

COMMUNICATION LINK

Letters from our readers

Now, as a 30-plus year veteran of the wargaming hobby, I would like to offer a few *editorial* comments. Though my interests cover all spectrums of the hobby, I am first and foremost an *ancients* nut. Needless to say, the *GBoH Series (SPQR, Deluxe Alexander and Julius Caesar)* has become for me a truly beautiful experience. Though one can learn some history from any wargame, what I've learned from *GBoH* about the history of ancient warfare is immeasurable. Berg, Herman and the Staff of GMT have done more than a series of wargames. You have produced a new sense of history. Now, I know and can appreciate why Alexander was the greatest general in military history. Why Caesar was such a *lucky stiff* who was fortunate to control the greatest army in the world. Why the Roman Legion, though beset by setbacks throughout its glorious history, always had the one quality cherished by all armies throughout recorded history. Did I learn this from reading a book? No, I learned it from opening a box and playing out history on my table in my den. Thank you very much from a veteran *grogard* who discovered its never to late to learn the *lessons of History*.

WILLIAM SHEHAN
Ruthersordton, NC

Well, you all have made an old wargamer very happy here in the last couple days. I received Deluxe AI a couple months ago and was becoming a little perturbed since War Elephant had *still* not arrived. Then, last week, when I got home from a really crappy work day, my oldest daughter handed me a brown envelope with the GMT logo on it. I suspected it was what I had been waiting for since I had already gotten my copy of Dictator. I opened the envelope and found second edition War Elephant inside. I was thrilled and my crappy day ended right at that point. I will finish trimming the unit counters this week and should be rampaging elephants at Raphia by the weekend.

I came late to the *Great Battles of History* series, and missed the Juggernaut and War Elephant modules. As I got deeper into the series, buying SPQR, Caesar, and all the later modules I realized the *ancients* were more interesting than I

thought. I started wargaming with Panzerblitz (TAHGC) in 1976 and then buried myself in Squad Leader (TAHGC) for the next ten years or so. I developed an interest in Napoleonics and bought every *La Bataille...* title on the market...but always went back to Squad Leader and then Advanced Squad Leader. I am, by choice and self-training, an Eastern Front WWII aficionado, with a strong German lean. I know lots about *Panthers* and *Tigers*, battles and leaders, guns and planes, and so on. My tastes in military history are not too diverse, mainly WWII and Napoleonics, and I was a happy *grogard*. I dutifully hand trim each unit counter for each game I own (Yes, even the thousands of Squad Leader counters!)... and I have a veritable glass shop on hand to defeat the various sized mapsheet *trampolines*. (One must not have fuzzy edges and bouncy boards!) I watched a miniatures game of Ancients about fifteen years ago and commented to one of the players that one of my *Tigers* could destroy their entire little, human, armored army. I was amused...and the guy did not even smile.

Then one day, more recently, I was at a hobby shop in Fort Lauderdale and saw Rodger MacGowan's box art on SPQR. I recognized the work, but had no idea what the hell *Spee-Quer* meant. I read the back of the box, and plunked down the cash. Now, after two years or so, lots of reading (Thanks for the bibliography!), and video rentals (Burton is hilarious as Big Al!), I not only know what SPQR means, but I also know the differences between African and Indian elephants, and what cataphracted cavalry is, and who the Immortals are, and why the shaft of a pilum was made of soft iron, and the nature of the debate on the length of a sarissa. I am hooked, just like I had been with Squad Leader.

I have played hundreds of games over the years and spent literally thousands of dollars on supporting books. Your system, from The Great Battles of Alexander to **Julius Caesar**, is by far one of the best I have ever played. I have already gotten hundreds of hours of pleasure, both playing and studying, out of your games. That is the beauty of our hobby, and all of you are to be commended. The little pieces of

cardboard and colored sheets of paper help bring knowledge and passion back into lives that are often dulled by the world around us. The sense of humor, so evident in your rule and scenario books, is refreshing in an age where nearly everyone takes themselves much too seriously. The game system is subtle, appears representative of the period of warfare, and is great fun. I guess my own love for armored fighting vehicles is reflected in my enjoyment of the elephant battles, and my love for classic struggles is reflected in my enjoyment of the King Pyrrhus scenarios. (I have played *Heraclea* at least seven times and each time I really get a kick out of committing the *Lucanian oxen*.)

The bottom line to this epic letter is I want you *all* to know how much the games are appreciated and enjoyed. They are great fun! I look forward to additional modules covering Hellenistic warfare, more of the Roman Republic, and whatever else you all think up. Most importantly, I look forward to coming home some time in July, after having a crappy work day, and having my daughter hand me a brown GMT envelope. I will look to the west (GMT Land!), smile, and whisper to myself..."Diadochoi — *Battles of the Successors!*"

Thanks again for your games!

MIKE JANAS
Miami, FL

I have purchased **The Battles of Waterloo**, and after my satisfaction with that game, **Arctic Storm**. I have found that the quality of your games and your customer support are excellent. Most importantly, your map and counter graphics are divine; especially so for **Waterloo**.

If I may add one suggestion. I am a fan of the *old* Game Designers' Workshop type counters. If you could make the lines on your standard military counters (e.g. Arctic Storm) a little bolder, so that the information really stands out, it would make it slightly easier to read them. As for the soldiers depicted on the **Waterloo** and **Deluxe Alexander** counters I have seen, well...wow. They make looking at, let alone playing your games, a joy!



Feedback Questions

Issue Nr.6, 1996

Thanks for everything, and all the best to the GMT team in the future.

JOHN MUNDIE
London, Ontario
Canada

I recently pre-ordered two games from you, Crisis: Sinai 1973 and Eighth Air Force (which I received and I'm very pleased with). I have quite a few other GMT games and I'm quite pleased with *all* of them. The purpose of this letter is to thank you for producing such good games...

My main point of satisfaction comes from Rodger MacGowan's artwork. I think he has produced some of the best artwork for wargames and I am very pleased he is Art Director at GMT Games. Although some of his artwork falls short at times (e.g. Operation Mercury), overall he has produced nothing but outstanding work.

Some of his best work to date includes PanzerArmee Afrika, Flat Top, and various covers of *The General* for Avalon Hill, Rommel's War for Quarterdeck Games and Race to the Meuse for 3W. I think when he combines images of machinery with famous personalities he is excellent. I have compiled my favorites in a *Top Ten List* of his best work (below). I certainly hope he continues doing artwork for GMT Games.

Top Ten RBM CoverArt List:

1. Flat Top cover *The General* (V.18 #6)
2. Afrika Korps cover *The General* (V.17 #3)
3. PanzerArmee Afrika (TAHGC)
4. The Rise of the Luftwaffe (GMT Games)
5. Rommel's War (Quarterdeck Games)
6. Mare Nostrum — *The War in the Mediterranean* (Bookcover) TIE
6. Crisis: Sinai 1973 (GMT Games) TIE
7. Battle of the Bulge ('81 Ed., TAHGC)
8. Afrika Korps article *The General* (V.17 #3)
9. PanzerGruppe Guderian (TAHGC) TIE
9. PanzerKrieg (TAHGC) TIE
9. Lost Victory (GMT Games) TIE
10. Air Assault on Crete cover *The General* (V.15 #3) TIE
10. Kirovograd (3W) TIE

BERNHARD HOLMOCK
Montreal, Quebec
Canada

How to use the Feedback Response Card:

After you've finished reading this issue of *C3i*, please read the Feedback questions below, and give us your answers and comments on the enclosed Feedback Card or on a separate sheet of paper.

Please send your Feedback Response and Comments to GMT Games, P.O. Box 1308, Hanford, CA 93232-1308. Thank you.

QUESTIONS

Questions 1 through 16 ask you to rate this issue, its articles and graphics (0=no opinion; 1=poor to 5=excellent).

1. In the Pipeline: News & Information
2. SPQR Module: *Battle of Telamon, 225 B.C.*
3. SPQR Module: *Mago's Battles*
4. Inside GMT
5. GBoH: The Carthaginian Commanders
6. RoL/8th Air Force: After Action Reports
7. Rise of the Luftwaffe: Abbeville Variant
8. Three Days of Gettysburg: New Scenarios
9. On the Drawing Board: WW2 Retrospective
10. Britain Stands Alone: Admiralty's PoV
11. Britain Stands Alone: Air Variants
12. Britain Stands Alone: New Options
13. Rules Clarifications
14. GBoH Series Chart: Fifty-Battles
15. Player Aids: Game INSERTS in this issue
16. This Issue Overall
17. Graphic Design of this Issue Overall
18. On the basis of this issue only would you be inclined to resubscribe to *C3i* (Y/N)?

Questions 19 through 40 ask you to rate the following games, first in terms of game design, second in terms of ease of playability and third in terms of graphic design using a scale of 1 to 5, 5 being best:

- The Great Battles of History Series:
 19. Dix Ed: *Battles of Alexander* (Design)
 20. Dix Ed: *Battles of Alexander* (Playability)
 21. Dix Ed: *Battles of Alexander* (Graphics)
 22. SPQR (Design)
 23. SPQR (Playability)
 24. SPQR (Graphics)
 25. *Lion of the North* (Design)
 26. *Lion of the North* (Playability)
 27. *Lion of the North* (Graphics)
 28. *Battles of Julius Caesar* (Design)
 29. *Battles of Julius Caesar* (Playability)
 30. *Battles of Julius Caesar* (Graphics)

- Down in Flames Series
 31. *The Rise of the Luftwaffe* (Design)
 32. *The Rise of the Luftwaffe* (Playability)
 33. *The Rise of the Luftwaffe* (Graphics)
 34. *8th Air Force* (Design)
 35. *8th Air Force* (Playability)
 36. *8th Air Force* (Graphics)
- Napoleonic and Civil War Titles
 37. *Battles of Waterloo* (Design)
 38. *Battles of Waterloo* (Playability)
 39. *Battles of Waterloo* (Graphics)
 40. *Three Days of Gettysburg* (Design)
 41. *Three Days of Gettysburg* (Playability)
 42. *Three Days of Gettysburg* (Graphics)
 43. *Glory* (Design)
 44. *Glory* (Playability)
 45. *Glory* (Graphics)
- World War II and Modern era Titles
 46. *Invasion: Norway* (Design)
 47. *Invasion: Norway* (Playability)
 48. *Invasion: Norway* (Graphics)
 49. *Typhoon!* (Design)
 50. *Typhoon!* (Playability)
 51. *Typhoon!* (Graphics)
 52. *Crisis: Sinai 1973* (Design)
 53. *Crisis: Sinai 1973* (Playability)
 54. *Crisis: Sinai 1973* (Graphics)

Feedback Results Issue Nr.5 *C3i*

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