

JAGDPANTHER

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**THE MARCH ON
INDIA , 1944**

EDITORIAL

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Subscriptions are \$9.00 per year (4 issues), renewals are \$8.50 per year. This is the first price increase that JagdPanther has ever had. We held the line for three years, quite a record in this industry, but rising costs being what they are, we had no alternative. Advertising is available. Write for Rate Card #2.

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A Special Thanks goes to Thomas R. Fowler, who designed THE MARCH ON INDIA, 1944 the game in this issue.

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As we look back over our past issues, we find that a pattern of Improvement, as we have so often mentioned, is plainly evident. Closer examination, however, yields one possible reason for this: pride. It has been three long years, and we are now getting to the point that we feel a sense of accomplishment with each issue, not a sense of relief. We are publishing issues we are actually proud to show to non-wargaming friends. This is good, I guess.

But while the physical end is getting easier with experience, the constant task of turning out almost 200 articles each year is one we cannot do alone, and fortunately have not had to. As one looks back through the last three issues, all of which have had the high article content we are famous for, one sees the names of a couple of dozen of people that we have never met face to face. The staff of JagdPanther Puba, while centered in Amarillo, is truly scattered world-wide.

In appreciation of this, we have decided to give you all, and any more who join you, a raise. From this issue onwards we will extend subscriptions one issue for each 20% of finished articles (we do, by the way, laboriously keep all fractions). Thus, each page of articles means 1 more issue you will get. As you can see, we finally had to raise prices, so that must be welcome news. We are, if you wonder, still multiplying your credit by a longevity coefficient which increases by .05 for each issue you had articles printed in. Now, obviously some people will be getting JagdPanther for the next two hundred years, and to alleviate that problem we will let staffers trade future issues of their subs for games. Also, you will notice that Mr Bumpass prepared his own copy and sent us one of our pages complete. This saved us a lot of work and he is being paid double. Get the hint? When you have all of our games and a sub til doomsday we will start paying you in cash. Something to work for?

Concerning last issue's feedback, most of you felt a bit exhausted upon finishing it, and felt it was a bit too long. We cut it down this time. Best article was 1948 Sinai by Don Harris. No one thought there were too many ads, everyone felt that several articles on one game were fine but wanted them all together. But in particular, the one question which most arrested our attention was which of our articles you wanted us to ditch. Most of you did not like half-finished articles and even more did not see much utility in PANZERSOT. Yet, the handful of you that liked such articles will continue to get them (although our outright dumb articles have gone). Every magazine Editor in the country is faced each issue with selecting articles based on: What is available or can be made so, what do the readers want, what do people considering subscribing want, what does the staff want to do, what is policy concerning certain subjects, and some technical matters, such as balance, returned favors, and hot news.

When you only print two articles an issue, you have to print what the bulk want and maybe once a year slip in an article which might be received well by only 20% of your subscribership. Printing six or eight articles is a little better, but not much. Being the only magazine in the industry which prints 40 articles an issue, we can, in every issue, afford to include a few articles for certain limited interest groups. We considered it significant that 35% of you listed no articles as trash, feeling that everyone has the right for something in his field.