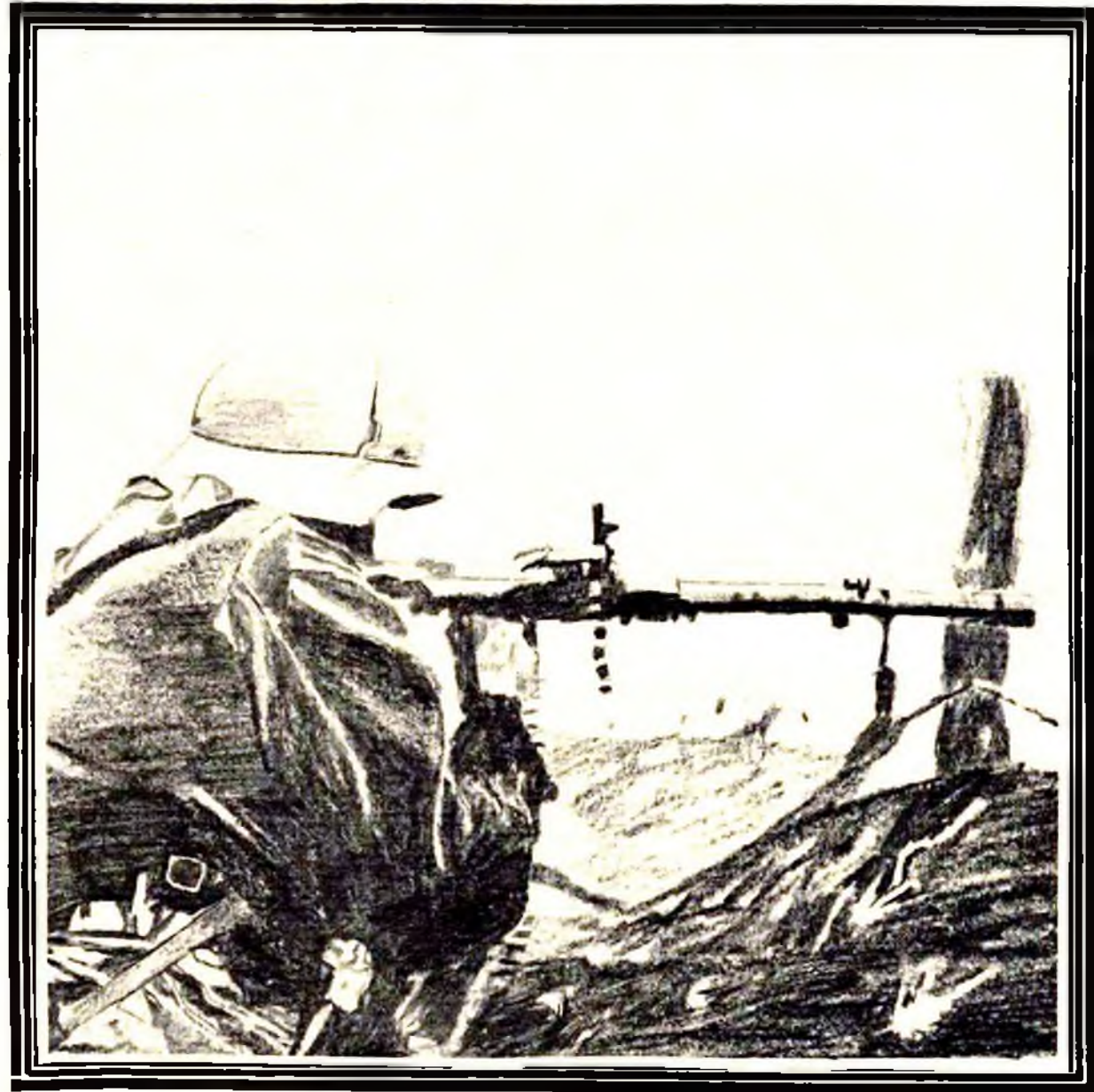
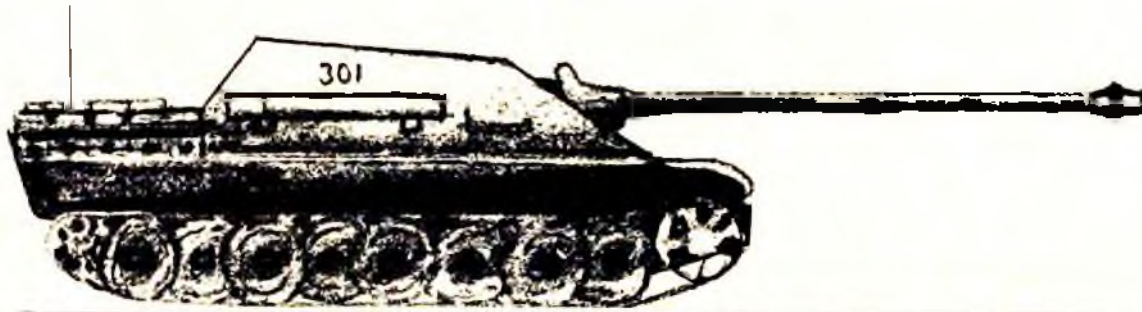


JAGDPANTHER

VOL.2

Nr.7

\$2.00



IN THIS ISSUE:

Gorlice-Tarnow, 1915

JagdPanther is the Official Journal of the International Confederation of Wargamers. Published Quarterly. Offset printed by Amarillo Blueprint Company.

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JagdPanther is published by JagdPanther Publications of Amarillo, Texas.

Mailing Address: 1540 Parr, Amarillo, Texas 79106

Subscriptions:

4/\$7.50 8/\$14.00 12/\$20.00

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Editorial

Looking back on six issues of JagdPanther I find myself wondering what we are trying to be. Looking at this issue, I believe we are beginning to settle down. The two pages of Editorials are done with, you can find them in the Newsletter. The long strings of sketchy reviews are gone, they wound up in Bushwhacker.

What we have left is hard core material I think will be of more interest to you, at least of more interest than trivia.

Reviews are just about gone for good. Now we have a proper vehicle for them. JagdPanther will have, instead of "reviews", in-depth analysis articles of one or two recent and well-known games.

Our usual hodge-podge of interesting but unlikely variants is still around, simply because they are the easiest to do. Our staff, and particularly myself, is capable of spinning off a couple of dozen of them at one sitting. Unfortunately, such articles end up stereotyped (haven't we managed to put the Americans just about everywhere?) New members on the "staff" have vowed to reduce the flow of those articles, and begin producing variants of an historically possible type.

Perfect plan articles have never had much of a place here, and won't. We will, however, pass along any quick ideas we have. Revisions to complicated or ambiguous rules and games will continue, now with the cooperation of some of the Designers.

Expansions come in two varieties-tactical and strategic. Tactical expansions are so easy to do it's a wonder everyone doesn't do them. How hard is it to sit down with a copy of "German Tanks of WWII" and rapidly expand TANK! The NATO/WWIII thing

last issue showed how easy it is to turn a geography book and a Military Almanac into a whole issue. We will continue to do such articles as many people don't really care to do them themselves, and others have a preference to using something that is at least in print.

In keeping with our long established policy of providing chances to replay old games, we have initiated a program which has no name but involves making new scenarios for old games. It wouldn't be too hard to do slews of scenarios for War in the East; Anzio is always good for new Mini-games. The Midway system, which is at least simple, can easily cover other

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Enclosures: Gorlice-Tarnow Map(5 sheets), Rule Booklet, West Front Map, Mesopotamia Map, Counter sheets; Subscription editions also have Bushwhacker #1 and NL #36

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Then, there is always a new game on an old map. Hannibal on Anzio for instance, is a possibility.

We have, in fact, so many little and big expansions and such that we are considering increasing the NL to twelve issues and six pages (charging more, of course, just enough to break even) so we can get them in print.

But, as for JAGDPANTHER, we may, at last be starting to grow up. It's been a long road, we thank you for traveling it with us, and invite you to finish the ride.

--Stephen V Cole, Editor