

JAGDPANTHER

Vol. 1 No. 14

WARSAW
PACT

EDITORIAL

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Cover and page 3 photos provided by US Army.

The last issue, presumably because of the game survey, got more feedback results in less time than ever before, totaling almost 30% of the subscribers so far. The game survey is still being evaluated, but the best articles are as follows: Invasion America 17%, AG North 10%, WWI Tank and West Quad 7% each, and Weapon System/Game System 5%. This is the first time that home office articles were 1st and 2nd, and the first win by a history article. We appreciate your responses.

If running a business and editing a magazine is a learning experience, then the most effective way to learn is to experiment. It has been a long time since an issue of JAGDPANTHER was as experimental as this one, and we hope that this will meet with your approval, and thus be successful.

Perhaps the most important experiment has been to see if, once having fallen two months behind, we could catch up, not slowly over a year, but in the space of a single issue. Having done so, we like to think that this magazine and company have demonstrated an ability to get the job done, and to correct any irregularity which works its way into the system. That during the past year we have never had to cease answering mail for more than a day or so, while previously we shut down that department for a full month when preparing each issue, indicates to us that we have learned how to run a business.

The most immediately apparent difference between the current issue and the past ones will be, for most of you, the fact that the game rules are fully eight pages long. This is not entirely due to WARSAW PACT being a rather detailed game, but more due to our continuing policy of integrating the designer's notes throughout the rules. We feel that if we present a rule that does not at first seem to make sense, we should present our justification for that rule right there in the same paragraph, not in a designer's notes column. Also, many rules involve more than one section, and for your convenience have been put into both. We feel that our current state of quality-control should be sufficient to let us get away with this without having two rules that contradict each other. By all means, let us know if you feel the extra space was worth it. It makes a difference.

And finally, this issue marks a record in the number of game companies represented in our pages. This happened more or less by accident, in that most of our playtest people are students, and having the summer off, they began cracking through the mountain of games that had been sent to us since last fall. We have found that we can give coverage to more companies, more games, and more historical periods than any other magazine, and yet still provide the WW2 and modern people, who comprise the majority of gamers, with more than enough material to keep them gaming until next issue.

This ties in with what is slowly developing into the role that JAGDPANTHER is to play in the gaming industry. More and more, our subscribers are telling us that they are dropping other magazines, but keeping ours. They, or that is, you, tell us that JAGDPANTHER, by not only providing some of the best games on the market but also variants to old games, also allows them to keep up with new companies, new games, and new techniques that are being constantly developed. Some readers inform us that they are dropping out of wargaming, due to increasing age and responsibility, but keeping their JP sub just to keep an eye on what the hobby is doing. JAGDPANTHER is the only magazine that can keep readers informed on the total boardgaming hobby, and it is about time we started doing just that.

What does this mean to you, the JP subscriber? It means that in future issues you will continue to see articles on games by the smaller companies, as well as the larger ones. It means that we will take seriously our job of informing you of the design aspects of games, not by reviews which by their nature are biased one way or the other, but by variants, strategy and analysis articles, which take you deep into the game and allow you to form your own opinions of it, instead of relying on someone else's. Unfortunately, some games are so poor that we feel obligated to wander the analysis article closer into a review to point out some of the weaker aspects. This is a rare occasion.

But JAGDPANTHER is finding a role to play, and keeping faith with its customers and subscribers by continuing to provide the materials you paid for.