

I N S I D E G M T

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PRESIDENT, GMT GAMES

Welcome to issue Nr.8 of *C3i*!

In terms of content, this issue looks to be one of the most broad and balanced issues we've produced to date. Hopefully this will be appealing to those of you who've noted in your feedback that there are too many Great Battles of History items and not enough on the other games. Still, we realize that over 80% of our subscribers play GBoH games, so we continue to present new GBoH scenarios and battles to give you guys something new to play in the Series.

There are three key aspects of our current operations that I'd like to let you know about in this issue: our online presence, our current titles in production, and our new Project 500 program.

Online Presence

First off, over the past several months we have created a GMT World Wide Web Page that covers the games, people, and goings on at GMT.

I invite you to check it out at <http://www.gmtgames.com>. As mailing costs continue to rise, we're looking increasingly toward online communications vehicles to keep you guys up to date on the latest at GMT. Essentially, although we will continue to do the occasional mass mailing to our entire customer list (over 7,000 gamers), we will channel the bulk of our communications through four avenues: *C3i* Magazine, the Web Page, the Game Company Support (keyword GCS) area of America On-Line, and the GMT area in the Virtual Wargamer Headquarters (a really excellent gaming Web Site operated by John Kranz — one of my favorite people in this hobby — check it out at URL: <http://www.manzana.com/webx>) or e-mail John (kranzgroup@aol.com) for more information. Additionally, I'm putting together a mailing list of online gamers to receive occasional e-mail updates. If you'd like to be on that list, please e-mail me at gmtgames@aol.com.

Finally, we're adding a new e-mail account for customer support. I'd ask you to please use this new address (gmtsupport@aol.com) for ordering, inquiries, game questions — basically any support related issues. I'm definitely not trying to avoid you guys with this, but I get a couple hundred e-mails a day, many of which I just have to print and pass on to the office. This new address will go directly to our office folks and will decrease the response time in getting your orders processed or your questions answered. That's really the bottom line of all our online presence — to give you faster response and more current information about GMT at a fraction of the cost of traditional mass-mailing methods.

Current Production

Before we can get Project 500 games (see Insert in this issue) into full swing, we have four projects on our plate that we need to get out the door. These are items that we have already received some pre-orders for, but haven't yet been able to produce. Unfortunately we're in a *Catch-22* with most of these: we received enough pre-orders to feel obligated to get them out the door, but not enough to pay for them. None of these items would have passed the new Project 500 litmus test based on current orders, but we still do feel that we owe them to you guys who've ordered and waited so patiently for them. So, we're basically eking them out as we can gather the funds and trying to do that just as quickly as possible. I know that's probably not what you want to hear, but it's the truth. So please, if you want any of these items but haven't pre-ordered them yet, do that today! You'll help us get them out sooner. Here's a quick update on their status:

Barbarossa: Army Group South, has gone to pre-press film and should go to the printers in about a week. So, it should be shipping around the time you receive this issue of *C3i*. We currently have only 207 pre-orders for this really excellent game, which

means we need more! We know from the feedback that there are a bunch of you guys who played and really liked **Typhoon!** (**Barbarossa: AGS** is the second game in the series), and I'm sure you'll like this one even better, as Vance and Tony have really tightened up the game system.

The other three projects are in various stages of pre-production and will ship as we have the funds to get them out the door. Currently Rick Barber is finishing the maps to the **Three Days of Gettysburg Update Kit**. Richard Berg just sent me the updated rules and we'll start the editing process on those very soon. So, this item will be ready to go in a few months, assuming the funds are in place to print it. We have only 328 pre-orders to date on this module.

Rodger is editing, organizing the contents and doing the graphic production on the **SPQR Players Guide**. This is the item for which we have the most pre-orders to date (still only about 400), and we know there's a high expectation level for this booklet. We are still awaiting a couple of promised articles to complete the publication, and because of that high expectation level, we're not about to put this out until we have them. The last thing we want to do, after this delay in getting it to you, is to give you something that's incomplete. We're not sure yet exactly when it will ship, but we are working on it. We will keep you posted on this as we have more information.

Finally, there's **Saratoga**. If I had a nickel for every time someone inside the gaming industry had told me to dump this title in the past few months, I'd be rich. "Topic won't sell," they say. "American Revolution games never sell. Nobody'll buy it!" And, after looking at the pre-orders (235 to date) I have to admit, maybe they're right. Trouble is, this is one of the coolest little games I've ever seen or played, and I like it! We showed it

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The Battle of Crimissos River, 341 BC

dards, over 25,000 men. And the ambitious warlord threatened to drive the Carthaginians from Sicily completely.

But Carthage rose to challenge the tyrant, defeating him at the hard-fought Battle of Himeras, 311. Carthage pushed on to eliminate the threat from Syracuse once and for all, and besieged the Greek metropolis. Agathocles responded with an audacious stroke. Slipping through the blockading Carthaginian navy with a small army of 13,500 men, Agathocles turned the tables on Carthage by invading Africa itself. At the Battle of Tunes, 310, a Syracusan army would once again face the Sacred Band of Carthage in battle.

Agathocles' great battles of **Himeras** and **Tunes** will be featured in the upcoming **Tyrant** Module for the **Great Battles of Alexander**.

Sources

The history of the tyrants of Syracuse comes primarily from Diodorus Siculus, and Plutarch's *Life of Timoleon*. Good secondary accounts include Brian Caven's *Dionysius I*:

War-Lord of Sicily and C. A. Kincaid's *Successors of Alexander the Great*. For Carthage in this period, B. H. Warmington's *Carthage: A History* is recommended.

Scenario Rules

All rules from **Great Battles of Alexander** are in effect. You can also use the Simple GBoH Rules in this issue, either way will work fine.

Special Rule: The Storm

The ancient accounts of this battle

make much of a violent storm that occurred during the fighting and greatly benefited the Greeks. The rain drove into the face of the Carthaginian army, flooded the river disrupting the fording and generated a deep and slimy mud that hampered the more heavily armored Carthaginians.

Storm Table


Greek player rolls one extra die each time he attempts to activate Timoleon. Storm begins with a die roll 0-6.

Storm Effects


- 1) **Rain:** All Carthaginian units immediately receive +/-(-1) on all shock combat DRs for "rain in the face."
- 2) **River:** Rising water allows Carthaginian reinforcing units to cross the ford at hex 3809 only.
- 3) **Mud:** All Cavalry, CH, HI and MI units have their movement allowance reduced by two (2).

**Deluxe Edition:
The Great Battles of Alexander**


The Macedonian Art of War, 338 - 326 B.C.
The Great Battles of History Series, Volume I
Published: 1995
Game Design: Mark Herman & Richard Berg
Art Director: Rodger B. MacGowan
Project Editor: Gene Billingsley



Immortal
1 A
5 MI
8 5



Alexander III
9 7 2 4



India
1 A
5 LI
4 4 5

Contents: 720 die-cut Counters; Three 22x34 inch Maps; Ten Great Battles; Rulebook; Charts & Tables; One 10-sided die; Bookcase Box
Time Scale: 20 minutes per game turn
Map Scale: 70 yards per hex
Unit Scale: 100 men per size point
Players: 1-4

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off (privately and quietly) at Avaloncon last year, and the gamer feedback was excellent, which leads me to believe that (a) maybe you guys know more about what makes a good game than those insiders do, and (b) maybe we just haven't done a good enough job of telling you guys about why it'll be worth having. Here are three reasons you'll like it, in my view.

First, as a gamer with less time than I once had, what appeals to me most about the game is that it's a quick, 1-2 hour battle that plays really easy but still requires you to think! This is no *Blue and Grey Quad* (SPI) but a real tactical battle with tactical nuances that will challenge you. It just has a low unit density so you can play it quickly. Second, I really like the

tactical combat chits (Flank, Refuse, Assault, etc.). These add a flavor much like that of Mark Herman's popular *We The People* (AH) game, so you can never be sure that the perfect attack you set up is going to come off as planned. Finally, in today's game market, at \$20 (the pre-order price — retail is \$29), this game is a steal. Although I love big games, I've often found that I received more fun and play value from the little gems I've bought (the *GDW Series 120* games for \$6 each or the *GBACW Jackson/ Corinth* (SPI) dual pack for \$10 come to mind) and played again and again than from those monsters I never had time for. Well, I think *Saratoga* is one of those you'll play again and again; this one won't sit on your shelf gathering dust.

Project 500

I promised Rodger to take only one page for this column, so I'm going to put the details of P500 in an Insert in this issue. Essentially, P500 is a new program aimed at (a) giving us the funds to print games with as little risk as possible, ensuring our health as a company for years to come, and (b) giving you guys much more voice in exactly which games get produced, and (c) alleviating any problems with long waits between you sending in a pre-order and receiving your game. I think it's a major step forward in our business model and invite your participation in the project. And, as always, I thank you for your support.

Enjoy our games and *C3i* magazine!