

I N S I D E G M T

While we have accomplished much over the past months at GMT, in terms of games and modules produced and new designs created, we have not, as you well know, managed to get *C3i* out in a timely manner. While a devastating firestorm plus flooding and a major earthquake certainly have not helped us, the major hindrance has been freeing up time in addition to that required for the regular game production schedule. When Rodger and I considered, over a year ago, when to begin publication of a high-quality magazine, we thought we could *make time* for the work it would require, even though both of our schedules were full already. It turns out that *making time* was harder than we expected. Because of our heavy involvement with development and production of all of our games, we definitely need help to get this magazine out on a consistent quarterly basis.

Accordingly, we've brought John Kranz aboard to begin work on the next issue as a layout artist to assist Rodger in the production of the magazine. Many of you know John from his outstanding work with the Phoenix Gamers group and their high-quality newsletters of 1990-92. He has also done virtually all of the graphics work for MiH's first release *Triumphant Fox*, due out this Spring. We feel confident that John, will provide a combination of excellent layout skills and his gamer's perspective that will be of great benefit to *C3i*.

For you non-staff writers, John Kranz will also be taking over the coordination of writing schedules from John Vanore (who's leaving our editorial staff to start his own game company) beginning with issue 5. While Rodger is noting John's fine contributions to *C3i* in *From the Drawing Board*, I want to take a bit of space here to say that I personally appreciate the quality job that he's done for us in helping to get this mag off the ground. In GBoH terms, John Vanore has a TQ of "9". Good luck, John!

A New Home

As many of you already know, we moved to newer facilities with a larger warehousing capacity late last summer, but, if you haven't bought one of our games since then, you're probably still



sending mail to our old address. Please note our new address for all future correspondence and feedback:

GMT Games PO
Box 1308 Hanford,
CA 93232

Parts Lists

After moving, we did a long-needed physical inventory on all of our game components, so we finally know exactly which components we have in what quantities. As a convenience to you, we've included a general guideline for component ordering in this issue. We don't have everything for each game - we're missing something from every game, or we would have assembled them - but it's pretty likely that we'll have what you need. So, if your dog (or your daughter) ate your **Hornet Leader** counters, you're in luck - we still have some! Hopefully, within the next few months, we'll have a nice, professional game catalog which will include a section for components. For now, if you'll call our 800# with a list of what you need, we'll be glad to let you know what's available.

Replacement Counters

Last summer, we were beset with a bevy of production headaches. The biggest one for us came when the die cutter cut many of the countersheets for **Lion of the North** and **Victory in the West** from the back side! While this doesn't wreck the game, it *is not* what we wanted! (We knew we were in trouble when the die cutter's first words after we brought it to his attention were "So? Who can tell the difference?" Little did he know... Well, after wrangling with him over this (we stopped just short of threatening to send Mark H's cousin Guido to pay the guy a visit), he finally reprinted the ones he had cut incorrectly. So, we have sheet #2 for **Lion** and sheet #3 for **VITW** cut

from the front side, in stock. If you need a replacement, give us a call and we'll send it out, no charge.

Crisis: Korea 1995

Putting on my designer's hat for a moment, I want to thank all of you who have sent me articles, manuals, suggested rules improvement, and (ugh!) errata for **Crisis: Korea 1995**. After spending a couple of years on the design, I didn't want to get near it for a while after it was produced. Lately, however, with the situation in North Korea heating up again, I pulled the game out and began an updated analysis of both sides' forces, capabilities, and options. I've been working on some new scenarios and updates, and the literally volumes of information (much more than I had when I designed the game) that you guys have provided has been very helpful, and is much appreciated. While this issue does feature a Battle Report, New Scenario, and some Player Aids for the game, this is by no means all that we are working on - this is just Part One. Look for more scenarios, a complete set of game errata and updates, and an article assessing the current situation on the Korean peninsula in issues 4 and 5.

Thanks!

In closing, I want to thank you **all** again for your support of our company and our products. I am continually aware that it is you, our readership and loyal customers, who allow us to continue to grow and improve our products and our business. We've had a few growing pains this year - occasionally an order gets misshipped, and sometimes a game takes longer to get out the door than we anticipate - but you guys have hung in there with us. We appreciate that, and plan to continue producing games that will make *buying GMT* a well-rewarded endeavor.

Enjoy the Games and *C3i*!

Gene Billingsley

President, GMT Games