

# Command

ISSUE #5

MAY 1976

COMMAND is moving! Sometime around the first of June, my wife and I will be packing up and moving to New Jersey. I hope to have my new address for you by the next issue. Effective immediately: P.O. Box 247 is no longer a valid address for me. I closed the box a couple of weeks ago (and forgot to mention it in #4).

I am starting a sixth game of postal Diplomacy in this issue and I am opening a seventh game, COM13. There has also been some revised interest in PBM Third Reich. Two people definitely want to play, so if you're interested, let me know. Nuclear Destruction did not draw the response I had hoped it would. The three people who sent in game fees for it will receive a refund by next week. However, since I do want to run a section of it, I will game-master it for postage only on a two week deadline schedule; that is, every other turn will cost you a self-addressed, stamped envelope. In order to play, you must send 20¢ to Flying Buffalo Inc., P.O. Box 1467, Scottsdale, Arizona 85252, to get the rules. I have read the rules and I think the game is excellent; even hard-core Diplomacy players should enjoy it. At least spend 20¢ and look at the rules.

1975IW, COM2, is supposed to be a demonstration game, but I have been unable to find someone to write the analysis for it. I am making one last public plea for help in this; I have hesitated in writing it myself since I am virtually unknown in the hobby.

In any case, the analysis will start next issue.

The response to my survey has not been overwhelming, but I think I have sufficient data to be able to make some decisions. If you have not sent me a filled out survey form, please do so by the 20th of next month (traders too).

The results:

1) When playing postal Diplomacy, how much time would you like to have between deadlines?

2 wks.--2    3 wks.--9    1 mth--1  
1 mth if Canadians in game--2

2) If COMMAND were published on three week deadlines, would you be willing to see it reduced to seven pages in order to hold down costs?

yes-- 8                      no-- 4

3) What types of articles, other than articles on Diplomacy, would you like to see in COMMAND?

Origins-- 3    D&D-- 1    DipVar-- 5  
GenVar-- 5    GenWar-- 6    Dip only-- 3

4) What convinced you to subscribe?

offset printing-- 2    game openings-- 7

price-- 2    articles-- 1    other-- 6

COMMAND will go tri-weekly in the very near future. Issues #6 and #7

will be published on the 21st of May and June, and hopefully I will be able to get #8 out three weeks after #7. A lot depends upon how quickly we get settled in New Jersey, and how fast I can find a reliable printer (and what his rates will be). I want to retain the offset printing as long as possible. I will also try to stay with nine pages, but I will reserve the right to print only seven if I have to. I will also expand the scope of the material to include general wargaming (in a limited sense). Brief articles on wargaming will be printed, but no more than one per issue. I need writers in this area!

Many of my new subscribers have requested copies of my houserules for postal Diplomacy. I am printing them here for them to be sure I get them out. There was also some confusion as to whether or not spring moves were due in 1976F and 1976G; I have accepted winter moves only this month for these games. \*\*\*

The following are some of the comments I received on the survey form:

For us (Canadians) a three week deadline is never enough to play a good game of Diplomacy due to the distance that the letters have to travel.

I have ~~seen~~ the Black Press used in Pre-Dawn Leftist, where any player may say anything under any headline. I found a lot of trash was printed, but in the hands of serious players it can be a very valuable tool. Rumors can be spread and no one could trace the source since press releases need not be signed. I myself have found it to be useful for just that purpose. It can also be used to mislead an opponent as to your intended move. The possibilities are endless.

The main problem is that some of the releases are in essence trash. You as editor could have some control over that. All in all I believe it is a good idea that can be of use to the players who would use it. I for one would **use such press**.

I think it is important for this magazine to expand its horizons to new games. And I do recognize that it does have a small subscribatory, but that does not mean that you should limit yourself to only two games.

I believe games rather than articles sell subscriptions. If Boyer (IMPASSABLE) cuts back on games I would expect his subscriptions to fall. But games are lots of work for the editor.

Solution? I don't know. Perhaps guest gamemasters? Merger of Zines with different publishers alternating each three weeks? If most subscribers opt for 2-week deadlines, the solution is to have the publishers alternate.

I would prefer generally 2-week deadlines with separate winter builds. But to provide a break from the steady grinds lets then go to 4-week deadlines during the Christmas-New Years busy season and during the July-August vacation season, perhaps also a 4-week deadline during the May final exams/vacation/graduation weeks.???

Since you started this magazine for Diplomacy it would be a good idea to wait until you expand to go into general wargaming.

Three week deadlines are good if there are 3 issues per game year (Spring, Fall, Winter). If publication is on a monthly basis, I prefer very short Winter deadlines; 2 issues per game year; postcard notification of builds.

#### LETTERS

Dear Dennis:

I appreciate your plugging of Impassable, but there was some incorrect information in there... To wit, I am not planning on extending the scope of my material to include games other than Diplomacy in the near future. The only games I'll be running will be Dippy games. However, I have been reporting on news of other games only if they were connected with dip. But, that hardly

constitutes a change in policy....

Anyhow, I'm really asking if you could plug ny other gamezine? It is called Glory Road and carries only Civil War games by mail. I'm running multi-player, limited intelligence, divided command games of the Civil War. We've finished Bull Run, are now in the middle of Antietam, will be starting Cemetery Hill very soon, and the next game being planned for is The Grand Chancellorsville Option (from the Blue & Grey Quad II games). Perhaps you can mention my need for more players for TGC0 game? The details aren't finished, nor is the cost, but it will be around \$0.25 to \$0.30 per turn on a subscription basis. If anyone of your subscribers is interested in getting into Glory Road and specifically in TGC0 where I will be having approximately (hopefully) 17 different commands/players (less if I can't get the players). The reason I need more players is that the ones I now have are submerged into Antietam and Cemetery Hill and it will be increasingly difficult to get them to multiply their activities. So, I'm looking for newbloods and will explain my system for them.

John Boyer  
117 Garland Dr.  
Carlisle, Pa. 17013

#### COMMAND HOUSERULES FOR POSTAL DIPLOMACY

1) The 1971 rulebook for Diplomacy, published by Games Research, Inc., will be followed at all times in postal Diplomacy games played in COMMAND.

2) Each player must send in his own moves; moves will be accepted by regular mail or by telephone. You may change your move as often as you wish, limited only by the deadline. We will not accept moves received after the deadline. All moves must be signed and labeled with the game date, country, and Boardman number.

3) Countries will be assigned using

preference lists. Each player who sends in a preference list must list all 7 countries; I will try to assign you a country no lower than 4th on your list.

4) In order to play postal Diplomacy in COMMAND, you must be a subscriber. In addition, the current game fees must be paid before the game starts. 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.

5) 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.

6) 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.

6) 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.

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

GAMES

1975IV COM1

Winter 1903

England build F Edinburgh  
(Kinsfather)

France build A Paris  
(Granville)

Germany remove A Berlin  
(Lagimoniere) A Bohemia

Italy constant  
(Emerick)

Austria remove A Vienna(Galacia)  
(Marino)

Russia no builds received---  
(Hunter) will play 3 short

Turkey build F Constantinople  
(Happel)

press:

(Paris) The Emperor looks upon Germany's act of aggression against sovereign French territory with ill favour and wishes it to be known that failure on the part of the Kaiser to retract his error will incur the swift and merciless retribution of the Emperor's wrath.

(Trstnik,NBS) NBS News has learned from very high and unusual sources that the phantom gunboat LUSITANICA has been sighted along the waterways of central Serbia. The report was verified by a local peon, Vlasim Skorzeny, who told NBS that "It was stuck up on them rocks over there (Mr. Skorzeny pointed to the spot). I asked a man on board, I said, 'Whussa matta?', and he gimme the awfulest dam look." If the ship was indeed the dread LUSITANICA, Mr. Skorzeny was no doubt directing his queries to the infamous pirate, Captain Jimmie Q. Smirk.

HOT FLASH, TRSTNIK!  
Queen Lurleen has vanished! Her Foot-person, Anjar Kratiles,

vehemently denied the existence of a ransom note, then tearfully disclosed the queen's disappearance.

HOT FLASH, SMYRNA!

The phantom gunboat LUSITANICA has been spotted off the south coast of Turkey. Sultan Pascha was unavoidable for comment, however the petty ruler said nothing of importance.

Spring 1904 orders due 5/13/76  
\*\*\*\*\*  
1975IW COM2

Spring 1903

England F St. Peters(NC) holds  
(Lakofka) F Nth Atl to Mid-Atlantic  
F Eng Ch S F N Atl to M-Atl  
A Brest S GER A Bur to Par  
F Liverpool to Irish Sea  
F Edinburgh to North Sea  
F Belgium to Picardy

France A Paris to Picardy\*  
(Young) A Marseilles to Burgundy  
F Mid-Atl to Gascony  
F Portugal to Mid-Atlantic  
\*retreat OTB

Germany A Burgundy to Paris  
(Blank) A Munich to Silesia  
A Kiel holds  
A Ruhr to Burgundy  
A Silesia to Warsaw  
F Sweden to Baltic

Italy F Tyrrhenian to Gulf of Lyon  
(Ragan) F Western Med to Spain(S)  
A Piedmont to Marseilles  
A Tuscany to Venice

Austria A Bulgaria to Constantinople  
(Birsan) A Greece S A Serbia to Bulg  
A Budapest to Galacia  
A Trieste to Tyrolia  
A Serbia to Bulgaria  
F East Med S TUR F Con  
to Aegean NSO

Russia F Rumania to Sevastopol  
(Loomis) A Ukr S F Rum to Sevas  
A Moscow S F Rum to Sevas

Turkey A Sevastopol holds\*  
 (Reinsel) F Constantinople holds  
 NMR F Black Sea holds  
 F Smyrna holds  
 \*retreats to Armenia

Fall 1903 orders are due 5/11/76  
 \*\*\*\*\*  
 1976F COM4

Winter 1901

England build F Liverpool  
 (Kerins) F London

France build A Paris  
 (Marinello) A Marseilles

Italy constant  
 (Lagimoniere)

Germany build A Kiel  
 (Bumpas) A Munich

Austria build A Vienna  
 (Anderson) A Budapest

Russia build A Moscow  
 (Young) A Sevastopol

Turkey NBR 1 short  
 (Hunter)

Spring 1902 orders due 5/20/76  
 \*\*\*\*\*  
 1976G COM5

Winter 1901

England constant  
 (Vanden Bos)

France build F Brest  
 (Anderson) A Paris

Germany build F Kiel  
 (Emerick) A Munich

Italy build A Venice  
 (Kerins)

Austria NBR 1 short  
 (Mateer)

Russia build A Sevastopol  
 (Marinello) A Warsaw

Turkey build F Ankara  
 (Young)

Spring 1902 moves due 5/20/76  
 \*\*\*\*\*  
 Origins COM6

turn 3

U.S. 6 U.S. NMR  
 (Reinsel)

France 8 France NMR  
 (Hunter)

Britain 4 France  
 (DeCook) 5 U.S.  
 4 Poland

Russia 10 Russia NMR  
 (Heuer)

Germany 10 Poland  
 (Lebens) 5 Russia  
 5 Baltic States

Turn 3 conflicts

Germany vs. Britain in Poland  
 2-1 =Exchange

Germany vs. Russia & U.S. in Bal States  
 1-1 =Exchange

Status:

U.S. 6 U.S.  
 3 Baltic States

France 8 France

Britain U/5 France  
 5 Britain  
 U Italy  
 U U.S.

Russia 10 Russia  
 C Romania

Germany C Alsace Lorraine  
 C Rhineland  
 C Austria  
 C Czechoslovakia  
 C Poland  
 U Russia  
 5 Baltic States

Turn 4 placements due 5/6/76

\*\*\*\*\*

U.S. Diplomacy COM7

- Black A Oklahoma holds
- (Hunter) A Mississippi holds
- NMR A Loisiaana holds
  
- Yellow A Tennessee to Missouri
- (Kerins) A N. Carolina to Virginia
- A Alabama to Florida
  
- Red A Idaho to Montana
- (Lowery) A Utah to Colorado
- A New Mexico to Texas
  
- Green A Wisconsin to Michigan
- (DeCook) A N. Dakota to Montana
- A Nebraska to Wyoming
  
- Blue A Pennsylvania holds
- (Reinsel) A New Jersey holds
- NMR A Kentucky holds
  
- White A New York holds
- (Mathias) A Conneticut S A N.Y.
- A Massachusetts to R.I.

press:

(Sacred Blue Lake Medicine Lodge)  
 The United Nations War Chieftain,  
Inali-Tsungani (Black-Fox-Who-Excels-  
 All-Others) today called for a  
 Sacred War to remove the alien  
 nations who have occupied the con-  
 tinent they call "North America".  
 Chief Inali stated "These foreigners  
 have stolen our lands for the past  
 500 years. We have regained the  
 westernmost of our lands, which  
 they never successfully took from  
 us; and we shall, with the blessings  
 of Wakan-Tonka (the "Great Spirit")  
 retake all the stolen portions of  
 Our Mother, the Earth."

supply center count:

- Black TX, LA, ARK, ok, miss (3) const
- Yellow TENN, ALA, GA, mo, fla, va (4½) b1
- Red NEV, UTAH, AR, col, idaho, TX (5) b2
- Green MINN, IOWA, S.D., wyo, n.d., mich (4½) b1
- Blue PA, OHIO, W.VA., n.j., kentucky (4) b1
- White VER, N.H., MASS, n.y., conn, r.i. (4½) b1

Winter 2001 and Spring 2002 due 5/20  
 \*\*\*\*\*

1976V COM10

Spring 1901

- England A Liverpool to Yorkshire
- (Mitchell) F London to English Ch.
- F Edinburgh to North Sea
  
- France A Marseilles to Spain
- (Lebens) A Paris to Burgundy
- F Brest to Picardy
  
- Germany F Kiel to Holland
- (Beyma) A Berlin to Kiel
- A Munich to Burgundy
  
- Italy A Rome to Tuscany
- (Schultz) A Venice to Piedmont
- F Naples to Tyrrhenian
  
- Austria F Trieste to Albania
- (Spiegel) A Vienna to Budapest
- A Budapest to Serbia
  
- Russia A Warsaw to Ukraina
- (Watson) F Sevastopol to Rumania
- F St. Peters to Gulf Both
- A Moscow to Sevastopol
  
- Turkey A Con to Bulgaria
- (DeCook) A Smyrna to Constantinople
- F Ankara to Black Sea

underlined moves fail  
press:

(Serbia) For the first time in  
 history, the people of Serbia will  
 be free to choose between indepen-  
 dence or becoming part of an Empire.  
 Under supervision of 125,000  
 Austrian Technicians, free elections  
 will be held next week.

(Paris) Due to the recent uprisings  
 on my southern borders, I regret-  
 fully announce that my republic  
 has declared war on the kingdom of  
 Spain. But I am sure this will not  
 effect the relations between the  
 other European nations.

(Greece) As the winds of war sweep  
 over Europe, there is a great deal  
 of anxiety in this small cluster  
 of Islands as to what their even-  
 tual fate will be. Most people are  
 dispairing for their lives and  
 property, being faced with their

traditional enemies, the Turks, from the East, and a newer, but no less deadly threat from the West. Says Cani Foolthepopulace, head of the Greek Ortodox Church "It boils down to whether we want to undergo a brief period of brutality, raping (men, women, and camels), and indiscriminate pillaging, or do we wish to submit ourselves to the totally inept rule of the Hapsburgs." When pressed for his personal preference, Foolthepopulace said "Life's a bitch."

Luxembourg Free Press

Horoscope

- Austria Be sure to choose wisely, but not too well
- England There is many a slip twixt the cup and the lip
- France An Eastern wind Brings bad tidings
- Germany Napoleon's spirit still lives
- Italy Remember Teutoberger Wald
- Russia Many a nation has fallen to lean, hungary barbarians from the north
- Turkey An Englishman named Lawrence will come to lead your people out of bondage

Charles VI, Holy Roman Emperor, King of Hungary and Albania, protector of the Serbs was awakened from sleep by Owsly Stanley, his personal pharmacist. "My grace, we're at war."

"With whom" responded the ever grammerical, if a poor speller.

"We're not quite sure about that, your grace. It seems that The Russes Russians want us to fight the Turks, the Turks want us to fight the Russians and Italians, The Italians want us to Stomp ass all over the entire East, France wants us to hit the Italians and the Serbs want us to Fight among ourselves and leave them alone."

"Well" mused the Young Emperor, "at least the Germans and English are minding their own business."

The pharmacist twittered uneasily, "That's not quite the story sir. The English parliament was not aware that Austria-Hungry still existed, while Bismarck mumbled something to the effect that he thought that we had already been absorbed into Germany." The aid was clearly unsettled. "What do we do?"

Fully awake, the Emperor inhaled deeply from his wake-me-up joint and said, "Do. What we do is declare war on everybody. That'll shake the bastards up really well. What do you think of that Idea?"

After reviving his aid, the Emperor went about the mundane task of totally controlling several people's lives unaware that.....

Meanwhile IN RUMANIA the Grand Council was in session. "Gentlemen" intoned the peerless leader of the Rumanians. "There are Turks to our South, Austrians to our West, and a double portion of Russians to the North. What I propose..."

"They're bluffing" came a voice from the rear.

Fall 1901 moves are due 5/20/76  
\*\*\*\*\*

NEW GAME  
1976??

COM12

England

Daniel Mathias  
7007-D Lachlan Circle  
Townson, Md. 21239

France

Robert Acheson  
c/o Echo Bay Mines  
Port Radium, N.W.T.  
Canada XOE OXO

Germany

Kurt A. Blanch  
P.O. Box 1411  
Pacifica, CA 94044

Italy

David Grabar  
1100 Lassen St.  
Richmond, Ca. 94805

Austria

Andy Cook  
807 Crescent Dr.  
Alexandria, Va. 22302

Russia Yves Lagimoniere  
5 De La Vigie  
App 3B  
Levis, Quebec

Turkey Michael F. Edmonds  
12529 A Western Cape  
St. Louis, Mo. 63141

Spring 1901 orders are due 5/20/76  
\*\*\*\*\*  
GAME OPENINGS

COM9 Nuclear Destruction 4 entered  
COM13 Diplomacy 1 entered  
\*\*\*\*\*  
THE ADJUTANT

THE ADJUTANT offers a guest writer  
this month with an idea that appeals  
to me:

THE RULE OF 23 or THE ALLIED VICTORY  
by Michael O. Kane

Ever since I became embroiled in  
madness of Diplomacy, I have witnessed  
a constant discussion, nay wrangling,  
on the subject of "shooting for the  
big 18" or "copping out with a draw".  
There hasn't been too much said  
about concessions since that is not  
a particularly appetizing alter-  
native - it smacks of giving up at  
the end of the 3rd quarter or even  
half-time - horrible!!

If this suggestion has hit your  
ears before, forgive my bringing it  
up again. Nevertheless, for anyone  
who may be interested, I suggest that  
each GM include as part of his  
houserules the following addition to  
rule II of the 1971 Rulebook:

Any two or more powers having a  
collective total of 23 Supply Centers  
under their control may at any time  
indicate their alliance to the  
Gamemaster and declare themselves  
the winners to the exclusion of all  
other powers not included in the  
alliance.

This rule could have a very  
beneficial effect on the game and  
may in fact alter the playing manner  
of some of the more ruthless devotees.  
The number 23 is a very healthy

2/3 majority. It is no easy  
accomplishment, especially for two  
powers alone. It is much easier to  
obtain than 18 for one power. It  
also means that one must be care-  
ful with whom one is nasty until  
one has 12 SC's safely tucked  
away. The totally despiccable power  
with 10 or 11 SCs may wake up to  
find everyone else has declared  
him the LOSER.

Most of all!!!!!!, it is con-  
sistent with the name of the game  
and with the reality of war and  
the way war is actually fought.  
Each power must **naturally** seek the  
best for itself; it may dream of  
the ultimate victory. But most wars  
stop short of a single victor.  
This happens to many Diplomacy  
games. In so many cases there is a  
reasonably effective alliance that  
has brought about a victory for  
one power or has through endless  
and evermore drawn-out and pro-  
longed campaigns annihilated all  
opposition so the alliance could  
share a draw. (In which case there  
is always a possibility of a pro-  
tracted road to Armageddon.) With  
this rule, two or three players  
who have the knack for ALL the skills  
of the game - military tactics and  
diplomatic prattle -- will find  
each other out and earn a well-  
deserved victory in a reasonable  
amount of time.

Michael O. Kane  
1830 26th St NE  
Hickory, NC 28601

This proposed rule offers an  
alternative conclusion to the game  
in keeping with the spirit of  
continuing negotiations throughout  
the game. Among other advantages,  
it affords the country reduced to 1  
or 2 centers a good reason to  
stay active: his center may be  
just the one needed by another  
combination of powers to reach their  
goal of 23 centers.

If some of you write in that  
this change appeals to you, we will  
work through the IDA to get this  
"Rule of 23" added to rule II of  
the 1971 Rulebook. TA



## GAME REVIEW      TUNNELS &amp; TROLLS

The most popular game being played today is probably Dungeons & Dragons, in one form or another. Almost everyone who has played the game will probably agree that the rules for D&D are terribly incomplete; the combat system is quite tedious and many of the rules are vague.

When I purchased my set of rules to D&D, they cost me \$10.00, plus an additional \$2.50 for a set of "special" dice. After reading the three booklets several times I felt that I was able to begin laying out a dungeon and that I would be able to handle all aspects of the game except combat. Most of the rules for combat refer to another TSR publication called Chainmail. I sent in my \$5.00, and after a lengthy wait, received my copy of Chainmail, rules for Medieval miniatures. Again I was severely disappointed at the incompleteness of the rules.

To make a long story short, I almost gave up on D&D; then I came across Tunnels and Trolls. T&T was written by Ken St. Andre ("with a little help from his friends") with the express purpose of simplifying and clarifying the rules. The result is an excellent, fast-moving, easy game. While T&T is really a game in itself, it really reaches its full potential when used in conjunction with D&D.

Tunnels and Trolls introduces a completely new combat system that is more logical than that in D&D, and which moves ten times faster. It also uses six-sided dice (actually everything in T&T uses six-sided dice, saving you \$2.50). The weapons and armor charts used with this system are quite extensive (20 different swords, for example) making for a complex system that is very easy to use.

The entire magic system has been rewritten, and in my opinion, it is superior to the spells in D&D. The amount of spells available to a first level magic-user, for instance, is limited by the character's strength, IQ, and dexterity, and not artifi-

cially set at one for the trip.

In short, this booklet is excellent. It's clearly written and well illustrated. At \$3.00 there is no way you can go wrong. Tunnels and Trolls is available from Flying Buffalo, Inc., P.O. Box 1467, Scottsdale, Arizona 85252.

## PLUGS

DIPLOMACY WORLD, edited by Walt Buchanan, RR3 Box 324, Lebanon, Indiana 46052. 40 pages, offset. This is the best around for articles on all aspects of Diplomacy (no game openings). Published quarterly, subscriptions are 4/\$4. Worth twice the price.

LIBERTERREAN, by Jim Bumpas, 948 Loraine Ave., Los Altos, CA 94022. 6 pages, duplicator. Published twice a month, subscriptions are 10/\$3. Openings in Diplomacy, Tank!, Mech. War 77, Kampfpanzer, and Armored Barbarism. Players must maintain a sub plus a \$2 refundable (if no NMR) deposit. Good for a quick game.

STAB, by Charlie Spiegel, 515 York Rd., Willow Grove, Pa. 19090. Last issue was nine pages, photostated. Subscriptions go for 10/\$1.80 with a \$1.00 game fee. Will open another game in late June.

DYNASTY, by Adam Gruen, 470 North St., Harrison, N.Y. 10528, printed monthly, eight pages, mimeo. Articles on general wargaming, postal Diplomacy, and Galactic Conquest. Subscriptions are 12/\$2.50 plus \$2.00 game fee.

RURITANIA, by Tony Watson, 201 Minnesota Ave., Las Vegas, Nevada 89107. Published monthly, 4-5 pages, mimeo. Subscriptions go for 4/\$1.00, and include an entry into a game. Articles on Diplomacy and D&D.

\*\*\*\*\*

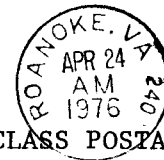
AGOSTA PREDICTS!!!!

<u>AL EAST</u>	<u>AL WEST</u>	<u>NL EAST</u>	<u>NL WEST</u>
N.Y.	K.C.	St. Louis	Cinn.

COMMAND is published monthly by:  
Dennis Agosta  
900 L Foxridge  
Blacksburg, Virginia 24060  
(703) 951-3340

Subscriptions are \$4.00 for twelve issues  
Game fees are \$2.50 per game plus sub

FROM: D. AGOSTA  
900 L FOXRIDGE  
BLACKSBURG, VA. 24060



FIRST CLASS POSTAGE



see page(s) \_\_\_\_\_

your subscription ends  
with issue # T

TO: *Rod Walker*  
*1273 Crest Dr.*  
*Encinitas, CA 92024*

FIRST CLASS POSTAGE