

Comprehensive Index to *C3i* Magazine Covering Issue Numbers 1-12 and the SPQR Player's Guide

By Stuart K. Tucker, Fen Yan and James Urban
Table of Contents

- I. Indexed by Series and Game
- II. Columns & Other Topics
- III. By Article Author
- IV. Inserts by Issue

NOTE: The SPQR Player's Guide is identified as SPG throughout.

I. INDEXED BY SERIES/GAME

Entries are listed in publication order under their game. Games that are part of a series are grouped together under the name of that series.

Entry Format:

Title of Article or Insert (Article Author) Issue# (Article Type) Page(s).

Article Type Key:

A	Analysis
Cd	Card(s)
Ct	Counter(s)
DN	Designer's/Developer's Notes
E	Editorial
H	History
I	Interview
Ix	Index
Misc	Miscellaneous
Mp	Map
P	Game Preview
RC	Rule Clarifications
Rep	Replay, Battle Report or After Action Report
Sc	Scenario
Sh	Playing Aid Sheet(s)
V	Variant Rules

SERIES GAMES

American Revolution

Saratoga, 1777 [Sara]

- Developer's Notebook (Lewis, Andy) #9 (DN) 15-16.
How I came to Develop Saratoga (Lewis, Andy) #9 (DN) 16.
RBM Sketch Map: Saratoga (MacGowan, Rodger B.) #9 (Mp) 17.
Rules Clarifications, August 1998, #9 (RC) 18.
Saratoga Tournament Rules (Lewis, Andy) #11 (V) 14.
Mastering Your Opponent Across the Tactical Matrix (Ashton, Alex) #12 (A) 38-40.

Crisis

Crisis: Korea 1995 [CKor]

- Detected/destroyed counters (6), #2 (Ct) Insert.
Battle Report: Anatomy of a Victory: Who Wins the Next War in Asia? (Billingsley, Gene) #3 (Rep) 20-23.
RBM Sketch Map: Crisis: Korea 1995 (MacGowan, Rodger B.) #3 (Mp) 24-25.
Campaign #6: ROK Attack (Billingsley, Gene) #3 (Sc) 26.
Terrain Effects Chart, #3 (Cd) Insert.
Scenarios 1 & 2 card (2 sided), #3 (Cd) Insert.
Scenarios 3 & 4 card (2 sided), #3 (Cd) Insert.
Crisis: Korea 1995-Strategies and Tactics (Cleaves, Jon S.) #4 (A) 384-2.
Replacement counters (97), #4 (Ct) Insert.
Crisis: Korea 1995-Targeting the Peninsula (Cleaves, Jon S.) #5 (A) 18-20.

Crisis: Sinai 1973 [CSin]

- Tel Aviv or Bust: Conducting an All-Out Egyptian Attack (Forester, Lee) #8 (A) 24, 26-30.
RBM Sketch Map of area covered by Crisis: Sinai 1973 game map (MacGowan, Rodger B.) #8 (Mp) 25.
Rules Clarifications, #8 (RC) 44-45.
Playing Aid, #8 (Cd) Insert.

Down in Flames

- After Action Report: The Rise of the Luftwaffe and 8th Air Force (Versssen, Dan) #6 (Rep) 20-27.
Optional Rules for Down in Flames (Johnson, Scott) #7 (V) 42-43.
The Flying Tigers in China/Burma, 1941-42 (Malkusak, Norman) #10 (Sc) 21, 47.
Flying Tigers China-Burma 1941-1942 campaign card, #10 (Cd) Insert.
Flying Tigers Village target card, #10 (Cd) Insert.
Flying Tigers aircraft cards (16), #10 (Cd) Insert.
How to Design Your Own Aircraft Cards for DiF Series (MacGowan, Rodger B.) #11 (V) 21.
Team Tournament Format for Down in Flames, #11 (V) 22.
The Israeli War of Independence, 1948-49 (Horky, Roger) #12 (Sc) 13-14.
Arab-Israeli War, 1948-49, aircraft cards (16), #12 (Cd) Insert.
Arab-Israeli War, 1948-49, campaign card, #12 (Cd) Insert.
Aces counters (8), #12 (Ct) Insert.

Eighth Air Force [8AF]

- What's Next for the Down in Flames Series? (Billingsley, Gene and Rodger B. MacGowan) #3 (DN) 6-7.
Designer's Notes (Versssen, Dan) #6 (DN) 27.
Rules Clarifications, January 1996, #6 (RC) 44-45.
Schweinfurt Raids campaign card & Skilled Pilot/Crew Chart for DiF (2 sided) (MacGowan, Rodger B., and Mike Lemick) #6 (Cd) Insert.
Editor's Desk (SPQR Guide Preview, Insert Clarifications), (MacGowan, Rodger B.) #7 (E) 2. Abbeville Kids (Legan, Joseph) #8 (V) 22-23.
Observations on Eighth Air Force (Janice, Chris) #11 (V, RC) 16-18.

Rise of the Luftwaffe [RotL]

- The Rise of the Luftwaffe: Malta Campaign (Versssen, Dan) #3 (Sc, V) 27.
Malta Under Siege Campaign card, #3 (Cd) Insert.
Malta Under Siege aircraft cards (16), #3 (Cd) Insert.
A Guided Tour of The Rise of the Luftwaffe, Part One (Courter, Greg) #4 (A) 32-37.
A Guided Tour of The Rise of the Luftwaffe, Part Two (Courter, Greg) #5 (A) 32-35.
Winter War 1939-1940 campaign module (article & rules on 2 sides of a card) (Horky, Roger) #5 (Cd, Sc) Insert.
Winter War aircraft cards (16), #5 (Cd) Insert.
Winter War campaign card, #5 (Cd) Insert.
The Boys from Abbeville (Legan, Joseph) #6 (V) 29.
Aircraft Card Data for the Regia Aeronautica (Trucco, Giorgio) #10 (V) 13.
Operation Pedestal-Malta Convoy, August 1942 (Clarence, Ian) #10 (Sc) 16-19.
The Vic in Down in Flames (Schueler, Dave) #10 (V) 20. Battle of Britain Day-15 September 1940 (Pilling, Toby) #10 (Sc) 22-23.
Kuban Bridgehead (Guerrero, Greg Leon) #11 (H, Sc) 19-20, 22. Kuban Bridgehead 1943 campaign card, #11 (Cd) Insert.
Kuban Bridgehead aircraft cards (16), #11 (Cd) Insert.

Zero! [Zero]

- A Preview of Zero! (Horky, Roger) #12 (P) 34.

East Front Series

- What You Won't See in Army Group North (Curtis, Tony) #12 (DN) 35-38.
Experimental Rules for Eastern Front series (2), #12 (Sh) Insert.

Typhoon! [Typh]

- Rules Clarifications, January 1996, #7 (RC) 44.

- Typhoon! Campaign Variant (Curtis, Tony) #8 (V) 40-41.
Moscow or Bust: One Approach to German Play in Typhoon! (Forester, Lee) #9 (A) 24, 26-28, 30-35.
RBM Sketch Map of area covered by Typhoon! game maps (MacGowan, Rodger B.) #9 (Mp) 25.
Dissenting Opinion: Some Typhoon Alternatives (Curtis, Tony) #9 (A) 29.
A Typhoon! on the Road to Moscow: A PBEM summary (Biron, Jean-Philippe and Benoit Larose) #9 (Rep) 36-39.
Retrofitting Barbarossa into Typhoon! (Curtis, Tony) #9 (V) 40-42.
Variant (#8) counters (13), #9 (Ct) Insert.

Great Battles of the American Civil War

River of Death [RoD]

- Correction Counters (66), #12 (Ct) Insert.

Three Days of Gettysburg [3DoG]

- McPherson's Ridge and the Iron Brigade (Bahl, Charles and The Quake Coast Game Club) #6 (Sc) 30-31.
Rules Clarifications, January 1996, #6 (RC) 43-44.
Correction Counters (8), #12 (Ct) Insert.

Great Battles of History

- The Fifty Battles Covered to Date (Brooks, Evan) #6 (Ix) 48.
Index of *C3i* GBoH Articles and Battles (Jackson, Stephen) #8 (Ix) 11.

Great Battles of Alexander [GBoA]

- The Battle of Marathon, 490 B.C. (Herman, Mark and Richard Berg) #1 (H, Sc) 10-15.
Persian Plan for Battle of Issus, 333 B.C. (Blennemann, Ulrich) #2 (A) 14-15.
Rules Clarifications, #2 (RC) 40. From Alexander the Great to Gustavus Adolphus (Perla, Peter) #3 (A) 8-13.
Macedonian Counterplan for Issus, 333 B.C. (Gruber, Carl) #3 (A) 18-19.
Rampaging Pachyderms! (Phares, Rich) #5 (A) 6-11.
Alexander the Great in Italy, 319/318 B.C. (Berg, Richard) #5 (H, Sc) 21-25.
Rules Clarifications, Deluxe Edition, March 1995, #5 (RC) 44.
The Great Battles of Epaminondas (Herman, Mark) #7 (H, Sc) 6-10.
Foundations of Victory: Reasons for Macedonian Supremacy (Werbaneth, Jim) #7 (H) 11-13.
History According to the Movies: Alexander the Great (MacGowan, Rodger B.) #7 (Misc) 22.

The Battle of Crimissos River, 341 BC (Fournie, Dan) #8 (H, Sc) 6-10.
Simple GBoH: Rules for Speeding Play for Great Battles of Alexander (Berg, Richard) #8 (V) 31-38.
Great Battles of the Achaemenidae (Jackson, Stephen) #9 (H, Sc) 10-14.
Achaemenidae (#9) counters (12), #10 (Ct) Insert.
Parmenion counter for Alexander, #10 (Ct) Insert.

Juggernaut (GBoA module)

Rules Clarifications, #2 (RC) 40.

Diadochi (GBoA module)

Rules Clarifications, January 1996, #6 (RC) 45.

SPQR

SPQR: The World According to Polybius (Herman, Mark) #1 (H) 16-18.
Macedonians vs. Romans (Berg, Richard) #1 (DN) 19-21.
The Hammer of God: SPQR Module (Herman, Mark) #2 (H, Sc) 21-27.
From Alexander the Great to Gustavus Adolphus (Perla, Peter) #3 (A) 8-13.
The Hammer of God, Part II: SPQR Module (Herman, Mark) #3 (H, Sc) 14-17.
The Battle of Dertosa, 215 B.C. (Fournie, Dan) #4 (H, Sc) 16-20.
Sophonisba and the Battle of the Great Plains (Berg, Richard) #4 (H, Sc) 21-25.
Missile low/no counters (5), #4 (Ct) Insert.
Battle of the Great Plains (#4) counters (23), #4 (Ct) Insert.
Dertosa counters (5), #4 (Ct) Insert.
Castulo (#5) counter, #4 (Ct) Insert.
Rampaging Pachyderms! (Phares, Rich) #5 (A) 6-11.
The Battle of Castulo, 211 B.C. (Fournie, Dan) #5 (H, Sc) 12-16.
Alexander the Great in Italy, 319-318 B.C. (Berg, Richard) #5 (H, Sc) 21-25.
The Clash of Swords, the Thunder of Hooves (Werbaneth, James P.) #5 (A) 26-31.
The Battle of Telamon, 225 BC (Fournie, Dan) #6 (H, Sc) 6-9.
Mago: Youngest of the Lion's Brood (Fournie, Dan) #6 (Sc, V) 10-15.
Carthaginian Commanders of the 2nd Punic War (Fournie, Dan) #6 (H) 16-19.
Preview of Equus: Cavalry Battles of the Second Punic War (Fournie, Dan) #7 (H, Sc) 14-15.
The Truceless War: Hamilcar Barca Puts Down a Mercenary Revolt (Fournie, Dan) #7 (H, Sc) 16-21.
Marcus Claudius Marcellus: The Sword of Rome (Fournie, Dan) #8 (Sc) 12-19.
Caralis: The Battle for Sardinia, 215 BC (Fournie, Dan) #9 (H, Sc) 4-9.
Sword of Rome (#8) counters (4), #9 (Ct) Insert.
Crimissos River (#8) counters (4), #9 (Ct) Insert.
Telamon & Mago (#6) counters (13), #9 (Ct) Insert.

Equus: Cavalry Battles of the Second Punic War, 218-203 B.C. (Fournie, Dan) #10 (Sc) 28-35.
Truceless War (#7) counters (9), #10 (Ct) Insert.
Player's Guide scenario counters (8), #10 (Ct) Insert.
Masinissa counter for Africantus, #10 (Ct) Insert.
Equus counters (6), #10 (Ct) Insert.
Hannibal counter for SPQR, #10 (Ct) Insert.
Editor's Desk (MacGowan, Rodger B.) SPG (E) 1.
The Clash of Swords, the Thunder of Hooves (Werbaneth, James P.) SPG (A) 4-9.
The Carthaginian Army in SPQR (Burton, James) SPG (A) 10-12.
The Battle of Zama, 202 B.C. (Fox, David) SPG (A) 13.
The Roman Army in SPQR (Fox, David) SPG (A) 14-16.
Pyrrhus of Epirus vs. Rome: Claiming Your Own Pyrrhic Victory (Reed, Mike) SPG (A) 17-19.
Skirmishers in SPQR: Effective Use of Light Infantry and Skirmishers (Bean, Steve and Boyd Schorzman) SPG (A) 20-21.
Masinissa's Corner: Cavalry Tactics (Burton, James) SPG (A) 22-23.
SPQR Guide Abbreviations List, SPG (A) 23.
Elephants & Phalanx: Elephants, Phalanxes and How Romans Deal With Them (Polonka, Jack) SPG (A) 24-25.
Rampaging Pachyderms! (digest version of article in #5) (Phares, Rich) SPG (A) 25.
Leaders in SPQR: Command and Leadership (Vasta, Salvatore) SPG (A) 26-27.
Contrasts in Roman and Macedonian Tactics (Gruber, Carl) SPG (H, A) 28-30.
The Bagradas Plains, 255 B.C. (Fox, David) SPG (Rep) 31-34.
The Battles of Lamia and Elis, 208 B.C. (Vasta, Salvatore) SPG (H, Sc) 35, 38-39.
The Battles of SPQR Map and Time Line (MacGowan, Rodger B.) SPG (Mp) 36-37.
The Learning Scenario: A Roman Auxiliary Legion vs. Hannibal's Combined Arms Force (Townsend, David) SPG (Rep) 40-43, 45-52.
The Battle of Cannae, 216 B.C. (Fox, David) SPG (A) 44.
The Battle of Magnesia, 190 B.C. (Fox, David) SPG (A) 52.
The Second Battle of Beneventum, 214 B.C. (Fournie, Dan) SPG (H, Sc) 53-56.
Pydna, 168 B.C.—Legion vs. Phalanx (Fournie, Dan) SPG (Sc) 57-59.
Moving on from SPQR in the GBoH Series (Townsend, David) SPG (A) 60-63.
SPQR: The World According to Polybius (Herman, Mark) SPG (H) 64-66.
The Battle of Cynoscephalae, 197 B.C. (Vasta, Salvatore) SPG (A) 67, 71.
Designer's Notes (Berg, Richard) SPG (DN) 68-69.
Index of Magazine Articles on SPQR & GBoH (Townsend, David) SPG (Ix) 70-71.
SPQR Chronological Battle Index

(Townsend, Dave and David Fox) SPG (Ix) 72.
SPQR Player Aid Card (Lemick, Mike) SPG (Cd) 73.

Pyrrhic Victory (SPQR module)

Pyrrhic Victory counters (30), #2 (Ct) Insert.

Great Battles of Julius Caesar: The Civil Wars [GBJC]

Crossing the Rubicon, 49 B.C. (Herman, Mark) #4 (H, Sc) 12-15.
Caesar: Civil Wars Charts & Tables cards (2), #4 (Cd) Insert.
Rampaging Pachyderms! (Phares, Rich) #5 (A) 6-11.
The Sertorian War, 80-72 B.C. (Jackson, Stephen) #10 (H, Sc) 4-12.
Caralis (#9) counters (4), #10 (Ct) Insert.
Sertorian War counters (16), #10 (Ct) Insert.
Veni Vidi Vici (future module) counters (20), #10 (Ct) Insert.
Arminius and the Defense of Germania (Jackson, Stephen) #11 (H, Sc) 23-27, 35-37.
The Nike Gambit (Kouba, Jeff) #12 (A) 43-44.
A Bridge to Near (Townsend, Dave) #12 (A) 45, 47.

Conquest of Gaul [CoG]

Aulerci counter for Conquest of Gaul, #10 (Ct) Insert.
Germania (#11) counters (4), #10 (Ct) Insert.
Arminius and the Defense of Germania (Jackson, Stephen) #11 (H, Sc) 23-27, 35-37.
How to Employ Your Very Own Barbarian Horde (Jackson, Stephen) #11 (A) 37-40.
Publius Crassus in Aquitania (Bey, Frederic) #11 (H, Sc) 41-42.
Aquitania counters (6), #12 (Ct) Insert.
Germania (#11) counter (1), #12 (Ct) Insert.

Cataphract/Justinian [Cata]

From the Nightstand (Tucker, Stuart and Mitchell Land) #11 (Misc) 15, 34.
Developer's Notes (Ray, Alan J.) #11 (DN) 43-45, 47.
Fleet Record Sheet: Ben-Hur/Sena Gallica, #11 (Sh) Insert.
The Justinian Gambit (Stuart, Rick D.) #12 (H, V) 27-32, 44.

Lion of the North [LotN]

Gustavus Adolphus, the Dawn of Modern Warfare (Berg, Richard) #2 (DN) 16-20.
From Alexander the Great to Gustavus Adolphus (Perla, Peter) #3 (A) 8-13.
Loss Charts (2 sided) (Lemick, Mike) #6 (Cd) Insert.
Editor's Desk (SPQR Guide Preview, Insert Clarifications) (MacGowan, Rodger B.) #7 (E) 2.

Samurai [Sam]

Rules Clarifications, August 1996, #7 (RC) 5.
Record Sheet, #7 (Sh) Insert.
Samurai: Warfare in 16th Century Japan (Carey, Steven A.) #8 (Rep) 20-21.
Playing Aid, #8 (Cd) Insert. Warriors and Soldiers (Werbaneth, Jim) #10 (A) 41-44.
The Power of One: Individual Combat in Samurai (Montesa, Mike) #10 (A) 44-45.

War Galley [WarG]

Didius counter for War Galley, #10 (Ct) Insert.
Ben-Hur (Lemick, Mike) #11 (Sc) 28-29.
The Raven: Rome's Secret Weapon (Fournie, Dan) #11 (H, Sc) 31-34.
Fleet Record Sheet: Ben-Hur/Sena Gallica, #11 (Sh) Insert.
Ben-Hur counters (40), #11 (Ct) Insert.
Quinquereme: Naval Combat in the Second Punic War (Fournie, Dan) #12 (H, Sc) 4-12.
Counterpoint: The Carthaginian Perspective (Tucker, Stuart K.) #12 (H) 8.
Multi-Player War Galley Rules (Ray, Alan J.) #12 (V) 33.
Multi-Player Scenarios for War Galley (2), #12 (Sh) Insert.
Multi-Player counters (18, front side), #12 (Ct) Insert.
Raven counters (3), #12 (Ct) Insert.
Sapriportis counters (3), #12 (Ct) Insert.
Quinquereme counters (3), #12 (Ct) Insert.
Salamis (War Galley module)
Fleet Record Sheets: Salamis, Artemisium I & Artemisium II (3), #11 (Sh) Insert.

Game Player's Series

Battles for North Africa

Holding Boxes sheet (2 sided), #7 (Sh) Insert.
Resource Point Record sheet (2 sided), #7 (Sh) Insert.
BNA Scenario: Operation Crusader (Berg, Richard) #8 (Sc) 4-5.
Rules Clarifications, February 1997, #8 (RC) 44.
Playing Aids (2), #8 (Cd) Insert.
Correction Counters (11), #12 (Ct) Insert.

Glory [Glor]

A Solitaire Path to...Glory (Carey, Steven A.) #9 (Rep) 44.
RBM Sketch Map: Glory (MacGowan, Rodger B.) #9 (Mp) 45.

June 6, D-Day, 1944 [J6]

Replacement & extra counters (28), #10 (Ct) Insert.
Activation Marker Holding Area cards, #11 (Cd) Insert.
Correction Counters (12), #12 (Ct) Insert.

Comprehensive Index: Numbers 1-12 and SPQR Player's Guide

Leader

Hornet Leader [HLdr]

North Korea: Hornet Leader Module Nr.2 (Verssen, Dan, Gene Billingsley and Rodger B. MacGowan) #1 (Sc) 22-24.
TDA for Hornet Leader (Petraska, Jeff) #1 (A) 42-47.
Target cards (3) aircraft cards (2) & counters (12) (on part of 1 sheet), #1 (Cd, Ct) Insert.
Campaign card, #1 (Cd) Insert.
A Hornet Leader TDA Update (Petraska, Jeff) #3 (A) 38-39.
50 Minutes Over the Blackboard: Using Hornet Leader in the Classroom (Phares, Rich) #3 (Misc) 40-44.
Variant Clarification (Verssen, Dan) #3 (RC) 47.
Variant (#1) counters (12), #4 (Ct) Insert.

Thunderbolt+Apache Leader [T+AL]

Official Rule Clarifications, October 1992 (Verssen, Dan) #1 (RC) 27.
A Look at Thunderbolt+Apache Leader (Selover, Jay C.) #1 (A) 28-29.
Interview: Dan Verssen (Selover, Jay C.) #1 (I) 30-31.
Designer's Notebook (Verssen, Dan) #1 (DN) 32-33.
Campaign card & situation card (on part of 1 sheet), #1 (Cd) Insert.
Rules Clarifications, #2 (RC) 41.
TDA for Thunderbolt+Apache Leader (Petraska, Jeff) #3 (A) 34-37.

Operations

Air Bridge to Victory [ABV]

AirBridge to the Rijn, 1944 (Werbaneth, Jim) #4 (A) 26-28, 30-31.
RBM Sketch Map: Airbridge to Victory (MacGowan, Rodger B.) #4 (Mp) 28-29.
The Best Laid Plans: Optional Combat Rules (Schueler, Dave) #7 (V) 34-40.

Operation Mercury [Mere]

Allied Campaign option (#5) counters (10), #4 (Ct) Insert.
Allied Campaign Option (Billingsley, Gene) #5 (V) 46-47.

Operation Shoestring [Shoe]

The Added Dimensions of Operation Shoestring (Werbaneth, Jim) #1 (A) 38-41.
The Best Laid Plans: Optional Combat Rules (Schueler, Dave) #7 (V) 34-40.
Variant Naval Rules (Schueler, Dave) #10 (V) 14-15.

Silver Bayonet [SBay]

Silver Bayonet: First Team in

Vietnam, 1965 (Walker, Mark H.) #5 (A) 36-37, 39-42.
RBM Sketch Map: Silver Bayonet (MacGowan, Rodger B.) #5 (Mp) 38.
The Best Laid Plans: Optional Combat Rules (Schueler, Dave) #7 (V) 34-40.

NON-SERIES GAMES

1863

Historical Excursion: 1863 and The Battle of Mine Run (Perla, Peter P.) #2 (H, A) 6-7, 9-13.
RBM Sketch Map: Mine Run (MacGowan, Rodger B.) #2 (Mp) 8.
Rules Clarifications, #2 (RC) 40-41.

Arctic Storm [AS]

Hakaa Paalle! Armies, Environment, and Arctic Storm (Werbaneth, Jim) #2 (A) 28-32.
RBM Sketch Map: Arctic Storm (MacGowan, Rodger B.) #2 (Mp) 33.
Hakaa Paalle Ringing in my Ears or I Confess to a Soviet Disaster in Arctic Storm (Kranz, John) #2 (Rep) 34-35.
White Death: The Battle of Suomussalmi (Ritchie, David James) #2 (H, DN) 36-38.
What Happened to the Soviet 54th? (Polonka, Jack) #2 (V) 39.
Variant (#2) counters (4), #2 (Ct) Insert.
Rules Clarifications, April 1994, #4 (RC) 43.
Variant (#2) counters (4), #4 (Ct) Insert.

Battles of Waterloo [BoW]

Rules Clarifications, April 1994, #4 (RC) 43.
Replacement counters (63), #4 (Ct) Insert.
Hougoumont (Bahl, Charles) #5 (Sc) 43.
Rules Clarifications, January 1995, #5 (RC) 44-45.
Netherlands Army Modifications (Meyler, David) #9 (V) 43.

Britain Stands Alone [BSA]

Rules Clarifications, March 1995, #5 (RC) 45.
From the Admiralty's Point of View (Curtis, Tony) #6 (A) 36-38.
New Air Variants for Britain Stands Alone (Werbaneth, Jim) #6 (V) 39-40.
Britain Stands Alone: Options & Clarifications (Boylan, Kevin) #6 (V, RC) 41-42.
Air variant (#6) counters (27), #10 (Ct) Insert.

Invasion: Norway [INor]

After Action Report: Invasion: Norway (Fox, David) #7 (Rep) 23, 26-31.
RBM Sketch Map: Invasion: Norway (MacGowan, Rodger B.) #7 (Mp) 24-25.
Norway: Naval Supply Rules (Boylan, Kevin) #7 (DN, V) 32-33.

Rules Clarifications, May 1996, #7 (RC) 44-45.
Fuel Roster Chart, #7 (Sh) Insert.
Variant (#7) counters (6), #9 (Ct) Insert.
Operational Tempo in Invasion: Norway (Forester, Lee) #11 (A) 48, 13-14.

Invasion: Sicily [ISic]

Developer's Notebook (Curtis, Tony) #9 (DN) 19-20, 22.
RBM Sketch Map: Invasion: Sicily (MacGowan, Rodger B.) #9 (Mp) 21.
Rules Clarifications, September 1998, #9 (RC) 22.

Lost Victory [LV]

Forced March Rules (Ritchie, David James) #7 (V) 41.

Paths of Glory [PoG]

Paths of Glory: The First World War (Raicer, Ted) #10 (A) 24-27, 36-37.
Designer's Notes (Raicer, Ted) #10 (DN) 38-40.
VP Table Player Aid card (Davis, Mark) #11 (Cd) Insert.

Successors [SUC]

Adding Companions to Successors (McGran, Ed) #12 (V) 41-42.

Tigers in the Mist [TitM]

Tigers in the Mist: A Primer (Freeman, Ray) #12 (A) 15-18, 26.
The Seventh Army Attacks (Petraska, Jeff) #12 (Rep) 19-26.

Victory in the West [VitW]

Back to the Blitz (Ritchie, David James) #3 (V, Sc) 29-33.
Rules Clarifications, April 1994, #4 (RC) 43.
The Broken Blade (#3) counters (18), #4 (Ct) Insert.
Built-In Blitzkrieg (Werbaneth, Jim) #11 (A) 9-13.

II. COLUMNS & OTHER TOPICS

Downlink

Downlink (C3i Coverage) (Vanore, John J.) #1 (E) 3.
Downlink (Companions) (Vanore, John J.) #3 (E) 46.

Editor's Desk

Editor's Desk (New Editor-in-Chief) (MacGowan, Rodger B.) #6 (E) 2.
Editor's Desk (SPQR Guide Preview, Insert Clarifications) (MacGowan, Rodger B.) #7 (E) 2.
Editor's Desk (The Web) (MacGowan, Rodger B.) #8 (E) 2.
Editor's Desk (End of Avalon Hill), #9 (E) 2.
Editor's Desk (Collector or Player?) (MacGowan, Rodger B.) #10 (E) 2.
Editor's Desk (New Editorial Team) (MacGowan, Rodger B.) #11 (E) 2.
Editor's Desk (Desert Island) (MacGowan, Rodger B.) #12 (E) 2.

Inside GMT

Inside GMT (Welcome to C3i) (Billingsley, Gene) #1 (E) 2.
Inside GMT (Growing Pains) (Billingsley, Gene) #3 (E) 45.
Inside GMT (High Quality Inserts) (Billingsley, Gene) #4 (E) 45-47.
Inside GMT (Subscription Plans) (Billingsley, Gene) #5 (E) 3.
Inside GMT (Out of the Way) (Billingsley, Gene) #6 (E) 3.
Inside GMT (Status of Fall Releases) (Billingsley, Gene) #7 (E) 3, 41.
Inside GMT (Key Aspects of GMT Operations) (Billingsley, Gene) #8 (E) 3, 10.
Inside GMT (State of GMT Games) (Billingsley, Gene) #9 (E) 3.
Inside GMT (Breadth of Game Production) (Billingsley, Gene) #10 (E) 3.
Inside GMT (Art Department) (Billingsley, Gene) #11 (E) 3.
Inside GMT (P250 Reprint Plans) (Billingsley, Gene) #12 (E) 3.

On the Drawing Board

On the Drawing Board (C3i is ...) (MacGowan, Rodger B.) #1 (E) 48.
On the Drawing Board (Graphic Design) (MacGowan, Rodger B.) #3 (E) 48.
On the Drawing Board (GMT Team) (MacGowan, Rodger B.) #5 (E) 48.
On the Drawing Board (WW II Reflections) (MacGowan, Rodger B.) #6 (E) 32.

Other Articles (Publication Order)

One-on-One with Mark Herman (Vanore, John J.) #1 (I) 34-37.
Global Turmoil in the 1990's: Pax Americana, Iran, and the Future (Herman, Mark and David Markov) #2 (A) 42-44.
GMT Game Co. - The German View (Blennemann, Ulrich) #2 (Misc) 48.
C3i Magazine Index (#1-#4), #4 (Ix) 46.
Who plays the games and What are they playing? (Tee, Ken) #4 (Misc) 44.
Echoes of World War II (Zalewski, Tony) #6 (Misc) 32.
WW II and Me (Von Borries, Vance) #6 (Misc) 33.
Impressions of World War II (Werbaneth, James P.) #6 (Misc) 34.
Don't Waste Time (DeBaun, Richard F.) #6 (Misc) 35.
What World War II Meant to this Wargamer (Perla, Peter P.) #6 (Misc) 32-33.
How Has WW II Affected Me? (Emrich, Alan) #6 (Misc) 33-34.
Index of Rules Clarifications, #7 (Ix, RC) 45.
Between Scylla and Charybdis (Fox, David) #7 (E) 48.
The Brotherhood of the Hexagon (DeBaun, Richard F.) #8 (Misc) 42-43.
From the Nightstand (Tucker, Stuart and Mitchell Land) #11 (Misc) 15, 34.
Generic Bridge Blown counters (18, back side), #12 (Ct) Insert.

III. BY ARTICLE AUTHOR

Entry Format:

Article Author(s) (Game Abbreviation-Issue:Pages)
 Ashton, Alex (Sara-#12:38-40)
 Bahl, Charles (3DoG-#6:30-31) (BoW-#5:43)
 Bean, Steve (SPQR-SPG:20-21) Berg, Richard (BNA-#8:4-5) (GBoA-#1:10-15, #5:21-25, #8:31- (LotN-#2:16-20) (SPQR- #1:19-21, #4:21-25, #5:21-25, SPG:68-69)
 Bey, Frederic (CoG-#11:41-42)
 Billingsley, Gene (8AF-#3:6-7) (CKor-#3:20-23, #3:26) (HLdr-#1:22-24) (Misc-#1:2, #3:45, #4:45-47, #5:3, #6:3, #7:3, 41, #8:3, 10, #9:3, #10:3, #11 1:3, #12:3) (Merc-#5:46-47)
 Biron, Jean-Philippe (Typh-#9:36-38) Blennemann, Ulrich (GBoA#2:14-15) (Misc-#2:48)
 Boylan, Kevin (BSA-#6:41-42) (INor-#7:32-33)
 Brooks, Evan (GBoH-#6:48)
 Burton, James (SPQR-SPG:10-12, SPG:22-23)
 Carey, Steven A. (Glor-#9:44) (Sam-#8:20-21)
 Clarence, Ian (RotL-#10:16-19)
 Cleaves, Jon S. (CKor-#4:38-42, #5:18-20)
 Courter, Greg (RotL-#4:32-37, #5:32-35)
 Curtis, Tony (BSA-#6:36-38) (EF-#12:35-38) (ISic-#9:19-20, 22) (Typh-#8:40-41, #9:29, #9:40-42)
 Davis, Mark (PoG-#11:Insert)
 DeBaun, Richard F. (Misc-#6:35, #8:42-43)
 Emrich, Alan (Misc-#6:33-34)
 Forester, Lee (CSin-#8:24, 26-30) (INor-#11:4-8, 13-14) (Typh#9:24, 26-28, 30-35)
 Fournie, Dan (GBoA-#8:6-10) (SPQR-#4:16-20, #5:12-16, #6:6-9, #6:10-15, #6:16-19, #7:14-15, #7:16-21, #8:12-19, #9:4-9, #10:2835, SPG:53-56, SPG:57-59) (WarG-#11:31-34, #12:4-12)
 Fox, David (INor-#7:23, 26-31) (Misc-#7:48) (SPQR-SPG:13, SPG:14-16, SPG:31-34, SPG:44, SPG:52, SPG:72)
 Freeman, Ray (TitM-#12:15-18, 26)
 Gruber, Carl (GBoA-#3:18-19) (SPQR-SPG:28-30)
 Guerrero, Greg Leon (RotL-#11:19-20, 22)
 Herman, Mark (GBJC-#4:12-15) (GBoA-#1:10-15, #7:6-10) (Misc-#2:42-44) (SPQR-#1:16-18, #2:21-27, #3:14-17, SPG:64-66)
 Horkey, Roger (DiF-#12:13-14) (RotL-#5:Insert) (Zero-#12:34)
 Jackson, Stephen (CoG-#11:23-27, 35-37, #11:37-40) (GBJC-#10:412) (GBJC-#11:23-27, 35-37) (GBoA-#9:10-14) (GBoH-#8:1)
 Janiec, Chris (8AF-#11:16-18)
 Johnson, Scott (DiF-#7:42-43)
 Kouba, Jeff (GBJC-#12:43-44)
 Kranz, John (AS-#2:34-35)
 Land, Mitchell (Cata-#11:15, 34) (Misc-#11:15, 34)
 Larose, Benoit (Typh-#9:36-39)

Legan, Joseph (8AF-#8:22-23) (RotL-#6:29)
 Lemick, Mike (8AF-#6:Insert) (LotN-#6:Insert) (SPQRSPG:73) (WarG-#11:28-29) Lewis, Andy (Sara-#9:15-16, #9:16, #11 1:14)
 MacGowan, Rodger B. (1863-#2:8) (8AF-#6:Insert, #7:2) (ABV#4:28-29) (AS-#2:33) (CKor#3:24-25) (CSin-#8:25) (DiF#11:21) (GBoA-#7:22) (Glor#9:45) (INor-#7:24-25) (ISic#9:21) (LotN-#7:2) (Misc-#1:48, #3:48, #5:48, #6:2, #6:32, #7:2, #8:2, #10:2, #11 1:2, #12:2) (Sara-#9:17) (SBay-#5:38) (SPQRSPG:1, SPG:36-37) (Typh-#9:25) (8AF-#3:6-7) (HLdr-#1:22-24)
 Malkusak, Norman (DiF-#10:21, 47)
 Markov, David (Misc-#2:42-44)
 McGran, Ed (Suc-#12:41-42)
 Meyler, David (BoW-#9:43)
 Montesa, Mike (Sam-#10:44-45)
 Perla, Peter P. (GBoA-#3:8-13) (LotN-#3:8-13) (SPQR-#3:8-13) (1863-#2:6-7, 9-13) (Misc-#6:3233)
 Petraska, Jeff (HLdr-#1:42-47, #3:38-39) (T+AL-#3:34-37) (TitM-#12:19-26)
 Phares, Rich (GBJC-#5:6-11) (GBoA-#5:6-11) (HLdr-#3:4044) (SPQR-#5:6-11, SPG:25)
 Pilling, Toby (RotL-#10:22-23)
 Polonka, Jack (AS-#2:39) (SPQR-SPG:24-25)
 Quake Coast Game Club (3DoG-#6:30-31)
 Raicer, Ted (PoG-#10:24-27, 36-37, #10:38-40)
 Ray, Alan J. (Cata-#11:43-45, 47) (WarG-#12:33)
 Reed, Mike (SPQR-SPG:17-19)
 Ritchie, David James (AS-#2:3638) (LV-#7:41) (VitW-#3:29-33)
 Schorzmanm, Boyd (SPQRSPG:20-21)
 Schueler, Dave (ABV-#7:34-40) (RotL-#10:20) (SBay-#7:34-40) (Shoe-#7:34-40, #10:14-15)
 Selover, Jay C. (T+AL-#1:28-29, #1:30-31)
 Stuart, Rick D. (Cata-#12:27-32, 44)
 Tee, Ken (Misc-#4:44)
 Townsend, David (GBJC-#12:45, 47) (SPQR-SPG:40-43, 45-52, SPG:60-63, SPG:70-71, SPG:72)
 Trucco, Giorgio (RotL-#10:13)
 Tucker, Stuart K. (Cata-#11:15, 34) (Misc-#11:15, 34) (WarG-#12:8)
 Vanore, John J. (Misc-#1:3, #1:3437, #3:46)
 Vasta, Salvatore (SPQR-SPG:26-27, SPG:35, 38-39, SPG:67, 71)
 Verssen, Dan (8AF-#6:27) (DiF-#6:20-27) (HLdr-#1:22-24, #3:47) (RotL-#3:27) (T+AL-#1:27, #1:32-33)
 Von Borries, Vance (Misc-#6:33)
 Walker, Mark H. (SBay-#5:36-37, 39-42)
 Werbaneth, James P. (ABV-#4:26-30-31) (AS-#2:28-32) (BSA- #6:39-40) (GBoA-#7:1 1-13) (Misc-#6:34) (Sam-#10:41-44) (Shoe-#1:38-41) (SPQR-#5:2631, SPG:4-9) (VitW-#11:9-13)
 Zalewski, Tony (Misc-#6:32)

IV. INSERTS BY ISSUE

NOTE: Insert material for articles that appear in a different issue are identified by #.

Number 1
 HLdr Target cards (3), aircraft cards (2) & counters (12) (on part of 1 sheet)
 HLdr Campaign card
 T+AL Campaign card & situation card (on part of 1 sheet)

Number 2
 AS Variant (#2) counters (4)
 CKor Detected/destroyed counters (6)
 PV Pyrrhic Victory counters (30)

Number 3
 CKor Terrain Effects Chart CKor Scenarios 1 & 2 card (2 sided)
 CKor Scenarios 3 & 4 card (2 sided)
 RotL Malta Under Siege Campaign card
 flotL Malta Under Siege aircraft cards (16)

Number 4
 AS Variant (#2) counters (4)
 BoW Replacement counters (63) CKor Replacement counters (97)
 GBJC Caesar: Civil Wars Charts & Tables cards (2) HLdr Variant (#1) counters (12)
 Merc Allied Campaign option (#5) counters (10)
 SPQR Missile low/no counters(s)
 SPQR Battle of the Great Plains (#4) counters (23)
 SPQR Dertosa counters (5)
 SPQR Castulo (#5) counter
 VitW The Broken Blade (#3) counters (18)

Number 5
 RotL Winter War 1939-1940 campaign module (article & rules on 2 sides of a card)
 RotL Winter War aircraft cards (16)
 RotL Winter War campaign card

Number 6
 8AF Schweinfurt Raids campaign card & Skilled Pilot/Crew Chart for DiF (2 sided)
 LotN Loss Charts (2 sided)

Number 7
 BNA Holding Boxes sheet (2 sided)
 BNA Resource Point Record sheet (2 sided)
 INor Fuel Roster Chart
 Sam Record Sheet

Number 8
 BNA Playing Aids (2)
 CSin Playing Aid Sam
 Playing Aid

Number 9
 INor Variant (#7) counters (6)
 SPQR Sword of Rome (#8)

counters (4)
 SPQR Crimissos River (#8) counters (4)
 SPQR Telamon & Mago (#6) counters (13)
 Typh Variant (#8) counters (13)

Number 10
 BSA Air variant (#6) counters (27)
 CoG Aulerci counter for Conquest of Gaul
 CoG Germania (#11) counters (4)
 DiF Flying Tigers China-Burma 1941-1942 campaign card
 DiF Flying Tigers Village target card
 DiF Flying Tigers aircraft cards (16)
 GBJC Caralis (#9) counters (4)
 GBJC Sertorian War counters (16)
 GBJC Veni Vidi Vici (future module) counters (20)
 GBoA Achaemenidae (#9) counters (12)
 GBoA Parmenion counter for Alexander
 J6 Replacement & extra counters (28)
 SPQR Truceless War (#7) counters (9)
 SPQR Player's Guide scenario counters (8)
 SPQR Equus counters (6)
 SPQR Masinissa counter for Africanus
 SPQR Hannibal counter for SPQR WarG Didius counter for War Galley

Number 11
 Cata Fleet Record Sheet: Ben-Hur/Sena Gallica
 J6 Activation Marker Holding Area cards
 PoG VP Table Player Aid card
 RotL Kuban Bridgehead 1943 campaign card
 RotL Kuban Bridgehead aircraft cards (16)
 WarG Fleet Record Sheet: Ben-Hur /Sena Gallica
 WarG Fleet Record Sheets: Salamis, Artemisium I & Artemisium II (3)
 WarG Ben-Hur counters (40)

Number 12
 3DoG Correction Counters (8) BNA Correction Counters (11)
 CoG Aquitania counters (6) CoG Germania (#11) counter (1)
 DiF Arab-Israeli War, 1948-49, aircraft cards (16)
 DiF Arab-Israeli War, 1948-49, campaign card
 DiF Aces counters (8)
 EF Experimental Rules for Eastern Front series (2)
 J6 Correction Counters (12)
 Misc Generic Bridge Blown counters (18, back side)
 RoD Correction Counters (66)
 WarG Multi-Player Scenarios for War Galley (2)
 WarG Multi-Player counters (18, front side)
 WarG Raven counters (3)
 WarG Sappiortis counters (3)
 WarG Quinquereme counters (3)