

Command

ISSUE #14

JANUARY 7, 1977

Going to try and keep this short 'cause there's a lot I want to do this time around. The Intimate Diplomacy tournament is about to die of apathy; only one person has expressed interest in it so far; I'll keep it open one more month. The only vote for a new variant has been for the Youngstown Variant, so that's what it will be. The following people are automatically entered: Lebens, Mathias, DeCook, Kerins, Lowery; please confirm your desire to play. Entry fee for all others will be \$2.50. I'll try to find out where you can obtain a copy of the rules and map by next issue.

Circulation is now 65 plus trades. In an effort to boost this I am offering 15 issues for \$3.00 if you subscribe (or renew) before February 1, 1977. My goal is 100 subscribers by July.

ND3 has started and ND4 is now open for entrants. DO NOT send ND3 orders to me! The game is being run by Bob Beardsley and I am playing in it.

Finally, a word about the articles in this issue. The Diplomacy article is the first of a long series I will be writing in order to instruct the novice on basic play. The first set will be devoted to the opening, with later installments planned for mid-game combinations and techniques of negotiations. As always, reader response is strongly urged. The Dungeons and Dragons article that deals with the game description is also for people who haven't played much. Many people I've talked to are very interested in the game and have heard much about it, but they have no idea of exactly how it works. What follows is the only way I could think of to accurately describe D&D play.

HOW TO PLAY D&D OR ANTAGONIZING THE DUNGEONMASTER CAN BE HAZARDOUS TO YOUR HEALTH

For all those people who want to play D&D but are too intelligent to try, I present the following narrative on the last D&D (T&T) session I ran on Jan. 6, 1977. The players were my wife Bernadette (1st level magic user), Stephanie Carr (3rd level warrior), Richie Marcell (3rd level m.u.), Dennis Shorthouse (2nd w. & 3rd m.u.), Bob Beardsley (3rd w.), Stan Johnson (1st w.), Pat Fitzgerald (1st w.), and a gentleman named Peter (1st w.).

After outfitting the group extremely well, the group headed out of town and found the ruins of an old castle and a stairway leading down. Descending the stairs, they found them to end in a short hallway, with a door on the south wall where the hall ended. Magic was detected through the door and the luckiest member of the group (Stephanie) opened it to reveal hallways running east, west and south. Stephanie caught a glimpse of something retreating down the southern hall. After the entire group had stepped out into the hallway, the doorway behind them closed and disappeared (Twilight Zone, 1963). Heading west, the hall ran for a fairly long distance before bending south; a door was found on the east wall. While listening at the door, the sounds of running feet and heavy breathing began in the hall to the south. Without hesitation the group crashed the door and locked it with a spell. They found themselves in another (new) hallway with doors lining both walls. Choosing one of the doors on the southern wall, they opened it to reveal a small room with a pile of gold in the middle of it. Further search revealed a secret door on the eastern wall. As no one was willing to pick up any of the gold, it was decided to open the secret door, and this was accomplished with a Knock Knock spell. The room was empty save for a small

(Continued on page 9)

GAMES
1975IV

COM1

SPRING 1907

- ENGLAND (Kinsiather) F Irish-MAO, A Lon-Kiel, F EngCh S A Bel, F No Sea C A Lon-Kiel,
F Helg C A Lon-Kiel, A Bel S A Kiel-Ruhr* ret OTB, A Hol S A Kiel-Ruhr,
A Kiel-Ruhr, A Berlin-Sil, F Livonia H, A F St.P.(NC) H.
- FRANCE (Granville) F MAO-EngCh, F WMed S F MAO (**), A Bre S A Pic (**), A Pic-Bel,
* A Bur S A Pic-Bel. **see IX.6 of rulebook
- ITALY (Mathias) F Nap-Ion, F Tyrr S F Nap-Ion, F Tun S F Nap-Ion, A Rom-Ven, F Ven-Tri,
A Tyro S A Mun, A Mun holds.
- TURKEY (Kelly) A Arm-Sev, A Sev-Ukr, A Mos S A Ukr-War, A Ukr-War, A Gal-Sil, F Adr-Tri,
F Ion S FR F WMed-Tyrr* ret Alb, Gre, EMed, F Aeg S F Ion, F Bla Sea-Con.

Turkey is now being played by: Ron Kelly, Rm 120, 225 Virginia Ave SE, Washington, DC 20061
Fall 1907 due: FEBRUARY 11, 1977

1975IW

COM2

SPRING 1905

- ENGLAND (Kelly) F St.P(NC) R Norway
F Norway H, F North Sea H, A Par-Gas,
F Eng S F Bel, F Bel H, F MAO Spa(SC), F Irish-MAO.
- FRANCE (Young) F Por S ENG F MAO-Spa(SC)
- GERMANY (Blank) A Bur-Bel, A Ruhr-Hol, A Mun S A Ber-Sil, A Ber-Sil, A Liv-Prus,
A War-Prus, F Den-North Sea.
- ITALY (Spiegel) F Lyon-WMed, F Spa(SC) S F Lyon-WMed*ret Lyon, F WMed-NAir, A Mar-Gas,
A Venice-Piedmont, F Ionian-Aegean.
- AUSTRIA (McIlvaine) A Sil-War* ret Boh, A Vie-Tyro, A Gal-Ukr, A Rum S A Gal-Ukr,
A Bul S A Rum, A Gre S A Bul, F EMed-Aeg.
- RUSSIA (Loomis) A St.P-Norway, A Ukr S TUR A Sev-Rum.
- TURKEY (Bumpas) A Sev-Rum, F Aeg-Bul(SC), F Smy-Aeg, F Con S F Aeg-Bul(SC).

PRESS

(London-Berlin) ii there is any thruth to what you say, then prove it by stopping your attacks on me.

(Smyrna) Turkey is played by: Jim Bumpas, 948 Lorraine Ave., Los Altos, CA. 94022

(Moscow) To Mr. Beardsley: Don't be too hard on the "Big Names" who have dropped out of this game. They all dropped out because they were afraid I was going to beat them. You'll note that each one (Reihisel, Lakofka, Birsan) dropped out while I was attacking him. Therefore, and also due to the fact that Germany and I are the only original players left, I call for a vote on a proposal to award the game as a tie between Germany and Russia! (Heh, heh, heh.)

You forgot France is still around!!! DA

FALL 1905 plus DRAW VOTE (RUSS GER) and (RUSS-GER-FRA) due 2/11/77

1976F

com4

FALL 1904

(Orders for Germany last time should have read: A Hol-Kiel (S by A Mun & F Bel))

- ENGLAND (Kerins) F Hol S F Den-Kiel, F Den-Kiel, A Ber-Mun, F Wales-EngCh, F Helg S F Hol,
A Yor-Liv.
- FRANCE (Johnston) F Bre-EngCh, F Irish S F Bre-EngCh, A Gas-Mar, A Ruhr-Hol, A Bur-Mun,
A Bel S A Ruhr-Hol.
- GERMANY (Bumpas) F Baltic retreats Bothnis... A Mun-Ber*ret Sil, A Kiel S A Mun-Ber,
F Both-Swe.
- ITALY (Luchs) A Ven-Tyro, A Rom-Apu, A Gre S AUS A Ser, F Ion-EMed.
- RUSSIA (Young) F Bal-Swe, F Liv-St.P(SC), A Boh S ENG A Ber-Mun, A Gal-Bud, A Rum-Ser,
A Bul S A Rum-Ser, A Con-Rum, F Bla Sea C A Con-Rum, F Aeg S A Bul.

FRA 3 home, SPA, POR, BEL (6) even
 GER 3 home, DEN, HOL, SWE (2) remove 1
 AUS 3 home, BUD, SER, TRI (4) remove 1
 ITA 3 home, TUN, GRE (5) build 1
 RUS 4 home, SWE, ANK, CON, RUM, SER, BUL (10) b

WINTER 1904 Due 2/11/77

PRESS (Home) Banzai! Geronimo! Damn the torpedos. Full speed ahead. A penny saved is a ...

 19763 COM5 FALL 1904

ENGLAND (Luchs) A Lon H*ret York, F Edi S GER F Bel-North Sea.
 FRANCE (Powers) F Mar-Spa (SC), A Pic-Par, F AngCh S A Wal-Lon, A Wal-Lon, A Spa-Mar.
 A Gas S A Spa-Mar.
 GERMANY (Johnston) A Hol-Kiel, A Mun-Tyro, A Ruhr-Bur, F Bel-North Sea, F Den-Swe, F Skag
 S F Den-Swe.
 ITALY (Kerins) A Ser-Tri, A Mar S A Mun-Bur, F Lyon S A Mar, F WMed H, F Tun-Nair,
 A Tri-Ven, A Vienna holds.
 RUSSIA (Mitchell) A Mos S A War, A War S A Ukr, A Ukr S A Mos, F Swe holds* ret NORWAY.
 TURKEY (Young) A Sev-Ibs, A Bul-Sev, A Sil-War, F Bla Sea C A Bul-Sev, F Arm S A Bul-Sev,
 A Rum-Ukr, A Gal S A Sil-War.

SUPPLY CENTER CHART:

ENG EDI (1) remove 1 Fra BRK, PAR, ~~AAV~~, SPA, POR, LIV, LON (6) even
 GER 3 home, DEN, HOL, BEL, SWE (2) build 1 RUS ST.P, War, MOS, ~~SEA~~, ~~SEA~~, NOR (4) even
 ITA 3 home, GRE, TUN, TRI, VIE, MAR (8) build 2 TUR 3 home, BUL, RUM, SER, BUD, SEV (8) build 1

WINTER 1904 Due 2/11/77

PRESS (London) Lately I have been disturbed by rumors of a sort of a conspiracy against
 England by the nations of western Europe. I hear that France is attacking London at the
 insistence of both Italy and Germany. The French attack does not surprise me, nor does the
 Italian's wish that the attack be carried out. However I am shocked by Germany's part in
 the affair. I had thought that Germany was an ally of England. I understand that even
 the Turks, for reasons I cannot imagine, are anti-English. I hope that there is no truth
 in these rumors, or I shall feel compelled to declare war on the aforementioned nations.
 (Paris) Gen. Laforge and his newly established government moaned over his forced move
 against England. Gen. Laforge was quoted as saying "I thought the world desired peace.
 England had suffered enough, but now (his voice quivered here) France must continue this
 unwarranted attack on helpless England to keep peace in the world." He left the press
 conference without answering questions and some say he had tears in his eyes!

 19767 COM10 WINTER 1904

<u>AUSTRIA</u> build A Budapest	<u>FRANCE</u> remove A Gascony	<u>ITALY</u> build F Rome	<u>GERMANY</u> build A Munich F Kiel, A Berlin	<u>RUSSIA</u> remove F Skag
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SPRING 1905 Due 2/11/77

PRESS (Ruritania) The dean of the prestigious literature department of the University of
 Streitsau issued a statement to the effect that the Europeam is being written by a European.
 (Ankara) Hardnutz surveyed the smoking ruins of Ankara. Nearby were a lot of glaze-eyed
 Turks also smoking (but not ruins). Hardnutz accosted one of the grubby turbaned characters.
 "Hello there sir! We are your liberators! The Imperial Russian Armies have freed you from
 the bonds of the Sultan and the tyranny of Islam!"
 "How man, far-out," replied the grungy Turk as he flicked a large louse off his nose.
 "That's really outasite! Let's jamover to my place and catch a little led Zep!"
 Hardnutz grimaced. It was going to be a difficult occupation.
 (St. Petersburg) Marina Florin was making an effort to get ahold of the situation.

Santa Quikie, but we stamped around her looking at her eyes bulging, and paging through a copy of "Playgirl". Popoff (which appeared in lesser "press" series) was standing before his sovereign, seeming somewhat sadly sheepish. (Aliteration is a useful tool, no?) And of course the ubiquitous Klaus and Jurgen were on hand.

"Ja, vell, don't you worry dere queenie, ve work it out ja, ve will. Back in my country, ja, ve always work it out, ja, vw do." Jurgen said eyeing Clarina unwholesomely.

"Oh shut up! you scandalous Scandanavian?" retorted Popoff.

"Hush you two!" Clarina interrupted them, "We have much to consider."

"Oh yes" Popoff said, "There is the matter of allies."

"Allies?" her pretty eyes brightened and she leaned forward. "England?"

Popoff shook his head "No, they're attacking Norway."

"Germany?" Popoff coughed.

"Oh yeah, I forgot."

"Well," she smiled, "there's always Austria. The duke would never desert us. We could always count on our slaviv cousins. THAT bond could never be erased!"

There was appreciable silence and none dared to look in her eyes.

"Oh shit" she said, sinking into her throne.

1976BT

COM 12

WINTER 1903

I left out some of Turkey's units last turn; his full turn should have read:

A Vie-Bud*ret OTB, A Rum S A Vie-Bud*ret Bul, Ukr, F Bla Sea-Sev, A Bul-Ser, A Gre S A Bul-Ser, F Aegean S A Greece.

ENG build A Edin FRA GM removes F Spa(SC) (NMR) GER build F Kiel

AUS remove F Albania TUR A Rum ret to Bul, build F Smyrna

SPRING 1904 due 2/11/77

1976DD

COM13

SPRING 1903

ENGLAND (Lebens) F Nor-St.P(NC), A Bre S GER A Bur-Pic, F Irish-NAtl, F EngCh S A Bre, F MAO S ITAL F WMed-Spain(SC).

FRANCE (Fabry) F Por-MAO, A Par-Bur, A Pic-Bre* ret OTB, A Spa-Gas.

ITALY (Luchs) F WMed-Spa(SC), A Pied-Mar, A Tri H*ret Ser, Ven, F Ion-Gre, F Nap-Ion.

GERMANY (Matias) F Den-Nth Sea, F Kiel-Hol, A Bel-Pic, A Mun-Tyro, A Ber-Mun, A Bur-Mun.

AUSTRIA WHOOPS!

RUSSIA (Johnston) A Bud-Tri, A Vie S A Bud-Tri, F Sev-Rum, F Swe-Skag, F Bal-Swe, A Mos-St.P., A War-Liv, A Sil-Boh.

TURKEY (Silko) A Smy-Arm, F Con-Elz Sea, A Bul-Rum, F Aeg-Bul(SC).

Ken Silko's copy of COMMAND was returned marked "Moved- no forwarding address. If anyone has his new address please send it to me. Will Paul Clement, 429 Elliott St. #2, Syracuse, NY 13204 please submit stand-by moves for Turkey.

FALL 1903 due 2/11/77

PRESS (Moscow to Rome & London) An old Chinese proverb says, "Don't upset the apple cart unless you're sure the apples won't roll over you." Translated that means instead of trying to find other alliances against me, you should have stuck with me; now you're going to eat apples.

(London) Due to the severity of Hurricane Mildred which crossed the Channel two days past, all lines of communication have been severed between our fair island and the Continent. This dispatch, the first in a week, to his majesty the Kaiser states that the King has been forced to go ahead with plans to annihilate France without further confirmation from the new leader of Deutchenland. The King sends his regrets, and will get in touch personally with the Kaiser upon his return from the royal ski trip to the west.

(Rome) FLASH! After two years of fierce fighting, French resistance is finally crumbling. At last report the Italian armies were racing towards Marseilles, the fleeing French just ahead of them. It is believed that they will make a last stand in Paris, where long range

Germany gains the world...
FALL 1903 due 2/11/77

1976DD

COM16

WINTER 1902

correction: German A Silesia went to Munich in Fall 1902

ENG build F Lon, F Liv FRA (A Bur R Mar) build A Par AUS remove F Albania

RUS remove F Swe, A Mos ITA build F Rom, F Nap TUR build A Con, F Smy

PRESS

(London to Rome) And now for something completely different- Roses are red, violets are blue, if you don't hurry up, I'll poison your gruel.

(Rome) (edited) Historians of the Republic have at last released the only true and unbiased account of the remarkable victory over the combined forces of the King of Austria and the Gypsies under their totally scurrilous king, Zoltan XIII. As related in the official History, the Gypsies were brought to bay on a level and grassy plain on the outskirts of Budapest, an insignificant village in Central Austria. Proconsul Marius ordered the legions to advance, and after mere minutes, the Gypsies turned and fled. But the well disciplined troops of Rome were not drawn into the ruse. So it was that when the bewitched King of Austria, leading his bedraggled Army from the gopher-holes in which they had been hiding on the fringes of the battleground, found himself face to face with the determined warriors of the Republic, he was struck with fear and noticeably shivered in his Royal Blue leotards.

Once more, the Romans were victimized by the unseen forces of Black Magic. Zoltan, realizing the plight of his favorite patsy, immediately cast his evil eye upon the leading legions afflicting the entire Praetorian Division with hemorrhoids of an altogether unwarranted size. At the sight of the Romans groveling in the throes of their sudden agony, the rag-tag Austrians plucked up their courage and assayed to assault their now helpless enemies. At this very moment, into the fray charged the Cossack Cavalry, chewing huge cloves of garlic to ward off the effects of Gypsy magic. In seconds, the startled Austrians were driven from the field, a disheveled and beaten rabble. Despite the fact that Zoltan and the King of Austria escaped to parts unknown, their power has been forever broken. In token of their vallant efforts on behalf of the Republic, Proconsul Marius awarded the village of Budapest to the leader of the Cossacks as spoils of war.

(Munich) In a fiery speech dedicating the new monument to the glorious dead, newly crowned Wargod of the Aryan Hegemony Theobald I delivered an impassioned plea for further sacrifices from the Germanic tribes for the cause of victory.

SPRING 1903 due 2/11/77

1976DZ

COM18

SPRING 1902

3 players NMR'd this turn. In the interests of the game I am extending the deadline for Spring 1902 to 2/11/77 and calling for the following stand-bys:

for Italy: David Grabar, 4346 Armet Ct., Las Vegas, Nevada 89110

for Germany: Jack Kerins, 515 Sylvan Ave., Trenton, N.J. 08610

for Turkey: Thomas Mitchell, 190 Christiana Rd., New Castle, Del. 19720

1976EK

COM19

FALL 1901

I left out orders for Turkey last time: A Con-Bul, F Ank-Con, A Smy H (players were notified)

ENGLAND (A. Trembley) F Nth Sea-Norway, A Wales-Picardy, F Eng CH C A Wales-Picardy.

FRANCE (Roswurm) F Mid-Atlantic-Par, A Spa-Mar, A Pic-Par NMR (see issue #13)

GERMANY (Johnson) A Kiel-Den, F Hol-Bel, A Bur S ITAL A Piedmont-Marseilles.

ITALY (Beardsley) A Piedmont-Marseilles, A Tuscany-Tunis, F Tyrr C A Tus-Tun.

AUSTRIA (Kinstather) A Vienna-Galacia, A Ser A F Alb-Greece, F Albania-Greece.

1976 (cont.)

RUSSIA (Fabry) F London-Eng, F London-A, A York-Nor, F North Sea C A York-Nor.
TURKEY (Powers) A Bul S AUS A Ukr-War, F Stry II, F Both-Swe.

SUPPLY center Chart:

ENG 3 home, NOR (4) build 1	AUS 3 home, BEL, DEN (5) build 2
FRA BRG, PAR, MAR, POR, SPA (4) build 1	RUS 4 home, BEL, DEN (6) build 2
GER 3 home, BEL, DEN (5) build 2	TUR 3 home, BEL (4) build 1
ITA 3 home, TUN, MAR (5) build 2	

Press

(London) Following the loss of the Montenegrin War, The British economy collapsed and Prime Minister Farnsworth sustained a vote of no confidence. In order to form a new government capable of paying its debts and ruling justly, the Communist Party under Cromwell Trecester seized power and auctioned off seats in the House of Commons to the highest bidder, some going for as high as thirty million pounds. The Communist Party was caught in a credit squeeze and managed to buy only three seats in Parliament this year.

(Austria-Turkey) We the loving honorable, and the trusting people of Austria-Hungary wish only peace. Part of this peace requires that we secure and hold Greece.

(Nojive, Turkey) Rep. Grease B, Fingers today announced a new trade agreement with the friendly country of Greece. When asked about rumors of Austrian interference he replied "That's nothing we can't handle in the long run. Austria knows what this means to us. All I can say is you pays your nickle you take your chances."

(Broasted, Turkey) Prince Basting today smiled upon the question "What's happening way out west?" asked during a press conference. He replied "I'm very happy with world affairs. What goes on west of the Ionian is none of my concern and business."

WINTER 1901 due 2/11/77

1976EL FALL 1901

ENGLAND (Garrett) F London-English Channel, A York-Norway, F North Sea C A York-Nor.
FRANCE (Johnston) F Brest-Mid-Atlantic, A Spain-Portugal, A Gascony-Spain.
GERMANY (Hurst) A Ruhr-Belgium, A Kiel-Holland, F Denmark holds.
ITALY (J. Trembley) A Venice-Trieste, A Apulia-Tunis, F Roman C A Apulia-Tunis.
AUSTRIA (Vie Brooks) A Galacia-Rumania, A Vienna-Trieste, A Albania-Greece.
RUSSIA (McGinnis) F Rumania-Bul*ret OTB, A Sev-Rum*ret Ukr, So, A Ukr-War, F Both-Swe.
TURKEY (Palter) A Bul S AUS A Gal-Rum, F BL& Sea S A Arm-Ger, A Arm-Sev.

SUPPLY CENTER CHART:

ENG 3 home, NOR (4) build 1	AUS 3 home, BEL, RUM (5) build 2
FRA 3 home, SPA, POR (5) build 2	RUS MOS, SY, Stry, WAR, SWE (4) build 1
GER 3 home, DEN, BEL, HOL (6) build 3	TUR 3 home, BEL, SEV (5) build 2
ITA 3 home, TUN (4) build 1	

PRESS

(Turkey to Italy) Drop dead!

(Berlin) The German government would like to reaffirm the passages of friendship that currently bond the nations of Europe with the greater German Reich. Also, J.K.W. would like to remind the Italian government that Germany has made agreements to insure the neutrality of Tyrolia and that violation of these agreements will create a state of war between Italy and Germany.

(London) Vessels of the Royal Navy have found numerous dead fish in the English Channel. Biologists believe that French bathers are responsible and are sending an emergency supply of soap to France.

(Vienna) The International Society of Buffons has announced that king John of Italy has been named this year's recipient of the coveted Lead Ballon Award. A Spokesman for the Society said that the honor was presented to king John in honor of his extraordinarily clumsy attempt to perpetrate a stab, reports of which have been all of Europe and Asia laughing for weeks.

WINTER 1901 due 2/11/77

note: Provence is facing direction 5 and not 2 as reported last time.
 Turn 4b
 Ardent, Jason, Eveille, Romulus drop full sails.

Provence fires on America (table 1, hull) result: H-R
 5a:

BRITISH (Blank/Kinstather) FRANCH (Beardsley/Luchs)
 (ship/I.D./move/bow hex/facing (/ * indicates full sails))

AMERICA/1201/L1/YL6/3	NEPTUNE/2201/R3/BE16/6*
BEFFORD/1202/2/YL5/3	Duc DE/2101/R3/CO17/6*
ADAMANT/1203/R1/T17/4*	CONQUERANT/2202/4/Z21/5*
LONDON/1101/1/UT4/3*	PROVENCE/2203/1/AA17/5*
Royal OAK/1204/1R/R9/4*	ARDENT/2204/LLR/CO13/6
PRUDENT/1205/1/F8/3*	JASON/2205/LLR/AA12/6
EUROPE/1206/1/O11/3*	EVEILLE/2206/LLR/TIX/AY11/6
ROBUST/1207/2/M10/3*	ROMULUS/2207/LL1/49/5

TURN 5b and 6a due 2/11/77

COM21 WOODEN SHIPS & IRON MEN

Both Steve Brooks and Joby Zeimian missed the turn, Zeimian for the second time. Since I have no replacements for this game I will offer Mr. Brooks the choice of playing all 8 ships for the British or of having the 3 remaining players in this combined with the 4 new players in the next section in a larger scenario. I will also take votes on the new scenario from the 7 people involved (Brooks, Heinowski, Vie Brooks, Powers, Hopson, Martinbee, Wilson).

COM 8 ORIGINS OF WORLD WAR II (BOURSE)

The deadline for turn 1 has been extended to 2/11/77

COP: United States will be played by: Arnold Trembley, 6460 Hancock, St. Louis, MO. 63139
 Bob Beardsley is still playing the Bourse. In addition, the following people have joined the Bourse: Steve Lebens, 340 West 5th Ave., Shakopee, Minnesota 55379
 Stan Johnson, P.O. Box 1501, Blowing Rock, N.C. 28605

Bourse transactions:

<u>Buyer</u>	<u>Seller</u>	<u>Currency</u>	<u>Price</u>	<u>Quantity</u>
Trembley	Vie Brooks	Francs	67.5	50
Trembley	Beardsley	Roubles	67.5	50

<u>Currency</u>	<u>Highest bid outstanding</u>	<u>Highest offer outstanding</u>
Dollars	40	45
Francs	00	70
Pounds	75	110
Roubles	20	100
Marks	25	110

<u>Holdings Name</u>	<u>Gold</u>	<u>Dollars</u>	<u>Pounds</u>	<u>Francs</u>	<u>Roubles</u>	<u>Marks</u>
Lebens	10,000	500	500	500	500	500
Johnson	10,000	500	500	500	500	500
Beardsley	13,375	500	500	500	450	500
Vie Brooks	12,375	500	500	450	500	500
Grabar	10,000	500	500	500	500	500
Trembley	4520	500	500	550	550	500
Marcell	10,000	500	500	500	500	500
Blank	10,000	500	500	500	500	500

Name	1000	500	500	500	500	500
Beas	10,000	500	500	500	500	500
Kinslather	7,200	510	510	510	510	510

GM Currency sales: pounds
 10 dollars = 30, 10 francs = 60, 10 iranos = 60, 10 roubles = 60, 10 marks = 70
 all bought by kinslather.

NEW GAME 19777 DIPLOMACY

- ENGLAND Mitchell Bales, 10300 Westlake Dr. #304, Bethesda, Md. 20034
- FRANCE Bill Farrell, 1837 North Rensselaer, Griffith, IN 46319 GERMANY
- SPAIN Mike Edmonds, 12529A Western Cape, St. Louis, MO. 63141 France
- ITALY Andy Cook, 807 Crescent Dr., Alexandria, Va. 22304x2
- AUSTRIA Jon Michal, 6814 Devon Ave., Chicago, Ill. 60631
- RUSSIA Roll Luchs, 635 Gunderson Dr., Apt. 107, Carol Stream, Ill. 60187
- TURKEY Steve Heinowski, 1630 W. & 28th St., Lorain, Ohio 44052

Spring 1901 deadline will be announced next issue

GAME OPENINGS

- Diplomacy entered: Van Gale
- Youngstown Variant see page 1
- Intimate Diplomacy Tournament 2 entered
- Nuclear Destruction 0 entered
- Wooden Ships & Iron Men 0 entered

Forgot to give the results of the Mastermind contest. The number was 18246 and was correctly deduced by Arnold Tremblay after 6 tries. Second place went to Dan Mathias with the next closest guess of 18246. Mr. Tremblay has won 3 issues added to his sub plus a free game entry; Mr. Mathias wins a free issue. We'll try this again in a couple of mths.

THE AGOSTA SYSTEM OF COMBAT FOR DUNGEONS & DRAGONS

Dungeons & Dragons is a very good game that suffers from many unclear rules and rough spots. Tunnels & Trolls (Flying Buffalo) clears up much of the confusion making the game much more playable, but I feel that their combat system (while much less tedious than D&D's) still leaves something to be desired. The following system was developed slowly over the past two years and most of the playtesting was done at the Virginia Tech Wargaming Club. The system requires the first three volumes of Dungeons & Dragons (no supplements required), Tunnels & Trolls (\$3.00 from Flying Buffalo, P.O. Box 1467, Scottsdale, AZ. 85252), and a bunch of 6-sided dice (6 or so). The system assumes that you are using the T&T system for character attributes, weapons, and magic. D&D is used for monster characteristics. Also, the following modifications to T&T magic should be used: Take That, You Fiend! - must close to within normal fighting distances (sword length) to be effective. Range of effectiveness increases with the level of the user. Double Double! - spell adds the user's requisite to that of recipient up to a maximum of equal. Also, note the word prime in the spell detn. Whaway! - requires a minimum strength of 15. Vorpal Blade! - doubles before adds. In addition, poison has the effect of adding 4 hits. Personal adds should also be adjusted downward at the discretion of the Dungeonmaster.

To resolve combat, do the following:

- 1) Calculate the monster rating as in T&T.
- 2) Using the T&T weapon specifications, roll your weapons dice and make the suitable adjustments to obtain a modified die roll (MDR).
- 3) Using the armor class from D&D (AC), the number of 'hits' subtracted from the monster rating is equal to (AC) x (MDR) / 6 (I've made a charte it's easier) (That is armor class times modified die roll divided by six)
- 4) The monster now rolls his hit dice (if he has adds, roll that many dice separately and add 1 to each die). A roll of 1,2,3 equals no effect, 4 equals 1 hit, 5 equals 2 hits

6 equals 3 hits.

5) In every round you score 10 or more hits, the monster's armor class increases by 1. The number of hit dice the monster rolls is also reduced as the monster weakens. I use no set formula for this, just my judgement.

Balance is easily adjusted by modifying the denominator in the hit equation; larger denominators make it easier on the monsters... for those who are realism nuts (realism in D&D???) you can make the denominator a function of weapon, user level, user strength, etc., but then that would defeat the whole purpose of designing a new system.

Let's try an example. You're a first level warrior with a strength of 12 and a constitution of 15 (luck, dexterity between 9 & 12). Your fighting with an unpoisoned broadsword and you're thrown up against a very large troll. Your armor can take 5 hits. 1st round: You roll 2 dice and add 3 for a broadsword and on your first roll you score 9 (plus 3) equals 12; plugging into the formula for an armor class 4 troll, the troll takes 8 hits (MR reduced from 60 to 52). The troll now rolls 6 plus 3. Rolling the first 3 dice and adding 1 to each die we get 3,4,4 equals 5 hits and the last 3 dice show 1,4,6 giving 4 more hits (ouch!). In the second round you roll 7; conversion gives 5 more hits (might have tickled him). The monster rolls 5 plus 2 this time; 3,4 and 2,2,5 equals 5 more hits. And so it goes until your character dies (you really didn't expect to kill a troll all by yourself, did you?).

And so it goes. How about some comments from all you D&D freaks.

HOW TO PLAY D&D (continued from page 1)

treasure chest by the far wall. While the others examined the chest, Stan and Pat returned to the first room to examine the pile of gold, and eventually decided to pick it up, finding it to be 400 pieces of ordinary gold. Stephanie was elected to open the chest and barely escaped a poison needle. The chest was empty. As there were no more doors to open, the group re-entered the hall and listened at the door on the north wall opposite. Nothing was heard but magic was detected. The door was opened into a small room containing 6 orcs; Stephanie, Bob, and Bernie charged into the room with swords drawn and the fight got under way. Pat, Stan and Dennis joined the fray in the second round and the battle ended with 6 dead orcs and minor damage to the group. Searching the room and the bodies, they found 800 pieces of gold and a magic helmet that could take 5 hits which went to Stephanie. Leaving the orc room the group proceeded down the hallways in a generally southerly direction; the hall finally ended at a door through which could be heard muttered curses and a strange rattling sound. Curiosity overpowered caution and the door was thrown open. Inside were 10 berserkers shooting dice in the middle of a large circular room. As soon as the door was opened, the berserkers abandoned their game and charged the group emitting loud, terrible screams. The group was able to defeat them rather quickly, but in this round, they sustained extensive damage, most of them losing their first set of armor (they were all carrying a spare set). The profit from this event was 1000 pieces of gold, 500 pieces of silver and a pair of wooden dice and our brave warriors bedded down for the night to rest and heal.

The next morning dawned bright and sunny, but our heroes didn't know that, of course, so they over-slept (what?). The room they were in contained two doors other than the one they had entered through; choosing one it opened into an identical circular room containing nothing but a bottle sitting in the middle of the floor. Richie picked up the bottle and examined it but all he could discern was a large gold G engraved in the surface. He opened the bottle and out poured thick, black smoke, which he quickly stopped by corking the bottle again, but not, unfortunately, until he was blinded. The group waited several hours for his sight to clear up, and when it didn't, they decided to continue through one of the two other doors in the room. This one led to another circular room containing a stairway leading down, so it was on to the second level (they hoped!). The stairs ended in a hallway running north, south and east; east it was till a door appeared on the northern wall. This door was opened into a small room with a large tapestry depicting a battle scene on the far wall. The group entered the room, Pete lifted the end of the tapestry, the floor opened up, and it was on to parts unknown once again.

The room they found themselves in was large square, and had a door in each wall. Choosing the west door, they found six vampires, who charged without hesitation. This time fear won out and the group immediately turned and fled back into the room and crashed the east door.

The group of magic users in hopes of getting a magical spell which slowed the undead down, and they had the doors for still. The doors appeared, one on the right and one on the left, the left was chosen and it led to a large empty room with two other doors. A lightning spell was thrown, the door was broken, and wings beat against the door. After a brief rest, the door in the east wall was opened to reveal 10 large, ugly wren and a huge hooded figure dressed in gray. The hooded figure beckoned the still blind - Richie in a distinctly female voice, warning that he was the only member of the group able to speak with her and survive. Medusa! they cried and back into their room they ran before she could summon her wren to the attack. With the magic users now maintaining locks on two doors, the north door held their final hope of escape. Magic was detected through this one and it opened to reveal a den of huge, nasty timber hulks. Again luck was with them and they were able to close and lock the door before the monsters could close to the attack. With no where left to go without fighting a very powerful group of monsters, the group decided to spend the night where they were and see if the situation changed any; watches were set up amongst the magic users to keep the doors locked.

The next day it was decided to open the door to the hallway and fight the vampires as they came in the room; the magic users sacrificed their staves in order to make wooden spikes, and when all were ready, the door was thrown open and the warriors stood ready. Nothing. No one could be seen in the hallway and no sound could be heard. Stephanie stuck her head out the door to see if all was clear and as she did, a large furry object dropped on her neck from the ceiling pulling her into the hall, and the door swung shut before the others could react. While sounds of a struggle came through the door, the rest of the group struggled to open it. Eventually it opened and Bob and Bernie were able to aid Stephanie against the lone vampire that had remained outside. After weakening it to the point where it could no longer fight, a makeshift staff was driven through its heart and the battle was over. Searching the body they found a heavy gold chain which they quickly stowed away and then hurried down the hall. Choosing one of the many doors that lined the walls they opened it to find another unoccupied room containing a mirror on the far wall. As they advanced towards the mirror, a pit opened up in the floor and the floor fell. Bernie fell through into a group of trolls. Bob, Pat and Stan quickly jumped to his feet and while the magic users began unleashing spells from above, they were finally victorious. Not long before Bernie had been killed. After setting the trolls wire, they collected what treasure they could find (the mirror was actually a mirror), they pressed on down the now familiar hall. The next room they visited contained a pedestal upon which was mounted a large green button. The group gathered around the pedestal, Richie pressed the button, and suddenly they were standing on a beach. They were on a small island, which was barren save for a large ship tied to a dock at one end. The waters that surrounded the island were dark and heavily covered with mist making visibility extremely limited. The only thing to do was board the ship which was highly magically and capable of being sailed on the windless sea they were on simply by commanding it to move in the direction you desired. Heading west, they travelled for many hours, before the stillness was broken by the sound of boiling and splashing ahead. Suddenly a dark shape rose out of the water and sped toward the ship; a dragon turtle and awfully hungry. The battle was close and the ship nearly sunk, but finally the creature was driven off, unfortunately but not so more. A few Floor Baby! spells later the expedition continued, and several hours later a large red island came into view. Leaving the ship, the group cautiously advanced up the beach towards the huge red temple that was the sole object on the island. They reached the door without event and, after checking for magic (much), they swung it open. The inside of the temple was dim and circular. In the center of the floor was a huge red gem sitting on some type of altar; the walls were shrouded in heavy, velvet curtains. With magic users they advanced cautiously towards the altar, forming a ring around it, they examined the gem without touching it but could learn nothing. Richie reached out to try and lift it off its base, but as soon as his finger touched its surface, the curtains parted all around them and seven lycens came charging out, one towards each of them. The monsters descended upon them too quickly for them to be able to use their bows and the fight soon became quite bloody. Bob was able to defeat his quite easily, but Stephanie fell before hers (she was able to weaken it to a point where it was no longer a threat to the others. As each member defeated his monster, he made help his neighbor. The Wyrms were finally driven off and one was added to the casualty list. (continued next month)

This is the kind of hopefully many articles on the basis of military play plans
The point is that you should not be afraid of your ideas are only by opinions
and suggestions and should be taken with a wholehearted of faith, actually, by
highlighting what I say and picking out the collected and weak points, you should be able
to improve your game more than by just reading and accepting my statements. Hopefully,
you will tell me your ideas and make comments on mine so I can share them with my other
readers and so I can learn also. So, let's get out the board, place the pieces in their
opening set-up, and start.

CHAPTER 2 (ENGLA)

England is the safest country to play, but one that can be the most difficult to
handle, especially in the first two game years. Being an island, it is difficult to
invade since each of its potential early enemies has only one home center nearby to
which it is able to build a fleet. But being an island, it is also difficult for
England to expand early in the game. This may seem to be a strange statement now
since the fact that 27 of the 34 supply centers can be reached by fleets, England's
strength, but then again, 31 supply centers can be reached by armies without any aid
from fleets, and 3 of those which can't see England's home centers also, an
attack with armies usually doesn't take as long to set up and is more easily supported
by one's allies' pieces than is an attack with fleets alone.

The major alliance combinations involving England in the opening are England-France,
England-Germany, England-France-Germany. Of course England-France first.

England should always try to gain France's cooperation for the game's opening, even
if he does not intend to honor the alliance right from the start. The standard agree-
ment is to agree to maintain the English Channel as a neutral zone, while this is
advantageous to both countries, it is more important to France for the loss of control is more
damaging to the French than the loss of London is to the English. It also usually
guarantees England a war with Germany that will mostly depend upon French and/or
British support, while France retains a wider choice of options. An English fleet in
the English Channel forces France to cover Brest; should the English not move to react
in the next turn, no new French fleets appear where they are needed, if the
situation is reversed and England is taken into moving into London, fleets built at
Liverpool and Edinburgh are only slightly less effective than the one that could take
appeared in London. In any case, since the English Channel is the first key step to
an invasion of England (through the weak spot of Wales), the English player must
either build or foreign fleets or occupy it himself.

An English-French alliance can be made more secure by an agreement not to build
fleets at Brest and London (better for England), this won't prevent a stab operation,
but it can give the stab victim some warning before it takes place. Later in the game,
the building of armies in Brest and London can extend this warning period.

The opening I like to follow, given an England-France alliance is London-Liverpool
Edinburgh-Norwegian Sea. A Liverpool-Yorkshire, Russia is urged to either join the
attack on Germany (he probably won't until much later) or at least stay neutral in the
conflict. England of course guarantees the safety of St. Petersburg and Sweden (pointing
out the likelihood that Germany will not allow him to take Sweden in '01) and insists
on Norway (not Norway) as a future Russian center. Giving Norway to Russia would make
England's position since it forms a good springboard for a Russian invasion and also
allows Russia to gain a hold on Scandinavia that will be very hard to break. Germany
is asked (yes, you do talk to the countries you're going to attack) to move a fleet
Denmark in Spring 1901 and F Denmark-Sweden in Fall 1901 to keep the Russian ally
realize the attack on Germany is not revealed until Fall 1901 or Spring 1902; Germany
is also asked to support F North Sea to Belgium from which France can be got into
to Paris to Langundy or already and you should obviously ask the support of your
alliance to help, don't suggest to Germany that he support a Edinburgh-Belgium;
he will probably refuse if he knows what he's doing, and it might be your best bet
early. If he supports F North Sea-Belgium, Belgium is yours if France doesn't stand you.

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