

LETTERS TO THE EDITOR

In Response to Foundations of Victory

You invite reader response to Jim Werbaneth's historical perspective article (*C3i*, Nr.7). The article is worthwhile and accurate, especially when it emphasizes tactical flexibility through effective use of combined arms. However, it understates the achievement of Philip II with the summary "...no technological innovation more striking than adding a few feet of ash to a pike's shaft". If that's all it amounted to any opponent could have imitated the original.

Philip was a synthesizer drawing from Theban practice, traditions of Macedonians and their opponents, and other innovators like Iphikratres. His strategic and tactical innovations centered on mobility and speed. Particularly speed in delivering shock, although he also made better use of fire (javelinists, slingers and archers) than many of his opponents.

Consider the famous lengthened pikes. The preferred wood was cornel wood, due to its strength, availability, and relative lightness. Consider the absence of the hoplite shield — the defining characteristic of hoplite warfare — and the substitution of the light, round shield that is not even gripped by the hands. Consider the use of reinforced linen corselets rather than bronze.

The point of the length of the pike isn't simply to have a longer reach than your opponent. The point, or in this case points, is to permit the several ranks behind your front rank to use their pike heads to strike the enemy and protect your front man. The hoplite is confronted with five pike heads to his single spear.

Philip stripped his armies of the lengthy tail of impedimenta that followed a Hellenic army. No wagons lumbering behind. Instead, mules carefully packed with selected items shared by the troops. Another arena of innovation is in siege craft. The speed and success of Philip's sieges astonished the Hellenic city states. Look to his engineers for a leap in technology.

While Philip and his son, Alexander were inspiring leaders in war and battle, note that they also achieved something which eluded Napoleon. They trained other men to become excellent generals and officers. Parmenio was excepted by Philip himself as being the only man he met who was already an accomplished general. Others, he and his son made into generals, like Antigonos the One-Eyed. And given the longevity of the successor kingdoms, they trained men to organize peoples and states. While Alexander was a genius at war, he owes his abilities as much as his army to Philip.

THOMAS K. SUNDELL

Evanston, IL

The Future of GMT & Board Wargaming

Dear Mr. MacGowan, I just received Nr.7 of *C3i*. First a thank you for keeping the magazine and the games (and the hobby) going. I am an old timer and have always admired your work in the hobby. Your artistic and other abilities are a large part of the history of board wargaming.

The history of our hobby reminds me of my work as an economist. Booms and busts. Recessions and expansions. All in a world of changing technology.

With respect to board games, I have yet to see any computer game that can match even the least-ambitious GMT game in terms of overall enjoyment. As best I can tell, computers have added sound and aided with rules management and that is about it. This is not much of an accomplishment. It seems to me that computers in wargaming alone cannot account for the decline in demand for board wargames.

Rather, I suspect, what has happened is computers created a substitute product — the computerized individual simulation that combines instant action with personal involvement. From *Pong* to *Doom*, these attributes have proved entertainment for millions. Unfortunately, this has

been to the detriment of the wargaming hobby.

This has happened and is not the fault of anyone. As GMT products demonstrate, the hobby is better than ever. Even most of the better old titles are still available in the used market. However, the alternatives have changed. They have become much better and attractive, it appears especially for the young..

I think there are opportunities for the wargaming hobby to expand and grow. It will take new products and new ways to sell them, but I think the market is there. It is a crowded market, and for the moment, GMT is at the head of its class. Hope all goes well.

JOHN VAHALY

Louisville, KY

Dear Mr. MacGowan, this is in response to your call for feedback from the *quiet enjoyers of wargames* in *C3i* Nr.7. This is a letter representing seventeen wargamers in the central Oklahoma region. And this is the "fruit of our collective ideas."

Our group is essentially a WWII group of gamers and enjoy particularly your *East Front Series*. From what has been written in hobby magazines it appears that Typhoon has been well received and profitable for your company — we hope so...

I was the first of our group to pre-order the game Barbarossa of the *East Front Series* back in June of 1996... It is very troublesome to us that a game with a standard system which might involve some rules *tweaking* should take one-and-a-half years to be produced...

In *Zone of Control* magazine the WWII era is still the most popular with the gamers, and I bet games on the Eastern Front are the most popular of WWII games, so we cannot understand the *lack of urgency* in getting the East Front series moving into the hands of the gamers.

In regards to your *East Front Series*, why isn't there any module releases? For instance, the August 15th *Typhoon*

attack, and a winter 1941-42 Army Group Center Module — as was stated in *ZOC* magazine, "why the Christmas cease-fire?"...

In closing, we believe that you have great potential in this series if only GMT would move on this... We thoroughly enjoy your *East Front Series* games and given the same quality will purchase everything you produce on the subject.

PAUL BLANCHARD et al.
Edmond, OK

Dear Mr. MacGowan, your editorial in *C3i* Nr.7 asked us, your readers, to send in comments. I'd like to say first that I'm a wargamer who plays a lot of *Magic: The Gathering* these days. However, during the holidays, I played *Glory* with a friend — he now plans to buy a copy.

Things you are doing right: Great looking counters, good games such as *Glory* and *Rise of the Luftwaffe*. Asking your customers and readers for their comments. Communicating well with your customers through *C3i* magazine and flyers.

Things I'd like to see you improve: Your magazine needs to come out more frequently or at least predictably... *Battles of Waterloo* needed basic game rules.

Games I will definitely buy when you make them available: Any Game-players Series games set in the Napoleonic, American Civil War, or Roman Empire periods. I love *Glory*, though it does take a bit longer to play than I'd like. However, the game system's simplicity, mechanics, and interactivenss makes the investment of time worthwhile. It also plays great solitaire.

Games I won't buy: I would not buy *Hornet Leader* or *Thunderbolt + Apache Leader* if you reprinted them. I'd prefer playing such solitaire games on a computer...

Your decision to start making computer games is a good idea. Anything that will help GMT survive.

FEN YAN
La Mirada, CA



Feedback Questions

Issue Nr.8, 1997

How to use the Feedback Response Card:

After you've finished reading this issue of *C3i*, please read the Feedback questions below, and give us your answers and comments on the enclosed Feedback Card or on a separate sheet of paper.

Please send your Feedback Response and Comments to Rodger B. MacGowan, Editor-in-Chief, *C3i* Magazine, 26500 W. Agoura Rd., Suite 373, Calabasas, CA 91302, USA. Thank you.

QUESTIONS

Questions 1 through 16 ask you to rate this issue, its articles and graphics (0=no opinion; 1=poor to 5=excellent).

1. Inside GMT
 2. **SPQR** Scenarios: *The Sword of Rome*
 3. **Alexander** Module Preview: *Tyrant!*
 4. **Simple GBoH** for GB of Alexander
 5. **Samurai**: Battle Report
 6. **8th Air Force Variant**: Abbeville Kids
 7. **Typhoon!**: Campaign Variant
 8. Close-Up: **Crisis Sinai 1973**
 9. **BNA Scenario** - Operation Crusader
 10. **C3i Forum**: The Brotherhood
 11. **GMT Games Rating Chart**
 12. **Player Aids**: Game INSERTS in issue
 13. Rules Clarifications
 14. This Issue Overall
 15. Graphic Design of this Issue Overall
 16. On the basis of this issue only would you be inclined to resubscribe to *C3i* (Y/N)?
 17. Do you like the Project 500 idea (Y/N)?
 18. Will you participate in P500 (Y/N)?
- GMT has several, ongoing game series. We would like to know how you feel about continuing these series. Thus, please rate your likelihood of buying a new game(s) in the following series (with typical game from that series so noted), on a scale from 1 ('fat chance') to 10 ('gimme, gimme'):*
19. GBACW (**Three Days of Gettysburg**)
 20. The East Front Series (**Typhoon!**)
 21. Great Battles of History Series (**SPQR**)
 22. GamePlayers Series (**Glory**)
 23. Napoleon Series (**Battles of Waterloo**)
 24. Down in Flames Series (**8th Air Force**)
 25. Air Leader Series (**Hornet Leader**)
 26. Operational Series (**Op. Mercury**)

Questions 27 through 50 ask you to rate the following games and modules, first in terms of game design, second in terms of ease of play and third in terms of graphic design using a scale of 1 to 5, 5 being best:

27. **Samurai** (Design)
28. **Samurai** (Playability)
29. **Samurai** (Graphics)
30. **Battle for North Africa** (Design)
31. **Battle for North Africa** (Playability)
32. **Battle for North Africa** (Graphics)
33. **War Elephant** (Design)
34. **War Elephant** (Playability)
35. **War Elephant** (Graphics)
36. **Consul for Rome** (Design)
37. **Consul for Rome** (Playability)
38. **Consul for Rome** (Graphics)
39. **Pyrrhic Victory** (Design)
40. **Pyrrhic Victory** (Playability)
41. **Pyrrhic Victory** (Graphics)
42. **Africanus** (Design)
43. **Africanus** (Playability)
44. **Africanus** (Graphics)
45. **Dictator** (Design)
46. **Dictator** (Playability)
47. **Dictator** (Graphics)
48. **Diadochoi** (Design)
49. **Diadochoi** (Playability)
50. **Diadochoi** (Graphics)

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