

JAGDPANTHER

Vol. 2 No. 8



Two Games in this Issue:

SIEGE OF BARAD-DUR
PQ-17

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Artist-Barad-Dur sketch on back cover—James McNease

GAME IN THIS ISSUE—PQ 17, Arctic Convoys.

Included with this magazine as inserts are: PQ 17 map, Barad Dur Map, Two Counter Sheets, PQ 17 rules sheet. Fantasy Gamers may wish to remove pages 11-14 inclusive to keep with the game.

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Last issue had 51 Articles, this one 22. This sudden change may shock some of you, but the old timers will take it in stride. We print what we get, and, of course, what our own staff write. Probably, issue Seven represents the other extreme from this one, and we will continue to muck around in the middle. However, we would like your opinions. Do you want 50 articles about half a page long, or 20 each a page long. It is no different to us typing it, so whatever you prefer.

The CA and Midway things are actually clumps of several shorter articles which we had intended to spread across several issues, but decided to get rid of all at once.

PQ 17 is a very intricate game for so physically small, and the extra space is what gave you the Tolkien thing. This way, the minority of Fantasy gamers can get something, without depriving the majority of conventional gamers of a good game.

Those who have been griping for an 11" format have now got it, we hope you like it. It costs more, and we expect to see increased circ because of it.

Our next issue will finally have what you all wanted most in the Polls: GOTTERDAMARUNG! The game is to cover the last 100 days of Nazi Germany.

The success that was issue 5 followed, as it was, by the disaster of issue 6 resulted in a rearrangement of the workload and the distribution of decision making which gave you the triumph that was issue 7. Absorbing AFASHER did more than just insure our survival (which was never really in doubt), but the massive increase in our subscription base meant the conversion to this format, professional assembly, and a few other niceties. JAGDPANTHER was started, quite simply, as the hobby of a PanzerBlitz freak. Since that first year, and in the now-ended second, we have striven to make JagdPanther Hubs into a business.

This change has taken many forms as it moved through the various branches and departments. The establishment of JagdPanther Hubs as a totally separate business and political entity has been perhaps the greatest of many changes. Along with it have come more subtle changes in JagdPanther itself. We have always been known for our easy going literary style, and have not tampered with it, but the vehement rhetoric has gone, as you have noticed. We were once told that if you couldn't find anything nice to say, don't say anything at all. We finally took it to heart.

As for the composition of JagdPanther, we think we have a format now which will pretty much stand up to your scrutiny. We will still have our short articles, but will try to group them into longer pieces on this or that game. The general gaming article, never our long suit, is coming into its own. As those of you who saw our advertising know, we have started, this issue, to include history articles, something we swore to never do. My staff said they thought it was a good idea. I did not totally agree, but they made enough of a case to win a try out. Let me know what you, out there, think.

Our outside activities, which were loads of fun when we were starting, have had to go, which is a shame, but we felt we owed it to JagdPanther. All PBM games have been halted at this time. In the spring, we will try to finish the games in progress, but we will not start any new games. All PBM games will be put in the hands of responsible game masters (and that is a thinly veiled hint for volunteers).

Two things do warrant specific mention in this editorial: improvements and changes due to Abwehr.

Improvements are based on one thing—circulation. At this time, you are getting about the best mag we can do for a circ of 190. If you want 22x25 maps, die cut counters, two color covers, more photographs, more pages, or more issues, I am willing to give them to you in exchange for more circulation. Take this issue to your club meetings and show it around. Get your erstwhile friends to subscribe. In order, however, to give you a more tangible result for your efforts, we will extend your subscription to Bushwhacker for one issue for each JagdPanther subscriber you bring to us. Have him include your name with his subscription. This is, of course, for totally new subscribers. Anyone who is able to get us five new subscriptions to JP will get a year of Bushwhacker and an extra issue of JP. Anyone who can get us 10 new subscribers will get a year of JP and BW.

ABWEHR is a ticklish matter. We have gotten letters from AB subscribers ranging from "Glad to get something for my money" to "You will continue to do everything they were doing, won't you?". Letters from JP subscribers range from "That's nice" to "Please, don't become another ABWEHR." Now, as far as continuation of articles in progress or just promised, that will be dependent on how cooperative the Abwehr Staff is. As far as the type of articles, that will depend on the Abwehr subscribers. Ninety-one new subscriptions were added (of which about 20 were overlaps). Of the 70 new ones, 45 run out with this issue. Quite obviously, if none of you resub there will be no use in rebuilding the entire structure. If all of you do, then we can, and will, do something for you.

JAGDPANTHER, in case we didn't tell you, does not go around putting in feed-back cards. If you have something to say, please use your own words. We can read.

--Steve Cole, Editor, JagdPanther