

EDITOR'S DESK

Introduction

Welcome to the *SPQR Player's Guide*, a *C3i* Magazine Special Edition. Since you're reading this, we can only assume that you're deeply interested in **SPQR**. That is great, and hopefully this *Guide* will clear-up any questions you might have about playing this multi-award winning game.

One of the first questions many players ask is what does **SPQR** stand for? **SPQR** is an acronym for *Senatus Populusque Romanus*, the Senate and the Roman People, the power behind the state. The **SPQR** game portrays the development of the art of war from the end of the Macedonian era through the heyday of the Republic of Rome, prior to the changes in the army wrought by Marius and the collapse of the Republic.

SPQR was first published in 1992 as the second volume in our *Great Battles of History Series*. A 2nd edition was published in 1994. There have also been a number of **SPQR** Modules published: **War Elephant** (1992); **Consul for Rome** (1992); **Pyrrhic Victory** (1993); and **Africanus** (1994). *C3i* Magazine has also published new **SPQR** Modules and scenarios, turn to page 72 for a complete listing.

The *SPQR Player's Guide* is designed to help and inform the beginner as well as the experienced player. If you have not played **SPQR** before, or think you need a refresher course, I recommend you start by reading Dave Townsend's excellent sample game, *The Learning Scenario* starting on page 40. This portrays a move-by-move replay of a Roman Legion against Hannibal's Combined Forces. Follow this with David Fox's insightful replay of *The Bagradas Plains* battle starting on page 31.

For the experienced player there is much to enjoy, from the **SPQR Battle Plans** by David Fox and Salvatore Vasta, to the various analysis articles covering the different armies, to four new exciting battle scenarios by Dan Fournie and Salvatore Vasta. In addition, the articles covering proper tactics and effective use of the different unit types will give you the edge in your next **SPQR** battle.

There is also an Index of Articles designed to help you explore what others have had to say about **SPQR** and the other games in

the *Great Battles of History Series* in various publications. In addition there is a Battle Index which lists each scenario published to date with insight on play balance.

Overall, I think you'll find the *SPQR Player's Guide* informative and the format extremely easy to use. I would like to hear your comments and reaction to the *SPQR Player's Guide*, please feel free to write me: Rodger B. MacGowan, 26500 W. Agoura Rd., Suite 373, Calabasas, CA 91302 or contact me by email at: rjmstudio@aol.com

The (Unofficial) Great Battles of History Support Pages WWW site

(<http://www.patnot.net/users/townsend/gboh.html>)

I want to bring to your attention this wonderful Website devoted to all the games of the Great Battles of History Series. The site is maintained by Dave Townsend, and isn't affiliated with GMT Games.

The site contains errata, scenario and magazine databases, a sample **SPQR** game, some scenario notes, official *Great Captains of History Tournament* rules, an archive of some design discussions culled from the Consim-L email list, and whatever else GBoH related material that Dave can find.

The site is updated at least once a month. You can send comments, suggestions, and threatening notes to Dave at: townsend@patriot.net

Acknowledgements

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