

## FROM THE EDITOR'S DESK

RODGER B. MACGOWAN

### LONATO Designer's Notes:

*I've asked Frédéric Bey, designer of Lonato Battles, to give you the behind the scenes story on the development of C3i's first magazine game. I'm very proud of Frédéric and our entire creative team at C3i for all their efforts. We all sincerely hope you do enjoy the game*

— RBM

"...The story behind the Lonato/C3i game project is quite interesting. It all began with a problem that we needed solved here, in France, for *Vae Victis* magazine.

I first met Rodger (via e-mail) to sort this problem out: I asked him, "Why weren't the game review writers for **VV** magazine receiving review copies of each new GMT game, right off the presses?". As a game reviewer for **VV** I knew that we either had not been receiving GMT review copies quickly or not at all. Within a few short weeks, Rodger, who is always very positive, resolved this problem for us. My confidence in Rodger really started from this positive example of his quick reaction and problem solving skills.

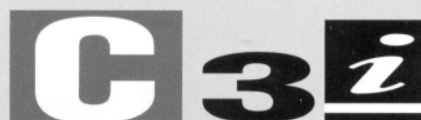
Rodger then provided us additional assistance by asking C3i's special projects editor, Alexander Ashton, from Wales (UK) to work directly with me. Alex and I teamed-up to establish a friendly, working relationship between **VV** and C3i. Alex quickly came up with the idea of celebrating GMT Games' 10th Anniversary by writing an article in **VV** about GMT's history as a game company (**VV** #35, *Marengo*). We received detailed background information for the story from Rodger. I then translated Alex's article for publication and also created a *GMT Quiz Contest* for the issue. Rodger provided GMT games for the winners of the contest. This team effort helped to establish a wonderful working relationship between **VV** and C3i/ GMT Games.

Since 1997, I have designed / co-designed, the games of the *Jours de Gloire Bicentenary Series* for **VV** based

upon Richard Berg's **Triumph & Glory** game system. I designed four battle modules in four years (*Rivoli 1797*, *Pyramids 1798*, *Zurich 1799* and *Marengo 1800*), and I recently published *Canope 1801* in a Desktop Publishing format. This series of game modules have been well received in France and Europe and the games are now used every year for the greatest French Wargame tournament: *The Trophée du Bicentenaire*, which will occur every year until the bicentenary of the Battle of Waterloo in 2015! Again Rodger came through by offering us GMT Games/ C3i Magazines as prizes for our tournament winners. Designer Richard Berg even came here, to Paris, to be the guest star of the *Marengo 4th Trophée du Bicentenaire* in January 2001!

The next step in this progression of events came about when Rodger proposed an idea to me. He asked me if I would like to design a game module using the **JdG/T&G** system for a future issue of C3i. I was very happy and excited about the proposal and quickly said "yes". I chose a small battle which the bicentenary had *'bissed* in **VV**: *Lonato, 1796*. My main objective with this **C3i** module on *Lonato* is to provide you with a complete game which is easy to play, and that also contains a full set of counters and mapsheet. The battles use the **T&G** system and the necessary small adaptations for the **JdG** system will be presented later on the internet. *Lonato* will also be used this coming January 2003 in the *Trophée du Bicentenaire!* In addition, we wanted to present this game *in the French style*, with Pascal Da Silva creating the map graphics for this first C3i game.

I'd like to say thanks to Gene Billingsley (GMT) and Nicolas Stratigos (**VV**) for their cooperation with Rodger and me in all our various efforts to make **VV** and C3i better publications for you to enjoy. We hope you find these joint



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ventures between GMT/ **C3i** and VV to be of benefit to you and the hobby. We look forward to your feedback and comments in regards to the Lonato Battles in C3i Magazine..."

— Frederic Bey

### New proposed games for PROJECT 500:

*The new P500 games described here may be produced by GMT Games if we receive enough pre-orders (500+). There is no guarantee that ALL of these games will be published by GMT Games — RBM*

- **A World at War** — Based on the award-winning **Advanced Third Reich/Empire of the Rising Sun** system, this is a grand strategy game simulating the military, economic, political, diplomatic, and production aspects of WW2 and lets the players find out for themselves what might have happened if. (Designer: Bruce Harper; Developer: Mike Shanovich)

- **Ardennes '44:** Battle of the Bulge — Covers the battle from Dec. 16-26. Scale is regimental and battalion units; 1.6 miles = hex; and 12-hours = turn. Designer's notes: *While there have been many games that have covered this subject, I have not found one where players position and move their units like they did historically.* (Designer: Mark Simonich)

- **Borodino, 1812: Triumph & Glory,** Vol. II — With renewed interest in the very accessible and playable **T&G** system, we now move forward with a cost-inductive game to the classic Battle of Borodino. Borodino will use the updated T&G v.2.2 system, including new rules eliminating all the micromanaging of routed units, clarifications on cavalry actions, and some new *Square* rules. (Designer: Richard Berg)

- **Europe Engulfed:** Strategic WW2 European Theater — (Block Game) 12 years of design and development have gone into the making of EE, which is GMT's first offering to the block-game enthusiast and also our first game focused exclusively on the European Theatre of Operations which covers the entire war, from September 1939 to the end of 1945. (Designers: Rick Young and Jesse Evans; Developer: William Cooper)



- **Gringo!** Battles of the Mexican War, 1846-7 — GBACW (v.11.3) Vol IV. Now that the legendary *Great Battles of the American Civil War* system has been polished to a fine edge with v.4.3, we've taken the opportunity to both fulfill gamer requests for smaller, quick-playing battles as well as taking the system into an area virtually untouched by the hobby, The Mexican-American War. (Designer: Richard Berg)

- **Sweden Fights On** — Vol. II of the *Musket & Pike Battle Series* — This volume traces the fall, revival and pinnacle of Swedish Military fortunes after the death of King Gustav II Adolf at Lützen in 1632. The series transitions from the English Civil War to the Thirty Years War with four battles: Nördlingen 1634, Wittstock 1636, 2nd Breitenfeld 1642, and Jankau 1645 (Game Designer: Ben Hull; Game Developer: Marty Arnsdorf)

- **Tyrant:** the Battles of Carthage vs. Syracuse, 480-276 B.C. (**Deluxe Alexander Module**). Long before Hannibal Barca led the armed forces of Carthage into a titanic struggle with Rome, Carthage had vied for centuries with the Greek city-state of Syracuse for supremacy in the Western Mediterranean. Tyrant includes twelve of the most decisive battles. (Module Design: Daniel A. Fournie; Module Development: Alan Ray; based on **GBoH Game System Design:** Mark Herman/Richard Berg)

## From the Editor's Desk

- **Strike Eagle Leader** — The *Air Leader Series* is back — Dan Verssen, Gene Billingsley and Rodger MacGowan have teamed up again, to bring you another *solitaire* game that puts you in command of a squadron of high-performance fighters engaged in missions and campaigns around the world. Like the award winning, Hornet Leader & Thunderbolt/Apache Leader, SEL puts you in the role of both squadron management and flight leader.

- **The Rise of the Roman Republic** (The Ancient World: Vol. I) — Over a decade in the making. **The Ancient World** is actually the name for a massive series of games that will cover virtually every war & campaign in ancient history on the same scale and scope that the legendary *Europa* series did for WW2. Vol. I will be the introductory game and will include scenarios for the Samnite Wars, the invasions of Pyrrhus, and the first three years of Hannibal. (Designer: Richard Berg)

**Progress & Destiny:** *The American Age* is an exciting strategy game for 3-to-5 players set in North America from colonial times to the present. Designed by Bill Crenshaw and *Age of Renaissance* creator Jared Scarborough. Designed to appeal to a wide range of gamers. P&D has several unique elements that require constant strategic balancing to succeed. The 4-player game takes 2-3 hours; 5-player game takes 3+ hours.

### "Renaissance in gaming"

"...I think the great folks at GMT Games have really ushered in a renaissance in gaming. They have made this hobby better than it ever was, and my hat is off to them all. Wargame design is an art form, and you guys are all Rembrandts. Many, many thanks for what you've done for the hobby!!! ..."

#### — Robert Leonhard

Mech infantryman for 24 years in the U.S. Army. Retired Lt. Colonel in June 2002. Author of *Art of Maneuver*, *Fighting by Minutes*, and *Principles of War for the Information Age*.