the social level you are born to), status and improvement of your social level, gambling clubs, carousing, mistresses, toadying, bawdyhouses, joining a regiment, going on campaign, influence, military and government appointments, getting killed, and more. The actions of non-player characters (the King, the Crown Prince, the ministers, the Cardinal, etc) are governed by the rules, so that no referee is required.

MOST players will join a regiment. The more fashionable the regiment, the more status and pay associated with it, but also the stricter the requirements for entry. As players rise in rank and seniority in their regiment, they enter positions of responsibility where they may exert more control over their destiny, and eventually over their fellow players, even over the nation. Players who have risen very high may attempt to enter government service as a minister to the King, or as the dreaded Minister of Public Safety.

THE complete EN GARDE! booklet contains all rules and charts necessary for recreating the fascinating world of the 17th Century. Come with us to those vibrant, bawdy days of yore, Sharpen your sword. . . Sharpen your wits. . . Take care not to insult a small man with a large nose. . . All for one and one for all. . . Good luck, friend, and may your swash never buckle.

EN GARDE! \$4.00 ppd.

GAME DESIGNERS' WORKSHOP
(please order from Department B)
203 North Street, Normal, Illinois, 61761

If a player misses a winter build, he will be allowed to make the build in the following fall turn so long as another player has not moved into the supply center in question. Conditional moves will also be accepted here.

11) Press releases will be printed, though we reserve the right to edit unusually long press, obscene press, or press that personally attacks another player. ***

ANARCHY

by Lew Pulsipher

One of the more popular DIPLOMACY variants is Anarchy, in one form or another. The original form of Anarchy, by Don Miller, was a 34 player game, each player beginning with one center in which he built a unit to begin the game. This was a postal game, of course, and did not work out well. The second version gave two centers to each of 17 players. A third version reduced the number of players further. The fourth version, which I designed, was for seven players, each having three centers, while the rest were neutral.

The basic element of any Anarchy version is a scattered set of home centers for each player. Usually home centers are assigned at random, but in some versions the players may simultaneously select their home centers. In any case, some rules are included to insure that no player will gain an advantage over the others through having home centers adjacent to or very near each other. This type of set-up forces every player to use diplomacy, because he has only one unit in each area--- not enough to do anything on his own.

Once home centers are assigned, a winter 1900 build period occurs. This allows players to build units which will suit their chosen strategies. Thereafter the game proceeds exactly as standard DIPLOMACY, except that the players have the assigned home centers rather than the centers of one of the standard countries. ***

BIG BROTHER'S EXPANDED WW III GAME FOR 8 PLAYERS by Charles N. Reinsel

1. In so far as possible, the 1971 basic Diplomacy rulebook and current houserules are used.

2. The standard mapboard is used with the addition of eight neutral provinces. These are: Iceland, Crete, Corsica, Sicily, Sardinia, Cyprus, and Switzerland.

3. These eight added provinces are each worth $\frac{1}{2}$ of a supply center.

4. The following provinces are added to the standard mapboard: Greenland, Canada, Nevada, Illinois, Philadelphia, Boston, Texas, Washington, Mexico, Venezuela, Cuba, Puerto Rico, and Bermuda. The following sea spaces are added: Gulf of Mexico, Caribbean Sea, Labrador Sea, and the South Atlantic Ocean. Note that the South Atlantic Ocean touches North Africa.

5. Boston, Philadelphia, Washington, Cuba, and Venezuela are full supply centers.

6. Canada and Bermuda are each worth $\frac{1}{2}$ of a supply center.

7. This game starts with a total of 44 supply centers.

8. The first player to gain control of $22\frac{1}{2}$ supply centers, or a majority of the existing supply centers, or a majority of the units on the playing board, at any time, wins the game.

9. The game starts with the Spring 1960 turn.

10. The U.S. starts with an army in Philadelphia and fleets in Boston and Washington.

11. England starts with a fleet in Liverpool instead of an army; she has 3 fleets.

12. Bermuda is a province of England and is controlled by England at the start of the game.

13. Puerto Rico is a province of the United States at the start of the game.

14. Cuba starts with a fleet on location that is controlled by Russia. Russia therefore starts with a total of 3 fleets and 2 armies. Cuba is considered to be a province of Russia.

15. Each nation starts with 2 atomic bombs in Spring 1960.

16. At the beginning of the game each player must tell the GM in which two home provinces his atomic bombs are

located. These need not be located in supply centers. Failure to notify the GM of bomb locations with the Spring 1960 moves means that the player must start the game without any bombs.

17. The first player to enter Switzerland receives control of the atomic bomb there immediately, until it is fired, or the player leaves the country, or some other player blows up Switzerland.

18. The first player to enter Canada receives control of Canada's atomic bomb.

19. Bermuda, Cuba, and Puerto Rico may be used for placement of atomic bombs.

20. An atomic bomb may be fired by the owner in any Spring or Fall move. It explodes after all movement except retreats. An atomic bomb destroys any army or fleet that is in that province or sea space including dislodged units.

21. If an atomic bomb falls on any province or sea space it destroys that space for the duration of the game and that space may not be used again for any reason.

22. When a supply center is destroyed, the units and supply center count are reduced accordingly for the Winter build season.

23. Note that it takes two of the $\frac{1}{2}$ supply centers to support an army or a fleet.

24. Only the gamemaster knows who or what province fired an atomic bomb. All players will know where all atomic bombs have exploded.

25. Bombs may not be transported from the starting provinces. They may be fired at any land or sea space on the mapboard.

26. If any player bombs the province where an unfired bomb is stationed, it is blown up along with the province.

27. If another player captures a province where an unfired bomb is stationed, he immediately gains control of that bomb and this fact will be publically announced.

28. Each player has in its 1960 capitol one anti-missile. It may only be used once. When a player

suspects that he will be the target of an atomic bomb, he may inform the GM that he is firing his anti-missile. This may be used in any Spring or Fall movement turn.

29. When an anti-missile is fired it seeks out the atomic bomb that is landing the closest to the home capitol. If it finds one it destroys it in mid-air with no harm to anyone or anything on land or sea. Closest here is defined as actual measurement from the capitol to the closest border of the landing space.

30. If any player bombs a capitol where an unfired anti-missile is located, the unfired missile has no effect and is destroyed.

31. Anti-missiles can be captured in the same way as unfired bombs.

32. 1960 capitols are:

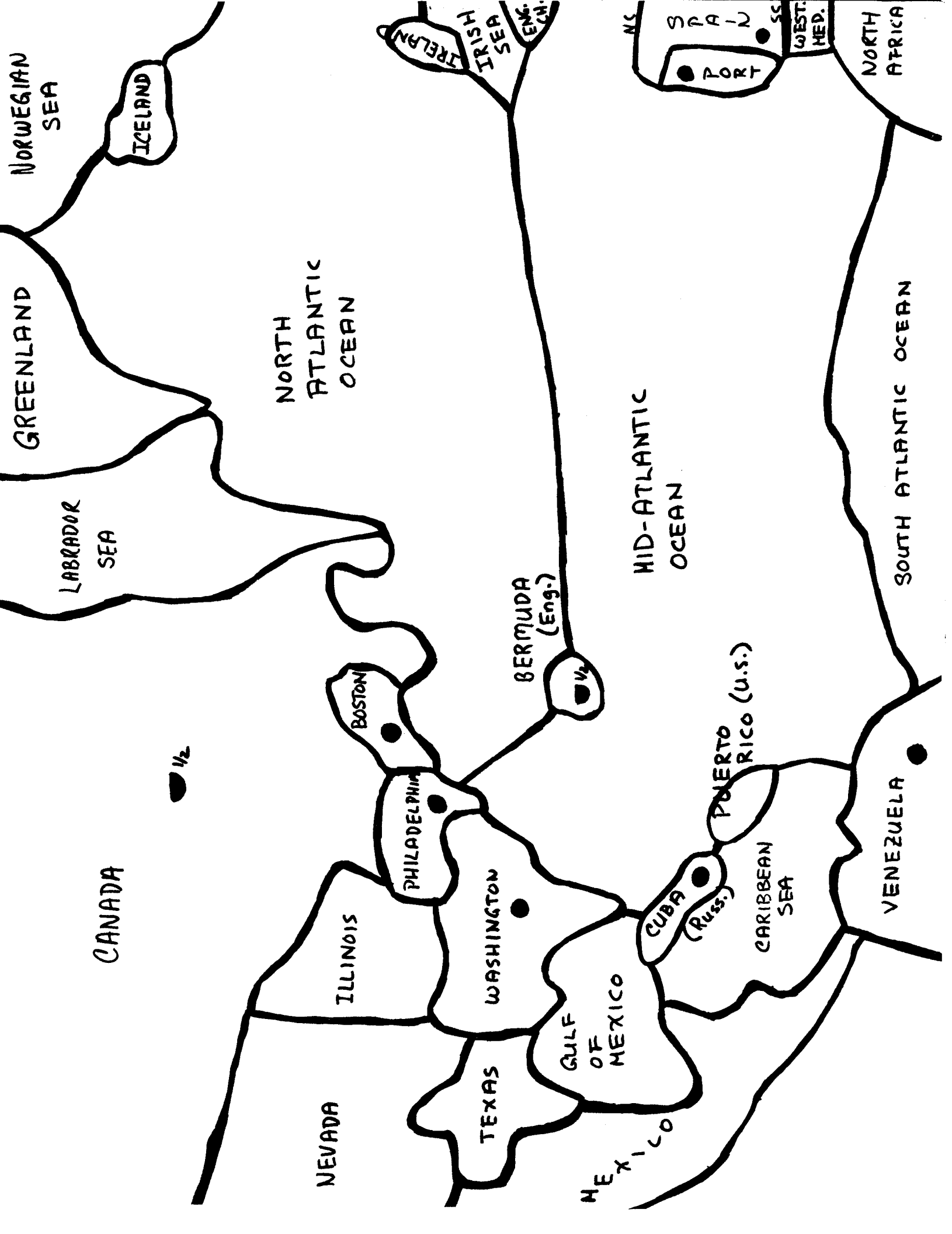
England	London
France	Paris
Germany	Spain
Austria	Vienna
Italy	Rome
Russia	Moscow
Turkey	Ankara
U.S.	Washington

NEW GAMES

This is the status of the new game openings as of December 18, 1975. The numbers shown include subscribers as of this date (that is subscribers to the new COMMAND). There have been other requests for these games from some of the original subscribers, so I expect to be able to start COM4,5,6 within two weeks. I will notify you by separate mailings as each of your games start.

COM4	Diplomacy	5 entered
COM5	Diplomacy	3 entered
COM6	Origins	2 entered
COM7	U.S. Dipl.	2 entered
COM8	"Blind" Orig.	open
COM9	Anarchy	open
COM10	Diplomacy	1 entered
COM11	WW III	open
COM12	Dipl/WWIII map	open

If I don't get any responses for any of the open sections by the next issue, I will change the game. Feel free to ask for things you don't see above.



NORWEGIAN SEA

ICELAND

GREENLAND

LABRADOR SEA

NORTH ATLANTIC OCEAN

CANADA

1/2

ILLINOIS

BOSTON

PHILADELPHIA

WASHINGTON

TEXAS

GULF OF MEXICO

MEXICO

CUBA (Rus.)

PUERTO RICO (U.S.)

CARIBBEAN SEA

VENEZUELA

BERMUDA (Eng.)

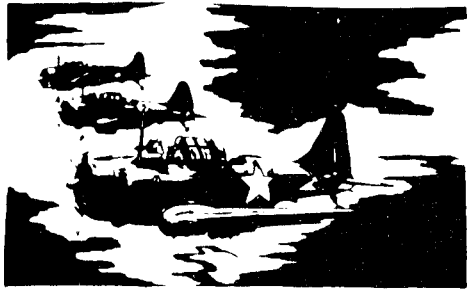
IRELAND
IRISH SEA
ENG. CH.

MID-ATLANTIC OCEAN

PORT
NS
SPA - N
SS
WEST. MED.

NORTH AFRICA

SOUTH ATLANTIC OCEAN



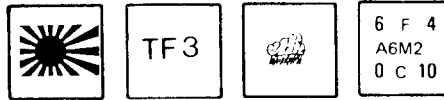
CORAL SEA

TURNING THE JAPANESE ADVANCE, 1942

Coral Sea is an air-naval game/simulation of the crucial carrier battle of May 7, 1942, where Japanese and American forces met in the skies over the Coral Sea, and set precedents for the Pacific War to come. Counters representing small flights of aircraft, flying from island airfields and aircraft carriers, range the map in search of enemy ships. When the ships are located, all resources are brought to bear for the final battle.

Individual counters represent aircraft and ships, as well as various weather, occupation, and task force markers. Ships are marked with ship type, protection, gunnery and flak factors, as well as specific names. Aircraft show air attack and air defense factors on the *Europa* air system, bomb and range factors, and

aircraft type and landing designators. Japanese counters are red on white, the American navy is black on grey, the army air forces are black on olive. Australian forces are white on olive.



Sample counters, as provided in the game.

Air movement on the map is open and visible to all. Ships, on the other hand, are grouped into operational task forces, and move secretly. Using a numbered hex grid, task force locations are noted each turn, and are revealed only by air scouts, reconnaissance, or coastwatchers.

Aircraft are not universally available, but require maintenance between flights. Thus each side builds up its available strength over several turns, and then makes a bold, swift strike.

Coral Sea provides a complete sheaf of rules, charts and forms, including designers' notes and a bibliography. The sheet of over 225 die-cut unit counters color differentiates between the Japanese, American and Australian forces in shades of red, olive, grey and black. The 22" x 28" game map covers the Coral Sea, as well as the coast of Australia, New Guinea, the Solomons, and even the tip of New Caledonia. Map scale: 40 miles to the hexagon.

Coral Sea includes one sheet of 240 die-cut counters, a large 22 by 28 inch game map sheet of the Coral Sea, at a scale of 40 miles/hex, a comprehensive rules folder, and a sheaf of charts. Coral Sea is postpaid in the U.S. and Canada. COD is available in the U.S. only.

\$7.75, postpaid

GAME DESIGNERS' WORKSHOP
203 North Street, Normal, Illinois 61761

In October 1740, a young woman of 23 ascended the Austrian throne. Sensing weakness, Frederick II of Prussia seized the rich province of Silesia, thus initiating a period of alternating conflict and uneasy peace that in 1757 broke openly into the Seven Years War.

By October 1760, Prussia was virtually finished. The Swedes had moved in from Pomerania, Austria again held Silesia, and a mixed Austro-Russian force had reached Berlin. From this nadir, only a truly stunning victory could drive back Frederick's enemies, a victory that must be won on the field of

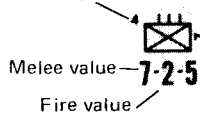
Torgau

Torgau is a game of fire, maneuver and melee in the age of Frederick the Great. The Battle of Torgau is one of the most interesting and gameable of Frederick's battles. The last battle he personally directed, he later described it as "the severest and most critical battle of the war." Frederick faced the best of the enemy commanders, Field Marshal Daun, in his final battle as well. The duel employed all types of troops from the period; horse artillery, Prussian guards, pandours, hussars, cuirassiers, carbineers,

dragoons, artillery fusiliers. All were there in sufficient numbers to allow diversity without making the game cumbersome.

Unit in Column

Stacking Points -



Unit in Line



Each counter has printed on it its melee value, fire value, and movement allowance, as well as its stacking value at its present strength. The values of the unit in column are printed on the face of the counter, while the values of the unit in line are on the reverse.

Artillery is shown either limbered or unlimbered.

Losses due to combat are taken in steps, with each step reducing the unit one stacking point (250-300 men) as well as also reducing fire and melee values. After several losses, the unit reaches break point, and becomes subject to morale problems. To ease recognition the counters of units reduced to break point are color coded. For example, Prussian units at full strength are printed dark blue on light blue, but after reaching break-point, are printed dark blue on white.

Stacking is by points, each point representing 250-300 men (a full strength regiment of 1000 has a stacking value of four). Combat produces step-reduction in unit strength by stacking points, thus making a unit's ability to suffer losses dependent on the number of men in it, not its firepower. A simple well-coordinated chart system makes this step-reduction format eminently manageable and efficient.

Torgau is also unusual in its simulation of Frederick's approach march. While the Austrians begin on the board the Prussians must march on from the south. However, they may attempt a longer, indirect approach from the west or even the north, but such units will arrive later in the day. Attempts to simultaneously appear from several directions can be devastating, but run the risk of poor coordination as different elements are early, later, or get lost *en route* and appear on the wrong road.

Torgau comes complete with hexagonal grid combat map, over 400 die-cut unit counters, and extensive rules and charts.

Torgau: \$8.40, postpaid.

GAME DESIGNERS' WORKSHOP
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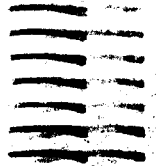
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