The gang that created the Waypoint magazine and resurrected the computer version of the Harpoon naval & aerial warfare simulator in the early 2000s, strikes again!

Command: Modern Air / Naval Operations is the high-fidelity warfare simulator from **WarfareSims.com**. Combining massive scale (the entire earth is your theater) and incredible depth and breadth (conflicts from 1946 to 2020+) with unprecedented detail, realism and accuracy, a powerful Windows interface and challenging AI, Command has set the new standard for air-naval war games.

Praised by military professionals, hobbyists and the gaming press alike, Command swept the *Wargame Of The Year 2013* awards and shattered sales records in its category:

> **United States Naval Institute:** *"Command will find a following not only among civilian gamers but might have value among military, government, and policy circles as a simulator of modern warfare. […][This] is a game with broad appeal for everyone from casual gamers to government users looking to model unclassified, informal simulations. It likely will be the main choice for hard modern warfare simulators for years to come."*

> **Michael Peck, War Is Boring:** *"This isn't just a game. It's a simulation that's as close as many of us will ever get to real Pentagon simulation. C:MANO, as fans call it, is a real-time game that boasts an incredibly rich—and unclassified—database of the aircraft and ships of the Cold War and beyond. […] I strongly suspect that this game won't prove any less accurate than the government's tippity-top-secret simulations."*

Multiple awards.
Over 150 scenarios (as of June 2014).
Thousands of fanatical players.
Tens of thousands of planes, ships, submarines, land units, satellites, weapons, sensors, and other systems.

Command: Modern / Air Naval Operations is available only at Matrix Games.

For more information go to **WarfareSims.com**.

AKASH (SAM)

By **Michael Mykytyn**

Users: India

Roles & Mission: A medium range (25 nm), mobile, theater-defense surface-to-air missile which is currently replacing the aging SA-6 Guideline missile system (from which it is derived) in Indian service. Mounted on a BMP chassis and paired with the Rajendra array, this system can engage low to high altitude targets. Development continues on the system to eventually reach an extended range and anti ballistic missile capability. Expect this system to be deployed in forward areas, to provide defense of ground forces and area coverage.

Strengths: The Akash in its current configuration is an excellent platform against the capabilities of India's current rivals (Pakistan, China). It also fills important gaps within the Indian air defence system. It retains the tactical mobility of the old SA-6, and the Rajendra 3D phased-array radar provides it with much better engagement abilities than the old Straight Flush. Its future configuration will give India a limited defence against theater ballistic missile threats.

Weaknesses: The Akash is highly vulnerable to any modern anti-radiation missiles when not working in conjunction with other Indian air defense systems. While being perfectly capable against the current set of regional rivals, this system still suffers from the shortcomings of the SA-6 missile and is thus lacking in ability against modern systems. It remains to be seen if the planned upgrades will come to fruition.

Equipment: Akash SAM Battery (2001) - DB2000 v6.1.9

Radars

Type & Quantity	Max Range	Abilities	Notes
Rajendra	50nm	Air Search, Range Information, Bearing Information, Altitude Information, IFF Information	3D Phased Array Surveillance / Engagement Rad

Mounts

Type & Quanity	ROF	Capacity	Weapon (Service Date)
Akash 3-rail TEL	2	3	Akash SAM (2001)

Text information and pictures provided by Bharat Rhakshak the Consortium of Indian Military Web Sites at:
http://www.bharat-rakshak.com/MISSILES/Akash.html