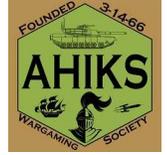


Kommandeur



Volume 60 Number 6

December 2025

So Long And Thanks For All The Fish!

It has been my pleasure and honor to have served as your Match Coordinator since August 2021. However, I have noticed that I have not been performing my duties as well as I had when I first stepped into the position.

I recognize that we need a new Match Coordinator and a fresh eye to maintain the Open Match List. My philosophy of having the posting member being the one to remove their listing is inherently flawed and has resulted in a List that has become stale and outdated. Entries have languished for months and years with often the originator having lost interest in that title, and with twice discovering someone had passed on.

It is therefore in the best interest of the Society for me to step aside and allow someone else with fresh energy to take the reins.

Thank you all for some great years in your service!
-Mark Palmer

A Change of Command

Mark Palmer and Duncan Rice have agreed, subject to a vote by the Officer Corps, that Mark will step down as Match Coordinator, and Duncan will take over the task. Having served five years as Match Coordinator, Mark has urged that we change how we do things. Duncan has proposed a new path, subject to discussion with the Officer Corps and general membership.

Mark Palmer wrote:

Usually what occurs for a match is that someone sees a title in which they are interested, and I then attempt to contact by emailing the posting member. Often the title has been hibernating for months, possibly years, and half the time I do not receive a response to the posting member when I email them with a possible match. Of the half that do respond, three quarters of the time they are no longer interested in playing. If my math is correct, that equates to 1 out of 8 queries end up with a match off the Open Match List.

If a member contacts me with an interest in a game on the list and I don't receive a reply from the originator, or if the originator is no longer interested, I offer the responder the option of posting his

name for that title and I change the date if they wish to be listed. I fail in that regard and the Open Match List ends up with multiple listings for the same title.

The entire process needs to be tossed and rebuilt. Quite honestly, I no longer have the passion to initiate it. I have become jaded and discouraged from all the effort to contact members who for whatever reason do not or cannot respond. And of the ones who do, tell me they are no longer interested.

The MC position needs a fresh set of hands on making it work in the manner in which it should.

Duncan Rice wrote:

I retired a few months ago and am dedicating myself to judo. Weekly wargaming at the coffee shop. :)

I do have time for match coordinator duties though. There is something to keep in mind and my position might not fit with what the executive wants. My main issue is that I remember being Match Coordinator, making matches, and having one person who is no longer interested and simply does not respond. It's a bad look and very frustrating for the active player. There is no point in having match requests for unengaged members at the cost of losing the confidence of engaged members. My first goal would be to clean up the match request list.

1. Email each person on the list and ask them if they are still interested in their request being posted. If they do not respond within one week their request is removed.
2. Rather than simply removing year old requests, after six months of a request being placed I contact the member and ask if they would like to remove, amend, or retain as is the request. I used to keep a MSWord table (because I dunno how you do spreadsheets) with the request, date of placement, and date of last contact. This shouldn't be too time consuming once things are in place. The initial clean up will be the heavy lifting. It'll keep me off the streets during winter and between judo semesters. :P

Mark, thank you for your work and dedication. I know it can be a difficult duty.

Your President wrote the Officer Corps:

Earlier this year, I asked for volunteers to backstop the present officer corps. If nothing else, none of us are getting any younger. Duncan Rice volunteered. Duncan and Mark Palmer are in agreement that there should be a change in command at Matching, with Duncan to become the new Match Coordinator. Mark emphasized that the current scheme for matching is not working optimally. Duncan proposes to fix it, with an expectation that we will only be matching fresh requests and that stale match requests should be allowed to fade into the distance, details to be worked out here. In addition, Jeff Miller has asked to be relieved as Multiplayer Match Coordinator, and Duncan Rice has agreed to take on the job.

The change requires approval of the voting members of the Officer Corps. Please speak up soon if you object to the change.

About The Kommandeur

The AHIKS Kommandeur, magazine of AHIKS, is published bimonthly and sent electronically to all members. Membership in AHIKS is free. To join AHIKS <http://AHIKS.com/To-Join>. Please send contributions to Editor@AHIKS.COM as .rtf, .docx, or similar formats.

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The Judge Speaks

...Chester Hendrix

SO, WHAT *DO* YOU SPEND YOUR GAMING TIME ON?

Truthfully - I've spent most of the past decade working on resurrecting Richard Garfield's BATTLETECH CCG (that died in 2000 after 4 very short years). My friends and I have created approximately 1800+ NEW cards to compliment the 850 that were made over the 4 years it ran in production ('96-200). We play it a lot... as you can imagine.

We still have at least another year's worth of extra work to do on it, and as we wind up, I'm putting the finishing touches on my 636 card MTG expansion (that I submitted to WOTC some 25 years ago - I believe I was the last, only to find out that they had stopped taking submissions a few years earlier), that will eat a lot of my time next year. You may shudder now if you must...

Time/space/opponents seem to be the greatest obstacles. A 2 hour session with cards is just too easy. I can spend almost that much time just setting up my beloved BoB... and just one turn can take almost as long - or longer.

You would think that once retired, there would be more time for such things - perhaps. But not for all of us.

Lesson #1: cultivate good, solid friendships when you're young. The magic number is 50. Once you hit that age, making new and deep friendships becomes increasingly difficult with every year. And when you hit 60 (the next magic number), you start to slowly lose the ones you had.

Lesson #2: don't be afraid to diversify. Play what your friends play - keep them close to the vest. If playing board wargames teaches you NOTHING ELSE, it should teach you the value of human interaction. A live opponent will give satisfaction that no single player game can ever match (those few of us who prefer solitaire are excepted - there is NO pressure for time/opponents/etc).

Lesson #3: don't be afraid to reach out. That's what AHIKS is here for. If you live in a small town of 16,000 like me, you might find it difficult to hook up. I have a VERY small circle (who don't play wargames) that I can play cards and euros with.

I also have ONE very good friend in town and another an hour+ away that I can play wargames with (their poison of choice is GMT's TRIUMPH & TRAGEDY - a very intense block game) - though honestly, every other month (when one of us isn't having health issues) we play things like Scythe, etc...

I won't have them both much longer. I'm the youngest of us having just turned 70. And in the next couple of years, I'll be reaching out to discover how we play by mail now (the last time I did, I was sending my turns by snail mail...). How about you?

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<h3>Airborne Assault</h3> <p>Airborne Assault: Crisis, May 1941 by Vance von Borries is a grand tactical level game of the historical WWII invasion of Crete and includes the hypothetical paratroop invasion of Cyprus. The game requires two players and is suitable for team play.</p> <p>Late 2026</p> <p>Retail Price: \$69.00 Preorder Price: \$4.00</p> <p>Complexity: Medium Map Scale: 1 hex = 1 mile (Crete), 1 hex = 2 miles (Cyprus) Unit Scale: Companies & Battalions Time Scale: 3 turns = 1 day Players: 2 or 3 Scenarios Playing Time: 3 - 9 hours based on Scenario Solitaire: Medium</p>	<h3>A World Gone Mad</h3> <p>A World Gone Mad by Scott Leibrandt is a doomsday nuclear war between the U.S. and the Soviet Union. Each turn, you'll draw random unit lists according to the state of their economy, and strategically deploy them across the globe.</p> <p>Retail Price: \$69.00 Preorder Price: \$6.00</p> <p>Complexity: Medium Players: 2 players Playing Time: 1 hour Solitaire: Medium</p> <p>Late 2026</p> <p>1 Mounted Game Map 1 Rulebook 3 Countersheets 20 Event Cards 2 Pouches 2 Nation Charts 2 Mission Charts 2 Research Mats 2 Combat Charts 2 Manifesto & Play Summaries</p>	<h3>Air and Armor</h3> <p>Air & Armor: Operational Armored Warfare in Europe, Designer Signature Edition by Bruce Maxwell marks the return of one of the most highly rated wargames on modern warfare ever published. Air & Armor is a company level simulation of a hypothetical Soviet attack on West Germany in the mid 1950s. This new edition is lovingly recreated with new map artwork, new unit counters, new unit values and updated rules.</p> <p>Retail Price: \$95.00 Holiday Price: \$62.00</p> <p>Complexity: Medium Map Scale: 1 Mile/Hex Unit Scale: Companies & Battalions Time Scale: 1 Turn = 2 Hours Playing Time: 3 - 5 hours based on Scenario Solitaire: High (Solitaire Rules)</p> <p>AVAILABLE NOW</p> <p>1 Mounted Game Map 5 Countersheets 2 Player Charts & Tables 5 TO&E Displays Basic Game Rules Booklet Advanced Game Rules Booklet</p>
<h3>Air and Armor V Corps</h3> <p>Air & Armor: V Corps, Tactical Armored Warfare in Europe by Bruce Maxwell is the second game in the Air & Armor series. It is a highly realistic game system designed to simulate modern warfare at a grand tactical level.</p> <p>March 2026</p> <p>Retail Price: \$95.00 Preorder Price: \$79.00</p> <p>Complexity: High Time Scale: 1 Turn = 2 Hours Map Scale: 1 Mile/Hex Unit Scale: Companies to Regiments Players: 1-11 players Solitaire: High (Solitaire Rules) Playing Time: 3 to 12 hours based on Scenario</p> <p>1 Rule Book & Play Book 2 Maps 7 Counter Sheets 2 Identical Charts & Tables Booklets 2 Identical sets of Sequences Cards 8 TO&E Cards 1 WP Tracks Cards 1 NATO Tracks Cards 2 WP Planning Cards 1 NATO HQ Tracks Card 3 Pool Cards</p>	<h3>American Tank Ace</h3> <p>American Tank Ace by Gregory M Smith is a solitaire tank combat game set in WWII, where the player commands one of 4 models of an M4 Sherman tank or an M26 Pershing.</p> <p>Retail Price: \$69.00 Holiday Price: \$45.00</p> <p>Complexity: Medium Time Scale: 3-4 days per turn Map Scale: Abstract Unit Scale: Individual tank, weapon systems, crew members, ammo counts Players: 1 (with option for 2 or more) Solitaire: Designed for Solitaire Play Playing Time: 2-3 hours</p> <p>AVAILABLE NOW</p> <p>1 Countersheet 10 Tank Display Mats 4 Player Aid Cards 2 Crew Status Displays 1 Mission logsheet 1 Rulebook</p>	<h3>Battle Hymn Vol 1</h3> <p>Battle Hymn: Volume One Gattysburg and Pea Ridge by Eric Lee Smith is a new brigade level game system that simulates the chaos of the American Civil War using a simple activation system combined with a detailed combat system.</p> <p>Retail Price: \$45.00 Preorder Price: \$45.00</p> <p>Complexity: Medium Map Scale: 1 hex = 300 yards across Unit Scale: Brigades, with some regiments Time Scale: 1 Turn = 60 to 90 minutes depending on the day Players: 1-2, best with two Solitaire: Medium Playing Time: 45 minutes - 3 hours (scenarios), 5-8 hours (full campaign)</p> <p>AVAILABLE NOW</p> <p>2 maps 3 Countersheets Standard Rules Booklet 2 double-sided PVCs</p> <p>Fall 2026</p>
<h3>Battle Hymn Vol 2</h3> <p>Battle Hymn: Volume Two Shiloh and Bentonville by Eric Lee Smith is the sequel game release to Volume One and includes two complete games: Shiloh and Bentonville. Battle Hymn is the new brigade level system based upon the latest research into Civil War combat.</p> <p>Retail Price: \$85.00 Preorder Price: \$5.00</p> <p>Complexity: Medium Map Scale: 1 hex = 300 yards across Unit Scale: Brigades, with some regiments Time Scale: 1 Turn = 60 to 90 minutes depending on the day Players: 1-2, best with two Solitaire: Medium Playing Time: 1 to 3 hours (scenarios), 5 to 8 hours</p> <p>AVAILABLE NOW</p> <p>2 maps 3 Countersheets Standard Rules Booklet 8 double-sided PVCs</p>	<h3>Blitz Deluxe</h3> <p>Blitz: A World in Conflict by Dave Letourneur is a grand strategy game where players fight all the battles and manage all the economies of the two major powers who fought World War II: Germany and Japan for the Axis, and for the Allies, the Anglo-French-British Commonwealth, France, the United States of America, and the Union of Soviet Socialist Republics.</p> <p>Retail Price: \$89.00 Preorder Price: \$75.00</p> <p>Complexity: Medium Time Scale: Variable from 7 months per turn to 4 months per turn Map Scale: Full Globe - area based Unit Scale: Armies/Naval Fleets Players: 1-4 Solitaire: Medium Playing Time: 4 to 8 hours</p> <p>Limited Print Run</p> <p>1 Mounted map 2.5 countersheets 6 Player Aid Cards 1 Rules Book</p>	<h3>Blue Water Navy: The Pacific</h3> <p>Blue Water Navy: The Pacific by Stuart Tompa covers the action from the West coast of the USA over to Vietnam and is the sister game of Blue Water Navy, also by Compass, which covers Europe.</p> <p>Retail Price: \$109.00 Preorder Price: \$80.00</p> <p>Complexity: Medium Time Scale: Each turn = 2 days (each card play is one day) Map Scale: Each area represents 500 nautical miles square Unit Scale: Each counter represents 10 ships, 3 submarines, one squadron or regiment of air Number of Players: 2 Solitaire: Medium Playing Time: 1-3 hours for scenarios and 8-12 hours per campaign game</p> <p>AVAILABLE NOW</p> <p>2 maps 2 countersheets 2 decks of 55 playing cards 8 double-sided PVCs 1 rules booklet 1 scenario booklet</p>
<h3>Brother at War 1861</h3> <p>Brothers at War: 1861 by Christopher Mueller is a quick playing, brigade commander's view of the American Civil War. The game's six maps feature historical backgrounds, each roughly a mile square: a campaign chart from end to end. Unit density varies. Turns are highly interactive.</p> <p>Retail Price: \$109.00 Preorder Price: \$89.00</p> <p>Complexity: Medium-High Time Scale: 1 Turn = 20 Minutes Map Scale: 100 yards/Hex Unit Scale: Regiments and Battalions Players: 2 Solitaire: Medium Playing Time: 1 to 4 hours, depending on scenario</p> <p>2026</p> <p>4 Map 520 3/4 Counters 228 1/2 Counters 1 Deck of 52 Playing Cards 1 Rulebook 1 Study Folder 15 Cardstock Player Aids</p>	<h3>Breakthrough Russia</h3> <p>Breakthrough Russia by Eric Copley is a WWII strategy game that takes players back to the crucial period from the Summer of 1941 to the Summer of 1942 when the outcome of the war in the East hung in the balance.</p> <p>Retail Price: \$69.00 Preorder Price: \$57.00</p> <p>Complexity: Low-Medium Time Scale: 1 Turn = 1 Season Map Scale: Approx 125 miles Unit Scale: Corps and Armies Players: 1-3 (with option for solitaire play) Solitaire: Medium Playing Time: 1 hour + for scenarios, 4 hours + for the campaign</p> <p>AVAILABLE NOW</p> <p>1 Mounted map sheet 3 Countersheet 2 setup sheets 2 double-sided Play Aids 1 detailed Terrain Effects Chart 1 detailed Sequence of Play Card 40 Variant cards 2 Resources tracks 1 Rulebook 1 Scenario book</p>	

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Compass Games
New Directions in Gaming

President's Report

...George Phillies

I was extremely happy to read the comments from the Compass Games meeting that people think someone else should take on more of the administrative load. I heartily endorse this sentiment. I have recently been highly distracted, because my other club's web pages were obliterated by a hacker. The pages were large and complicated. We also lost the backups to the hacker. There is no current issue with finances for AHIKS, but if I move on AHIKS is eventually going to need a source of income to keep the web pages, etc., going.

I shall specifically thank Duncan Rice for taking on the Matching effort. I thank Officers for their reports, and Al Van and Chester Hendrix for their articles. I offer a tip of the hat to Timothy Myall for reminding me to include the activity codes as a header with the Opponents wanted list.

Kudos to Randy Heller, who went to Compass Games Expo and distributed many AHIKS Fliers. He reports meeting several people who had tried to join AHIKS via our web pages and failed, due to some difficulty with the pages. If you ever encounter someone with that problem, be sure to collect their name and contact information so that we can try to clear up the situation.

Three cheers to Russ Lockwood, whose After Action Reports is much larger and more regular than the Kommandeur. His zine also includes material on miniatures games, eurogames, not to mention an incredible number of book reviews. You can find them all at chrisparkergames.com/ Chris Parker Games, which also sells miniatures rules and Print-on-Demand miniatures.

I polled members on their favorite games. The largest minority of the membership said that they play Advanced Squad Leader. Curiously, however, when I consulted with Match Coordinator Mark Palmer, he told me that since he became Match Coordinator there has never been a match request for Advanced Squad Leader.

We have a mailing list with email and papermail addresses. It has aged. I had a mailing list check run by Melissa Data. MelissaData largely does mailing lists for major-party politicians and major corporations, so its security and privacy schemes are top-notch. They compared our membership list with data that they update all the time, and sent us corrections. Based on Post Office data, we have 11 members who have died, some not recently. 3 are in nursing homes and not receiving mail. We have a modest number of people 'moved, left no forwarding address'. There are some other exotic categories. There are 724 people with entirely good addresses, and another 200-odd with less-than-complete addresses. Two dozen are on the DMA -Do Not Mail list, which refers to bulk mailers, not to us.

On the positive side, according to the search none of our members are currently in prison. That result puts us a bit above the other club of which I am President. Some decades ago, that club had a member who was around for a few years, held a minor office, and then gained other interests. At some point, he passed away. Rather more recently, he had a book written about him. Unfortunately, the book was a highly detailed demonstration that the member in question, who now answers to a higher judge, was the Zodiac Killer. He had neglected to call this minor issue to our attention.

Vice President's Corner

...Randy Heller

An ad hoc AHIKS business meeting was held at Compass Games EXPO in Connecticut during veterans day weekend. In attendance were some current and previous AHIKS officers, to include former President Roger Eastep and current UCP Officer Brian Laskey. As the VP, I chaired the meeting.

It was unanimously agreed upon that our President is currently shouldering too much of the administrative and financial burdens of the organization. The focus of the meeting was to think of ways to help. A major issue recently brought to the attention of the members was the need to maintain, perhaps even do a scrub of, the current membership roster.

A number in attendance agreed with the VP's suggestion of an initial free one year membership followed by dues of \$5 per year. This would allow the listing to self police itself. In other words, those not interested in maintaining membership would simply drop out and not pay their dues. In addition, this might allow for our treasury to grow. AHIKS member Eric Seadale suggested maintaining free membership and after a year electronically contacting the member to see if he wishes to remain on the active list.

The topic of AHIKS sponsored tournaments was briefly discussed. Based on the experience obtained from the recent \$500 cash prize AHIKS The Russian Campaign Tournament, it was agreed that cash prize events are not particularly popular with the gaming community. Other reasons for sponsoring tournament play will have to be investigated.

The VP next suggested AHIKS consider sponsoring a gaming convention, which would likely grow over time. The biggest challenge would be to locate a suitable venue. The group recognized the event would likely be in the red for the first year or two, but would grow over time. Opening a con up to the general public and charging a fee would help in gaining sustainability. A few of those in attendance volunteered to investigate possible locations.

No other topics were addressed and the meeting closed. Hopefully, some of these suggestions can be a topic for discussion with the officer corps.

Recruitment Drive

Our Social Media Groups:

on FaceBook, group AHIKS: facebook.com/groups/325514860869039

on MeWe, group AHIKS - board wargaming club: mewe.com/group/5fbe62d1c057695a0af5557e

on Discord, channel AHIKS (you need an invitation to join):

discord.com/channels/734148819851149434/791382991817146408

Please use the wargaming-related sites that you know to recruit new members. Our message is:

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.

Letters of Comment

Randy Heller writes on his ideas for AHIKS:

Hi, George:

After one free year, dues of \$5 for year thereafter. This will serve to cull the membership.

We have proven that big cash prizes are non-productive. An annual AHIKS gaming convention with tournaments will grow over time and be fruitful.

[Editor: And in response to my question 'Why do you want to cull the membership?' Randy added:]

What is the value of a member who never participates in club activity or contributes in any way?

What is the value to us by claiming a membership of a thousand when less than one hundred are active?

Randy

Mark Palmer writes, following our one meeting via Zoom of the Officer Corps:

Here are my thoughts and opinion after sleeping on them.

1. A sure way to kill AHIKS is to instigate dues. I already have my circle of gamers with whom I play, and AHIKS offers nothing for me that I don't already enjoy. I would quit because a dues membership would not be worth it to me, and I assume other members might have the same regard to a dues-based membership.

2. Questions would also arise as to where the money would be spent. What expenses would there be that would require dues? A paid publisher for the Kommandeur, perhaps?

3. A multiple sheet mailing would be tossed without being opened. Human attention spans are extremely short and even if I received something that appeared lengthy, I would not consider it worth my time. Most insurance offerings are in such envelopes, and "AHIKS" might be construed as junk mail if one is not that familiar with the name.

4. Any mailings should be on a postcard. The information should be available during the junk-mail purge between the mailbox and the recycling bin.

5. I will never play in a tournament that offers a cash prize. It takes the fun out of my gaming, and the winner would be whoever chanced to receive better dice rolls instead of who played better. Even

someone with a miserable strategy/tactic could win based upon the luck of the roll.

6. Determine who is alive or dead by sending a questionnaire via email ranking the AHIKS services with the caveat that a non-response would be regarded as a membership resignation. Of course, USPS mail the questionnaire to members who don't use email. Find out what the membership would like. Ask them.

Again, these are my personal thoughts, opinions, and observations.

-Mark Palmer

Struggle of Empires:

A Boardgame Review by Russ Lockwood

As part of StableCon, a "convention" in my gaming buddy's basement, Renaud set up Struggle of Empires, a multi-player resource management game roughly set in the 1700s. Each of us six players took a major power. I had England, but understand that all powers start off with exactly the same amount of forces and cash. Placement and initial opportunities are random.

End of War 1 (Turn 1). As we had six players, only one short of the seven player maximum, Prussia became the non-playing empire and had some forces randomly assigned across the regions. Next came the placement of nine randomly drawn "neutral" region control markers from the 65 in a bag. Next, each player drew five neutral region control markers and placed his own markers in the assigned regions. Finally, each player in turn order placed five military units (either army, navy, or fort) in any region on the map.

The game consists of three Turns (called "Wars") subdivided into five Phases. Each phase, a player can do two "white" actions, or one "white" and one "red" action. Actions include building units, moving units, attacking enemy region control markers, buying special effects tiles, and so on -- all listed on a player card.

Control of regions generates victory points and most VPs win.

Turn Order Bidding

One key aspect is a system of alliances. You can't attack an ally, although you don't have to help an ally, either. Allies and enemies come about through a series of pre-turn bidding actions. At the start of every turn ("War"), the player with the gavel starts by picking two powers who are automatically enemies and bids some amount of cash. The next player can pass and accept the arrangement, or, outbid the original amount of cash and change the arrangement by switching out one or both of the powers. This goes around and around until everyone passes.

The winning bidder pays cash and the gavel goes to the next player, who proposes two more powers -- one the enemy of the other. Furthermore, the new player has to decide which of the two new powers will be the ally and enemy of the previous powers. Bidding progresses as before, with players swapping out remaining powers or passing. In this way, our six-player game started with three allies versus three enemies. Then came the bidding for the neutral power (in our case the Prussians).

Cleverly, these allies and enemies will be bid at the beginning of each of the next two turns. So, your pal in one turn may become your enemy in the next. Also, and subtly, this bidding process creates the turn order.

Battle for North America. Shields are control markers. Red meeples are my armies.

The Game

With allies and enemies set for the first turn, we commenced with the first player. In our six-player game, the order was: David (Dutch orange), Jen (Russian green), Renaud (French blue), Mitch (Austrian white), Michelle (Spanish yellow), and me (English red). Hmmm. David did say it was beneficial to go first.

My random region control markers were in North America, Central America, South America, Central Germany, and Central Europe. I decided to go with a colonial strategy based on the New World. I placed one Navy in Africa because I needed one there to pick off Gold Coast trade region control markers in North and South America. I placed another Navy in South American waters to hopefully blockade the continent and gain +1 to an Army attack. I placed two Armies in South America and one Army in North America.

Now began a six-player land grab, or more precisely, region control marker grab. It is difficult to describe every move, counter-move, attack, and deal that occurred during the first War, much less the entire game. Suffice it to say that we all searched first for easy pickings of neutral region control markers and escalated into attacks on player region control markers.

So began a flurry of attacking neutral region control markers, tile buying, and military unit building. I bought a "use once and discard" tile that gave me 4 VPs during the turn. I can honestly say I was leading for all of the first War until we tallied VPs. I can also honestly say I was in last place at the end of the first War. Hmmm. I suppose it was beneficial to go first.

Mechanic: Allies The use of allies is a clever mechanic -- a player isn't forced to support every attack or defense by an ally, but a little wheeling and dealing here and there make for entertaining negotiating, bluffing, and other comments.

Game in progress. From l t r:
David, Russ, Jen, Mitch, and
Renaud. Photo by Michelle.

This is especially true at the beginning of a War when the allies and enemies (and the turn order) are in full diplomatic mode. "I'll put in two gold coins if you put in one and we'll create an alliance." Or, "I can put in two gold and you put in two gold and we'll pick two new players to be allies and enemies."

End of the Battle of the New World: Britain captures top spot in all three areas (sharing Central America with Austria). I think the highest payday was my effort to grab a bit of Central Europe at the end of the third and final War (Turn).

As Britain, I said to Spain, "I'll give you two gold NOT to support your Dutch allies in Central

Europe." The Dutch immediately countered with, "I'll give you five gold to support me." I immediately said, "I'll give you seven gold." Spain took the cash. I left myself exactly two gold to pay for the attack on Central Europe. As for the attack, it was an even up die roll and David rolled higher, thwarting my VP grab. Such are the best laid plans of mice and monarchs.

Attacking and Defending: Whoever loses an attack or defense loses one military unit (Army or Fort on land and Navy at sea) and randomly pulls an unrest token from a bag. Most tokens are worth 1 (one) Unrest Point, but some have 0 (zero) and some have 2 (two) Unrest Points. If you have 20 Unrest Points at the end of the game, revolution sweeps your kingdom and you automatically lose. Likewise, if you impose a special two gold tax to generate funds, you pull an unrest token. There is a tile that allows you to remove an Unrest token. Probably the unluckiest attacker was Russia in the Baltic States: a number of losses against armed neutral region control markers. Granted, most were less than 50% odds of success, but the dice proved harsh.

End Game: On dice account, I believe I came in second for armed futility with the British Navy in North American waters: three navies sent and three navies sank to the bottom of the Atlantic Ocean.

Renaud commented that since I had five Armies in North America versus only one or two enemy, I would be better off not building a Navy. Cheeky fellow! And also really funny. I took his advice and swept North America clean at least for a little while.

End Game: And that encapsulates this resource management game -- all trying to win, and certainly providing "advice" of often dubious quality, but turns passing with wit and humor. Through the first two Wars (turns), Spain was in the lead. Yet at the end, Netherlands (David) edged out Austria (Mitch) with Spain (Michelle) a couple Vps behind. A little further behind was England (me) and Russia (Jen), with France (Renaud) a few VPs behind us.

As the game mechanic is one player goes at a time, the 15 turns can take a long time, especially with all the interplayer negotiations. I'd say we started around 10am and finished around 5:30-ish, with an hour-long break for lunch. If you figure a half hour per turn, you wouldn't be so far off. As I was driving home, I thought Struggle of Empires could serve as a nice overview campaign system for miniatures

The Restless Itch

...Chester Hendrix

I keep wanting to DO SOMETHING CREATIVE... These past years have been spent finishing projects, especially getting my book - [1804] - published (which I offered free to all AHIKS members - did you get yours?), and finishing up a ccg project involving 2000+ cards. But I haven't completely left wargames behind!

Witness 7 years ago - I ran across an individual who had redone the map for one of EXCALIBUR's titles in their PANZER BATTLES series - CRIMEA. If you look it up on BoardGameGeek, just type in CRIMEA(1977) and you'll find the page.



Inspired by the excellent map and counters redo, I Worked out the rest of the game, spicing things up a bit. I did a bit of research and found all the historic designations for all the Russians (almost all were generic counters). I also completely redid the OOB/OOA charts to fit on a single 8.5x11 sheet (each). Next was the entire rulebook - which for the PANZER BATTLES series included a standard rulebook + a specific campaign set of rules. I even redid the cover (below for your enjoyment).

You can copy ALL the components to this great little game and they all print on 8.5x11 paper (except the map, which goes on 8.5x14) so you can print EVERYTHING needed at home! The counters will need mounting, but that's not much work - there are only 115 counters.

I promise your enjoyment will offset the work. It's stunning to realize that in just two short years, this game will be half a century

old!

New Game Releases

In The Shadows: French Resistance 1943-1944

Review by Russ Lockwood

Here's a gaming topic not generally covered: the French Resistance during WWII. Cards rule the mechanics and the simple cubes and cylinders aren't really much to look at, but the area-based board is clearly delineated into three regions: red, white, and blue (like the tri-color flag). These regions are subdivided into areas called Zones. The cubes (German and French collaborator units) are spread out while the red (cell) and yellow (Maquis) are placed upside down for fog of war. Two of the red cells are informants, but all the yellow Maquis are anti-Axis. It did take us a while to get the hang of the game. Key is to pay attention to the color of the event card played, because Action Point costs (for movement, hiding, sabotage, ambush, arrest, etc.) are increased if you do something outside the particular colored region.

I was the Germans and Renaud was the French.

At start and the beginning of Round 3 (top) and later in the game.

Two Tracks

The French player has a victory track that provides automatic victory conditions as well as a circular track that affects the victory track. Likewise, the German player has a plunder track that increases French resistance the more goods sent from France to Germany. Now, I thought all I had to do was plunder France to its maximum for the win. Er, no. I had to have a certain amount of plunder AND reduce the number of Resistance units to some number based on the French victory track. It only took me almost all of the game to start to read the rules. Then, in two turns, I had formed two hunter-killer stacks and eliminated all the yellow Maquis units from France. I was so close to dropping the total number of the red Cell units to the number I needed. Alas, I was one away! That's also when Renaud figured out he could pop out more Cells at a higher percentage chance than Maquis. And he went a poppin' indeed. It came down to the last turn and I conceded.

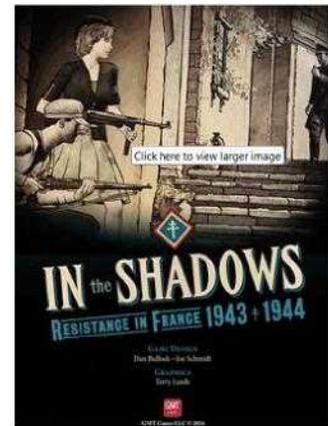
Why? Because I needed at least two action points to eliminate a Resistance unit: one to "uncover" the unit and a second to "arrest" it and remove it from the board. I needed to eliminate five units, which would take 10 action points. The card only gave a maximum of seven APs. So, mathematically impossible, I conceded.

Thoughts

I had a Klaus Barbie marker good to demand one new card draw (there are no dice, just card draws for results) if I didn't like the result. It was very helpful each turn. There are a couple results that quickened the marker movement around the French circular track. That's a prime time for the German player to use the Barbie marker. For most of the game, I was too quick or too slow. Not that it wasn't helpful, but it could have been even more helpful and make a difference in the game.

The cards usually specifically noted "Success" or "Failure" under some actions, but not for others -- you kind of had to guess at the icons and the back-page of rules chart sometimes wasn't helpful. We figured it out or logicked it out for the most part, but the inconsistency of displaying card results proved to be an annoyance.

That said, Shadows was an interesting abstract game of the French Resistance. We did blow a few rules -- the color coding being the most prominent and Alert markers coming in second. The latter turns found us paying more attention.



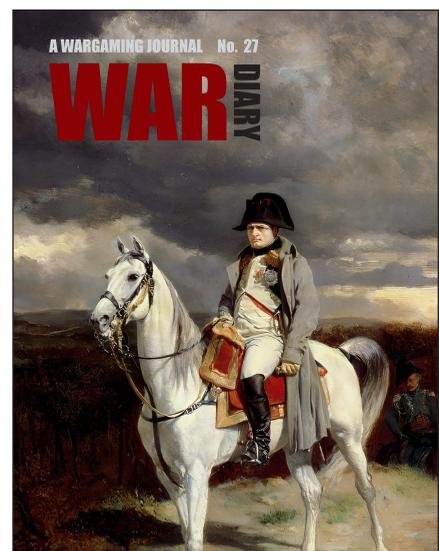
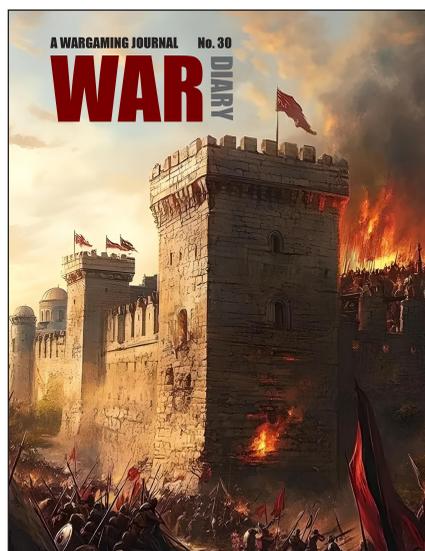
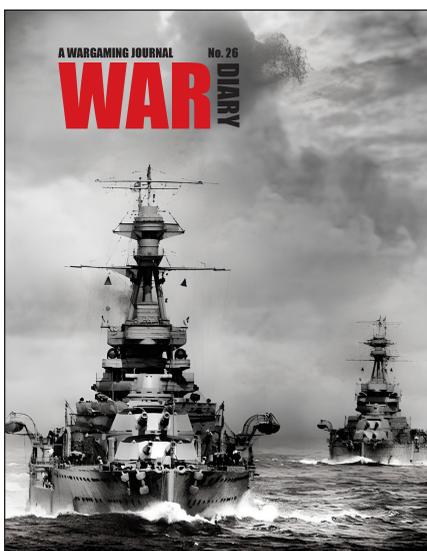
WAR DIARY PUBLICATIONS

War Diary is a true wargaming journal, not a history magazine that includes a wargame.

Published like clockwork three times per year, each issue includes thorough, thoughtful articles on topics such as history articles with direct tie-ins to gaming topics; suggestions for good play; game variants and houserules; reviews; and interviews with significant gaming figures. All produced by a top-notch roster of contributors.

We would be amiss if we failed to point out what a bargain *War Diary* is. A full year of War Diary costs less than a single issue of the other guys. And while we don't publish any games in the magazine, aren't you tired of paying for games you have no interest in and will never play? We are also the only publisher offering the option of an electronic subscription at a substantial discount. And subscribers also receive a single-use discount code good for a significant savings on regular-priced items ordered directly from Revolution Wargames.

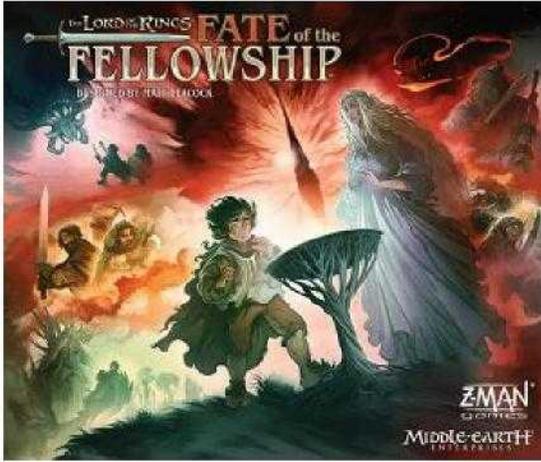
We also publish a small line of games, including two by designer Mike Nagel, *1914 Deluxe: Hell Unleashed* and *Guadalcanal: The Battle for Henderson Field, 1942-1943*, which should be of particular interest to fans of the classic Avalon Hill games.



wardiarymagazine.com

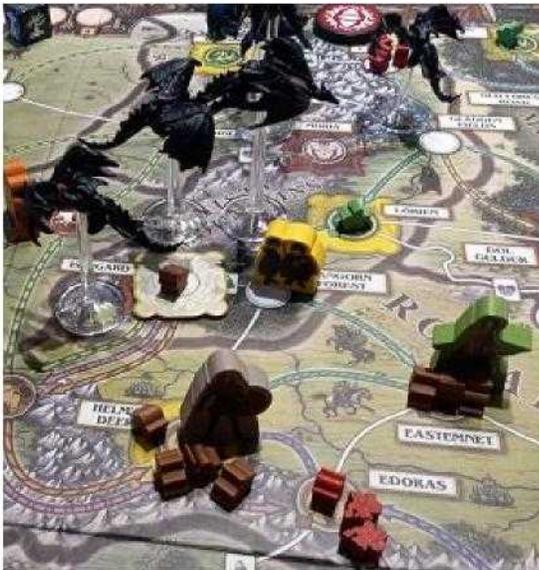
Fate of the Fellowship: LOTR

Review by Russ Lockwood



We had some time left, so we tried a Lord of the Rings boardgame called Fate of the Fellowship. Per usual, you need to get Frodo to Mount Doom to dump the ring (in this game, five ring tokens) for a win. It's a cooperative game, or I suppose a solitaire game, that also has an army component to it.

A deck of Sauron cards controls the building and movement of the evil armies -- cheapo teeny-tiny meeples instead of cool plastic figures. Movement is via colored arrow between point-to-point spaces. When a Sauron card calls for movement from a specific space, you just start there and move the orc meeples one space along the colored arrow on the board that matches the colored arrow on the card. If an evil army runs into a free people's army, they battle one round using dice with special icons.



Meanwhile, if the Sauron card doesn't move armies, it moves the "Eye" and Nazgul plastic figures to the general province where Frodo is located. That triggers a search die or dice which can slip the ringbearer closer and closer to the dark side (technically, I think it's called the Hope track, so when it hits "0," it's game over). Apparently, only the Frodo/Sam marker is subject to such searches. Every other member of the Fellowship can ignore and be ignored by orcs and other evil armies.

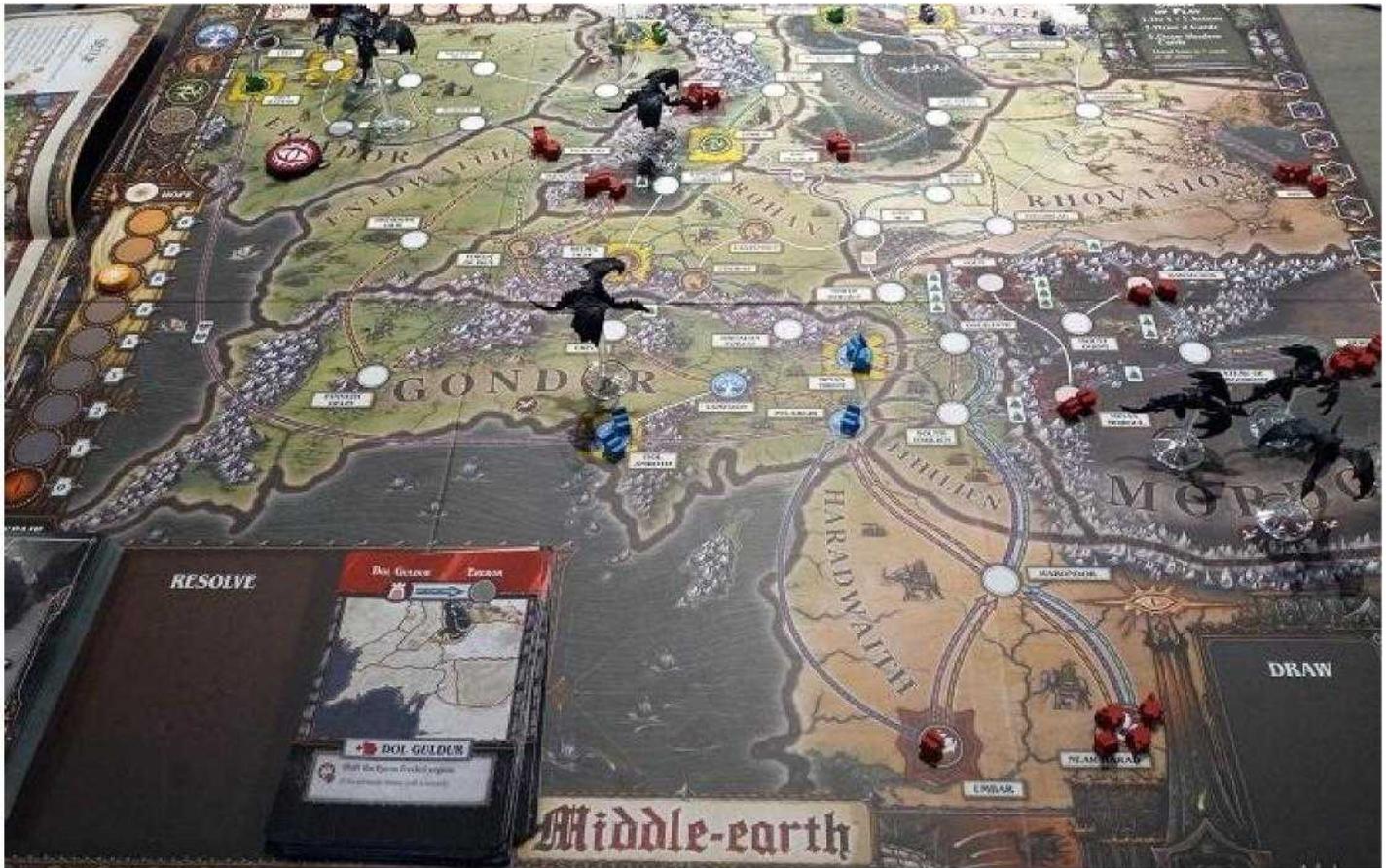
The starting set up. Red orc meeples. Black nazguls. Blue Gondorians. The Eye of Sauron starts in the Shire. The Fellowship player has three interim goals to accomplish, which we did in about half a game, and there are various resources like hearts, swords, and cloaks gained from a different card deck that can be used to avoid searches and beef up armies, and so on. This other card deck serves as a clock mechanism. You better get to Mount Doom before that deck runs out.



Frodo/Sam is yellow. Legolas is green. Isengard has been captured by the Rohanians (brown meeple). Notice the colored arrows for orc movement.

Run, Hobbit, Run

I took Frodo/Sam and Legolas. Renaud took Merry/Pippin and Eowyn. We coordinated our efforts, splitting up instead of staying together in order to draw the Eye and Nazguls away from Frodo. It's not exactly the book or movie plot, but it works.



I managed to get Frodo across the mountains, into Lothlorien, and then down to Helm's Deep. Here I was pinned between Nazguls and Orcs, but within striking distance of Minas Tirith and Osgiliath, which can lead to the hidden path. Eowyn was at North Ithilien and ready to draw the Eye, Nazguls, and evil armies to her, but I had to get Frodo past the baddies, first. I had cloaks, so I was but a move away.



The North Ithilien battle: Rohan, Gondor, and Elves (green) are victorious versus orcs. If all would go well, the evil armies would flock to North Ithilien and leave the back door open. I needed more cloaks, though, to slip past Shelob and orcs inside Mordor. I also needed one more ring token.

The Dash

We weighed our options. I had enough cloaks for Frodo/Sam to hide and also pass into Mordor. In they went as far as the Plains of Golgoth. Here, I had to wait. I only had four ring tokens. Frodo/Sam slip past Minas Morgul using many elven cloaks (map

icons). But the Eye searches. So close!

Meanwhile, the orcs were on the march and captured the northern elves and northern dwarves strongholds. This drops the marker on the Hope track by three each. As we had taken Isengard, which ups the Hope track marker by two, we were still down to the very end of the track -- one more drop of any type and Sauron gets the ring.

Worse, the deck of cards was down to five cards. Once that deck runs out, game over, Fellowship loses. By dint of a good draw, I had six ring tokens. Five went into dumping the ring into Mt Doom. Ah, but Sauron gets one last toss of the search dice. In our case, that was 7d6!



Renaud tumbled the dice into a literal cardboard dice tower. Three of the dice were no effects, two of the dice were ignored with heart icons (Sam's special ability), and one was detrimental to Nazgul. That left one last die -- and Frodo had one last ring to force a re-roll.

Here it was, win or lose, all on the last die roll. The cube tumbled through the tower and dropped with the no effect face showing. Amazing. We had won... Frodo tosses the ring into Mount Doom as a Nazgul fails to grab it. Ring counter from another game.

Fate?

First things first: This was the "easy" level, harder levels turn over more cards that increase searches and orc army attacks. After that, I found it an interesting resource management game, especially the use of arrows to guide the orc armies. This mechanic has been used before, notable in Pandemic, but playing this for the first time, I didn't know when any specific army would move. Since there were multiple arrows (different colors), the random cards sent the orcs far and wide. Neat adaptation. The resource cards can be cruel or kind, but since you can save them or turn them in for tokens to save other cards, it works.

That said, the best strategy seems to be to split the Fellowship up. For example, Merry/Pippin helpfully distracts the Eye from Frodo to their region. If all were together, that tactic is useless. So even though the Fellowship starts in HobbitShire, it breaks up before even reaching Rivendell. Go figure. The sheer number of LOTR game designs amazes me. They all use the same general plot with combos of cards and dice, but the mechanics behind the game systems offer considerable variety. Thanks for the game, Renaud. Frodo Lives!

Against the Iron Ring: The Fate of the Sixth Army in Stalingrad

Designed by Masahiro Yamazaki
A Review from Al Van

Against the Iron Ring is an operational simulation portraying events in the Don River basin area from November to December 1942, capturing a pivotal moment in history – often referred to as the turning point of the Second World War. This game marks the Soviet Red Army’s notable operational triumph over the Wehrmacht. Designed for two players, one commands the Soviet Red Army, while the other directs the German and Romanian forces. The game offers three scenarios. Scenarios 1 and 3 (Campaign) start on November 19, 1942, Scenario 2 start on December 10, 1942. Scenario 1 ends on November 27, 1942. Scenarios 2 and 3 end on December 24, 1942.

Comes with two maps (each 22x34) that are joined for Scenario 3. Great graphics, well designed and highly playable system.

A Useless Fight: ACW Ironclads Wargame

by Russ Lockwood

High Flying Dice released the wargame A Useless Fight that showcases the last major naval battle fought between ironclads during the American Civil War. When all but one of the USA ironclads guarding the James River were withdrawn for their attack on Fort Fisher, and the winter’s rising waters had submerged much of their enemy’s defenses, the CSA's James River Squadron seized the opportunity to attack.

The game contains: One 11x17-inch hex mapsheet; One sheet of 132 single-sided, un-mounted counters; Three pages of game tables and rules summaries; and 10 pages of rules. Cost: \$18.95 plus shipping/handling and state sales tax. Mounted counters can be had for an additional \$8.00. A custom card set costs \$11.00 plus shipping/handling/sales tax.

Each turn represents 30 minutes. Each hex is about 200 yards across. Each unit represents 1 warship or a battery of 6-10 cannon. Players need to provide one standard deck of playing cards, one six-sided die, and one ten-sided die. Designed by Paul Rohrbaugh and features graphics by Bruce Yearian.

Info: <https://www.hfdgames.com/trent.html>

New Wargame: USA/USSR Space Race

by Russ Lockwood

High Flying Dice released the wargame One Giant Leap: The USA/USSR Space Race to the Moon, a moderate complexity simulation game of the race between the USA and USSR (Soviet Union) to be the first nation to have a manned space craft land safely on the moon and return to Earth. Players use card play to determine how many activations and assets they can utilize to develop their rockets, equipment, infrastructure, and crews. Events, both fortuitous and adverse, will also occur that affect one or both players during the course of the game.

The game contains: Two 11x17-inch hex mapsheets; 48 playing cards, 95 mounted counters; One 11x17-inch Mission Sheet, and 12 pages of rules. Cost: \$36.00 plus shipping/handling and state sales tax.

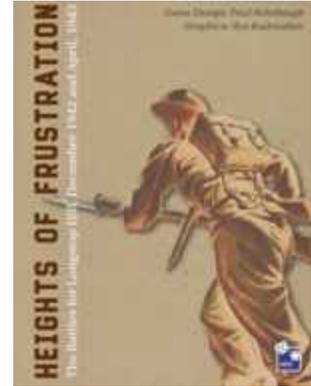
Players need to provide an opaque container and a coin. Designed by Paul Rohrbaugh and features graphics by Bruce Yearian. Info: <https://www.hfdgames.com/leap.html>

New Wargame: Longstop Hill 1942 and 1943

Review by Russ Lockwood

High Flying Dice released the wargame Heights of Frustration: The Battles for Longstop Hill, December 1942 and April 1943, a moderate complexity, solitaire-play game on the battles for the crucial heights that barred the Allied advance on Tunis in North Africa. The German-occupied position was actually a series of hills and ridges that dominated the river valley's roads and rail line that the Allies needed to take in order to advance and take Tunis.

Allied units are companies. German units are KG of 150-180 men and tank units represent 10-12 vehicles. An inch on the map is about 100 yards. Each turn represents 1 day of time.



The game contains: Two 11x17-inch hex mapsheets; 184 double-sided counters; One Player's Aid Sheet, and 12 pages of rules. Cost: \$22.95 plus shipping/handling and state sales tax. Mounted counters can be had for an additional \$8.00.

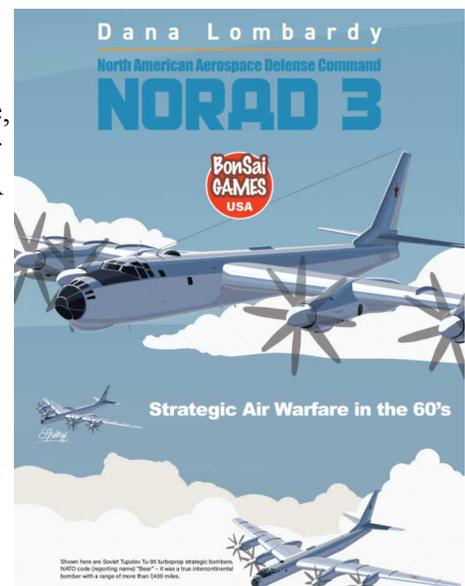
Players need to provide an opaque container and two differently colored six-sided dice. Designed by Paul Rohrbaugh and features graphics by Ilya Kudriashov. Info: <https://hfdgames.com/longstop.html>

NORAD The Third: New Edition

Review by Russ Lockwood

Back in the day, I had copies of Conflict magazine published by Dana Lombardy. One of the games was Norad, a game of defending the US from Soviet nuclear attack. Played it a lot back in 1973 and I may, or may not, still have that in the attic in one of my boxes. I never even knew there was a Norad II. Along comes Dana and Norad Third Edition in Banzai Magazine, a Japanese-language mag. The new version contains: New full-color graphics; Expanded game map that shows the USSR as well as USA targets; New playing pieces that represent USA bombers and USSR fighters; Illustrated rulebook in English that includes solitaire and optional rules for NORAD 3; Dana's 1973 designer's notes; and New rules for the Soviet Home Defense forces and NATO expansion.

As a bonus, Dana has written a backstory about creating the 1973 game and describes its 1977-2024 versions and a mini tournament held in the Basque area of Spain in 2020. \$50 includes FREE shipping to a USA address. Contact dana.lombardy@gmail.com for shipping to other countries.



MacGowan & Lombardy's
The Great War

A Fast-Playing
Card Game
for 1 or 2
Players

World War 1
1914 - 1918



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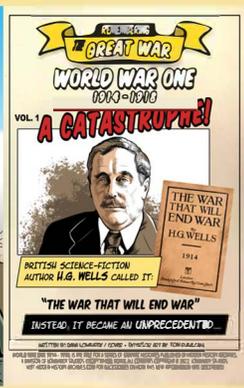
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2nd edition

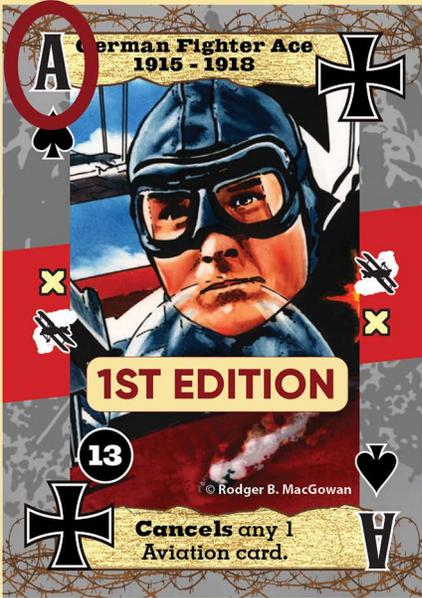
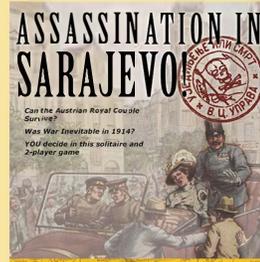
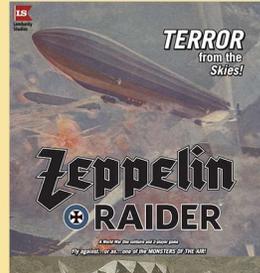
NEW TAROT SIZED CARDS

ICONS MOVED AND ENLARGED
FOR BETTER GAMEPLAY

ILLUSTRATED WW1 GUIDE
AS ADD-ONS



FOUR WW1 MICROGAMES
AS ADD-ONS



FIRST AIR WAR 1914-1918
Fixed-wing "aeroplanes" became a huge force multiplier for every army. Specially designed fighters were developed to shoot down enemy aircraft and some pilots became "aces" for numerous "kills."

ADDED HISTORICAL
CONTEXT

Custom Die-Cut Counters: Create Your Own

by Russ Lockwood

My buddy Marc wanted cardboard counters for a game he was creating and found Limey Yank Games, which offers a printing service for custom die-cut counters. They arrived the other day and he was pleased with the results.

I poked around the LYG website. Judging from the rows, I believe these are 5/8-inch counters (160 counters per full sheet / 80 counters per half sheet). Other sizes include: 1/2-inch (240/120), 3/4-inch (112/56), and 1-inch x 1/2-inch (120/60).

All counters are printed on matte paper using an inkjet printer. Standard counters are c.1.2mm thick. Packages are insured to £20 (or value of goods, whichever lower) unless you request otherwise. Insurance is your responsibility.

Basic Pricing is as follows: DOUBLE SIDED: Full Sheet: £12.50 and Half Sheet: £7.00. SINGLE SIDED: Full Sheet: £10.50 and Half Sheet: £6.00. LYG also offers a "mixed" sheet. Postage extra. I have no idea what tariffs will cost or not cost. Marc confirmed they were 5/8-inch square, a little thinner than your typical counter, double sided, and about \$15 (plus tariff) per sheet.

Also, in its Die Cut Showroom, LYG offers reworked counters for many SPI games. You'll find a series of videos about how the Do-It-Yourself die-cutting process works.

More info: <https://limeyyankgames.co.uk/die-cutting>

Opponents Wanted

Timothy Myall reminded me that I should have included the format codes for the opponents wanted messages. Here they are:

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

Game	Publisher	Player	Notes
1812: The Campaign of Napoleon in Russia	SPI	Rich Meyerson (2486)	VE Hexagon version
1813: Napoleon's Nemesis	Europa Simulazioni	Erica Snarski (1251)	VE
1914 Twilight in the East	GMT	Trow Davis (2479)	VE, FTF Riverside, CA
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)
 ACW Brigade Series MMP Mike Kettman (1067) VE
 A Distant Plain GMT Jeff Bullard (1901) FTF, PETV Philadelphia area
 Admiral's War Canvas Temple Jan Vanderveken (2286) VE
 Advanced Squad Leader AH Frank Kelly (2405) VE Already gaming with Jeff
 Advanced Squad Leader-Campaign AH Jeff Miller (1303) VE Already gaming with Kevin
 Advanced Third Reich AH Mike Scott (1555) E
 Afrika Korps AH Omar Dewitt (44) V
 Afrika Korps AH Randy Heller (1007) FTF NH area
 Afrika Korps AH Enric Herrera (2422) See Note 2
 Air Assault on Crete AH Peter Hansen (2129) V
 Alexander AH Andrew Cozzi (1998) VE
 A Most Dangerous Time MMP Jeff Miller (1303) VE
 Antietam SPI Omar Dewitt (44) V
 Arab Israeli War AH Dennis Sheppard (804) VE
 Ardennes Offensive SPI Hugh Smithers (2313) VE
 Arnhem SPI VHD VHD
 Asia Engulfed GMT Trow Davis (2479) VE, FTF Riverside, CA
 Assault on Cyprus AH Chris Hyland (1234) VHD Sub-game to Air Assault on Crete
 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
 Axis and Allies (most versions) Lee Kendter (2271) FTF Quakertown, PA
 Bismarck AH James McCormack (2369) VE FTF Puget Sound area
 Barbarossa AGN GMT Trow Davis (2479) VE, FTF Riverside, CA
 Barbarossa AGS GMT Trow Davis (2479) VE, FTF Riverside, CA
 Battle for Germany SPI Erica Snarski (1251) VE
 Battle for Jerusalem SPI Erica Snarski (1251) VE
 Battle for North Africa GMT Trow Davis (2479) VE, FTF Riverside, CA

Battles for Quebec COA Jonathon Kapleau V
 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 NH area
 Blitz Compass Jim Lauffenburger (2191) VXE
 Blitzkrieg AH Jeff Bullard (1901) FTF, PETV Philadelphia area
 Bloody 110 COA Aaron Kulkis (1983) FVL
 Blue Water Navy Compass James McCormack (2369) VE FTF Puget Sound area
 Borodino SPI Erica Snarski (1251) VE
 By Swords and Bayonets GMT Jonathon Kapleau V
 Cedar Mountain SPI Peter Hansen (2129) V
 Chickamauga SPI Omar Dewitt (44) V
 Chickamauga SPI Gary Gossett (756) VF
 Cobra SPI Randy Heller (1007) FTF NH area
 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)
 Empire Under the Sun GMT Trow Davis (2479) VE, FTF Riverside, CA
 Enemy Action: Kharkov Compass Allyn Vannoy (2455) FTF Hillboro, OR
 Euro Front Columbia Games Trow Davis (2479) VE, FTF Riverside, CA
 Europe Engulfed GMT Trow Davis (2479) VE, FTF Riverside, CA
 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 Midway scenario preferred,
 but not required
 First to Fight Games Research/Design Lee Kendter (2271) FTF Quakertown, PA
 Flat Top AH Paul Koenig (1577) V

Flat Top AH Douglas King (1961) E
 Flying Colors GMT Thomas Ten Eyck (826) E
 Forgotten Legions Compass Erica Snarski (1251) VE
 For the People GMT John Vogel (2428) VFL
 For the People GMT Trow Davis (2479) VE,FTF Riverside, CA
 Fury in the West Battleline/AH Erica Snarski (1251) VE
 Gallipoli GMT Ivan Kent (2133) V
 Goose Green MMP Jonathon Kapleau 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 See Note 1
 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 New to Vassal
 Illusions of Glory GMT Trow Davis (2479) VE, FTF Riverside, CA
 Imperium: Empires in Conflict GDW James McCormack (2369) VE
 Invasion of Malta, 1942 AH Chris Hyland (1234) VH
 Invasion of Russia, 1812 Europa Simulazioni Erica Snarski (1251) VE
 Island War SPI Erica Snarski (1251) VE
 Jerusalem SDC Erica Snarski (1251) EP No Vassal module
 Jutland AH Jeff Miller (1303) V
 Kadesh Command Erica Snarski (1251) VE
 Kasserine GMT Rob Franz (2277) VE
 Knights of the Air AH Jeff Miller (1303) VE
 Korea SPI Erica Snarski (1251) VE
 Korea: the Fight Across the 38th RBM Studio Al Vannoy (2455) VE
 Korean War Compass Paul Koenig (1577) V
 La Grande Armee SPI Charles Sutherland (1804) VE
 La Grande Armee: The Campaigns of Napoleon in Central Europe SPI Rich Meyerson (2486)

VE

Lee vs. Grant VG Jeremy Rowley (1942) V

Leipzig SPI Charles Sutherland (1804) VE

Leipzig: Battle of the Nations - Napoleon vs Europe SPI Rich Meyerson (2486) 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 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

Pacific War GMT Trow Davis (2479) VE, FTF Riverside, CA

PanzerArmee Afrika SPI/AH Erica Snarski (1251) VE

PanzerArmee Afrika SPI/AH Allyn Vannoy (2455) VE

Panzer Battles MMP John Trosky (1554) VCS

Panzer Blitz AH Douglas King (1961) VE

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 New to Vassal

Paths of Glory GMT Trow Davis (2479) VE, FTF Riverside, CA

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 New to Vassal
 Rebel Sabres TSR Peter Dunn (2235) V
 Red Dust Rebellion GMT Jeff Bullard (1901) FTF, PETV Philadelphia area
 Red Typhoon Revolution Games Jay Unnerstall (1264) VE
 Rise and Decline of the Third Reich AH Bruce Warren (2293) FTF Olympia, WA area
 Russian Campaign Jedko Games Peter Dunn (2235) V
 Russian Campaign AH Enric Herrera (2422)
 Russian Front AH Jan Vanderveken (2286) V
 Sixth Fleet SPI James McCormack (2369) VE FTF Puget Sound area
 Soldiers SPI Stephen Chin-Quee (1784) VXESL
 South China Seas Compass 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 Barbarossa Campaign GMT Trow Davis (2479) VE, FTF Riverside, CA
 The Longest Day AH 2nd Ed. rules Nacho Fernandez (1745) VE
 The Longest Day AH Trow Davis (2479) VE, FTF Riverside, CA
 The Napoleonic Wars GMT Trow Davis (2479) VE, FTF Riverside, CA
 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 GMT 5th Edition Lee Kendter (2271) VE, FTF, X L
 The Russian Campaign AH Bruce Warren (2293) FTF Olympia, WA area
 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
 The U.S. Civil War GMT, 3rd Ed, 2nd Print, 2024 Dan Carey (1716) VE
 The U.S. Civil War GMT Trow Davis (2479) VE, FTF Riverside, CA
 The War of 1812 Columbia Bob Jones (1548) VE
 This War Without An Enemy Nuts! Publishing Andrew Patience (1646) V
 Thunder at Cassino AH Jerry Wong (1974) FV

Thunder on the Mississippi MMP Douglas King (1961) VE
 Tobruk AH Dennis Sheppard (804) VE competitive game
 To The Green Fields Beyond SPI John Trosky (1554) VCS
 Traces of War VUCA Simulations Al Vannoy (2455) E-FTF Portland, OR area
 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
 Victory at Sea Compass, 1992 Ed. Lee Kendter (2271) VE
 Von Manstein's Backhand Blow GMT Rob Franz (2277) 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
 West Front/East Front Columbia Games Trow Davis (2479) VE, FTF Riverside, CA
 We The People AH Terry Gallion (2044) V via D
 Winter War SPI Erica Snarski (1251) VE
 Wooden Ships and Iron Men AH Peter Dunn (2235) VD
 WWII SPI Erica Snarski (1251) VE

Thirty-Third Annual - A.R.E.A. Sanctioned! Midwest Open 2026 Victory in the Pacific Tournament

First Place - CV26 Plaque
 Second Place - BB26 Plaque
 Third Place - CA26 Plaque
 Halsey Award – WH26 Plaque Nagumo Award - CN26 Plaque
 (Best Allied Play of Tournament) (Best Japanese Play of Tournament)

Saturday, February 28, 2026, and Sunday, March 1, 2026

Salvation Army will be available for open gaming at noon, Friday, February 27.

Saturday check in at 8:00 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 7:00 a.m.

Sunday check in at 8:15 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.

Six Rounds – OPEN SWISS Competition

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

\$120.00 if Pre-Registered

Tournament pre-registration must be received by Sunday, February 15, 2026.

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.

\$140.00 after February 15, or \$150.00 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 since Covid, we offer a special rate of \$60.00! If you have never previously attended Midwest Open, or if you haven't been with us since Covid, we welcome you to join us, with full benefits, for just \$60.00! 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 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 75th Street, Kenosha, Wisconsin 53142.4444

Driving Directions:

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

Highway 50 is 75th Street in Kenosha until 39th Avenue. Stay in right lane. Stay on 75th Street. Salvation Army is on the left side of 75th Street at 31st Avenue. This is 5½ miles East of I-94.

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 / 75th street, just west of I-94. Follow driving directions to Salvation Army.

Further information:

Glenn E. L. Petroski 2219 73rd Street
Tournament Director Kenosha, Wisconsin 53143.5320
Midwest Open 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 15, 2026. Make checks payable to Midwest Open, and mail to the above address.

Enclosed is \$120.00. (3 Meals included.) Pre-register me for Midwest Open 2026!

Enclosed is \$60.00. (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.____