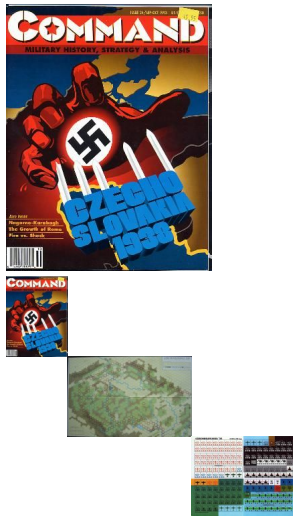


Command Magazine (Czechoslovakia '38)



This game is a two-player wargame that simulates what might have been the first campaign of World War II in Europe if the Prague government rejected the Munich dictat.

Rating: Not Rated Yet

Price

Price £21.95

[Ask a question about this product](#)

Manufacturer [XTR CORPORATION](#)

Description

Good Condition Unpunched Copy. Missing variant counters, rear page of the Game Supplement has sections cut out from it.

This game is a two-player wargame that simulates what might have been the first campaign of World War II in Europe if the Prague government rejected the Munich dictat. The game includes a 34"X22" mapsheet, 142 counters, and 18 pages of rules. To win, the German player must attempt to crush Czechoslovakia by conquering come crucial territory before France and England decide to join the war. The Czech player wins by holding out until those two Allies intervene.