

# INSIDE GMT

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President, GMT Games

Welcome to C3i Nr.11! I want to take this opportunity to thank all of you, our core supporters, for helping to make 1999 the best and most profitable year ever for GMT Games! We couldn't do it without you, and I personally appreciate your support.

For this issue, I thought I'd let you know a little more about the team members of our GMT Art Department, those artists who so consistently bring you the beautiful counters, maps, and packaging designs for our games, and to let you know a little bit more about what they are currently working on. Rodger knows more about these guys than I do, but I'd like you to hear what **I think** of them, and how valuable I believe they all are to our company.

Speaking of Rodger, let's begin with him. Rodger MacGowan is the Art Director of GMT Games, and has been since the company's first products hit the market in 1990 (in fact, without him, those products would never have *hit* the market. A long story, that maybe Rodger or I will tell, in our old age...). Over almost 10 years, Rodger has done nearly all of our counter artwork, helped to establish the color palette for our game series maps, as well as created *all* of our cover art and packaging design. As Art Director, he has been responsible for synthesizing the various styles of our team of artists, into one cohesive "GMT look." After many years of doing all the counterart, establishing the visual identity for each of our major game series, he's now concentrating his efforts on developing a new graphic look for our packaging, in part, by utilizing the inner panels of our game boxes, as well as doing all the art direction and final production of C3i (and btw, C3i is a joint venture — Rodger and I are co-publishers). He also continues to coordinate our art team, and provides/creates counter images, as needed, for our artists to utilize. I could go on (and on), not only because Rodger is the driving force behind our graphics team, but also because his accomplishments in, and contributions to, our hobby encompass quite a lot more than only what he's done here at GMT for nearly 10 years. Suffice to say that, folks who

don't know the real story behind what GMT stands for often guess that the "M" is for MacGowan. Technically, it's not so, but based on his overall contribution to the company, who could really argue? Currently, Rodger is working on finalizing **C3i Nr.11**, and **C3i Nr.12**, as well as creating the new package designs for **Austerlitz 1805, Zero!** — DiF Vo.III (plus card designs), **Risorgimento 1859**, and **Galaxy**, etc.

One of my best days of the past couple years happened the day that Mark Simonitch let me know that he was once again "available" to do art work for us, *if* we could use him. Took me about 2-seconds to say "yes!" Several months later, we brought him on as a full-timer, one of the best moves we've made and one that is already paying big dividends in quicker map and counter turnarounds. **I can't** explain this all in art terms, but to my wargamer's eye, Mark has a real genius for using subtle tones to striking effect on maps and is really good at creating functional, usable layouts on cards and counters. The counters for both **Brandywine** and **Triumph and Glory** (utilizing Rodger's award winning counterart from **Saratoga** and **Waterloo**) are, I believe, some of Mark's finest work. He's also the guy responsible for the layouts on those gorgeous **Galaxy** cards. Best of all, Mark is a man of his word and a dream to work with. I call him "Mr. Reliable," because I can't ever remember asking him for anything that he didn't deliver just when we needed it. Mark's currently working on the maps and counters for **Austerlitz 1805** and **Risorgimento 1859**, as well as the card layouts for **Galaxy**. He also takes a "break" occasionally to draw cool playtest maps for yours truly :-). Also, Mark is quite a talented designer, and we are publishing a design of his, **Ukraine '43**. He's currently working with developer Tony Curtis to put the finishing touches on the game.

Joe Youst has created some "really cool" maps for us over the years. Joe's multi-talented, and probably *could* do just about any art job we asked him to do here at GMT. Personally, I like his tactical battle maps best, so much so

that he was the one we entrusted with creating the new map *look* for the maps in our revived American Civil War series (GBACW). He's also the guy who gave us the award-winning **Saratoga** battle map, one of the prettiest wargame maps I've ever seen, and his follow-on, the gorgeous **Brandywine** map. Currently, Joe is "da man" for both our American Revolution and GBACW series games. So, he's creating the two maps for our next GBACW game, **Red Badge of Courage**, and doing some work on the maps in the next AR game, **Eutah Springs** and **Guilford Courthouse**.

Briefly, there are several other "new" GMT art guys I'd like to bring to your attention: Kurt Miller is the guy you can thank for those "most excellent" drawings on the **Galaxy** cards. He's an incredibly talented fine artist, notable for his excellent work at Avalon Hill. When I asked Don Greenwood who he'd recommend to do the art for **Galaxy**, he didn't hesitate. "If you can get him," he said "Get Kurt Miller."

Rodger is always on the lookout for new artists. Recently, he told me about another ex-AH artist named Dave Lawrence who, Rodger said, "draws in a style similar to my own." Rodger has asked Dave to do all the color aircraft drawings for our new **Down in Flames Pacific** volumes. Knowing how attached Rodger is to the DiF series, I was amazed (and impressed) that he'd trust someone else with creating our new aircraft art — *welcome Dave*.

Mike Lemick has been working with Rodger for a few years now. Mike has created numerous **C3i** Players Aids; he was a *huge* help to Rodger with the layout and proofing of the **War Galley** and **River of Death** counters, as well as that *epic* Fall counter project that included **Cataphract**, **Justinian**, **Salamis**, **VVV**, the **Ben Hur** Module and more. Currently, Mike is helping me with creating some additional counters and markers for a GBACW add-on.

My hat is off to *all* of these folks for their contributions to the resurgence of GMT Games. Enjoy the games!