

## Command Magazine (Blood and Iron: The Battle of Koniggratz)



Not to be confused with 3W's Blood and Iron, this game is a two-player wargame covering the battle of Koniggratz (3 July 1866), the decisive battle of the 7 Weeks

Rating: Not Rated Yet

**Price**

Price £24.95

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Manufacturer [XTR CORPORATION](#)

### Description

Not to be confused with 3W's Blood and Iron, this game is a two-player wargame covering the battle of Koniggratz (3 July 1866), the decisive battle of the 7 Weeks War between Austria and Prussia. The game was first published as a supplement to Command magazine Issue #21.

A complete copy of the game includes 12 pages of rules, 200 counters, and a 22" x 34" mapsheet (which contains the map along with some player aids).

There are some extensive rules for cavalry charges, artillery, morale loss, and weather effects. The game also includes a number of 'what if?' scenarios which include alternate orders of battle as well as the historical one.

Game length and victory conditions are determined by the scenario being played. Victory usually relies on capture of geographical objectives and/or elimination of opponent's forces.