Editor's Desk

By Rodger B. MacGowan
Editor-in-Chief, C3i Magazine

Action Message

For a company like ours to function properly, some of us have to wear many different hats. The Gene-MacGowan Team (GMT) is a case in point. Each of us is responsible for key functions in making our company work. As you know, I have been creating the look, layout, design and editorial direction of C3i from Nr.1, but the day-to-day management of securing articles and directing writers has been in other hands. As of now, all aspects of making C3i function will come through me.

At present, my main objective with C3i is to publish the magazine on a regular schedule. In order to do this, I will need your help. One of the main stumbling blocks in getting C3i published on schedule has been a lack of articles — there can be no magazine without a steady flow of written material. Whatever you can do to support the magazine with submissions will be much appreciated — letters to the editor, players notes, game tips, scenarios, variants, comparison articles, interviews, profiles on game series, proper tactics or strategies, historical footnotes, and of course analysis of our games are all needed (remember, no game reviews). If possible, all submissions should be submitted on a 3.5" disk (Macintosh/IBM), as a normal text file, with no formatting, and include a printed copy with the disk. If you cannot prepare your material on a computer, please type it using double-spacing. Payment for articles is $25 per printed page of text or double that rate per page for credit toward products from the GMT line of games.

Last Minute News

As I was putting this issue to bed, I received the following behind the scenes news from Andy Lewis on our upcoming game Saratoga, 1777. game designer is Mark Mildos and developer is Andy Lewis.

Saratoga is an American Revolution game about the Battle for Freeman's Farm outside of Saratoga. This game is the first in a planned series on battles from the American Revolutionary War which will use the same rules system. The second game planned in the series, Brandywine Creek is nearing design completion. The system scale is 200 yards per hex; regimental level; each strength point represents 100 men or 2 cannon. The game has been designed to be quick playing, about 2-hours, making it ideal for tournament play. The game lasts 12 turns, has 88 counters (including markers) and a 22x34 inch map. Although quick and small, the game does not lack meat. The system has two levels, basic and advanced. The basic level allows players to get into the game quickly. The rules are only nine-pages long and include initiative for player-turn order, artillery and rifle fire (small number of units have rifles), tactics chits with restriction on use based on leader and map situation, momentum chits, unit captures, morale at unit and army level, and optional fog rules.

Milestones

I would like to note that May, 1996 marks the 20th Anniversary of the publication of Fire & Movement magazine. As the Founder, original Editor and Art Director of F &M I didn't want this birthday to go by without an acknowledgement — lest we forget.

Coming in the Next Issue

Here is a rundown on just some of the articles you'll be reading in issue Nr.7 of C3i. A new GB0H Module by Mark Herman for The Deluxe Edition of The Great Battles of Alexander: The Great Battles of Epaminondas — The Battle of Leuctra, 371 B.C. and the Battle of Mantinea, 362 B.C. Also, from Dan Fournie, a new GB0H Module for SPQR: Cavalry Battles of the Second Punic War. Plus, Dave Schueler's article Best Laid Plans presents optional combat rules for AirBridge to Victory, Operation Shoestring and Silver Bayonet.

Editor's Address

Please send all article submissions, comments, suggestions, criticisms, ideas, or letters relating to C3i (include a SASE or card for a faster reply) to:

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