

JAGDPANTHER

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A black and white photograph of a soldier in a trench, holding a rifle. The soldier is wearing a helmet and is positioned in a shallow trench. The rifle is held in a ready position, and the magazine well is clearly visible. The background consists of dense foliage and a trench wall.

MARINE!

IS PRELUDE

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Die-cut counter sheet for Marine and map for same are detachable, but remain under copyright.

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When this magazine began, it was a great deal of fun. Providing, as it did, a medium for us to expound on a favorite game, the first few issues were simply an old style hobby magazine. Somewhere in those issues we began our habit of inflammatory rhetoric, and it was in that area that we gained our first wide spread publicity. That, of course, hurt our growth, as did the bad shortage of cash.

Physical improvement began with offset in 3 and the hard covers of four. This stabilized at approximately that level for a year, until our press runs outran the physical capability of the press, so we had the highly successful format used in issues 8 and 9.

We tend to think of JagdPanther as sort of our baby, a high-spirited child who had something to say that everybody wanted to hear, but no one liked the way that he said it. We began to realize that JagdPanther was inhibited only by itself. So the kid went to college in issues 8 and 9 and we like to think that he just graduated.

One piece maps and die out counters have been the most bitched about and demanded improvements we know of, and we are proud to have them for you in this issue. If not for a printer who was willing to give it a try, you wouldn't have them. We owe him a debt of thanks, and also a printing bill, and will pay both.

You asked for more pages, and you got them. Now, no one is really fooled by this bit of putting the rules in the middle and numbering them, but at least we can say we gave you four more pages.

So, let us gaze into the crystal ball and see just what you can expect for each issue.

If you expect more pages, you may be disappointed for a while. With this system we must upgrade in multiples of eight pages, and until circulation hits 1000 this is not economically feasible. Besides, you get so much material in a JagdPanther as it is, any more and maybe you wouldn't finish one before another arrived. We can sort of promise you about 40 articles plus in each issue, but we will attempt to have more variety in them, both in terms of historical period and game companies. You can figure on die out counters, 144 of them, in each of your future issues, the map may be 17x22 or 17x28 as the case dictates. We are, of course, limited to simple games (relatively) and counting heavily on your experience in wargames as we are limited to four pages of rules for now. This should be no strain, but you might let us know if you would have preferred to have the rule folder in larger type without the picture. Naturally, if we get longer on rules we will drop it anyway.

Let us take a moment and say something about our variant articles. First, they are not the Word of God, you are by no means forced to use them, and even then we do not ever intend for you to accept them at face value. If you like our changes better with a couple of your own, you should not hesitate to use them that way. If the articles of a particular author or subject or style are particularly enjoyable or disgusting, let us know.

Lately, we have begun to do more material on our own games, this in response to requests from you. We are glad, of course, to do this, but there are limits, and some articles on our various games will have to wait. We want to bring up one point. If we are going to be giving you 40+ articles per issue, or almost 200 each year, we have got to have those 200 articles to print, and over half of them have got to come from you, our readers. Your faith has made us what we are; your articles will keep us here.