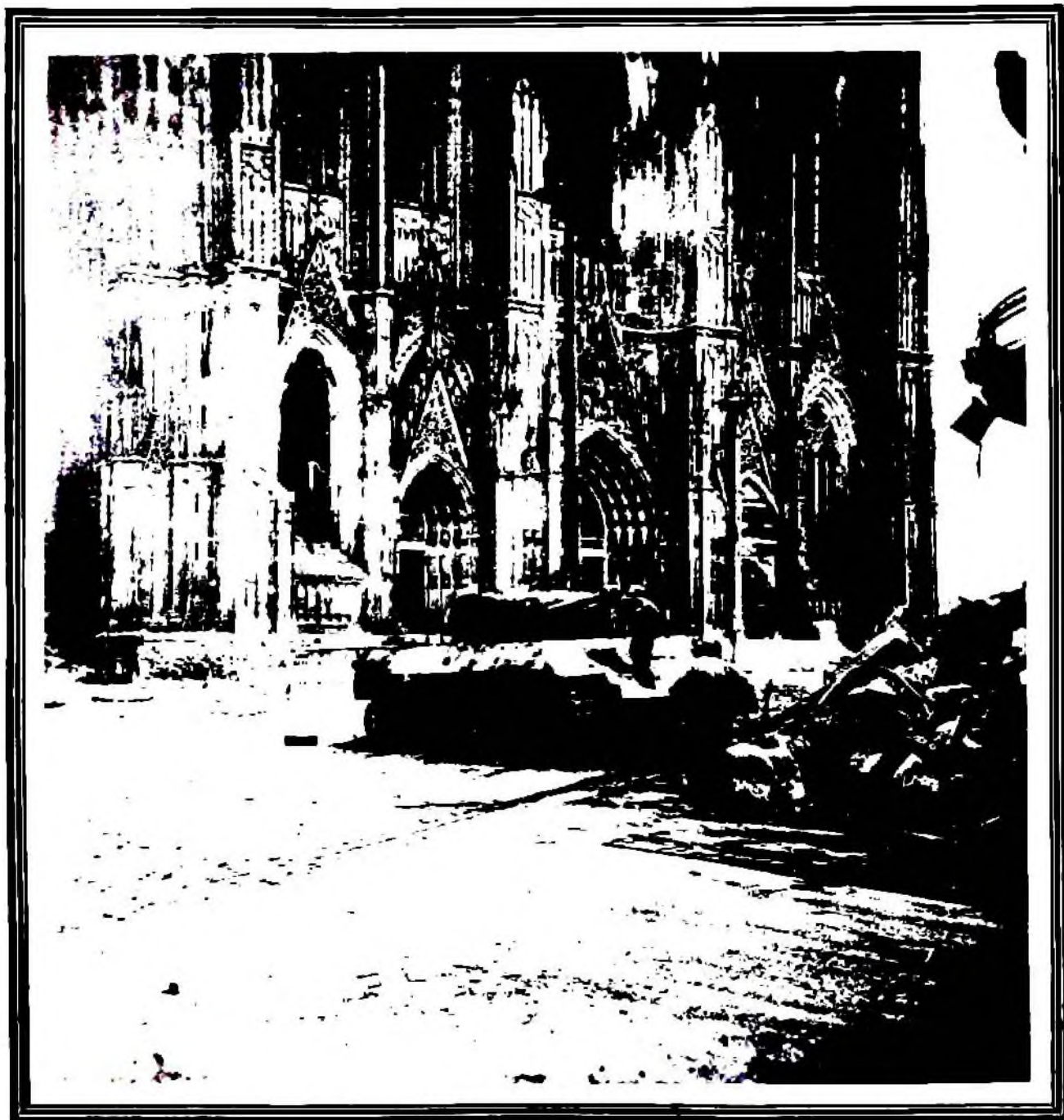


JAGDPANTHER

Vol. 3 No. 1



Game in this Issue:

GOETTERDÄMMERUNG

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Editorial

While previous Editorials have been done by one person, this one, as this magazine, is being done by committee. This reflects the changes in our operation, as now more than one person is directly involved with the preparation of each issue. This is just another sign of how JagdPanther Pubs is becoming less of a hobby and more of a business (and a pain in the ****). This being the case, we would like to see the recent increase in subscriber participation (that means sending us

articles) continue and increase. If you want your name in print, send us an article and, if it is decent and in keeping with the type of articles we usually print, it will most likely get printed. For example, the article by Mr Pickard was received by us only one week before the deadline, and happened to fit with the needs for balance in this issue. There were over one dozen "outside" articles last issue, and about as many this time. This is very healthy, and we want it to continue. Allow us, at this time, to extend special thanks to our most prolific contributors: Clifford L. Sayre, Scott Rusch, David Porter, Howard Anderson, John Berry, and Vance von Borries.

The results of the Survey in Bushwhacker will be announced in some detail in a future Bushwhacker, after Mr Noel gets through with analysing them. The consensus of opinion seems to be that we are filling a vital role in the hobby, and should keep doing pretty much what we have been. However, after throwing out those results which were so high to be considered extreme, we still had an average of 10.28% of the magazine devoted to History. That comes to a bit over two pages. There seems to be a tremendous fear that we will, in a very short time, become another History magazine, and that we would not be very good at it. To eliminate this fear, we intend to voluntarily limit History to only 1 page in each issue. As a guarantee, you have our word in print that should pure History articles ever consume more than two pages in a JagdPanther, we will extend everyone's subscription by four issues. That is an awfully strong promise, and one we are only too happy to keep. This pledge will be in effect through issue #12, after which we will re-evaluate the wishes of the masses with a new survey. History is harder to write than variants, we are, as we said, only too glad to limit the History.

While we are on Surveys, it should be noted that the game in this issue won the Survey in JP#3 hands down, it taking us only a year and a half to get it done.

We are really not sure what will be in the next copy of JagdPanther you will get. We have a number of games in process, any one of which might get through in time for #10. David Gordon is working on a Conan game, and trying various systems and numbers of players. Could end up being a bit like Third Reich, but not much. Jim Brown is working on "War of the Ring", a Fantasy game with a conventional scenario (leaving out the Magic and stuff) which is as much fun as the other one. Our crew here is trying to come up with a "Defeat in the West" game, which would link up Goetterdaemmerung with Spanish Civil War. Map outlines for this and for the Italic-Balkan theaters already exist. Allen Eldridge, who brought you our overnight success "Spanish Civil War", is working on a small Bataan game, and Stephen C is still typing issue 1 through four. Don Harris has a prototype game map for a game involving the potential for a Black-White War in the southern part of Africa, complete with Guerillas who fight each other just as fiercely as they do the whites. The first of our Multi-games (which we announced over a year ago, long before you know who), titled "Airborne" and covering either four or six paradrops of the last thirty years, is still laying around. We were sent a game on a Japanese Invasion of India in 1944 and have ask the Designer to simplify somewhat (30 pages of rules?). Then there is James McNease, who has a Pearl Harbor game in pretty good shape, but the US Player doesn't have just a whole lot to do, and James has disappeared again on another mission for the CIA.

Avalon Hill and Interest Group Baltimore are holding a convention at Baltimore (details elsewhere) which is going to be the first thing in this country with a decent right to call itself "The National Convention". We already have our booth reserved, and those of you who have long wanted to see just what kind of people turn out JagdPanther, that will be your chance.

Well, deadline is tomorrow and this thing isn't finished yet, so see ya later.