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From the Editor's Desk

by Rodger B. MacGowan

C3i Immortals Subscription

I hope you will consider joining the ranks of the *C3i Immortals*. As a member you will automatically be signed-up to receive each new issue of *C3i Magazine* at the **P500** discount price. There will be no need to renew your subscription in the future, no need to keep track of your last issue number, no reason to worry about missing an issue, etc. As a *C3i Immortal* you'll be all set, just sit back and enjoy the magazine.

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By joining the ranks now you will strengthen the financial well being of *C3i Magazine*, also help establish a steady flow of issues coming your way, and allow us to improve the magazine in many different ways. *C3i Magazine* needs your support. As always, YOU are the difference.

C3i Magazine Special Gift: For those joining the ranks of the *C3i Immortals* we have a fabulous **Premium FREE GIFT** offer for you — the new *Italia* mapsheets of the entire Italian peninsula plus Sicily published by Tom Oleson, which are compatible with the long out-of-print Avalon Hill classic game *Anzio*. These *Italia* maps are a real knock-out, and I think they will quickly become a true collectors item. They are yours **FREE** for joining the *C3i Immortals* while supplies last.

Please follow the easy instructions below and help support YOUR magazine, *C3i Magazine*, now and into the future. And, receive your **FREE GIFT** from *C3i Magazine* before they are out of print. The time has come to join the ranks!

To sign up for the *C3i Immortals*.

1. Send an e-mail to gmtoffice@aol.com, or
2. Call our office toll free in the USA at 800-523-6111 or 559-583-1236, or
3. Send a fax to our office 559-582-7775 or

4. Mail a note to GMT Games, PO Box 1308, Hanford CA 93230

Just tell us you want to sign up as a *C3i Immortal*. It's a simple check box in the database for us — and you'll be all set.

GMT Games LLC

At *Monstergames.com*, in Phoenix Arizona, we made the following announcement to the convention on 20 May 2004:

GMT Games has filed its paperwork and fee for incorporation in the State of California as a Limited Liability Corporation. We are now officially known as GMT Games LLC.

The ownership of GMT Games LLC is split with 70% of the firm owned by Mary Billingsley, and 30% of the firm owned by the four voting directors, Tony Curtis, Rodger B. MacGowan, Andy Lewis, and Mark Simonitch. Final decisions, if necessary, on operational matters rest with the four voting directors (above).

We welcome Gene Billingsley back as a salaried employee of the corporation, responsible for marketing, office management and automation. We are very glad to again have access to his knowledge, experience, and enthusiasm.

As you know, we have always operated as a team. We look forward to the future as GMT Games LLC. Thank you for all your support and understanding.

CSW Monstergame Con 2004

After Action Report

by Mark Kaczmarek

Last year's 4th annual Monstergame convention, hosted by John Kranz of Consimworld (www.consimworld.com), was held May 19-23 at the beautiful Mission Palms Hotel in Tempe, Arizona. Rapidly gaining in popularity as one of the premiere gaming events of the year, this convention is truly a *must attend* event for all dedicated wargamers. As a testament of this, attendance has been on a steady increase of around 25% annually, with last year's total topping out at over 200 gamers.

GMT Games LLC pulled out all the stops

From the Editor's Desk: *News and Information*

for 2004's event by sending in the *A-Team* of Tony Curtis, Rodger MacGowan, Andy Lewis and Mark Simonitch to not only represent the game Company, but to also show support for our hobby.

A *special award* was handed out at the opening night ceremony which perhaps best exemplifies GMT LLC's commitment to the production of *quality* games. In front of a capacity, standing room only crowd, a *Lifetime Achievement* award was presented to Rodger B. MacGowan, who is one of the true giants in the hobby. For Rodger's distinctive award winning packaging designs for hundreds of games from AH's *Squad Leader* to *Paths of Glory*, his innovative graphic design work on game components like *SPQR/Alexander* and the *Down in Flames* series, his magazine creations like *Fire d Movement* and *C3i Magazine*, and many other outstanding achievements in our hobby, now spanning over three decades, earned him a resounding standing ovation. Rodger's acceptance speech was delivered with a distinctly warm and genuinely humble prose.

Representation at the convention did not stop with company executives, as several notable GMT LLC designers also appeared to showcase their considerable talents.

Theirs was not a quest for new awards, but rather an opportunity to display fresh game projects and thus generate some excitement and anticipation for participation on the upcoming *P500* lists. I think Richard Berg hauled his entire design closet along with him! Prototype and playtest versions were displayed for *Alesia* (Vol. XI of GBOH), *Carthage* (the next installment in the *Ancient World Series*), *Dynasty* (a game on warring factions in Ancient China) and *Turning Point* (an American Revolutionary game on the battle for Freeman's Farm at Saratoga). Not to be outdone, Vance Von Borries unleashed his latest design *Roads to Leningrad* that is actually two division sized battles between the Germans and Soviets during the summer of 1941. This game was presented with oversized maps and counters and saw brisk game play all weekend, garnishing *two big thumbs up* from everyone who participated.

The list goes on and on. An enthusiastic crowd played Wray Ferrell's new card-driven game *Sword of Rome* almost continuously the entire weekend. Ted Raicer's latest effort *Grand Illusion*, simulating the western front in 1914, was also on hand. And Mark Simonitch quietly unfurled a copy of *Successors II*, which will expand your gaming pleasure by including

the campaigns of Alexander the Great as well as those of his successors, all in one package. Lastly, Andy Lewis enlightened some of us sleep-deprived gamers on the proper way to maneuver in a classic beer & pretzels design appropriately called *Manoeuvre*. This game is a gem just waiting to be discovered. Players choose 1-of-8 Napoleonic era armies and then go head-to-head over geomorphic terrain mapboards. The fast and furious gameplay is governed by each side's own unique deck of cards. With the average battle lasting about 1-hour, *Manoeuvre* should be perfectly suited for tournament play.

The real purpose and main attraction of the convention however was the opportunity to play some of those *Monster* wargames that have been languishing in our closets for years. Judging by the amount of different games set up and the crowds that huddled around them, I would say there is a serious pent-up demand for this type of monster game convention. GMT held more than their fair share of the market in this venue with examples such as the lofty *Barbarossa Eastern Front Series* Campaign in all its glory, to some lesser known (but equally fascinating) items such as *Austerlitz, 1805*. Rick Young, "Mr. Enthusiastic", was personally seen directly playing, or maybe just offering advice on, multiple games of *Europe Engulfed* Co-designer Jesse Evans was also in attendance to enhance the *EE* experience. The American Civil War was well represented by an *Across the Rappahannock (Glory II)* full battle, while World War II attracted the most attention with titles like *A World at War* and *Typhoon*. To the best of my knowledge, all these games were played to some kind of conclusion by the end of the weekend.

In terms of sheer devotion, and I might add enthusiasm, no title could match the excitement level generated by the *Down in Flames* WWII Air War Series. **DiF Gamemaster Mike Lam** never ceases to amaze his audience with his boundless energy and playing skill, to say nothing of his organizational ability and attention-to-detail. If you've never participated in one of his **DiF** run tournaments, you are truly missing out on a richly rewarding gaming event. The **DiF** tournaments had at least a dozen players fully engaged all weekend earning their *Ace credentials*, as well as special recognition for top performers given by the *Gamemaster* himself.

ConsimWorld
EPO
2005
= featuring =
MonsterGame.CON 5.0
Tempe, Arizona June 8-12, 2005

While *monster wargames* were the primary focus of the convention, the open gaming area was just as busy. GMT game titles were in evidence everywhere. Perennial favorites and award winners such as *Paths of Glory*, *Napoleonic Wars*, and *For the People* seemed never at a loss for eager participants. A good portion of the rest of the GMT product line also saw a good deal of play. I witnessed games of *Wilderness War*, *Reds!*, *Clash of Giants*, *Gringo!*, *Sweden Fights On*, *Rise of the Roman Republic*, *Simple GBoH*, and *Ukraine'43* to just give you a flavor. A special note of thanks also goes out to Steve Carey and Ken Tee who spent some extra time teaching new players in the subtleties of play for several of the above titles.

This convention is truly a *wargamer's paradise*. Each day started with an early morning, all you can eat buffet, and accompanying seminar during breakfast. This was followed by engaging game play throughout the day, with a slight pause for the afternoon all you can eat munchie break, followed by more hardcore gaming until the wee hours of the morning. Attendees also had ample opportunity to sell their wares at the local flea market tables or to bid on rare *out of print* titles at the Saturday night game auction. Opportunities were available each day to browse through the game company/dealer's bazaar in order to pick up the latest releases. If this was not enough, raffles were constantly occurring to give away free wargames (or other goodies) to lucky winners. Last year also featured a special Battle of the Bulge game seminar wherein a handful of designers held a round table discussion (including audience participation) on their latest Bulge creations.

My hope is that this after action report provides a snapshot into what was a great weekend of wargaming. It was a memorable experience that I will never forget, an event that all true *grognards* would do well to put on their calendars for the future. I will look forward to meeting and playing wargames with some of you at the 5th annual Monstergame convention scheduled for June 8-12, 2005. Until then, good gaming everyone.

Playtesting session at 2004 CSW
MonsterGame Convention in Tempe, AZ.
(From left to right) Rodger MacGowan,
Richard Berg, Tony Curtis and Andy Lewis.



(From left to right) Frederic Bey *Pours de Gloire* series designer and *Trophee du Bicentenaire* organizer), Nicolas Stratigos (*Vae Victis* Editor-in-Chief), Denis Sauvage (*Trophee du Bicentenaire* Leader and winner in 2003 & 2004, 5th place in 2005), Thierry Dretzen (WINNER in 2005), Paul Baratou (2nd place in 2005, winner in 2000 & 2002), Arnaud Stachnick (3rd place in 2005), Pascal Da Silva (*Canons en Carton*). (Photo by Ingrid Bey)

The 8th *Trophee du Bicentenaire* by Frederic Bey

The 8th *Trophee du Bicentenaire* took place from January 15th to the 16th, 2005 in Vanves (near Paris, France). The biggest European wargame tournament gathered together sixty competitors, playing three games Saturday on the battle of Elchingen (*Canons en Carton*) and three more Sunday on Austerlitz south (*Vae Victis* #58). Thierry Dretzen won the 2005 tournament with four victories and two draws. Winners received wonderful tournament prizes contributed from GMT Games LLC and Rodger B. MacGowan, along with

autographed RBM Studio poster prints from Rodger's artwork collection.

124 players are now ranked in the *Trophee du Bicentenaire* classification, only six having played in all eight tournaments so far. Denis Sauvage keep his *number one* place despite placing only 5th this year. There are now eleven *Trophies* to be played in the *Jours de Gloire* series before the end of this Napoleonic era story, in the year 2015 for the Battle of Waterloo bicentenary.

For more information and pictures:
http://fredbey.club.fr/jdg_va.htm

