

JAGDPANTHER

Vol. 3 No. 12



ANVIL-DRAGOON

THE SECOND D-DAY

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Cover Photo provided by Graphics House, Ltd.
 In our next issue we will present a Division level game entitled THE SIEGE OF LENINGRAD.
 Cash payments are now being made for articles, but only to authors who have had articles appearing in three successive issues. Write for details.
 Last issues Feedback determined that the issues two best articles were MORE MODERN BATTLES and ANARCHIST VARIANT.

EDITORIAL

As we now finish our third year, we look back upon it with a sense of accomplishment. The year began in the wake of the disaster of issue 8, when we printed our first History article, running to four pages. We had, of course, sadly misinterpreted what the readership wanted, and were only able to survive the storm of indignation by promising a free year's sub to everyone if we went over two pages of history for the next year. That year is now over. We have never gone over one page of history because we are primarily a GAME magazine, not a history magazine. While we are renewing the promise on the amount of history, we did not enjoy living under a self-imposed death threat (which \$9000 would be) and are glad to be out from under that.

This issue is, and is not, late. While we are more than two months late based on the schedule announced in issue one those three long years ago, we are almost exactly three months from the mailing of issue 11, so you can take your pick and believe what you want.

1975 was a good year for JagdPanther. Game sales totaled 4200, which would have been much better if we were selling \$5 games, like we are now. Die cut counters came into use, as with full sized maps. Circulation more than tripled, now being just over 1000. Sales revenue is up enough to make cash flow look a lot better than it ever has before. The volume of mail being answered has gone up 400%, which explains why it sometimes takes up to three weeks to get an answer if you asked something that wasn't particularly crucial and your answer took more than a couple of minutes to write. One rather upsetting event this year has been the loss of several of our people. A year ago we had 3 full time and 5 part time employees, and now we have only 2 full time and 2 part time. While the organization is still running, we are training new people to fill the empty slots and until they are trained mail and the magazine are not going to catch up (they won't get any further behind), though orders are still going out within a week on what is in stock.

Our office has moved. The new location is at 1408 West 8th, #106, Amarillo, Texas, 79106. Naturally, the mail should still be sent to Box 3565, Amarillo, TX 79106. The Phone at the office is 806-372-8861. Like all great Military organizations, the working day starts around 12 noon and runs til about 10. We have decided to schedule Tuesday Evenings from 7PM til 10PM Texas time for you to call and ask questions about your orders; has this been shipped or why is that late, etc. We will have the files out and hope to be able to give you an answer at once. Unfortunately, we cannot accept collect calls.

Games in the works and moving along with varying degrees of steadiness include WARSAW PACT, SIEGE OF LENINGRAD, BATTLE FOR MADRID, AIRBORNE, and the 2nd Edition of POLAND 1939. Games less well in hand (and including some which may not see publication) are TUNISIA, BATTLE OF BERLIN, LEBANON, THE FALL OF FRANCE, CANNONS AND CAVALRY, and the revised (and upgraded) versions of PQ17, MP44, ZEPPELIN, and GOETTERDAEMMERUNG. Probably eight of these games will see publication in 1976. Taken with SPANISH CIVIL WAR II and ANVIL-DRAGON, this will be a respectable number of games for us to publish this year. Our Tolkien and Conan designs have been dropped. Outside designers are working on several more games, but we will not mention them here. Perhaps we will feedback them later. JagdPanther has always prided itself that the games published in our magazine were the games you told us you wanted to see through your letters and feedback.

The new die cutter is working well, and we are glad that we can now match our die cut counters against any others in the business. By the way, we now manufacture die cut counters for others, so if you would like us to make yours for your game, get in touch with us. People publishing their own games should contact us about possible business arrangements or advice.