



**Alexander the Great**  
(see page 25)



**Touring the  
National Museum of  
Military Vehicles**  
(see page 20)

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**2024 Top Rated  
players (see page 19)**

# President's Report



George Phillis

Happy New Year to all members of AHIKS! I hope this is a good year for all of you and that we all have plenty of time for gaming. May your plans always be wise, and the dice be at least equable in benefiting you and your opponents.

First news, some sad and some happy.

Tom Oleson, Grand Master of *Anzio*, Great Defender of its rules through seven editions, and long-time member of AHIKS, has passed away. He served for some years as the AHIKS Judge. His service to our wargaming hobby was immense. We honor his memory by replacing his efforts with our own.

I must specifically thank Mr. Robert Holifield, who is become a regular donor to our treasury. There certainly are a number of things that we could do. Many of the better ones would cost money.

Our Secretary reports that as of last November we had 993 members, a number that continues to increase. Indeed, from the number of "Welcome to AHIKS!" messages I have sent, we must now be approaching one thousand members. Assuredly, we are the largest hex and counter board wargaming club in the history of the world. Better yet, many of our new members are asking to be matched with opponents.

Our new officers are now in place. The complicated move was the transfer of funds and financial records from the old treasurer to the new. I am happy to report that Brian Stretcher completed his duties in a timely and reliable way, and that Nick Sarwark is now in possession of our funds and our records. Speaking for myself, I'm very grateful to Brian Stretcher for his many years of work for AHIKS, and I hope that Nick will be as successful in his role as Treasurer.

The Officer Corps had a discussion of maintaining club records. I am pleased to note that Jeff Miller was kind enough to present us with a rough draft of rules that the officer corps could reasonably adopt for the purpose of maintaining our records in a secure way.

We have a proposal that would let us arrange a discount for members to buy a particular game. This sounds to be a fine idea, except for minor questions as to where the money is to be sent, who handles

shipping the games, how sales tax is to be paid, etc. We are trying to untangle this seemingly simple question.

With the new year come opportunities for new activities, new opportunities, new volunteer activities, and new ways to spend our treasury.

Volunteers to handle social media outreach would be particularly appreciated. Volunteers to organize tournaments and people to play in them would represent a great advance for our club. We are being greatly out-organized by the International Kriegspiel Society, which only plays one game – the Prussian *Kriegspiel*. They have over 3000 members and a huge set of videos. Surely we can do better than we have been doing! The IKS is showing AHIKS that there can be a better future.

I mentioned my games. In *Empires in Arms* two months ago we were nearly at the end of September 1808. Two months later we are nearly at the end of November 1808, so we are advancing about as fast as real time. Life has become somewhat more interesting. In October 1808 Austria declared war on Turkey and Russia, at the same time. The Alliances had been France and Russia against Prussia, Britain, Spain and Turkey, Austria being largely neutral.

Austria declared war on members of the two sides, namely Russia and Turkey. I am sure there is a logic to their decision, but I do not know what it was. I asked my allies Austria and Turkey not to call on me as an ally, because I would then be at war with the other of them, costing me many victory points. In addition, I am already at war with France and Russia, which seemed to be enough enemies at a time. Austria honored my request. Turkey did not, costing me many victory points, so we are no longer allies. Prussia and Britain declared war on Austria, so Austria is now at war with Britain, Prussia, Russia and Turkey, all at the same time. They are allied with France and Spain, who are at war with each other. I half-expected France to join in the attack, but they failed to do so. On the somewhat brighter side. I did an amphibious landing in Palermo, and conquered Sicily, freeing it from its Russian occupiers.

I continue to maintain a large frontier army, which I am gradually restoring to full strength. France

continues to maintain a really large army, discouraging me from advancing, assuming that I had any interest in doing so.

Last issue, I had asked for *Stellar Conquest* opponents, for an extended game (no time limit) I am now playing Mark Miller in this. We had several false starts, but have now reached approximately turn 30 in a two-player game.

## Fassio Award

The Mark A. Fassio Award for best article published in *The Kommandeur* in 2023 goes to Jan Heinemann for his article “Playing Like a Prussian”, in the December 2023 issue. He describes the classic game (now two centuries old) *Kriegspiel*, originally a game for training Prussian military officers. The game is now played by people in remote locations.

*Kriegspiel* is a fine idea. The author recalls, more than a half-century ago, playing a double-blind game of Avalon Hill *1914*. My side was the Germans. The French made a massive push -- historically accurate -- to push up to or beyond the Rhine. We executed a different strategy. After the first turn, we gradually withdrew, luring the French forward, while the bulk of our forces marched through the Low Countries. After several turns, we had reached the Franco-Belgian border. There seemed to be nothing in our way--there wasn't. The French armies appeared likely to duplicate their performance at Sedan, namely getting surrounded near their frontiers. At this point the French player announced there was a television show he had to watch, so he departed, never to be seen again. The contest was uneven, but it was a delight to play. ✂

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*

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**Membership Recruitment Officer:** Open

**Social Media Coordinator:** Open

# Reaching out

## Local groups

- The Sutherland Highlanders club - Bilbao, Spain - is one of the oldest in the Basque country. If you ever visit Bilbao and want to play new and old wargames, please do not hesitate to contact us. José Manuel Toledo [jmtoledo@gmail.com](mailto:jmtoledo@gmail.com).
- Lee Kendter has a local group in Quakertown, PA that focuses on *Axis and Allies*. You can see their Facebook page at <https://www.facebook.com/groups/344553334383834>.
- 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](mailto:lc@lcduarte.com). ✂

Send your small ads and local group details to be published here. Just drop an e-mail to [editor@ahiks.com](mailto:editor@ahiks.com).

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*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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## 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, **Nicholas Sarwark**, and not AHIKS itself, which does not exist as a registered business entity. Please put “AHIKS” in the comment line of your check, and send it to Nicholas Sarwark, 269 Orange Street, Manchester, NH 03104. Thank you for your donations and understanding!

## 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](mailto:editor@ahiks.com).

**Submissions for the next issue (vol. 60, n. 2) must be received by **March 20th, 2025**.**

# MapBoard Mk.1



Mark Palmer

Happy New Year to one and all, and to all whom you hold Dear!

The start of 2025 has been an interesting one for the Palmer family in both good and bad ways. It shouldn't be long now before the current health nastiness has passed and it is all Good going forward.

The entirety of 2025 cannot be nearly as tragic as the Summer of '24 when there were 2.5 deaths in the Palmer family. The half death is my niece (sister's daughter) who is terminal and won't see 2026. Why, we even had to put the dog down between my sister and sister-in-law's passings and I felt like I was living a Country/Western song. Dang, now my Harley won't start. Dang.

Therefore, this year will be a year of change for everyone in almost every way. I'm sure I am not the only one who has suffered loss and the changes which absence brings. As well as changes from the new geo-political environment that is just now taking shape as I write this.

So, let's make some positive changes. For example, on the Open Match List.

Besides many requests that have languished for years on the List, you will notice there are some titles with multiple requests. Why is that?

Primarily because I do not remove any listing without the originator instructing me to do so. Another cause could be two members who have played against each other are seeking a different opponent for the same title. The cause that is most troubling is if I don't hear back from the originator if someone responds to the Listing. In which case, I would make a new entry in the List for that title with the responder's data and current month and year.

There are many reasons why I don't get a response from a query. The first one that comes to my mind is that a member has passed and AHIKS was not aware of it. Another reason could be my

email ended up being identified as spam and sent to Junk or merely blocked. Finally, it could be the member is no longer interested enough to respond. I try not to think long on that last one.

I will end this column with a request:

Please look over your entry/entries on the Open Match List and let me know if you wish it/them to be removed. If you can't play at this time, I can place a note to when you are available. And ensure that emails from me are not blocked or sent to a Junk, Spam, or Delete location.

If I do not hear from you, then I will assume nothing has changed. If you are no longer with us, then I wish you would have included AHIKS in the list of those to be notified upon your passing.

Everyone, please keep in mind that having an entry on the Open Match List is the same thing as saying, "Let's play!". It's not fair to anyone who says, "Okay, let's" to be answered with a "Nah, I don't really want to", if my email even receives a response. ✂

# Open Match List



Mark Palmer

Game	Publisher	Name	Format
1813: Napoleon's Nemesis	Europa Simulazioni	Erica Snarski (1251)	<b>VE</b>
1914 Twilight in the East	GMT	Trow Davis (2479)	<b>VE, FTF</b>
1985: Under an Iron Sky	TRL	Martin Hogan (1704)	
2nd Fleet	Victory Games	Thomas Ten Eyck (826)	<b>E</b>
3rd Fleet	Victory Games	Thomas Ten Eyck (826)	<b>E</b>
Aces High	Simulation Games	Bryan Jones (2416)	<b>VE</b>
ACW Brigade Series	MMP	Aaron Kulkis (1983)	
Admiral's War	Canvas Temple	Jan Vanderveken (2286)	<b>VE</b>
Advanced Squad Leader	AH	Frank Kelly (2405)	<b>VE</b>
Advanced Squad Leader-Campaign	AH	Jeff Miller (1303)	<b>VE</b>
Advanced Third Reich	AH	Mike Scott (1555)	<b>E</b>
Afrika Korps	AH	Omar Dewitt (44)	<b>V</b>
Afrika Korps	AH	Randy Heller (1007)	<b>FTF</b>
Afrika Korps	AH	Enric Herrera (2422)	
Air Assault on Crete	AH	Peter Hansen (2129)	<b>V</b>
Alexander	AH	Andrew Cozzi (1998)	<b>VE</b>
A Most Dangerous Time	MMP	Jeff Miller (1303)	<b>VE</b>
Antietam	SPI	Omar Dewitt (44)	<b>V</b>
Anzio	AH (2nd or 4th ed)	Thomas Walsh (1427)	<b>EP</b>
Arab Israeli War	AH	Dennis Sheppard (804)	<b>VE</b>
Ardennes Offensive	SPI	Hugh Smithers (2313)	<b>VE</b>
Asia Engulfed	GMT	Trow Davis (2479)	<b>VE, FTF</b>
Assault on Cyprus	AH	Chris Hyland (1234)	<b>VE</b>
A Time for Trumpets	GMT	Jeff Miller (1303)	<b>VE</b>
Autumn for Barbarossa	MMP	John Trosky (1554)	<b>VE</b>
A Victory Lost	MMP	Ed O'Connor (1243)	<b>VE</b>
A World At War	GMT	Jeff Miller (1303)	<b>VE</b>
Axis and Allies (most versions)		Lee Kendter (2271)	<b>FTF</b>
Bismarck	AH	James McCormack (2369)	<b>VE FTF</b>
Barbarossa AGN	GMT	Trow Davis (2479)	<b>VE, FTF</b>
Barbarossa AGS	GMT	Trow Davis (2479)	<b>VE, FTF</b>
Battle for Germany	SPI	Erica Snarski (1251)	<b>VE</b>
Battle for Jerusalem	SPI	Erica Snarski (1251)	<b>VE</b>
Battle for North Africa	GMT	Trow Davis (2479)	<b>VE, FTF</b>

Battle of Austerlitz, Dec. 2, 1805	SPI	Erica Snarski (1251)	<b>VE</b>
Battle of the Bulge	AH	Don Lazov (1981)	<b>V</b>
Bitter Woods	Compass/L2	Hugh Smithers (2313)	<b>VE</b>
Bitter Woods	Compass	Randy Heller (1007)	<b>FTF</b>
Blitz	Compass	Jim Lauffenburger (2191)	<b>VXE</b>
Bloody 110	COA	Aaron Kulkis (1983)	<b>FVL</b>
Blue and Gray: any title in the series	SPI	Joe Grills	<b>VE</b>
Blue Water Navy	Compass	James McCormack (2369)	<b>VE FTF</b>
Borodino	SPI	Erica Snarski (1251)	<b>VE</b>
Cedar Mountain	SPI	Peter Hansen (2129)	<b>V</b>
Chickamauga	SPI	Omar Dewitt (44)	<b>V</b>
Chickamauga	SPI	Gary Gossett (756)	<b>VF</b>
Clash of Giants I	GMT	Jay Unnerstall (1264)	<b>VE</b>
Clash of Giants II	GMT	Jay Unnerstall (1264)	<b>VE</b>
Cobra	SPI	Randy Heller (1007)	<b>FTF</b>
Downfall of Empires	Do-It Games	Erica Snarski (1251)	<b>VE</b>
Downfall of the Third Reich	Do-It Games	Erica Snarski (1251)	<b>VE</b>
Downfall: Conquest of the Third Reich, 1942-1945	GMT	Steven Anderson (2139)	<b>VE</b>
Empire in Arms	AH	Edson Ramos (1989)	<b>P</b>
Empire of the Rising Sun	AH	Mike Scott (1555)	
Empire Under the Sun	GMT	Trow Davis (2479)	<b>VE, FTF</b>
Euro Front	Columbia Games	Trow Davis (2479)	<b>VE, FTF</b>
Europe Engulfed	GMT	Trow Davis (2479)	<b>VE, FTF</b>
Falling Sky	GMT	Jim Lauffenburger (2191)	<b>VXE</b>
Fifth Frontier War	GDW	Dane Patterson (2010)	<b>VE</b>
Fire in the Lake: Sovereign of Discord expansion	GMT	Dan Carey (1716)	<b>VE</b>
Fire in the Sky (1999)	Phalanx	William Marcy (1761)	<b>VTE</b>
First to Fight	Games Research/Design	Lee Kendter (2271)	<b>FTF</b>
Flat Top	AH	Paul Koenig (1577)	<b>V</b>
Flat Top	AH	Douglas King (1961)	<b>E</b>
Flying Colors	GMT	Thomas Ten Eyck (826)	<b>E</b>
Forgotten Legions	Compass	Erica Snarski (1251)	<b>VE</b>
For the People	GMT	John Vogel (2428)	<b>VFL</b>
For the People	GMT	Trow Davis (2479)	<b>VE, FTF</b>
Fury in the West	Battleline/AH	Erica Snarski (1251)	<b>VE</b>
Gallipoli	GMT	Ivan Kent (2133)	<b>V</b>
Great War In Europe	GMT	Mike Kettman (1067)	<b>VE</b>
Great War in Europe Deluxe	GMT	Mike Kettman (1067)	<b>VE</b>
Great War in Europe Deluxe	GMT	Terry Gallion (2044)	<b>V</b>
Grenadier	SPI	Charles Sutherland (1804)	<b>VE</b>
Guns of August	AH	John Trosky (1554)	<b>VC</b>

Hitler's War	AH	Erica Snarski (1251)	<b>VE</b>
Hitler's War	AH	Jan Vanderveken (2286)	<b>VE</b>
Illusions of Glory	GMT	Pete Steele (2219)	<b>VE</b>
Illusions of Glory	GMT	Trow Davis (2479)	<b>VE, FTF</b>
Invasion of Malta, 1942	AH	Chris Hyland (1234)	<b>VX</b>
Invasion of Russia, 1812	Europa Simulazioni	Erica Snarski (1251)	<b>VE</b>
Island War	SPI	Erica Snarski (1251)	<b>VE</b>
Jerusalem	SDC	Erica Snarski (1251)	<b>EP</b>
Kadesh Command		Erica Snarski (1251)	<b>VE</b>
Knights of the Air	AH	Jeff Miller (1303)	<b>VE</b>
Korea	SPI	Erica Snarski (1251)	<b>VE</b>
Korean War	Compass	Paul Koenig (1577)	<b>V</b>
La Grande Armee	SPI	Charles Sutherland (1804)	<b>VE</b>
Lee vs. Grant	VG	Jeremy Rowley (1942)	<b>V</b>
Leipzig	SPI	Charles Sutherland (1804)	<b>VE</b>
Little Round Top	AH	John Trosky (1554)	<b>VC</b>
Lion of Ethiopia	Command/XTR	Erica Snarski (1251)	<b>VE</b>
Luftwaffe	AH	Sidney Bodine (2431)	<b>VE</b>
Midway	AH	Bruce Warren (2293)	<b>FTF</b>
Midway	AH	Mike Stubits (2311)	<b>VE</b>
Main Battle Tank 2ed	GMT	Martin Hogan (1704)	
Monty's Gamble: Market Garden	MMP	Jerry Wong (1974)	<b>FV</b>
Napoleon at War Quad	SPI	Erica Snarski (1251)	<b>VE</b>
Napoleon at War Quad - Quatres Bras	SPI	Don Lazov (1981)	<b>V</b>
Normandy 44	GMT	Don Deacon (2241)	<b>VE</b>
NATO: Cold War Goes Hot	Compass	Giovanni Faisca (2178)	<b>VEL</b>
No Retreat: North Afrika	GMT	Jerry Wong (1974)	<b>FV</b>
North Africa	MMP	John Trosky (1554)	<b>VC</b>
Old School Tactical: Module 1 or 2	FPG	Philippe Hody (2453)	<b>VE</b>
Pacific War	VG	Jeff Miller (1303)	<b>VE</b>
Pacific War	GMT	Trow Davis (2479)	<b>VE, FTF</b>
Panzer	GMT	Bryan Jones (2416)	<b>VE</b>
PanzerArmee Afrika	SPI/AH	Erica Snarski (1251)	<b>VE</b>
PanzerArmee Afrika	SPI/AH	Allyn Van (2455)	<b>VE</b>
Panzer Battles	MMP	John Trosky (1554)	<b>VCS</b>
Panzer Blitz	AH	Douglas King (1961)	<b>VE</b>
Panzer Grenadier	AP	Carl Wolf (1992)	<b>V</b>
PanzerGruppe Guderian	AH	Enric Herrera (2422)	
Panzer Leader	AH	Art Dohrman (1551)	<b>VEF</b>
Paths of Glory	GMT	Pete Steele (2219)	<b>VE</b>
Paths of Glory	GMT	Trow Davis (2479)	<b>VE, FTF</b>



Phalanx	SPI	Erica Snarski (1251)	<b>VE</b>
Proud Monster	XTR	Edson Ramos (1989)	<b>P</b>
Punic Wars	SPI	Erica Snarski (1251)	<b>VE</b>
Pursuit of Glory	GMT	Pete Steele (2219)	<b>VE</b>
Rebel Sabres	TSR	Peter Dunn (2235)	<b>V</b>
Red Typhoon	Revolution Games	Jay Unnerstall (1264)	<b>VE</b>
Rise and Decline of the Third Reich	AH	Bruce Warren (2293)	<b>FTF</b>
Roads to Leningrad	GMT	Tom Thorsen (470)	<b>VE</b>
Russian Campaign	Jedko Games	Peter Dunn (2235)	<b>V</b>
Russian Campaign	AH	Enric Herrera (2422)	
Russian Front	AH	Martin Kerslake (2011)	<b>V</b>
Russian Front	AH	Jan Vanderveken (2286)	<b>V</b>
Sixth Fleet	SPI	James McCormack (2369)	<b>VE FTF</b>
Soldiers	SPI	Stephen Chin-Quee (1784)	<b>VXESL</b>
South China Seas	CMP	Mike Ricotta (2004)	<b>VXE</b>
SPQR	GMT	Justo Perez (2009)	<b>FV</b>
Storm Over Jerusalem	MMP	Erica Snarski (1251)	<b>V</b>
Tank on Tank	LnL	Duncan Rice (1394)	<b>V</b>
Terrible Swift Sword	TSR	Peter Dunn (2235)	<b>V</b>
The Barbarossa Campaign	GMT	Trow Davis (2479)	<b>VE, FTF</b>
The Longest Day	AH 2nd Ed. rules	Nacho Fernandez (1745)	<b>VE</b>
The Longest Day	AH	Trow Davis (2479)	<b>VE, FTF</b>
The Napoleonic Wars	GMT	Trow Davis (2479)	<b>VE, FTF</b>
The Russian Campaign	4th L2 or 5th edition GMT	John Ohlin (2346)	<b>V</b>
The Russian Campaign	GMT 5th Edition	Jack Dempsey (2454)	<b>VE</b>
The Russian Campaign	GMT 5th Edition	Lee Kendter (2271)	<b>VE, FTF, X L</b>
The Russian Campaign	AH	Bruce Warren (2293)	<b>FTF</b>
The Tide At Sunrise	MMP	Nick Rusch (1913)	<b>V-E-L-X</b>
The U.S. Civil War	GMT, 3rd Ed, 2nd Print, 2024	Jeff Carroll	<b>VE</b>
The U.S. Civil War	GMT, 3rd Ed, 2nd Print, 2024	Dan Carey (1716)	<b>VE</b>
The U.S. Civil War	GMT	Trow Davis (2479)	<b>VE, FTF</b>
This War Without An Enemy	Nuts! Publishing	Andrew Patience (1646)	<b>V</b>
Thunder at Cassino	AH	Jerry Wong (1974)	<b>FV</b>
Thunder on the Mississippi	MMP	Douglas King (1961)	<b>VE</b>
Tobruk	AH	Dennis Sheppard (804)	<b>VE</b>
To The Green Fields Beyond	SPI	John Trosky (1554)	<b>VCS</b>
Traces of Hubris	VUCA Simulations	Al Vannoy (2455)	<b>E-FTF</b>
Traces of War	VUCA Simulations	Al Vannoy (2455)	<b>E-FTF</b>
Turning Point: Stalingrad	AH	Jan Vanderveken (2286)	<b>VE</b>
Twilight Struggle	GMT	Jeff Miller (1303)	<b>VE</b>
Ukraine '43	GMT, 1st Ed.	Rob Franz (2277)	<b>VE</b>

Verdun 1916: Steel Inferno (2020)	FOS	William Marcy (1761)	<b>VE</b>
Victory at Sea	Compass, 1992 Ed.	Lee Kendter (2271)	<b>VE</b>
Wagram	SPI	Omar Dewitt (44)	<b>V</b>
War and Peace		Mike Kettman (1067)	<b>V</b>
War of the Suns	MMP	Jeff Miller (1303)	<b>VE</b>
Waterloo	AH	Omar Dewitt (44)	<b>VE</b>
West Front/East Front	Columbia Games	Trow Davis (2479)	<b>VE, FTF</b>
Winter War	SPI	Erica Snarski (1251)	<b>VE</b>
Wooden Ships and Iron Men	AH	Peter Dunn (2235)	<b>VD</b>
WWII	SPI	Erica Snarski (1251)	<b>VE</b>
WWII Commander: Battle of the Bulge	Compass	Bob Jones (1548)	<b>VE</b>

### Format codes:

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

Hope everyone had a great Christmas with lots of new games!

I received *Alliance* from Columbia Games with the neoprene map – looking forward to getting that on the table!!

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

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 do 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? 😊

Okay now the current games.

## A Distant Plain – Coalition - Extended Scenario – Prop Card 6

The Warlord ended up winning by being the closest to what he needed to win.

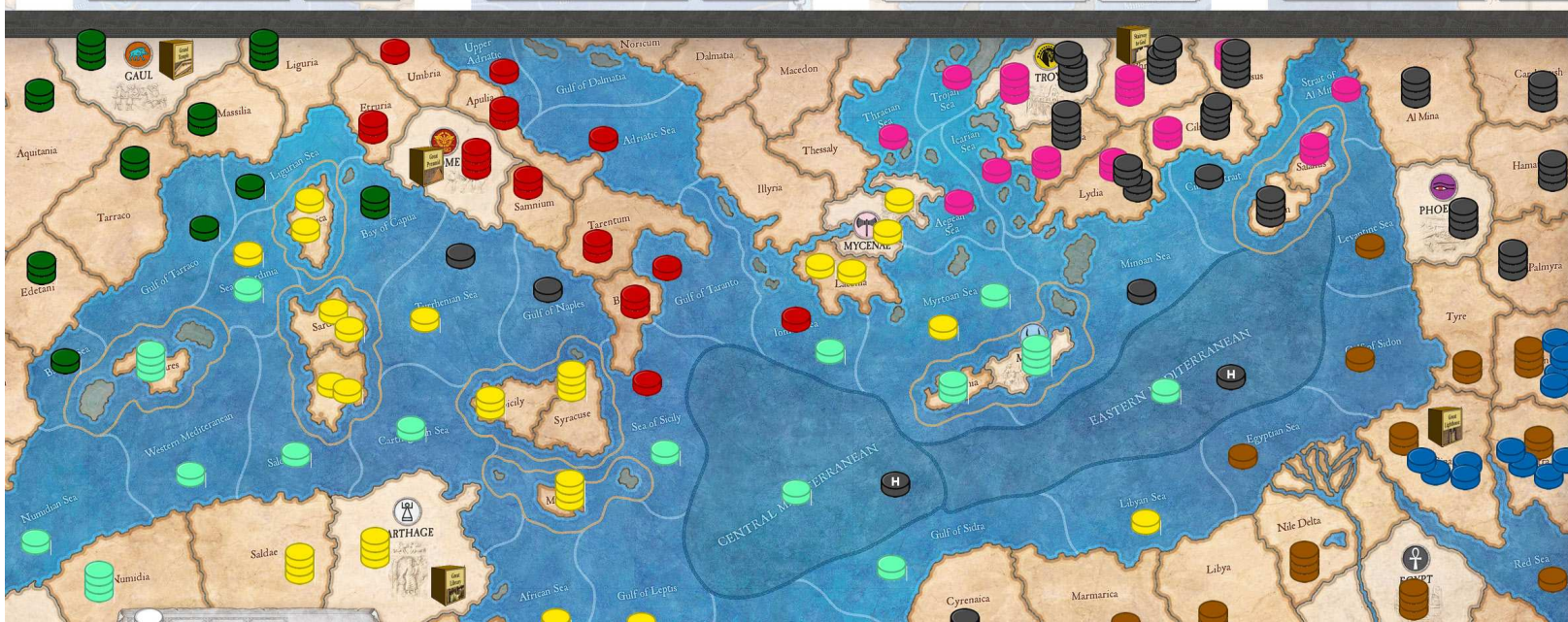
The only consolation for the coalition was we slaughtered a bunch of the Taliban terrorists on the last turn.

One of these days I will come up with a strategy for this game. 😊

## Ancient Civilizations of the Inner Sea – Troy – Epoch I Turn 3

We had a bit of a bump with losing and replacing a player [Egypt] so little has changed.

However, Troy is still buried under a swarm of barbarians.



Egypt is now off my hit list since the guilty pharaoh has been replaced, but the barbaric leader of Gaul is due for some retribution this turn. ☹️

Sadly, this means the card that should be going to the leader is headed for Gaul, but revenge is a strong motivation.

What is best in life? *"To crush your enemies, see them driven before you, and to hear the lamentation of their women!"*

## Circus Maximus – Red Terrors – 1<sup>st</sup> lap

Well, the bloodshed has begun!!

After a series of attacks on my chariots by those who were passing by, I finally had my Dark Red chariot pulled.

My driver, Killer, was quite pissed off by an attack on my horses by Marcus Velocitas who is driving for the Blue Lighting faction.

Since he almost killed my favorite horse, we decided that ramming his chariot [a medium] with my heavy chariot was the appropriate response.

It succeeded in an epic fashion, not only did the ram badly damage his wheel, but his chariot flipped!!!

As luck would have it my other chariot, a medium, driven by Caesar came up next.

While Caesar attempted a ram attack on Swervia,

[Dark Green, Caesar's Best faction] he was less than successful.

While Swervia nerve was shattered [rolled a 6 on the evasion] Caesar's skill was not up to the task! [rolled a 4 on the attack].

After such an epic failure, Caesar continued straight ahead, hanging his head in shame.

## Conquistador – Spain – Turn 12

Slowly making progress, but England has a massive war chest!

## Empire in Arms – Prussia - November of 1808

The world [or at least Europe] has changed once again!

Austria has jumped into the fray with declarations of war against both Turkey and Russia!

Prussia suspects some sort of shady deal being made between France/Russia/Austria – however the course is clear due to treaties and commitments made.

Turkey calls on its allies to come to its aid, England and Prussia [after all we have had our treaty with Turkey since 1805] respond.

Spain, who is also allied with Austria, decides to sit on the sidelines while calling for peace.



Both George and Angelo have also shared their flabbergasted thoughts on these developments -- see page 2 and page 23.

-- Luiz Cláudio

Russia has lost St. Petersburg to a force of British troops and their allies, while Turkey continues to push in from the south. His dwindling treasury will soon be exhausted as well.

On the Prussia borders we stay on the defense in the east while we maintain a balance of power facing off with France, who must also deal with a threat from the Spanish to the south.

Turkey had great success vs the Russian forces who are now fleeing before him.

Austria assaulted Breslau and Warsaw and Prussia was forced to respond.

A joint British and Prussia force destroyed the force at Warsaw while a Prussian force destroyed the invasion force at Breslau.

Prussia hopes that Austria decides to halt its unprovoked aggression against Turkey and peace can return between our nations.

### Fire in the Lake - ARVN - Coup 7

It seems that I keep getting trapped between the choice of helping the US beat back the vicious VC

terrorists and the blood thirsty NVA vs increasing the wealth of my minions... errr... Improving the lives of our citizens

### Gunslinger [Non-AHIKS] - Raid - Eagle

Well, I survived Dodge City and managed to see the train pull in, now I need to take care of my bruised knuckles and sharpen my knife.

Currently setting up for the next scenario - need to repel the invaders of our lands! ☺

### Here I Stand - France - 1544 to 1547

With troops redeployed during the Spring the wars have resumed.

To the east the Ottomans are poised to take Vienna and Prague stands undefended!

In addition a Hapsburgian fleet has been sent to the bottom by the glorious Ottoman fleet.

The Hapsburgs have declared war on Vienna - although France strongly suspects this is done in collusion with the Pope to further the Popes evil goals.

Antwerp has been reinforced by the Hapsburgs, obviously to try and threaten France with degenerate and bloodthirsty mercenaries.

However, France is quite happy to pull Hapsburgs

**Diplomatic Status Display**

	Hapsburg	England	France	Papacy	Protestants	Minor Powers	Other
Ottomans	At War	2	2	2	1	At War	1
Hapsburg	3/1	At War	At War	At War	Allied	At War	1
England	At War	3	2	1	N/A	At War	N/A
France	3	1	N/A	1	N/A	2	1
Papacy	At War	2	N/A	N/A	N/A	N/A	N/A
Protestants	1	N/A	N/A	N/A	N/A	N/A	N/A

**New World Riches Table**

	Inca	Aztec	Maya	Protos	Colony
2	Depleted	Depleted	Depleted	1	Elm
3	Depleted	Depleted	Depleted	1	Elm
4	Depleted	Depleted	Depleted	1	Elm
5	Depleted	Depleted	Depleted	NE	NE
6	Card	NE	Depleted	NE	NE
7	Galleon	Galleon	Galleon	NE	NE
8	Card	Card	Card	Card	Galleon
9	Card	Card	Card	Card	Card
10	Card	Card	Card	Card	Card
11	Card	Card	Card	Card	Card
12	Card	Card	Card	Card	Card

**Henry's Wives Pregnancy Chart**

Event	Date
5	Partial success - widely boy is born, though the blood queen dies soon after the birth.
4	Edward VI is born on the deck on the first turn in which Edward rules England.
3	Henry's firstborn young wife is found committing with other men of the court. She is sent to the Tower of London and beheaded immediately. As soon as England passes (assuming Henry is still alive, not captured and not under English control) Marie de Medici again and send on the chart the another wife.
2	The queen is living reproductive of Henry's children and none as Henry's children. However, the people is unable to conceive a child.
1	After an arranged marriage, Henry is impaled once he sees his wife. The marriage is never consummated and a divorce follows in a month.

troops away from the east, leaving the Ottomans free to overrun the area.

### *Kingmaker – Portcullis - V*

With a very anti-climactic win with a rigged election in parliament our last game ended on more of a sigh than a bang. Somehow, I got talked into playing a fifth game!

I started out first, drew a decent hand [shocking after the last two starts] and drew the first event card – a plague that killed off Richard of Gloucester!

An omen of some sort indeed.

### *Merchant of Venus – Humans*

Humm... maybe a slow-moving freighter was not my best choice.

Although I had hoped that the relics Jump-Start and Mulligan gear would be more helpful.

### *Stellar Conquest – Blue – Turn 24*

Things are way to quiet – have the feeling that a shoe will drop soon, hopefully elsewhere!

### *Titan – Black*

Black ended up winning the final battle as Reds Titan was caught in the swamp where he could not recruit and outnumbered by the Black horde.

A valiant fight, but eventually a charge by a unicorn with the aid of a couple of minotaur's, while a couple of rangers circled overhead, finished off the Red Titan.

Final score – Black 396, Red, 360, Green 380, Gold 156

I am going to put it back up on the multi-player request list in case there is more interest.

## *Non-Multiplayer\**

### *ASL – Drop Zone: Sainte-Mère-Église CG III American – June 6<sup>th</sup> Afternoon – Turn 2*

Starting off with my troops falling back from the west under massive German pressure, while driving

hard from the east.

Hopefully I can smash the eastern group of Germans before they can link up with the western force at the village.

### *ASL – Kampfgruppe Peiper CG I Clash at Stoumont American – December 19, 1944 Night – Turn 0*

The defenses are set, reinforcements being called up.

The troops stare out into the night, awaiting the sound of Tigers approaching.

### *ASL – Red Barricades CG III Russian – October 22, 1942 – Turn 0*

The Germans decided to continue their assault on the peaceful Russian people.

The defense is set and we await the fresh assault, long live the Motherland!

*ASL – Sword and Fire CG V American –  
February 15, 1945 – Turn 3*

Contact has been made, and now we need to start reducing the strongpoints – after we dodge some Japanese fire first.

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

We went through a slow down over the holidays so nothing new to report.

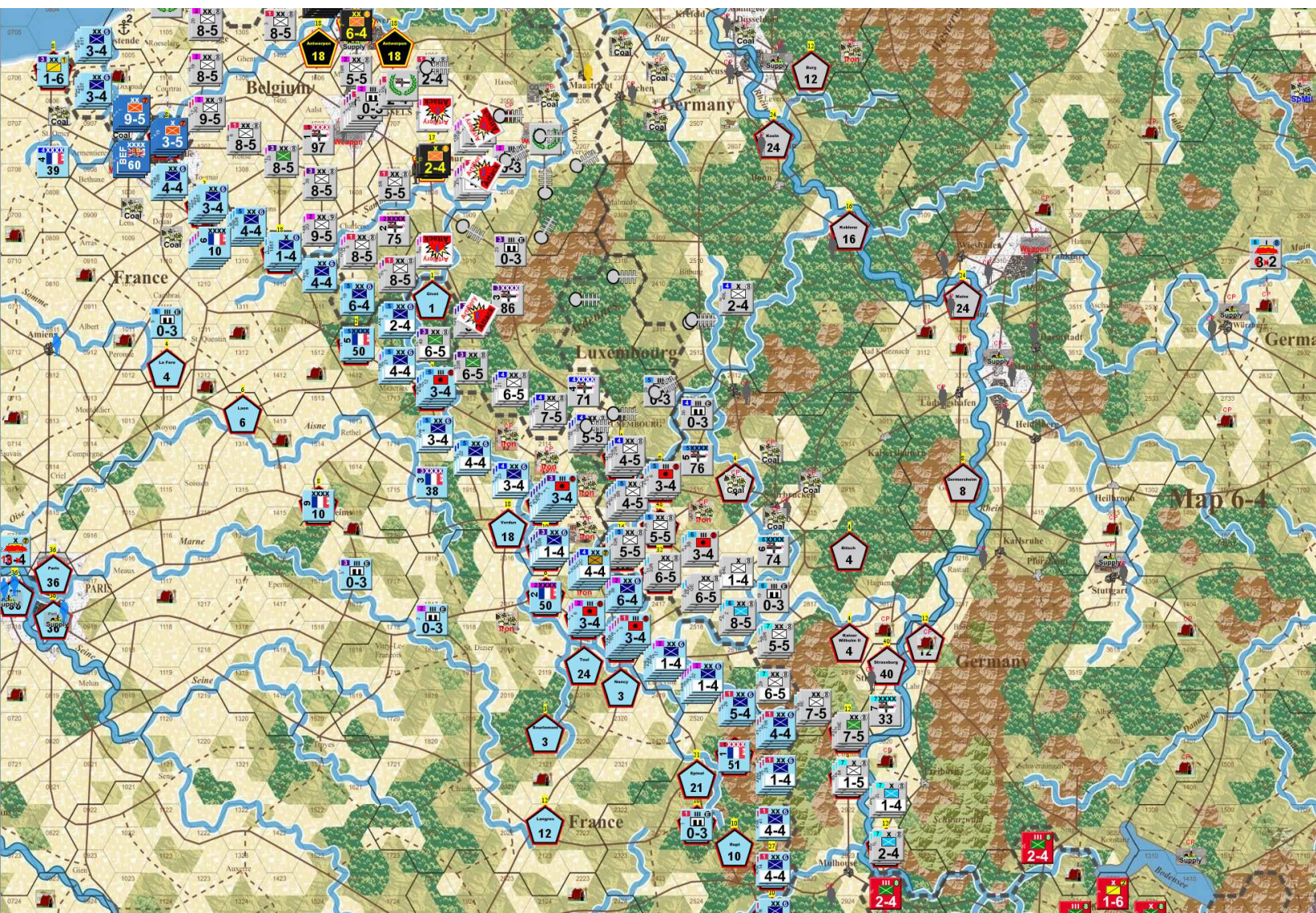
### *Pacific War – USN – Philippines Campaign Scenario – January 20<sup>th</sup> 1942*

So far, the brave US troops are holding up under an unrelenting assault.

While my air power has been pretty much hammered, my AA guns have been taking a steady toll of the attacking Japanese.

On the brighter side my troops at Lingayen Bay continue to hold, although weakening.

The valiant defenders of Subic Bay smashed a landing directly on the base! [as a side note, invasions against defended hexes seems very brutal]



My whole fleet of a CA, CL and two DD's have made it to Subic Bay – hopefully than can help hold it long enough.

### *The Grand Campaign from SPW – Allies – September 1914 – Turn 2*

The lines are starting to settle down, indeed the allies attacked no place. ☹️

In the west the Germans seem to be focused on killing of the Belgium troops, while to the East they seem cowed by the Russian forces.

### *Rebel Yell – The Battle of Fredericksburg – CSA – Turn 1*

It turns out that maneuvering is easy with this system.

So far the Union is bring troops across the river as the brave CSA move up to reinforce the line against

the dammed Yankees.

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

Well, the gods of war have sided a bit with Imperial Rome!

Flames spring up on quite a few Carthaginian ships.

A few more Carthaginian ships have been liberated by brave Roman troops.

It seems that while we can be outsailed in the manly art of hand-to-hand combat we Romans hold up well.

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

We went through a slow down over the holidays



so nothing new to report.

## *Vietnam* – NFL – Full campaign – 1966 Summer

It appears the cowardly Americans have given up on attacking the freedom fighters of the VC and are going after our friends the NVA.

We will have to consider how to adjust our strategy to confront this new approach from the foreign devils!

Regards, Jeff. ✂



# Match Requests (multiplayer)



Jeff Miller

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	Dave Blizzard	V
Advanced Civilization	AH	Jeff Miller	V
A Distant Plain	GMT	Duncan Rice	V
A Distant Plain	GMT	John Hern	V
Age of Renaissance	AH	Jeff Miller	V
Age of Renaissance	AH	Robert Robles	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
Circus Maximus	AH	Dave Blizzard	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	<b>V</b>
Falling Sky	GMT	Jeff Miller	<b>V</b>
Falling Sky	GMT	Jim Lauffenburger	<b>V</b>
Flat Top	AH	Chris Hyland	<b>V, D, G, H, X</b>
Fortress America	MB	Jeff Miller	<b>V</b>
Gangsters	AH	Jeff Miller	<b>V</b>
Gandhi	GMT	Jeff Miller	<b>V</b>
Gunslinger	AH	Jeff Miller	<b>V</b>
Gunslinger	AH	Graeme Dandy	<b>V</b>
Gunslinger	AH	Ed K. Becker	<b>V</b>
Incredible Victory	Quarterdeck Games	Paul Raphael	<b>E, G</b>
Liberty or Death	GMT	Jeff Miller	<b>V</b>
Machiavelli	AH	Jeff Miller	<b>V</b>
Machiavelli	AH	Graeme Dandy	<b>V</b>
Machiavelli	AH	Robert Robles	<b>V</b>
Machiavelli	AH	Nacho Fernandez	<b>V</b>
Magic Realm	AH	Jeff Miller	<b>V</b>
Merchant of Venus	AH	Dave Blizzard	<b>V</b>
Napoleonic Wars	GMT	Aaron Martin	<b>V</b>
Napoleonic Wars	GMT	Jeff Miller	<b>V</b>
Napoleonic Wars	GMT	Thomas Scarborough	<b>V</b>
Napoleonic Wars	GMT	Daniel Blumentritt	<b>V</b>
Pendragon	GMT	Jeff Miller	<b>V</b>
Plains Indian War	GMT	Jeff Miller	<b>V</b>
Republic of Rome	AH	Jeff Miller	<b>V</b>
Samurai	AH	Delwayne Arakaki	<b>V</b>
Source of the Nile	AH	Jeff Miller	<b>V</b>
Source of the Nile	AH	Steve Duboyce	<b>V</b>
Spies!	SPI	Erica Snarski	<b>V</b>
Submarine	AH	Bryan Jones	<b>V</b>
Successors	AH	Jeff Miller	<b>V</b>
Successors	AH	Philippe Hody	<b>V</b>
Time of Crisis	GMT	Jeff Miller	<b>V</b>
Time of Crisis	GMT	Derek Lenard	<b>V</b>
Titan	AH	Jeff Miller	<b>V</b>
Versailles 1919	GMT	Aaron Martin	<b>V</b>
Versailles 1919	GMT	Mike Kettman	<b>V</b>
Versailles 1919	GMT	Derek Lenard	<b>V</b>
Virgin Queen	GMT	Jeff Miller	<b>V</b>
War and Peace	OSS	David Turansky	<b>V</b>
War of the Suns	MMP	Jeff Miller	<b>V</b>

# 2024 Top Rated Players



Dave Bergmann

Greetings and salutations to all AHIKS members!

First, I would like to thank Brian Stretcher #885 for his many years of dedicated exemplary service to AHIKS as our Treasurer. And for his attention to detail in the rulebooks that keep us in line in our multi-player games. I had the pleasure to meet Brian face to face for lunch back in North Carolina years ago. Enjoy your recently earned retirement, Brian!

I hope you all had a pleasant and festive Holiday Season. The world is indeed in turmoil as we embark into another year. Makes one appreciate the sterility of our boardgames that depict world strife and wars and at the same time gives us interesting lessons in global history.

Our ranks continue to increase while the number of rated games continues to decrease.

All reporting is up to date, so we launch into a new year, 2025. Time continues to fly. It seems not that the long ago when the movie 2001 A Space Odyssey was released in 1968 (I date myself). It gave the impression 2001 was far into the future. Well...

We had 15 rated games that were reported in 2024. That is nine less than were reported in 2023. As a note of interest, when we changed our format in 2022 from our "Top 40" list which was Top 40/infinitude in time to Top 25/5 years, it improved the availability of the list to the active membership. It lowered the rating needed to qualify for the list therefore making it available to more current and active members. As an example, under the "Top 40" the 25<sup>th</sup> ranked member was in the neighborhood of a rating of 1550 while on the "Top 25" list the 25<sup>th</sup> ranked member is just under 1200. This I believed (as did the other officers) would make the list more relevant to the current and active membership. Congratulations to Randy Heller, once again, leader of the pack.

Let us hope 2025 brings a bit more peace and tranquility to the world. That could be wishful thinking, but let's hope for the best.

Good gaming!

-- Dave Bergmann, Ratings Officer ✂

Ranking	Name	AHIKS #	Rating	Games	Qualifier	Opponents	Qualifier	Titles	Qualifier	Last rated game
1	HELLER, RANDY	1007	1845	80	N	25	L	17	K	10/22/2023
2	UNNERSTALL, JAY	1264	1830	26	G	12	H	9	H	12/10/2023
3	JERKICH, LOU	544	1825	19	G	9	G	7	G	6/2/2024
4	DANDY, GRAEME	916	1680	21	G	11	H	12	I	12/9/2024
5	WHITE, MARK	842	1650	16	F	4	D	10	H	8/4/2020
6	CARTER, STEVE	1713	1650	12	E	3	C	3	C	3/21/2021
7	DEWITT, OMAR	44	1605	116	Q	37	O	35	Q	12/10/2023
8	HOGAN, MARTIN	1704	1605	16	F	4	D	4	D	5/7/2021
9	MILLER, JEFF	1303	1600	109	Q	37	O	43	S	12/9/2024
10	MITCHELL, MICHAEL	1086	1590	7	D	4	D	5	E	9/11/2020
11	BERGMANN, DAVE	854	1520	22	G	12	H	6	F	12/9/2024
12	STRETCHER, BRIAN	885	1505	83	O	31	I	34	Q	12/9/2024
13	DOWREY, BOB	1507	1405	12	D	11	H	6	F	12/9/2024
14	PATIENCE, ANDREW	1646	1400	8	D	5	D	4	D	1/31/2020
15	SAUNDERS, SCOTT	1664	1365	18	F	13	H	6	F	9/17/2021
16	WALSH, THOMAS	1427	1355	97	P	19	J	6	F	12/20/2024
17	KLITZKE, WILLIAM	305	1350	232	X	61	S	39	R	3/23/2021
18	LEONARD, CHUCK	711	1345	116	R	23	K	5	E	9/30/2020
19	BAYLISS, MARK	1666	1310	33	I	13	H	7	G	1/26/2021
20	HOFFMAN, JOHN	884	1290	22	G	18	I	10	H	11/25/2024
21	BEST, BOB	552	1280	77	N	13	H	22	M	3/23/2021
22	HYLAND, CHRIS	1234	1240	15	F	12	H	8	G	3/16/2023
23	ARENA, TONY	1652	1230	58	L	19	J	25	N	7/24/2020
24	BOWIE, ALBERT	299	1220	80	N	25	L	23	M	8/5/2020
25	BROOKER, RON	1252	1195	84	O	22	K	9	H	5/15/2024
TOP 25 LIST OF RATED MEMBERS UP TO DECEMBER 31, 2024. A RATING QUALIFIER OF "C" OR GREATER IS REQUIRED TO BE ELIGIBLE. MEMBER MUST HAVE COMPLETED A GAME IN THE LAST 5 YEARS.										
C QUALIFIER GAMES PLAYED - 5 TO 6, C QUALIFIER DIFFERENT OPPONENTS - 3, C QUALIFIER DIFFERENT GAME TITLES - 3.										
SUBMITTED 19 JANUARY 2025 TO LUIZ DUARTE										

# Touring the National Museum of Military Vehicles



Sam Thornton

Last summer I had a few days off work and decided to visit the National Museum of Military Vehicles: the largest privately owned military vehicle collection in the country, located in a remote area outside the little town of Dubois Wyoming, near Grand Teton National Park. Many vehicles are displayed outside of the building but the real prizes are inside the climate-controlled main building.

Upon arriving I purchased my ticket. Tickets are good for two days because the owners believe that it should take that much time to properly explore all the collections. There are daily tours and that particular day

founder and main benefactor Dan Starks was our tour guide. He explained that he owned a ranch in the valley and enjoyed spending as much time there as possible even before he retired from his job as CEO of the St. Jude Hospital system. He once saw a vintage tank in the Dubois Fourth of July parade and thought he would enjoy having a tank on the ranch, so he bought one. From there, he got the collection bug and continued to purchase and restore military vehicles.

Mr. Starks was like a kid proudly showing off his toy box as he led us from exhibit to exhibit. He couldn't wait to show everyone

1917 Model T Ambulance





*Interior of German AFV*

his prize possession: the musket owned by PVT John Simpson that fired the first shot at the Battle of Bunker Hill. There are other claimants, but a very convincing history and provenance was provided. Simpson's unit was ordered not to fire but records show that he fired early and was consequently court marshaled. His musket remained in the family until it was privately purchased and is now proudly displayed in the vault.

After walking as much of the 160,000 square foot museum as my feet would allow I sat and relaxed in the small restaurant located in the adjacent building. I purchased some souvenirs and returned for the afternoon tour which was led by Mr. Stark as well. He led us thru exhibits highlighting the Home Front, the Red Ball Express, and the Pacific Theatre.

We continued to Korea and the Inchon Landing before making our way through the Vietnamese jungle to visit a forward firebase. We ended in the Patton room where rotating exhibits and WWI pieces highlight the origins of mechanized warfare.

After the tour concluded I spent some time looking at a smaller exhibit highlighting naval and air operations. There are a few unique aircraft represented, including a restored Henkel HE-162 and a replica Sachem BA 349 "Natter" experimental airplane. The Natter was the first vertically launched manned aircraft and was powered by a liquid-fueled rocket. It was armed with 24 air-to-air missiles. After the attack, the pilot was to bail out and both the plane and pilot would float safely back to earth. However, the

one and only take off resulted in the death of the pilot. Prototypes were captured and used by the US during development of manned space flight.

The museum is certainly off the beaten track but if you are vacationing near Jackson Hole it is worth taking the beautiful drive over Togwotee Pass in the Absaroka mountains for a visit. After exploring the museum, I would recommend spending a little time in the small town of Dubois with its many great little restaurants and shops. ✂



*Natter Experimental Plane*

*Heinkel HE-162 jet fighter*



# The Press Room

## A (continuing) vehement rebuttal



Angelo Valeri

Via four horse sleigh from Riga

Dec 1808:

After the invasion of Russia by Turkey in September 1808 the formidable Kushanz Ali began ravaging the Donbas countryside; pleas went out to His Most Catholic Majesty of Austria for aid, but his response instead was a declaration of war against Turkey and Russia. Great Britain and Prussia were called as allies, and Austria managed to alienate every empire except France. Austrian Combat began in the Turkish hinterlands near Macedonia, the southern border area of Prussia, and a depot outside Brest-Litovsk in Russia. What exactly the Hapsburg king had in mind eluded everyone.

The British Military took advantage of the situation by attacking Russia and Austria at three separate locations with sizable forces: near St. Petersburg with 110,000 men commanded by Wellington, in Nemirov with Turkish assistance equating to 140,000 men, and against Austria at Warsaw with Moore and 85,000 men. The results of the battle were catastrophic for both Austria and Russia; Moore decimated the Austrian corps and the Nemirov and St. Pete battles destroyed near 90,000 Russians with the survivors scattering to the hills.

As the Russian winter approaches, the Czar is taking one making one last gamble to dislodge the British near St. Petersburg. If this gambit fails, Russia may be forced to sue for peace early in 1809; a last call will go out to the Austrian monarch to disengage from Russia and concentrate on the Godless hordes from the south. Alas, it may already be too late for the Hapsburgs as over 40,000 troops were lost in recent engagements and Turkish forces now inhabit Vienna. We must see what holds for the coming year...

Respectfully,

*Field Marshal Nikolai Kutuzov*

(aka Angelo Valeri AHIKS 2030) ✂

# The Press Room

## Red Barricades CG III



Charlie Schindler

This front report will be short due to the Russian commander finding the gepanschte Schnapps we planted and giving us also time to reinforce our badly decimated troops. Unfortunately that also allows the Bolsheviks to add more of their garbage cannon fodder, too.

Day 5: another conference in Berlin. Der Führer was moderately satisfied with the current progress and agreed to reinforce the front with a rifle and storm company.

The bickering between the platoons regarding who gets support weapons has stopped. Due to the sad fact that many Landsers fell, we have an abundant amount of support weapons.

Dawn of Day 6: concentrated the main force in the center as any reinforcement entering the battlefield would have a long way

to go. And the flanks need reinforcements anyway.

Der Führer agreed to the request of some Sturmgeschütz as Stukas did not a really good job. That should help to push the western flank where we managed to out the AT gun (or was it the Russian hammering into oblivion out of frustration?). Anyway it is gone. The question is if the Russian did hide some new ones. Hopefully he did not expect it yet. Also got some halftracks to transport the infantry and one with a Feldhaubitze. ✂





# Alexander the Great



Mike Dyer

This terrific 1974 classic from Gary Gygax on the Battle of Arbela has taken up occupation on my virtual tabletop for the last several months now. My fine opponent, fellow AHIKS member Andrew Cozzi, and I are currently on our fifth game. We are matched at two wins each and have both achieved victories playing the armies of either side -- as good an indicator of game balance as can be had.

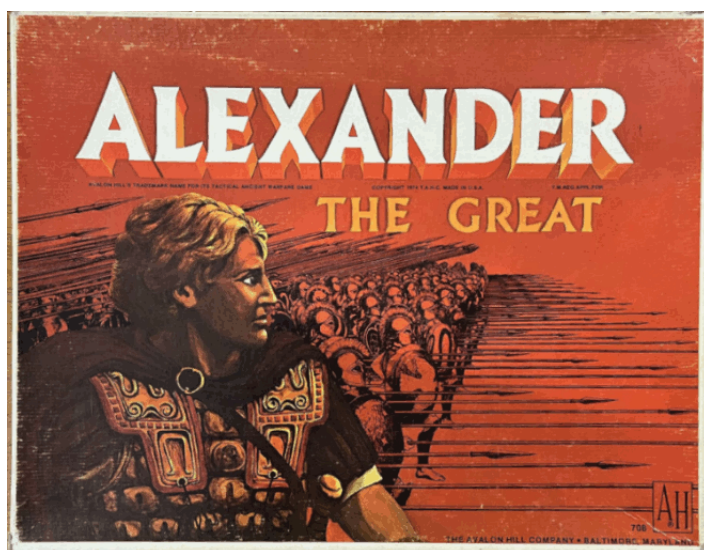
Highlights of the system include:

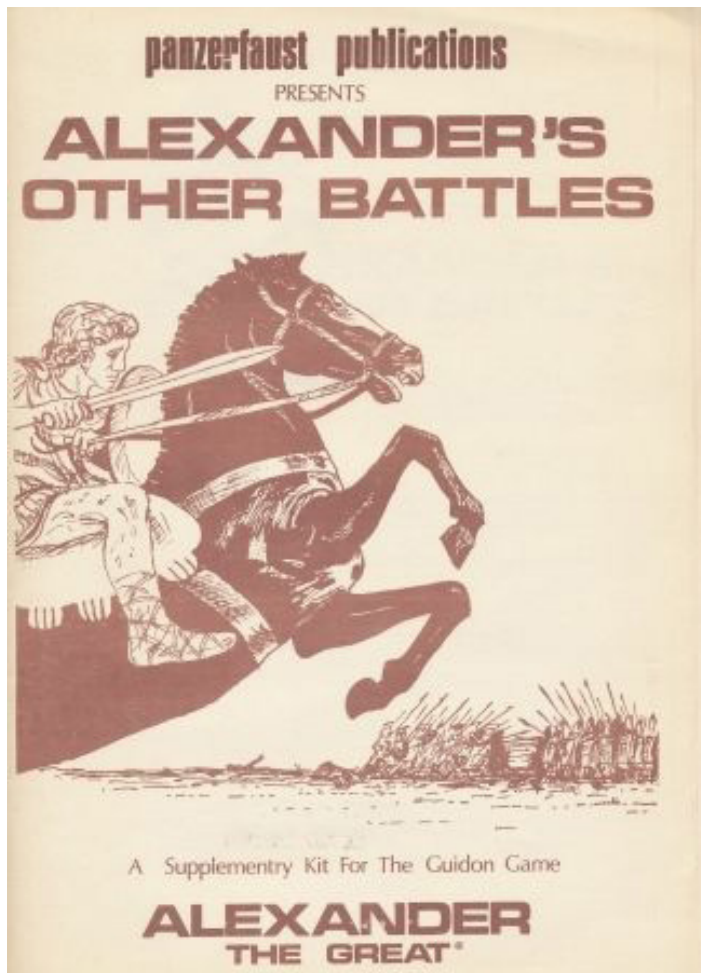
- Games that are quick with tense battles all along the line. Four to six turns will usually see a victor emerge but it will be difficult to predict who will hold the field until that final turn.
- The order of battle includes a variety of different unit types with special rules. Large unwieldy phalanxes, powerful cavalry charges, archers (mounted and foot), chariots, mercenaries and even some elephants manage to keep every game interesting.
- The armies themselves also have special rules. Alexander's Macedonians are fewer in number but of superior quality. Their better training permits special maneuvers that the Persians are incapable of executing. Most importantly the Macedonians can combine different arms in battle where the Persians cannot.
- But the shining star of the game mechanics lies in how the morale system drives the course of play. Your overall army morale ebbs and rises on a 20-point track when individual unit losses are taken or inflicted. On any given turn your army morale will sit in one of four brackets along the morale track. When conducting attacks, one of four different combat results charts will be consulted in accordance with your current army morale level. On each of these charts the die roll is also cross-referenced against the morale level of the opposing army

to determine the efficacy of your units in battle. Mercenary troops will desert when morale falls low enough and, instead of a turn limit, the game is over when morale reaches zero. It really is quite the innovative system, especially for its time.

The core game rules are fairly short at 16 pages but have many subtle complications, such that much referencing to additional Q&A pages added to the back of the rulebook is needed. Further clarifications and errata from Avalon Hill (published in *The General* v13n01) are also recommended. Even then, one may find some finer points, especially for the missile rules, will require further thrashing to beat them into shape. Having the original (1971) Guidon rules to hand one can see how Gygax's simpler rules were both improved but complicated by Richard Hamblen, through more realistic Advanced Movement rules and an awkwardly 'tacked-on' Defensive Missile Phase.

To be honest, after reading several game reports and watching several videos online it is not uncommon to see gamers reaching different interpretations of the rules or simply swapping in house-rules of their own preference. Andrew and I simply dived in and reached our own





conclusions on the subtleties of play that came up as we went along. Despite such shortcomings the game deserves its place as an undeniable classic in the Avalon Hill line. With free setup options the game has great replayability and the design is able to deliver an exciting and memorable battle over a relatively short gaming session.

## *Alexander's other battles*

As I like to do for these articles, I will include some additional scenarios to add some variety to the game. In this case the choices of scenario are easy. In 1972 Gary Gygax, through Panzerfaust Publications, produced a small supplement entitled "Alexander's Other Battles" which included three new scenarios. Since it pre-dates Avalon Hill's acquisition of the game this little supplement is quite rare and expensive these days.

Fortunately, readers of *The General* were provided with the Battle of Hydaspes which was, by far, the largest and most interesting scenario

in the supplement with its strategic map and counters for Porus' Indian army. I suggest locating a copy of *The General* v12n04 for the Avalon Hill conversion of this one. For collectors of *The General* I should also mention an Ancients scenario, with Ramses' Egyptians at Kadesh, in v19n04 is well worth seeking out.

That leaves two scenarios from the original supplement, the battles of Granicus and Issus, that are not available elsewhere. These games were presented as much smaller scenarios, taking up no more than a page each. I present here my own conversion of Gygax's scenarios, based on his orders of battle and victory conditions. The counters can be taken from your Avalon Hill game and the maps are of my own design, to fit the format of this newsletter. Only a small number of new counters needs be constructed as indicated. My thanks go to collector Kim Meints for his assistance in providing the relevant information from the 1972 supplement.

## *Scenario rules*

Given that these scenarios were designed for the original Guidon version of the game I suggest using a simplified version of the Avalon Hill rules.

### **Movement**

- Use the Basic Movement rules, so no need to restrict movement to the front facing or expend movement points to turn.
- Units must still observe hex capacity limits during movement.
- Relevant terrain restrictions are stated for each scenario.

### **Stacking within a hex**

- Standard AH rules apply for positioning the units in the hex. One unit is in front and the other behind it. The two units must either be facing in the same direction, or in opposite directions.
- If only one unit is attacked, the other is not affected by the combat result.

- If the hex is attacked from multiple directions, then both units in the hex are treated as a single unit. Resolve the attack as a single combat using the summed total of the defense factors for both units.
- Missile attacks against two units in a single hex may be directed at either one of the units, or at both units combined.

## Missile Units

- The defensive missile phase from the AH game is not used.
- Instead, each missile unit may add their frontal defensive factor to one friendly unit that is being attacked during the opposing combat phase. The friendly unit must be in the same hex or an adjacent hex as the missile unit. The attacking enemy unit must be in the fire zone of the missile unit.
- Missile units defending themselves from melee (not solely missile) attacks lose this capability.
- Missile units attacked solely by missile fire may choose to immediately return fire on the attacking missile unit using their original strength. In doing so they also lose the above-stated defensive capability.

## Commanders

- The additional combat die rolls given to

*Macedonian order of battle*

Core Units for both Battles	Granicus Additional Units	Issus Additional Units
Alexander Parmenion 1 Phalanx (2 units) [class A] Macedonian Archers Agrianian Javelins Hypaspists (3 units) Allied Greek Horse Allied Greek Light Thracian Lt. Cavalry Royal Companion Cav. (2 units) Lancers 1 Thessalio Cavalry 2 Thessalio Cavalry Paeonian Cavalry	Thracian Lt. Cavalry	Cretan Archers Balacrus Javelins

Commander units in the Avalon Hill rules do not apply.

- Units in a hex with Army Commanders are always at Morale Level 1 and may choose to ignore Back and Rout results.
- Units in a hex with Commanding Officers add +5 to their Morale Level (cumulative) and may choose to substitute Rout results with Back 1.
- If all units in a hex with a commander unit are eliminated, the commander can survive by retreating 1 hex unless surrounded.

## Cavalry Charges

- There is no additional hex of charge movement as stated in the AH rules.
- Units must move 1 or more hexes to qualify for the charge bonus but the ability to charge is subject to terrain restrictions.
- The attack factor of Charging units is doubled.
- The attack factor of cavalry (including charge bonus) is halved when attacking missile units frontally.
- Cavalry may not attack Phalanx units.

## Mercenaries

Follow the AH rules for mercenary units:

- Mercenaries desert (removed from board) if the Army Morale level drops to #3 (10 or less)

Core Units for both Battles	Granicus Additional Units	Issus Additional Units
1 Greek Mercs. [class A] 2 Greek Mercs. [class A] Median Cavalry Persian Cavalry	3 Greek Mercs. * [class A] 7-4-2 [2] 1 Bactrian Cavalry Coelo-Syrian Cavalry Hyrcanian Cavalry Paphlagonian Cavalry * 4-2-1 [4] <u>CO Units:</u> * Arsamedes Arsites Memmon Rheamithres Spithridates	Darius CO Nabarzanes * Persian Foot Guards [class A] Caucasian Archers Mardian Archers Babylonian Infantry Cadusian Infantry Carian Infantry Median Infantry Mesopotamian Infantry Persian Infantry Persian Horse Guards

*Persian order of battle*

unless a commander is in the same hex as the mercenary unit.

- Mercenary units that are accompanied by a commander will desert when Morale level drops to #4 (5 or less).
- At any time that a mercenary unit is completely surrounded by enemy units it will surrender and defect. No battle need take place against them. On the following turn the mercenary unit may be used by the capturing army as if it were any other friendly unit.

### New Counters

The Persians will need counters for two combat units and six commanders that are not in the Avalon Hill game. These are marked with an asterisk \* in the OOB above and unit factors are provided. Unused counters from the original game can easily be substituted.



## *Granicus special rules*

### Setup

- The Persians place their units on any open ground (green) hex on the north side of the river. Units may also be placed on the ridgeline hexes (brown slope, dark green high ground) if desired.
- The Macedonians then place their units on any open ground hex on the south side of the river.
- Neither side may place units on any river or riverbank (tan) hex.
- The **Macedonian** player moves first.

### Terrain

#### *The River Granicus*

- Units may freely cross the Granicus River at any point. River hexes require the expenditure of 2 movement points to enter.
- Units in the river hexes may not attack. If attacked they defend at one-half of their normal defense factor.
- Cavalry charges that cross the river are permitted.
- Riverbanks (tan hexes) are treated as normal open ground. Unit may not setup in these hexes.

#### *The Ridge*

The line of brown and darker green hexes on the Persian side of the river represent a slope up to a ridge line. Use the following rules:

- Units must stop on entering a slope hex from the lower ground.
- Charges up the slope are not permitted.
- Units on the high ground (dark green hexes) that are in combat solely against units on the slope have their attack factors doubled when attacking or defending.

Note: This important ridgeline is not included

in the Gygax scenario, likely due to the need to repurpose the map to accommodate all three scenarios.

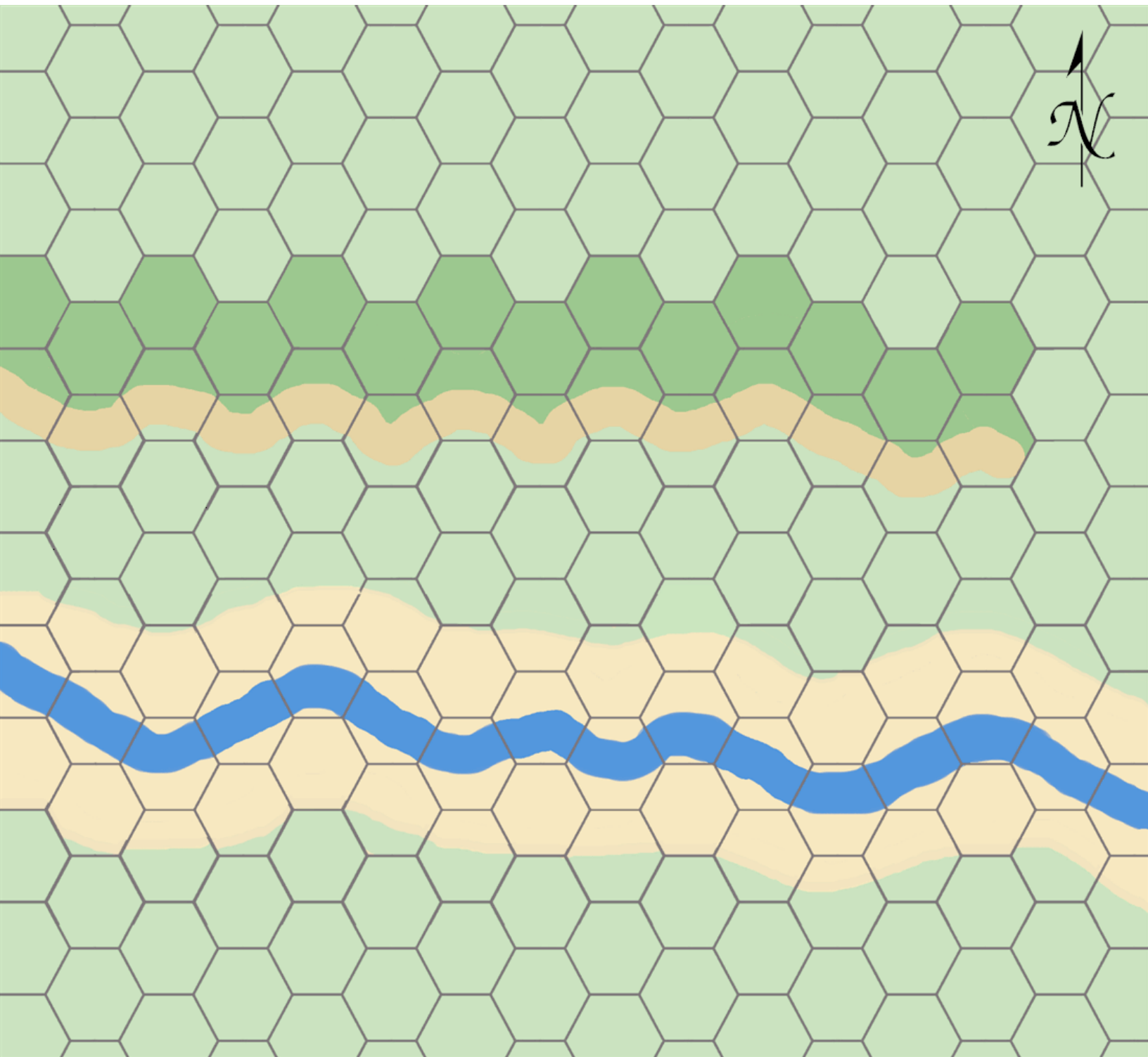
### Victory

The Macedonians win if:

- Persian morale is reduced to 2 or less.
- Two or less Persian units remain (not including commanders)

The Persians win if:

- Alexander is killed.
- Macedonian morale is reduced to 4 or less.
- Four or less Macedonian units remain (not including commanders)
- 12 Game Turns are completed without a Macedonian win.



## Issus special rules

### Setup

- The Persians place their units on any open or rough ground on the north side of the river. Two cavalry units (any two) may be held until the Macedonian army has been deployed.
- The Macedonians then place their units on any open or rough ground hex on the south side of the river. The Macedonians may not place units on the darker brown hexes.
- The Persians may place their final two cavalry units on any dark brown rough terrain hex.
- Neither side may place units on any river hex.
- The **Persian** player moves first.

### Terrain

#### *The River Pindarus*

- Units may freely cross the Pindarus River at any point. River hexes require the expenditure of 2 movement points to enter.
- Units in the river hexes may not attack. If attacked they defend at one-half of their normal defense factor.
- Cavalry charges that cross the river are permitted.

#### *The Gulf of Issus*

- The all-blue hexes represent the Gulf of Issus. No unit may enter an all-blue hex. Any hex that is partially green, unless bisected by the river, is open ground and can be entered freely.

#### *The Hills*

- The brown and darker brown hexes represent rough terrain. All rules from the original game apply as relates to movement or combat in rough terrain.
- Aside from setup of the Persian infiltrating cavalry there is no distinction between brown and darker brown hexes.

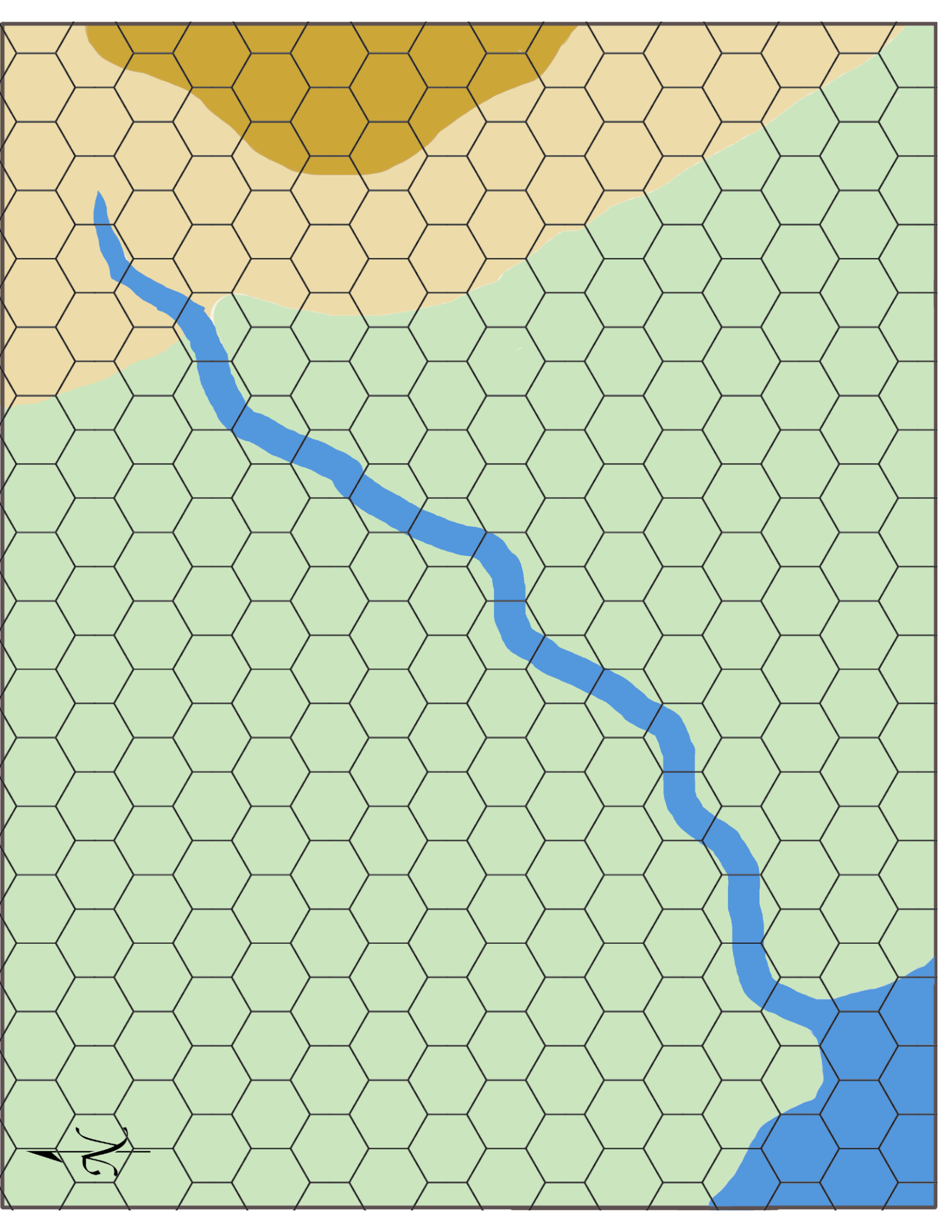
## Victory

The Macedonians win if:

- Darius is killed.
- Persian morale is reduced to 9 or less.
- Four or less Persian units remain (not including commanders)

The Persians win if:

- Alexander is killed.
- Macedonian morale is reduced to 2 or less.
- Five or less Macedonian units remain (not including commanders)
- 20 Game Turns are completed without a Macedonian win. ✂





# Two tournaments



Russ Gifford



Still time to Join!

## 2025 SPI Arnhem tournament

28 players from around the globe have joined -- what about you?

Click here to sign up: <https://www.spigames.net/formARNHEMTourneySignUpForm.htm>

This is a VASSAL Log Exchange tournament – **this is a perfect way to get used to playing via VASSAL!** More importantly, it is a great way to meet new gamers.

### Tourney Notes

- *First round games – historical setup.*
- *Two games assured – once as each side.*
- *Three day deadline for moves – so each week is a minimum of one complete game turn.*
- *Four games max – but I will continue matching players as long as I have players who want to game!*

Things you might need:

- **Game Rules:** <https://www.spigames.net/PDFv3/ArnhemExclWW.pdf>
- **Errata** [https://www.spigames.net/db\\_pages/game\\_westwall.htm](https://www.spigames.net/db_pages/game_westwall.htm)
- VASSAL Module v2.1 (Slightly

Updated Look) [https://obj.vassalengine.org/images/4/40/WestWall\\_Arnhem\\_v2.1.vmod](https://obj.vassalengine.org/images/4/40/WestWall_Arnhem_v2.1.vmod)

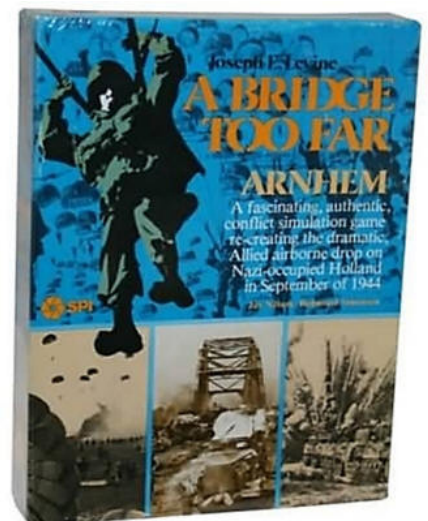
*Arnhem / A Bridge Too Far* is considered one of the most exciting and balanced games from SPI. Part of the WestWall Quad, the game has been played and loved by all comers.

Simple to learn - fast to play - exciting to experience!

This is your chance to play it again- or perhaps to learn the game and see why this is one of the most loved games in the SPI line up!

What are you waiting for? Sign up now! **Click here to sign up!** <https://www.spigames.net/formARNHEMTourneySignUpForm.htm>

Need more information? <https://www.spigames.net/Form11.htm>





## PRESTAGS SPI VASSAL Tournament Starting!

*A golden opportunity to celebrate the golden anniversary of the release of **Chariot, Spartan, Legion, Viking, and Yeoman!***

5 Games! Play as many games as you want!

3 scenario choices per round!

It is a log exchange VASSAL Tournament – you have three full days to make a move!

Flexible timing – fun games – great chances to play favorite games! ALL FREE!  
What more could you want???

Things you might need:

**Basic Game Rules:** <https://www.spigames.net/PDFv2/PRESTAGS.pdf>

Quick Rules Reference Chart <https://www.spigames.net/PDFv7/PRESTAGSQuickRefChart.pdf>

VASSAL Module v2.1 (Slightly Updated Look) [https://obj.vassalengine.org/images/1/14/PRESTAGS\(SPI\)Version2.3.vmod](https://obj.vassalengine.org/images/1/14/PRESTAGS(SPI)Version2.3.vmod)

(If you can't access the scenarios in VASSAL go to **File** -> **Preferences** and click on "use Wizard.")

Need the Expanded Game Rules? Click these links!

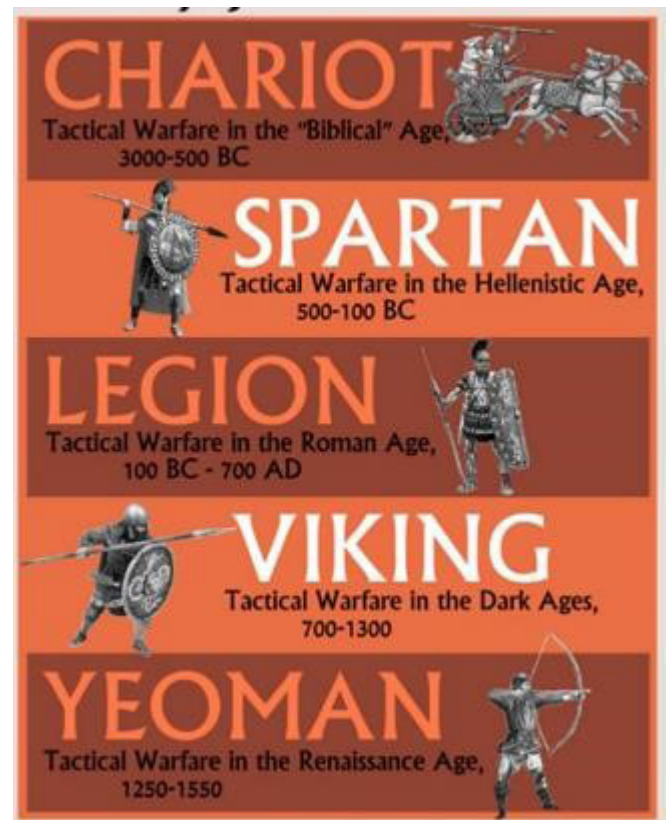
[Chariot Rules](#) | [Spartan Rules](#) | [Legion Rules](#)  
| [Viking Rules](#) | [Yeoman Rules](#)

Interested? Click here and choose your first round choices!

<https://www.spigames.net/formPRESTAGS.htm>

Any questions? send me a note at [rgifford@russgifford.net](mailto:rgifford@russgifford.net)

*Russ Gifford has been participating in tournaments since 1970, and has produced & acted as Tournament Director for large (130 people) and tourneys as small as 8 players for over 35 years. His writings on tourneys resulted in tournaments around the world. "It isn't as easy as it looks, but it isn't as hard as some people make it. The key – it needs to be designed for the PLAYERS."*



# VP's Corner



Randy Heller

I hope everyone had a joyous holiday season and the new year is off to a good start for one and all. If Santa didn't bring you any new games, take the opportunity to seek out one or more on your own. I know I did.

I would like to take this opportunity to reflect back on last year's AHIKS *The Russian Campaign* 500 Tournament. For years, I read or overheard gamers claim they were not interested in events which offered cash prizes. Frankly, I didn't believe it. That changed with this event. Some of the officer corps and I felt that a \$500 first place prize would be a large draw. We advertised heavily within social media, The K, journals, and conventions well in advance of the tournament start. The net result was only 17 entrees. That is not much considering the ultimate reward. Had we made

the prize \$5,000 would it have improved the numbers? I doubt it. Given that, the next step was to design a relatively brief, well balanced game scenario for competition.

I wrote a few of the new edition's optional rules (referred to as variants). These were incorporated into the scenario to better reflect the historical Barbarossa Campaign. Our playtest team labored assiduously to develop a balanced scenario, which was well reflected by the win/loss distribution within the tournament, itself. Based on feedback, we have since lowered the victory point count from 19 to 18. I would very much like to see this scenario used in future competition, but definitely without any cash prize associated. As always, feedback is welcomed. ✂

## 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.

## New members list

- #2474 Dave Beatty  
Woodburn, OR
- #2475 Jack Standeven  
Corvallis, OR
- #2476 Niall Byrne  
Dublin, Ireland
- #2477 Kenneth Myers  
Boston, MA
- #2478 Joseph P. Kelly  
Florence, MA
- #2479 Trow Davis  
Riverside, CA

-- Mike Dyer

*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 p.m.) on Sunday.  
 Monday morning After Action breakfast at The **Brat Stop** 8:00 a.m.

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

## Salvation Army Corps Community Center, Kenosha, Wisconsin

3116 75<sup>th</sup> Street, Kenosha, Wisconsin 53142.4444

## Six Rounds – OPEN SWISS Competition

Every competitor 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 suffer at least one defeat, and a probability that the ultimate winner will also.

## 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.

## 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.

## \$100.00 if Pre-Registered

Tournament pre-registration must be received by Sunday, February 16, 2025.  
 Pre-registration benefits include:

\$20.00 discount off door price. Confirmed reservation by return mail.  
 Advance copy of tournament rules and Official VITP Question and Answers.  
 Tournament seating based on A.R.E.A. rating  
**Subway-Sandwich lunch and Hamburger-and-Brat dinner on Saturday. Pizza lunch on Sunday!**  
 Follow up letter with final tournament results and your current VITP/A.R.E.A. status.

## \$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!**

Follow up letter with final tournament results and your current VITP/A.R.E.A. status.

**First time participant, or if you haven't been with us for more than four years, we offer a special rate of \$40.00!** If you have never previously attended *Midwest Open*, or if you haven't been with us since 2020, we welcome you to join us, with full benefits, for just \$40.00! **Pre-registration is required for this rate.**

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

**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!!!**

### Salvation Army Corps Community Center, Kenosha, Wisconsin

3116 75<sup>th</sup> Street, Kenosha, Wisconsin 53142.4444

#### Driving Directions:

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

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

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

#### Flying In:

**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 50 / 75<sup>th</sup> Street, just west of I-94.

Follow driving directions to **Salvation Army**.

#### Further information:

Glenn E. L. Petroski  
Tournament Director  
*Midwest Open*

2219 73<sup>rd</sup> Street  
Kenosha, Wisconsin 53143.5320  
Phone: 262-654-5044  
Email: [AREA1@ATT.net](mailto: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. \_\_\_\_\_