

EDITOR'S DESK

BY RODGER B. MACGOWAN

Action Message

This issue went to bed in September, four months after the release of issue Nr.6. Pm working to have issue Nr.8 out three months later, in hopes of reaching our quarterly target time-frame for **C3i**. The publication schedule remains my *main* objective.

As you will read, in *Inside GMT*, we are going through some important changes as a game company and organization. We are having to make some tough decisions about the future of the company. As always, our goal continues to be to provide you with quality games and publications on military history. More than ever, we need your support; we need to know your wants and needs; and we need to hear from you. Many of you quietly enjoy our products, but you never write us with your comments, feelings, and ideas. Now is the time for you to be heard.

The SPQR Guide

The **SPQR Guide** is now in the final writing stage. Soon, it will be entering the editing stage, then production stage and printing stage. The mistaken announcement of its release for early-1996 was done before we had the final written contents in hand and properly worked the **Guide** into our production schedule.

I thought you would appreciate a behind the scenes look at the **Guide**, so I've prepared an overview of the planned table of contents: *The Final Showdown, Legion vs. Phalanx: Pydna, 168 B.C.* by Dan Fournie; *Effective Use of Light Infantry and Skirmishers in SPQR* by Steve Bean and Boyd Schorzman; *Elephants, Phalanxes, and How Romans Deal With Them* by Jack Polonka; *Command and Leadership* by Salvatore Vasta; *Masinissa's Corner* by James Burton; *The Carthaginian Army in SPQR* by James Burton; *After Action Report: Zama* by David Fox; *After Action Report: Bagradas Plains* by David Fox; *Contrasts in Roman and Macedonian Tactics* by Carl Gruber; *The Second*

Battle of Beneventum, 214 B.C. by Dan Fournie; *Claiming Your Own Pyrrhic Victory* by Mike Reed; and *The Army of Rome* by David Fox.

Thank you for your understanding and patience. As you can see, many people (above) have been working on this project.

Clarifications for C3i Inserts

Mike Lemick designed the excellent **C3i Inserts** for issue Nr.6, but there were a few questions about their proper use. I asked Mike to prepare the following notes to help clarify any questions you might have:

The roster sheets for **Lion** were intended to substitute for the split musket/pike strength markers used for the heavy infantry and *tercios* in that game. Simply checking off losses from left to right will automatically keep musket and pike casualties in proper proportion. The leftmost unchecked circle and square show the current musket and pike strength, respectively, of the unit. When all of the untinted circles and squares have been checked off the unit is permanently disrupted. (By the way, there is one error on the sheets. The rightmost box for Schaumburg's Saxon heavy infantry unit at Breitenfeld should be tinted.)

The **Down in Flames** experienced pilot/crew chart was created because of my dissatisfaction with the procedures in the rules. Instead of taking chits in and out of a cup simply draw a card for each fighter element or heavy bomber. If the card drawn is listed on the chart that element or bomber gets an experienced pilot/crew. Exactly which pilot or crew it gets will still have to be determined randomly.

Editor's Address

Please send all article submissions, comments, ideas and letters to: *Rodger B. MacGowan*,

Editor-in-Chief C3i Magazine
26500 West Agoura Rd., Suite 373
Calabasas, CA 91302, USA



Rodger B. MacGowan

Editor-in-Chief

Art Director

Publisher C3i

Vice-President GMT Games

Gene Billingsley

Publisher C3i

President GMT Games

Senior Writers:

Richard H. Berg

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Subscription Directors:

Stephanie McDonald

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