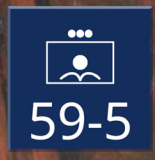
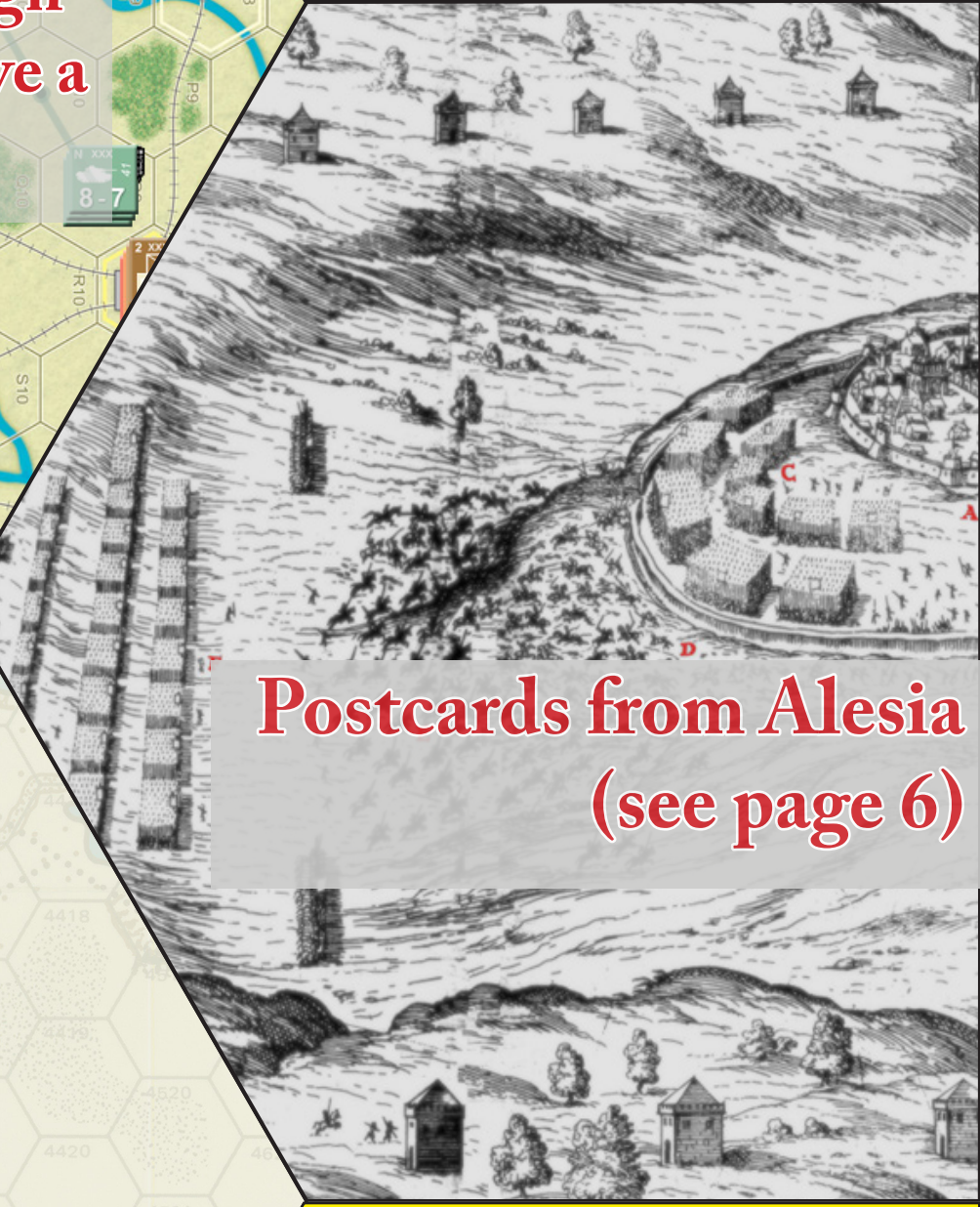


THE KOMMANDEUR



The Russian Campaign tournament -- we have a winner! (see page 5)



Postcards from Alesia (see page 6)

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AHIKS elections: the results are in. (see page 3)

President's Report



George Phillies

We have had elections. Congratulations to the winners!

- President: George Phillies
- Vice President: Randy Heller
- Treasurer: Nick Sarwark
- Rating Officer: Dave Bergmann.
- Secretary: Mike Dyer.
- Judge: Chester Hendrix.
- Match Coordinator: Mark Palmer.
- Editor: Luiz Cláudio Silveira Duarte

Vote totals are on page 3.

Occasional displays of our flier, coupled with 'would you like to find more opponents' statements, on social media sites continue to bring in new members. When I became President, four years ago, we had not-quite-400 members receiving The Kommandeur by email. We are now quite close to one thousand members, making us by a considerable margin the largest board wargaming club in history. (The old International Federation of Wargaming apparently peaked at around 450 members.)

I occasionally do a little outreach, putting up our flier and a few words on various FaceBook wargaming sites. We are gaining new members who say that they saw us on FaceBook, or heard about us through word of mouth. All of you, please keep up the good work.

We have a Discord site, so we could sponsor open voice discussions using the Discord meeting arrangements. You would have to belong to Discord and be on the AHIKS server to participate. To join the discord site, email me (phillies@4liberty.net) and I will send you an invite.

I mention my *Empire in Arms* game. We are now almost at the end of May 1808. Spanish forces

We are trying to launch a new set of tournaments. What games would you like to play, all against all or whatever?

Send your answers, or "not interested in a tournament right now" to our President, phillies@4liberty.net.

have conducted a strategic advance on previously held positions close to the Spanish border. Fortunately, neutral England owns a segment of southern France, so if the French want to advance toward Spain, they do so on a corridor that is only one province wide. My army took very severe losses during ill-advised expeditions toward Paris and into Southern France, so I am trying to avoid battle while my forces recover. Proper recovery will take several years. France has indicated that it may choose to invade Spain to take me out of the game, which -- since the French Army is several times as large as mine -- approaches being someplace between inevitable and highly entertaining.

As before, if anyone is interested in PBeM of *Space Empires IV* or interested in *Stellar Conquest* (variant rules: no counter count limits; much longer game than 44 turns), please speak up. ✂

New members list

#2458 Clive Ward
Sheffield, UK

#2459 Richard Horecki
Eau Claire, WI

#2460 Sam Simmerman
North Canton, OH

#2461 Dennis Stamey
Katy, TX

#2462 Yung Jun
Kuala Lumpur, Malaysia

#2463 Lewis Buttery
Lockport, NY

#2464 Silverio Scoppio
Lanciano, Italy

#2465 Christopher Davis
Stratford, CT

#2466 Tim Moore
West St. Paul, MN

-- Mike Dyer

Election results



George Phillis

The election results are in.

Candidate	Office	Votes
George Phillis	President	31
Randy Heller	Vice-President	30
Mike Dyer	Secretary	31
Nick Sarwark	Treasurer	31
Luiz Cláudio Silveira Duarte	Editor	31
Chester Hendrix	Judge	31
Mark Palmer	Match Coordinator	31
Dave Bergman	Ratings Officer	31

Congratulations to the winners! ✂

Thanks for your vote of confidence!

-- Luiz Cláudio

Recruitment Drive

- on FaceBook, group AHIKS:
<https://www.facebook.com/groups/325514860869039>
- on MeWe, group AHIKS - board wargaming club:
<https://mewe.com/group/5fbe62d1c057695a0af5557e>
- on Discord, channel AHIKS (you need an invitation to join):
<https://discord.com/channels/734148819851149434/791382991817146408>

Please use the wargaming-related sites that you know to recruit new members.

Vol. 59, n. 5 - October 2024

The AHIKS Kommandeur, magazine of AHIKS, is published bimonthly (on even-numbered months) and sent electronically to all members, free of charge.

AHIKS is an international society of mature adults who play historical simulation games by email and mail. AHIKS is an organization of amateurs, staffed by volunteers, and is not affiliated with any game company or publisher.

We do not accept advertising. We do accept “ad trades” on an issue-for-issue basis with other publications and organizations. Direct inquiries to the Editor.

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Submissions

We invite you to submit content for publication.

Text files must be submitted in editable formats, such as DOCX, RTF, TXT, MD, HTML. **Do not** send in PDF, PUB, and the like. All image files must be submitted separately, either in JPG or in PNG formats.

Articles will be accepted at any time, though submission of an article does not guarantee its publication. News items will be accepted if received in sufficient time to allow production schedules to be met. Regular deadlines are on the 20th of each odd-numbered month.

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

Submissions for the next issue (vol. 59, n. 6) must be received by November 20th, 2024.

Reaching out

Send your small ads and local group details to be published here.
Just drop an e-mail to editor@ahiks.com.

Small Ads

- Mark Gorski (markgo_00@yahoo.com) is interested in selling part of his collection of games and magazines. You can contact him for the full list, which includes many S&T, Command, and Wargamer issues.
- Steve Foren (screamingeagle_101@yahoo.com) is also selling several games; please contact him for the complete list.

Local groups

- Luiz Cláudio, our Editor, will gladly host games in his beach house at Pontal do Paraná, Brazil, near Curitiba. You may contact him at lc@lcduarte.com.
- Steve Foren (screamingeagle_101@yahoo.com) sent this: "I would love to host a local strategy game group at my house once a month or so. I have two tables that can each hold one large game or two smaller ones, though it would be difficult to leave anything set up unless we are playing back to back nights. I live in Camarillo, CA. Hope to hear from some local folks!" ✂

Fassio Award

The Mark A. Fassio Award is given annually for the best article printed in *The Kommandeur* in the prior year, for this round 2023.

The Award Winner receives \$50 and a plaque with his or her name on it. Members will nominate, while the Officers will choose the winner. Officers are not eligible to win.

Send your nominations to Vice President Randy Heller, rg heller50@aol.com.

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.

Elected Officers

President/Publisher: George Phillies. 48 Hancock Hill Drive, Worcester MA 01609. 508-754-1859 phillies@4liberty.net

Vice-President: Randy Heller. 113 Tolend Rd, Barrington, NH 03825. rg heller50@aol.com

Treasurer: Brian Stretcher. 117 Camellia Trail, Brevard, NC 28712. 828-774-8654 doctorlaw@juno.com

Rating Officer: Dave Bergmann. 429 Countryside Circle, Santa Rosa, CA 95401. opusone1945@sonic.net

Secretary: Mike Dyer. Nakhon Nayok, Thailand. porkbelly00@gmail.com

Judge: Chester Hendrix. Chester Hendrix cehendrix@sbcglobal.net

Match Coordinator: Mark Palmer. 113 Warm Wood Lane, Apex, NC 27539. remlap919@outlook.com

Editor: Luiz Cláudio Silveira Duarte. Pontal do Paraná, PR, Brazil. +5561-99173-4906 lc@lcduarte.com

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Multiplayer Coordinator: Jeff Miller. 263 Buchert Road, Gilbertsville, PA 19525. 610-367-8209 blachorn1@gmail.com

Unit Counter Pool: Brian Laskey. 162 Hull Street, Ansonia, CT 06401. 203-732-1009 raftman666@gmail.com

Game Design Bureau: Jeremy Rowley. jerowley@yahoo.com

Membership Recruitment Officer: Open

Social Media Coordinator: Open

VP's Corner



Randy Heller

Jon Edwards has defeated John Ohlin in the final round of the AHIKS *The Russian Campaign* 500 Tournament. Jon is to be awarded the \$500 cash prize.

Jon's Axis forces eliminated Stalin and accompanying Soviet combat units in Moscow during the Sept/Oct '41 game-turn, which was a clear weather turn. A less than optimal Soviet setup in the Kiev Military District was capitalized

upon by Jon, and John's Soviet forces were unable to recover.

The tournament had 17 participants at start. Final win/loss distribution resulted in 2 more Soviet wins than Axis wins, which likely reflects upon a competitive and balanced scenario.

Thank you to all who chose to participate and congratulations to Jon Edwards for a well deserved victory. ✂

The German attack on Moscow.



Postcards from Alesia



Mike Dyer

Caesar – Epic Battle of Alesia! This was the first serious wargame that I played as a youngster. I still possess the same battered copy, purchased by my elder brother from a toy store in Hong Kong back in the 1970's. Drawn in as we were by Al Eckman's spectacular cover art, the map boards and rules proved to be no less exciting and the gameplay truly epic. At my tender age I can well recall my reluctance to play the part of the Romans. No! Not with that terrifying horde of barbarians approaching from all directions!

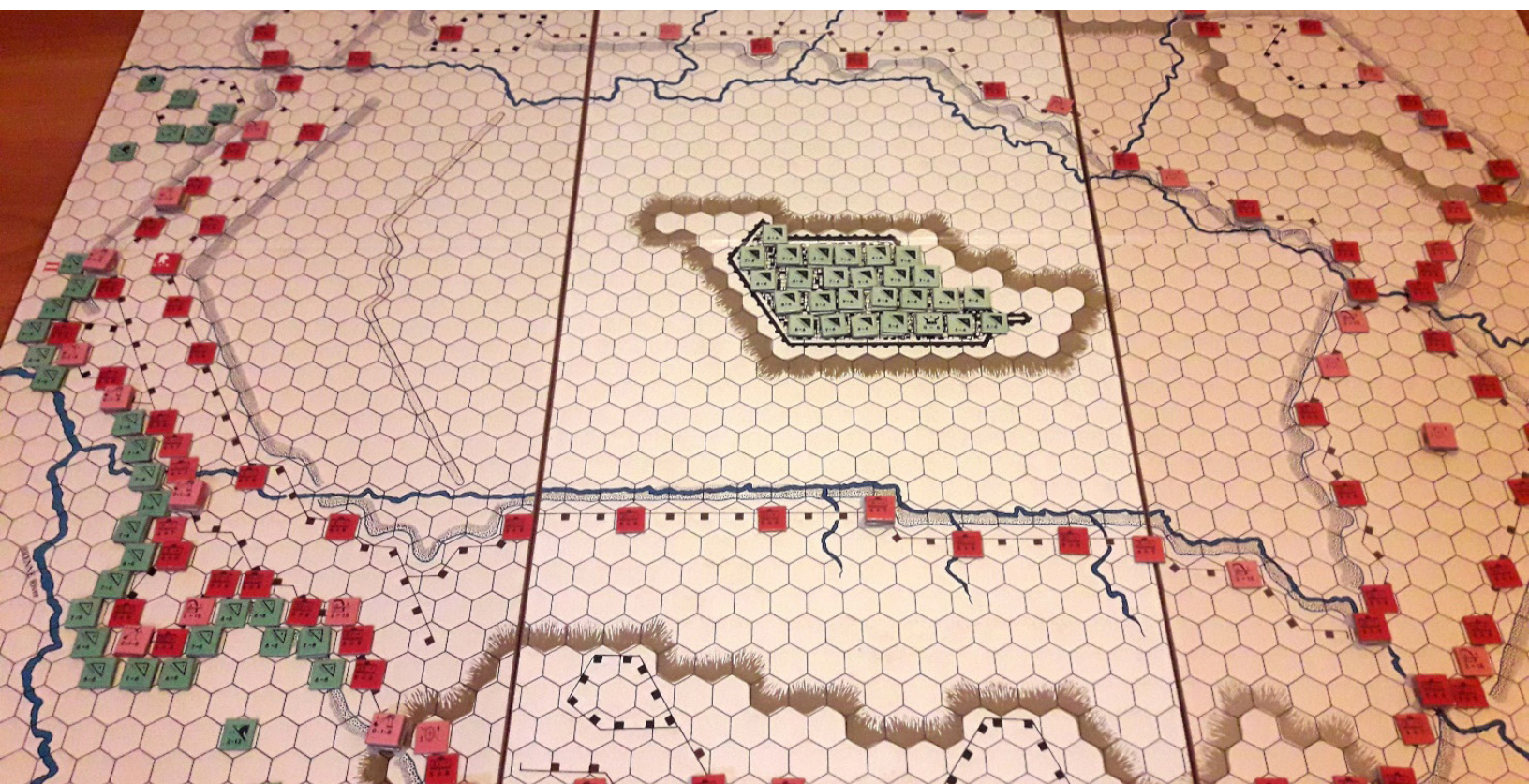
Avalon Hill's *Caesar* reflects the unique situation of the siege of Alesia admirably. Between experienced players one finds it nicely balanced, with entirely different challenges presented to both sides. Even decades later I still find this an enjoyable gaming experience, and one that can be comfortably concluded in a long afternoon. But, in my opinion, the great appeal to gaming Alesia is the spectacle of the formidable Gallic army assaulting those vast Roman fortifications. The game provides a wonderful appreciation for the

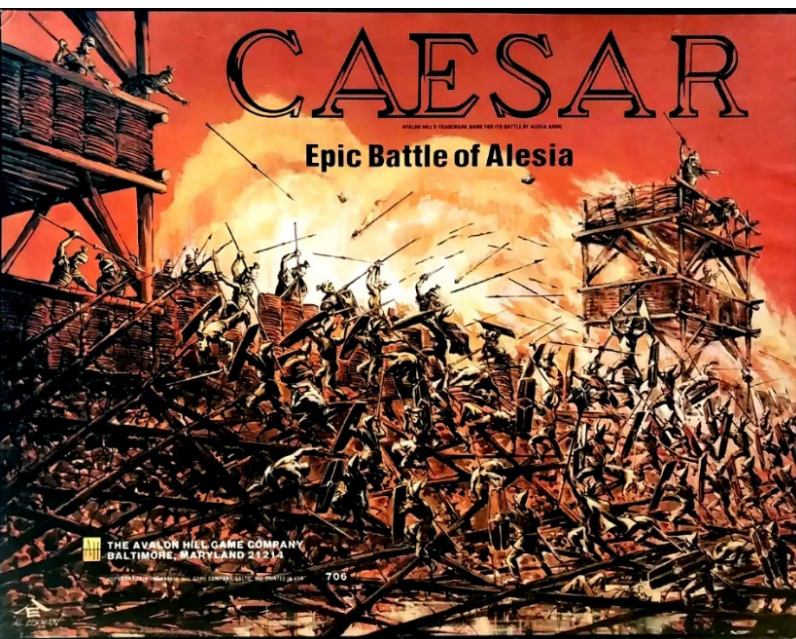
capabilities of the Roman military engineers, and the tactical genius of the Roman commander.

The board below shows the start of a game I have in progress against fellow AHIKS'er Erica Snarski. Erica's Roman setup is strong and I can see no obvious gaps in the perimeter, but, she mentions, *"I have a bad feeling about this. I could really use a few more forts... and also another legion."*

My Gauls have just begun their first assault from the south-west, and they do so in large numbers. This attack falls against the strongest part of the line and will be hard fighting, but the plan is to keep this area busy and try to capture the old Roman camps that loop out to the west.

More importantly, the Gauls are trying to draw in more Romans from the weaker areas of the line. There are plenty of Gauls to spare. Only half of the Gallic army is on the board at this stage. The rest are 'out there' circling the defenses, ready to attack from some other direction as soon





as the lines start to thin.

Vercingetorix, with his own considerable army, will sally forth from the city to join this second assault. With luck, a breach will be made and the Roman line will split and crumble. To win, the Gallic leader need only exit the board, but he must do so carefully, staying well clear of the ranged missile fire from the Roman forts. Any Roman piece that can reach him means automatic capture and a victory for Caesar!

Revisiting Alesia with Andrea Palladio (1575)

Having an opportunity to get this game back on the table has also reminded me of the works of the 16th century Venetian artist, Andrea Palladio. I thought it might be interesting to introduce readers to his work by sharing Palladio's illustrations of this particular battle.

Andrea Palladio was a skilled architectural draftsman with a clear interest in military history, particularly the ancient military texts of Julius Caesar. In 1575, Palladio published Italian translations of the military writings of Caesar's "Gallic War" and "Civil War" and illustrated the texts with numerous plates, presenting the various battles using panoramic three-dimensional visuals.

Interestingly, in his own preface to "The Gallic War," Palladio describes his efforts to convey an understanding of the Roman

formations and battle tactics through organized re-enactment of the situations described in the texts. With that purpose in mind, when the engravings are viewed alongside Caesar's own colorful first-hand descriptions, it is certainly no great leap to imagine the battle being set up and played out, perhaps on a sand-table with miniature figures!

In regard to the historical value of the artwork it should be noted that Palladio's understanding of the Roman military system was a bit clumsy, often confusing the period of Julius Caesar with the earlier times of Scipio, or even with that of the Byzantine leader, Belisarius, from centuries later. Such ahistorical errors reverberate through Palladio's images, where one sees Roman legions and Gallic warbands in formations that bear more resemblance to the pike squares of the Thirty Years War! Given the age of the work one can be understanding of these charming anomalies in the details and simply enjoy the panoramic spectacle.

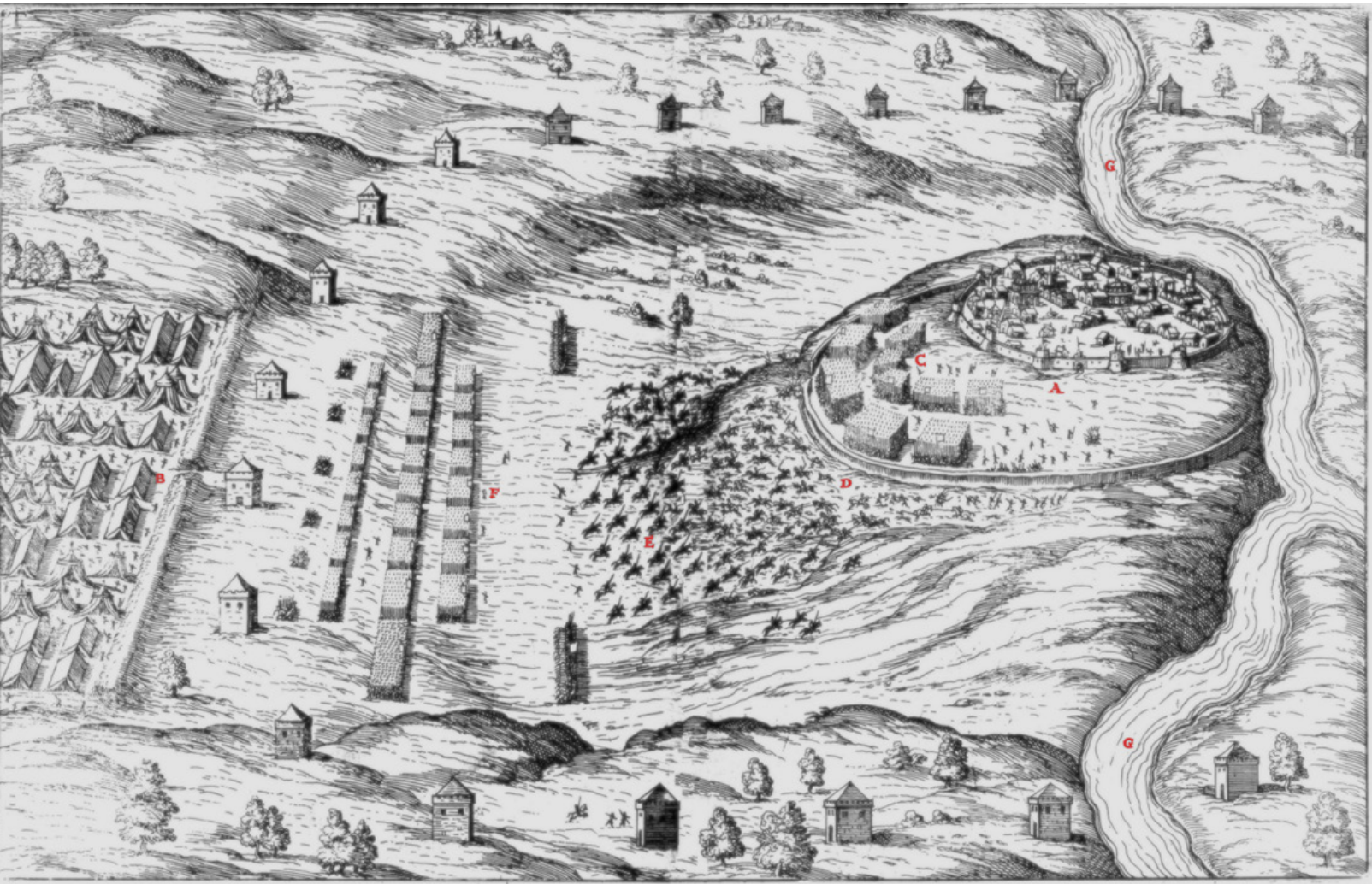
References

Palladio's Italian translation contains over 40 plates illustrating the text of Caesar's work. For those interested in viewing more of these images, several original copies of the 1575 printing of 'The Gallic War', in various states of disrepair, have been scanned and preserved on the Internet Archive, e.g.:

https://archive.org/details/icommentaridicgi00caes_0

Paperback reproductions of the book "*La Guerra Gallica*" are still in print from BUR (Biblioteca Universale Rizzoli). The books are inexpensive but resolution of the illustrations has of course, suffered somewhat through the reproduction.

I am also aware that Andrea Palladio created an additional work, based on the writings of the Greek historian Polybius, containing dozens of engravings detailing the Punic Wars. Unfortunately, the only known surviving copy lies within the depths of the British Museum in London where, like so many artifacts secured by that organization, it is not easily available for public viewing.



Key to Andrea Palladio's engravings for the Siege of Alesia.

Plate T – Vercingetorix Retreats into Alesia

A The City of Alesia.

B Caesar's camp.

C The Gallic army, camped on the hillside below the city.

D Defensive ramparts which the Gauls built on the hillside below Alesia.

E The initial battle between Caesar's cavalry and that of the Gauls.

F Caesar's legions advance to support his cavalry.

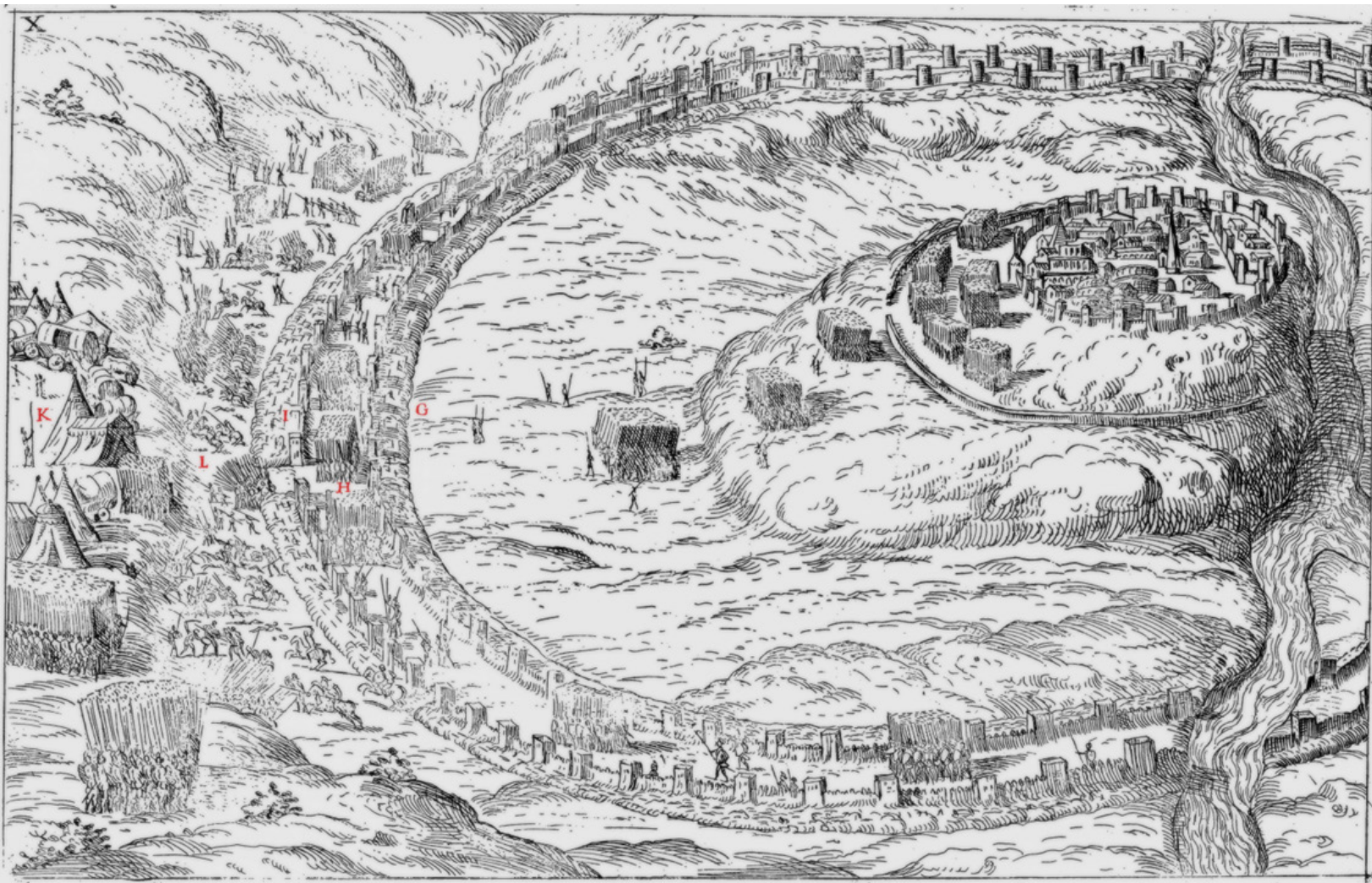


Plate X – Day One of the Siege

G The inner line of Roman fortifications facing Alesia.

H The area between the fortifications, where the Roman army is camped.

I The outer line of Roman fortifications, facing the Gauls arriving to relieve the city.

K The camp of the Gallic relieving army.

L The initial battle joined between the two armies. The Gauls assault on a front a mile wide.

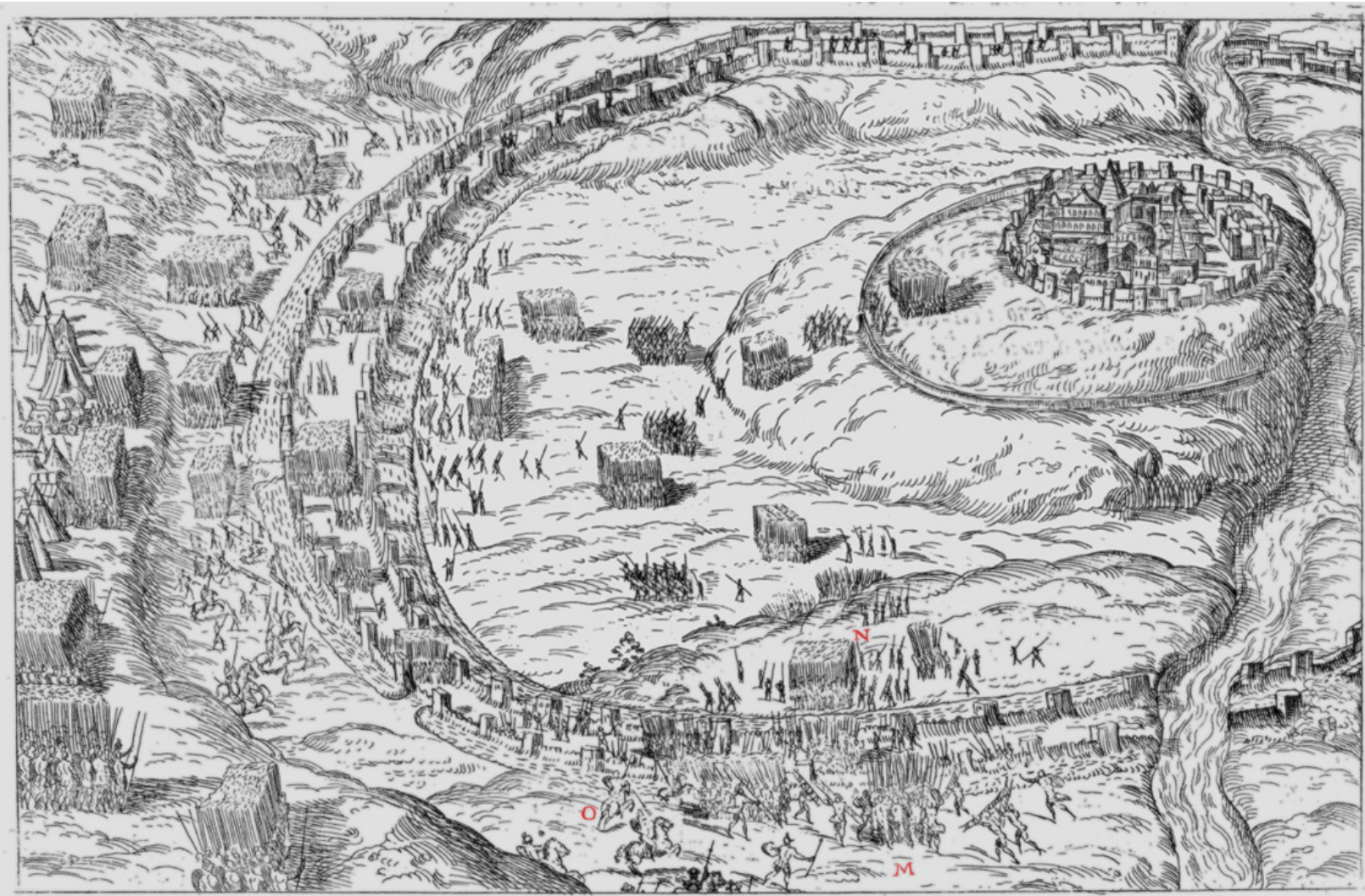


Plate Y – Day Two of the Siege

M High ground is captured by the Gauls overlooking the Roman fortifications.

N Gauls from Alesia leave the city to attack the inner line of fortifications.

O Caesar's Horse leaves the fortified lines and circles behind the hills to attack the enemy from the rear. ✂

Open Match List



Mark Palmer

Game	Publisher	Player	Format
1813: Napoleon's Nemesis	Europa Simulazioni	Erica Snarski (1251)	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
Aces High	Simulation Games	Bryan Jones (2416)	VE
ACW Brigade Series	MMP	Aaron Kulkis (1983)	
Admiral's War	Canvas Temple	Jan Vanderveken (2286)	VE
Advanced Squad Leader	AH	Frank Kelly (2405)	VE
Advanced Squad Leader-Campaign	AH	Jeff Miller (1303)	VE
Advanced Third Reich	AH	Mike Scott (1555)	E
Afrika Korps	AH	Omar Dewitt (44)	V
Afrika Korps	AH	Randy Heller (1007)	FTF
Afrika Korps	AH	Enric Herrera (2422)	
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
Arab Israeli War	AH	Dennis Sheppard (804)	VE
Ardennes Offensive	SPI	Hugh Smithers (2313)	VE
Assault on Cyprus	AH	Chris Hyland (1234)	VE
A Time for Trumpets	GMT	Jeff Miller (1303)	VE
Autumn for Barbarossa	MMP	John Trosky (1554)	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
Battle for Germany	SPI	Erica Snarski (1251)	VE
Battle for Jerusalem	SPI	Erica Snarski (1251)	VE
Battle of Austerlitz, Dec. 2, 1805	SPI	Erica Snarski (1251)	VE
Battle of the Bulge	AH	Don Lazov (1981)	V
Bitter Woods	Compass/L2	Hugh Smithers (2313)	VE
Bitter Woods	Compass	Randy Heller (1007)	FTF
Blitz	Compass	Jim Lauffenburger (2191)	VXE
Bloody 110	COA	Aaron Kulkis (1983)	FVL
Blue and Gray: any title in the series	SPI	Joe Grills	VE
Blue Water Navy	Compass	James McCormack (2369)	VE FTF

Borodino	SPI	Erica Snarski (1251)	VE
Cedar Mountain	SPI	Peter Hansen (2129)	V
Chickamauga	SPI	Omar Dewitt (44)	V
Cobra	SPI	Randy Heller (1007)	FTF
Downfall of Empires	Do-It Games	Erica Snarski (1251)	VE
Downfall of the Third Reich	Do-It Games	Erica Snarski (1251)	VE
Downfall: Conquest of the Third Reich, 1942-1945	GMT	Steven Anderson (2139)	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)	VE
Fire in the Lake: Sovereign of Discord expansion	GMT	Dan Carey (1716)	VE
Fire in the Sky (1999)	Phalanx	William Marcy (1761)	VTE
Flat Top	AH	Paul Koenig (1577)	V
Flying Colors	GMT	Thomas Ten Eyck (826)	E
Forgotten Legions	Compass	Erica Snarski (1251)	VE
For the People	GMT	John Vogel (2428)	VFL
Fury in the West	Battleline/AH	Erica Snarski (1251)	VE
Gallipoli	GMT	Ivan Kent (2133)	V
Great War In Europe	GMT	Mike Kettman (1067)	VE
Great War in Europe Deluxe	GMT	Mike Kettman (1067)	VE
Great War in Europe Deluxe	GMT	Terry Gallion (2044)	V
Grenadier	SPI	Charles Sutherland (1804)	VE
Guns of August	AH	John Trosky (1554)	VC
Hitler's War	AH	Erica Snarski (1251)	VE
Hitler's War	AH	Jan Vanderveken (2286)	VE
Illusions of Glory	GMT	Pete Steele (2219)	VE
Invasion of Malta, 1942	AH	Chris Hyland (1234)	VX
Invasion of Russia, 1812	Europa Simulazioni	Erica Snarski (1251)	VE
Island War	SPI	Erica Snarski (1251)	VE
Jerusalem	SDC	Erica Snarski (1251)	EP
Kadesh Command		Erica Snarski (1251)	VE
Kasserine	GMT	Rob Franz (2277)	VS
Knights of the Air	AH	Jeff Miller (1303)	VE
Korea	SPI	Erica Snarski (1251)	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
Little Round Top	AH	John Trosky (1554)	VC

Lion of Ethiopia	Command/XTR	Erica Snarski (1251)	VE
Luftwaffe	AH	Sidney Bodine (2431)	VE
Midway	AH	James McCormack (2369)	VE FTF
Midway	AH	Bruce Warren (2293)	FTF
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 (1251)	VE
Napoleon at War Quad - Quatres Bras	SPI	Don Lazov (1981)	V
Normandy 44	GMT	Don Deacon (2241)	VE
NATO: Cold War Goes Hot	Compass	Giovanni Faisca (2178)	VEL
No Retreat: North Afrika	GMT	Jerry Wong (1974)	FV
North Africa	MMP	John Trosky (1554)	VC
Old School Tactical: Module 1 or 2	FPG	Philippe Hody (2453)	VE
Pacific War	VG	Jeff Miller (1303)	VE
Panzer	GMT	Bryan Jones (2416)	VE
PanzerArmee Afrika	SPI/AH	Erica Snarski (1251)	VE
Panzer Battles	MMP	John Trosky (1554)	VCS
Panzer Grenadier	AP	Carl Wolf (1992)	V
PanzerGruppe Guderian	AH	Enric Herrera (2422)	
Panzer Leader	AH	Art Dohrman (1551)	VEF
Paths of Glory	GMT	Pete Steele (2219)	VE
Phalanx	SPI	Erica Snarski (1251)	VE
Proud Monster	XTR	Edson Ramos (1989)	P
Punic Wars	SPI	Erica Snarski (1251)	VE
Pursuit of Glory	GMT	Pete Steele (2219)	VE
Rebel Sabres	TSR	Peter Dunn (2235)	V
Rise and Decline of the Third Reich	AH	Bruce Warren (2293)	FTF
Roads to Leningrad	GMT	Tom Thorsen (470)	VE
Russian Campaign	Jedko Games	Peter Dunn (2235)	V
Russian Campaign	AH	Enric Herrera (2422)	
Russian Front	AH	Martin Kerslake (2011)	V
Russian Front	AH	Jan Vanderveken (2286)	V
Sixth Fleet	SPI	James McCormack (2369)	VE FTF
Soldiers	SPI	Stephen Chin-Quee (1784)	VXESL
South China Seas	CMP	Mike Ricotta (2004)	VXE
SPQR	GMT	Justo Perez (2009)	FV
Storm Over Jerusalem	MMP	Erica Snarski (1251)	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	GMT 5th Edition	Jack Dempsey (2454)	VE
The Russian Campaign	AH	Bruce Warren (2293)	FTF
The Tide At Sunrise	MMP	Nick Rusch (1913)	V-E-L-X
The U.S. Civil War	GMT, 3rd Ed, 2nd Print, 2024	Jeff Carroll	VE
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
To The Green Fields Beyond	SPI	John Trosky (1554)	VCS
Traces of Hubris	VUCA Simulations	Al Vannoy (2455)	E-FTF
Traces of War	VUCA Simulations	Al Vannoy (2455)	E-FTF
Turning Point: Stalingrad	AH	Jan Vanderveken (2286)	VE
Twilight Struggle	GMT	Jeff Miller (1303)	VE
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
Waterloo	AH	Omar Dewitt (44)	VE
Winter War	SPI	Erica Snarski (1251)	VE
Wooden Ships and Iron Men	AH	Peter Dunn (2235)	VD
WWII	SPI	Erica Snarski (1251)	VE

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	

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,…”

Multiplayer Info



Jeff Miller

Hi Gang,

No new starts to announce this time – however we do have a few that are close.

I will most likely add in a few more that I would have an interest in but not in time to get this turned in for publishing.

Feel free to drop me a note if you have an interest in a certain game and I will be happy to add it to the list.

Remember you can always check the online list on the website to see what is current in between the K coming out.

As a reminder the one huge advantage to AHIKS multi-player games is that I have yet to see a game end due to an opponent just disappearing.

And in cases where real-life throws a serious curveball, which has happened a couple of times, we have been able to find someone to step up to help finish the game.

The question is, do you have what it takes to beat multiple opponents at the same time? 😊

As expected, I failed to avoid the auction at WBC and ended up picking up about 14 games – great prices but now to fit them in.

And then there was the GMT 50% off sale for P500 orders – sigh.... I need more free time for gaming! 😊

Okay now the current games.

A Distant Plain

Coalition - Extended Scenario – Prop Card 4

The balancing act continues, although I do need a bit more balance towards the coalition!

The Taliban has surged to 17 with the terrorizing and intimidation of innocent civilians

The Warlord threat has been reduced; uncontrolled population is down to 6! Also due to, at least in part, to the Taliban surge.

The Government has pushed to 32, and while I do support the lawful [and more or less just] government there is a might to much corruption for us to allow them to have full control.

We need to change more of these lands to supporting us! Hearts and Minds as it were.

Ancient Civilizations of the Inner Sea **Troy – Epoch I Turn 2**

Well, we are off and running.

The first turn was mostly peaceful expansion, although Rome seems to have some influence with the gods.

Things like volcanoes seem only to impact the other peaceful nations, while leaving Rome unscratched! 😊

I did manage to pickup Stairway to God, so we will see how that works out.

Although I am concerned by a barbarian horde that seems to have appear to the east.

Circus Maximus

Red – 1st lap

And we are off!!!

White has taken the lead on the very outside with Dark Blue following closely behind but one lane over.

Dark Green is running in the second lane from the inside but is a bit slower out of the gate.

There has been much whipping of horses and PETA has been contacted!

The rest of us wait nervously for our turn.

Conquistador **Spain – Turn 11**

Spain continues to explore a bit, looking for a lost city of gold we have heard tales of.

Otherwise, we continue to continue to take what gold we can from our remaining mines as we settle in Venezuela.

Away from the North American lands being infested by too many English and French types!

Empire in Arms **Prussia - May of 1808**

As France licks its wounds and starts to rebuild, Prussia and Spain continue to work to prevent the scourge of French boots from spreading!

The British navy continues to rule the waves unopposed and ferries in troops to aid Prussia in case Russia decides to invade Prussia in an attempt to come to Frances's aid.

Austria remains neutral it seems, although Prussia is concerned with the arrival of 3 corps in Saxony and the seizure of lands there.

Turkey keeps a close eye on Russia [always a wise choice] with its forces concentrated in Bessarabia.

Blucher continues the siege of Amsterdam as he attempts to free the Dutch from the French boot.

Progress has been very slow with fate [dice] being far worse than average.

But sooner or later justice will prevail and Holland will be free to rejoin civilized Europe! 😊

Gunslinger [Non-AHIKS] **Dog Eat Dog - Innocente**

This one got off to a fast start as the rest of the gang tried to steal the loot instead of giving my brother and I our share!

Border Rider is stretched out dead, and darkness has fallen so we are swinging away blindly in the dark at this point!

At least I got close enough to kick that low down Gun Artist hard enough that he will not be doing much for a bit!

First time I have dealt with darkness in this game, makes it quite different!

Here I Stand **France – 1540 to 1543**

We seem to be closing in on the end with the Ottomans only 1 VP away from the 25 needed to seal the win this turn.

Although the barbarians actually raided the ports of France and destroyed fine French wine on the docks.

Such actions truly show how uncivilized and beyond the pale the Ottomans are!

And think that we considered them worthy of our trust!

While I am not going to win, I am quite content with [hopefully] having done my part to slow down the Hapsburgs with a constant state of war – well except for the turns I had to live at peace after he surrendered.

Kingmaker **Portcullis**

This one continues to wind down with the remnant of my forces all at Douglas, with no ships.

However, I have learned an important point – when Sun gives a lengthy explanation on why he is losing and should not be attacked – that means he is in the lead and should be attacked. 😊

Merchant of Venus **Humans**

Slowly exploring the galaxy – very slowly!

I need either new engines or a better engineer!
[ie: I am rolling way to low!]

Stellar Conquest **Blue – Turn 20**

Things are still all quiet!!! Eerily so!!!

I am sure that the shoe is going to drop soon?

Titan **Black**

While Black is being peaceful and working on improving the monster civilization, Red and Green are violently attacking each other.

We await the end of this latest clash in the marshlands before we can set a better example for the brutes. 😊

Non-Multiplayer

ASL

Drop Zone: Sainte-Mere-Eglise CG III American – June 6th Morning – Turn 8

There is a good chance the scenario will end with the next file – unless the Germans roll a six!

It looks like I may hold Neuville-au-Plain, one of his SPG wondered into the range of my 57L ATG and it is now wrecked!

My reinforcements have managed to run all the way to the village, or at least the edge of it.

I should have calculated that a bit better, they made it but the only time it would have an impact is on turn 8.

Ste-Mere Eglise itself should still be clear of Germans, barely.

His forces finally broke through east of the town, and pushed back my forces to the south, but hopefully to late to push into the edge of the town.

To the west the arrival of my armed halftrack and a counterattack looks to in a position to net some German prisoners.

My armor has broken through blocking force on the hill to the south, taking an AA and an ATG.

But it looks like I will not have time to take over the 81mm Mtrs.

Have to start looking at the next scenario in this campaign – very different from the usual city fight campaign game.

ASL

Kampfgruppe Peiper CG I Clash at Stoumont American – December 19, 1944 PM – Turn 6

Finally, the mist and rain has lifted, at least smoke and WP can be used by lads – although a bit late.

The German force is trying to breach the defense of the Sanatorium defenses, at least five tanks are shelling the building with 75mm and 88mm guns.

Elsewhere the American lines are slowly falling back while keeping the SS under control.

Looking forwards to going onto the offensive after the brutality of these fanatical Germans!

ASL

Red Barricades CG III Russian – October 20, 1942

Finally reached a turn where the day may end, and none too soon.

Fortified buildings, mines, wire, and commissars seem to have no effect on the German troops!

Pretty sure Russians mines have enough powder in them to sound like a small fire cracker, the wire is made of cotton candy, and the commissars are telling my lads to surrender!

Now if I can just survive the current rate of fire from hell that is pounding a fortified building, that apparently is made of plywood!

Not so fast, you nazty spy, you! Comrade Schindler has sent a rebuttal to your web of deceitful lies, which we duly published over at page 22.

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

The initial push into the city is gaining ground, fording one of the canals this turn and pushing into the rubble.

Some upper-level Japanese are starting to strip some concealment here and there but so far, no shots have been fired.

Maybe they will come to their senses and just surrender to the good guys. 😊

***Combat Commander* German – Bridge Hunt – Nisava River Yugoslavia April 7, 1941 Time: 1**

Well finally a good result for my brave lads!

The conscripts that thought they were veterans that were holding up the entire forward movement of forces finally gave in to the constant stream of bullets hitting their building!

And the hero that was with them felt his morale break looking at all his slaughtered comrades.

***Pacific War* USN – Philippines Campaign Scenario – January 1942**

We have made it through December to the New Year.

So far, the Japanese have shot up the American air force and destroyed the sub base.

The invaders have been held short of Manila.... but can we hold?

***The Civil War 1861-1865* Union – Turn 10**

Well, I continue to struggle with this ruleset, but hopefully I will eventually navigate my way through.

Throwing caution to the wind I am going to cross the Cumberland River and assault Nashville.

Although I outnumber the AoM under Johnson almost two to one [19 to 10] I have little expectation of winning.

***The Grand Campaign from SPW* Allies – August 1914 – Turn 5**

Germany has bypassed Liege and Antwerp and is trying to push closer to the French northern border.

Luxembourg has been overrun by the invaders but so far, the French line is holding firm in that area as fighting is beginning to pick up.

French troops are moving to the front to counterattack to stop the barbarians.

In Serbia the Austrians are trying to press forwards while the Serbs have fallen back behind the Kolubara and the Austrians have taken heavy losses.

Further south the Mountain troops are blocking off the invaders, forcing them to move north.

The Russian front is mostly calm as the lines begin to form and Russians mobilize to defend the motherland!

***Trireme* Romans – Economus – 256 BC**

Ships are burning, ships are leaking badly, ships have been captured!

My lads are being outsailed but so far, we have been able to protect the merchant ships.

Now if the cowards would just come alongside and let us fight this out man to man!

On a side note – the rules for this one have way too many gaps and so far, we have not found any FAQ/errata list out there.

Admittedly we are using all the rules and the interaction of optional rules etc seem to make for quite a few gaps, contradictions.

So, if anyone has an FAQ please send me the list or link please.

*Up Front***Germans – Russians – City Fight – Deck 1**

Of to a slow start.

The Germans started off firing, and sadly one of my privates is cowering on the ground.

So, discard and draw for the Russians!

*Vietnam***NFL – Full campaign – 1966 Spring**

While the imperialist dogs of the West try

to take over my small nation we have built up the trail infrastructure to support our valiant struggle.

Oh yes, and our comrades in Russia have sent us gifts – SAM's, purely as defensive measure of course. 😊

Meanwhile in the south the people continue to organize to peacefully protest against the invaders. 😊

Regards, Jeff. ✂

Match Requests (multiplayer)

Game	Publisher	Name	Format
Advanced Civilization	AH	Eric Aune	V
Advanced Civilization	AH	Mike Kettman	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 Civilization of the Inner Sea	GMT	Tom Thorsen	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
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 Fernadez	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
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	Ed K. Becker	V
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 Fernadez	V
Magic Realm	AH	Jeff Miller	V
Napoleonic Wars	GMT	Aaron Martin	V
Napoleonic Wars	GMT	Jeff Miller	V
Napoleonic Wars	GMT	Daniel Blumentritt	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
Source of the Nile	AH	Steve Duboyce	V
Spies!	SPI	Erica Snarski	V
Submarine	AH	Bryan Jones	V
Successors	AH	Jeff Miller	V
Time of Crisis	GMT	Jeff Miller	V
Time of Crisis	GMT	Derek Lenard	V
Versailles 1919	GMT	Aaron Martin	V
Versailles 1919	GMT	Mike Kettman	V
Versailles 1919	GMT	Derek Lenard	V
Virgin Queen	GMT	Jeff Miller	V
War and Peace	OSS	David Turansky	V
War of the Suns	MMP	Jeff Miller	V

The Press Room

A (continuing) vehement rebuttal



Angelo Valeri

Via Four Horse Coach from St. Petersburg

June 1808:

The remaining coalition forces (Prussia and Spain) continue their assault on Marshall Massena and the people of France; Napoleon's exile did nothing to lessen their blood lust. Harrowing reports reached Parisian ears of local villagers fighting back unruly Prussian militia on the road to Paris while simultaneously setting up barricades along the way. A dark cloud hovers over the terrified inhabitants of the province of Champagne with fears escalating over reported looting and violations of feminine honor by Blucher's unholy mob. The Czar is uncomfortable with these reports and has lodged formal complaints with the Prussian Foreign Office and Spanish ministers.

Meanwhile in a surprise development, Great Britain (in cahoots with the Prussian purser) sided with the Democratic National Alliance of Denmark (DNAD) and formally invaded Copenhagen in April 1808 (the idea being to cede the new territory to Prussia for area dominance). The Brits enlisted the assistance of their Swedish vassal state to invade, and the outcome was predictable; Copenhagen and Christiana both fell in a month. King Vincent VII reached out again to the Czar for help, and he finally relented.

In a bold move, the Czar launched an offensive against Prussia in June knowing full well Blucher would call Great Britain, Spain, and Turkey as allies; the Turkish empire appears willing to remain out of the fray, but Wellington and Cuesta honored their call to engage in offensive operations. The Czar was able to capitalize on relatively free movement into Salisa and marched head long into the Prussian border area with three strong columns directed toward Berlin.

Russia took steps to fortify St. Petersburg prior to the DoW with Prussia in anticipation of an on-coming British invasion force; Britian must consider what might happen to Prussia in the event their fleet sets sail for the Motherland's secondary Capital. And Massena could take this opportunity to pounce on Blucher's forces in Holland to make them choose a defense of Berlin or continued hostilities with France. The outcome of these battles near Leipzig, Amsterdam, and St. Petersburg will go a long way to determine the fate of Europe.

Long live the Czar and his army of liberation!

Respectfully,

Field Marshal Nikolai Kutusov

(aka Angelo Valeri AHIKS 2030) ✂

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!

The Press Room

Red Barricades CG III



Charlie Schindler

It's the fourth day since our German forces entered the factory compound. A short summary of the previous days:

Day 1

We found a lot of mannequins the Russians seemed to use for their amusement and have placed them for us to dispose. Strangely we also saw them moving them back and forth. Though our tanks were outgunned by well placed Russian AT Guns on the 2nd floor of buildings. Some stupid Russians must have forgotten to extinguish the fire they used to fry the rats they were eating, so one factory started to burn. They are really careless as other buildings started to burn, too.

Nevertheless we gained enough ground thanks too our superior troops and artillery.

Day 2

The first day that we saw Russians instead of mannequins to appear. They were using the chicken tactics: first run away from our troops and then crawling back. Only fighting when we were advancing. I ordered some Stukas to take out the AT guns on the two high buildings. Unfortunately the failed, but one did havoc as the pilot had eagle eyes and saw some troops in a factory and the screaming sirens of the Stuka immediately sent them reeling to the floor, covering their ears and the bomb then did its job. I also ordered some Infantry guns as we found some reinforced positions. Also we saw again some Snipers popping up. We decided to secretly send them some Vodka to keep them busy. Some of the Vodka seemed

Nevertheless the day was not very successful

and we did not gain enough ground.

Day 3

I realized that our troops were getting exhausted by this cat and mouse chicken game and the fortifications in the 2nd factory needed some professional treatment. The pioneers were unfortunately not readily available and had to be flown in. So giving the troops a rest and waiting for the pioneers was the best solution.

Day 4

Now is the fourth day and fighting is still going on. The Russian commander must have had a panic attack. He ordered 2 OBA's for the day, probably because he saw the success of the German arty and maybe Stalin put some gun at his head, who knows. Anyway. My mortar on the roof of a factory spotted their mortars on another roof and successfully silenced them and the effect was also, that the 2nd Russian arty fell silence. Using spotters for arty in this area is a quite difficult job and yeah the factory roofs are predestined for arty spotting, but the spotters are vulnerable up there once fired upon. One of the reason I use spotter planes and observers out of range.

The pioneers did their job so far, they cleared the fortified locations in the 2nd big factory and is now helping us. Since the chickens like to play hide and seek behind the walls in the factory, the pioneers used their demolition charges to blow holes into them and give the chickens behind it a nasty surprise. But again the Russian arsonists were playing with the fire.

The smaller factory in the west was also taken.

Albeit a pioneer squad to careless in attacking some Russian squad and sadly lost their lives. We encountered a lot of rag tag Russians picking up the weapons of their fallen comrades. Seems the arty used up the budget and the troops are now quite weak. We always thought we would encounter endless masses of troops, but mostly see cannon-fodder. Also we saw a commissar shooting some of these poor souls because they were refusing to fight. May they rest in pieces.

While the center made some progress, the west flank got a bit into trouble. The west flank has very little value and quite some open ground to cover. So I mainly relied on the 81mm I stationed there which did quite a good job against the second high building with an AT scoring some nice hits. Unfortunately the counter fire also scared the crew a bit too much, need to have a serious talk with them, though they are back. Some cannon-fodder is trying to get hold of the abandoned mortar. Well they ran nicely into my

arty. One squad though really got close and just got stopped by the hero with an SMG (ah yes, that's another story I need to tell) and the mortar on the factory roof. Well the artillery did their job to keep the chickens under control on the west flank as it was planned.

The hero story is a bit fuzzy. It seems one squad got a bit aggravated by some Russian MG's and one guy grew over himself. The squad itself though is currently in a bad shape. In meantime another squad got mad by someone firing at them and they charged and of course now the Russians fired like crazy, managed to reduce them, but they kept going on jumping on some Russians in the rubble. But again the hero fired in there breaking the Russians and sent them running before the maddies could finish them off. We still have to see where they end.

The Russian for the first time did less chicken game and were quite a bit too successful with some critical hits while attacking. But my troops



were able to payback some.

The east flank also has it's issues. Lots of mannequins slowed them down. Heaven knows why the Russian had so many... The Russian ignore the Geneva Convention: we found another minefield (one is at the west flank and one in the center) lined up with wires. My troops are extra careful, but that also means they are slowed down on the east flank. At least the 81mm mortar I place at the west flank is bombarding the 2nd AT and MG nest in the high building. They were quite successful sending them several downstairs in panic, probably looking to get soothed by there mannequins or vodka. Ah yes the vodka, seems some did not reach a sniper and he fired on us, reminding us to send him more vodka. Noted!

Well the day is not over yet and one by one side. Still some action left.

Some metagaming info

While the story above is sort of a rebuttal to Jeff's summaries, there is some story behind it. Jeff was many times sighing that I have many lucky rolls, forgetting, that so has he which make me sigh, too. It's the human perception (and the brain) called selective perception which let us seen things in a distorted way. While it is true that I had several times snake eyes as the first roll and he got several box cars breaking his MG's, he also had series hitting me that way. Just in this current turn he had in the prep fire 3 snake eyes (2 in his favor, one in mine, if I remember right) and a box car which created quite some loss. Also his sniper was activated for once. An extremely successful prep fire. My defensive fire was fine too with a snake eyes.

Playing games where dice are involved, there is always also some luck playing part. In computer assisted games like VASL we get even more the impression of biased rolls. IMHO this is less the case than with real dice which could be deformed by manufacturing, heavy usage using hard underlying (especially dice towers), etc. Though computer generated random number are far from fault free. The random methods use

a seed number to generate the random number. This is needed every time when you call it the first time when you start the game. The same seed number usually will create the same sequence of rolls. So most random() methods use the clock tick as seed number, thus greatly reducing the chance of the having the same sequence of rolls. The tick also contains the date, so starting the game every time at the same time will not do the trick. Nevertheless, the sequence is more or less determined by this seed, but of course also what random number you request (2D, 3D, 1d,...).

But this only half of the story. The point is **when and where you roll a specific roll**. To roll snake eyes or box cars is every time 1 in 32. No matter you rolled it before. It is utterly possible to roll both in a row, but yes a 7 has a higher chance. When you roll snake eyes in your favor makes you happy, while rolling snake eyes in your opponents favor makes him happy and you to wince. The random generator will create a Gauss distribution after thousands of rolls and considering all, no matter in whose favor the rolls are. I once had about 4 or 5 fives in a row. Can happen, some triggered a SAN roll, which in turn has only a 1 in 3 to activate, every time. So no guarantee that the sniper is activated. Matter of luck. And no turn has enough rolls to create a Gauss distribution. It would need a random generator for each single side for each table (IFT, MC, etc) but even then it would need thousands of rolls.... So yes luck plays some times a role. Same with Jeff and me. Like this turn he had a hell of PF... So Jeff: rest assured your last turn made me moan, too...

From the tactical point of view: you placing of the AT guns and the HMG, the mines were top. Also your tactic of moving away in the MPH and returning in the APH is great. But buying 2 OBA's early that game, I think the Russian just cannot afford it. IMHO troops are needed. Conscripts are cheap, but the OBA cannot balance that. Quite interesting compared to other RB games I played. The kindling allowed in the 2nd ed. RB is quite a Russian advantage. Good to see they removed it in the 3rd edition. Let's see who wins the 4th day... ✂

Thirty-Third Annual - A.R.E.A. Sanctioned!
Midwest Open 2025

Victory in the Pacific Tournament

First Place - CV25 Plaque

Second Place - BB25 Plaque
Halsey Award – WH25 Plaque
 (Best Allied Play of Tournament)

Third Place - CA25 Plaque
Nagumo Award - CN25 Plaque
 (Best Japanese Play of Tournament)

Saturday, March 1, 2025, and Sunday, March 2, 2025

Salvation Army will be available for open gaming at noon, Friday, February 28

Saturday check in at 8:30 a.m. Rounds of play at 9:00 a.m., 2:00 p.m., and 7:00 p.m.

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

Sunday check in at 8:30 a.m. Rounds of play at 9:00 a.m., 2:00 p.m., and 7:00 p.m.

Awards at end of last game, (about 11:~~44~~⁴⁵-p.m.) on Sunday.

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Order off the menu. Pass the hat to pay for the meal. Don't worry if you are a little short!

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

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

The **Brat Stop** serves as a bus stop. Kwik-Trip is between Brat Stop and parking lot of Executive Inn hotel.

The **Brat Stop** is on ~~highway~~ Highway 50 / 75th ~~street~~ 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 payment. Mail together to arrive by Sunday, February 16, 2025.

Make checks payable to *Midwest Open*, and mail to the above address.

• **Enclosed is \$100.00.** (3 Meals included.) **Pre-register me for *Midwest Open* 2025!**

• **Enclosed is \$40.00.** (3 Meals included.)

Pre-register me for my first, or returning, *Midwest Open*!

• **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. _____