

Rich Banner

Rich Banner, with his friend (and later my friend) Frank Chadwick, ran the Illinois State University Strategic Games Club. They shared an interest in wargames, which at the time meant Avalon Hill boxed games and Simulations Publications Inc. esoteric military history games. I had plenty of time and I spent a lot of it playing games with these newfound friends in the Student Union.

Rich wrangled a grant from student club funding for a custom print run of blank hex sheets. That requires some explaining: the hexagon pattern is like the square grid for a chess board, but more adapted to the movement of simulated military units over terrain. They are the foundation of modern wargames. That grant enabled about eight of us to design our own games with markers and pens. My very first game design was initially drawn on one of those custom sheets. I would not be a game designer if Rich hadn't gotten that grant.

Later, Rich (and Frank) proposed a university innovation project: SIMRaD Simulations Research and Design, dedicated to designing and placing educational games in the classroom. When it was funded, they managed the project, found sympathetic professors, and began the process of making the effort successful. It lasted for almost two years.

As that project ended, Rich and Frank proposed creating a company to publish games, specifically their own monster board wargame of World War II, and they invited me to join them. Rich's role was Art Director. His knowledge of the graphic arts, and his talents at getting things done were substantial contributions to the success of this newly formed Game Designers' Workshop.

Rich's passion was the Europa Series: a series of linked wargames, each on a different part of World War II in Europe: the Russian Front, the invasion of Poland, the invasion of France, D-Day, Italy, and others. The games used the same rules, the same map scale, the little cardstock markers that represented military units. The plan was that they could all be joined into one massive game of World War II on a map some fifteen feet on a side. It was an exercise in esoteric recreation and deep historical research. What if this battle had been lost, or that battle had been won? Europa remains the largest, and the oldest game series ever.

His design talents were recognized with the Origins Award for the game Scorched Earth: Best Boardgame Covering the Period 1900-1946 of 1987.

Rich achieved acclaim as an Art Director: his treatment of Frank Chadwick's *Avalanche: The Salerno Invasion* was recognized as "Best Graphics and Physical Systems" for 1976. Rich's spartan design for the *Traveller* game box (black overall, with simple text and a red stripe) remains iconic more than forty years later. In 1979, he won the H. G. Wells Award for Best Historical Figure Series for his graphics for *System 7* for Napoleonic miniatures.

Rich, and our company, came upon the wargame scene when the hobby, and the industry, were still in their infancies. As the industry grew, it created its own organization—the Game Manufacturers' Association (GMA)—in 1977. Rich was its treasurer in 1977, and its president from 1978 to 1983; he guided it through its formative years.

Rich Banner has two claims to fame within the gaming industry: he was there at the beginning, and he was good at what he did. The fruits of his labors will still be seen for years to come.

Jack Radey shares a memory:

Rich is richly deserving of the Hall of Fame. You have to understand, if you don't know Rich, he was not a charismatic personality. In a hobby well-populated with large personalities and large egos (gamers are bad enough, game designers are a step up from there, game publishers tend to be somewhere north of God on this spectrum), Rich came on with a humility that would have been widely admired if anyone had noticed.

I have two favorite memories of Rich running GAMA meetings.

The first was when our Uncle Lou Zocchi was in deep financial trouble because of a bogus lawsuit by the most odious person in the hobby. I had queried Rich earlier that year about GAMA supporting Lou, but he had forgotten about it. I raised it at the meeting, and Rich's handling of it was a joy to behold. For the first time, GAMA, on my motion, seconded by Steven Patrick of SPI, and supported by Dana Lombardy, took a position in solidarity with one of its members and in defense of the hobby as a whole.

The second was the famed shootout at LA Origins, when a certain hobby entrepreneur attempted a coup, by paying registration fees for every garage publisher with one FRP supplement to his publishing credit in the LA area, and using this voting bloc attempted to take over the organization. A large crowd of publishers and designers attended the packed GAMA meeting, expecting fireworks. Instead, Rich held the floor for about an hour, trying to keep everything together, while the credentials committee back stage was carefully counting, or discounting, or recounting votes. You could see he was suffering, sweating, trying to make sure everything was done right, the margin was VERY close and the attempt at packing the meeting so very obvious. GAMA was a corporation and litigation by some disgruntled schmuck could endanger the future of the organization, and endanger Origins. At one point, Rich asked the audience if there were any outstanding ballots? From the hippy West Coast caucus one bearded publisher bellowed out from the back seats, "Well, I thought my ballot was outstanding!" which I thought Rich appreciated. He kept his cool through the whole thing, despite a large group who were eager to vote, get the damn thing over with, and get to partying. One Italian designer, walking out, remarked, "I was expecting a knife fight. What I get is like a class in classical Latin. I'm going to go get a beer."

We welcome Rich to the Hall of Fame.

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 Landings*¹⁹⁷⁷, *Bar-Lev*, *Battle for Midway*, *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*, *Chaco*, *Citadel*, *Coral Sea*, *Crimea*, *Eagles*, *Eighth Army*, *Eylau*, *Guilford Courthouse*, *Indian Ocean Adventure*, *Kasserine Pass*, *La Bataille de la Moscowa*¹⁹⁷⁶, *Last Battle*, *Manassas*¹⁹⁷⁵, *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 Great Patriotic War*, *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 Nebula*, *Double Star*¹⁹⁸⁰, *En Garde!*, *Fifth Frontier War*, *Imperium*¹⁹⁷⁸, *Invasion: Earth*, *Mayday*¹⁹⁷⁹, *Merc: 2000*, *Sky Galleons of Mars*¹⁹⁸⁹, *Snapshot*, *Star Cruiser*, *Triplanetary*.

2300 AD Role-Playing Game: *2300 AD*¹⁹⁸⁸ (including *Aurore Sourcebook*, *Ships of the French Arm*, *Nyotekundu Sourcebook*, *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 Kinuni*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 Era*¹⁹⁹⁴ (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 Guided Lilly*).

Space: 1889 Role-Playing Game: *Space: 1889* (including *Tales from the Ether*, *Beastmen of Mars*, *Caravans of Mars*, *Stoppelords 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 Home*¹⁹⁸⁵, *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*).

Dark Conspiracy Role-Playing Game: *Dark Conspiracy* (including *Among The Dead*, *Dark Races*, *Dark Tek*, *Empathic Sourcebook*, *Heart of Darkness*, *Hell's Gate*, *Ice Daemon*, *Minion Hunter*, *Minion Nation*, *New Orleans*, *Nightsider*, *Protodimensions*, *PC Booster Kit*).

Miniatures Rules: *Combined Arms*, *Command Decision*¹⁹⁸⁵, *Command Decision II*, *Fire & Steel*¹⁹⁷⁹, *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*, *Striker*¹⁹⁸³, *Striker II*, *System 7 Napoleonic*¹⁹⁸⁰ (14 sets), *TacForce*^{1981, 1982}, *Volley and Bayonet*. Plus five miniatures sets for *Space: 1889*.

The Europa Series: *Fire in the East* (originally titled *Drang Nach Osten*), *Scorched Earth*¹⁹⁸⁸ (originally titled *Unentschieden*), *Marita-Merkur*, *Narvik*, *"Their Finest Hour"* (including *Sea Lion*), *Case White*, *The Fall of France*, *Torch*, *Spain & Portugal*, *The Near East*, *Western Desert*.

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).

Books: *Desert Shield Fact Book*¹⁹⁹³, *Gulf War Fact Book*, *the Evil Trilogy* (including *A Gathering Evil*, *Evil Ascending*, *Evil Triumphant*), *the TNE trilogy* (including *The Death of Wisdom*, *To Dream of Chaos*, *The Backwards Mask*).

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

Family Games: *Campaign Trail*, *Red Empire*, *The Brotherhood*, *The Iliad*.

How Many Have You Played?

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

Game Designers' Workshop

June 22, 1973 to February 29, 1996



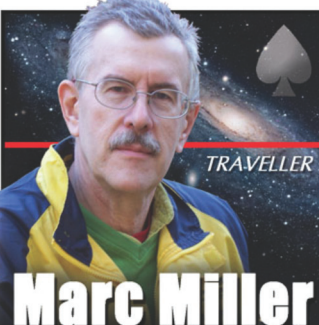
Game Designers' Workshop GDW produced
one new product (on average) every 22 days for 22 years.
(422 products in 8287 days = 1 product every 19.6 days for 22.7 years).
(35 awards over 22.7 years = one award every 8 months).



Along the way, GDW was recognized with at least thirty-five major awards for excellence,
including a **New York Times Best Seller**,
four in-house game designers (Marc Miller, Frank Chadwick, Loren Wiseman, Paul R. Banner)
and one game system (**Traveller**) in the **Adventure Gaming Hall of Fame**,
plus awards for graphics, packaging, and overall excellence and popularity.



K ♠



Marc Miller

Designer of the **Traveller** role-playing game. More than 75 published designs to his credit. Recipient of 8 Origins Awards. Marc is also in the Hall of Fame twice. He was Inducted in 1982 & **Traveller** was inducted 1997.

www.farfuture.net

♥ **K**

K ♦ 1945-2015




John Hill

In tactical game designs, few have had as much innovative impact as John Hill. In 1977, his **Squad Leader** was released and its influence is still felt today. Some of John's awards include being the first freelance game designer inducted into the Hall of Fame (1979), along with awards for best tactical wargame (1977, 1983). His Civil War **Johnny Reb** rules are still played after their publication 25 years ago.

♦ **K**

K ♣




Loren Wiseman
1952 - 2017

Game Designer: **Eagles** and **Pharsalus**. Award-winning **Twilight: 2000** developer and designer of more than twenty **Twilight** titles. For more than 30 years, editor of the **Journal of the Travellers' Aid Society**, and contributor to just about every **Traveller** title GDW ever published. Elected in 2003 to the **Origins Hall of Fame**.

♣ **K**

K ♥

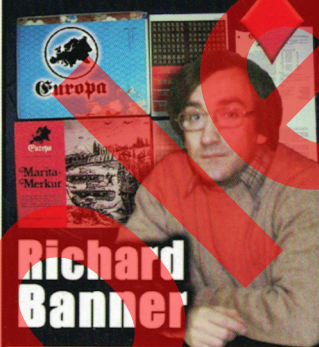


Frank Chadwick

Prolific game designer with more than 75 published games. Recipient of 13 Origins Awards, including Hall of Fame in 1984. Designer of **En Gardel**, **Space 1889**, and **Twilight 2000**. He also wrote the **New York Times Best-Selling Desert Shield Fact Book**.

♥ **K**

K ♦



Richard Banner

Art Director for Game Designers' Workshop, Co-Designer of the **Europa World War II** wargame system. His knowledge of printing and graphic design shaped GDW's public image and the appearance of its games. Recipient of 2 Origins Awards in 1976 & 1979.

♦ **K**

K ♣

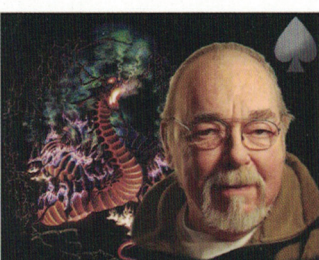


LARRY BOND

Award Winning Game Designer: the **Harpoon** naval miniatures system. **Best-Selling Author:** more than twenty naval and military novels (Cauldron, Vortex, Red Phoenix) including four NYT Best Sellers. Co-authored **Red Storm Rising** with Tom Clancy. Veteran naval officer. **Origins Hall of Fame 2004**

♣ **K**

K ♠

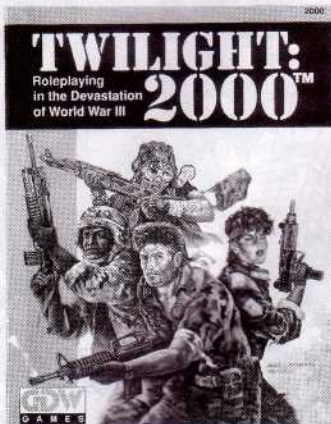


E. Gary Gygax
1938-2008

Author & co-creator of **Dungeons & Dragons**, game designer, author, game company executive, wargamer, chess player. Gary Gygax was elected to the **Origins Hall of Fame** in 1980. Without him, there might not be any Role-Playing Games.

♠ **K**

A History of GDW



For the hard-core roleplaying or game simulation fanatic, Game Designers' Workshop (that's *s-apostrophe*) has been synonymous with quality for 20 years. Well-known trademarks such as **Twilight: 2000**, **Traveller**, **Harpoon**, **Command Decision**, and the **First Battle** series are some of the most respected and popular games in their respective fields.

Little did four Illinois State University students know during the early '70s that their passion for simulation wargames would someday translate into an internationally successful company. Their enthusiasm led to a university-funded project that allowed them to create specific games that professors could use in a classroom setting as an alternative education tool. That experience led to the creation of GDW on June 22, 1973.

First headquartered in Marc Miller and Frank Chadwick's apartment, the company had humble beginnings, but by 1975, the company had moved into its present location in downtown Normal, Illinois, and has never looked back.

The original four founders still live in Bloomington/Normal and direct the operations of the company. Paul Banner sits on the board. Loren Wiseman is a game designer on staff. Marc Miller is Director of Licensing and active in computer game design activities. Frank Chadwick is corporate President and still the company's main designer. What began as a longshot dream has published more than 300 titles; produced two acknowledged master game designers from its staff; published the internationally acclaimed **Desert Shield Fact Book**, which climbed to No. 1 on *The New York Times* best-seller list; and currently ships new games to distributors and players all over the nation and the world. GDW publishes 20 or more new titles a year, as well as

licensed editions in German, French, Italian, Finnish, Hebrew, Swedish, Spanish, Portuguese, and Japanese to fulfill demands in the international gaming market.

GDW's latest roleplaying venture has been very successful, with **Traveller: The New Era** heading up the "House System" group of roleplaying games. Sharing the same game system are **Twilight: 2000**

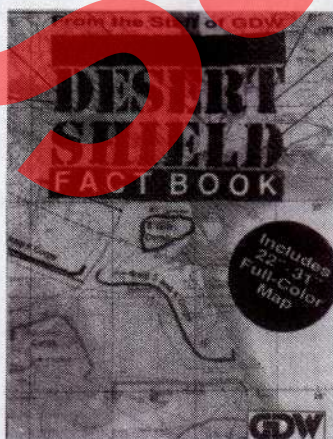
(currently in version 2.2), **Dark Conspiracy** (with an improved and updated edition due out this winter), and **Cadillacs and Dinosaurs**, based on the award-winning comic book series by Mark Schultz and published by Kitchen Sink Press. A new edition of **C&D** will also appear this winter, updated to be compatible with the CBS Saturday morning cartoon show that debuts this fall. Each of these genres incorporates a base gaming system, thus each are compatible with each other. All supplemental material for each of the separate genres are compatible as well.

In addition to the House System family of games, GDW was also proud to be selected as the publisher of Gary Gygax's new **Dangerous Journeys** multigenre roleplaying game system, especially as the first game in the series, the **Mythus** fantasy roleplaying game, marked Gary's re-entry to the fantasy game arena.

Challenge magazine has become a core magazine in the industry. **Challenge**, which began life as **Journal of the Traveller's Aid Society**, changed its format from a house organ to covering the entire science-fiction gaming industry in November 1988.

GDW also has an unchallenged reputation as a respected wargames and miniatures rules publisher. **Harpoon**, **Command Decision**, and **Johnny Reb** have long dominated their periods in the military miniature rules market.

GDW games are known for their historical accuracy as well as clear, concise, and fun-to-play rules. **Drang Nach Osten** started GDW's long-standing dedication to producing the finest wargames on the market. GDW is the company that brought the industry the original **Europa** series, the **Assault** series, the **Third World War** series, and now the **First Battle** series, for which the hit **Blood and Thunder** is the latest release.



WHAT'S IN GDW'S FUTURE?

Lots of wargame and roleplaying releases through '93 and '94, with the main emphasis being on **Traveller: The New Era** (over half of our output for the next 18 months!), plus some exciting new directions for the other games in the House System, a new genre for **Dangerous Journeys**—the **Unhallowed** horror roleplaying game, and some book and licensing projects we can't talk about yet, but which you'll really love.

