

EDITOR'S DESK

RODGER B. MACGOWAN

Looking for the Arizona

In John Ford's great WWII movie *They Were Expendable* (1945), there is a scene when Brickley, the PT Boat squadron commander, is told by the Admiral: "Listen son. You and I are professionals. If the manager says

'Sacrifice', we lay down a bunt and let somebody else hit the home runs...Our job is to lay down that sacrifice. That's what we were trained for, and that's what we'll do. Understand?" Well, the time has come...

Not letting go of something you really care about can do more harm than good. I designed C3i magazine, I put together a team of writers, I've selected the articles we've published and I have done the paste-up on *every single page* since issue Nr.1 — that's 520+ pages of articles on GMT games (a book?), plus all the inserts, aircraft cards, counters and player's aids (not including the C3i Special — SPQR Player's Guide). But, it's time for me to step aside.

Welcome Aboard

This issue of C3i marks a *major change* in the life of this magazine. I will remain the Editor-in-Chief, but someone else will now begin to manage, what will prove to be, the future course of this publication. A big welcome please, to Stuart Tucker, the new *Managing Editor* of C3i Magazine.

You may recognize Stuart's name from his excellent work as Editor of AH's **The General**. His experience, talent, skills and willingness to work within our established systems, made him the *right man* for the job. Gene and I are pleased to have him on board — we know he will do an excellent job.

This issue, you are now holding and reading, is the first issue of C3i that Stuart has created the layout for. He has taken the time and effort to learn the software applications that I have used for **C3i**, over the years, so that the transition will go as smoothly as possible and so that the look of the magazine will remain *consistent* and to your liking. Please give us your comments and reaction to this issue on your feedback cards, thank you.

The New C3i Editorial Team

In addition to Stuart's new position, I have organized a team of *Special Editors* to assist both Stuart and me in bringing you the finest articles possible on GMT games. As you know, we have been lucky enough to have a number of very successful and expanding game series. In order to have a consistent flow of articles on each of these series in C3i, I have selected the following *Series Editors*:

- Tony Curtis, *Eastern Front Series Editor* — Tony is the Developer for Vance von Borries' series of games on the Eastern Front in WWII. He knows these games, inside and out. He works with the playtesters and is Vance's "right hand man" on the series. Also, Tony is Developer on Vance's Italian Front games and North Africa games. If these games become new series, like the Eastern Front, Tony will develop articles for C3i on these games as well.
- Dan Fournie and Stephen Jackson, *Great Battles of History Series Editors* — Dan and Stephen have written some of the finest GBoH articles, scenarios and modules in C3i that it has been my pleasure to publish. When they both agreed to IF the GBoH Series Editors for **C3i**, I was very pleased indeed. Working with the oversight of designers Richard Berg and Mark Herman, Dan and Stephen will develop new and exciting articles for C3i on this award winning series.
- Chris Robinson, *Down in Flames/Air Leader Series Editor* — It is most exciting to have Chris on board and in charge of this wonderful series of air games. He will keep the articles flowing and the planes in the air.
- Alex Ashton, *Article Development Editor* — Alex will be in charge of the non-series games, and will help to find new writers and articles to cover those titles. He is a wonderful guy.

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1973

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