

JAGDPANTHER

Vol. 4 No. 13



THE SIEGE OF

LENINGRAD

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This issue of JagdPanther includes 44 articles, which include variants, modifications, or observations on 42 games published by 8 companies. The articles reflect the work of 25 different authors. No other magazine in the industry can claim to cover the entire hobby this well.

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Cover photo provided by Graphics House, Ltd.

Last issues Feedback determined that the issues two best articles were MORE FOR MECH WAR and CONQUERING STELLAR CONQUEST.

EDITORIAL

Once in a great while there comes a time when there is nothing to say in the editorial. The Readership must not expect this to occur too often, but when it does the least that we can do is to tell you some of the things that you want to know, instead of the usual editorial, which contains what we want you to hear.

Probably the thing that you most want to know is what will be in the next games to appear in JAGDPANTHER, at least that is what you ask the most often. We can, of course, content ourselves with the ad in the catalog, but the space in a catalog is limited, and must be used to sell the games. If you have this issue, it is likely you have already bought the next couple of issues, and your questions are more along the lines of "what can I expect?"

WARSAW PACT is, of course, an Army/Corps level game, and is concerned with demonstrating the problems that the Pact will have in accomplishing their mission. The game has essentially two scenarios; a Hasty Attack and a Deliberate one. In the Deliberate Attack, the Pact attacks at its own volition, with everything just the way that it wants it. In a Hasty Attack, Yugoslavia has just gone over to the West and an immediate occupation is the only thing that can stop that nonsense. The forces involved can be adjusted by the political climate in the US (which can reduce or increase the forces by 25%) and what time frame it is, as the Soviets have lately increased their ground forces considerably. The most unique thing in the game is the Supply system for the Pact. The Russian Player is assigned a given number of Supply factors. When in the Combat Phase, he allocates each of his units, as he comes to it, up to four Supply factors. If he allocates none to it, it is "depleted" (reduced to Battlegroup). If it is assigned Supplies, its Attack factor is multiplied by the number of Supply factors. Unfortunately, there is just not enough available to operate at four times normal strength for very long at all.

JACKSONVILLE: THE BEACHES OF DOOM, is our "surprise" game for 1976. It is 1997 and the Soviets are trying to invade Florida. Jacksonville is selected for its strategic position, the tactical and terrain advantages are all on the US side. As the game stands now, the Soviets have four divisions of Marines, one of Paratroops, two Mech, one Helicopter and two Tank Divisions, facing an assortment of smaller but more powerful American units. The basic problem in the game is in depicting war in 1997. The Combat system is such that virtually any unit except the weakest screening units can defeat any other unit, if it can get adjacent to it. Each unit is assigned a pair of protection factors (anti-armor and anti-infantry) which affect the ability of another unit to move adjacent. The protection factor is cross indexed with the number of movement points the moving unit spent entering the hex. If the terrain is hills or trees or something, it costs more to enter, and also the terrain affects the long-range weapons, which are the basis of the protection system. If available, the unit can spend more movement factors than are required to enter the hex, which simulates time spent to study the ground, fire smoke, bring up artillery, and try to sneak into the hex. The "charge of the light brigade" conducted by the Israeli's against the Chinese Farm was the last time a tank unit will persist in an unsupported attack against missile-armed infantry.

Air superiority will be crucial in the game. If a CAP flight is over a given zone, cruise missiles can be fired into it, airstrikes can be conducted, and helicopters and hovercraft can operate. If no CAP is on station this cannot be done.

All in all, both games represent solid efforts of this company to enter the field of Modern Games. While other companies can go chasing into the 19th Century if they want to, we will bank our money on 1970-1999.