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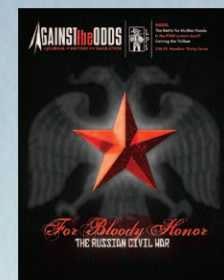


Cover Artwork: Detail from "Irrawaddy Ambush" by Stuart Brown



ORDER OF APPEARANCE
WORKS IN PROGRESS
LEMBIT TOHVER,
STAFF DEVELOPER

Issue #37 transports us back to Russia at the end of WWI. It is the time of the Russian Revolution. Mark Woloshen has designed *For Bloody Honor: The Russian Civil War*, a relatively easy game on this topic that handles two to seven players. If the Reds are defeated early in the game, the White players carry on to decide which one of them is the victor. The game captures the



interactions of political influence, railways, foreign intervention (the whole Western alliance: British, French, Canadian, Australian, Indian, Japanese, and U.S. troops that fought in Russia), and the discord there was amongst the White factions. Each one of the 10 turns represents 4 months of real time from the end of 1918 to the end of 1921. The game uses a chit pull system which determines when players can move and when they can fight. Each area of the game has a value, which will influence their recruitment of forces and determine victory. If you lose a battle, defection of your troops can occur. Can you, as the Reds, repeat history and form a Union of Soviet Socialist Republics? Or can you, as the Whites, change the course of events in the 20th century?



FOR BLOODY HONOR MAP IN-PROGRESS

Issue #38 visits WWI in Africa with John Gorkowski's *Guns of the Askari*, and **Issue #39** puts us into the winter of 1805 (as Kutuzov launches his forces against Mortier at Durenstein) with Andy Nunez's *These Brave Fellows*.

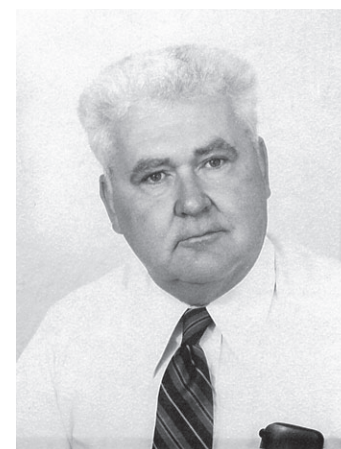
GEORGE A. RAWLING

One of our most tireless supporters, George Arnold Rawling, passed away earlier this year. He was 90 and was in declining health.

Born in 1921, he was the only son of Dr. Francis Rawling, who immigrated to the United States from Yorkshire, England, in 1911, and Grace Lee Rawling, a schoolteacher from West Virginia. Dr. Rawling, a chemist at the Luke Pulp and Paper Company in western Maryland, was responsible for a number of patents relating to paper manufacture.

George graduated from the University of Maryland in 1943 with a degree in chemical engineering. He then joined the U.S. Navy and served aboard an LST in the Amphibious Corps, participating in the invasions of Saipan, the Philippines, Iwo Jima, and Okinawa. At Iwo Jima, he was in charge of a landing craft carrying Marines to the beach where Japanese gunfire sank it, but not before George and other survivors managed to wade ashore. Discharged a year after the war, he returned to his *alma mater* to earn a Master's degree in applied mathematics, followed by a research fellowship in industrial mathematics at the Massachusetts Institute of Technology.

In 1949 he married the former Rosanne Gilfedder of Cambridge, Massachusetts. From 1954 to 1960, he worked at Johns Hopkins University's Applied Physics Lab, while living in College Park, Maryland.



In 1960, the family moved to Pennsylvania, where George joined General Electric as a consulting engineer, mostly in aerospace, but also in devising undersea technologies. He then moved to Philadelphia's Frankford Arsenal for a number of years before returning to G.E., retiring from there in 1986.



George enjoyed swimming, took fencing lessons, and participated in such sports as boxing and wrestling. He was an avid reader with a wide range of interests—including military history, science, historical whodunits, fiction, and fantasy—and studied Arabic and other foreign languages. He admired the caricaturist Al Hirschfeld and could draw his own amusing cartoons. On a personal note, late in his life I remember him showing me the matrices that he had worked out by hand decades before for determining the flight and orientation of bodies in flight—long before we had calculators and spreadsheets that could do the same thing in seconds. Creation is an unusual act and given who I am, I did, and still do, admire his insight and perseverance to create something from himself—fine gifts he passed along and nurtured in the next generation.

—Stephen Rawling