

Command

ISSUE #7

JULY 1976

I am starting a standby list so that I will be able to replace people who drop out in the middle of a game. If you are willing to take over one or more of these positions please let me know. Also, if you intend to quit a game or are temporarily unable to get your moves in on time, please let me know about it. In the latter case I may be able to extend the deadlines. Remember to check for the deadline date at the end of your game's moves.

After much study and thought, I have come to the conclusion that Third Reich is not a suitable game to be run in this zine. The complexity of the game coupled with the large amount of time needed to gamemaster it and the large amount of correspondence needed to report the moves makes it impossible for me to handle it alone. I had asked one of the local wargamers here if he would be willing to gamemaster it for me; he refused for the same reasons. So as not to disappoint the people who have shown interest in this type of game, next month I am beginning a game of multi-player Blitzkrieg, using minor country forces. The rule additions and modified victory conditions appear elsewhere in this issue. I would also like to start Wooden Ships & Iron Men next month if possible; three people have already agreed to play. Game fee for Blitzkrieg and Wooden Ships is \$2.50; if

you sign up for both it is \$4.00.

I have been forced to postpone the three-week schedule for publishing the zine at least to the end of the summer. Part of the problem is a lack of material to print to supplement the games; if you feel you have a talent for writing or if you just like to see your name in print, please contact me with your ideas. Compensation for published articles is negotiable. (Note: Last month's Pilgrimage by Bill Stone is being reprinted in Diplomacy World.) In the meantime, I will continue to run on a one month schedule, with postcard notification of Winter builds. Again, be sure to check for the deadline date at the end of every game.

There has been some renewed interest in Origins of World War II. I am willing to run it only under the following conditions: 1) each player puts up a refundable deposit to insure against missed moves. 2) the game is played using the 'Blind' rules; that is, each country's objectives are kept secret. 3) the game is played using a Bourse (for details see The Avalon Hill General, Vol. 11, No. 4, pg. 22). The Bourse will be open to non-players for a \$1.00 fee plus postage. If interested, contact me but send no money at this time.

Finally, the wargaming/Diplomacy event of the year, Origins II, will be held July 23, 24, 25 at John Hopkins University in Baltimore. I am entered in the Diplomacy tournament and am looking

forward to seeing many of you there.

1975IV COM1

Autumn 1904

Ger A Burgundy ret to Munich

Fall 1904

England F Barents to St. P.(NC)
(Kinsfather) F Norway to Sweden
F Edin to North Sea
F Den S F Nor to Swe
F Irish Sea holds
A Kiel S FR A Bur to Mun
A Holl S A Kiel

France F West Med to Tunis
(Granville) F Spain to Wes Med
A Burgundy to Munich
A Belgium to Fuhr
A Paris to Picardy
A Gascony to Burgundy

Germany A Munich holds* ret Sil
(Lagimoniere)

Italy A Bohemia to Munich
(Emerick) A Tyrolia S A Boh to Mun
F Albania to Greece
F Rome to Naples
F Tyrr S F Rome to Nap

Austria A Greece to Albania
(Marino) F Naples to Apulia

Russia F Baltic to Kiel
(Hunter) F Berlin S F Bal to Kiel
A Bud S TUR A Ser to Tri
F Sevast holds* ret BLS

Turkey A Serbia to Trieste
(Happel) A Bulgaria to Serbia
F Aegean to Ionian
A Armenia to Sevast
F Rum S A Arm to Sev

Italy is now being played by:
Dan Mathias
7007-D Lachlan Cir
Townson, Md. 21239

COA:

David Kinsfather
274 Franklin Ln
Ventura, Calif. 93001
(until late August)

press:

(Moscow) Czar Nicholassis pleased to announce the total annihilation of the Socialist rebels. The Government will carry on its war against the enemies of Russia.

(Naples) The nation of Southern Italy declares war upon the lackey government of Northern Italy. The true government of Italy calls for moral support from the great powers of Europe. The people of Italy demand their rightful government and the southern government will carry their demand to the end. However, the government is open to negotiations or arbitration by a third neutral nation, preferably Great Britain.

(Smyrna, A&P) Sultan Pascha and Myrna Falschnamen were wed today to the extreme delight of well-wishers everywhere. The ceremony was performed atop the placid Gulf of Alexandretta by Miss Nosoy Obispo, exiled Mock-religico of the Canary Islands. Miss Obispo was shockingly attired in a crimson hot-habit (see centerfold, page 67) and stole the show with her vast repertoire of anecdotes and muskrat impersonations.

At first, the Sultan was hard-pressed to choose a best man since he has no friends to speak of. Ms. Falschnamen graciously loaned him her brother, Anjar Kratiles Falschnamen; a rough, gruff, illegal alien, who sufficed for the part.

Just before the ceremony, the now-Sultanna Myrna admitted they would continue their honeymoon aboard the olive-oil tanker, LUSITANICAFALSCHNAMEN.

Supply Center Count:

Eng home, NOR, HOL, DEN, KIE, SWE, ST.P.
(9) build 2

Fr home, BEL, POR, SPA, TUN (7) build 1

Ger ~~MM~~ (0) out

Ita ROM, VEN, ~~TUN~~, TRI, VIE, MUN, NAP (5) even

Aus GRE, ~~MM~~ (1) remove 1

Rus WAR, ~~STP~~, MOS, ~~SEV~~, ~~SWE~~, ~~BUD~~, BER, ~~MM~~
(4) even

Tur ANK, SMY, CON, BUL, SER, TRI, RUM, SEV
(8) build 3

Winter 1904 due 7/6/76

Spring 1905 due 7/20/76

1975IW COM2

Autumn 1903

France A Marseilles R to Burg

Germany A Warsaw R to Bohemia

Winter 1903

France remove A Burgundy
(Young)

Germany build A Berlin
(Blank)

Italy build F Rome
(Ragaa) F Naples
(Spiegel)

Austria build A Vienna
(Birsan)

COA:

Walter Blank
Box 411
Trempealeau, Wis. 54661

Italy is now being played by:

Charlie Spiegel
515 York Rd.
Willow Grove, PA 19090

Spring 1904 due 7/20/76

1976F COM4

Fall 1902

England F Norway to North Sea
(Kerins) A Belgium to Holland
F North Sea to Denmark
F Eng Ch S F Irish to Matl
F Irish Sea to Mid-Atlan

France F Portugal holds NMR
(~~Marx/Ne/10~~) A Spain holds
A Marseilles holds
A Paris holds
A Picardy holds

Germany F Kiel to Baltic
(Bumpas) A Gas S ENG F EngC to Bre
(NSO)
A Ruhr to Belgium

A Bur S ENG A Bel to Pic (NSO)
A Denmark to Sweden* ret Kiel

Italy A Piedmont to Tyrolia
(Lagimoniere) F Tunis holds
A Venice to Trieste

Austria A Tyrolia to Munich
(Anderson) A Trieste to Serbia
A Budapest S A Ser to Rum
A Serbia to Rumania
F Greece to Bulgaria(SC)

Russia A Ukraina to Galacia
(Young) A Rum S A Ukr to Gal*
A Armenia to Ankara
F Black Sea to Con
A Smyrna S F Bla Sea to Con**
F Sweden S ENG F NoSea to Den
* retreat Ukr, Sev
** retreat Arm, Syria

Turkey A Constantinople to Smyrna
(Hunter) F Aegean S A Con to Smyrna

COA: Yves Lagimoniere
1060 Effingham Ave.
Chomedy, Laval
Quebec, Canada H7W 4C2

Franceis now being played by:

Tom Johnston
330 North Elmer
Griffith, Ind. 46319

Supply Center Count:

Eng 3 home, NOR, ~~BEZ~~, HOL, DEN (6)
build 1
Fra 3 home, SPA, POR (5) constant
Ger KIE, BER, ~~MUN~~, ~~HOL~~, ~~DEN~~, BEL (3)
remove 2
Ita 3 home, TUN, TRI (5) build 2
Aus ~~TRI~~, VIE, BUD, SER, GRE, BUL, RUM, MUN
(7) build 2
Rus STP, MOS, WAR, ~~SEV~~, SWEN, ~~MUN~~, ANK, CON
(6) constant
Tur SMY, ~~ANK~~, CON, ~~BUL~~ (1) remove 1

Winter 1902 due 7/6/76

Spring 1903 due 7/20/76

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1976G COM5

Fall 1902

England A Yorkshire holds
(VandenBos) F Norwegian holds
F North Sea holds*ret OTB

France F Mid-Atl to Irish Sea
(Anderson) A Burg to Belgium
F Brest to English Ch
A Picardy S A Bur to Bel
A Gascony to Burgundy

Germany A Denmark to Sweden
(Emerick) A Kiel to Denmark
F Helg Bt to North Sea
F Holl S F Hel B TO NoS
A Belgium holds*
*ret to Ruhr

Italy A Greece to Albania
(Kerins) F Ionian to Tunis
A Tyrolia to Vienna
A Trieste S A Tyr to Vie

Russia A Moscow holds NMR
(~~Marine/110~~) A Warsaw holds
F Sweden holds
A Ukraina holds
A Sevastopol holds
F Rumania holds* ret OTB

Turkey A Bulgaria to Rumania
(Young) A Serbia S A Bulg to Rum
F Bla Sea S A Bul to Rum
F Armenia to Sevastopol

Austria F Albania holds NMR
(~~Marine/110~~)
C.D.

Germany is now being played by:

Tom Johnston
330 North Elmer
Griffith, Indiana 46319

Russia is now being played by:

Thomas Mitchell
190 Christiana Rd.
New Castle, Del. 19720

Supply Center Count:

Eng 3 home (3) build 1
Fra 3 home, POR, SPA, BEL (6)
build 1
Ger 3 home, DEN, HOL (5) constant

Ita 3 home, GRE, TUN, TRI, VIE (7)
build 3
Aus VIE, TRI, BUD, ~~SER~~ (1) constant
Rus 4 home, SWE, RUM (5) constant
Tur 3 home, Bul, RUM, SER (6) build 2
Neu NOR

Winter 1902 due 7/6/76

Spring 1903 due 7/20/76

COM7 U.S. Diplomacy

Fall 2002

Yellow Virginia to West Virginia
(Kerins) Tenn S Alabama to Miss
West Virginia to Ohio
Alabama to Mississippi

Red Idaho holds NMR
(Lowery) Wyoming holds
Utah holds
Oklahoma holds
Texas holds

Black A Miss S Lou to Ark*
(Hunter) Louisiana to Arkansas
* retreat Louisiana

White Maine holds
(Mathias) N.Y. to N.J.
Mass to N.Y.
Conn S Mass to N.Y.

Green N.D. S Montana
(DeCook) Montana holds
Michigan to Wisconsin
Nebraska to Wyoming

Blue Va S Kentucky to W. Va. (NSU)
(Lebens) Kentucky to W. Va.
Penn to Delaware
N.J. holds

Blue is now being played by:

Steve Lebens
340 West 5th Ave.
Shakopee, Minn. 55379

press:

(Philadelphia) It is common knowledge that the Great Spirit has been stoned ever since he heard that he was indeed, the great spirit. Therefore, the new, civil government of the rightful heirs to the republic of the U.S., take little

heed when they state their medical hypothesis of paralysis. When in fact we only suffered from a severe migrain. Look in this column for further information about the last civilized government west of the Atlantic.

Supply Center Count:
(home centers in Caps)

Black LA, ARK, okla, ~~miss~~ (2½)
constant
Yellow TENN, ALA, GA, mo, fla, va,
miss, OHIO (6) build 2
Red NEV, UTAH, ARIZ, col, ida, TX
(5) constant
Green MINN, ICWA, S.D., wyo, n.d.,
mich, mont, wisc, neb (6)
build 2
Blue PA, ~~NY~~, W.VA., n.j., kent,
del (3½) constant
White VER, N.H., MASS, n.y., conn,
r.i., maine (5) build 1

Winter 2002 and Spring 2003 due:
7/20/76

1976V COM10

There has been some confusion in the extension of the Winter deadline; several people sent in Spring 1902 moves and no Winter builds. Therefore, I am extending the Winter 1901 deadline to 7/7/76. Spring 1902 due 7/20/76.

1976BT COM12

Fall 1901

England A Edinburgh to Belgium
(Mathias) F North Sea C A Edi to
Belgium
F Norwegian Sea to Norway

France A Burgundy to Belgium
(Acheson) A Marseilles to Spain
F Mid-Atl to Portugal

Germany A Ruhr to Belgium
(Blanch) F Holl S A Ruhr to Belg
A Kiel to Denmark

Italy A Trieste to Serbia
(Grabar) A Venice to Trieste
F Ionian to Tunis

Austria F A. Lania to Greece
(Cook) A Serbia S F Alb to Gre
A Vienna to Tyrolia

Russia F Gulf Both to Sweden
(Lagimoniere) A Warsaw to Gal
F Rumania holds* ret Bud, Sev
A Ukr S A War to Galacia

Turkey F Black Sea S A Bul to Rum
(Edmonds) A Bulgaria to Rumania
A Constantinople to Bulg

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press:

(Rome) Fool me once, shame on you.
Fool me twice, shame on me. King
Grabarri

(Budapest) Peace is important;
remove Army Trieste by Spring 02;
allies? Archduke Cook

(Berlin) A reliable source: Recent
German actions were taken in view
of the liklihood of a French/English
alliance. If he is wrong Kaiser
Kurt will probably have created
the alliance Germany fears.

(Paris) The French government hopes
that its move from Burgundy will
pacify any German apprehension
that occurred as a result of our
Spring 1901 move.

(Paris-Rome) Haven't I heard that
line before?

Supply Center Chart:

Eng 3 home, NOR (4) build 1
Fra 3 home, SPA, POR (5) build 2
Ger 3 home, BEL, HOL, DEN (6) build 3
Ita 3 home, TUN, TRI (5) build 2
Aus* TRI, BUD, VIE, SER, GRE (4) build 1*
Rus* 4 home, SWE (5) build 1
Tur 3 home, RUM, BUL (5) build 2

* if Russian A Rumania retreats to
Budapest:

Aus TRI, ~~SPA~~, VIE, SER, GRE (3) constant
Rus 4 home, SWE, BUD (6) build 2

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COM 10

Winter 1901 due 7/7/76 *

Spring 1902 due 7/20/76

*unless I get a request to extend the deadline.

COM 9 Nuclear Destruction

Turn 1

A Factory was sold for \$117 by England and was bought by Japan.

Press:

(Paris) The Nation of France welcomes all NATO members to greet her and to suggest any possible alliance. Write to:

Steve Lebens

340 West 5th Ave.

Shakopee, Minn. 55379

(Moscow,AP) It has been reported by Tass that the Soviet Union has instigated still another 5 Year Plan for increasing the yearly production of consumer goods. This new plan concerns itself with increasing the output of fireworks. It is hoped that production will reach such a volume that every Soviet citizen will be able to participate in the forthcoming May Day celebration.

(New Delhi) Today the Premier announced a top-secret meeting with God last night. According to Ms. Ghandi "My friend God has acquiesced to the demands of certain cows to let them offer themselves as sacrifices for the good of the people. This is a temporary arrangement lasting from 7 to 10 PM on Tuesday nights until further notice. All six legged cows are included in this offer." Ms. Ghandi's private doctor was unavailable for comment.

(Tel Aviv) Israel considers itself insulted at not being

considered at least a minor major power.

(Tokyo) Japan feels insulted at being considered a minor power. We demand the establishment of a Japanese-run Greater East Asian Co-prosperity Sphere, containing the minor powers of the U.S.A., Canada, U.S.S.R., Mexico, and China.

(Peking) Chairman Mao expresses his displeasure at the boorish behavior of the gamemaster. After a twenty year wait to gain it's rightful place in the UN, the People's Republic of China has been denied its rightful place as a major power. We demand representation of our 800 million people.

(Zurich) A joint communique from the countries of Belgium, Kuwait, and Italy has just been released: "Any country declaring war in the first 4 turns will receive, free of charge, our entire supply of missiles (delivery conditions: by launcher, warheads armed).

(Bonn) The German Ministry has just announced that they are willing to begin negotiations with anyone about anything.

note: this game is open to 'Black' press; I will accept press from anyone with any dateline with one exception - you cannot use a date-line in a home country not your own. Non-players are welcome to send in press.

Turn 2 due 7/3/76

GAME OPENINGS

COM16 Diplomacy 2 entered

COM14 Blitzkreig open

COM15 Wooden Ships 3 interested

COM17 Nuclear Destruction 2 entered

COM8 Blind Origins/Bourse 2 interested

COM13 1976?? NEW GAME

England

Steve Lebens

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Turkey Ken Silko
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Skokie, Ill. 60076

Spring 1901 moves due 7/20/76

Houserules for Blitzkreig

1) The Blitzkreig revised rules 1975 version, will be used with the exception of 16, 29, 32, 33, 35, 36.

2) The capitals of the minor countries are:

Yellow V20
White VV25
Brown HH31
Green EE34
Black JJ46

3) The minor country forces are:

Yellow Armor: (4) 3-6; (1) 4-6
Inf: (3) 3-3; (8) 2-3
TAC: (2) 3-8
MDM: (1) 3-10

White Armor: (3) 3-5; (1) 2-6
Inf: (11) 2-2
BrkA: (1) 6-3-4
TAC: (1) 3-3

Brown Armor: (2) 3-6; (1) 4-6
Inf: (6) 3-3; (1) 2-3
TAC: (1) 3-6

Green Armor: (3) 3-6; (1) 5-6
Inf: (6) 3-4; (6) 2-4

Green MDM: (1) 2-20
TAC: (4) 2-8

Black Armor: (1) 4-6; (1) 5-6; (1) 3-6
PzGd: (1) 3-5
Inf: (3) 3-4
Para: (1) 2-3
BrkA: (1) 6-3-4
TAC: (2) 3-8
MDM: (1) 2-10

4) Air transport capabilities for the minors are:

Yellow: 3/turn
White: 1
Brown: 2
Green: 3
Black: 4

5) Alliances between major and minor countries must be announced. A player may break an alliance at any time, but no attacks are allowed in the home country of your former ally in the two following turns; during this two turn grace period, newly neutral minors still move with their former allies.

6) Neutral minor country units may not move outside of their own country; units which have become neutral due to a broken alliance have two turns in which to return home or be eliminated.

7) Allied units may stack, attack and defend together. Each player must write movement orders and attack orders for his own units.

8) Major country units in minor country cities must move out of the cities in the turn of the breaking of an alliance; cities must fall in battle.

9) Neutral minors move after the two majors have moved. Allies move together.

10) Until turn 6, Yellow may not ally with Big Red; until turn 6, Black may not ally with Great Blue.

11) Minor country forces have no breakdown counters. If the combat results (breakdown) table calls for a loss that is equal to or greater than $\frac{1}{2}$ the combat strength of a minor's unit, that unit is eliminated. If the result is less than $\frac{1}{2}$, the unit is inverted and fights at half strength. Any loss taken from an inverted unit results in elimination.

12) Minor country replacement rate is one unit counter per turn.

13) In order to ~~share~~ in a victory a minor country must a) be in possession of his capital city at the end of the game, b) accumulate 12 victory points, and c) be in possession of one foreign city at the end of a game. A minor is awarded one victory point for every turn it holds another countries city.

Anything I've left out, we'll have to make up as we go along. Gamefee for this game is \$2.50 to play a major power, \$2.00 to play a minor. Send no money, just a preference list.

JERUSALEM! by Jim Bumpas

JERUSALEM! is a great new game which simulates the fighting in and about the city of Jerusalem during the Israeli War of Independence, 1947-1949. The publisher is Simulations Design Corporation and it sells for \$8.00.

In the designer's notes we are told the game is designed to generate the "feel" of the campaign and period. The game map, units and order of battle are "bent" to fit this concept. It is this fact which contributes most to the success of this (or any) game. This frame of mind gives the designer the chance to create. Designers who place themselves into lock-step with every historical detail produce the dull, plodding games that we occasionally try to play but give up since these games have an inexorable dynamic all their own and do not need players at all in order to proceed to their foregone conclusions. JERUSALEM! is a game rich in historical detail and interest, but not at the expense of playability.

JERUSALEM! is exciting and dynamic to play. While the designers claim for it a new game system, those who are familiar with their previously most successful game, Hue, will notice that the game system is exactly that used in Hue.

SDC is going to get a reputation for producing games about battles for cities. If you are familiar with Hue, you will also find the CRT is almost identical. The concept of "first fire" is included, also.

In JERUSALEM!, however, the attacker announces an attack and then only those units being attacked have the first fire option. Entry into zocs will not trigger first fire. A given target may only be fired at once per turn--this means that unit's first fire may also be triggered once per turn, no matter how many new units move next to it. A player may hold back the first fire, since all shots are combined against a target for better odds.

When firing units approach a target hex containing more than one unit, the player may fire at each target unit in turn with all the attacking units. This means an attacker with what would in most games be a 1:1 odds ratio may attack three units in a hex at 3:1 odds by the operation of a very novel rule: In JERUSALEM! the phasing player may continue attacking different units as long as all target units are eliminated and as long as sufficient movement points remain to approach another target.

This is the key rule to the game. It's a kind of overrun rule combined with a type of almost tactical fire combat. Of course, a given target may only be fired at once per turn, so if you miss your shot, your attack may be stalled.

There is artillery which may fire at units not adjacent to them, but they may only fire once during an attack. They may not fire serially at several targets in the same, or different hexes. They may also use the first fire option, both against ground combat AND in a counterbattery mode against attacking artillery.

Infantry and armor may screen other units in the same hex from attack. There is also an israeli flamethrower unit (halftrack) which is gratuitously described as "leaky". The rules say "therefore it has an attack CF of (12), but a CF of only 2 when it is fired at by enemy units." I can't see how leakiness can have this result unless the flammable

material leaking out is more likely to be ignited by enemy fire than by operation of the flamethrower. I'm not convinced it is, but it's a nice touch to see the odd historical unit factored into the game.

Terrain affects combat by modifying the die roll. There are leaders which affect combat both by modifying the die roll and also by multiplying the combat strength. One arab leader multiplies arab units by $\frac{1}{2}$, so get rid of him quick! Arab leader units may ignore israeli zocs when moving alone, and two leaders may even move right through israeli units.

There are terrorist units like the Stern Gang, or "Fighters for the Freedom of Israel", and the Irgun, or "National Military Organization". These units are black in color and are better used for random terror against civilians than against military units. In game terms, however, their terrorist attacks are made only upon arab garrison units alone. There are no game mechanics for attacking civilians. They may be used as normal combat units, but not as effectively. In terrorist attacks they get a doubled combat factor (both attack and defense), they get first fire on the attack (unless an arab leader is in the hex, in which case the arabs "surprise" the israelis and get first fire), and terrain is ignored for both movement and combat. The attack is conducted from within the target hex--they did not have to stop for the arab zoc.

The arabs have a terrorist leader who is a master of disguise and who may move through israeli units and make terrorist bomb attacks on his own. A successful bomb attack disrupts all israeli units in a hex for one turn. They defend normally but may not move or fire.

As you can see, combat in this game is very interesting and dynamic. But there are also some novel elements to the movement rules. First of all, you do not have to move all your units before combat occurs. Combat occurs at any time during movement at the option of the phasing player.

There are two forms of movement: road movement and non-road movement. These may not be mixed; one mode of movement must be finished before the other mode is begun. Either mode may be first. Road movement may only occur on roads. Certain units may only make road movement. Bulldozers may create new roads, but only during the non-road phase. Such roads may not be used by other units in the road phase of that same turn. Terrain still affects movement by road, so steep hills are accounted for in the game.

There is genuine reconnaissance in this game. If you are looking for arab leader units, you can move up to inverted counters in a stack. If the arab player announces a zoc and the units in the stack are only garrison units, then you know a leader is present. Then you can move up a lot of units to blow it away.

Stacking rules are generous, but they may not be exceeded, even during movement. So if you don't have good traffic control, you're going to bottle yourself up.

Victory is based upon israeli occupation of at least 5 Jerusalem city hexes plus a clear road to the edge of the map. But one of the primary game dynamics is trying to break through to Jerusalem with a convoy. The convoy moves only during the road phase. The israeli player must announce at the start of the israeli road movement phase the exact route the convoy will take. Only then may israeli road movement take place. The route may not be deviated from until it reaches Jerusalem or is destroyed. A new route may be announced the following turn, however, if the convoy failed to reach Jerusalem.

As soon as the convoy unit reaches Jerusalem or is destroyed, it returns to the edge of the map (automatically) to begin a new convoy next turn. The convoy counter is not an actual unit, but represents a carrier capacity. Escorting units may not be returned to the edge of the map.

Each turn a convoy reaches Jerusalem, the supply allows the israeli player to replace dead or de-mobilized units. Each turn in which the convoy fails to reach Jerusalem, the israeli

player must eliminate or de-mobilize a unit. Units mobilized or created by this supply may not move in the turn of supply, but may fire and defend normally. There are no other supply rules.

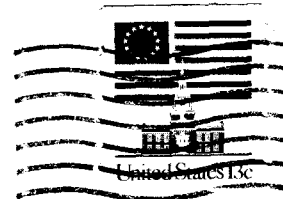
The game can be rather long to play, especially as one tends to

become oblivious to all outside stimuli when playing this game. You literally lose track of everything else, this game is so engrossing. There are only 12 turns, so the game can go quickly when the rules are learned fully. If you know Hue, you should learn these rules quickly.

Command is published monthly by:

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Subscriptions are \$4.00 for 12 issues
Game fees are \$2.50 plus sub unless otherwise indicated
See page 6 for game openings



From: D.AGOSTA
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TO: Rod Walker
1273 Crest Dr.
Encinitas, CA 92024

your sub ends with
issue # T

see page(s) _____

FIRST CLASS POSTAGE