

Game Designers' Workshop

June 22, 1973 to February 29, 1996

Historical Wargames: 1940, 1941, **1942!**, 1815: The Waterloo Campaign, A House Divided^{1982, 1990}, Air Superiority (including Air Strike, Desert Falcons), Attack in the Ardennes, Assault (including Bundeswehr, Boots & Saddles, Chieftain, Reinforcements), Avalanche: The Salerno Landings¹⁹⁷⁷, Bar-Lev, Battle for Moscow, **Battle of Agincourt 1415 AD**, Battle of Lobositz, Battle of Prague, **Battle of Raphia 217 BC**, Battle of the Alma, Battlefield: Europe, Beda Fomm, Blood and Thunder, Bloody Kasserine, Blue Max, Burma, Campaign Trail, **Chaco**, Citadel, Crimea, Eagles, Eighth Army, Eylau, Guilford Courthouse, The Great Patriotic War, Kasserine Pass, La Bataille de la Moscowa¹⁹⁷⁶, Last Battle, Manassas¹⁹⁷⁵, Normandy Campaign, Operation Crusader, Operation Market Garden, Overlord, Pearl Harbor, Pharsalus, Phase Line Smash, Race for Tunis, Red Army, Red Star/White Eagle, Road to the Rhine, Soldier King, SSN, Stand and Die, Suez '73, **Team Yankee**¹⁹⁸⁸, Test of Arms, Tet Offensive, The Fall of Tobruk, **The Pacific War Series** (including **Coral Sea**, **Battle for Midway**, and **Indian Ocean Adventure**), Red Empire, **The Russo-Japanese War** (including **Port Arthur**, **Tsushima**), The Sands of War, Third World War (including Arctic Front, Southern Front, Persian Gulf), Torgau, Trenchfoot, **Verdun**, White Death, Yalu.

Science-Fiction Games: **Asteroid**, **Azhanti High Lightning**¹⁹⁸¹, **Belter**, Bloodtree Rebellion, Battle Rider, Brilliant Lances, Cadillacs & Dinosaurs, Dark Conspiracy, **Dark Nebula**, **Double Star**¹⁹⁸⁰, En Garde!, **Fifth Frontier War**, **Imperium**¹⁹⁷⁸, **Invasion: Earth**, **Mayday**¹⁹⁷⁹, Merc: 2000, Minion Hunter, Sky Galleons of Mars¹⁹⁸⁹, **Snapshot**, Star Cruiser, **Triplanetary**.

2300 AD Role-Playing Game: **2300 AD**¹⁹⁸⁸. Aurore Sourcebook, Ships of the French Arm, Nyotekundu, Colonial Atlas, Kafer Sourcebook, Earth/Cybertech Sourcebook, Deathwatch Program, Rotten to the Core, Beanstalk, Energy Curve, Kafer Dawn, Mission Arcturus, Bayern, Ground Vehicle Guide, Equipment Guide, Ranger).

Traveller Role-Playing Game: **Traveller**^{1978, 1980, 1981, 1996} (including Introduction To Traveller, Mercenary, **High Guard**, **Scouts**, **Merchant Prince**, Robots, **1001 Characters**, **Animal Encounters**, **The Spinward Marches**, **Citizens of the Imperium**, **Lightning Class Cruisers**, 76 Patrons, **Traders & Gunboats**, **Library Data (A-M)**, **Fighting Ships**, The Solomani Rim, **Library Data (N-Z)**, **Forms & Charts**, Veterans, **The Kinunir**¹⁹⁷⁸, **Research Station Gamma**, **Twilight's Peak**¹⁹⁸⁰, Leviathan, **Trillion Credit Squadron**, **Expedition to Zhodane**, **Broadsword**, Prison Planet, Nomads of the World Ocean, **Safari Ship**, Murder on Arcturus Station, **Secret of the Ancients**, **Signal GK**, **Shadows/Annic Nova**, **Mission on Mithril/Bright Face**, Argon Gambit/Death Station, Marooned/Marooned Alone, Chamax Plague/Horde, Night/Divine Intervention, **Aslan**, **K'kree**, **Vargr**, **Zhodani**, **Droyne**, **Solomani**, **Hivers**, **Darrians**, **Tarsus**, **Beltstrike**, **Spinward Marches Campaign**, **Atlas of the Imperium**, Alien Realms).

MegaTraveller (including **Player's Manual**, **Referee's Manual**, **Imperial Encyclopedia**, **Referee's Companion**, **Rebellion Sourcebook**, COACC, **Fighting Ships**, Hard Times, Diaspora, Assignment: Vigilante, Arrival Vengeance),

Traveller: The New Era¹⁹⁹⁴ (including Survival Margin, Brilliant Lances, Fire, Fusion & Steel, Smash & Grab, Players' Forms, Referee's Screen, Battle Rider, Path of Tears, RC Equipment Guide, World Tamers Handbook, Vampire Fleets, Striker II, Keepers of the Flame, Star Vikings, Aliens of the Rim, The Guilded Lilly).

Space: 1889 Role-Playing Game: Space: 1889 (including Tales from the Ether, Beastmen of Mars, Caravans of Mars, Steppelords of Mars, Cloud Captains of Mars, More Tales from the Ether, Canal Priests of Mars, Referee's Screen, Cloudships & Gunboats, Conklin's Atlas).

Dangerous Journeys Role-Playing Game: Mythus, Mythus Magick, Mythus Game Masters Screen, Epic of Aerth, Necropolis, Bestiary.

Twilight: 2000 Role-Playing Game: Twilight: 2000^{1985, 1987} (including Free City of Krakow, Pirates of the Vistula, The Ruins of Warsaw, Black Madonna, Going Home¹⁹⁸⁵, Red Star / Lone Star, Allegheny Uprising, Spanish Main, Urban Guerrilla, The Last Submarine, Kidnapped, Howling Wilderness, Mediterranean Cruise, Boomer, Satellite Down, Return To Warsaw, Bear's Den, Survivor's Guide to the UK, White Eagle, Armies of the Night, The Black Madonna, RDF Sourcebook, Infantry Weapons of the World, American Combat Vehicles Handbook, Soviet Combat Vehicles Handbook, Bangkok, NATO Combat Vehicle Handbook, Gazetteer, Nautical/Aviation Handbook, Twilight Nightmares, Heavy Weapons Handbook, Special Operations, Castle by the Sea, Referee's Screen, Operation Crouching Dragon, East Europe Sourcebook, Vistula Epic 1).

Miniatures Rules: Combined Arms, Command Decision¹⁹⁸⁵, Command Decision II, Fire & Steel¹⁹⁷⁹, Harpoon II, Harpoon^{1982, 1988} (including Captain's Edition, Battles of the Third World War, **Ship Forms**, **Sub Forms**, **ASW Forms**, The South Atlantic War, and Harpoon Naval Review), Johnny Reb^{1984, 1989}, Over The Top, Soldier's Companion, Striker¹⁹⁸³, Striker II, System 7 Napoleonic¹⁹⁸⁰ (14 sets), TacForce^{1981, 1982}, Volley and Bayonet. Plus 5 miniatures sets.

The Europa Series: Fire in the East (originally *Drang Nach Osten*), Scorched Earth¹⁹⁸⁸ (originally *Unentschieden*), Marita-Merkur, Narvik, **"Their Finest Hour"** (including Sea Lion), Case White, The Fall of France, Torch, Spain & Portugal, The Near East, Western Desert.

The Conflict Game Company Games: Brotherhood, Verdun, Kasserine Pass, Normandy, Bar-Lev, Yalu, Iliad.

Books, Magazines and Newsletters: Europa Newsletter (1-4), Challenge (25-79), Imperiallines 1-4, Journal of the Travellers' Aid Society (1-24)^{1980, 1981, 1982}, Journeys (1-3), Desert Shield Fact Book¹⁹⁹³, Gulf War Fact Book, A Gathering Evil, Evil Ascending, Evil Triumphant, The Death of Wisdom, To Dream of Chaos.

Computer Games: **Bestiary**, Chickamauga, Road to Moscow, Rommel, **Scouts**, **Trader**, **Wordgen**.

19XX: Year in which title won an adventure game industry award for excellence.

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GDW produced one new product (on average) every 22 days for 22 years.
(412 products in 8287 days = 1 product every 20.1 days for 22.7 years).
(35 awards over 22.7 years = one award every 8 months).

Along the way, GDW won thirty-five major awards for excellence, including
New York Times Best Seller,

Two game designers and one game system in the Game Hall of Fame,
plus awards for graphics, packaging, and overall excellence and popularity.

Marc produced
(74 products in 8287 days = one product every four months for 22.7 years).
(11 awards over 22.7 years = one award every two years).
(= roughly a third of the company's awards).

(all the while serving as Marketing Director, Director of Licensing, and
ultimately Executive Vice President in charge of day-to-day operations).

Marc's games have spanned the available genres
from historical wargames to science-fiction battles,
from role-playing games to miniature gaming rules,
from military to naval to economic situations.