

BATTLEFIELD

No. 15



JACKSONVILLE THE BEACHES OF DOOM



23 March, 1997: the Russian Invasion of the United States

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EDITORIAL

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Beginning with issue 15 the name of this magazine has been changed from JAGDPANTHER to BATTLEFIELD. All subscriptions and other obligations are unaffected by the change.

Subscriptions are \$9.00 per year (4 issues). Renewals are \$8.50 per year. Sample issues are \$3.00 each, back issues are \$5 each. Advertising space is available, ask for rates.

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All Photographs provided by US Army, with the exception of the Guderian photo, by GHL.

Positions on the staff are open for experts on the Napoleonic Wars and American Civil War and other subjects. Articles are solicited from the readership, payment by extension of subscription. Write for information.

The next issue of BATTLEFIELD will include a double game: The Malaya Campaign and the Siege of Singapore. You should receive this issue by February 1st. If you have not received it by February 15th, write us to check.

You have probably noticed that there have been a few changes since the last issue, not the least of which is the name of the magazine. It is well known that this magazine has long since outgrown the name "JAGDPANTHER", with its connotations of a journal on only WW2 games. As this issue began to take form it became apparent that so many changes were going to be happening, one more would not be too much to accept.

Probably the most significant change, and the provider of the flexibility for all of the others, is the inclusion of RAPID FIRE. This intense assortment of articles allows us to keep the variety of titles and subjects while allowing other articles to be more fully developed. While JP has always provided more articles than any other magazine around, BATTLEFIELD will provide a few more, in addition to more fully developed articles than any other.

A handful of semi-regular features have been developed, and as long as they get good results in the feedback they will remain. It is felt that some regularity may be welcome, to avoid overwhelming you will so much information in one bite. The regular features can provide you with a place to start digesting the issue.

The space liberated by RAPID FIRE also will be used to provide a few tasteful and useful illustrations and diagrams. Wasting full pages on simple and unnecessary sketches will never become a feature of BATTLEFIELD. There is far too much hard information to be used to waste space.

The successful WEAPON SYSTEM/GAME SYSTEM article has been joined in this issue with UPDATE, which will attempt to cover as much as possible on ONE contemporary game in each issue. DESIGN AND ANALYSIS will, for the next couple of issues, be used for the staff designers to provide their opinions and advice on the subject, but will eventually be open to designers among the readership.

The game is probably the most complex one ever printed by this company, and we hope the best explained set of rules. Examples have been provided in most cases to not only solve the problems and questions but to suggest a plan that may be used on the first few playings. This will enable you to get through a game or two and devise your own strategy from your experiences. As this game required us to anticipate the events of something two wars in the future, more explanation of the background and decisions was considered desirable and has been provided.

This brings us to a significant point. We cannot anticipate fully what you, the readers want to see in an issue. For the most part, changes in policy and format are made based on random comments in your letters and what we can only hope is a decent understanding of what will and won't be well received. Many things are of such a nature that they cannot be feedbacked. Yellow paper was used on the game maps for a year, then when it suddenly became unavailable, Ivory was substituted and got the greatest praise since we went to offset printing. This is how we do just about everything. Do it and see what you think. But it doesn't have to be that way, and you can do a great deal to influence these un-feedbackable decisions by writing us a letter and suggesting everything and anything. If several suggest a different type of article one may be tried, then to stand or fall on the formal feedback. Simply put, there is one feedback question which is always there but never included in print: How could the magazine be changed to give you something more closely akin to what you want?

There was not an issue of the JPP Newsletter with the last issue and there will not be one with this issue. Current plans are for the Newsletter to return with issue 16, when it will primarily be used for short reviews of new games. Some advertising for smaller companies and individuals will be included,

those interested may write for details. For this issue, the material of the NL will be incorporated into the expanded editorial column. This is in response to requests from the readers for more information on what we are up to and have planned for the future.

During the first eight months of 1976, JP Publications sold some 7000 games, counting magazines only when mailed. This is, of course, more than last year when we sold 2600 games (all but 500 without die cut counters) and some 1600 issues of BUSHWHACKER.

Anyone who doesn't have a copy of our catalog or our "how to submit articles" sheet can have one for the asking.

It has been suggested that subscribers to BATTLEFIELD be allowed to vote in an annual ballot for the "Best 10 games of the year". This would use an Australian Ballot system. Comments on this are welcome.

JAGDPANTHER/BATTLEFIELD won the 1975 Award for "Best Amateur Magazine". Some have asked why we weren't rated as a professional zine, which we appear to be. There are two basic reasons: First, JP has only some 1600 subscribers, and secondly, the staff of JP do not make their livings off of it. Everything taken in by the magazine is spent on the magazine. If you think about that for a minute you will see that if every one of you would get a friend to subscribe, there would be more than enough money for the extra pages and nicer/bigger games you want. Also, you may be able to talk your local hobby shop into buying our products (which earns you a 5% commission). Ask for an information sheet and then go talk to him.

LIFETIME SUBSCRIPTIONS are still available and we are more than willing to sell more of them. These cost \$200, which can be made in payments over five months. Your current term sub will be credited toward your first payment. Refunds would be made after two years, if requested, with \$2 deducted for each issue received. Authors would be paid in cash for articles accepted.

Due to losses resulting from our being far too lenient, we can no longer afford to look the other way when you forget to include the few cents we asked for postage. This charge was made instead of a larger price rise, and if too many people keep forgetting we will be forced to raise prices to everyone by another \$1, something we hope to avoid until next year.

We have, however, a few specials that you may be interested in. If your order, not including subscriptions, exceeds \$25, UPS shipping is free. If you order 10 games (not necessarily of the same or different titles) you may deduct 10%. Gift subscriptions are now available, the first from each current subscriber costs \$8, the rest \$7. You cannot buy a gift sub for yourself or another current subscriber. All of these specials close on 31 December.

Canadian subscribers are having a lot of trouble getting their issues in less than two months, and a new system is being set up. It will cost a bit more but should cut down the time to a couple of weeks. Write for further information.

It has been recommended that we offer first class or UPS subscriptions. First class would cost about \$4 a year, UPS from \$2 to \$3 depending on distance. If there is a lot of interest in this we will make a definite offer.

Each year there are a dozen small conventions in various parts of the country, and we cannot, of course, go to all of them. But if there is one in your neighborhood you may be able to go for us. Those interested should write stating what Con you would like to go to and how much you think you can sell. What you will end up doing is buying games from us for a discount and then keeping what you take in. Unsold merchandise can be returned and there is a special deal for subscriptions. If someone in Alaska is interested in buying a bunch of games and handling orders there, do write in. It takes months for third class to reach that state.

Remember, BATTLEFIELD is your magazine, and responds to what you ask for. If you have an opinion, write in.