

Elections!

It is 2024! We have elections!

If you are a member, you are eligible to run for office. There are eight elected officers. The election ballot will be in the August issue of *The Kommandeur*. If you are a member, you are eligible to vote in the election.

The elected officers are the President, Secretary, Treasurer, Editor, Judge, Match Coordinator, Ratings Officer, and Vice President.

To run for office, write (email is good) the President (George Phillies, phillies@4liberty.net) and the Editor (Luiz Cláudio Silveira Duarte, lc@lcduarte.com) giving your name, email address, and the Office for which you are running. In AHIKS, officers volunteer to run. Nominations are allowed, but the nominee has to indicate his willingness to serve if elected.


Please indicate you are running by March 15, 2024. Your candidacy will be announced in the April issue of *The Kommandeur*. The deadline for nominations is **MAY 15, 2024**. A full list of nominations will appear in the June issue of *The Kommandeur*.

The ballot will appear in the August issue of the *The Kommandeur*. Votes must be sent to the President by email or papermail by September 25, 2024.

The full election bylaw is a separate article on page 35 of this issue.

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*In this issue:
After-action reports on the
semifinal and final games from
The Russian Campaign
2023 tournament
(see page 4).*

President's Report



George Phillis

Happy New Year!

I'm pleased to note that new members continue to come through the door. That means fresh players and fresh opponents for all of us. The count of board war game titles is far larger than the count of our members.

This is our election year! We have eight elective offices. We do not yet have a member who is willing to run for Treasurer. I have found an alternative, but it relies on a loophole wisely inserted in our Bylaws by a past Directorate. Please consider running for Treasurer. A member who has had past experience as a small business owner and knows how to set up a new checking account, file whatever state paperwork might be needed (for example, in some states, a Doing Business As filing), would be a good choice. The Treasurer has very little work to do. We have occasional donations, but there are no dues to process and very rare expenses for which a check would be needed.

We have a lot of members who are not currently very active. What might bring you into more activity within AHIKS? Consider various wargame-related activities that we might be doing. To inspire ideas, I look back to other large wargaming clubs and sidewise to other hobby groups. In the early 1970s, we had the Spartan International Competition League, the International Federation of Wargaming, and the American Wargaming Association. These were large international clubs. The IFW membership count was at one time well over 400. Note that these were dues-paying groups, because the club magazines could only be sent out via the US Mail.

Each of these groups had special-interest organizations within them. The IFW, to my recollection, had an Afrika Korps Society, a Stalingrad Society, and a medieval wargaming group, the Castles and Crusades Society, among others. Each of these societies published its own magazine, so there were several issues of the Stalingrad Review. The Castles and Crusades Society published Domesday Book, with Gary Gyax as Editor; single pages of Domesday Book are now auctioned off for large sums of money. Spartan International and the IFW each had local chapters, people who would get together to play games

in face-to-face action.

My sidewise comparison is with a science fiction club, the National Fantasy Fan Federation. If you meet in person, is food served? The N3F has its Gourmet Bureau, with serious recipes. Wargaming Art has two directions. The common form is drawings and painting of men, equipment, and military engagements. In the rare form, the art shows a boardgame map, pieces, and events occurring on the map. The N3F has one Art Bureau. Just as we are centered on board wargames, a fair part of the N3F is centered on books, with its own magazine, The N3F Review of Books. That would be a little much for our club at the moment, but perhaps we could start doing game reviews, to review each board wargame when it was published. Both hobbies have had some interest in costuming, though science fiction costuming is a much larger activity than wargaming costuming. Many of us would look slightly askance at a gamer who showed up dressed as Napoleon Bonaparte (I have seen something similar, though a different period). Vast numbers of cosplayers appear at SF conventions in all sorts of dress; note the enormous convention that closes down a major street for a parade, including a massed formation of Imperial Stormtroopers from Star Wars. The N3F, a much smaller group than AHIKS, publishes ten different magazines, with periodicities from monthly to yearly.

My *Empires in Arms* game is advancing. In September 1806 Europe was brought to peace. I sat and expanded my armies. In December 1806 France declared war on Austria and invaded. My Spain promptly honored its commitments and once again declared war on France. Europe returned to war. We have now reached January 1807. So far, France has occupied an undefended Vienna, fought a battle that did not let him take Prague yet, and done nothing on the Italian front.

I had mentioned a *Titan* game. We ran into a problem. The available Vassal module for *Titan* is not compatible with current releases of Vassal. It refuses to hide stacks. When I try to run it, it displays the stacks upside down, so that the character counters are on top, rather than hiding under their legion markers. ✂

Dispatches

The Wargaming Network is pleased to announce the dates for our Wargaming Week 2024 in partnership with NATO ACT, **16-18 April 2024** at King's Strand Campus.

Wargaming Week 2024: Wargaming to Support Operational and Doctrinal Success will feature a range of activities that meet the Wargaming Network's core mission of the expansion and democratization of wargaming as a method of inquiry. Events will showcase the educational wargaming work taking place at King's, including wargames designed by the graduates of Dr David Banks's "Designing Wargames for Education & Analysis" MA module and wargames designed by Dr David Banks, Anna Nettleship and Network staff to inform dissertation and policy research and to support the institutional goals of partner organizations. Panels and moderated discussions will feature researchers and practitioners in contemporary wargaming and workshops and working groups will showcase the wargame design and academic expertise being developed at King's.

Registration information to attend our Wargaming Week 2024, 16-18 April, will be released shortly, and we hope to see you there.

The Wargaming Network would like to solicit your input on our upcoming Wargaming Week 2024 in partnership with NATO ACT, **16-18 April 2024** at King's Strand Campus.

Wargaming Week 2024: Wargaming to Support Operational and Doctrinal Success will feature a range of activities that meet the Wargaming Network's core mission of the expansion and democratization of wargaming as a method of inquiry. We are interested in gathering information from the community of practice and academics on topics and issues relevant to our theme this year, and would be grateful for your contribution to this survey. Please [submit your answers](#) no later than 12 February 2024.

Very Respectfully,

Anna Nettleship
Managing Director
King's Wargaming Network

AHIKS is the world's oldest and largest international board wargaming society. Our objective is to supply mature, reliable opponents for enjoyable board wargaming experiences, no matter whether you play face-to-face, over the internet, or via paper mail.

Membership in AHIKS is free. To join AHIKS, please visit

<https://ahiks.com/to-join/>

We have a two-entry scheme, to minimize hackers and spammers.

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TRC Tournament report



Art Dohrman

Russian Campaign Tournament Semi Final Game

The final game in the losers' bracket of this double elimination tournament featured Tom Thornsen's Germans versus Art Dohrman's Russians. To secure this privilege, Tom gave Art 15 extra Russian replacements (3 extra per turn).

Tom opened the May 1941 turn with heavy attacks in Western Military District, including an overrun of the forward Russian tank unit. His Army Group South divided in two, with half attacking Kiev Military District frontally near Lwow and the other half displacing to Rumania for second impulse attacks. Army Group North was repulsed in Baltic Military District while the Finns attrited the Russians near Leningrad but were ultimately repulsed. Art

had placed two weak units in the 1223 woods with the idea that an EX, D1 or DR result there would still leave the woods garrisoned and tying up German units for the second impulse. This tactic paid off and the Germans were forced to keep units back second impulse to deal with the holdout Soviets. In Odessa Military District, the Axis forces performed quite well. In second impulse, the Germans and Rumanians captured Odessa and swept the front clear of Russians from the southern boundary of Kiev MD to the Black Sea. However, the bulk of the forces in Kiev MD were intact as the northern half of Army Group South ground out an advance near Lwow. Second impulse attacks in Western MD including another overrun sprang panzers into the hinterland beyond the MD boundary.

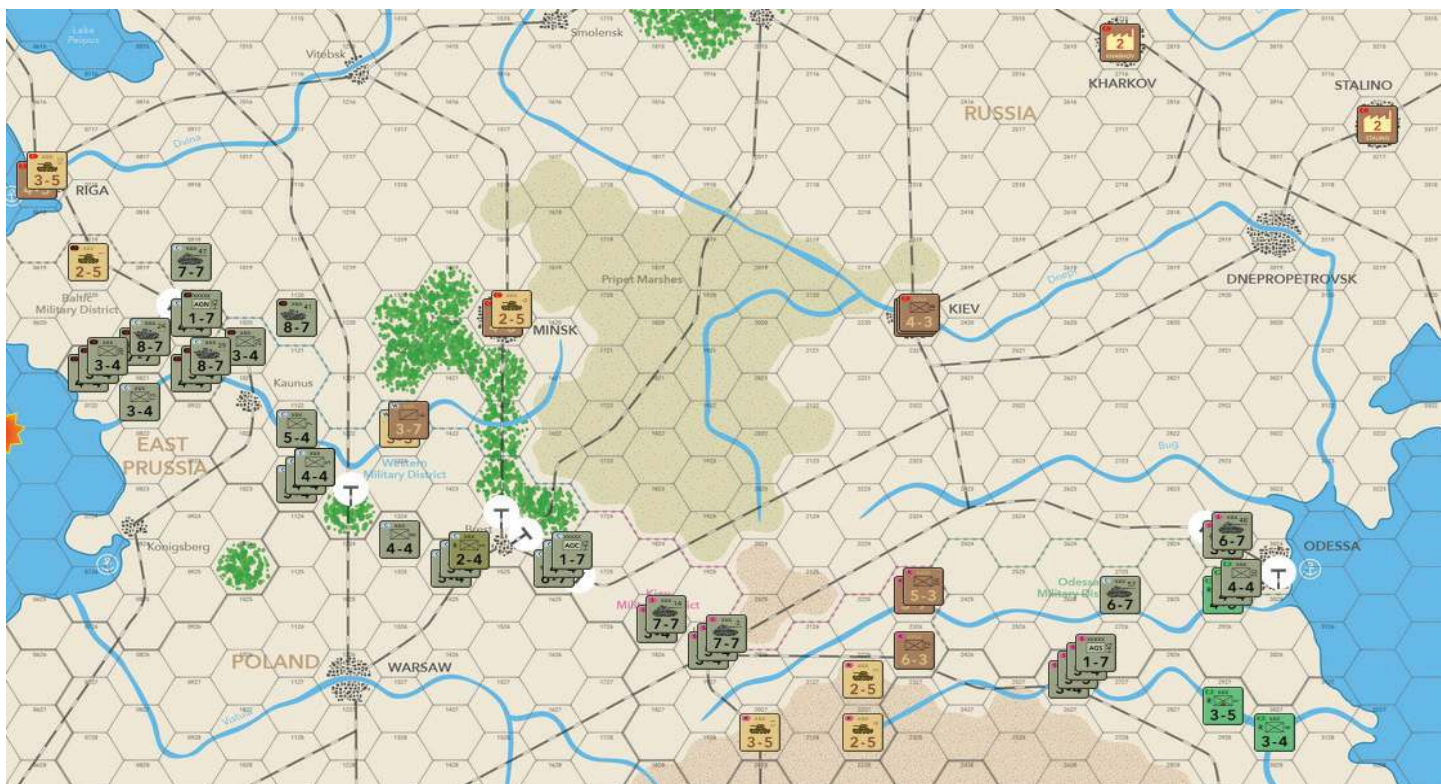


Figure 1 Results of initial German attacks in May/June 1941

In response, the Russians defended Minsk and Riga but elected to give up most of Belarus in between, instead setting up a new line covering Smolensk out of reach of the German infantry. In the south, the line of the Bug (and Kiev) was defended by forces pulling back from the frontier as well as a double line of Cavalry. Comrade Stalin railed off to Archangel to supervise preparations for Lend-Lease deliveries.

The July 1941 move featured panzers sweeping through open space beyond Vitebsk and closing in on the back side of Riga, while German infantry engaged the forces defending Minsk. Army Group South slogged through the Lwow mountains and successfully crossed the Bug without, however, scoring any breakthroughs in the south. In August, panzers advanced to within three hexes of Leningrad and mopped up the thin screen near Smolensk. In the south, Axis forces continued to battle within the Dnepr bend. To this point, Axis losses have been relatively light: two Germans, two Finns, and a Rumanian are the only ones in the replacement box, while seven Russians have surrendered and many, many are in their replacement box.

The Russians in their turn put substantial defenses in and in front of Kiev and Moscow, with garrisons in

Leningrad, Dnepropetrovsk, Kharkov, Stalino, Rostov, and Sevastopol.

The September weather roll came up light mud, which in turn (in this scenario) dictates that November weather will also be light mud.

Tom committed his one Stuka and two panzers to an attack on Leningrad in conjunction with the Finns; it succeeded. Meanwhile other attacks in the center chewed away at the Moscow defenses. The approaches to Kiev were cleared but contacts at Dnepropetrovsk and the area to its south (which will become better known in 2022 as Zaporizhya) stymie the German advance in this area. In October, Tom consolidated around Leningrad while continuing to chew away at the Moscow defenses. His troops took Kiev and Dnepropetrovsk while eliminating the Russian defenders at Bryansk.

During the Russian September/October turn, the first group of Siberians entered at Moscow and went right into the attack. They fail to dislodge the German spearheads but maintain a grip on the woods hex at 1712 three hexes from Moscow. Other forces man the middle Dnepr river line and one of the new units successfully moves by sea into Sevastopol. This becomes crucial later.

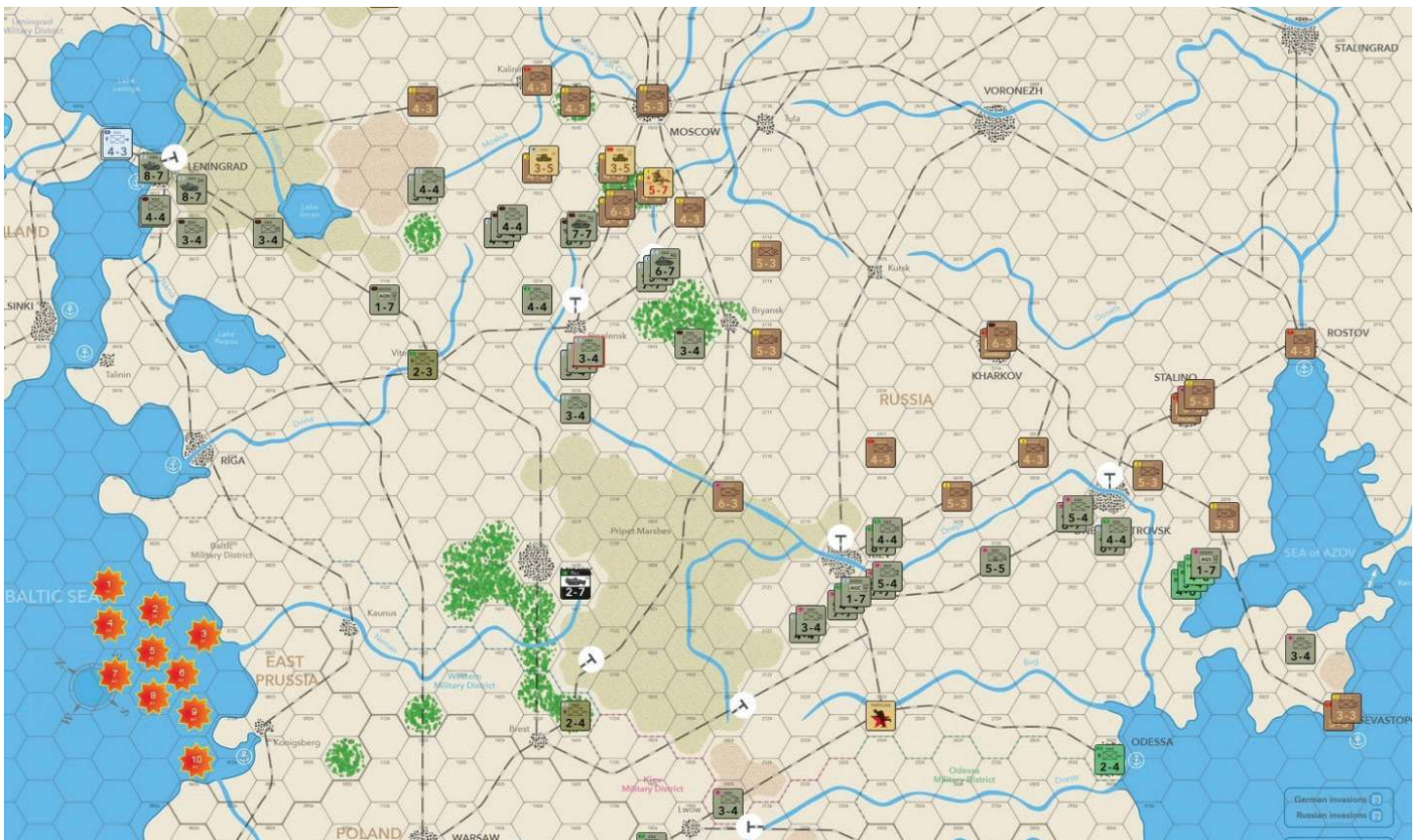


Figure 2 End of Russian Oct41 turn

In November 1941, the Luftwaffe switches to the extreme south to support a 3:1 attack on Sevastopol. It has the bad luck of rolling a Contact, setting up a second impulse 1:2 by ground forces alone. Elsewhere the slugfest in the woods in front of Moscow continues; both sides suffer losses but the positions don't change. A 1:1 at Stalino also results in a Contact. The Germans secure their positions at Dnepropetrovsk and Bryansk. 39th Panzer Corps attempts a sneak along the north board edge to capture Archangel. In response, Comrade Stalin rails off to Astrakhan in his turn to supervise the Caucasian oil fields, while a small Russian unit comes in from the board edge to deny the Germans uncontested control of the city.

Up until this point the dice have been pretty

average, with a German combat die roll averaging 3.6, while the Russians have only made a few low odds attacks with mediocre results. The dice swing dramatically in favor of Ivan in Nov/Dec 1941. The Russians invade at Odessa; the invasion itself succeeds but the subsequent attack on Odessa fails. Desperate counterattacks at Stalino and Sevastopol result in contacts at Stalino and Sevastopol. Two Guards Armies rail to the Kursk area and two to Stalino. In second impulse, the three Russian attacks yield three 6s and Sevastopol survives with an exchange; this is where the extra unit shipped in proves crucial, as it absorbs the loss while the original garrison maintains control of the city. The Guards push the Germans away from Stalino and Bryansk is now contested.

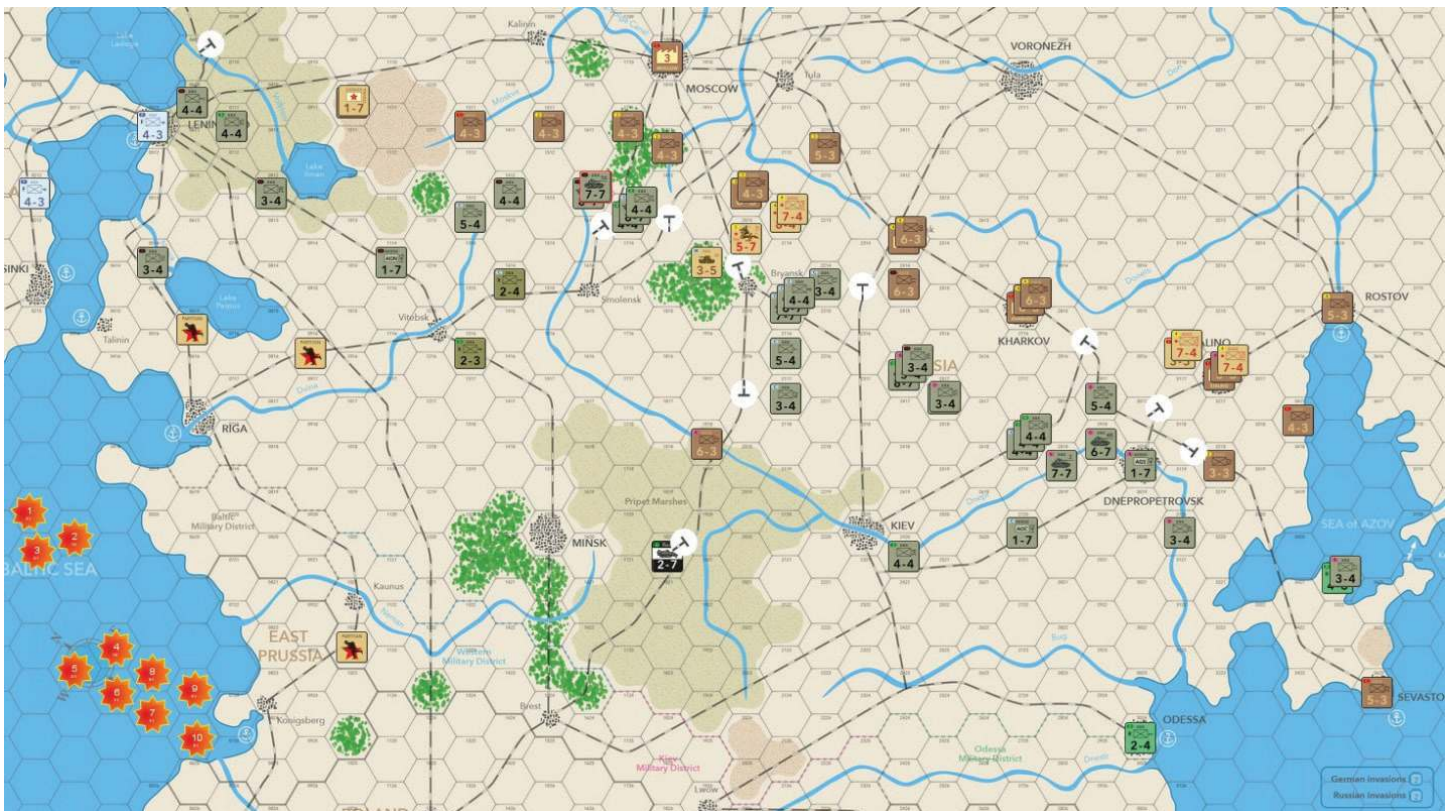


Figure 3 End of Russian Dec41 turn

At this point, with one turn left to play, the victory point total is -3 for a Russian victory (the Germans must achieve -1 or better to win). The Germans need to pick up 2 VP, equivalent to one major city or two minor ones, for the win. But this is an uphill fight with snow in January 1942. Tom does not shy away, launching 1:2s at Kharkov and Sevastopol. The Kharkov attack succeeds with a 6! The VP total is now -1 for a German victory. No attacks in February 1942 as the Germans consolidate at Kharkov and Bryansk.

Now the onus is on the Russians. With the Germans firmly in control of Dnepropetrovsk and Kharkov, the Guards at Stalino are out of position to play any meaningful role in the final battle. In January, the Guards attack at Bryansk and near Dnepropetrovsk; the Dnepropetrovsk attack goes nowhere but at Bryansk

exchanges whittle down the German defenders. The February follow up succeeds in eliminating the last two German defenders in or near Bryansk giving control of the town and its VP to the Russians, for a VP total of -2 and a Russian victory. A close game with several unexpected reversals in the last two turns!

The Germans achieved a combat die roll average of 3.57 over 63 rolls; the Russians 3.9 over 20 rolls. Excluding the three 6s in Dec 1941 the Russian average was 3.53.

Art's win here sets up the final game of the tournament versus Hugh Smithers, currently sitting undefeated in the winners' bracket.

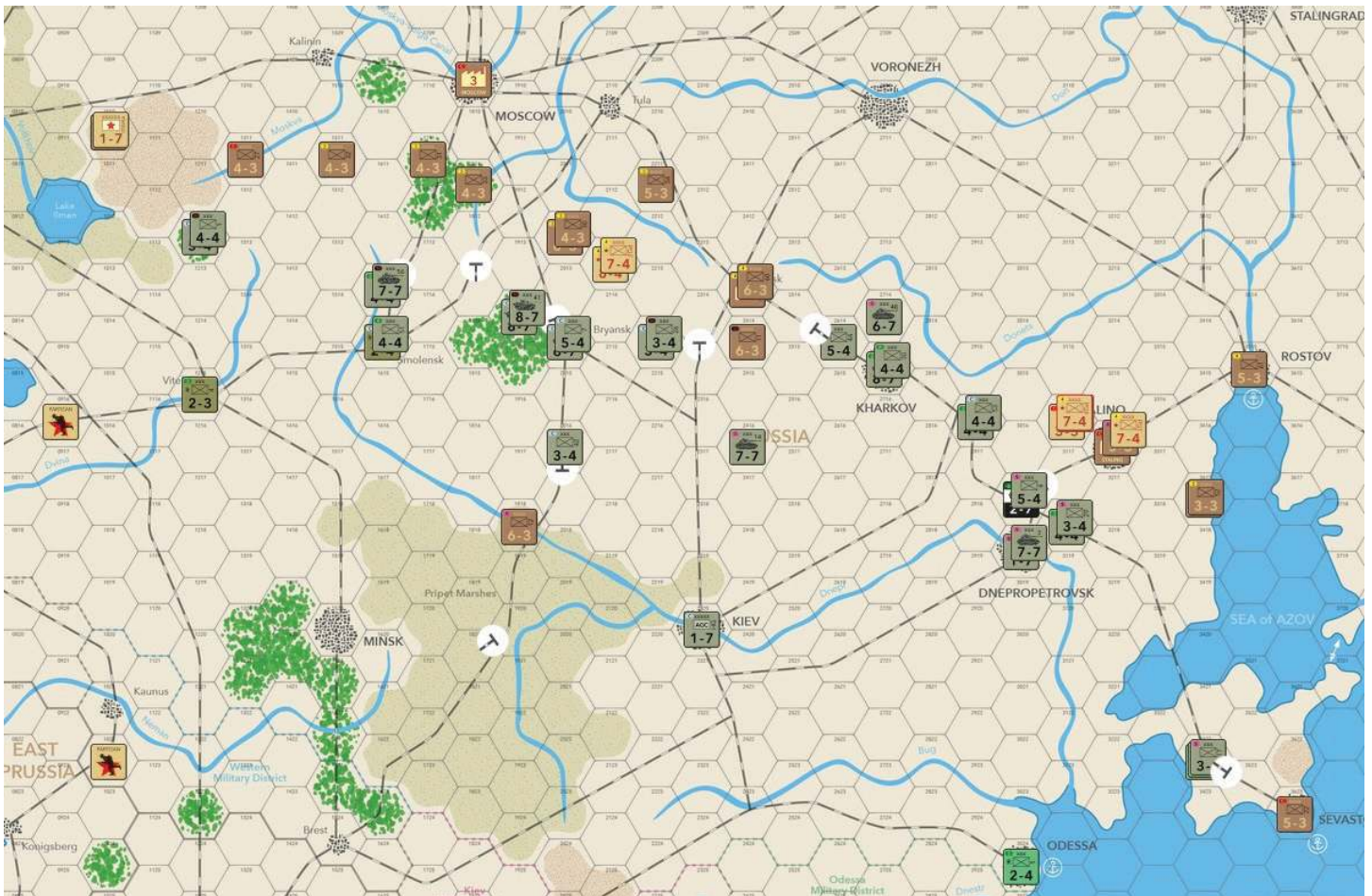


Figure 4 End of German Feb42 turn

Russian Campaign Tournament Final Game

The final game of the 2023 *The Russian Campaign* Tournament ended with a decisive win for Hugh Smithers. Hugh was undefeated in the winners' bracket through three games. I had lost to him earlier in the tournament but battled my way back through the losers' bracket to face him again for all the marbles. Due to the way the double elimination bracket works, I would have to beat him twice to win. So we agreed to bid for sides, and if I won the first game, play again with the same bid but with reversed sides.

This led to a little gamesmanship on my part. My record as German in the 5 turn scenario is not nearly as good as my record as Russian. So I wanted to tackle the German side first since it would be the harder task for me. If I had won that game I felt pretty good about my chances of winning the second game as Russian. I opened with a bid of 5 extra replacement

points to play the Germans. I was mildly surprised when Hugh accepted immediately. If he had bid it up very much higher (and no, I didn't have a specific number in mind) I would have changed my approach and taken the Russians to start.

In May 1941 the three Panzer Corps of 1st Panzer Army (Army Group South) deployed in the northeast corner of Rumania and attacked the south flank of Kiev Military District (MD). Three additional Panzer Corps also deployed in Rumania awaiting their chance to attack in second impulse. Elsewhere my Germans attacked all along the front at odds of 3:1 to 7:1, masking the 1223 woods with a 1:1 attack. During the second impulse (June 41) an automatic victory (AV) in Baltic MD put 41st Panzer Corps within 2 hexes of Riga. In the south, Odessa fell. Kiev MD was left with three infantry armies and one tank corps; Western MD with two infantry armies, two cavalry corps and two tank corps.



Figure 1 End of German May/June 1941

In response, Hugh's Soviets put a thick belt of defenders in front of Kiev, Dnepropetrovsk, and Sevastopol. In Belarus, the Soviet infantry defended well forward while mobile cavalry and tank units defended the Dvina River line and the area west of Vitebsk.

July 41 saw the Finns attacking unsuccessfully in Karelia while the Germans ground away at Russian infantry in Belarus and Ukraine west of Kiev. The front along the lower Bug River was blown wide open. A second impulse AV east of Minsk put German panzers near Vitebsk; unfortunately, I had miscalculated and didn't have sufficient forces in place to attack Riga as I had intended. Army Group South attrited the defenses in front of Kiev and launched a 2:1 versus Dnepropetrovsk which didn't succeed. The Soviets in their turn placed a thin screen (four units) in front of Moscow and Bryansk while three units defended the approaches to Leningrad. Kiev, Stalino, and Dnepropetrovsk received garrisons while the approaches to Kiev and the Dnepr River between Kiev and Dnepropetrovsk were defended.

The September/October weather die roll resulted in clear weather, which meant that November/December would be snow. Not the best combination for the Germans, as they have to capture all their objectives in September/October and then try to hang on for two snow turns. The Germans pushed three panzer corps toward Leningrad in the north, while at Smolensk, they opted not to attack first impulse, instead maneuvering to cross the Dnepr lower down for a more advantageous attack second impulse, that would also threaten Bryansk. Infantry attacked the outer defenses of Kiev while the Luftwaffe supported attacks on Dnepropetrovsk and Crimea. Most of the panzers in the south were in the Dnepropetrovsk area. In October, two overruns: the first on the last defender in front of Leningrad opened the way to an attack on the city which resulted in a Contact. The second opened the way to Kharkov; a 3:1 versus the unsupported worker there eliminated it. A 1:1 on Sevastopol failed, while substantial forces converged on Kiev, failing to capture it but leaving it surrounded in Zones of Control. 56th Panzer Corps placed a ZOC on Bryansk.

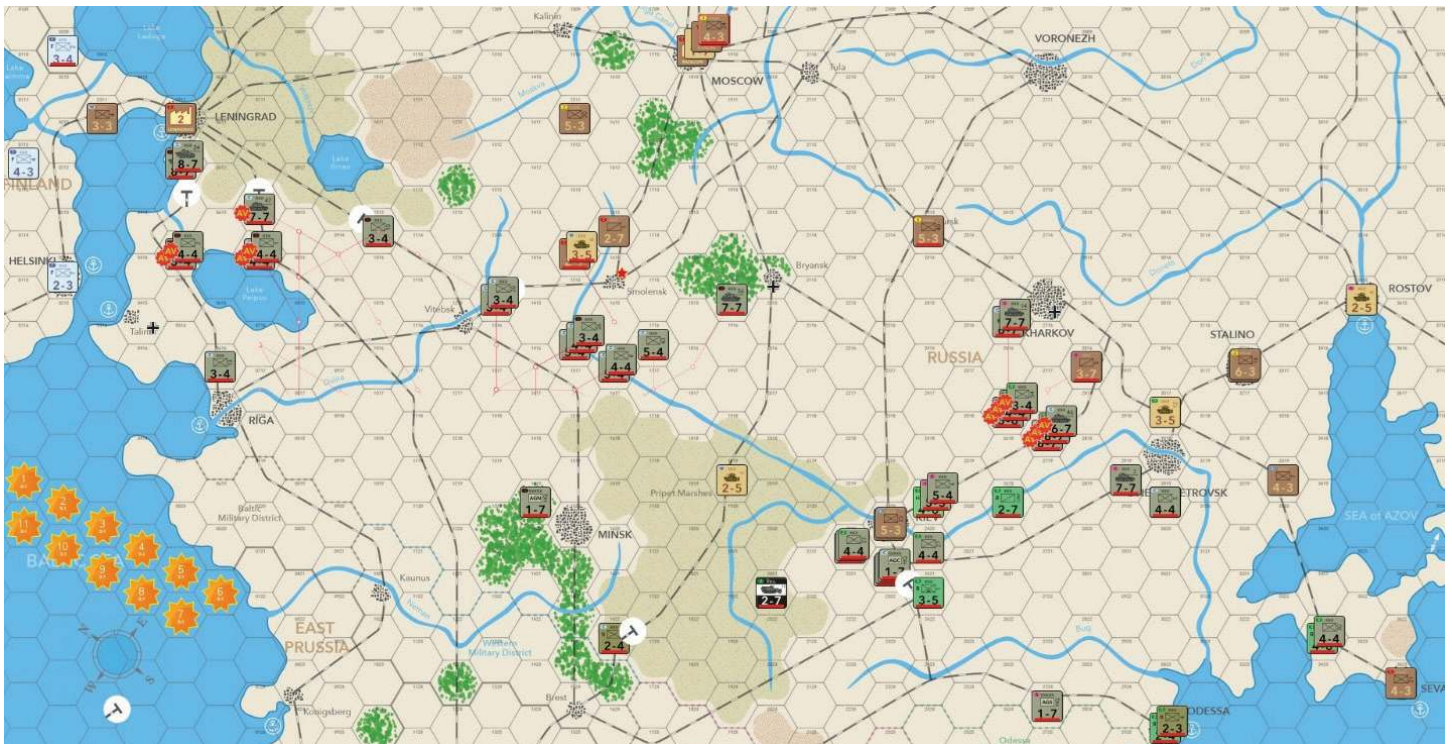


Figure 2 End of German Sep/Oct 1941

After the German September impulse, Hugh commented that I'd "had great dice this game". To the contrary, through August, the average German die roll to this point was 3.16 on 31 rolls. September results were quite good but still only brought the average up to 3.37 on 38 rolls. The October rolls were abysmal, averaging 2.4 on 5 rolls.

The first batch of Siberian reinforcements came in for the Russians; one reinforcing unit went to Sevastopol by sea while the majority railed to the areas around Smolensk, Bryansk, and Kharkov. Low odds counterattacks at Leningrad and Kiev failed, giving control of those cities to the Germans, but a

counterattack at Dnepropetrovsk inflicted casualties on the Germans, while at Bryansk the attack rolled a Contact, leaving Russian forces in possession of the city and in contact with the lone panzer. The second impulse followup rolled an A1 but because of the woods, the Russians remained in contact. 56th Pz Corps was now trapped. A continuation of the counterattack at Dnepropetrovsk failed, leaving neither side in sole possession of that town but both with ZOCs on it. With Smolensk, Kursk, Bryansk, and Stalino all in Russian hands, only partially offset by the German capture of Leningrad, the victory point total stood at -3 for a Russian win, with the next two turns being snow.

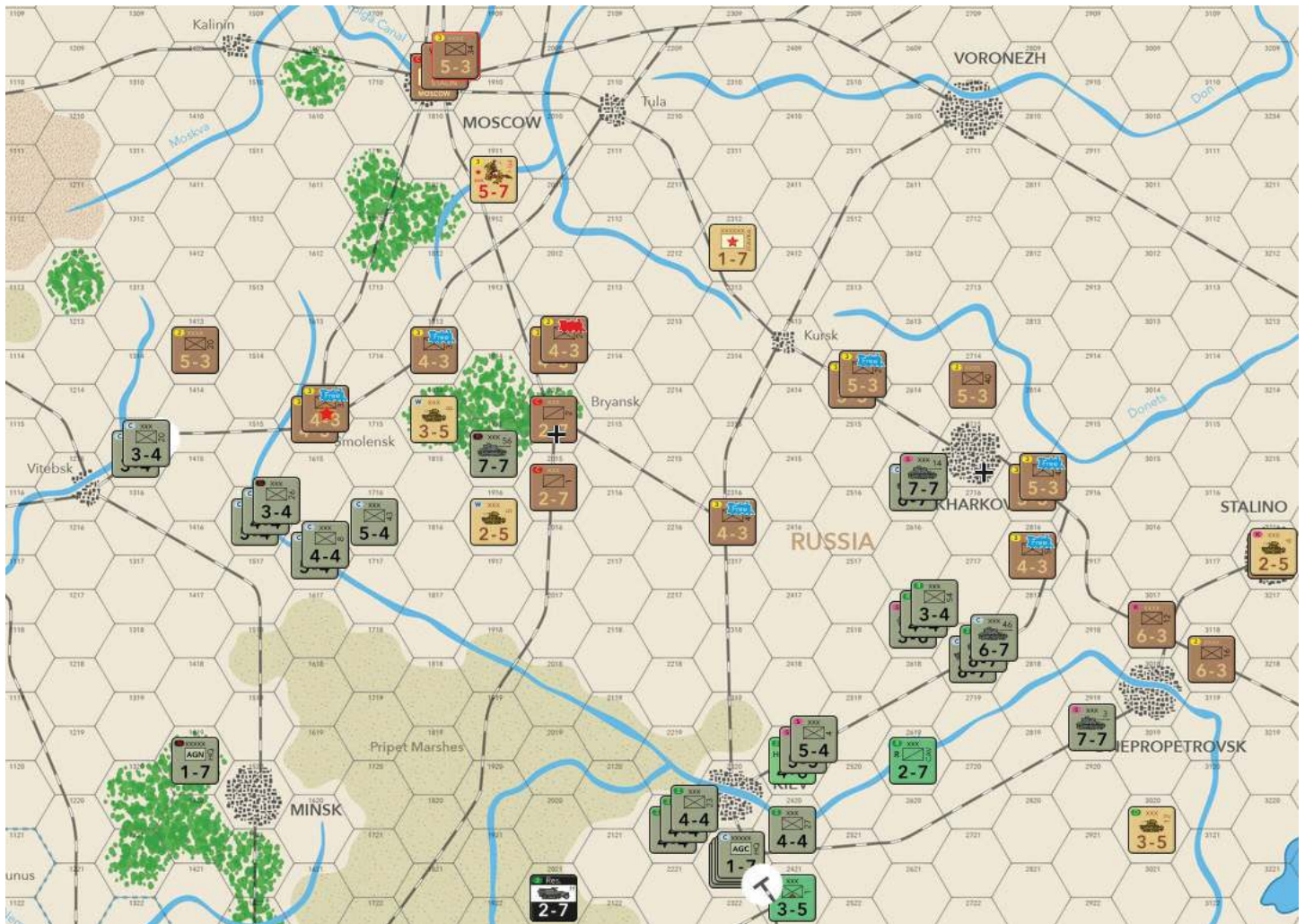


Figure 3 End of Russian Sep/Oct 1941

At this point it was desperation time. I had to take and hold Kharkov and Dnepropetrovsk just to stay even. My only other chances for VPs were Smolensk and Bryansk; if I could take both of those and hold them, it would bring me up to -1 VP for a German win. Slim odds, but I have seen this scenario won and lost by low odds attacks from both sides of the table.

So the German Nov41 turn featured a series of attacks with many soakoffs. A 3:1 against Kharkov, allowed three panzer corps to enter the city. A 1:1 failed to clear Smolensk, as did the low odds attacks at Dnepropetrovsk. Around Bryansk, encouraging signs: the Russians still occupied the town, but many of their outlying defenders were eliminated. With second impulse movement hampered by the snow,

the second impulse attacks were pretty much fixed and actually didn't seem too bad: a pair of 2:1s at Kharkov, a 1:1 with a soakoff at Dnepropetrovsk, a 2:1 against Bryansk itself with a 4:1 versus outliers, and a second bite at the Smolensk apple with another 1:1. Unfortunately, I needed great dice, and instead got average dice. The Kharkov attacks ended in a retreat and left the panzers stuck out in the middle of the snowy steppes mostly alone. The two sides ended up in contact at Dnepropetrovsk (with the Germans in the city) and at Bryansk and Smolensk (with the Russians in both cities). The VP total remained at -3.

The Russian November 1941 turn went about as one might expect: the overextended panzers at Kharkov and Bryansk were eliminated, and one group of Germans pushed away from Smolensk. Another group remained in contact, but with three Guards armies poised to make a second impulse attack at high odds (and Russian paratroops dropped behind to complete an encirclement) there was no doubt as to the outcome. I conceded before the Guards had a chance to do anything other than look mean. The final VP total was -5, a decisive Russian victory.

The dice were slightly less than average for the Germans (average of 3.34 on 58 combat rolls) while the Russians did much better: an average of 4.0 on 10 rolls. I can't say that the dice tilted the game except perhaps to make Hugh's victory even more smashing than it already was. My Germans were poorly positioned to make that final grab for the objectives before the weather turned bad in November.

Hugh is the overall champion, being undefeated in four games from both sides of the table.

I consider the tournament to be a modest success - we had 12 complete games among 7 players (started with 8 but one had to drop out), all seemed to have a good time, and we got it done in 12 months which was the goal. The main objective was to get more people playing official AHIKS registered games and allow them to make connections with each other which I hope will lead to more games played in this venerable classic.



Figure 4 End of Russian Nov 1941

Multiplayer Info



Jeff Miller

Hi Gang,

Well in the deep freeze of winter one has more time for game playing. Well except for snow blowing and shoveling of course. 😊

Nothing else new to report on the multiplayer front as far as new starts this cycle except for Titan, which we have a bit of a pause on as we try and get the Vassal module to function properly.

So on to my usual recap, although the Christmas season slowed down several of the games.

A Distant Plain Coalition - Extended Scenario

We have already had our first propaganda card, 7th one drawn!!

I only managed to get a few plays in before that and am still awaiting my chance to do something afterwards. On the bright side all my forces are on the board at this early stage so we should start to be able to bring some pain to the evil doers. 😊

Conquistador Spain

Spain is trying to build some sort of empire after many early reverses of fortune. Darn dice! So far it looks like England is going to run away with this one, his treasury overflows with coin – thinking the privateers should be Spanish/French/Portuguese!

Empire in Arms Prussia - January of 1807

Well things have changed a bit since the last update, although Prussia is still trying to rebuild its army.

France launched an assault on Austria, both Spain and Britain have sprung to his defense [Prussia is still sidelined by its defeat by France earlier]. Russia has refused to aid Austria although he has been warned not to attack Austria by Great Britain. Turkey is also on the sidelines although it looks like some of his troops have shifted to the Russian border – perhaps to ensure Russia stays out of the war?

So far Austria has faired badly in the initial month of the war. However, Spain has stormed over the border and, at least for the moment, soundly

defeated the French border guards.

Prussia will have to sit on the sidelines for a bit it seems.

Gunslinger [Non-AHIKS]

Just getting back under way after Christmas.

However, setup is almost done and soon Gunsmoke will drift through the town once again. 😊

Here I Stand France – 1536 to 1539

It has been a bloody three years!

France smashed the Hapsburgs at Barcelona and took the Duke of Alva prisoner when the city fell.

Too the east the Hapsburgs fleet drove the Ottomans fleet into port at Scutari to keep it from raiding the Popes cities. The Ottoman empire was not pleased and launched his army towards Vienna but now the Pope intervened by cursing Suleiman and preventing his move. [Gout]

But Suleiman rallied and attacked the next turn and a massive battle was fought which destroyed the Hapsburg army with minor damage to the Ottomans. Leaving Charles V and Ferdinand to flee inside the city walls with the last two troops. Now the question will be if they can survive the siege! [the dice gods cursed the Hapsburgs in both the east and the west]

Meanwhile the Pope attempted to destroy the Protestants by force and lost an army in the processes but made some headway.

Only England managed to remain above the fray, although its entry into the religious wars left almost all of England in unrest. Which may occupy most of his attention for a bit.

Kingmaker Portcullis

My two nobles remain on Carisbrooke with Edward of Lancaster. With no ships and no strength, I find solace in ale and wine.

Merchant of Venus Humans

This one is rolling right along; I am starting to get

a feel for it after years of not playing.

I did manage to find the Jumpstart relic! I have attempted to use it twice now and it worked the second time. 😊

Have no idea yet of what I am doing, but it has been fun so far. And rumors of human plans to rule the galaxy are just.... Rumors.

Stellar Conquest Blue

Well, the peaceful start of our exploring the galaxy has been interrupted by a vicious attack by some strange greenish creatures from outer space!

Obviously, we will have to switch to a wartime economy and launch a counter attack to erase the evilness of these creatures from the galaxy.

Non-Multiplayer

ASL – Rommel at the Meuse French – May 13, 1940

The Germans took some losses but are making it across fairly easily. On the bright side I have taken out both German 105's. Now the question is can I keep them off the heights!

ASL – Dawn of a New Age Poles – September 1, 1939

The Poles have managed to slow the Germans down with some accurate fire with machine guns and mortars. However, both ATG's are now malfunctioned and the German armor is pushing forwards against the TKS light armor of the Poles.

As the enemy pushes into the tree line can the OBA hold back most of the German infantry, and will the German armor meet its end on the forest road?

ASL – Drop Zone: Sainte-Mere-Eglise CG III American – June 6th Morning

Just finished setting up my defense for the first morning. This should prove interesting as both sides can attack and defend and with bocage, fields and villages.

ASL – Kampfgruppe Peiper CG I Clash at Stoumont American – December 19, 1944 PM

The Germans are pushing hard out of the box and have driven back the screening forces as

the reinforcements move onboard to reinforce the outnumbered, but heroic, defenders.

So far, the Germans have a burning halftrack and a wiped-out SS squad to show for losses, hopefully we will be able to add to that.

ASL – Red Barricades CG III Russian – October 20, 1942

The Germans took the 19th off so I have had two days to regroup and rebuild the defenses. For the first time there appears to be wire in front of some of our defenses as we dig in. 😊

One factory is now a burnt-out shell while the Germans have gained a foothold in a second. We will see which way he launches his attack this time.

ASL – Sword and Fire CG V American – February 15, 1945

The American forces are in place to start the attack and Manila will never be the same. 😊

Combat Commander German – Bridge Hunt – Nisava River Yugoslavia April 7, 1941

Just kicking this one off, so far, my LMG fire has not managed to create any weak points. Although one of my squads was promoted to veteran status!

Pacific War USN - Guadalcanal Battle Scenario – November 12-15, 1942

Just kicking this one with the intention of getting to the full campaign!

Source of the Nile

Since this one languished for a bit on the multi-player list so we decided to run a two-player game to knock off the cobwebs. So far it has proved just as fun as I remembered.

So far, my opponent has been cursed with disasters and is on his second expedition.

Mine is now headed back to the coast after making lots of friends with tribes and exploring a large section of terrain. Oh, and lots of trophies of course.

😊

The Civil War 1861-1865 Union – Turn 8

Well, the Union is finally trying to do something productive. A small landing force is pinned down in

Florida and another has been landed in Texas to try and shut down some ports.

I now sympathize with Lincoln on the low quality of Union leaders!

Trireme Romans – Economus – 256 BC

The Carthaginians managed to out maneuver the Roman fleet with its better crews, but now it has turned into a melee where the weight of Roman arms may salvage the situation. Mars will come to our aid, we are sure!

Vietnam NFL – Full campaign – 1965 Winter

Almost through the first year and I think we are finally getting the rules sorted out, albeit not the strategies. So far, my VC have, I “think” have done well. At least they are still intact and fighting.

Numerous body bags have gone home to America as well, although the Americans have started to unleash free fire zones on my peasant army.

Up Front Germans – Meeting of Patrols

We are only a couple of plays in and the Americans has lost a man already. Scared by light machine gun fire he panicked and fled! 😊

War and Peace [One Small Step version] – Wagram Allies – 1809

Still fighting with sorting out some rules – the Avalon Hill version is much cleaner rules wise! I would recommend that version over this one even if the graphics are improved.

Regards, Jeff. ✂

Match Requests (multiplayer)

Game	Publisher	Player	Format
A Distant Plain	GMT	Duncan Rice	V
A Distant Plain	GMT	Jeff Miller	V
A Distant Plain	GMT	Art Dohrman	V
A Distant Plain	GMT	John Hren	V
Advanced Civilization	AH	Jeff Gual	V
Advanced Civilization	AH	Eric Aune	V
Advanced Civilization	AH	Erica Snarski	V
Advanced Civilization	AH	Jeff Miller	V
Age of Reininsance	AH	Jeff Miller	V
Air Force	AH	Mark Palmer	E, P
All Bridges Burning	GMT	Jeff Miller	V
Amoeba Wars	AH	Jeff Miller	V
Ancient Civilizations of the Inner Sea	GMT	Jeff Miller	V
Ancient Civilizations of the Inner Sea	GMT	Erica Snarski	V
Andean Abyss	MMP	Jeff Miller	V
Angola	MMP	Jeff Miller	V
Angola	MMP	Nick Rush	V
Angola	MMP	Tom Liakos	V
Axis and Allies 1914	Hasbro	Scott Mcaninch	E
Battle for Germany	SPI	Mark Palmer	V
Battle for Germany	SPI	Chris Hyland	V
Blackbeard	AH	Jeff Miller	V

Blitz	Compass	Jim Lauffenburger	V
Circus Maximus	AH	Jeff Miller	V
Circus Maximus	AH	Graeme Dandy	V
Circus Maximus	AH	Robert Dowrey	V
Circus Maximus	AH	Erica Snarski	V
Clash of Cultures	Z-Man	Jeff Miller	V
Colonial Twilight	MMP	Jeff Miller	V
Conquest of Paradise	GMT	Jeff Miller	V
Conquistador	AH	Jeff Miller	V
Crown of Roses	GMT	Mike Kettman	V
Cuba Libre	GMT	Jeff Miller	V
Divine Right	TSR	Delwayne Arakaki	V
Dominant Species	GMT	Jeff Miller	V
Dominant Species	GMT	Nacho Fernandez	V
Dune	AH	Jeff Miller	V
Dune	AH	Brian Nickel	V
Dune	AH	Chris Hyland	V
Empires of the Middle Ages	SPI	Mike Kettman	V
Falling Sky	GMT	Jeff Miller	V
Falling Sky	GMT	Jim Lauffenburger	V
Fire in the Lake	GMT	Jeff Miller	V
Fire in the Lake	GMT	Steven Paul	V
Fire in the Lake	GMT	Jim Lauffenburger	V
Flat Top	AH	Chris Hyland	V, D, G, H, X
Fortress America	MB	Jeff Miller	V
Gangsters	AH	Jeff Miller	V
Gandhi	GMT	Jeff Miller	V
Gunslinger	AH	Jeff Miller	V
Gunslinger	AH	Graeme Dandy	V
Gunslinger	AH	Matt Scheffrahn	VMG
Incredible Victory	Quarterdeck Games	Paul Raphael	E, G
Liberty or Death	GMT	Jeff Miller	V
Machiavelli	AH	Jeff Miller	V
Machiavelli	AH	Graeme Dandy	V
Machiavelli	AH	Nacho Fernandez	V
Magic Realm	AH	Jeff Miller	V
Napoleonic Wars	GMT	Aaron Martin	V
Napoleonic Wars	GMT	Jeff Miller	V
Pendragon	GMT	Jeff Miller	V

Plains Indian War	GMT	Jeff Miller	V
Republic of Rome	AH	Jeff Miller	V
Samurai	AH	Delwayne Arakaki	V
Source of the Nile	AH	Jeff Miller	V
Spies!	SPI	Erica Snarski	V
Successors	AH	Jeff Miller	V
Time of Crisis	GMT	Jeff Miller	V
Time of Crisis	GMT	Derek Lenard	V
Titan	AH	Jeff Gaul	V
Titan	AH	Eric Aune	V
Titan	AH	Jeff Miller	V
Titan	AH	George Phillies	V
Versailles 1919	GMT	Aaron Martin	V
Versailles 1919	GMT	Derek Lenard	V
Virgin Queen	GMT	Jeff Miller	V
War of the Suns	MMP	Jeff Miller	V

Dispatches

The Federazione Italiana Wargame will host IWC24, the International Wargame Competition 2024, from June 21 to 23, in Rome, at the Hotel Mercure Leonardo da Vinci Airport, Fiumicino, Italy.

The event will include the Advanced Squad Leader European Tournament, the Art de la Guerre World Individual Championship, and the Wings of Glory European Master Tournament.

Details on the event may be found at <https://www.fiw.it/iwc24/>.



International Wargame Competition

Format codes:

A : ADC2	L : Learning Game
C : Cyberboard	P : Postal Mail
D : Discord	S : Slow Play
E : Email	T : A.C.T.S..
F : Fast Play	V : VASSAL
FTF : Face-to-face	X : Non-rated Game
G : Will Gamemaster	Z : Zuntzu
H : Virtual Face-to-face	

Treasury Note

NOTICE! NOTICE! NOTICE!

Due to changes in banking regulations, until further notice all checks sent as donations or payments for AHIKS purposes need to be made out to the Treasurer, **Brian Stretcher**, and not AHIKS itself, which does not exist as a registered business entity. Please put "AHIKS" in the comment line of your check, and thank you for your donations and understanding!

Treasury Notes



Brian Stretcher

Greetings! I hope everyone had a nice holiday season, and if they were on your wish list, that you at least gifted yourself some of the games that you wanted. I picked up three from GMT, those being *The Great Battles of Alexander*, *Empire of the Sun*, and *Colonial*, a relatively obscure European title without a Vassal module that I will probably never play, but it was only \$15.00 and it is pretty. I also picked up a copy of Randy Heller's *Bitter Woods* from Compass Games. That is one I definitely intend to play, but probably not unit after the TRC tournament.

TRC 5th Edition Tournament: Was I ready for this??

The Russian Campaign tournament is under way! Two weeks in and my opponent and I are managing to keep pace with one move per week, but it is a challenge for me; it is contrary to my traditional style. Typically, in traditional hex wargames of a certain size or counter density, I like to review my opponent's move, let things percolate a few days, move some pieces around, let things percolate some more, and then finally sit down and work through the move to the end. In the meantime, I will work on other game moves that might have arrived that allow for shorter turnarounds, as many multiplayer game allow; even if complex, many of those require relatively few decisions before turning play over to the next or asking for a required response.

Being the defender in many games is frequently more difficult as well, especially in games that model a rather unbalanced campaign. I cite France in 1940 as well as the opening phase of Barbarossa, where the defenders were stretched to the max and complete catastrophe was a very real possibility. Jeff Miller and I recently completed a game of *France, 1940*, and I played the Allies. I managed to eke out a win with the Allies, but only barely, and my moves would take

two or three weeks to complete sometimes, since one unit out of position could spell disaster. I am feeling much the same way with TRC, although there are not nearly as many units to move as there are in France, 1940.

Nevertheless, the pressure is on to complete a move within a somewhat uncomfortable (for me) time frame, and it has impacted a bit the pace of my other games. At some point I simply have to decide that the move is done, even if I would like to sit on it a bit longer. My opponent lives in Wales, and is about 5 hours ahead of me time-wise. It seems to work, as I send my moves out in the evening, and he, being retired, gets his next mailing out to me during the East-coast work day. If it is not actually my turn, I process his move the same evening (if I can) and send the return logfile, then he continues.

We are two weeks into the game, and as I write this, I just sent out the Russian half of the July/August turn. My Russians are being bled white, to say the least. The Axis has taken Riga in the north and will have at least a shot at Leningrad in September, even though most of the Axis forces are still west of the Dvina River. My Russians have essentially vacated the space south of Leningrad to Smolensk, hoping to recover while the German infantry walks to the line. To the south, the rule that prohibits the Axis from setting up extra units in Rumania seems to be working as intended. Some rather stalwart Russians managed to hold off the bulk of Army Group South in the now clear terrain behind Lvov at the end of August. If the weather turns, my Russians have a reasonable chance of holding Kiev into October. Odessa fell to the Rumanian group, reinforced by a late-arriving panzer corps at the end of August, but the Russians still hold the Bug River line with cavalry and tank formations.

One small highlight of the game for the Russians so far was the sinking of an Axis invasion

at Rostov in August, certainly helpful to the Russian cause. Both players now wait for the September/October weather roll. If it is clear weather, the next two turns will automatically be snow. If the weather turns to Light Mud, November/December will also be Light Mud, with snow following in January/February. The game ends in March/April, 1942 with another automatic Light Mud turn. So, the only actual weather roll in this specially-designed tournament scenario is for September/October.

Importantly, I am having fun so far. I can get an entire Russian move done in one sitting, for the most part, since Russian combat is minimal, and there need be no multiple mailings during the Russian turn. The Axis has been listing attacks and sending them out, with me resolving those combats on ACTS after a review of the Axis move, since there are many Axis units to move and lots of combats to list, with possible retreats between movement impulses. Procedurally, it is working well so far.

I did do a bit of solitaire training for this game, as I had to familiarize myself with the 5th edition rules and refresh my fading memory about the basics of strategy in this game. I did manage to get a couple of turns of practice play in before the tournament officially started. Good thing I did, as there were some things I had forgotten.

It is likely that the first round of the tournament will be over by the time the next issue comes out. I simply hope to acquit myself reasonably well, so I will let you know how it goes in the next issue!

Treasurer's Report

In addition to our dividends, we had some more additions ahead of the planned TRC 5th ed. tournament.

Total balance 11-19-23	\$ 8,658.19
Dividends 1-30-23 to 12-31-23:	\$ 3.64
TRC Tournament entry fees:	\$ 30.00
TRC prize money advance:	\$ 182.50
Total balance 1-15-24:	\$ 8,658.19

Until next time! ✂

New members list

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-- Mike Dyer

How to access the current Open Match List online:

Once you get to the AHIKS website, hover over *Want an Opponent?* This will then reveal the *People Wanting a Game* option.

Click on the option which will open the *People Wanting a Game* page.

Open the hyperlink located within the first sentence that is highlighted in blue:

“This [Google Spreadsheet](#) lists, by game title,…”

Secretary's Report



Mike Dyer

As we enter the new year, I thought some statistics on the current membership roster might prove interesting to our readers. AHIKS was founded in 1966, almost 58 years ago and has welcomed a little over 2400 members into the society during that time.

AHIKS currently boasts a roll of 924 active members subscribed to *The Kommandeur* newsletter. With the help of the recent membership drive, AHIKS active member numbers have almost doubled over the last five years. The old guard perseveres too! Five of the original first 50 members yet remain on the lists.

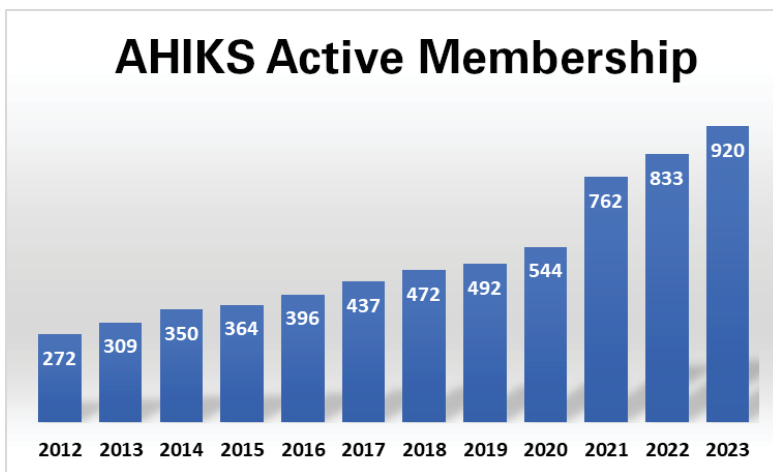
While approximately 75% of the membership is based in the US, AHIKS also supports more than 200 international members located in 28 countries across the globe.

Many of our members supply details on their wargaming experience when they sign up. This provides some interesting statistics on the average wargamer, who we find to be a little over 55 years old and has been gaming since the age of eighteen.

If you are approaching retirement age and have shelves groaning with boxes of wargames dating from the 1970's then you'll find yourself in good company here!

These days there are many fine services that provide opportunities to meet wargame opponents online. AHIKS remains one of the very first such societies still in activity. For the new year I'll be glad to see more members joining and making use of the match request facilities.

Personally, I am currently happily engaged with fellow AHIKS members in battles from the thick woods of Chickamauga to the rocky beaches of Saipan. I heartily recommend you review the list of open match requests in this issue and see if there awaits something to your taste. I will look forward to meeting some of you across the virtual table! ✂



The Vice-President's Desk



Martin Svensson

Currently, I am engaged as a player in AHIKS *The Russian Campaign* tournament. Entering this was a shot in the dark to some degree. My expectations are rather low, however, I'm glad to participate.

The last time I played the game was at least fifteen years ago against an AHIKS opponent. Harold was a good player and we played a combination snail mail and email. Harold was the snail and I created an Excel worksheet listing the units, hex start, move to hex x and combat information if applicable. So, with a dearth of recent play I committed to this endeavor. Considering my situation, why enter?

It was not for the winner's prize. I had no illusion about winning this. It came down to three factors:

1) I always enjoyed the game, in spite of years not playing TRC.

2) I wanted to support Randy Heller's initiative. I have known Randy about two decades dating back to when we lived in the Washington DC area.

3) I am a proponent of AHIKS activity outside of individual games.

This tournament began on an amusing note. I found that I was paired with Jon Edwards. Hmm, Jon Edwards? For those not familiar, TRC was designed by a John Edwards who resides in Australia. My "Jon" Edwards lives in Australia as well. Is my Jon the designer, the name being a typo? Highly doubtful, however, his mastery of the Soviet defense is awe inspiring.

Years ago, I attended the WBC and Bruno Sinigaglio asked if I wanted to play in his *Bulge '81* tournament. Bruno was the designer, and the result was as you would expect. Similarly, my Axis troops are behind the pace due to careful placement of the Russians stymying my lofty intentions.

Point being, regardless of the final result, I'm glad that I took the plunge. If there is a similar AHIKS sponsored event, take advantage of it. ✂

Richtofen's War After Action Report



Mark Palmer

This is a press release covering the first mission in a 7 day, 5 missions per day, *Richtofen's War* campaign game.

Mission 1 (Monday, 9Apr1917)

Captain Chester Murphy, the Executive Officer, led Lieutenants Vernon Keresy and Walter Boyd on today's Dawn Patrol and approached the front lines at altitudes of 2450m and 2550m. Two Albatross D3s appeared at 2450m, and Capt. Murphy led the flight into a climbing and circling maneuver over the trenches until reaching 3100m.

Upon diving into a melee, the Germans inflicted more damage than received in a head-on attack by LT Keresy against Squadron policy to avoid such tactics against better armed enemy aircraft. Sustaining severe damage, especially to his wing struts, LT Keresy attempted to dive out of the battle and to

safety. Doing so attracted one of the German Alb/D3s which placed the German pilot into a position where Capt. Murphy and LT Boyd were able to inflict significant damage to the German pilot from a coordinated attack from his left rear quarter.

The severely damaged and crippled Alb/D3 attempted to flee towards his lines, but LT Boyd fired a short burst that dispatched the enemy aircraft.

LT Keresy was able to return his damaged Nieuport 17 to our home field. However, #609 will be under extensive repair and will not be available until Friday 13Apr1917 at the earliest.

Submitted by:
Maj. Melvin Wilson, Royal Flying Corps
Commanding Officer, Squadron 60 ✂

The Press Room

A (continuing) vehement rebuttal



Angelo Valeri

Via Carrier Pigeon from Hanover, Electorate of Brunswick-Lüneburg

December, 1806

Happy Christmas!

As winter and the Holidays approach, the Czar's forces spread out to forage; a pause in hostilities provides a needed respite to rearm. Although peace is the "soup du jour" in Europe, the Czar's attention is drawn to Denmark and political unrest. The Danish King is under house arrest at the direction of the Democratic National Alliance of Denmark (DNAD), a rouge rebel alliance staging a coup in hopes of electing a People's Parliament to replace the King.

Emissaries from the Czar's court landed in Hanover during November for talks with DNAD and to present the Czar's proposal; restore the Monarchy and accept self-exile of all conspirators. Progress remains slow, but talks continue unabated with the hope absolute sovereignty returns to the Danish King. The Czar is resolute in his desire to reinstate his friend Christian VII to the throne and will not hesitate to use force to that end. Elements of the 4th Russian Marine battalion already inhabit Hanover with additional forces assembling within the Motherland.

Our Prussian and Turkish neighbors remain quiet at present, but Prussia (along with Great Britain) appears to be gearing up for significant hostilities in the Spring against France; it is possible additional support could coalesce amongst other neighboring empires. The current condition of post-war Russian troops makes any military assistance from the Czar impossible, but French tactics and troop superiority may still carry the day regardless the foe.

Respectfully,

1st Lieutenant Sergei Markovski

adjutant to Field Marshal Nikolai Kutusov

(aka Angelo Valeri AHIKS 2030) ✂

MapBoard Mk. 1



Mark Palmer

Happy New Year to all!

With the gift-giving season behind us, I'm hoping everyone who received new titles are happily exploring your latest exercises in past, present, and future historic simulations.

As a recap of last year, I'm including a list of titles and members for which I'd generated Match Assignments. The list includes unique entries and does not take into account Match Assignments for multiple titles and members. For example, there were many MAs generated for the more popular titles and more active members, as well as an MA for each game in The Russian Campaign Tournament.

If you are playing a game without a Match Assignment, that's fine. Even playing with a Match Assignment and not turning it in after the games are completed, is also fine.

But it would be appreciated if Match Assignments would be generated.

Knowing what is being played "out there" would enhance AHIKS by offering more tournaments for popular titles.

So, if you wish, fire me an email with what you are playing. Even if you'd been playing a title over the course of years, it would still be good to know. Just be advised that a Match Assignment is for AHIKS members. If you are enjoying a game with a non-AHIKS member, just remind your opponent that AHIKS membership is open to all... providing they can afford the membership dues. ✂

44 Omar Dewitt
 470 Tom Thorsen
 471 Michael Hicks
 748 Joe Grills
 804 Dennis Sheppard
 875 Bruce Geryk
 884 John Hoffman
 1007 Randy Heller
 1062 Mike Kettmann
 1074 Mark Palmer
 1264 Jay Unnerstall

- Across Five Aprils - Bentonville
- Adv. Squad Leader
- Afrika Korps
- Air Assault on Crete
- Antietam
- Ardennes Offensive
- Bitter Woods
- Breakout Normandy
- Caesar Alesia
- Chickamauga
- Flat Top
- Fortress Europa
- Fredericksburg
- Island War
- Lion in Ethiopia
- Midway
- Napoleon At War Quad
- Pacific War
- PanzerArmee Afrika
- PanzerGruppe Guderian
- Punic Wars
- Richtofen's War
- Russian Front
- Source of the Nile
- The Arab-Israeli Wars
- The Russian Campaign
- Thunder At Cassino
- Turning Point: Stalingrad
- Up Front
- Vietnam
- War at Sea

Open Match list



Mark Palmer

Game	Publisher	Player	Format	Notes
1813: Napoleon's Nemesis	Europa Simulazioni	Erica Snarski (2142)	VE	
1985: Under an Iron Sky	TRL	Martin Hogan (1704)		
2nd Fleet	Victory Games	Thomas Ten Eyck (826)	E	
3rd Fleet	Victory Games	Thomas Ten Eyck (826)	E	
ACW Brigade Series	MMP	Aaron Kulkis (1983)		
Advanced Squad Leader Campaign	AH	Jeff Miller (1303)	VE	
Advanced Third Reich	AH	Mike Scott (1555)	E	
Afrika Korps	AH	Omar Dewitt (44)	V	
Air Assault on Crete	AH	Peter Hansen (2129)	V	
A Most Dangerous Time	MMP	Jeff Miller (1303)	VE	
Antietam	SPI	Omar Dewitt (44)	V	
Anzio	AH (2nd or 4th ed)	Thomas Walsh (1427)	EP	Basic game
Arab Israeli War	AH	Dennis Sheppard (804)	VE	
Ardennes '44	GMT	Rob Franz (2277)	VES	Skype to setup; PBEM
Ardennse Offensive	SPI	Hugh Smithers (2313)	VE	
A Time for Trumpets	GMT	Jeff Miller (1303)	VE	
A Victory Lost	MMP	Ed O'Connor (1243)	VE	
A World At War	GMT	Jeff Miller (1303)	VE	
Bismarck	AH	James McCormack (2369)	VE FTF	Puget Sound area
Battle for Germany	SPI	Erica Snarski (2142)	VE	
Battle for Jerusalem	SPI	Erica Snarski (2142)	VE	
Battle of Austerlitz, Dec. 2, 1805	SPI	Erica Snarski (2142)	VE	
Bitter Woods	Compass/L2	Hugh Smithers (2313)	VE	
Blitz	Compass	Jim Lauffenburger (2191)	VXE	
Bloody 110	COA	Aaron Kulkis (1983)	FVL	
Blue Water Navy	Compass	James McCormack (2369)	VE FTF	Puget Sound area
Borodino	SPI	Erica Snarski (2142)	VE	
Caesar's Legions	AH	Stephen Genoff (2194)	VE	
Cedar Mountain	SPI	Peter Hansen (2129)	V	
Chickamauga	SPI	Omar Dewitt (44)	V	
Downfall of Empires	Do-It Games	Erica Snarski (2142)	VE	
Downfall of the Third Reich	Do-It Games	Erica Snarski (2142)	VE	
Empire in Arms	AH	Edson Ramos (1989)	P	

Empire of the Rising Sun	AH	Mike Scott (1555)		
Falling Sky	GMT	Jim Lauffenburger (2191)	VXE	
Fifth Frontier War	GDW	Dane Patterson (2010)	EV	
Fire in the Sky (1999)	Phalanx	William Marcy (1761)	VTE	Midway scenaio preferred, but not required
Flat Top	AH	Paul Koenig (1577)	V	
Flying Colors	GMT	Thomas Ten Eyck (826)	E	
Forgotten Legions	Compass	Erica Snarski (2142)	VE	
Fury in the West	Battleline/AH	Erica Snarski (2142)	VE	
Gallipoli	GMT	Ivan Kent (2133)	V	
Gettysburg '65	AH	Stephen Genoff (2194)	V	
Great War In Europe	GMT	Donald Deacon (2241)	V	
Great War in Europe Deluxe	GMT	Terry Gallion (2044)	V	
Grenadier	SPI	Charles Sutherland (1804)	VE	
Guns of August	AH	John Troskey (1554)	CV	
Hitler's War	AH	Erica Snarski (2142)	VE	
Holdfast: Russia 1941-42	Worthington	Bob Jones (1548)	VXL	
Invasion of Malta, 1942	AH	Chris Hyland (1862)	VX	
Invasion of Russia, 1812	Europa Simulazioni	Erica Snarski (2142)	VE	
Island War	SPI	Erica Snarski (2142)	VE	
Jerusalem	SDC	Erica Snarski (2142)	EP	No Vassal module
Kadesh Command		Erica Snarski (2142)	VE	
Knights of the Air	AH	Jeff Miller (1303)	VE	
Korea	SPI	Erica Snarski (2142)	VE	
Korean War	Compass	Paul Koenig (1577)	V	
La Grande Armee	SPI	Charles Sutherland (1804)	VE	
Lee vs. Grant	VG	Jeremy Rowley (1942)	V	
Leipzig	SPI	Charles Sutherland (1804)	VE	
Lion of Ethiopia	Command/XTR	Erica Snarski (2142)	VE	
Midway	AH	James McCormack (2369)	VE FTF	Puget Sound area
Midway	AH	Bruce Warren (2293)	FTF	Olympia, WA area
Midway	AH	Mike Stubits (2311)	VE	
Main Battle Tank 2ed	GMT	Martin Hogan (1704)		
Monty's Gamble: Market Garden	MMP	Jerry Wong (1974)	FV	
Napoleon at War Quad	SPI	Erica Snarski (2142)	VE	
No Retreat: North Afrika	GMT	Jerry Wong (1974)	FV	
NATO: Cold War Goes Hot	Compass	Giovanni Faisca (2178)	VEL	
Pacific War	VG	Jeff Miller (1303)	VE	
PanzerArmee Afrika	SPI/AH	Erica Snarski (2142)	VE	

Panzer Battles	MMP	John Troskey (1554)	CVS	
Panzer Grenadier	AP	Carl Wolf (1992)	V	
Panzer Leader	AH	Stephen Genoff (2194)	V	
Phalanx	SPI	Erica Snarski (2142)	VE	
Proud Monster	XTR	Edson Ramos (1989)	P	
Punic Wars	SPI	Erica Snarski (2142)	VE	Played against Mark
Punic Wars	SPI	Mark Palmer (1074)	VE	Played against Erica
Rebel Sabres	TSR	Peter Dunn (2235)	V	
Rise and Decline of the Third Reich	AH	Bruce Warren (2293)	FTF	Olympia, WA area
Roads to Leningrad	GMT	Andrew Cozzi (1998)	V	
Russian Campaign	Jedko Games	Peter Dunn (2235)	V	
Russian Front	AH	Martin Kerslake (2011)	V	
Sixth Fleet	SPI	James McCormack (2369)	VE FTF	Puget Sound area
South China Seas	CMP	Mike Ricotta (2004)	VXE	
SPQR	GMT	Justo Perez (2009)	FV	
Storm Over Jerusalem	MMP	Erica Snarski (2142)	V	
Tank on Tank	LnL	Duncan Rice (1394)	V	
Terrible Swift Sword	TSR	Peter Dunn (2235)	V	
The Longest Day	AH 2nd Ed. rules	Nacho Fernandez (1745)	VE	
The Russian Campaign	4th L2 or 5th edition GMT	John Ohlin (2346)	V	
The Russian Campaign	AH	Bruce Warren (2293)	FTF	Olympia, WA area
The Tide At Sunrise	MMP	Nick Rusch (1913)	V-E-L-X	
This War Without An Enemy	Nuts! Publishing	Andrew Patience (1646)	V	
Thunder at Cassino	AH	Jerry Wong (1974)	FV	
Tobruk	AH	Dennis Sheppard (804)	VE	competitive game
To The Green Fields Beyond	SPI	John Troskey (1554)	CVS	
Turning Point: Stalingrad	AH	Jan Vanderveken (2286)	VE	
Twilight Struggle	GMT	Jeff Miller (1303)	VE	
Ukraine '43	GMT 1st. Ed. Only	Rob Franz (2277)	VES	Skype to setup; PBEM
Von Manstein's Backhand Blow	GMT	Rob Franz (2277)	VES	Skype to setup; PBEM
Verdun 1916: Steel Inferno (2020)	FOS	William Marcy (1761)	VE	
Wagram	SPI	Omar Dewitt (44)	V	
War and Peace		Mike Kettman (1067)	V	
War of the Suns	MMP	Jeff Miller (1303)	VE	
Winter War	SPI	Erica Snarski (2142)	VE	
Wooden Ships and Iron Men	AH	Peter Dunn (2235)	VD	
WWII	SPI	Erica Snarski (2142)	VE	
WW2 Commander: Battle of the Bulge	Compass	Bob Jones (1548)	V	

Battles for the Ardennes



Thomas Ten Eyck

I have been a member of AHIKS on and off since the late 1970's and have played quite a few games with AHIKS opponents including Victory Games' *Hell's Highway* and *2nd Fleet*, TAHGC *Panzerblitz*, and more than any other game, SPI's *Battles for the Ardennes*. I have played opponents across the country as well as in Great Britain. I have also had the luxury of playing many games face to face and by email with my weekend gaming friends over these years.

One of the learning curves of the purchase of any new game is that you read the rules, play the game, reread the rules, and say oops played that game wrong. Then you play again and reread the rules until you finally figure out the game and play it as the designer intended. SPI produced a lot of simulations including one of my favorites, *The Battles for the Ardennes*. This game had multiple scenarios and campaign games which was a lot of gaming for the original price of \$20. I have played the game many times including the Scenarios St. Vith and Clervaux. I probably played these 2 different scenarios maybe 100 and probably many more times back in the good old days on both Friday and Saturday nights in face to face gaming. Many were played not quite the way the designer intended but were very competitive and fun.

The Germans probably won 6 of every 10 St. Vith games we played with the battle for victory fought just to the west of Vielsam with the towns of Houffalize and Manhay being the deciding victory points. Once we got the game figured out with the rules and the updated errata it became a guaranteed Allied victory. The Germans could not get past Vielsam as the allied reinforcements built up a defensive line that the Germans could not break. Originally, I think we did not give the Germans points for the towns east of the starting point and Germans were able to win. Now even with the 4 towns included in the victory point total the Germans come up short every game. It could be that we are now much better players,



and any good Allied player will stop the Germans from obtaining victory. It could be that when we played the rules wrong it gave the Germans a fighting chance to win. A good Allied player still could win, just not every game.

It has been close to over 40 years since we played the game not as the designer intended us to play the game. I thought about what we did wrong and ways to possibly give the German player a chance to win the game. The suggested changes below are what I can remember from playing the game many years ago face to face with my main gaming friends. Unfortunately, they are now gone or not gaming anymore and I have not had an opportunity to play these rules with an opponent to see if it brings the game back to those fun weekend nights. I have played the St. Vith scenario solitaire which most likely resulted in me tinkering with the rules slightly trying to remember what we did to enjoy many hours with this game. If you have this game, try these rule changes to see if the Germans can again win the St. Vith or Clervaux scenarios. These rules also work with the Allied 1944 campaign games but I have some additional suggested rules to help the Germans try to move into the western maps but are not included with the scenario rules below.

Rule Changes

Standard Rule Changes:

8.11 [ZOC] German engineer and isolated units do not exert zones of control (ZOC).

8.12 [ZOC] Armored and reconnaissance battalion size units exert ZOCs when occupying a road hex in heavy woods as well as in towns, cities and improved positions. The ZOC of these battalion size units in heavy woods only extend into adjacent connected road hexes. The armored and reconnaissance battalion size units lose this ZOC if in march mode.

9.63 [Retreats] A unit may be retreated into or through a hex occupied by a Friendly unit as long as the priorities of Case 9.62 is followed. The non-retreating unit is not affected by the retreating unit. Units may be retreated through a hex in violation of the stacking rules as long as the retreating units do not end their retreat in the hex that violates the stacking rules. If stacking rules are violated in the final retreated hex required step losses or the unit(s) must be eliminated.

9.6 [Retreats] A stack of units may be retreated into different hexes as long as the stacking limits are not violated in the final retreated hex. Any steps over the stacking limit would need to be eliminated.

9.68 [Retreats] If a player is forced to retreat a unit into a Friendly-occupied hex and the Friendly units in that hex are attacked in the same combat phase, the retreated unit(s) do not add their defensive strength to the units in that hex. If there are any combat results to the Friendly unit(s) the retreated units must also suffer that same result or be eliminated if it results in a violation of any stacking rules. **(This is the corrected rule from F&M 20 and this is how we played the game.)**

9.72 [Adv after combat] If a unit is eliminated by a numerical combat result (-/2, -/1, but not an -/E, 1/E) due to be surrounded by ZOC the advance after combat will be the combat -/2 or -/1, etc. plus one additional hex for mechanized units as allowed by the stacking rules. If the defender chooses to eliminate all the units in the hex to fulfill the combat results the victor can advance 1 hex plus an additional hex for mechanized units

as limited by the stacking rule of no more than 3 units in each hex.

9.73 [Adv. after retreats] Victorious units can be advanced per the following:

Allied victorious units must immediately stop the advance upon entering an Enemy-controlled hex, not including the first hex entered during the advance.

Germans victorious units can advance the length of combat result plus the additional hex allowed for mechanized units. Units do not have to stop for ZOC.

9.81 [Div. Integrity] If any unit(s) of a division is in march mode, that division can benefit from Division integrity if it meets the requirements for receiving the divisional integrity bonus. A division may receive divisional integrity bonus if out of supply or isolated.

15.0 Reinforcements

15.12 [Reinforcements] German Reinforcements entering prior to turn 8 receive 1 extra movement point which can be combined with normal movement factor can for march mode movement determination. Allied units do not receive this bonus.

Specific Scenario Rules

18.1 The US 26/1 infantry units starts the game as indicated on the counter, B2207. Do not bring it on as a Turn 3 reinforcement. **(There is an official errata that has it corrected to a Turn 3 reinforcement.)**

18.26 For the first 6 game turns Germans are automatically in supply. **(This was originally in the rules but changed with the official errata that is out there.)**

18.4 Victory Conditions

18.41 Last sentence says the four towns that are east of the German front line do count for victory conditions. **Keep this rule.**

Any comments or suggestions you have after playing these rules would be greatly appreciated. The St. Vith and Clervaux scenarios were more competitive when we played the game differently and I can say we had many hours of enjoyment on our gaming nights which I miss after figuring out how to play the game as the designer intended. ✂

Victory in the Pacific



Glenn E. L. Petroski

Thirty-Second Annual - A.R.E.A. Sanctioned!
Midwest Open 2024

Victory in the Pacific Tournament

First Place - CV24 Plaque

Second Place - BB24 Plaque
Halsey Award – WH24 Plaque
 (Best Allied Play of Tournament)

Third Place - CA24 Plaque
Nagumo Award - CN24 Plaque
 (Best Japanese Play of Tournament)

Salvation Army Corps Community Center, Kenosha, Wisconsin

3116 75th Street, Kenosha, Wisconsin 53142.4444

Driving Directions:

I-94 Exit 344, Wisconsin Highway 50 East to Kenosha.

Highway 50 is 75th Street in Kenosha until 39th Avenue. Stay in right lane. Stay on 75th Street.

Salvation Army is on the left side of 75th Street at 31st Avenue. This is 5½ miles East of I-94.

Saturday, March 2, 2024, and Sunday, March 3, 2024

Salvation Army will be available for open gaming at noon, Friday, March 1.

Saturday check in at 8:00 a.m. Rounds of play at 8:30 a.m., 2:30 p.m., and 7:30 p.m.

Sunday morning Christian worship service at 7:30 a.m.

Sunday check in at 8:15 a.m. Rounds of play at 8:30 a.m., 2:30 p.m., and 7:30 p.m.

Awards at end of last game, (about 11:44 p.m.) on Sunday.

\$100.00 if Pre-Registered

Tournament pre-registration must be received by Wednesday, February 21, 2024.

Pre-registration benefits include:

\$20.00 discount off door price.

Tournament seating based on A.R.E.A. rating

Subway-Sandwich lunch and Hamburger-and-Brat dinner on Saturday.

Pizza lunch on Sunday!

\$120.00 at the door includes:

Full opportunity to play and win; free A.R.E.A. rating, if you do not already have one.

Subway-Sandwich lunch and Hamburger-and-Brat dinner on Saturday.

Pizza lunch on Sunday!

Gallery is FREE! (Freewill contributions to defray costs and cover your meals are accepted.)

Open gaming! Free to observe tournament in progress. Free to play other games.

Come and go at any time.

Possibility to play one round as an eliminator. Possibility to learn between rounds (no promises).

No opportunity to place in tournament – No opportunity to win any prizes.

But still lots of fun!!!

Six Rounds – OPEN SWISS Competition

Every competitor who brings his own copy of *Victory in the Pacific* will be eligible to play every round, win or lose. Even after losing one round, there is a very good chance of making a comeback and winning the tournament. It is inevitable that the second- and third-place winners will have suffered at least one defeat, and a probability that the ultimate winner will also.

A.R.E.A. Sanctioned tournament!

All games automatically A.R.E.A. rated.

If you are not already A.R.E.A. rated in VITP, you will receive an A.R.E.A. ID and VITP rating.

Bring your own copy of *Victory in the Pacific*!

Having your own copy assures that you will have a place every round.

You may also bring your own chess clock, although not required, as they are provided.

Flying In:

The **Brat Stop** serves as a bus terminal for a number of bus lines serving Chicago, Waukegan, Racine, Milwaukee, Lake Geneva, Kenosha and more.

Wisconsin Coach provides direct service from Milwaukee's Mitchell field, and Chicago's O'Hare Airports.

The **Brat Stop** serves as the bus stop. Kwik-Trip is between Brat Stop and Executive Inn hotel.

The **Brat Stop** is on highway 50 / 75th street, just west of I-94.

Follow driving directions to **Salvation Army**.

Further information:

Glenn E. L. Petroski

Tournament Director

Midwest Open

2219 73rd Street

Kenosha, Wisconsin 53143.5320

Phone: 262-654-5044

Email: AREA1@ATT.net

To Pre-register:

Fill out the following form. Include \$100.00 payment. Mail together by February 16, 2024.

Make checks payable to Glenn E. L. Petroski, and mail to the above address.

- **Enclosed is \$100.00.** (3 Meals included.) **Pre-register me for *Midwest Open 2024*!**
- **This is my courtesy registration for the gallery. I'm coming, but won't compete.**
(Freewill contributions to cover your meals and defray costs appreciated.)

Name: _____

Mailing address: _____

City: _____ State: _____ Zip code: _____

Home Phone:(____) _____ Other Phone:(____) _____

E-mail: _____ A.R.E.A. ID#: _____

Never had A.R.E.A. ID: _____ Had A.R.E.A. ID, but don't remember it. _____

Letter to the members



Dave Bergmann

Salutations AHIKS members,

I hope everyone had a pleasant and happy Holiday Season. Life seems to be slowly returning to normal (or heading that way) as COVID has become less and less prominent in life for most.

This year we move into our second year with the downsized top-rated players list of 25. It is certainly a more manageable list and with the 5-year criteria much more relevant for active members. After a low total of 16 reported matches in 2022 we have jumped to 24 for 2023. A modest increase considering the recent quite substantial increase in membership.

Best wishes for a hopeful 2024, the world could definitely use it.

Congratulation to Randy Heller for making "Top Dog."

Game on! Best regards,

-- *Dave Bergmann, Ratings Officer*

TOP 25 LIST OF RATED MEMBERS UP TO DECEMBER 31, 2023. A RATING QUALIFIER OF "C" OR GREATER IS REQUIRED TO BE ELIGIBLE. YOU MUST HAVE COMPLETED A GAME WITHIN THE LAST 5 YEARS.



RANKING	NAME	AHIKS #	RATING	GAMES	QUALIFIERS	OPPONENTS	QUALIFIERS	TITLES	QUALIFIERS	DATE OF LAST RATED GAME
1	UNNERSTALL, JAY	1264	1830	26	G	12	H	9	H	12/10/2023
2	DANDY, GRAEME	916	1730	20	G	11	H	11	I	10/8/2022
3	JERKICH, LOU	544	1685	16	F	7	F	6	F	11/10/2022
4	WHITE, MARK	842	1650	16	F	4	D	10	H	8/5/2020
5	KLITZKE, WILLIAM	305	1645	232	X	61	S	39	R	3/23/2021
6	DEWITT, OMAR	44	1610	110	Q	34	N	35	Q	9/11/2020
7	HELLER	1007	1845	80	N	25	L	17	K	10/22/2023
8	BERGMANN, DAVE	854	1570	21	G	11	H	6	F	8/10/2022
9	MITCHELL, MICHAEL	1086	1590	7	D	4	D	5	E	9/11/2020
10	SANDER, JAMES	1339	1580	33	I	8	F	5	E	4/3/2018
11	STRETCHER, BRIAN	885	1555	82	O	31	I	34	Q	8/10/2022
12	MILLER, JEFF	1303	1725	104	Q	34	N	41	S	10/17/2023
13	GRILLS, JOE	748	1480	133	S	44	P	41	S	7/24/2019
14	HOFFMAN, JOHN	884	1340	21	G	8	F	8	G	9/23/2023
15	SCARBOROUGH, TOM	1345	1460	157	T	39	O	15	K	7/24/2019
16	LASKEY, BRIAN	1435	1365	20	G	9	G	8	G	8/29/2018
17	SAUNDERS, SCOTT	1664	1355	18	F	13	H	6	F	9/17/2021
18	WARNICK, PAUL	1430	1355	33	I	11	H	9	H	10/9/2018
19	DOWREY, BOB	1507	1355	10	D	11	H	6	F	8/10/2022
20	PATIENCE, ANDREW	1646	1345	7	D	7	D	7	D	1/31/2020
21	LEONARD, CHUCK	711	1345	116	R	23	K	5	E	9/30/2020
22	BAYLISS, MARK	1666	1310	32	I	13	H	7	G	1/26/2021
23	LADNER, CRAIG	1562	1295	12	E	4	D	5	E	12/7/2019
24	BEST, BOB	552	1280	77	N	13	H	22	M	3/23/2021
25	HYLAND, CHRIS	1234	1342	10	D	7	F	5	E	9/20/2022

From the Judge



Randy Heller

Round One of the AHIKS *The Russian Campaign* 500 Tournament is underway, with seventeen stalwart entrees. For me and my few playtesters, this number is a disappointment. I expected many more to enlist. It was not for the lack of trying. We advertised on social media, in publications, and at conventions, to include the WBC. Some lucky and talented TRC gamer is ultimately going to be awarded a \$500 first place cash prize.

Why so few? My first conclusion is that gamers simply don't like the concept of cash prizes. Thinking this through further, I no longer believe this is the primary reason for avoidance. The variants and optional rules selected from the new, fifth edition make for an all new approach to the game. Without the Lvov gap mountains and the ability to place additional Axis mechanized units in Rumania at start, the gaming strategies, which have been ingrained in *Russian Campaign* play over the past few decades, are no longer applicable. I believe we designed a well balanced scenario, which more accurately portrays Operation Barbarossa. Unfortunately, to be willing to accept it, in particular during tournament play, requires a paradigm shift, which some are unwilling to make at this time.

Perhaps once the word gets out that this in fact is a well balanced and competitive scenario, we will see more willing to embrace it. Time will tell.

Here are the scheduled matches for the first round of the tournament, which ends Feb 29:

Paul Koenig: bubbakoenig@ymail.com

×

Erica Snarski: msericae@aol.com

Brian Stretcher: doctorlaw@juno.com

×

Martin Kerslake: martinkerslake7@gmail.com

Alex Martin: alexander.lee.martin@gmail.com

×

Art Lupinacci: art.lupinacci@gmail.com

Jon Edwards: estimator@redsoil.com.au

×

Martin Svensson: spqrfan@aol.com

John Ohlin: johnohlin5@comcast.net

×

Robert Holifield: rmawif@outlook.com

Michael Sosa: msosa01@icloud.com

×

Louis J. Desy Jr.: LouisDesyjr@gmail.com

Mike Stubits: mgstubits@comcast.net

×

Tom Hudgens: jthudgens@gmx.com

Cole Mills: contactcolemills@gmail.com

×

Michael Kettman: mokbuck@hotmail.com

Bert Schoose: BLSchoose@aol.com (BYE) ✂

Unit Counter Pool



Brian Laskey

To request a lost counter, rulebook or accessory, please email the UCP custodian,

Brian Laskey at raftman666@gmail.com

Please Note: In order to use the Unit Counter Pool you must be a current member of AHIKS. Please provide your AHIKS member number and mailing address when making a request.

If you are not a member, but would like to find out how to become one, please go to the New Member Application page on <https://ahiks.com/member-info-form/>

AVALON HILL- VICTORY GAMES

Across Five Aprils
Advanced Civilization
Afrika Korps
Air Assault on Crete
Anzio
ASL (Beyond Valor, Red Barricades, Yanks)
B-17
Bismarck
Blitzkrieg
Bitter Woods (1st ed. No Utility), 2nd ed
Breakout Normandy
Bulge '65
Bulge '81
Bulge '91
Bull Run
Caesar's Legions
Chancellorsville
Civil War
Desert Storm (Gulf Strike: Desert Shield)
D-Day
Devil's Den
1809
Empires in Arms
Firepower
Flashpoint Golan
Flat Top (No Markers)

Flight Leader
Fortress Europa
France 1940
Gettysburg '77
GI Anvil (German & SS Infantry; Small)
Guadalcanal
Guns of August
Hells Highway (German)
Hitler's War
Hundred Days Battles
Merchant of Venus
1914
Panzer Armee Afrika
Panzer Blitz
Panzerkrieg
Panzer Leader
Russian Campaign
1776
Siege of Jerusalem (Roman Only)
Squad Leader
Stalingrad (Original)
Stalingrad (AH General,org version)
Storm over Arnhem
Submarine
Tactics II
Third Reich
Tobruk
Turning Point Stalingrad
Victory in the Pacific
War at Sea

General Vol 25-2 Insert: Bulge '81, Empires in Arms, 1776, Tac Air
General Vol 26-3 Insert: Flight Leader, Firepower, Merchant of Venus
General Vol 28-5 Insert: Midway/ Guadalcanal Expansion

SPI

Battles for the Ardennes (Some Allied)
Berlin '85
Boar
Crusader
Eylau
Fall of Rome
Fighting Sail
Jackson/Corinth
Kharkov
Nicaragua (S&T 120)
Operation Typhoon (Soviet)
Panzergruppe Guderian
Plot to Assassinate Hitler
Raid
Red Star/White Star
Reinforce the Right! (S&T 180)
Soldiers (very off centered)
Solomons Campaign
Sorcerer
South Africa
Strategy One
Tannenburg

To the Green Fields Beyond
Unit Type Blank Counters (Misc colors)

MISC

ACES HIGH (3W)
Alesia (GMT)
Alexandros (Command #10)
Ardennes (Gamers)
Barbarossa (TSR) German Only
Bastogne or Bust (Terran Games)
Battle of Britain (Gamescience)
Bitter Woods (L2) Expansion & Some Utility
Blank Counters (Various)
Blitzkrieg '41 (XTR) Sheet 1
Case White (GDW: Polish-Soviet)
Chickamauga (West End)
Clash of Steel (3W)
Colonies in Revolt (TSR) - C.V. (Yaquinto)
Dark December (OSG)
Decision at Kasserine (3W)
Desert Rats (Simulation Games)
Dresden (3W & Simulation Games)
English Civil War (Ariel)
Eylau (3W)
Field Marshall (Jedko)
First Blood (AHIKS)
Forward to Richmond (3W) Confederate only
Gleam of Bayonets (TSR)
Hundred Days Battles (OSG)
Hunters (Consim Press)
Jerusalem (SDC)
Landships! (COA) Front counters fine, back off center
Lawrence of Arabia (3W)
Legend Begins (Rhino & Terran Games 3rd ed.)
Missile Boat (Rand)
Moscow '41 (TSR)
1944 (3W) Germans
Objective Schmidt (Gamers)
One Page Bulge (Steve Jackson)
Operation Crusader (FGA)
Proud Monster (XTR)
Raphia (GDW)
Stalin's Tanks (Metagaming)
Sturm Nach Osten (3W)
The War At Sea (Jedko)
Race for Tunis (3W)
RAF (Decision)

Tigers in the Mist (GMT)
Triplanetary (GDW) A few counters
Victory in the West (GMT: German)
Von Manstein (Rand)
War Without Mercy (COA)
Wilderness War (GMT)
World in Flames (ADG 5th ed.)
Command Magazine Asst- Black Gold, Blood & Iron, Buena Vista, Mississippi Banzai, NNN- D-Day 90,
Olustee, Triumph of the Will, Emperor's First Battles Repl., Maneuver, Napoleon's Last Battles Repl.,
Sevastapol, Kreig Repl.
Gamers Replacement/Variant Counters 92, 94& 95
1992: Barren Victory, Bloody 110, Bloody Roads South, Force E's War, Guderian's Blitzkrieg, Omaha, Stalingrad Pocket
1994: Ardennes, Enemy at the Gates, GD '40, Guderian's Blitzkrieg, M'Kau
1995: Black Wednesday, Hunters From The Sky, Perryville, CWB, April's Harvest, GD'40, Tunisia
1997: Gaines Mill, Hubs Pocket, SP2, TCS Airstrike counters, Generic CWB repl. leaders, etc.
1998: A Raging Storm, Afrika, Gaines Mill, GD'41, OCS Dumps, Semper Fi!, Stalingrad Pocket II, TCS Aircraft
1999: Seven Pines, GD '41, Raging Storm, Stalingrad Pocket 2, Lodz 1914, Hallowed Ground, Hube's Pocket

AHIKS UCP PARTS LIST

Aces High (3W) Map
Advanced Civilization (AH) Map, Cards
Alexandros (Command #10) Mag, Map, Rules
Afrika Korps (AH) Map, Battle Manual, Rules, Time Chart, 1941 Situation Card
Air Assault on Crete (AH) Rules-h, OOBs
Anzio (AH) Map, OOBs, Battle Manual, some are photocopies
Armada (SPI) Rules and Errata
ASL (AH) 1st ed. Rules, Red Barricades Map, Asst. scenarios
Bastogne or Bust (Terran) Misc. Parts
Battle for Moscow (GDW) Map, Rules
Battle of Britain (Gamescience) Misc. Parts

Battle of the Ring (Wargamer #1) Rules
Birth of a Nation (3W) Rules
Bismarck (AH) Map, Rules, Charts
Bitter Woods (AH) Map, OOBs 1ste d., Rules 2nd & 3rd editions.
Bitter Woods (L2) Map, Charts, OOBs
Blenheim (3W) Map, Rules
Bloody Buna (3W) Rules
Blue Max (3W) Rules
Bulge '65 (AH) Map, Battle Manual, CRT, OOBs
Bulge '81 (AH) OOBs- scans of
Breakout Normandy (AH) Map, Charts, Rules, OOBs
Breitenfeld (SPI) Map, Rules
Bull Run (AH) Map, Charts, Rules-h
Caesar's Legions (AH) Rules
Cassino (SPI) Rules
Chancellorsville (AH) Map, Rules, Charts
Chickamauga (West End) Map, Rules, Union/Confed Chart
Condor (3W) Rules
Crescendo of Doom (AH) Rules-h, Ref Charts, Scenario Cards
Cross of Iron (AH Rules 2nd ed.-h, Scenario Cards
C.V. (Yaquinto) Map, Rules, Charts, Battle Manual
Decision at Kasserine (3W) Rules, Order of Appearance Charts
D-Day (AH) Map, Rules, CRTs, Battle Manual, Time Chart
Devil's Den (AH) Rules-h, Charts
Desert Rats (Simulation Games) Cover Sheet fair
Destruction of Army Group Center (SPI) Rules
Divine Right (TSR) Rules
Dresden 1813 (3W/Decision) Rules
East is Red (SPI) Rules
1809 (VG) Map, Org Displays
Empires in Arms (AH) Map, Rules, Charts
English Civil War (Ariel) Various Parts
Eylau (SPI) Map & (3W) Map
Fall of Rome (SPI) Rules
First Blood (AHIKS) Map, Rules
Fortress Europa (AH) Rules 1st ed., Map, charts, OOBs ed.?
Forward to Richmond (3W) Rules & 2nd ed. Supplement
France 1940 (AH) Map, Rules, Charts, OOBs
Panzer Armee Afrika (AH) Map, Rules,

- TEC
- Gettysburg 77 (AH) Map
- G.I. Anvil of Victory (AH) Rules, Scenario Cards
- Gleam of Bayonets (TSR) Map, Rules
- Great War in the East (SPI) Rules- Both Standard & Tannenberg
- Guadalcanal (AH) Map, Charts, Manual
- Guns of August (AH) Map, rules
- Hell Hath No Fury (3W) Rules, Map
- Hitler's Last Gamble (3W) Map
- Hitler's War (AH) Map, Record Cards
- Hundred Days Battles (Both OSG & AH Version) Map, Rules-h
- Jackson/Corinth (SPI) Map, Rules Both
- Jerusalem (SDC) TEC, OOBs
- Kaiser's Battles (S&T 83) Mag, Rules
- Kharkov (SPI) Map
- Kreig (3W) Charts Only
- Lawrence of Arabia (3W) Rules
- Legend Begins (Rhino) 1st ed. Map, Rules, Charts & (Terran) 3rd ed. Rules, Charts
- Marston Moor (3W) Rules
- Merchant of Venus (AH) Map, Rules-h, Misc.
- Napoleon at Waterloo (SPI) 2nd ed. Map, Rules
- Napoleon's Art of War (S&T 75) Magazine Only
- Nicaragua (S&T 120) Map, Rules, Magazine
- 1914 (AH) Map, Charts, CRT, Battle Manual, Cards
- Never Call Retreat (3W) Rules
- October War (S&T 61 Rules)
- One Page Bulge (Steve Jackson) Map, Rules, CRT/TRC
- Panzer Blitz (AH) Map, Scenario Cards
- Panzerkreig (AH) Rules-h
- Panzer Leader (AH) Map, Scenario Cards
- Paths of Glory (GMT) Map
- Plot To Assassinate Hitler (S&T 59) Rules
- Raphia (GDW) Map, Rules
- Red Star/White Star (SPI) Map, Rules Both, Status Sheets
- Reinforce the Right! (SPI S&T 180) Map, Rules
- Russian Campaign (AH) Rules 2nd ed., Map, Charts
- Scrimmage (SPI) Rules
- 1776 (AH) Map, charts, Rules
- Squad Leader (AH) Rules 3rd ed., Charts,
- Scenario Cards, Maps
- Soldiers (SPI) Map
- Solomons Campaign (SPI) Map, Rules, Charts
- Sorcerer (SPI) Map, Rules
- South Africa (S&T 62) Rules
- Stalin's Tanks (Metagaming) Rules, Map
- Strategy One (SPI) Map, Charts
- Sturm Nach Osten (3W) Rules
- Tactics II (AH) Map, Rules, Time-Weather Chart
- Tank (SPI) Rules
- Tannenberg (SPI) Map
- The War At Sea (Jedko) Map, Rules
- Third Reich (AH) Map, 1ed. Rules, Scenario Cards
- Tigers in the Mist (GM) Rule, Map both rough shape, Charts
- Tobruk (AH) Roster Pad
- Triplanetary (GDW) Map, Rules, Errata (1973,1976)
- Veracruz (SPI) Rules
- VITP (AH) Map, Rules, OOAs
- Victory in the West (GMT) Map B
- Von Manstein (Rand) Map, Rules
- War and Peace (AH) Rules, Charts
- War at Sea (AH) Map
- War Without Mercy (COA) Map
- Waterloo (AH) Map
- Westwall (SPI) Rules Standard & Bastogne
- Wilderness War (GMT) Map, Charts, Rules, Playbook, Clips
- Wooden Ships & Iron men (AH) Rules
- World in Flames (ADG) 5th ed. Map, Weather chits (worn), Some charts
- MISC**
- Strategy & Tactics #259 (magazine only)
- Dominion- Mini Expansion Envoy Cards
- Die Macher- 3 cards (unknown purpose)
- PBM Pads: Afrika Korps, Anzio, Bulge 65, Bulge '81, D-Day, Kriegspiel, Luftwaffe, 1914, PanzerBlitz, Russian Campaign (Russian only), Stalingrad, Waterloo
- SL/ASL Boards: 1-4, 8, 16-24
- SPI Simultaneous Movement Plotting Sheets
- AH Non-Wargames: Executive Decision, Stock Market

Note: The "-h" after Rules denotes some highlighting/underlining and/or writing.



The Election Bylaws

IX. ELECTIONS:

A. Elections for all elected officer positions are held in every calendar year during which a U.S. presidential election is held (every 4 years on the even numbered year). All members in good standing are eligible to run for office and/or cast a vote in the election of officers. (Exceptions: a member may not run for Treasurer unless he has been a member for five (5) or more consecutive uninterrupted years.)

1. During the first quarter of the calendar year of the election, the President shall issue a call for elections and an invitation of candidates to run for office through publication in the Society newsletter. The President shall announce the closing date for candidate applications. The closing date shall be at least 30 days after the President's announcement of the closing date, and it shall be posted in the Kommandeur.

2. Candidates for election shall indicate a desire to run for office by forwarding a notice of their candidacy to the President and to the Editor for publication in the Kommandeur. The President shall promptly report such notification to the Officer Corps.

3. Candidates are encouraged to submit a formal statement of their candidacy to the Editor for publication in a pre-election issue of the Kommandeur. Follow-up statements are permitted, space and time allowing, prior to the vote.

4. In the second half of the calendar year of the election, the Editor shall prepare and distribute an election ballot to all members in good standing, to be published in the Kommandeur. The ballot will contain the email and postal mail address of the President. Members submitting ballots to the President may do so by email or by postal mail.

a. The ballot shall list the names of all candidates for office. Exception: a position for which there is only one candidate may be left off the ballot unless the Executive Committee directs otherwise.

b. The ballot shall list a deadline for receipt of ballots by the President. This deadline must be a minimum of thirty days after posting of the ballot in the Kommandeur.

c. Proper control procedures shall be implemented to ensure that no member will cast more than one ballot.

d. The ballot shall instruct members to return their ballots to the President for counting.

B. If no member challenges an incumbent by the deadline for receipt of candidate's announcements, the incumbent office holder shall remain in office by default until the next scheduled election.

C. In the event of a tie vote for an elected officer position, a majority vote of the Executive

Committee shall break the tie. Any member of the Executive Committee who is involved in such a tie may not cast a ballot in the tie breaking vote.

D. Procedure for filling vacancies in the Officer Corps:

1. The President may fill a vacancy in any elected or appointed Officer position by designating another member who is willing to fill the position as the new appointed Officer. If the President declines to appoint another member, the Executive Committee may designate the new appointed Officer from members willing to fill the position.

2. For any vacancy in an Officer position, the following procedure will be used:

a. Notice of the position's vacancy along with a brief description of the duties of the office is published in the Society newsletter or by email, inviting members who meet the qualifications of the office to apply for the open position. The deadline for receipt of applications is a minimum of thirty days after the posting of the announcement.

b. Members who are interested in filling the remainder of that position's term of office shall send a notice to that effect to the President, who shall inform the Executive Committee and Editor of all candidates for any vacant position.

c. If more than one member applies to fill the open position by the specified deadline, the Executive Committee shall choose the replacement from the applicants by a majority vote. A tie vote shall require a second vote. In the event of a second tie, the candidate will be considered rejected, and a new candidate must be selected. If only one qualified member applies, that person does not become the replacement by default but must still be voted upon by the appropriate Committee.

E. The Executive Committee is responsible for seeing that the above procedures are carried out in accordance with these bylaws.

D. The Treasurer shall:

1. Have been a member in good standing of AHIKS for a minimum of five (5) continuous and uninterrupted years prior to becoming a candidate for, or assuming the office of, Treasurer. If the Treasurer's position is vacant and no candidates meeting this condition have presented themselves, this requirement may be waived by a majority vote (at least five (5) members agreeing) of the Executive Committee. ✂

Deadlines

The deadline for nominations is **MAY 15, 2024**.

The ballot will be published in the August issue of *The Kommandeur*.

Votes must be sent by **SEPTEMBER 25, 2024**.

From the Editor:

Establishing a beachhead

Luiz Cláudio Silveira Duarte



This has been a whirlwind of a January for me. Fresh from a major surgery in December (fortunately, it went very well), on the 19th I moved from Brasília back to my beloved Pontal do Paraná. This is a coastal town, with beautiful beaches. The water is cooler than in most Brazilian beaches, but that's all right by me: what I really like is to take long walks by the sea, usually at sunrise.



One of the beautiful sunrises at Praia do Sossego (Restful Beach), looking towards Ilha do Mel (Honey Island).

I have lived here before, in 2022. Then as now, I rented a house near the beach. Since my divorce in 2020, I live alone – but I'm most certainly not lonely. Several of my friends have visited me, to spend a few days in my house. I have appropriated Tolkien's description of Rivendell, and adapted it: my house is

a perfect house, whether you like food, or talking, or story-telling, or playing, or just sitting and thinking best, or a pleasant mixture of them all.

Playing, of course, is key here. Just like me, many of my friends are keen players, whether of board games, or role-playing games, or wargames. And thereby hangs a plan...

My previous house here was ample enough for me and a few visiting friends, with two bedrooms besides my own. My current house is somewhat larger, with my ensuite upstairs, and three large guest bedrooms downstairs. I have already made a few upgrades to the

house, and I intend to use it for small gaming events – a gaming bed and breakfast, so to say.

Several of my friends and acquaintances have already expressed interest in spending a few days here, enjoying the beach in the morning, and playing in the afternoon and in the night. I'm thinking of doing this once a month, or something like that. As soon as I can purchase a larger gaming table, one of my plans is to host Richard Berg's *The Campaign for North Africa*, which I last played in 2010.

I also have a few other projects which I'd like to undertake. Starting in February, I'll umpire a game of Didier Rouy's *Le Vol de l'Aigle* (*The Flight of the Eagle*). I'm also eager to go back to writing, both to translate *Homo regulans* to English, and to write the next book in the series.

Those are the plans... but, as we all know too well, plans rarely survive contact with the harsh reality. Let's see what I can pull through.

I'd like to extend a warm thank you to all who wrote to offer your suggestions and evaluations of my editing job. I am very fortunate to hold both a lifelong fascination with information systems, and a solid foundation on information systems design. I believe it was SPI's Redmond A. Simonsen who first pointed out that wargames are quite complex information systems; his ideas still cast a deep influence on wargame design.

Right along Simonsen, one of my main influences is Edward R. Tufte. His lessons on graphic design, and on the melding of visual and textual information, are key to my approach to page layout.

Please, by all means, send in your ideas and suggestions on my job as editor of *The Kommandeur*. This is a big help.

So long for now; see you in April. ✂

Leak-Proof Hidden Searching without a referee in Midway '64

Scott Romanowski



One key feature of games like *Midway* is searching for the enemy, and ideally finding their units before they find your units. The current system for face-to-face play in *Midway* leaks information to your opponent: at some point, you have to tell your opponent which areas you are searching. One solution is to use a referee, whether a human or a computer program, but you may not have access to either. This article describes a system that does not require a human referee or computer during play. It adds a couple minor steps but your opponent won't know where you're searching unless you find something.

This system uses aliases for each area when searching. That is, your opponent would record the aliases for the areas his units are in, and you'd search with the aliases. Each player knows only the aliases for the areas their units are in and the areas they're searching. Since the aliases are assigned randomly, change from turn-to-turn, and players aren't given an opportunity to work backwards from alias to area, knowing an alias tells you nothing about the area it represents.

To show the difference this makes, imagine you have a ship in area D6. Your opponent searches C4, C5, and C6. You know your opponent is getting close to finding you. You may want to move into C6 next turn under the assumption that he won't search the same area twice in a row. On the other hand, with aliases, D6 might have the alias "Tom". Your opponent searches "Fred", "Able", and "X-Ray". The aliases do not tell you anything about the actual areas searched.

Because the aliases are different from turn to turn, information about previous turns' aliases is worthless: if your opponent searches "Tom" next turn, it does not mean she is searching area D6. (The aliases in this system aren't actually names, but alphanumeric strings.)

My previous article (*The Kommandeur* volume 54 number 4) on this topic was generic, leaving it up to the players to determine how to implement it in specific games. This article is specifically tailored to The Avalon Hill Game Company's 1964 game *Midway* and shows how to amend the Search Board Procedure to use this system.

A complete list of all searchable locations and their aliases is called an Alias Set. This system uses three different types of Alias Sets. The first type is an *Area Alias Set*, which lists all the areas (e.g., A1, B2) and their aliases. These are used in Steps 3 and 4 of the Search Board Procedure. You search by aliases, and the process has safeguards to prevent players from accidentally learning too much.

The second type is a *Zone Alias Set*, which lists all the zones (e.g., A1a, A1h, B2e) and their aliases. These are used in Step 5 if a player launches an attack at a zone without having detected enemy ships in that zone during Steps 3 or 4. Again, you search by aliases and there are safeguards to prevent information leakage.

The third type is a *Transition Alias Set* and it is used only if Tournament Game Surface Combat is being used. In addition to detecting when ships end in the same zone, this alias system lets you detect ships that move through each other's spaces. Its use is similar to the other types and fully detailed in its own section below.

You will require pregenerated Alias Sets, and there is a URL below where you can download, and then print them.

Searching with Aliases Procedure

You will use two *different* Area Alias Sets for *each* game turn. One set will be called the *Japanese Area Alias Set* and the other set will be called the *U.S. Area Alias Set*. If the players used only one Alias Set, then if both players searched the same area, they'd use the same alias, and could inadvertently learn an area ID that the other player searched even if neither found the other side. The process of using the various section of an Alias Set is described below in the "What is an Alias Set" section.

Amend the Search Board Procedure rules as follows:

1. At the end of Step 1:
 - a. The Japanese player records each ship's area and using the Non-Searching Player Section

- of that turn's *Japanese Area Alias Set*, records each area's alias.
- b. The U.S. player records each task force's area and using the Non-Searching Player Section of that turn's *U.S. Area Alias Set*, records each area's alias.
 - c. Players exchange Alias Sets, since they will be using the other set as they search.
2. During Step 3: The U.S. player finds the alias for each area he searches on the Searching Player Section of that turn's *Japanese Area Alias Set*. Instead of calling out the areas, the U.S. Player calls out the alias. The Japanese player looks at the aliases he recorded at the end of 1. If an alias matches, then the Japanese player must tell the U.S. player that there are Japanese ships in the area and the exact zone and types, as usual. Both players know the area, zones, and types of ships detected.
 3. During Step 4: The Japanese player finds the alias for each area he searches on the Searching Player Section of that turn's *U.S. Area Alias Set*. He searches just like the U.S. player did in Step 3.
 4. During Step 5:
 - a. Attacks launched at targets detected in Steps 3 or 4 are targeted at the actual area and zone, no aliases are involved. Write the area and zone on the Operations portion of the Hit Record Sheet as usual.
 - b. There is a chance that a player might try to guess and launch an attack without certain knowledge that there are enemy forces in the target zone. If and only if this occurs, then the player launching that attack (the Attacker) tells the other player (the Target) that they have to use a Zone Aliases Set. (When attacking a zone that might be empty, using Area Aliases for the attack could leak information. That is, if the Japanese player attacks zone A of Area Alias "C45", but the U.S. player has units in zone B, not A, the U.S. player would know the Japanese player attacked zone A of that area when he shouldn't learn anything.) The Attacker will write the Zone Alias for the zone and area being attacked on the Operations portion, not

the actual zone and area.

- c. The players use a new Zone Alias Set. The Target player uses the Non-Searching Player Section to find the aliases of each *zone* he has units in. Then the Attacker uses the Searching Player Section to find the alias of the *zone(s)* he targeted when he launched the attack(s) and he writes that on the Operations portion. If the aliases match, then the Attacker attacks the Target's units in that zone.
- d. If both players launched attacks like this, they would use two new Zone Alias Sets, swapping roles of Searching and non-Searching Player just like in Steps 3 and 4.

Since your opponent gains no information from failed searches, both players are **required** to call out the aliases for any and all areas they have ships in.

When unit's locations are known to both players, for instance U.S. units within one square of any land in the "Leyte Gulf" scenario, or Japanese battleships reducing Midway, then there is no need to use aliases. The player simply informs his opponent the area and zone his units are in.

What is an Alias Set?

An Area Alias Set is a complete list of all areas and/or zones and their aliases. *Midway '64* uses 63 areas, columns A-I and rows 1-7. One variant scenario, "The Battle for Australia" in the "Wargamer's Guide to Midway", expands the map to eight rows and adds three areas, X5, X6, and X7. The Alias Sets use that larger mapboard since it's a superset of the standard mapboard. If you are playing on the standard mapboard, ignore the entries for areas A8, B8, C8, ..., I8, and X5, X6, X7, and X8.

Each set is numbered, so the players can ensure they're using the same set. Each set consists of two main sections, the Searching Player Section and the Non-Searching Player Section. The Searching Player is the person who will be calling out aliases being searched or attacked; the Non-Searching Player is the person who compares what the Searching Player says to a written list of aliases and zones containing ships and answering whether or not anything is found.

The Searching Player Section is a list of areas and their aliases. The Non-Searching Player Section is divided into two lists. The first list is of areas and intermediate values. The second list is of intermediate

values and aliases. When using the Non-Searching Player Section to record aliases, first look up and record all the areas and their intermediate values, then look up and record all the aliases for the intermediates.

The reason for the intermediates is to prevent unintentional information leakage. When looking up an item from a list, a person might notice items near the item in question. Later, if the person learns the other player is searching one of those aliases, the person would know where the search is, even though that information should not be learned. The use of intermediates prevents this. The intermediate lists are constructed so that if areas are close together in the area list, their intermediates are far apart in the intermediates list. The Non-Searching Player uses this process with intermediates because that person hears the alias for every area the Searching Player searches. The Searching Player may notice aliases for areas near those being searched, but because the Non-Searching Player never says any aliases, that information is useless.

A Zone Alias Set is similar, only it lists zones. In the Non-Searching Player Section, the first list is of zones and intermediates, and the second list is of intermediates and aliases. The Searching Player Section is a list of zones and aliases.

Both Area Alias Sets and Zone Alias Sets have entries labeled “dummy” at the end of the list. The Searching Player can call out any number of the “dummy” aliases to conceal the actual number of searches made.

Example

An example will make things clear. Please refer to the sample Alias Sets below.

Example: it is 1100 June 3. For this turn, the Japanese Area Alias Set is #17, and the U.S. Area Alias Set is #24.

After Search Board Procedure Step 1, the Japanese player has the Akagi in zone C3f, and the Kaga in zone D4a. The Japanese player looks at the Non-Searching Player Section of Area Alias Set #17 and finds “C3” and “D4” in the Area ID to intermediates list — C3-05cL and D4-01yq.

Because of this two-step process, even if the Japanese player may have accidentally noticed that C2 has the intermediate of “84zrw”, but he won’t accidentally see the alias for “84zrw” when looking up intermediate “05cL” because those two intermediates are not near each other

in the list of intermediates to aliases. Therefore, if the U.S. player does search in area C2, and calls out its alias, the Japanese player does not know that alias is C2’s.

The Japanese player then finds “05cL” and “01yq” in the intermediate to aliases list — 05cL-2s and 01yq-2i. He records

Unit	Location — Intermediate — Alias
Akagi	C3f — 05cL — 2s
Kaga	D4a — 01yq — 2i

Record area ID, intermediate, and alias together on one line, and go step-by-step. Be careful you don’t accidentally use the wrong intermediate for an area ID when looking up the alias.

After Search Board Procedure Step 1, the U.S. player has the Enterprise in F3a, the Hornet in F3b, and the Yorktown in E4c.

The U.S. player looks at the Non-Searching Player Section of Area Alias Set #24 and finds “F3” and “E4” in the Area ID to intermediates list — F3-42uh and E4-80wz.

The U.S. player then finds “42uh” and “80wz” in the intermediate to aliases list — 42uh-0q and 80wz-0p. The U.S. player records

Unit	Location — Intermediate — Alias
Enterprise	F3a — 42uh — 0q
Hornet	F3b — 42uh — 0q
Yorktown	E4c — 80wz — 0p

During Step 3 the U.S. player uses the Searching Player Section of Area Alias Set #17, the Japanese Area Alias Set, to find and call out the aliases of each area as he searches it. The Japanese player will compare each area alias called out to the area aliases he recorded in Step 1. The U.S. player decides to search C1 and calls out “1y”. Nothing is there so he searches C2, “0z”. Again nothing, so he searches C3, “2s”. The Japanese player tells him that there is one ship, a carrier, in C3f. The U.S. player finishes his air search by searching C4, “2y”, finding nothing, then searches the areas where he has ships, E4 and F3. “2z” and “1e” don’t find anything. He could also call out any number of Dummy aliases to conceal how many searches he actually conducted.

In Step 4 the Japanese player uses the Searching Player Section of Area Alias Set #24, the U.S. Area Alias Set, to find and call out the aliases of each area as he searches it. The U.S. player will compare each area alias called out to the area aliases he recorded in Step 1. The Japanese player decides to start with the areas where he has ships. He searches C3, alias 0n. He calls out “0n” and finds nothing. He searches D4, calling out “0L”, and again finds

nothing. He decides his first air search will be area E3 and calls out “2i”, finding nothing. He searches E5, “0b”, again finding nothing. His last air search is F3, “0q”. The U.S. player tells him that there is one ship, a carrier, in F3a, and one ship, a carrier, in F3b.

In Step 5, the U.S. player launches air strikes at C3f. The Japanese player launches air strikes at F3a and – guessing – E4a. The Japanese player does not tell the U.S. player that he’s attacking E4a. Instead, he writes that he’s attacking F3a and tells the U.S. player they have to use the Zone Alias Set to resolve other attacks. They use Zone Alias Set #31. The U.S. player uses the Target Section Zone ID to intermediates to find the intermediates for E4c, F3a, and F3b:

E4c-44uy, F3a-05ve, and F3b-22pp.

He then uses the Intermediates to aliases list to find the aliases and records:

Unit	Location — Intermediate — Alias
Enterprise	F3a — 05ve — 06b
Hornet	F3b — 22pp — 28e
Yorktown	E4c — 44uy — 23f

The Japanese player uses the Attacker Section of Zone Alias Set #31 to find the alias of the zone he attacked. E4a is alias “12s”, and the player writes “12s” as the target zone of this attack. To add some deception, the player also records a dummy alias, picking the second one at random, “07v”. The players compare “12s” and “07v” to the zone aliases just recorded, and finds that the Japanese player attacked empty zones. The U.S. player doesn’t know which zones, only that the Japanese player didn’t target a zone with U.S. ships.

Had the Japanese player guessed differently and attacked E4c instead, he would have written “23f” as the alias and the U.S. player would have found that the Japanese player attacked zone E4c.

While all this switching of Non-Searching and Searching Player Sections, and two Alias Sets seems confusing, it is simple:

- The person who says the aliases is the Searching Player; the player who hears the aliases is the Non-Searching Player.
- Record your units’ area aliases for your opponent to find using this turn’s Non-Searching Player Section of your Alias Set.
- Search for opponent’s units using this turn’s Searching Player Section of opponent’s Alias Set.
- Each player will be both the Searching Player (when he searches) and the Non-Searching Player

(when his opponent searches) during each turn.

Tournament Game Surface Combat

The optional Surface Combat rules in the Tournament Game gives the possibility of enemy ships locating each other in the same zone, but the rule as written allows this detection only after all ships move up to two zones. That means ships can pass through the same zone and not detect each other, or exchange zones and not detect each other. For instance, if one player moves ships from D3d to D3e and D3f, while the other player moves ships from D3b to D3e and D3h; or if one player moves from E4a to E4b and E4c, while the other moves from E4b to E4a and D4c. However, this system will let you detect enemy ships in those cases.

Because ships move two zones, each move consists of four possible detections: as a ship transitions from its starting position to its first zone, in that first zone, as it transitions from its first zone to its second zone, and in the second zone. If the ships end in the same zone, they will detect each other when the players search their ships’ areas in step 3 and 4, so the system only has to cover the first three possible detections: the first transition, the middle zone, and the second transition.

If a player moves a ship only one zone, that player will have to decide whether that move is the first or second of the two transitions. That is, if the ship moved from F5a to F5b, the player would choose whether the ship

- Didn’t move, staying in F5a, then moved to F5b, or
- Moved to F5b, then didn’t move, staying in F5b.

A ship that doesn’t move does not make any transitions, and its middle and ending zones are the same.

Searching as ships move requires one *Transition Alias Set* for each of the two transitions, and a *Zone Alias Set* for the middle zone.

Searching with the *Zone Alias Set* uses the same process as described above. The *Zone Alias Set* used is a different set than that used in Step 5 of the Search Board Procedure. It does not matter which player has the Searching Player role each turn. Unlike the search process, where you can make air searches without units in the area, here you are only searching where you have units. They **cannot** *both* use the Searching Player

process, because one would hear the other call out aliases, and may have inadvertently glimpsed aliases for other locations.

A Transition Alias Set has a special property not found in Area or Zone Alias Sets: a transition from one zone to another has the same alias as the reverse transition, e.g., “A1a to A1b” has the same alias as “A1b to A1a”. A Transition Alias Set listing every possible transition would prevent any information leaks, like the other Alias Sets in this system, but would be eight times as long. Each list would take eight pages instead of one. Instead of such a complete list of all transitions, a “short form” is used. Imagine coloring each zone, using over 100 different colors, many zones may have the same color, but you have arranged the colors so while there are many blue zones and many red zones, there is only one instance where a blue zone is adjacent to a red zone. All the transitions are unique pairs. But here, instead of colors, aliases are used.

When using such a short form Transition Alias Set, record the aliases for both the starting and ending zone for each transition. To make a dummy transition to hide the actual number of moves you are making, use one of the dummy aliases as one or both of the two zones. Those are unique aliases and will not match any of the other zones. When searching, if both aliases match regardless of order, then the transition is the same.

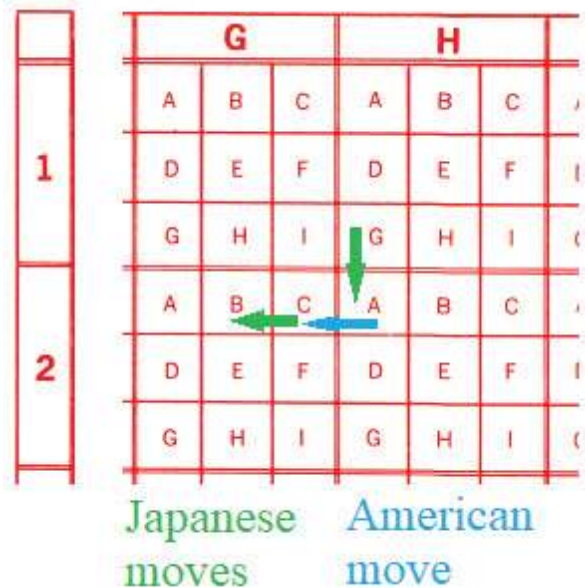
Example: The players are using Transition Alias Set #5 for the first transition aliases, and Zone Alias Set #31 for the middle zone aliases. The U.S. player is the Searching Player this time, and is moving ships from E4b to E3g and beyond (but out of the scope of this example), and H2a to G2c. The Japanese player is moving ships from E3g to E4b (and beyond) and from E4a to E4b. The Japanese player records the intermediated and aliases:

Location — Intermediate — Alias
Transition E3g-E4b — 43uu to 25gg — 05c to 24k
Transition E4a-E4b — 00Lr to 25gg — 06w to 24k

The U.S. player uses the Searching Player section to find that E4b to E3g has the alias “24k to 05c”, and H2a to G2c has the alias “17y to 02o”. He also decides to add a dummy transition and picks “03e to 06w” (the first dummy location and location G4b). The U.S. player calls out “03e to 06w”, which finds nothing, then “02o to 17y” (order doesn’t matter for transitions so a player can swap them at whim). That finds nothing either, but the Japanese knows that zone E4a has alias “06w”, but he doesn’t know if the U.S. player meant zone E4a or in one of the other zones with alias “06w”, or it might be a dummy transition. The

Japanese player isn’t allowed to scour the Alias Set to learn which (if any) other zones have alias “06w” (in fact, there are six zones that have that alias), so nothing is learned. Finally, the U.S. player says “24k to 05c”, and the Japanese player announces their ships have detected each other as they moved between E3g and E4b.

The short form Transition Alias List could leak information under very specific conditions. In the example above, if the Japanese player were also moving a ship from G2c to G2b, and H1g to H2a, those aliases would be G2c to G2b “02o to 12p”, and H1g to H2a “02s to 17y”. When the U.S. player calls out “02o to 17y”, the Japanese player could realize that both those aliases correspond to zones he knows and those zones are adjacent, then the U.S. transition would leak. (Assume the U.S. player would continue moving to G1i, while the Japanese player would continue moving to G2a and H2d. None of the ships detect each other in Steps 3 and 4 since they are not in the same areas. But the Japanese player learned something because of these specific conditions. If, on the other hand, the U.S. player continued moving to G2b, while the Japanese player continued moving the same, then the ships in area G2 would detect each other in Steps 3 and 4, and the information leak would be moot. I consider this risk of leakage small enough to justify not using the much longer Alias Sets of the full transitions.



Alias Sets Needed

For each of the 34 turns in the game you will need two Area Alias Sets. You will also need a Zone Alias Set each time a player launches a speculative air strikes

at zones not known to contain enemy ships. If you are using the Tournament Game Surface Combat, you will also need two Transition Alias Sets and one Zone Alias Set per turn.

That is a maximum of 68 Area Alias Sets, 102 Zone Alias Sets, and 68 Transition Alias Sets per game. I created 200 of each Alias Set, in PDF format ready to print, and they are these three files in the zip file at <https://bit.ly/3oKW5c8>:

Midway64_Areas_Sets_001-200.pdf
 Midway64_Zones_Sets_001-200.pdf
 Midway64_Moves_Sets_001-200.pdf

Alias Sets are a One-Time Pad

Ideally you would never re-use Alias Sets, but generate new, random Alias Sets for each game. You don't want to have your game ruined because you searched with a task force and your opponent happened to remember that area and alias on that Alias Set, giving him the location of that task force without you knowing what you gave away.

You want to have many Alias Sets, never reusing one in a game, and so many that you won't remember details from one game to the next. Given that a full game will use at most about 100 of each type of Alias Set, 200 of each type of Alias Set should be enough to prevent familiarity. Pick which Alias Sets you use randomly, so you aren't using the same ones for the same turns from game to game, and never reuse an Alias Set in the same game.

To create your own Alias Sets you will need to run a Python program and data files for area, zones, and transitions. All are available from the author (scott-gamer@comcast.net).✂

Scott has kindly provided an extended sample of his work -- 15 pages' worth of it, on the following pages. Please note the instructions for printing the first four pages.

-- Luiz Cláudio

Vol. 59, n. 1 - January 2024

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Please send your submission files to editor@ahiks.com.

Submissions for the next issue (vol. 59, n. 2) must be received by **March 20th, 2024.**

Sample Midway 1964 Areas Location Alias Set 17 -- Non-Searching Player Section

Locations to intermediates

A1 -	B6 -	D3 -	E7 -	G3 -	H7 -	X7 -
B5	D2	E6	G2	H6	X6	dummy

A1-05vm	B6-99qt	D3-88hp	E7-44gk	G3-16ij	H7-87jk	X7-45rx
A2-25ts	B7-14ou	D4-01yq	E8-68gh	G4-41rv	H8-03qo	X8-72hz
A3-47wr	B8-29xe	D5-21qe	F1-93me	G5-56st	I1-28aj	dummy-99ur
A4-70xm	C1-56qw	D6-41xq	F2-16ct	G6-81ew	I2-46Lm	dummy-12ox
A5-95dp	C2-84zw	D7-74qy	F3-37wn	G7-08xc	I3-70mc	dummy-38zd
A6-11mk	C3-05cL	D8-95jt	F4-60cm	G8-20cy	I4-98oc	dummy-63iz
A7-33nb	C4-24bd	E1-14kt	F5-89um	H1-44vf	I5-14zb	dummy-89hh
A8-61qk	C5-43fp	E2-40ee	F6-10tu	H2-70cx	I6-35yt	dummy-05ar
B1-85qt	C6-76ne	E3-53mv	F7-25kL	H3-90wc	I7-60yt	dummy-29fs
B2-01ic	C7-93ur	E4-84qr	F8-42aw	H4-11st	I8-86zL	dummy-51by
B3-28du	C8-17cv	E5-09bm	G1-78pa	H5-33hs	X5-07mu	dummy-68qx
B4-47nf	D1-29vb	E6-29my	G2-92gr	H6-53bu	X6-24Lb	dummy-95at
B5-81bi	D2-58bh					

Sample Midway 1964 Areas Location Alias Set 17 --Non-Searching Player Section

Intermediates to aliases

01ic -	14kt -	28du -	41xq -	56qw -	72hz -	89hh -
12ox	28aj	41rv	53mv	70xm	88hp	99ur

01ic-3f	14kt-2v	28du-0u	41xq-1u	56qw-1y	72hz-1k	89hh-2o
01yq-2i	14ou-2x	29fs-1z	42aw-0i	56st-2h	74qy-2q	89um-0d
03qo-2d	14zb-2c	29my-1q	43fp-0j	58bh-0b	76ne-2g	90wc-2r
05ar-2L	16ct-2p	29vb-2a	44gk-2u	60cm-0r	78pa-2t	92gr-0L
05cL-2s	16ij-0s	29xe-1m	44vf-1L	60yt-1f	81bi-1o	93me-0h
05vm-0m	17cv-0q	33hs-0y	45rx-2k	61qk-2e	81ew-3c	93ur-3h
07mu-2b	20cy-1t	33nb-1g	46Lm-1s	63iz-0f	84qr-2z	95at-0e
08xc-0a	21qe-2w	35yt-0p	47nf-3d	68gh-1w	84zw-0z	95dp-1h
09bm-1i	24bd-2y	37wn-1e	47wr-0k	68qx-0n	85qt-0t	95jt-1a
10tu-1v	24Lb-1j	38zd-1p	51by-0g	70cx-1b	86zL-2m	98oc-3e
11mk-0o	25kL-0v	40ee-3g	53bu-1c	70mc-1d	87jk-0x	99qt-1n
11st-2j	25ts-2n	41rv-1x	53mv-0c	70xm-1r	88hp-2f	99ur-3a
12ox-3b	28aj-0w					

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Sample Midway 1964 Areas Location Alias Set 17 --Searching Player Section

Locations to aliases

A1 -	B6 -	D3 -	E7 -	G3 -	H7 -	X7 -
B5	D2	E6	G2	H6	X6	dummy

A1-0m	B6-1n	D3-2f	E7-2u	G3-0s	H7-0x	X7-2k
A2-2n	B7-2x	D4-2i	E8-1w	G4-1x	H8-2d	X8-1k
A3-0k	B8-1m	D5-2w	F1-0h	G5-2h	I1-0w	dummy-3a
A4-1r	C1-1y	D6-1u	F2-2p	G6-3c	I2-1s	dummy-3b
A5-1h	C2-0z	D7-2q	F3-1e	G7-0a	I3-1d	dummy-1p
A6-0o	C3-2s	D8-1a	F4-0r	G8-1t	I4-3e	dummy-0f
A7-1g	C4-2y	E1-2v	F5-0d	H1-1L	I5-2c	dummy-2o
A8-2e	C5-0j	E2-3g	F6-1v	H2-1b	I6-0p	dummy-2L
B1-0t	C6-2g	E3-0c	F7-0v	H3-2r	I7-1f	dummy-1z
B2-3f	C7-3h	E4-2z	F8-0i	H4-2j	I8-2m	dummy-0g
B3-0u	C8-0q	E5-1i	G1-2t	H5-0y	X5-2b	dummy-0n
B4-3d	D1-2a	E6-1q	G2-0L	H6-1c	X6-1j	dummy-0e
B5-1o	D2-0b					

Sample Midway 1964 Areas Location Alias Set 24 -- Non-Searching Player Section

Locations to intermediates

A1 -	B6 -	D3 -	E7 -	G3 -	H7 -	X7 -
B5	D2	E6	G2	H6	X6	dummy

A1-03dd	B6-94bL	D3-82ku	E7-60md	G3-12mq	H7-81bf	X7-59rv
A2-30hc	B7-10sp	D4-01fi	E8-76qy	G4-42hv	H8-03qj	X8-73xr
A3-45sb	B8-39au	D5-23cc	F1-90fs	G5-61xm	I1-13go	dummy-98ov
A4-76rz	C1-72iv	D6-49xv	F2-06Lm	G6-81wg	I2-51Lz	dummy-07jn
A5-98zc	C2-82uf	D7-80if	F3-42uh	G7-03xq	I3-76qf	dummy-39em
A6-10sf	C3-02zk	D8-96yi	F4-71sc	G8-23kw	I4-94oe	dummy-68tw
A7-40vv	C4-26my	E1-08Lw	F5-82rf	H1-58nq	I5-06zd	dummy-80oq
A8-72uh	C5-53yv	E2-41qb	F6-01vd	H2-80as	I6-37pv	dummy-05ds
B1-84fg	C6-76hi	E3-66bt	F7-28ye	H3-91md	I7-62zt	dummy-18Lg
B2-01wp	C7-93gz	E4-80wz	F8-44ua	H4-10rq	I8-86yd	dummy-55jk
B3-16jb	C8-05oi	E5-03Lq	G1-76an	H5-32fL	X5-03ac	dummy-77gk
B4-61hd	D1-36ve	E6-24dt	G2-93sg	H6-63ot	X6-27zp	dummy-97tg
B5-79dL	D2-63if					

Sample Midway 1964 Areas Location Alias Set 24 -- Non-Searching Player Section

Intermediates to aliases

01fi -	07jn -	27zp -	44ua -	63if -	76rz -	84fg -
06zd	26my	42uh	62zt	76qy	82uf	98zc

01fi-0L	07jn-1o	27zp-2u	44ua-1q	63if-2d	76rz-0j	84fg-2L
01vd-2z	08Lw-0i	28ye-0k	45sb-1i	63ot-2f	77gk-0e	86yd-0t
01wp-2b	10rq-1b	30hc-1h	49xv-1t	66bt-2i	79dL-0w	90fs-0s
02zk-0n	10sf-2m	32fL-3e	51Lz-1m	68tw-1u	80as-2y	91md-3g
03ac-2j	10sp-1x	36ve-1e	53yv-1d	71sc-0f	80if-2t	93gz-0r
03dd-0v	12mq-2g	37pv-0d	55jk-2k	72iv-1f	80oq-1r	93sg-1j
03Lq-0b	13go-2a	39au-1L	58nq-1c	72uh-0m	80wz-0p	94bL-1y
03qj-2r	16jb-0h	39em-0o	59rv-0a	73xr-2s	81bf-0z	94oe-1z
03xq-2w	18Lg-1a	40vv-1s	60md-0u	76an-3c	81wg-2h	96yi-2o
05ds-2n	23cc-0x	41qb-3f	61hd-2c	76hi-2x	82ku-0y	97tg-1v
05oi-1k	23kw-1g	42hv-1p	61xm-0c	76qf-2e	82rf-2p	98ov-3a
06Lm-0g	24dt-2v	42uh-0q	62zt-1n	76qy-3d	82uf-3b	98zc-3h
06zd-1w	26my-2q					

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Sample Midway 1964 Areas Location Alias Set 24 -- Searching Player Section

Locations to aliases

A1 -	B6 -	D3 -	E7 -	G3 -	H7 -	X7 -
B5	D2	E6	G2	H6	X6	dummy

A1-0v	B6-1y	D3-0y	E7-0u	G3-2g	H7-0z	X7-0a
A2-1h	B7-1x	D4-0L	E8-3d	G4-1p	H8-2r	X8-2s
A3-1i	B8-1L	D5-0x	F1-0s	G5-0c	I1-2a	dummy-3a
A4-0j	C1-1f	D6-1t	F2-0g	G6-2h	I2-1m	dummy-1o
A5-3h	C2-3b	D7-2t	F3-0q	G7-2w	I3-2e	dummy-0o
A6-2m	C3-0n	D8-2o	F4-0f	G8-1g	I4-1z	dummy-1u
A7-1s	C4-2q	E1-0i	F5-2p	H1-1c	I5-1w	dummy-1r
A8-0m	C5-1d	E2-3f	F6-2z	H2-2y	I6-0d	dummy-2n
B1-2L	C6-2x	E3-2i	F7-0k	H3-3g	I7-1n	dummy-1a
B2-2b	C7-0r	E4-0p	F8-1q	H4-1b	I8-0t	dummy-2k
B3-0h	C8-1k	E5-0b	G1-3c	H5-3e	X5-2j	dummy-0e
B4-2c	D1-1e	E6-2v	G2-1j	H6-2f	X6-2u	dummy-1v
B5-0w	D2-2d					

Sample Midway 1964 Zones Location Alias Set 31 -- Non-Searching Player Section

Locations to intermediates

A1a -	A8h -	B8f -	C8d -	D8a -	E7g -	F7d -	G7a -	H6g -	I6d -
A8g	B8e	C8c	D7i	E7f	F7c	G6i	H6f	I6c	dummy
A1a-08mp	A8h-61df	B8f-13es	C8d-70zL	D8a-07uu	E7g-34ov	F7d-65zb	G7a-03ht	H6g-34av	I6d-68fg
A1b-23of	A8i-81wx	B8g-37ab	C8e-94qg	D8b-27ya	E7h-60hL	F7e-99me	G7b-23pm	H6h-56ki	I6e-88ew
A1c-44pw	B1a-02go	B8h-60qh	C8f-17ty	D8c-49di	E7i-86pb	F7f-15rq	G7c-46wg	H6i-86hj	I6f-13ws
A1d-74za	B1b-29sk	B8i-77nv	C8g-38na	D8d-71yd	E8a-04vc	F7g-40ad	G7d-72qb	H7a-05ia	I6g-40ya
A1e-92ia	B1c-50tr	C1a-03cq	C8h-64ig	D8e-88ei	E8b-23ft	F7h-53rh	G7e-99Lp	H7b-26ke	I6h-63qr
A1f-13oe	B1d-68nu	C1b-22nc	C8i-81bb	D8f-13xh	E8c-42qs	F7i-82xi	G7f-14jc	H7c-50eh	I6i-86av
A1g-40rj	B1e-99op	C1c-43Lk	D1a-02id	D8g-38nr	E8d-67gr	F8a-02ta	G7g-40hj	H7d-70tk	I7a-03rp
A1h-61fk	B1f-16fb	C1d-69gm	D1b-20Lk	D8h-58rr	E8e-96rm	F8b-25nh	G7h-56qr	H7e-91av	I7b-28zp
A1i-87Ls	B1g-36ke	C1e-88yy	D1c-45cx	D8i-79hn	E8f-15tr	F8c-48rx	G7i-87ab	H7f-15nc	I7c-44wp
A2a-06xg	B1h-58sj	C1f-10ph	D1d-67ow	E1a-04is	E8g-34fx	F8d-69zj	G8a-07xi	H7g-32fs	I7d-65xq
A2b-21vt	B1i-85Ld	C1g-30qa	D1e-99tw	E1b-20oi	E8h-62io	F8e-99ah	G8b-20iz	H7h-59cy	I7e-93bk
A2c-44Lu	B2a-05gj	C1h-56yh	D1f-19xs	E1c-49xy	E8i-87cc	F8f-13yj	G8c-43nk	H7i-79tn	I7f-11xs
A2d-67ew	B2b-24kb	C1i-85np	D1g-35Lz	E1d-74wa	F1a-08fr	F8g-38um	G8d-67bj	H8a-05vr	I7g-41ie
A2e-97wk	B2c-50cL	C2a-05wL	D1h-64Lg	E1e-91oj	F1b-23ue	F8h-63cc	G8e-92nL	H8b-20sf	I7h-59fm
A2f-19ry	B2d-72zf	C2b-24ew	D1i-77mj	E1f-15at	F1c-47us	F8i-79zk	G8f-18gs	H8c-44fc	I7i-76bz
A2g-32rb	B2e-95qw	C2c-46vz	D2a-05dv	E1g-39sq	F1d-71oz	G1a-04wg	G8g-41ec	H8d-71vt	I8a-06sa
A2h-55ah	B2f-09xp	C2d-75hj	D2b-20oc	E1h-60mf	F1e-95fx	G1b-20sq	G8h-58vh	H8e-96rz	I8b-22rx
A2i-87rz	B2g-41sd	C2e-94yi	D2c-47xx	E1i-80zg	F1f-13sp	G1c-47pj	G8i-82qm	H8f-15bc	I8c-51uy
A3a-03kp	B2h-55zt	C2f-18ra	D2d-68vv	E2a-00je	F1g-41qh	G1d-69rx	H1a-06zh	H8g-33oi	I8d-67zb
A3b-20mo	B2i-79nh	C2g-33ug	D2e-91dc	E2b-24ct	F1h-63uq	G1e-96Ls	H1b-22ym	H8h-58wv	I8e-99sd
A3c-50ke	B3a-01kn	C2h-54hz	D2f-12oq	E2c-47jL	F1i-76eu	G1f-11qb	H1c-50Lb	H8i-80uk	I8f-19pL
A3d-70mq	B3b-23by	C2i-78yt	D2g-33nk	E2d-70bp	F2a-06fg	G1g-31ny	H1d-71xg	I1a-00rg	I8g-38sy
A3e-95kg	B3c-47tz	C3a-02tp	D2h-59wL	E2e-98fi	F2b-22bf	G1h-54to	H1e-93uy	I1b-21rd	I8h-58zy
A3f-12fs	B3d-67er	C3b-23jL	D2i-81mu	E2f-19tp	F2c-44bf	G1i-83jg	H1f-13yg	I1c-45jh	I8i-84ur
A3g-39xf	B3e-92mf	C3c-52Ly	D3a-05dh	E2g-31wx	F2d-66em	G2a-07ik	H1g-31xa	I1d-72Lg	X5a-05po
A3h-61Lr	B3f-14xf	C3d-74xm	D3b-25bq	E2h-54as	F2e-90uj	G2b-28nu	H1h-59ew	I1e-94aL	X5b-22mq
A3i-78cj	B3g-35vn	C3e-91vp	D3c-46rL	E2i-83ff	F2f-15xx	G2c-42qh	H1i-81nc	I1f-14zf	X5c-43uj
A4a-09ic	B3h-60kc	C3f-19nx	D3d-65gu	E3a-02aw	F2g-34ph	G2d-65km	H2a-06td	I1g-35ew	X5d-71Lz
A4b-28gx	B3i-79zw	C3g-32qn	D3e-95ys	E3b-25ni	F2h-59ss	G2e-97ce	H2b-25gq	I1h-59wy	X5e-92eq
A4c-43ki	B4a-00zh	C3h-62ae	D3f-12xd	E3c-43cj	F2i-81sk	G2f-17dz	H2c-46Lo	I1i-83ow	X5f-13un
A4d-75nh	B4b-22ri	C3i-83xv	D3g-35yu	E3d-69iu	F3a-05ve	G2g-41kc	H2d-70xs	I2a-08zd	X5g-30vz
A4e-96qL	B4c-47fh	C4a-05vq	D3h-54ac	E3e-96np	F3b-22pp	G2h-63yx	H2e-87wo	I2b-30as	X5h-59hi
A4f-14qn	B4d-75cq	C4b-21gh	D3i-78rf	E3f-11qh	F3c-47xc	G2i-77fw	H2f-14ku	I2c-45zi	X5i-83qy
A4g-34qz	B4e-91ny	C4c-46rm	D4a-04ao	E3g-41hw	F3d-72ks	G3a-04zt	H2g-38ir	I2d-69iy	X6a-06cv
A4h-54ak	B4f-09zh	C4d-68ro	D4b-23fj	E3h-60gL	F3e-88xk	G3b-21fy	H2h-56jL	I2e-97iw	X6b-24ru
A4i-81xu	B4g-36ni	C4e-91rd	D4c-46oj	E3i-82jz	F3f-14ht	G3c-43bu	H2i-77jg	I2f-14xn	X6c-47mr
A5a-03zb	B4h-60dL	C4f-17fg	D4d-71aL	E4a-02hn	F3g-39dd	G3d-70gv	H3a-01pd	I2g-39bf	X6d-71jb

A5b-30hc	B4i-81vn	C4g-36hj	D4e-97iz	E4b-23es	F3h-60wL	G3e-90co	H3b-25no	I2h-64ki	X6e-95nd
A5c-46Lr	B5a-01vy	C4h-57jc	D4f-16xp	E4c-44uy	F3i-82cL	G3f-17sd	H3c-48gh	I2i-87ay	X6f-17fh
A5d-73fa	B5b-20xi	C4i-83hd	D4g-31zr	E4d-65ev	F4a-00bi	G3g-35ch	H3d-66sj	I3a-04qc	X6g-35yv
A5e-90ui	B5c-44jk	C5a-00ys	D4h-63yi	E4e-96tf	F4b-30Lf	G3h-53ij	H3e-89or	I3b-22bk	X6h-57kf
A5f-17yq	B5d-73jv	C5b-20xh	D4i-77eb	E4f-12th	F4c-52fL	G3i-81dc	H3f-09my	I3c-43dv	X6i-76pr
A5g-35Ld	B5e-89hy	C5c-42vh	D5a-04bu	E4g-32Lq	F4d-67qi	G4a-02ii	H3g-37aj	I3d-69av	X7a-07wc
A5h-52ng	B5f-15tf	C5d-68mm	D5b-28xg	E4h-59et	F4e-89sj	G4b-28bL	H3h-64fj	I3e-91uo	X7b-20ct
A5i-81mt	B5g-37ag	C5e-98yb	D5c-48oc	E4i-87dh	F4f-17gf	G4c-49Ld	H3i-86Lv	I3f-14kc	X7c-50pq
A6a-03ny	B5h-53tp	C5f-13xt	D5d-73Li	E5a-08nf	F4g-31ux	G4d-71ow	H4a-02ve	I3g-33oh	X7d-68nc
A6b-22ww	B5i-76qo	C5g-41xq	D5e-89vb	E5b-28tw	F4h-52rb	G4e-92wg	H4b-23ta	I3h-57ic	X7e-94ad
A6c-51pj	B6a-04tz	C5h-64tb	D5f-13xo	E5c-45wm	F4i-82jL	G4f-19zx	H4c-51kn	I3i-80mo	X7f-13qi
A6d-74jr	B6b-25mh	C5i-80ky	D5g-39wh	E5d-68ow	F5a-06qk	G4g-37ev	H4d-72Ld	I4a-02fL	X7g-33km
A6e-98ah	B6c-45pt	C6a-08cL	D5h-58vz	E5e-88gc	F5b-28op	G4h-56vx	H4e-88ma	I4b-21xy	X7h-56vi
A6f-10cz	B6d-68wj	C6b-29tb	D5i-86kf	E5f-10zL	F5c-47ai	G4i-84dq	H4f-17ko	I4c-42uq	X7i-75qk
A6g-32if	B6e-88mL	C6c-43xk	D6a-00aa	E5g-37mn	F5d-69ww	G5a-08Li	H4g-32om	I4d-70ni	X8a-04iq
A6h-59ks	B6f-15qh	C6d-71fm	D6b-26cr	E5h-52nj	F5e-89ip	G5b-26dy	H4h-64xj	I4e-93fz	X8b-25sz
A6i-77gw	B6g-39ky	C6e-99wL	D6c-51wh	E5i-86ug	F5f-12hc	G5c-41zh	H4i-78wg	I4f-15vx	X8c-45fb
A7a-07np	B6h-54zk	C6f-16yf	D6d-65Lm	E6a-00gk	F5g-36pv	G5d-73id	H5a-02qc	I4g-34tk	X8d-69nv
A7b-28bj	B6i-87te	C6g-38yj	D6e-94wx	E6b-20tg	F5h-55ku	G5e-93br	H5b-21za	I4h-57bL	X8e-96fg
A7c-51zr	B7a-04Lv	C6h-61zr	D6f-11de	E6c-48bs	F5i-81sg	G5f-14bu	H5c-51Lg	I4i-87cb	X8f-20bg
A7d-71fq	B7b-29dj	C6i-80ib	D6g-36iu	E6d-68zy	F6a-08iy	G5g-30wc	H5d-69gr	I5a-04ad	X8g-38od
A7e-97xi	B7c-48ru	C7a-08kx	D6h-53ds	E6e-99ti	F6b-20wt	G5h-56yq	H5e-96dL	I5b-28ec	X8h-53jo
A7f-13bc	B7d-73mj	C7b-29xx	D6i-83bh	E6f-14gb	F6c-47ro	G5i-84ca	H5f-19rc	I5c-46hv	X8i-84ye
A7g-38uv	B7e-93xc	C7c-43tv	D7a-06xs	E6g-40Lu	F6d-73uf	G6a-01db	H5g-38cs	I5d-72mc	dummy-07zx
A7h-54oy	B7f-18ew	C7d-75ai	D7b-26tn	E6h-65cn	F6e-89wi	G6b-24bc	H5h-62zo	I5e-91Ln	dummy-26yk
A7i-77Ly	B7g-38an	C7e-93ww	D7c-47hx	E6i-82tz	F6f-12pn	G6c-45wL	H5i-87Lh	I5f-16wq	dummy-49vt
A8a-01po	B7h-62gm	C7f-11no	D7d-71nt	E7a-02Lf	F6g-35ae	G6d-68if	H6a-03tt	I5g-32si	dummy-67rn
A8b-22bq	B7i-86pd	C7g-32zt	D7e-99ge	E7b-21xm	F6h-63tg	G6e-89jp	H6b-24xn	I5h-52vm	dummy-99yn
A8c-43dk	B8a-02mf	C7h-56rL	D7f-14nn	E7c-45uj	F6i-81kj	G6f-18ko	H6c-52mk	I5i-84ei	dummy-12dd
A8d-69ey	B8b-21oi	C7i-85cp	D7g-39ax	E7d-73jm	F7a-04pr	G6g-31go	H6d-72sg	I6a-08of	dummy-36ye
A8e-91qo	B8c-52jr	C8a-04va	D7h-52ry	E7e-97hf	F7b-26ib	G6h-55mv	H6e-89Lx	I6b-21nq	dummy-61xk
A8f-15rc	B8d-73gs	C8b-29ie	D7i-84pr	E7f-11at	F7c-44fv	G6i-87in	H6f-14LL	I6c-52mz	dummy-79om
A8g-39xx	B8e-92dL	C8c-48uL							

Sample Midway 1964 Zones Location Alias Set 31 -- Non-Searching Player Section

Intermediates to aliases

00aa -	08kx -	17ty -	26ke -	38cs -	47fh -	57kf -	68wj -	79hn -	89hy -
08iy	17sd	26ib	38an	47ai	57jc	68vv	78yt	88yy	99yn

00aa-07w	08kx-27z	17ty-24z	26ke-15h	38cs-17u	47fh-14h	57kf-03g	68wj-23q	79hn-24x	89hy-09r
00bi-07i	08Li-17c	17yq-09g	26tn-16v	38ir-14w	47hx-13f	58rr-17x	68zy-24g	79nh-28g	89ip-13b

00gk-14k	08mp-24b	18ew-09b	26yk-23w	38na-24t	47jL-04g	58sj-12n	69av-19r	79om-18x	89jp-09v
00je-09w	08nf-27h	18gs-02L	27ya-08h	38nr-09t	47mr-22w	58vh-07m	69ey-08c	79tn-28y	89Lx-03i
00rg-16p	08of-19v	18ko-14o	28bj-05r	38od-17s	47pj-27c	58vz-23s	69gm-01q	79zk-09y	89or-17z
00ys-07b	08zd-16L	18ra-23y	28bL-28t	38sy-18h	47ro-15w	58ww-15t	69gr-17r	79zw-06u	89sj-08a
00zh-29i	09ic-07d	19nx-26t	28ec-26k	38um-27k	47tz-14b	58zy-26f	69iu-28n	80ib-05b	89vb-05f
01db-16d	09my-11g	19pL-23i	28gx-15g	38uv-02h	47us-02s	59cy-02v	69iy-16w	80ky-12w	89wi-24f
01kn-09h	09xp-17m	19rc-04o	28nu-18q	38yj-24r	47xc-04q	59et-29c	69nv-03d	80mo-03e	90co-24w
01pd-22m	09zh-00y	19ry-00g	28op-27r	39ax-03a	47xx-11n	59ew-27a	69rx-22c	80uk-25g	90ui-05m
01po-13s	10cz-13h	19tp-19w	28tw-15d	39bf-17b	48bs-12L	59fm-19u	69ww-13x	80zg-04s	90uj-18s
01vy-13y	10ph-00s	19xs-13e	28xg-07k	39dd-22v	48gh-28p	59hi-25z	69zj-25d	81bb-07g	91av-03n
02aw-11s	10zL-01d	19zx-04b	28zp-27v	39ky-05y	48oc-22y	59ks-26x	70bp-27t	81dc-13o	91dc-19j
02fL-22o	11at-15o	20bg-11i	29dj-06e	39sq-04z	48ru-25n	59ss-22L	70gv-15x	81kj-25v	91Ln-19i
02go-26a	11de-05L	20ct-05k	29ie-09d	39wh-27j	48rx-04L	59wL-05w	70mq-14e	81mt-27b	91ny-24o
02hn-12s	11no-01m	20iz-08d	29sk-22j	39xf-13n	48uL-13j	59wy-14s	70ni-26e	81mu-14j	91oj-28m
02id-00r	11qb-06k	20Lk-03v	29tb-02a	39xx-08w	49di-01L	60dL-07L	70tk-25k	81nc-22a	91qo-02k
02ii-00z	11qh-07z	20mo-04u	29xx-15L	40ad-19t	49Ld-23a	60gL-04a	70xs-22u	81sg-08k	91rd-14i
02Lf-00k	11xs-03w	20oc-27y	30as-02z	40hj-23b	49vt-17w	60hL-04e	70zL-26i	81sk-07q	91uo-04p
02mf-01z	12dd-08g	20oi-28z	30hc-11c	40Lu-05p	49xy-16n	60kc-26w	71aL-25i	81vn-05u	91vp-08v
02qc-26r	12fs-25y	20sf-18j	30Lf-24p	40rj-18o	50cL-15e	60mf-26y	71fm-26j	81wx-07f	92dL-28r
02ta-02p	12hc-01g	20sq-22r	30qa-24u	40ya-01b	50eh-09L	60qh-03t	71fq-25a	81xu-09u	92eq-22f
02tp-02y	12oq-01h	20tg-28i	30vz-01p	41ec-24L	50ke-00h	60wL-00f	71jb-11z	82cL-24a	92ia-06m
02ve-26b	12pn-17L	20wt-12g	30wc-02c	41hw-19f	50Lb-22z	61df-09e	71Lz-12c	82jL-06y	92mf-18f
03cq-18w	12th-22k	20xh-04w	31go-16t	41ie-29m	50pq-15p	61fk-16j	71nt-04c	82jz-27f	92nL-19n
03ht-11j	12xd-24m	20xi-16a	31ny-16s	41kc-12m	50tr-03L	61Lr-29o	71ow-00e	82qm-11r	92wg-14r
03kp-15z	13bc-15u	21fy-15a	31ux-18g	41qh-16u	51kn-19z	61xk-00t	71oz-08r	82tz-15i	93bk-05n
03ny-22b	13es-06f	21gh-28a	31wx-24d	41sd-08e	51Lg-26o	61zr-19k	71vt-00L	82xi-14y	93br-06c
03rp-15b	13oe-06d	21nq-08s	31xa-03s	41xq-23k	51pj-24s	62ae-14f	71xg-01v	83bh-02q	93fz-16z
03tt-23d	13qi-13r	21oi-19q	31zr-08u	41zh-00j	51uy-14x	62gm-28o	71yd-02r	83ff-05s	93uy-28u
03zb-14d	13sp-06g	21rd-07p	32fs-05a	42qh-01n	51wh-15n	62io-18b	72ks-28v	83hd-11a	93ww-25p
04ad-29g	13un-29k	21vt-05t	32if-00v	42qs-03f	51zr-27e	62zo-17o	72Ld-14g	83jg-19h	93xc-23L
04ao-14u	13ws-02u	21xm-28h	32Lq-18a	42uq-28L	52fL-11w	63cc-26g	72Lg-06s	83ow-17n	94ad-05z
04bu-06o	13xh-25w	21xy-22t	32om-02f	42vh-28w	52jr-23m	63qr-03p	72mc-08L	83qy-09x	94aL-13p
04iq-25s	13xo-26s	21za-26n	32qn-16e	43bu-07s	52Ly-13d	63tg-02m	72qb-01o	83xv-22d	94qg-15f
04is-17v	13xt-16q	22bf-27o	32rb-13c	43cj-19o	52mk-29j	63uq-05d	72sg-06v	84ca-09n	94wx-26u
04Lv-01r	13yg-29a	22bk-03u	32si-18e	43dk-13z	52mz-12p	63yi-03x	72zf-12v	84dq-13u	94yi-25r
04pr-15q	13yj-25o	22bq-17i	32zt-09s	43dv-08b	52ng-22s	63yx-19c	73fa-15y	84ei-18z	95fx-04d
04qc-24j	14bu-08n	22mq-09a	33km-13w	43ki-28j	52nj-12y	64fj-06j	73gs-15s	84pr-16h	95kg-02o
04tz-00n	14gb-19y	22nc-29p	33nk-06r	43Lk-11v	52rb-22q	64ig-23e	73id-24e	84ur-01i	95nd-16r
04va-05q	14ht-02i	22pp-28e	33oh-24i	43nk-12e	52ry-07j	64ki-29n	73jm-05c	84ye-11h	95qw-09f
04vc-06a	14jc-05h	22ri-18c	33oi-26c	43tv-08m	52vm-11L	64Lg-01k	73jv-26h	85cp-17f	95ys-03j
04wg-01a	14kc-27d	22rx-13v	33ug-08f	43uj-00x	53ds-18k	64tb-03h	73Li-04r	85Ld-23h	96dL-19e
04zt-07e	14ku-16k	22ww-11b	34av-28s	43xk-11y	53ij-25c	64xj-04f	73mj-27L	85np-26p	96fg-29L
05dh-03r	14LL-08t	22ym-17p	34fx-13q	44bf-18d	53jo-25q	65cn-29d	73uf-19a	86av-14p	96Ls-11p

05dv-26q	14nn-03q	23by-07y	34ov-12k	44fc-05o	53rh-07x	65ev-00b	74jr-09p	86hj-29b	96np-01w
05gj-26v	14qn-24v	23es-28k	34ph-23p	44fv-18t	53tp-12a	65gu-14z	74wa-28c	86kf-15v	96ql-18u
05ia-02x	14xf-12h	23fj-12b	34qz-06z	44jk-28d	54ac-09m	65km-12t	74xm-14n	86Lv-11e	96rm-17g
05po-26z	14xn-08z	23ft-17h	34tk-02w	44Lu-03y	54ak-09o	65Lm-08i	74za-01x	86pb-16f	96rz-00a
05ve-06b	14zf-24c	23jL-24q	35ae-24h	44pw-29f	54as-23v	65xq-02j	75ai-24n	86pd-12z	96tf-16o
05vq-03m	15at-00q	23of-11f	35ch-18n	44uy-23f	54hz-07c	65zb-17k	75cq-25x	86ug-25t	97ce-13g
05vr-15r	15bc-14m	23pm-11k	35ew-07o	44wp-17q	54oy-11q	66em-22x	75hj-05x	87ab-13t	97hf-28x
05wL-16i	15nc-17e	23ta-04t	35Ld-06x	45cx-06h	54to-23c	66sj-01c	75nh-19s	87ay-26L	97iw-02n
06cv-02g	15qh-17d	23ue-29e	35Lz-08q	45fb-18i	54zk-14a	67bj-22e	75qk-16x	87cb-13k	97iz-23j
06fg-04v	15rc-00o	24bc-18v	35vn-06p	45jh-08j	55ah-02t	67er-28q	76bz-25j	87cc-29q	97wk-16g
06qk-06w	15rq-04j	24ct-02d	35yu-25f	45pt-05i	55ku-23u	67ew-25m	76eu-26d	87dh-11o	97xi-12u
06sa-09j	15tf-17j	24ew-02b	35yv-08y	45uj-27w	55mv-11t	67gr-01j	76pr-01y	87in-12f	98ah-00m
06td-12r	15tr-16y	24kb-09c	36hj-00d	45wL-07r	55zt-27q	67ow-04x	76qo-06L	87Lh-14q	98fi-11u
06xg-25L	15vx-08x	24ru-06n	36iu-28b	45wm-22i	56jL-19m	67qi-07n	77eb-09i	87Ls-12o	98yb-07a
06xs-25h	15xx-18r	24xn-22g	36ke-25e	45zi-16b	56ki-09k	67rn-07v	77fw-03o	87rz-16c	99ah-14L
06zh-25b	16fb-25u	25bq-23n	36ni-13a	46hv-24k	56qr-27p	67zb-17y	77gw-15k	87te-09z	99ge-27x
07ik-26m	16wq-04n	25gq-03b	36pv-27i	46Lo-15c	56rL-01f	68fg-27m	77jg-18p	87wo-27u	99Lp-12j
07np-23r	16xp-15m	25mh-14c	36ye-15j	46Lr-17t	56vi-05j	68if-22n	77Ly-23o	88ei-06t	99me-18y
07uu-23g	16yf-16m	25nh-04h	37ab-23z	46oj-06q	56vx-19d	68mm-22p	77mj-07t	88ew-09q	99op-18L
07wc-13i	17dz-00w	25ni-23t	37ag-01e	46rL-19b	56yh-29h	68nc-01s	77nv-07h	88gc-07u	99sd-19p
07xi-12q	17fg-01t	25no-03z	37aj-12d	46rm-08p	56yq-04k	68nu-04m	78cj-12x	88ma-12i	99ti-06i
07zx-04i	17fh-05e	25sz-00p	37ev-27g	46vz-22h	57bL-19x	68ow-17a	78rf-28f	88mL-00c	99tw-24y
08cL-00u	17gf-08o	26cr-03k	37mn-14v	46wg-03c	57ic-11d	68ro-19g	78wg-02e	88xk-05v	99wL-13L
08fr-05g	17ko-27n	26dy-01u	38an-04y	47ai-27s	57jc-11m	68vv-00i	78yt-18m	88yy-13m	99yn-23x
08iy-14t	17sd-11x	26ib-19L							

Sample Midway 1964 Zones Location Alias Set 31 -- Searching Player Section

Locations to aliases

A1a -	A8h -	B8f -	C8d -	D8a -	E7g -	F7d -	G7a -	H6g -	I6d -
A8g	B8e	C8c	D7i	E7f	F7c	G6i	H6f	I6c	dummy

A1a-24b	A8h-09e	B8f-06f	C8d-26i	D8a-23g	E7g-12k	F7d-17k	G7a-11j	H6g-28s	I6d-27m
A1b-11f	A8i-07f	B8g-23z	C8e-15f	D8b-08h	E7h-04e	F7e-18y	G7b-11k	H6h-09k	I6e-09q
A1c-29f	B1a-26a	B8h-03t	C8f-24z	D8c-01L	E7i-16f	F7f-04j	G7c-03c	H6i-29b	I6f-02u
A1d-01x	B1b-22j	B8i-07h	C8g-24t	D8d-02r	E8a-06a	F7g-19t	G7d-01o	H7a-02x	I6g-01b
A1e-06m	B1c-03L	C1a-18w	C8h-23e	D8e-06t	E8b-17h	F7h-07x	G7e-12j	H7b-15h	I6h-03p
A1f-06d	B1d-04m	C1b-29p	C8i-07g	D8f-25w	E8c-03f	F7i-14y	G7f-05h	H7c-09L	I6i-14p
A1g-18o	B1e-18L	C1c-11v	D1a-00r	D8g-09t	E8d-01j	F8a-02p	G7g-23b	H7d-25k	I7a-15b
A1h-16j	B1f-25u	C1d-01q	D1b-03v	D8h-17x	E8e-17g	F8b-04h	G7h-27p	H7e-03n	I7b-27v
A1i-12o	B1g-25e	C1e-13m	D1c-06h	D8i-24x	E8f-16y	F8c-04L	G7i-13t	H7f-17e	I7c-17q
A2a-25L	B1h-12n	C1f-00s	D1d-04x	E1a-17v	E8g-13q	F8d-25d	G8a-12q	H7g-05a	I7d-02j

A2b-05t	B1i-23h	C1g-24u	D1e-24y	E1b-28z	E8h-18b	F8e-14L	G8b-08d	H7h-02v	I7e-05n
A2c-03y	B2a-26v	C1h-29h	D1f-13e	E1c-16n	E8i-29q	F8f-25o	G8c-12e	H7i-28y	I7f-03w
A2d-25m	B2b-09c	C1i-26p	D1g-08q	E1d-28c	F1a-05g	F8g-27k	G8d-22e	H8a-15r	I7g-29m
A2e-16g	B2c-15e	C2a-16i	D1h-01k	E1e-28m	F1b-29e	F8h-26g	G8e-19n	H8b-18j	I7h-19u
A2f-00g	B2d-12v	C2b-02b	D1i-07t	E1f-00q	F1c-02s	F8i-09y	G8f-02L	H8c-05o	I7i-25j
A2g-13c	B2e-09f	C2c-22h	D2a-26q	E1g-04z	F1d-08r	G1a-01a	G8g-24L	H8d-00L	I8a-09j
A2h-02t	B2f-17m	C2d-05x	D2b-27y	E1h-26y	F1e-04d	G1b-22r	G8h-07m	H8e-00a	I8b-13v
A2i-16c	B2g-08e	C2e-25r	D2c-11n	E1i-04s	F1f-06g	G1c-27c	G8i-11r	H8f-14m	I8c-14x
A3a-15z	B2h-27q	C2f-23y	D2d-00i	E2a-09w	F1g-16u	G1d-22c	H1a-25b	H8g-26c	I8d-17y
A3b-04u	B2i-28g	C2g-08f	D2e-19j	E2b-02d	F1h-05d	G1e-11p	H1b-17p	H8h-15t	I8e-19p
A3c-00h	B3a-09h	C2h-07c	D2f-01h	E2c-04g	F1i-26d	G1f-06k	H1c-22z	H8i-25g	I8f-23i
A3d-14e	B3b-07y	C2i-18m	D2g-06r	E2d-27t	F2a-04v	G1g-16s	H1d-01v	I1a-16p	I8g-18h
A3e-02o	B3c-14b	C3a-02y	D2h-05w	E2e-11u	F2b-27o	G1h-23c	H1e-28u	I1b-07p	I8h-26f
A3f-25y	B3d-28q	C3b-24q	D2i-14j	E2f-19w	F2c-18d	G1i-19h	H1f-29a	I1c-08j	I8i-01i
A3g-13n	B3e-18f	C3c-13d	D3a-03r	E2g-24d	F2d-22x	G2a-26m	H1g-03s	I1d-06s	X5a-26z
A3h-29o	B3f-12h	C3d-14n	D3b-23n	E2h-23v	F2e-18s	G2b-18q	H1h-27a	I1e-13p	X5b-09a
A3i-12x	B3g-06p	C3e-08v	D3c-19b	E2i-05s	F2f-18r	G2c-01n	H1i-22a	I1f-24c	X5c-00x
A4a-07d	B3h-26w	C3f-26t	D3d-14z	E3a-11s	F2g-23p	G2d-12t	H2a-12r	I1g-07o	X5d-12c
A4b-15g	B3i-06u	C3g-16e	D3e-03j	E3b-23t	F2h-22L	G2e-13g	H2b-03b	I1h-14s	X5e-22f
A4c-28j	B4a-29i	C3h-14f	D3f-24m	E3c-19o	F2i-07q	G2f-00w	H2c-15c	I1i-17n	X5f-29k
A4d-19s	B4b-18c	C3i-22d	D3g-25f	E3d-28n	F3a-06b	G2g-12m	H2d-22u	I2a-16L	X5g-01p
A4e-18u	B4c-14h	C4a-03m	D3h-09m	E3e-01w	F3b-28e	G2h-19c	H2e-27u	I2b-02z	X5h-25z
A4f-24v	B4d-25x	C4b-28a	D3i-28f	E3f-07z	F3c-04q	G2i-03o	H2f-16k	I2c-16b	X5i-09x
A4g-06z	B4e-24o	C4c-08p	D4a-14u	E3g-19f	F3d-28v	G3a-07e	H2g-14w	I2d-16w	X6a-02g
A4h-09o	B4f-00y	C4d-19g	D4b-12b	E3h-04a	F3e-05v	G3b-15a	H2h-19m	I2e-02n	X6b-06n
A4i-09u	B4g-13a	C4e-14i	D4c-06q	E3i-27f	F3f-02i	G3c-07s	H2i-18p	I2f-08z	X6c-22w
A5a-14d	B4h-07L	C4f-01t	D4d-25i	E4a-12s	F3g-22v	G3d-15x	H3a-22m	I2g-17b	X6d-11z
A5b-11c	B4i-05u	C4g-00d	D4e-23j	E4b-28k	F3h-00f	G3e-24w	H3b-03z	I2h-29n	X6e-16r
A5c-17t	B5a-13y	C4h-11m	D4f-15m	E4c-23f	F3i-24a	G3f-11x	H3c-28p	I2i-26L	X6f-05e
A5d-15y	B5b-16a	C4i-11a	D4g-08u	E4d-00b	F4a-07i	G3g-18n	H3d-01c	I3a-24j	X6g-08y
A5e-05m	B5c-28d	C5a-07b	D4h-03x	E4e-16o	F4b-24p	G3h-25c	H3e-17z	I3b-03u	X6h-03g
A5f-09g	B5d-26h	C5b-04w	D4i-09i	E4f-22k	F4c-11w	G3i-13o	H3f-11g	I3c-08b	X6i-01y
A5g-06x	B5e-09r	C5c-28w	D5a-06o	E4g-18a	F4d-07n	G4a-00z	H3g-12d	I3d-19r	X7a-13i
A5h-22s	B5f-17j	C5d-22p	D5b-07k	E4h-29c	F4e-08a	G4b-28t	H3h-06j	I3e-04p	X7b-05k
A5i-27b	B5g-01e	C5e-07a	D5c-22y	E4i-11o	F4f-08o	G4c-23a	H3i-11e	I3f-27d	X7c-15p
A6a-22b	B5h-12a	C5f-16q	D5d-04r	E5a-27h	F4g-18g	G4d-00e	H4a-26b	I3g-24i	X7d-01s
A6b-11b	B5i-06L	C5g-23k	D5e-05f	E5b-15d	F4h-22q	G4e-14r	H4b-04t	I3h-11d	X7e-05z
A6c-24s	B6a-00n	C5h-03h	D5f-26s	E5c-22i	F4i-06y	G4f-04b	H4c-19z	I3i-03e	X7f-13r
A6d-09p	B6b-14c	C5i-12w	D5g-27j	E5d-17a	F5a-06w	G4g-27g	H4d-14g	I4a-22o	X7g-13w
A6e-00m	B6c-05i	C6a-00u	D5h-23s	E5e-07u	F5b-27r	G4h-19d	H4e-12i	I4b-22t	X7h-05j
A6f-13h	B6d-23q	C6b-02a	D5i-15v	E5f-01d	F5c-27s	G4i-13u	H4f-27n	I4c-28L	X7i-16x
A6g-00v	B6e-00c	C6c-11y	D6a-07w	E5g-14v	F5d-13x	G5a-17c	H4g-02f	I4d-26e	X8a-25s
A6h-26x	B6f-17d	C6d-26j	D6b-03k	E5h-12y	F5e-13b	G5b-01u	H4h-04f	I4e-16z	X8b-00p

A6i-15k	B6g-05y	C6e-13L	D6c-15n	E5i-25t	F5f-01g	G5c-00j	H4i-02e	I4f-08x	X8c-18i
A7a-23r	B6h-14a	C6f-16m	D6d-08i	E6a-14k	F5g-27i	G5d-24e	H5a-26r	I4g-02w	X8d-03d
A7b-05r	B6i-09z	C6g-24r	D6e-26u	E6b-28i	F5h-23u	G5e-06c	H5b-26n	I4h-19x	X8e-29L
A7c-27e	B7a-01r	C6h-19k	D6f-05L	E6c-12L	F5i-08k	G5f-08n	H5c-26o	I4i-13k	X8f-11i
A7d-25a	B7b-06e	C6i-05b	D6g-28b	E6d-24g	F6a-14t	G5g-02c	H5d-17r	I5a-29g	X8g-17s
A7e-12u	B7c-25n	C7a-27z	D6h-18k	E6e-06i	F6b-12g	G5h-04k	H5e-19e	I5b-26k	X8h-25q
A7f-15u	B7d-27L	C7b-15L	D6i-02q	E6f-19y	F6c-15w	G5i-09n	H5f-04o	I5c-24k	X8i-11h
A7g-02h	B7e-23L	C7c-08m	D7a-25h	E6g-05p	F6d-19a	G6a-16d	H5g-17u	I5d-08L	dummy-04i
A7h-11q	B7f-09b	C7d-24n	D7b-16v	E6h-29d	F6e-24f	G6b-18v	H5h-17o	I5e-19i	dummy-23w
A7i-23o	B7g-04y	C7e-25p	D7c-13f	E6i-15i	F6f-17L	G6c-07r	H5i-14q	I5f-04n	dummy-17w
A8a-13s	B7h-28o	C7f-01m	D7d-04c	E7a-00k	F6g-24h	G6d-22n	H6a-23d	I5g-18e	dummy-07v
A8b-17i	B7i-12z	C7g-09s	D7e-27x	E7b-28h	F6h-02m	G6e-09v	H6b-22g	I5h-11L	dummy-23x
A8c-13z	B8a-01z	C7h-01f	D7f-03q	E7c-27w	F6i-25v	G6f-14o	H6c-29j	I5i-18z	dummy-08g
A8d-08c	B8b-19q	C7i-17f	D7g-03a	E7d-05c	F7a-15q	G6g-16t	H6d-06v	I6a-19v	dummy-15j
A8e-02k	B8c-23m	C8a-05q	D7h-07j	E7e-28x	F7b-19L	G6h-11t	H6e-03i	I6b-08s	dummy-00t
A8f-00o	B8d-15s	C8b-09d	D7i-16h	E7f-15o	F7c-18t	G6i-12f	H6f-08t	I6c-12p	dummy-18x
A8g-08w	B8e-28r	C8c-13j							

Sample Midway 1964 Moves Transition Alias Set 5 -- Non-Searching Player Section

Locations to intermediates

A1a -	A8i -	B8h -	C8g -	D8f -	E8d -	F8b -	G7i -	H7g -	I7e -
A8h	B8g	C8f	D8e	E8c	F8a	G7h	H7f	I7d	dummy

A1a-02LL	A8i-84mL	B8h-66kx	C8g-39jd	D8f-13sg	E8d-78hh	F8b-23vv	G7i-83or	H7g-41Lx	I7e-94do
A1b-24da	B1a-01aL	B8i-89ag	C8h-68ko	D8g-38of	E8e-91pe	F8c-51Lq	G8a-08sh	H7h-58uc	I7f-21ek
A1c-46en	B1b-30kh	C1a-00js	C8i-87en	D8h-58fx	E8f-12gh	F8d-74eb	G8b-25zx	H7i-86eh	I7g-42oj
A1d-70za	B1c-52wo	C1b-23ki	D1a-02ej	D8i-83rp	E8g-37ea	F8e-94qm	G8c-44nm	H8a-07dg	I7h-64ky
A1e-97iz	B1d-69az	C1c-49zk	D1b-22vd	E1a-03wy	E8h-56tc	F8f-17ki	G8d-70qn	H8b-28ev	I7i-88ht
A1f-12bk	B1e-94ir	C1d-77sd	D1c-44xg	E1b-27dd	E8i-81gd	F8g-37yd	G8e-97uo	H8c-50Le	I8a-08nL
A1g-41ws	B1f-19ry	C1e-90hb	D1d-70bk	E1c-46ea	F1a-04Lj	F8h-60ck	G8f-22kt	H8d-75px	I8b-32ar
A1h-65gx	B1g-43ig	C1f-21jx	D1e-92dh	E1d-77sp	F1b-30vz	F8i-82bq	G8g-39xc	H8e-98wz	I8c-49da
A1i-85aL	B1h-57no	C1g-34zm	D1f-17Lu	E1e-99bs	F1c-48Li	G1a-02dw	G8h-60es	H8f-20xv	I8d-74fi
A2a-09ve	B1i-82sy	C1h-62rL	D1g-33qL	E1f-18hy	F1d-71eL	G1b-24hu	G8i-82im	H8g-38em	I8e-99sg
A2b-26xt	B2a-08xd	C1i-81yp	D1h-62do	E1g-34xm	F1e-96uk	G1c-55yx	H1a-06tt	H8h-63qm	I8f-19tk
A2c-48ud	B2b-26kq	C2a-04cx	D1i-87fh	E1h-61ko	F1f-12od	G1d-73no	H1b-30cz	H8i-88ri	I8g-42fu
A2d-69sj	B2c-52qb	C2b-26uq	D2a-05oo	E1i-81rc	F1g-40wt	G1e-96bz	H1c-55ao	I1a-10mL	I8h-61wj
A2e-90sc	B2d-69uo	C2c-44kd	D2b-25hi	E2a-05mp	F1h-58bt	G1f-16au	H1d-72uv	I1b-27ba	I8i-87eq
A2f-14im	B2e-97if	C2d-69dL	D2c-49ex	E2b-32nf	F1i-85zr	G1g-41np	H1e-95xn	I1c-44tn	X5a-00yh
A2g-38rg	B2f-19hh	C2e-98hx	D2d-74mo	E2c-49ow	F2a-00Lw	G1h-68ca	H1f-16vu	I1d-74aq	X5b-23oL
A2h-60eq	B2g-34yk	C2f-15ec	D2e-94cy	E2d-68pj	F2b-29pa	G1i-83wc	H1g-43az	I1e-98tL	X5c-47cu

A2i-80vf	B2h-60jr	C2g-37ts	D2f-14uo	E2e-89aq	F2c-49vq	G2a-04qj	H1h-64jy	I1f-12qs	X5d-69qv
A3a-07ux	B2i-84fd	C2h-67hv	D2g-36oo	E2f-18aw	F2d-76hc	G2b-23gs	H1i-87ao	I1g-38ym	X5e-90yg
A3b-27td	B3a-09wv	C2i-85ug	D2h-58tz	E2g-41sp	F2e-94mu	G2c-48vf	H2a-08zL	I1h-59ri	X5f-12wx
A3c-55fs	B3b-33qj	C3a-05nL	D2i-83gf	E2h-57cq	F2f-17gg	G2d-73vg	H2b-28qb	I1i-84ab	X5g-37nv
A3d-68np	B3c-48ev	C3b-32kL	D3a-04tt	E2i-84xw	F2g-38vu	G2e-92cx	H2c-49oc	I2a-09ak	X5h-66yz
A3e-98cf	B3d-75rL	C3c-45nt	D3b-22rj	E3a-07iy	F2h-59hg	G2f-13wb	H2d-77jj	I2b-25ku	X5i-86yf
A3f-20xL	B3e-99zs	C3d-75kg	D3c-50sg	E3b-32wj	F2i-80jj	G2g-37Lb	H2e-89fc	I2c-47ay	X6a-03jf
A3g-40vc	B3f-20nu	C3e-89mL	D3d-70je	E3c-49kr	F3a-03qh	G2h-57vp	H2f-15vx	I2d-68xm	X6b-25om
A3h-64my	B3g-34vn	C3f-12yd	D3e-99fy	E3d-70kh	F3b-22zp	G2i-80wq	H2g-43jn	I2e-96cn	X6c-45mn
A3i-84ik	B3h-66gc	C3g-34eg	D3f-22jL	E3e-97zz	F3c-46Lr	G3a-09kz	H2h-62fs	I2f-19Lp	X6d-69mr
A4a-11fk	B3i-80kh	C3h-59sd	D3g-43ak	E3f-19dj	F3d-72rf	G3b-32yb	H2i-82rq	I2g-37hh	X6e-98Lq
A4b-24ma	B4a-10je	C3i-88uo	D3h-58jp	E3g-43uu	F3e-91mb	G3c-45gk	H3a-03uL	I2h-60dh	X6f-20gz
A4c-53bp	B4b-31yt	C4a-08gx	D3i-85ks	E3h-65qs	F3f-17ka	G3d-69Le	H3b-23mo	I2i-83vs	X6g-37oL
A4d-79rb	B4c-51py	C4b-25mf	D4a-04wo	E3i-86ev	F3g-34kb	G3e-92vL	H3c-46ez	I3a-03wm	X6h-59dn
A4e-95nm	B4d-74mn	C4c-51wy	D4b-26si	E4a-00Lr	F3h-64vh	G3f-15nb	H3d-76pt	I3b-30jj	X6i-80np
A4f-15od	B4e-95Lp	C4d-71fh	D4c-52ct	E4b-25gq	F3i-82ey	G3g-36ta	H3e-93bk	I3c-48hm	X7a-03ms
A4g-43uL	B4f-20tp	C4e-98pp	D4d-79cy	E4c-48nc	F4a-07ah	G3h-67xt	H3f-19ei	I3d-70uw	X7b-25ai
A4h-67ki	B4g-36du	C4f-17rv	D4e-95jf	E4d-72yp	F4b-30su	G3i-82rf	H3g-36nw	I3e-94xg	X7c-44nh
A4i-88mv	B4h-57bs	C4g-35rx	D4f-17ep	E4e-93ja	F4c-46sf	G4a-01ru	H3h-63ct	I3f-21tv	X7d-77cv
A5a-00ju	B4i-82ep	C4h-60dv	D4g-39ri	E4f-19mk	F4d-70cs	G4b-27ku	H3i-83ra	I3g-40da	X7e-91ia
A5b-31dk	B5a-08sa	C4i-81wg	D4h-67ae	E4g-35ud	F4e-96ow	G4c-50bk	H4a-02kb	I3h-66cx	X7f-16ob
A5c-46iz	B5b-25cL	C5a-05ui	D4i-87yo	E4h-59mw	F4f-14hb	G4d-71hr	H4b-26ef	I3i-80uL	X7g-39qa
A5d-73oL	B5c-46hs	C5b-27et	D5a-08kp	E4i-84qw	F4g-39af	G4e-89co	H4c-49bk	I4a-11zz	X7h-67hu
A5e-98ig	B5d-71ab	C5c-54yi	D5b-25dp	E5a-06wj	F4h-65ce	G4f-16ki	H4d-80ia	I4b-33Lz	X7i-85xg
A5f-13ru	B5e-90jk	C5d-77kr	D5c-48ey	E5b-24ya	F4i-87yy	G4g-37Lo	H4e-97ok	I4c-51oc	X8a-01Lc
A5g-43Lp	B5f-13ee	C5e-90mb	D5d-72Ls	E5c-56eq	F5a-03iv	G4h-65nr	H4f-15qi	I4d-79ef	X8b-29xg
A5h-67zx	B5g-38hn	C5f-21ec	D5e-96js	E5d-70mx	F5b-31ow	G4i-87gd	H4g-34ov	I4e-97sx	X8c-51fw
A5i-84ud	B5h-63fL	C5g-39ak	D5f-20pv	E5e-92ow	F5c-46dk	G5a-09xg	H4h-67an	I4f-18cL	X8d-79kf
A6a-11ap	B5i-83po	C5h-58mr	D5g-36cs	E5f-15xm	F5d-80cm	G5b-29qc	H4i-82kb	I4g-35ro	X8e-98za
A6b-31ri	B6a-01yv	C5i-82hb	D5h-68az	E5g-34xL	F5e-97pq	G5c-53nd	H5a-09pm	I4h-62zn	X8f-12tc
A6c-44Lv	B6b-30ef	C6a-09pi	D5i-80ko	E5h-66xz	F5f-20mc	G5d-75mf	H5b-26yg	I4i-86kd	X8g-39nn
A6d-73eg	B6c-47hm	C6b-28rd	D6a-11tm	E5i-83mt	F5g-34xz	G5e-99go	H5c-53iw	I5a-07fs	X8h-63xz
A6e-99fc	B6d-77je	C6c-53sx	D6b-33kc	E6a-02az	F5h-57Lb	G5f-17dy	H5d-79iz	I5b-27rL	X8i-85gc
A6f-17Lb	B6e-98jf	C6d-70ws	D6c-44kj	E6b-23az	F5i-84hr	G5g-41gj	H5e-93mg	I5c-49zd	dummy-09br
A6g-44ec	B6f-19pL	C6e-99du	D6d-73cz	E6c-44nz	F6a-08xu	G5h-58uq	H5f-17vw	I5d-78jc	dummy-29nj
A6h-57ba	B6g-43ft	C6f-15bk	D6e-93zy	E6d-68un	F6b-33gn	G5i-80oL	H5g-34oa	I5e-98dc	dummy-45zr
A6i-88cn	B6h-61md	C6g-41zL	D6f-20gt	E6e-97dk	F6c-50vi	G6a-10zi	H5h-57nh	I5f-21Lc	dummy-80aa
A7a-07vh	B6i-85yr	C6h-63kn	D6g-40mq	E6f-19zp	F6d-75mm	G6b-24qa	H5i-82Lz	I5g-38Lr	dummy-97ak
A7b-25rx	B7a-10zx	C6i-85tf	D6h-57rk	E6g-36vz	F6e-93wv	G6c-47sL	H6a-02wf	I5h-63yc	dummy-14yp
A7c-52fv	B7b-27ui	C7a-03of	D6i-87mj	E6h-56ry	F6f-21wv	G6d-80ej	H6b-30xt	I5i-83Lh	dummy-34qv
A7d-74ii	B7c-50st	C7b-25tr	D7a-06iy	E6i-88wy	F6g-43qe	G6e-96yd	H6c-55in	I6a-07fu	dummy-67xc
A7e-93em	B7d-72bp	C7c-49nw	D7b-27pv	E7a-11ks	F6h-67rn	G6f-12jL	H6d-69wc	I6b-26kp	dummy-83he
A7f-16cv	B7e-93Lq	C7d-69kb	D7c-50xe	E7b-23oo	F6i-83qk	G6g-35wp	H6e-91dj	I6c-45at	dummy-03sb

A7g-34yt	B7f-14mt	C7e-91pp	D7d-71mw	E7c-45hs	F7a-03kz	G6h-61uL	H6f-19ju	I6d-73bs	dummy-24ph
A7h-56Lz	B7g-35hy	C7f-22Lq	D7e-92tv	E7d-70yn	F7b-28fd	G6i-80nj	H6g-34et	I6e-95yf	dummy-45xm
A7i-82zu	B7h-65oz	C7g-41cj	D7f-21wj	E7e-93wj	F7c-51vc	G7a-03jt	H6h-58hj	I6f-21fa	dummy-79is
A8a-05iw	B7i-80vi	C7h-57ee	D7g-43La	E7f-12zy	F7d-73rt	G7b-32mv	H6i-84bw	I6g-34yx	dummy-91hk
A8b-32be	B8a-05tL	C7i-84ga	D7h-59rx	E7g-36au	F7e-97uc	G7c-47po	H7a-04gc	I6h-63hp	dummy-14bp
A8c-52pn	B8b-31ub	C8a-00pe	D7i-85er	E7h-67wt	F7f-13kc	G7d-71mx	H7b-28hr	I6i-80pL	dummy-41uu
A8d-72xz	B8c-55nb	C8b-30mp	D8a-09cz	E7i-80sL	F7g-41ys	G7e-92ke	H7c-47de	I7a-08cL	dummy-65cq
A8e-97uf	B8d-74sz	C8c-46ru	D8b-29vw	E8a-10Lg	F7h-59np	G7f-21hk	H7d-71oz	I7b-24zr	dummy-87rk
A8f-21xa	B8e-92hx	C8d-72qi	D8c-47jq	E8b-24xa	F7i-83ff	G7g-42rh	H7e-93ba	I7c-46as	dummy-01Ln
A8g-34wx	B8f-19du	C8e-99ev	D8d-73xo	E8c-52zx	F8a-03hy	G7h-61di	H7f-20hr	I7d-73ww	dummy-32pL
A8h-63ur	B8g-42aw	C8f-21um	D8e-89wn						

Sample Midway 1964 Moves Transition Alias Set 5 -- Non-Searching Player Section

Intermediates to aliases

00js -	10mL -	20xv -	30jj -	39ri -	49da -	60jr -	71eL -	82bq -	90sc -
10Lg	20xL	30ef	39qa	49bk	60es	71ab	81yp	90mb	99zs

00js-05q	10mL-08v	20xv-08u	30jj-27L	39ri-11L	49da-13t	60jr-15n	71eL-08u	82bq-24k	90sc-03w
00ju-14x	10zi-03o	21ec-15x	30kh-15d	39xc-16i	49ex-18f	61di-08g	71fh-08g	82ep-22b	90yg-14z
00Lr-06w	10zx-08g	21ek-15n	30mp-09f	40da-27r	49kr-19i	61ko-25h	71hr-26v	82ey-29r	91dj-05u
00Lw-17y	11ap-00u	21fa-17q	30su-27w	40mq-12p	49nw-25h	61md-24f	71mw-17m	82hb-15i	91hk-03t
00pe-24f	11fk-01z	21hk-11c	30vz-29r	40vc-19h	49oc-26e	61uL-00u	71mx-27q	82im-22j	91ia-05c
00yh-06w	11ks-00u	21jx-24g	30xt-17n	40wt-19h	49ow-27e	61wj-29w	71oz-24g	82kb-19L	91mb-25h
01aL-12f	11tm-02o	21Lc-28m	31dk-17y	41cj-28p	49vq-24k	62do-29w	72bp-02s	82Lz-01r	91pe-24z
01Lc-08g	11zz-02m	21tv-18h	31ow-00L	41gj-17L	49zd-09p	62fs-29w	72Ls-15y	82rf-05u	91pp-18j
01Ln-15c	12bk-09f	21um-12s	31ri-18j	41Lx-26v	49zk-09c	62rL-25f	72qi-05c	82rq-17q	92cx-15e
01ru-13x	12gh-27r	21wj-09a	31ub-03i	41np-19h	50bk-03i	62zn-27r	72rf-11c	82sy-16i	92dh-04h
01yv-28b	12jL-00L	21wv-12f	31yt-03i	41sp-09t	50Le-17m	63ct-13r	72uv-18h	82zu-11L	92hx-15d
02az-19y	12od-25f	21xa-16k	32ar-28m	41uu-14p	50sg-08b	63fL-19h	72xz-24f	83ff-08v	92ke-09h
02dw-29c	12qs-14z	22jL-15n	32be-16i	41ws-18z	50st-01z	63hp-05u	72yp-00L	83gf-29g	92ow-06p
02ej-24z	12tc-12r	22kt-04s	32kL-15i	41ys-15q	50vi-12s	63kn-13x	73bs-01e	83he-02x	92tv-12r
02kb-28p	12wx-16k	22Lq-01z	32mv-17y	41zL-11L	50xe-26e	63qm-15d	73cz-12s	83Lh-26q	92vL-19i
02LL-03w	12yd-15r	22rj-04s	32nf-12f	42aw-28b	51fw-27L	63ur-17L	73eg-19h	83mt-12a	93ba-15y
02wf-25f	12zy-27w	22vd-03o	32pL-04u	42fu-24z	51Lq-09a	63xz-01r	73no-28m	83or-09f	93bk-12r
03hy-19L	13ee-19y	22zp-03o	32wj-29w	42oj-18i	51oc-08g	63yc-12f	73oL-27L	83po-29L	93em-18d
03iv-29g	13kc-15r	23az-16k	32yb-03o	42rh-12p	51py-26v	64jy-01e	73rt-05d	83qk-29c	93ja-15x
03jf-27q	13ru-01r	23gs-12p	33gn-05c	43ak-03i	51vc-02m	64ky-01t	73vg-24z	83ra-12f	93Lq-29r
03jt-15e	13sg-11c	23ki-09h	33kc-09c	43az-02s	51wy-15i	64my-17q	73ww-12r	83rp-15q	93mg-01p
03kz-27q	13wb-28u	23mo-13t	33Lz-16k	43ft-14y	52ct-26e	64vh-00u	73xo-27r	83vs-05n	93wj-11L
03ms-29L	14bp-13g	23oL-03i	33qj-17q	43ig-18d	52fv-12s	65ce-28u	74aq-29r	83wc-06w	93wv-00y
03of-04h	14hb-29c	23oo-00n	33qL-29c	43jn-12a	52pn-05c	65cq-01i	74eb-00n	84ab-29w	93zy-25w

03qh-22b	14im-25w	23vv-27e	34eg-09t	43La-00n	52qb-01e	65gx-01p	74fi-13y	84bw-28b	94cy-26q
03sb-27y	14mt-17y	24da-18j	34et-13r	43Lp-15i	52wo-26v	65nr-06w	74ii-18j	84fd-19L	94do-15q
03uL-22x	14uo-02d	24hu-19L	34kb-27v	43qe-18f	52zx-04s	65oz-02d	74mn-24k	84ga-15x	94ir-01p
03wm-18f	14yp-02f	24ma-09f	34oa-28b	43uL-09c	53bp-27e	65qs-29c	74mo-19i	84hr-09t	94mu-18z
03wy-22x	15bk-27v	24ph-06a	34ov-02s	43uu-05c	53iw-24L	66cx-24k	74sz-15q	84ik-02d	94qm-15y
04cx-00u	15ec-13t	24qa-13x	34qv-13f	44ec-29r	53nd-18i	66gc-19h	75kg-09c	84mL-08u	94xg-12p
04gc-26q	15nb-16i	24xa-22x	34vn-25w	44kd-27v	53sx-19L	66kx-15e	75mf-15j	84qw-11L	95jf-01t
04Lj-22j	15od-00u	24ya-27r	34wx-03w	44kj-02m	54yi-08z	66xz-09p	75mm-28u	84ud-28u	95Lp-27L
04qj-19L	15qi-09t	24zr-14y	34xL-11c	44Lv-17q	55ao-01t	66yz-15d	75px-27e	84xw-09c	95nm-00y
04tt-18z	15vx-28m	25ai-19L	34xm-01e	44nh-13t	55fs-19L	67ae-08b	75rL-09p	85aL-05u	95xn-22b
04wo-09p	15xm-13x	25cL-29g	34xz-15r	44nm-15i	55in-08g	67an-05n	76hc-13x	85er-08z	95yf-17m
05iw-00L	16au-08z	25dp-29c	34yk-17y	44nz-27w	55nb-15x	67hu-25h	76pt-17L	85gc-02m	96bz-19j
05mp-15e	16cv-18z	25gq-24k	34yt-08L	44tn-19i	55yx-09f	67hv-18f	77cv-12r	85ks-15i	96cn-04h
05nL-08b	16ki-08v	25hi-29L	34yx-12p	44xg-00n	56eq-14z	67ki-17p	77je-05n	85tf-28p	96js-01t
05oo-08g	16ob-08u	25ku-09p	34zm-17q	45at-14y	56Lz-27e	67rn-15q	77jj-03w	85ug-09t	96ow-13y
05tL-17p	16vu-19y	25mf-15q	35hy-06p	45gk-09a	56ry-14z	67wt-13r	77kr-02s	85xg-02d	96uk-26q
05ui-19L	17dy-18z	25om-11L	35ro-22j	45hs-08u	56tc-15x	67xc-13q	77sd-12r	85yr-27v	96yd-15j
06iy-05n	17ep-24g	25rx-24z	35rx-18d	45mn-18h	57ba-16k	67xt-03w	77sp-09p	85zr-27q	97ak-19r
06tt-08b	17gg-25h	25tr-09t	35ud-27w	45nt-27r	57bs-05u	67zx-19y	78hh-03w	86eh-24z	97dk-17y
06wj-29w	17ka-09c	25zx-02m	35wp-09p	45xm-29t	57cq-18h	68az-18z	78jc-02s	86ev-08z	97if-08L
07ah-12f	17ki-28u	26ef-27q	36au-14y	45zr-18c	57ee-18i	68ca-02d	79cy-03w	86kd-05c	97iz-00L
07dg-27w	17Lb-27v	26kp-00L	36cs-25f	46as-27r	57Lb-09h	68ko-19y	79ef-01e	86yf-26q	97ok-00L
07fs-12a	17Lu-24g	26kq-14x	36du-08v	46dk-28m	57nh-03w	68np-24z	79is-12q	87ao-17p	97pq-17p
07fu-08b	17rv-29r	26si-08z	36nw-09c	46ea-08b	57no-29w	68pj-03w	79iz-22b	87en-29c	97sx-28p
07iy-11c	17vw-04s	26uq-02s	36oo-00y	46en-25w	57rk-05q	68un-00L	79kf-01z	87eq-26v	97uc-05n
07ux-05d	18aw-08g	26xt-27q	36ta-17q	46ez-17n	57vp-26q	68xm-04s	79rb-09p	87fh-27e	97uf-04h
07vh-14y	18cL-28m	26yg-26q	36vz-22j	46hs-24g	58bt-29w	69az-01t	80aa-01h	87gd-25w	97uo-05d
08cL-03o	18hy-05q	27ba-24g	37ea-15r	46iz-18j	58fx-26e	69dL-19i	80cm-19j	87mj-15n	97zz-24L
08gx-19y	19dj-00L	27dd-08v	37hh-25w	46Lr-15y	58hj-17y	69kb-06p	80ej-27L	87rk-26t	98cf-01t
08kp-22x	19du-04s	27et-17p	37Lb-15n	46ru-13y	58jp-01p	69Le-27r	80ia-18d	87yo-12p	98dc-12p
08nL-13x	19ei-19y	27ku-09h	37Lo-03w	46sf-18d	58mr-14y	69mr-00y	80jj-06w	87yy-25h	98hx-15d
08sa-26v	19hh-13r	27pv-00y	37nv-15y	47ay-15r	58tz-28p	69qv-02m	80kh-26e	88cn-02d	98ig-05q
08sh-15n	19ju-05c	27rL-18j	37oL-24f	47cu-27e	58uc-17n	69sj-15n	80ko-17m	88ht-00n	98jf-27e
08xd-05d	19Lp-24k	27td-28b	37ts-06p	47de-29g	58uq-26e	69uo-22b	80nj-26v	88mv-03o	98Lq-18j
08xu-19h	19mk-18f	27ui-01p	37yd-22b	47hm-01r	59dn-05u	69wc-00n	80np-11c	88ri-19y	98pp-04h
08zL-17y	19pL-24L	28ev-19i	38em-12s	47jq-05q	59hg-29w	70bk-05q	80oL-27w	88uo-00L	98tL-05c
09ak-05u	19ry-28p	28fd-29g	38hn-04h	47po-27r	59mw-08v	70cs-19L	80pL-08L	88wy-09f	98wz-06w
09br-03e	19tk-09a	28hr-13t	38Lr-15y	47sL-14x	59np-15j	70je-05q	80sL-27L	89ag-00L	98za-02o
09cz-19j	19zp-12r	28qb-05d	38of-17m	48ev-15r	59ri-27v	70kh-15d	80uL-04s	89aq-08u	99bs-26q
09kz-09f	20gt-11L	28rd-18z	38rg-24k	48ey-15j	59rx-28b	70mx-28u	80vf-26e	89co-19L	99du-17n
09pi-28m	20gz-12s	29nj-25x	38vu-22j	48hm-17p	59sd-22x	70qn-29r	80vi-12f	89fc-12s	99ev-08L
09pm-09h	20hr-03i	29pa-08b	38ym-18i	48Li-27e	60ck-28p	70uw-18d	80wq-27v	89mL-17n	99fc-15y
09ve-15j	20mc-02o	29qc-01e	39af-08g	48nc-14x	60dh-11c	70ws-15q	81gd-27q	89wn-02s	99fy-19i

09wv-15x	20nu-27L	29vw-24f	39ak-03i	48ud-06p	60dv-17m	70yn-29L	81rc-18i	90hb-06p	99go-24L
09xg-18d	20pv-13r	29xg-27r	39jd-01z	48vf-02o	60eq-01z	70za-29L	81wg-28p	90jk-15x	99sg-24f
10je-17m	20tp-15e	30cz-27e	39nn-22j	49bk-09a	60es-09h	71ab-09c	81yp-16i	90mb-29w	99zs-08g
10Lg-05c	20xL-17L	30ef-27r	39qa-15j						

Sample Midway 1964 Moves Transition Alias Set 5 -- Searching Player Section

Locations to aliases

A1a -	A8i -	B8h -	C8g -	D8f -	E8d -	F8b -	G7i -	H7g -	I7e -
A8h	B8g	C8f	D8e	E8c	F8a	G7h	H7f	I7d	dummy
A1a-03w	A8i-08u	B8h-15e	C8g-01z	D8f-11c	E8d-03w	F8b-27e	G7i-09f	H7g-26v	I7e-15q
A1b-18j	B1a-12f	B8i-00L	C8h-19y	D8g-17m	E8e-24z	F8c-09a	G8a-15n	H7h-17n	I7f-15n
A1c-25w	B1b-15d	C1a-05q	C8i-29c	D8h-26e	E8f-27r	F8d-00n	G8b-02m	H7i-24z	I7g-18i
A1d-29L	B1c-26v	C1b-09h	D1a-24z	D8i-15q	E8g-15r	F8e-15y	G8c-15i	H8a-27w	I7h-01t
A1e-00L	B1d-01t	C1c-09c	D1b-03o	E1a-22x	E8h-15x	F8f-28u	G8d-29r	H8b-19i	I7i-00n
A1f-09f	B1e-01p	C1d-12r	D1c-00n	E1b-08v	E8i-27q	F8g-22b	G8e-05d	H8c-17m	I8a-13x
A1g-18z	B1f-28p	C1e-06p	D1d-05q	E1c-08b	F1a-22j	F8h-28p	G8f-04s	H8d-27e	I8b-28m
A1h-01p	B1g-18d	C1f-24g	D1e-04h	E1d-09p	F1b-29r	F8i-24k	G8g-16i	H8e-06w	I8c-13t
A1i-05u	B1h-29w	C1g-17q	D1f-24g	E1e-26q	F1c-27e	G1a-29c	G8h-09h	H8f-08u	I8d-13y
A2a-15j	B1i-16i	C1h-25f	D1g-29c	E1f-05q	F1d-08u	G1b-19L	G8i-22j	H8g-12s	I8e-24f
A2b-27q	B2a-05d	C1i-16i	D1h-29w	E1g-01e	F1e-26q	G1c-09f	H1a-08b	H8h-15d	I8f-09a
A2c-06p	B2b-14x	C2a-00u	D1i-27e	E1h-25h	F1f-25f	G1d-28m	H1b-27e	H8i-19y	I8g-24z
A2d-15n	B2c-01e	C2b-02s	D2a-08g	E1i-18i	F1g-19h	G1e-19j	H1c-01t	I1a-08v	I8h-29w
A2e-03w	B2d-22b	C2c-27v	D2b-29L	E2a-15e	F1h-29w	G1f-08z	H1d-18h	I1b-24g	I8i-26v
A2f-25w	B2e-08L	C2d-19i	D2c-18f	E2b-12f	F1i-27q	G1g-19h	H1e-22b	I1c-19i	X5a-06w
A2g-24k	B2f-13r	C2e-15d	D2d-19i	E2c-27e	F2a-17y	G1h-02d	H1f-19y	I1d-29r	X5b-03i
A2h-01z	B2g-17y	C2f-13t	D2e-26q	E2d-03w	F2b-08b	G1i-06w	H1g-02s	I1e-05c	X5c-27e
A2i-26e	B2h-15n	C2g-06p	D2f-02d	E2e-08u	F2c-24k	G2a-19L	H1h-01e	I1f-14z	X5d-02m
A3a-05d	B2i-19L	C2h-18f	D2g-00y	E2f-08g	F2d-13x	G2b-12p	H1i-17p	I1g-18i	X5e-14z
A3b-28b	B3a-15x	C2i-09t	D2h-28p	E2g-09t	F2e-18z	G2c-02o	H2a-17y	I1h-27v	X5f-16k
A3c-19L	B3b-17q	C3a-08b	D2i-29g	E2h-18h	F2f-25h	G2d-24z	H2b-05d	I1i-29w	X5g-15y
A3d-24z	B3c-15r	C3b-15i	D3a-18z	E2i-09c	F2g-22j	G2e-15e	H2c-26e	I2a-05u	X5h-15d
A3e-01t	B3d-09p	C3c-27r	D3b-04s	E3a-11c	F2h-29w	G2f-28u	H2d-03w	I2b-09p	X5i-26q
A3f-17L	B3e-08g	C3d-09c	D3c-08b	E3b-29w	F2i-06w	G2g-15n	H2e-12s	I2c-15r	X6a-27q
A3g-19h	B3f-27L	C3e-17n	D3d-05q	E3c-19i	F3a-22b	G2h-26q	H2f-28m	I2d-04s	X6b-11L
A3h-17q	B3g-25w	C3f-15r	D3e-19i	E3d-15d	F3b-03o	G2i-27v	H2g-12a	I2e-04h	X6c-18h
A3i-02d	B3h-19h	C3g-09t	D3f-15n	E3e-24L	F3c-15y	G3a-09f	H2h-29w	I2f-24k	X6d-00y
A4a-01z	B3i-26e	C3h-22x	D3g-03i	E3f-00L	F3d-11c	G3b-03o	H2i-17q	I2g-25w	X6e-18j
A4b-09f	B4a-17m	C3i-00L	D3h-01p	E3g-05c	F3e-25h	G3c-09a	H3a-22x	I2h-11c	X6f-12s
A4c-27e	B4b-03i	C4a-19y	D3i-15i	E3h-29c	F3f-09c	G3d-27r	H3b-13t	I2i-05n	X6g-24f
A4d-09p	B4c-26v	C4b-15q	D4a-09p	E3i-08z	F3g-27v	G3e-19i	H3c-17n	I3a-18f	X6h-05u

A4e-00y	B4d-24k	C4c-15i	D4b-08z	E4a-06w	F3h-00u	G3f-16i	H3d-17L	I3b-27L	X6i-11c
A4f-00u	B4e-27L	C4d-08g	D4c-26e	E4b-24k	F3i-29r	G3g-17q	H3e-12r	I3c-17p	X7a-29L
A4g-09c	B4f-15e	C4e-04h	D4d-03w	E4c-14x	F4a-12f	G3h-03w	H3f-19y	I3d-18d	X7b-19L
A4h-17p	B4g-08v	C4f-29r	D4e-01t	E4d-00L	F4b-27w	G3i-05u	H3g-09c	I3e-12p	X7c-13t
A4i-03o	B4h-05u	C4g-18d	D4f-24g	E4e-15x	F4c-18d	G4a-13x	H3h-13r	I3f-18h	X7d-12r
A5a-14x	B4i-22b	C4h-17m	D4g-11L	E4f-18f	F4d-19L	G4b-09h	H3i-12f	I3g-27r	X7e-05c
A5b-17y	B5a-26v	C4i-28p	D4h-08b	E4g-27w	F4e-13y	G4c-03i	H4a-28p	I3h-24k	X7f-08u
A5c-18j	B5b-29g	C5a-19L	D4i-12p	E4h-08v	F4f-29c	G4d-26v	H4b-27q	I3i-04s	X7g-15j
A5d-27L	B5c-24g	C5b-17p	D5a-22x	E4i-11L	F4g-08g	G4e-19L	H4c-09a	I4a-02m	X7h-25h
A5e-05q	B5d-09c	C5c-08z	D5b-29c	E5a-29w	F4h-28u	G4f-08v	H4d-18d	I4b-16k	X7i-02d
A5f-01r	B5e-15x	C5d-02s	D5c-15j	E5b-27r	F4i-25h	G4g-03w	H4e-00L	I4c-08g	X8a-08g
A5g-15i	B5f-19y	C5e-29w	D5d-15y	E5c-14z	F5a-29g	G4h-06w	H4f-09t	I4d-01e	X8b-27r
A5h-19y	B5g-04h	C5f-15x	D5e-01t	E5d-28u	F5b-00L	G4i-25w	H4g-02s	I4e-28p	X8c-27L
A5i-28u	B5h-19h	C5g-03i	D5f-13r	E5e-06p	F5c-28m	G5a-18d	H4h-05n	I4f-28m	X8d-01z
A6a-00u	B5i-29L	C5h-14y	D5g-25f	E5f-13x	F5d-19j	G5b-01e	H4i-19L	I4g-22j	X8e-02o
A6b-18j	B6a-28b	C5i-15i	D5h-18z	E5g-11c	F5e-17p	G5c-18i	H5a-09h	I4h-27r	X8f-12r
A6c-17q	B6b-27r	C6a-28m	D5i-17m	E5h-09p	F5f-02o	G5d-15j	H5b-26q	I4i-05c	X8g-22j
A6d-19h	B6c-01r	C6b-18z	D6a-02o	E5i-12a	F5g-15r	G5e-24L	H5c-24L	I5a-12a	X8h-01r
A6e-15y	B6d-05n	C6c-19L	D6b-09c	E6a-19y	F5h-09h	G5f-18z	H5d-22b	I5b-18j	X8i-02m
A6f-27v	B6e-27e	C6d-15q	D6c-02m	E6b-16k	F5i-09t	G5g-17L	H5e-01p	I5c-09p	dummy-03e
A6g-29r	B6f-24L	C6e-17n	D6d-12s	E6c-27w	F6a-19h	G5h-26e	H5f-04s	I5d-02s	dummy-25x
A6h-16k	B6g-14y	C6f-27v	D6e-25w	E6d-00L	F6b-05c	G5i-27w	H5g-28b	I5e-12p	dummy-18c
A6i-02d	B6h-24f	C6g-11L	D6f-11L	E6e-17y	F6c-12s	G6a-03o	H5h-03w	I5f-28m	dummy-01h
A7a-14y	B6i-27v	C6h-13x	D6g-12p	E6f-12r	F6d-28u	G6b-13x	H5i-01r	I5g-15y	dummy-19r
A7b-24z	B7a-08g	C6i-28p	D6h-05q	E6g-22j	F6e-00y	G6c-14x	H6a-25f	I5h-12f	dummy-02f
A7c-12s	B7b-01p	C7a-04h	D6i-15n	E6h-14z	F6f-12f	G6d-27L	H6b-17n	I5i-26q	dummy-13f
A7d-18j	B7c-01z	C7b-09t	D7a-05n	E6i-09f	F6g-18f	G6e-15j	H6c-08g	I6a-08b	dummy-13q
A7e-18d	B7d-02s	C7c-25h	D7b-00y	E7a-00u	F6h-15q	G6f-00L	H6d-00n	I6b-00L	dummy-02x
A7f-18z	B7e-29r	C7d-06p	D7c-26e	E7b-00n	F6i-29c	G6g-09p	H6e-05u	I6c-14y	dummy-27y
A7g-08L	B7f-17y	C7e-18j	D7d-17m	E7c-08u	F7a-27q	G6h-00u	H6f-05c	I6d-01e	dummy-06a
A7h-27e	B7g-06p	C7f-01z	D7e-12r	E7d-29L	F7b-29g	G6i-26v	H6g-13r	I6e-17m	dummy-29t
A7i-11L	B7h-02d	C7g-28p	D7f-09a	E7e-11L	F7c-02m	G7a-15e	H6h-17y	I6f-17q	dummy-12q
A8a-00L	B7i-12f	C7h-18i	D7g-00n	E7f-27w	F7d-05d	G7b-17y	H6i-28b	I6g-12p	dummy-03t
A8b-16i	B8a-17p	C7i-15x	D7h-28b	E7g-14y	F7e-05n	G7c-27r	H7a-26q	I6h-05u	dummy-13g
A8c-05c	B8b-03i	C8a-24f	D7i-08z	E7h-13r	F7f-15r	G7d-27q	H7b-13t	I6i-08L	dummy-14p
A8d-24f	B8c-15x	C8b-09f	D8a-19j	E7i-27L	F7g-15q	G7e-09h	H7c-29g	I7a-03o	dummy-01i
A8e-04h	B8d-15q	C8c-13y	D8b-24f	E8a-05c	F7h-15j	G7f-11c	H7d-24g	I7b-14y	dummy-26t
A8f-16k	B8e-15d	C8d-05c	D8c-05q	E8b-22x	F7i-08v	G7g-12p	H7e-15y	I7c-27r	dummy-15c
A8g-03w	B8f-04s	C8e-08L	D8d-27r	E8c-04s	F8a-19L	G7h-08g	H7f-03i	I7d-12r	dummy-04u
A8h-17L	B8g-28b	C8f-12s	D8e-02s						