



JAGDPANTHER ISSUE 1 VOLUME 1 APRIL, 1973

This is the Second Printing of Issue 1. It was specially prepared during October, 1973. In the Preparation of this special Printing, several items have been deleted. These include advertising, Club News, letters to the Editor, the Editor's Corner, and the Commandant's Comment. It was felt that individuals purchasing back issues of this number would be more interested in the Game Material than out of date advertising and stale jokes. Also, it is felt that the Club Organization of that time (SS JagdPanther Korps) would create confusion in the minds of people acquainted only with the ICW.

JagdPanther is published quarterly by JagdPanther Publications, 1540 Parr, Amarillo, Texas, 79106. Subscriptions are \$7.50/4 or \$2 each. Back issues for \$2.50.

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## NOTES ON JAGDPANTHER #1

What you have here is a PDF scan of the second printing of the old wargame magazine *JagdPanther*, issue #1. My apologies for the quality, but the original copies were no better. The idea is to get these long-sought issues into the hands of collectors at a reasonable cost, and to make sure that the documents are never lost to history.

Way back in 1973, I created a wargame magazine called *JagdPanther*. It was named for the cool tank destroyer on the cover of the game *Panzerblitz*, and variants for that game dominated the first several issues. I loved writing scenarios and variants for games and that was, basically, what *JagdPanther* did for its entire run of 15 issues, along with reviews and new games. (The last issue changed the name to *Battlefield* because we got tired of being called Nazis.)

The first issue includes (as you will see) three games (*Cowpens* about a battle in the American Revolution; *Scrimmage IV* about football; and *MP44* which was a squad-level game that presaged *Squad Leader* and did it better). The issue as uploaded to e23 is missing the map to *Cowpens*. If I find a copy, I will add it to an updated upload. If you have a copy and can email me a PDF, I'd appreciate it.

That was another time. Home computers did not exist, and print on demand meant using a mimeograph machine or a photocopier. The magazine pages are hand-typed on the typewriter that my mother used in college, the game counters are printed on paper (and drawn by hand!), and the map was (you guessed it) drawn by hand (using hex paper that I created from scratch on my drafting board with a T-square and a 60-degree triangle). The first seven issues of the game were printed on 14-inch paper because I had calculated that this was 5% cheaper per square inch. Everybody told me I was insane but I would not listen. This is why the pages of this PDF are in odd-sized scans, because each "page" of the PDF document is half of a hard copy page.

Over the next three years, we got better and better, producing pages on an IBM Selectric typewriter (home computers did not yet exist), and doing the art with rub-on lettering and rub-on graphics and cut-out stick-down graphics. (At one point, SPI sold us a hex grid we used for many years.) When *JagdPanther* Publications closed in November 1976, I stuck my share of everything that was left into two boxes. (I have no idea if my partner kept his boxes, or if he even packed boxes to keep.) I got married in 1977 and my mother thoughtfully sent the boxes to my new home where my wife, Leanna, helpfully hid them in the attic. Years later, in 1999, ADB (my third game company) incorporated and moved to its own offices, and Leanna gleefully sent any box that looked like "wargame junk" to the new office (and out of her house). The boxes got put on a high shelf in the warehouse and forgotten. When we moved to the new office in Jan 2010, the forgotten boxes went to the new warehouse. During all of those years, people would write or call at least once a month offering \$100 per issue for my stock of *JagdPanther* magazines, but I refused (if only because I had no idea where the boxes even were). I saw copies of *JagdPanther* sell on eBay for anything from \$3 to \$165. I guess that just depended on someone who really wanted them noticing them appear.

In January 2012, yet another person asked if I could find the boxes because he desperately wanted a copy of a couple of pages from one of them. He hounded me enough that I agreed that I would ask Mike Sparks, our warehouse guy, if anyone had seen the boxes. Mike said he knew where they were (having seen the unusual name when moving the boxes two years earlier), and they showed up at the office a week later. On 3 Feb 2012, I dug through the boxes and found copies of all of the issues, and sorted out what seems to be all but one of the pages from *JagdPanther* #1 (missing the *Cowpens* map). I gave the pile of pages to Joel Shutts, who scanned them into PDFs for upload to e23. The theory is that even if few buy a copy, once it's in electronic format, it will never die, and will never be lost to history.

--Stephen V. Cole, PE

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