

Battleplan Magazine Index

Issue 1 - March/April 1987 (Carriers at War cover)

- Squad Leader Scenarios - "One if by Air, Two if by Sea" and "Blunting the Spearhead"
- Solitaire Up Front - Flamethrower Defense Scenario
- Overlord 1943 - Variant for AH Fortress Europa (includes countersheet insert)
- Battle for Leyte - Scenario for SSG Carriers at War
- A House Restored - Rules variants for GDW A House Divided (part 1 of 3)
- The Russian Campaign - Political variants for AH Russian Campaign
- Holding the Line - Scenario for Task Force's Armor at Kursk
- Field Marshal - Variant situation cards and weather effects for Jedko Games Field Marshal by John Edwards (includes card inserts)
- Combat Cards II - Escalation variant for Yaquinto WWII card game
- Warlords of the World - Tournament scenario contest for Panther game "Warlords"
- Quick and Dirty Variants - Collection of variants for World in Flames, Third Reich, and Operation Konrad
- Solo Wargames
- Gamer's Guide Classified Ads
- Writer's Guidelines

Inserts: Fortress Europa Variant "Overlord '43" Countersheet, Russian Campaign II Variant Counters, Field Marshal Variant Situation Cards, Charles Roberts and H.G. Wells Award Ballot, "One if by Air, Two if by Sea" and "Blunting the Spearhead" Squad Leader Scenarios

Issue 2 - May/June 1987 (World in Flames cover)

- Two For The Road – Word from the Editor
- Squad Leader Scenarios - "Counterattack" and "Victory at Pratulin"
- Supremacy Variants
- Operation Sea Lion - SSG Battlefront scenario
- A House Restored - Rules variants for GDW A House Divided (part 2 of 3)
- Screaming Eagles – A Scenario for Cobra
- A Better Bite for Cobra - Cobra variants
- Luftwaffe Variants
- Japanese Jets for Dauntless – Additional planes and scenarios for Dauntless
- Stratego Strategy – An update on a classic game
- Fallschirmjager - Ambush mega-variant
- World in Flames - Decline and Fall: 1944-45 Campaign Game
- World in Flames - 4th edition corrections and optional rules
- Battle Board Bismarck - Variants for AH Bismarck
- Rerigging Wooden Ships & Iron Men - Variants for AH Wooden Ships & Iron Men
- Quick and Dirty Variants - Collection of short variants for War at Sea, Napoleons Last Battles Quad, Hue, Operation Badr, Dunkirk 1940
- Uncle Sam Meets Von Richtofen - New aircraft for AH Richtofen's War
- Gamer's Guide Classified Ads
- Writers Guidelines

Inserts: "Counterattack" and "Victory at Pratulin" Squad Leader Scenarios

Issue 3 - July/August 1987 (Axis & Allies cover)

- Rushing to the (Fore) Front – A word from the Editor
- Third Reich – A special 1941 scenario
- Mission Grenada – A quick review
- Options for Mission Grenada - Variants and optional rules
- Squad Leader Scenarios - "Partisan Purge" and "The Tank Repair Shop"
- Squad Leader Abbreviations Defined – You don't need a decoder ring, anymore!
- A House Restored - Rules variants for GDW A House Divided (part 3 of 3) Alternative Risk! Rules – Variants for the classic game
- Axis & Allies Mega Variant Section – A history of the game and dozens of new variants, and card inserts
- Black Capes and Whispered Secrets – An Empires in Arms spy network variant
- War in Europe - Variant for the German economy in his monster SPI game
- Remember the Maine - Scenarios for the S&T game
- Trench War - Lots of new goodies for GDW Trenchfoot
- Salvo by Salvo - Variant for AH War at Sea
- A Nuclear Blast! - Fiction and variant "Roll Again" table
- The Art of Making Counters Beautiful – an article for home made variant makers
- Gamer's Guide Classified Ads
- Writers Guidelines
- Feedback & Survey Questions – Future Battleplan mini-wargames

Inserts: "Partisan Purge" and "The Tank Repair Shop" Squad Leader Scenarios, Axis & Allies Variant cards

Issue 4 - September/October 1987 (Sargette (Ambush character) cover)

- Shogun: The Editorial – A humorous clarification from the Editor
- Two New Squad Leader Scenarios - Two scenarios from Guy Sajer's book "The Forgotten Soldier" – “The Burning Corridor” and “The Dying Place”
- Panzers at Kursk - Soviet counterattack scenario
- Blue Max - Campaign game variants
- Shogun: The Complete Game Replay - A complete replay of the game from MB
- Ambush Mission 17: Block Party - A complete January, 1945 campaign scenario and insert cards
- In Praise of Older Wargames - A nostalgic look back at "good old" wargames
- Battlewagon - Three never fought battles
- Battlewagon: Fleet Actions - WWI, interwar and WWII scenarios
- Fortress America - A play balance variant for the MB game
- Battle for Moscow Winner Declared
- The Relief of Wake Island - A scenario for AH Midway
- Gamer's Guide Classified Ads
- Writers Guidelines
- Feedback Forum
- Feedback & Survey Questions – future Battleplan mini-wargames

Inserts: “The Burning Corridor” and “The Dying Place” Squad Leader Scenarios, Ambush campaign soldier and campaign cards

Issue 5 – January/February 1988 (Guns of August cover)

- The Editorial Letters
- Two New Squad Leader Scenarios - "Race to the Clerf" and "Last Stand on the Oder" Russian Campaign II - Changes and strategies for this expansion kit
- Assault on Singapore - New scenarios
- Top Gun in the Med - Additional campaigns for Top Gun
- Victory in Europe - Two new scenarios for this Omega game
- Added Fuel to A World in Flames - Optional rules
- Dance of the Vampires - Scenario for VG 2nd Fleet
- Will We Ever Forget to Remember the Maine? - Situations and strategies for the S&T game
- Guns of August - Complete mega-variant for AH Guns of August
- Rodger MacGowan: His Art and His Style - In depth interview with the artist
- Duel in the Desert and North African Campaign - Short variants for these two games
- Last Panzer Victory - Strategies and errata
- More Panzer Victories - Variants for the battle of Debrecan in Last Panzer Victory
- Historical Research - Why and How – An expert shares his methods
- Feedback Forum
- Shanghai Trader Tournament Rules
- Gamer's Guide Classifieds
- Writers Guidelines

Inserts: "Race to the Clerf" and "Last Stand on the Oder" Squad Leader scenarios; countersheet for Guns of August mega-variant

Issue 6 - June/July 1988 (Central America cover)

- Editorial
- Midway Random Events - A classic with spice
- Hastings, 1066 - Review and addendum
- The Battle of Senlac Hill - 1066 variants, strategies and tactics
- A House Divided - Complete mega-variant with counters
- Wilderness of Mirrors - New Central America scenario
- That Dirty Double Dealing Nuclear War Variant That Only Leaves You With Half a Chance! - Fiction and variant
- Axis & Allies - Technology variant
- Rumania Uber Alles - Strategies in Russian Campaign
- Sniper: Special Forces - Scenarios and variants
- Options for France – World in Flames variant
- Armor on the Chir River – A new scenario for Armor at Kursk
- Air War Once More! - Realism variant
- Empires in Arms in the Peninsula - Strategies from the Canadian Wargamer's Journal
- Feedback Forum
- Feedback & Survey Questions – future Battleplan mini-wargames
- Gamer's Guide Classifieds
- Writers Guidelines

Inserts: A House Divided Leader countersheet

Issue 7 - August/September 1988 (Tank Leader cover)

- Editorial
- Tank Leader Scenarios – Official & Tournament scenarios for WEG Tank Leader
- Variants for Shogun – Mega-variant including Karma cards (not intended as insert)
- Ancients Scenarios - Good Industries Pydna 156 BC, Leuctra 371 BC, and Cannae 216 BC
- What Happens Next - Battle for Moscow mini “Campaign Game”
- Unofficial Errata & New Variants – What you need to play GDW Great Patriotic War
- Fireteam Scenarios – Six new scenarios to sharpen your troops
- 4th Ed World in Flames preview – A quick peek at what is new
- Take the Axis - Strategies in World in Flames
- The Unfought Battle - Scenario variants for GDW 1940
- Operation Battleaxe – A new scenario for Rommel in the Desert
- Fortress America - Variant for MB Gamemaster series game
- Two Historical Fantasies for Battle for Germany – Alternate endings to S&T classic
- Zulu War – Complete, mini-wargame
- The Zulu War of 1879 – Historical notes
- Extra Firefights for Platoon – Extra scenarios based on the movie
- Cousins of the Queen - Two experimental B-17 models
- Squadron Command - Rules for leading a squadron of B-17 Flying Fortresses
- Okinawa Enhanced - Variants for Wargamer Issue 55 game
- Extra Teams for Team Yankee – New ideas and role reversal for Team Yankee
- Last Victory errata – Courtesy of Clash of Arms
- St. Nazaire Readjusted – A few new twists for this solitaire favorite
- Squad Leader 1948 - Red Star / White Star scenarios ideas
- Elephants for Hammer and Anvil - Variant for The Last Victory
- Panzers on the Riviera - Variant for Winter Storm
- Midway Japanese Style - Yamamoto's perceived course of events
- Gamer's Guide Classifieds
- Writers Guidelines
- Feedback Forum
- Feedback and Survey Questions – possible future, mini-wargames

Inserts: Complete Mini-Wargame: Zulu War

Issue 8 - January/February 1989 (Third Reich cover)

- Editorial
- Eastern Front Solitaire - Vlasov's Army variant
- Washing the Spears in Zulu War - Variants for last issue's mini-wargame
- Bismarck House Rules – Errata and new ideas
- The Conquest of Britain, AD 43 – A scenario for WEG Druid
- Drive on Frankfurt Variations – Tinkering with a finely tuned game
- Axis & Allies 1941 Scenario – The “historical” set-up of a year earlier
- Nuclear Risk! - Combining Nuclear War and Risk!
- Empires in Arms - Strategies in Spain
- Aircraft for Air War - More for this TSR game
- Quick & Dirty Fortress America Variants – Some fast ideas for this MB game
- Red, White, and Blue Max – U.S. aircraft for GDW classic
- Yamamoto's Plan for Midway – A variant for Yaquinto's CV
- Ortona - A Canadian Up Front scenario
- Turning the Tables in FireTeam – U.S. attacks Soviets
- Expanded Kanev - Variants and new scenario for this S&T game
- Over the Edge of the Map - Third Reich mega-variant map insert rules
- A Peek at 5th Edition Third Reich – Whet your appetite with some new rules
- Third Reich 1940 Scenario – Sealion to Stalingrad
- Third Reich 1941 Scenario – Mediterranean options and the second front
- Third Reich 1945 Scenario – Red Star/White Star
- More Third Reich Variants – 12 player game, plus the WWI scenario revisited
- Third Reich Local & Limited Wars – Mini-scenarios great for teaching beginners
- AH General Magazine Third Reich Variants Rebuttal – The debate rages on
- The War of '33 – Rule 33, that is. An analysis of Third Reich variants
- Writers Guidelines
- Gamer's Guide Classifieds
- Feedback Forum
- Feedback & Survey Questions

Inserts: Third Reich variant countersheet, Third Reich Southeast extension maps

Issue 9 – Final Issue – Summer 1989 (Air Superiority cover)

- Editorial
- Duel in the Desert – Errata, clarifications, and single board game variant
- The Michicon '88 ASL Tournament – The Playtesters tournament scenarios “B1 Two Long Bars”, “B2 Ice Follies”, “B3 Prussian Panic”, “B4 Clear Up the Bridgehead...”
- Finnish Front – An introductory scenario to AH Russian Front
- Remember the Maine Scenarios – Scenarios for this S&T 108 game
- Burning The Tigers – A scenario for The Tigers are Burning
- Airpower in the Middle East: Eagles of the Gulf Expansion – Variant scenarios, aircraft cards, and maps for GDW Air Superiority / Air Strike
- World in Flames – Optional rules & changes
- The Mediterranean Option – An Axis & Allies variant
- More Airland Battles – About Omega Games’ AirLand Battle
- More Revolts in the East – Variants for the S&T classic game
- Playing by Video
- More Oil Wars – Revisiting the classic SPI Oil War game
- Combat Lancer – A campaign game for Rolling Thunder
- The Eighth Empire – A scenario for Task Force Games’ Viceroy
- Detailing The Indian Mutiny – Variants for S&T #121 The Indian Mutiny

Inserts: Air Superiority expansion Eagles of the Gulf aircraft cards, mapboards, and scenarios; Advanced Squad Leader Tournament Scenarios “B1 Two Long Bars”, “B2 Ice Follies”, “B3 Prussian Panic”, “B4 Clear Up the Bridgehead...”