THE 'WARGAMER' TEAM PROFILE.

- The 'Wargamer project' came about through one of those happy coincidences. Steve Green had just finished 'Civil War' and was looking for a designer, Benedict Wilkins was looking for a programmer and Empire Interactive was looking for a new strategy game. Hence, Wargamer was born.

- The team started with three members, Steve Green (Programmer & Project Leader), Emma Morle (Lead Artist) and Ben Wilkins (Design & Research). When Steve & Emma moved to the USA Paul Sample, a second programmer, was rapidly recruited. Steve & Emma returned to the UK this year and the team expanded again. Three further members (James, Peter & Dan) were recruited and new offices to house everyone were found in Abingdon (Oxfordshire).

THE TEAM.

'THE GROGNARDS'

STEVE GREEN, PROJECT LEADER & LEAD PROGRAMMER.
Steve has been programming computer strategy games since he left university (and a few before!). Steve has programmed a 'whole load of stuff' and was lead programmer on 'Team Yankee', 'Pacific Islands', 'Fields of Glory' (for Microprose), 'Civil War' and 'Civil War Masters'.
When not submerged in code he brews (& samples!) his own beer, furthers his interest in mathematics & philosophy and plays bass guitar. Occasionally threatens to join a gym and get fit.

BENEDICT WILKINS, DESIGN.
Ben has been playing historical tabletop wargames for 20 years (and currently has a collection of over 10,000 historical miniatures - or toy soldiers according to his wife!). Worked for Virgin Retail Ltd as a games buyer for 10 years and during this period managed to find time to co author 'Forlorn Hope', a set of miniatures rules for the English Civil War. Edited 'Battlefields' magazine 1995-1998. In addition to 'Wargamer' has worked on 'Flying Corps' (research & manual writing) and 'Mig Alley' (research & some campaign design) plus 'other things'. Is regarded as the 'fount of all knowledge' on anything to do with 'war' at Empire.
For some inexplicable reason fervently supports Arsenal Football Club.

EMMA MORLE, LEAD ARTIST.
Emma studied Fine Art and then worked on antique furniture restoration before getting into computers. After illustration and design work got 'sucked into' the computer game world and so far has not managed to escape! Enjoys the challenge of combining traditional art methods with computer graphics in order to create the desired image.
When not sketching or painting can often be found either furthering her interest in photography … or working out at the gym (a pursuit which fellow team members have so far managed to avoid!).

PAUL SAMPLE, PROGRAMMER.
Paul is the teams absurdly tall American programmer who is currently working in the USA. Served with the American Army in Europe where he developed a liking for strong German beer.
A keen wargamer, his first love remains tanks but his steadily growing Napoleonic book collection is testament to the fact that he too has fallen under the spell of 'the little corporal'.
A designers dream in that no matter how ludicrous the request he always finds a way to code it!

MARK HAVENS, PRODUCER.
Another veteran, Mark's more recent projects include 'Pro Pinball' and 'Flying Corps'. He currently has under his wing (in addition to Wargamer) 'Mig Alley', 'Apache - Havoc' and '101st Airborne'.
His current ambition is to fly in a MiG 15, enough said really.

'THE MARIE LOUISES'.

JAMES ('JIM') BROAD, PROGRAMMER.
Studied computing and developed an interest in strategy games and thus became 'tailor made' for the Wargamer team. Designed a terrain generation system for fun!

When not enjoying coding he cycles, plays guitar and furthers his reputation for being 'an all round good egg'.

PETER JONES, ARTIST.
Peter studied Fine Art before he too fell prey to the lure of the computer. A 'creative soul that likes to build 3D models'. When not 'creating' he can be found either with a camera, pursuing his interest in fine art or canoeing.

DANIEL BURT, RESEARCH & TESTING.
Daniel has managed to escape from management into the games world, fortunately bringing useful skills such as desk top publishing with him. A member of the Bodleian Library he is an avowed Francophile.
When not discovering obscure facts for the rest of the team can often be found as an 'armchair megalomaniac' conquering yet another computer world.