



THE NUGGET

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FROM THE EDITOR

As readers will, I am sure, know, Paddy Griffith died on 25 June 2010, shortly before COW. Paddy was, among his many other achievements, the founder of Wargame Developments and the first editor of the Nugget.

This issue of the Nugget is dedicated to Paddy. It has many contributors, from his close friends, to fellow gamers, to those who did not meet him at all and yet whose lives were touched by him. Some of the contributions were written in response to a suggestion at COW for memories of specific games.

This issue includes the first Nugget editorial written by Paddy, almost exactly 30 years ago. As the current editor, I am conscious of standing on the shoulders of giants, none larger than Paddy.

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PADDY GRIFFITH: SOME BRIEF WORDS FOR THE CREMATORIUM

By Tim Cockitt

This is a major challenge, to do justice to Paddy in three minutes. I would rather have thirty!

The Public figure

As a writer: to quote Prof. Alexander – he was a “prolific and influential author, many of whose books my students still read and buy in significant quantities today”

He was a quality academic, who often challenged the “received wisdom” and the popularist view, and argued his case well. He is particularly respected for his work on the Napoleonic & ACW periods.

- He supported many aspects of Military History. Some examples:
- He hosted a monthly lecture group, and an annual study day (which we hope to continue).
- He gave lectures to numerous groups – as diverse as cruise passengers through to the Western Front Association,
- He promoted the Battlefields Trust
- He ran brilliant battlefield tours (“Griffini Wondertours”); we even did a tour of the graves in Southern Cemetery, together.

The Inventive Wargamer

Paddy had a very significant influence on the wargaming hobby. For instance:

- He visited Donald Featherstone, and the pair of them talked late into the night about the classic Napoleonic subject of French column v. British Line. There were Eureka moments, each gaining insights from the other. They lined up model soldiers and read accounts from particular battles.

- He promoted wargaming at Sandhurst, particularly the famous Operation Sealion game, involving WW2 veterans. For the record - the Nazis lost.
- He encouraged new ways of wargaming – founded Wargames Developments, to promote experimental and creative ways of simulating conflict – such as Committee games, cardboard simulators, Megagames etc. etc.
- He developed a dislike of toy soldiers – they became a distraction and, for him, they “got in the way”
- He encouraged discussion of difficult subjects, he wrote in the WD Nugget, and facilitated a limited circulation newsletter the “Monkey show” which debated morality and wargaming/conflict.

The Personal friend

I was fortunate to live near Paddy. So I got to enjoy his hospitality and companionship regularly. When I needed a friend, he was there for me.

He was a tremendous intellectual, a great conversationalist, a generous host. He had a marvellous sense of humour. We enjoyed running jokes, such as him becoming a member of the Jedi faith.

He had regular insomnia – and in the middle of the night would amuse himself by constructing alphabets of a subject. I regularly got emails timed at 4:00am, and such like.

To Conclude

Paddy was an exceptional guy. I learned a lot from him. I was privileged to know him.

Thanks for coming to pay your respects today.

PADDY GRIFFITH

By Bob Cordery

Paddy Griffith is dead.

The news of his untimely death so soon after his recovery from bowel cancer reached me this afternoon ... and stunned me. It stunned me for a variety of reasons.

Firstly, next weekend Wargame Developments will be hosting the 30th COW (Conference of Wargamers) and Paddy was going to both attend for the first time in many years and he was going to run the Plenary Game. This always sets the 'tone' for the Conference, and by all accounts it was going to be a good one. The fact that Paddy was going to attend was one of the reasons why places at the Conference were almost all gone by early this year.

Secondly because it made me realise how much I owed him both directly and indirectly. When he organised the NEW DIRECTIONS IN WAR GAMING conference that took place at Moor Park College from 23rd to 25th May, 1980, I had no idea quite how much it was going to influence my life. I was very much a solo wargamer and went not quite knowing what to expect. What I ended up with was a whole new view on what I could get out of wargaming and – ultimately – a whole new group of friends and wargaming companions.

At the final session of the conference it was decided to set up an organisation that would *'spread the philosophy of realistic wargaming through the hobby ("better realism and better game structures") and ... put like-minded 'realistic' wargamers in touch with each other, so that they can more easily exchange ideas and rules. ... We will hold a conference similar to Moor Park, every year.'*

Forgetting all that I had ever been told about volunteering, I was elected Treasurer and Membership Secretary of Wargame Developments ... and I have remained in that post ever since.

Paddy Griffith was the 'father' of Wargame Developments, and like all fathers he saw his

'child' grow and develop over the years. Eventually he left it to its own devices, but I know that he liked to keep in touch with what it was doing and how it was developing. In many ways his ideas about how Wargame Developments should develop were ahead of their time, and in retrospect one can see that he was right more often than he was wrong ... and that many of those who were loudest in condemning his ideas have eventually had to agree that they were in error and that he was not.

The continued existence of Wargame Developments and the Conference of Wargamers are testimony to the fact that Paddy had recognised thirty years ago that there was a need for a group of people within the world of wargaming who could work together to develop and improve wargaming. Contrary to popular belief anyone could (and can) join Wargame Developments; you did not nor do not have to be invited to join ... and it has always been thus. It has always been a self-selecting group. Some people have been members for many years; some join for a year and then leave because they find that it is not for them. What can be said is that its membership has and does include people from many different backgrounds and whose wargaming interests are eclectic. This was something Paddy wanted to encourage as he saw the cross-fertilization of ideas and experience as vital to the continued development of wargaming.

But Paddy was not just a wargamer; he was a gifted and insightful military historian, a consummate writer, TV presenter (albeit for a relatively short time), and an educator. He was born in Liverpool in 1947 and attended Corpus Christi College, Oxford. In 1973 he became a lecturer in the Department of War Studies at RMA Sandhurst, where he remained until 1989. It was during his first year at Sandhurst that he organised a large-scale *kriegsspiel* of 'Operation Sealion' for the Daily Telegraph Magazine. This brought together senior officers who had served on both sides during the

Second World War, and showed that had the landings actually taken place the invasion would have been beaten during the following land battle. He followed this in 1979 with another large-scale *kriegsspiel* – ‘Operation Starcross’ – for Southern Television. This time the scenario looked at the possible course of a war between NATO and the WARPAC countries.

During his time at Sandhurst Paddy gained his Doctorate (1979) for his work on Military Thought In The French Army 1815 – 51 and also organised the New Directions In War Gaming conference.

On leaving Sandhurst he became a freelance writer and publisher, and it was as a result of the reputation that he built up as a military historian and designer of wargames – along with his previous experience of working in television – that led to him being asked to become part of the team that worked on the TV series Game Of War. Despite its poor reception at the time – partly due to it being scheduled very late at night – it was a bold if unsuccessful attempt to popularise wargaming.

The list of publications with which he was involved as a writer, contributor, or editor is prolific and phenomenal:

- ‘French Artillery 1800 – 1815’ (1976)
- ‘Napoleonic Wargaming for Fun’ (1980; Revised 2008)
- ‘A Book of Sandhurst Wargames’ (1982)
- ‘Not Over by Christmas’ (1983)
- ‘Wellington-Commander: the Iron Duke's Generalship’ (1985)
- ‘Rally Once Again’ (1986)
- ‘Battle in the Civil War: Generalship and Tactics in America 1861-65’ (1986)
- ‘Military Thought in the French Army 1815 – 51’ (1989)
- ‘Battle Tactics of the Civil War’ (1989) [an revised edition of ‘Rally Once Again’ that was published in America]
- ‘Armoured Warfare’ (1990) – Chapter entitled ‘British Armoured Warfare in the Western Desert 1940 – 1943’

- ‘America Invades’ (1991)
- ‘How to Play Historical War Council Games’ (1991)
- ‘Battle Tactics on the Western Front 1916 – 18’ (1994)
- ‘The Battle of Blore Heath, 1459’ (1995)
- ‘British Fighting Methods on the Western Front’ (1996)
- ‘Verification 1995: Arms Control, Peacekeeping and the Environment’ (1995) – Chapter entitled ‘The Body Bag as Deterrent and Peace Dividend’
- ‘Verification 1996: Arms Control, Peacekeeping and the Environment’ (1996) – Chapter entitled ‘The Military Need for Contact Mines’
- ‘Passchendaele in Perspective: the Third Battle of Ypres’ (1997) – Chapter entitled ‘The tactical problem: infantry, artillery and the salient’
- ‘The Art of War of Revolutionary France, 1789 – 1802’ (1998)
- ‘A History of the Peninsular War, Vol.IX, Modern Studies of the war in Spain and Portugal, 1808 – 1814’ (1999)
- ‘The Napoleon Options: Alternate decisions of the Napoleonic Wars’ (2000) – Chapter that describes the effect of a successful French invasion of Ireland

In recent years Paddy spent much of his time involved in projects such as The Battlefields Trust and more recently the organisation and running of study days/wargames at the Imperial War Museum’s Duxford site.

I suspect that it is only now that he has died that his true worth as a military historian and innovative wargames designer will be recognised. For my part, sitting at my computer writing this blog entry has made me realise how influential Paddy had been on my life without me realising it. Thanks to him I have a group of very good friends with whom I not only wargame but with whom I enjoy a rich and varied social life. I know that if I had not gone to that first conference in 1980, I would have had

none of these things, and my life would have been poorer as a result.

Paddy Griffith (1947 – 2010): May you rest in peace.

[This was first posted on Bob Cordery's blog Wargaming Miscellany, at wargaming.miscellany.blogspot.com, and is reprinted with permission. Ed.]

PADDY GRIFFITH - IN MEMORIAM

By John Armatys

In 1980, more than half a life time ago, I spent part of a lunch break looking through the rather limited military history section of a long closed book shop in Sheffield city centre. I spotted a book titled "Napoleonic Wargaming for Fun" by Paddy Griffith (who I'd never heard of). I scanned the contents, and revisited the book over a number of days before eventually deciding I had to have a copy and forked out £5.95, which seemed like a lot of money in those days. It was, I was a not very well paid valuer's assistant.

A short time later a brief announcement on the Notice Board page of Military Modelling mentioned the formation of a new organisation - Wargame Developments. I sent off a cheque for the subscription and received a welcome pack and the first Nugget, edited by Paddy Griffith - it was a comfort to see that someone I felt I knew was involved, and that I'd probably not wasted my money.

The early Nuggets were amazing. The letters to the Emir from the ambassador to Knurdistan in particular struck an immediate chord, someone else disliked the futile competition based games that comprised the "mainstream" (as we started to call it) which dominated my experience at the Sheffield club and on the Northern show circuit (which at that time consisted of the Regionals, the Nationals and Northern Militaire). The Nugget offered a lot of new, "cultural", types of game. I was hooked.

I got to meet Paddy at the first COW at Knuston Hall in July 1981. He was kind about the first article which I'd sent in for The Nugget, and I played in his wonderful Chinese Revolution (1927) Committee Game. COW became and remains a regular feature of my life. Paddy was always the life and soul of the event, and his games were always ambitious, memorable and thought provoking, if not necessarily

comfortable. Chickasaw Bruiser IV (COW'82), a map based free kriegsspiel, had me wearing a very heavy US steel helmet whilst demonstrating my inability to command a brigade in late 1960s Vietnam. The Zulu War simulator (COW'88) had the all the participants at COW moving a blackboard on wheels around Knuston, simulating a wagon train to demonstrate in a bizarre way the problems of co-ordinating the oxen and natives whilst causing only minor damage to the fabric of the building. Paddy surpassed himself with The Giant Walrus game (COW'95, advertised as a cardboard simulator for up to 100 people) which saw the participants making shields, helmets and axes from the copious piles of cardboard in the Practical Room, deciding on Viking names (many were called Eric), and then rowing to Greenland, with various stops on the way, culminating in a Viking funeral at midnight where the cardboard all went onto the pyre. The ground was reputed to be still smouldering some weeks later.

My last game with Paddy was on a smaller scale but no less ambitious. In 2006 I received an e-mail headed "Game for a Game" inviting me to play by e-mail a game called "Mare Nostrum" based on the desert campaign of 1940 "It would take a little homework but not, I think, very much after the initial setting-up phase". The game ran for ten weeks, took far more time and effort than the invitation suggested, and was absolutely fascinating, pushing me to operate at a level I rarely experience (including using a copy of "Staff Duties in the Field" to draft Wavell's appreciation of the situation). Until near the end I was convinced that I was playing solo against the umpire - it turned out that Martin James was running the Italians. From my point of view the game was a brilliant success, although in *Sprawling Wargames* (Lulu.com 2009) Paddy merely noted "The game

progressed in an orderly manner , and as far as I can see it delivered what is was supposed to”.

It was sad that Paddy drifted away from WD, but he had started something which continues to provide an outlet for non-standard state of the art wargames and support for their designers, albeit that they are often not as theatrical or ambitious as Paddy would have liked, and that they often involve toy soldiers (which I have to accept limits the scope and level of games).

There has been some discussion of a memorial for Paddy, and I support the idea of WD doing something, however I don't think that WD and

COW are his real memorial, important though they are to the limited number of people who participate in them.

Paddy's books were almost invariably well written and thought provoking good reads. My particular favourites are *Forward into Battle* (Antony Bird, 1981, with a second edition published by Crowood Press in 1990) and *Battle Tactics on the Western Front* (Yale University Press, 1994), which is commonly referenced in other writer's work. Paddy's writings will be around for a very long time, and are a fitting way of remembering a great and innovative wargamer and military historian.

PADDY GRIFFITH

By Don Featherstone

Paddy Griffith, history lecturer at the Royal Military Academy Camberley, came as a guest to an April Dinner of the Wessex Military Dining Club, staying overnight with me to avoid the perennial fear of drinking and driving. Returning home at near midnight, sated with good food and quite sufficient quantities of drink, we discussed a pet theory recently discovered to be a shared interest. It revolved around realism on the wargames table and whether the antics our armies got up to really simulated, even coincidentally, what actually takes place on the battlefield. We both strongly felt that there was much to be desired in the habits and activities permitted by the rules on wargames tables, particularly during the Napoleonic period which was the one under discussion. Despite the late hour, we retired to the wargames room where we stood around the table posing formations in belligerent attitudes as we sought solutions to our problems.

Paddy (or Patrick as he wrote for his first article in August 1965 in the *Wargamer's Newsletter*) believed that the British won their victories by firing a single volley, then charging. The French columns wavered and fell back in disarray. We set up the figures to represent a particular battle (I do not remember which after 40 years) and talked through the sequence of events. I read from the various memoirs while he moved the figures. Time and time again, he

sent me down the loft ladder to my study to retrieve another memoir from the Napoleonic Wars. (I had a large collection of the army historical journal and so had many unknown accounts of these wars). Again and again he laid the figures out and we studied the climatic encounters of the past. Eventually my wife grew tired of berating us to retire to our beds and she withdrew gracefully to hers.

Years later I was pleased to see his write up of his theory of battle and British feat of arms. I wish I had asked him to present it to the Wessex Military Dining Club.

I remember the evening (and the long night) as it showed me that although made of plastic and metal, the small warriors on the table top could speak to us about the past.

[Note by John Curry. Don first mentioned the evening to me. The one where Paddy furthered his theory of Napoleonic battles being won by the British volley, shout and charge, not prolonged firefights and the one where Don realised that wargaming with toy soldiers could create genuine original insights. I was saving it for a forthcoming book, but it seems appropriate to add it to the Nugget now.]

S.M.A.T!

Rules by REM Foster (Paddy Griffith)

[These rules and the accompanying offside report were written by Paddy Griffith (under his nom de plume of REM Foster, a reference to an acronym which readers may be familiar with) and published in Nugget 104, of September 1995. I am grateful to Mike Elliott for drawing them to my attention and suggesting them for inclusion in this issue. Mike comments that he thinks the rules are quite significant as they use a gridded playing area. Ed.]

S.M.A.T!

(Scarcely Mechanised At All)

Being a game of military Chess located on the Villers-Bretonneux Road, 8th August 1918

General Scenario

The first two phases of the battle of Amiens have gone smoothly during the morning of 8th August 1918, with the heavy units of infantry, tanks and artillery making a major break-in through the German lines (including their field artillery positions). It is now phase three, in the afternoon. On the Canadian Corps sector there is a free-for-all pursuit in progress, with all sorts of supposedly "mobile" forces scouring through the enemy's logistic rear area, which is lightly held.

The playing area is gridded like a Chess board, but with 20 squares per side instead of 8, making 400 squares in all. Each square represents an open field on the plateau, or an open field in ground ten metres lower. There are also five village squares and fifteen wood squares, which act as obstacles to vision but normally not to movement. All of these terrain features may be laid out by a gamesmaster, or by a neutral who will not take part in the game, or from a map of the real area, or by any means that is mutually acceptable to the players but not unduly unfavourable to the Germans. Note that the purpose of the ground lower than the plateau is to represent "dead ground" (i.e. an obstacle to vision) rather than an obstacle to movement. It is connected to the plateau by

gentle grassy rises that can be negotiated by all arms.

German Forces

Similar laying-out methods apply to the deployment of German units which, once deployed, are not played by a active player but run automatically. The German forces consist of:

- 10 German infantry (platoon) fire positions, each occupying one square (and not using "hidden movement"), scattered all over the eastern edge of the playing area. Note that the positioning of terrain features should normally allow each German position to have only a relatively limited number of lines of sight.
- A more or less circular loop of railway track, 20 spaces long, anywhere in the eastern half of the playing area, on which a mobile steam-driven 15" railway gun is located (occupying one square at any time).
- 2 major ammunition dumps, each occupying 3 squares anywhere on the playing area, which must be contiguous. They constitute major obstacles to vision - just like villages, woods or dead ground.

German Methods of Action

The German infantry platoon units do nothing during the game except stay in place, automatically giving fire against all, each and every enemy unit that comes within a direct line of sight. If an enemy unit succeeds in reaching its position, the German platoon is automatically destroyed for no loss to the attacker. On first sighting the enemy, each German platoon rolls a D6; on a roll of 1 it bugs out.

The 15" railway gun may move ten spaces on each turn, or it may start reloading, or may

complete reloading, or it may fire. It has a minimum range of 25 spaces and a maximum range of 250 spaces. Anything in the square it nominates as its target is automatically obliterated. It may not itself be destroyed by any weapon in the game, although its reloading sequence may be cancelled if it comes under fire at any time during the two loading phases. Its significance to the allies is mainly as a major piece of loot.

The ammunition dumps may not be destroyed, except by a direct hit from the 15" gun (see above) or by an aircraft bomb. The significance of these dumps to the allies is as major items of loot.

Allied Forces

There should be at least six allied players, one Canadian commanding the "special weapons" (i.e. everything except the horsed cavalry); one British cavalry Brigadier and four cavalry regimental commanders. At the start of the game the Brigadier commands everyone, but if he is "removed from play", command passes to the commander of 1st Regiment, then to 2nd Regiment and so on, but never to the commander of the "special weapons", who is always subordinate to the senior cavalry commander present. Note that when the top cavalryman is "removed from play", he immediately becomes the fifth in line of seniority (i.e. the Brigadier is demoted to command 1/1 squadron, or the commander of 1st Regiment would be reduced to command 1/2 Squadron, etc.)

The British forces consist of the following:

(a) The 1st British Cavalry Brigade, of four regiments each of four squadrons. These start the game lined up along the western baseline, up to two squares in from the edge, represented by counters or figures for each squadron or regimental command element, and the brigade HQ element. The cavalry line-up is as follows:



Brig HQ

(b) The "Special Weapons", which also start the game lined up along the western baselines, up to two squares in from the edge:

- 4 Canadian infantry companies, from 1st Bn, Princess Patricia's Light Infantry
- 1 Canadian Motor Machine Gun squadron
- 1 Canadian Bristol fighter
- 1 British Whippet tank

Throw a D6 for each of the 28 allied elements to arrive on the start line. It fails to arrive on a 1. Reasons are: 1: Poor signals, 2: Poor brigade staffwork, 3: Poor inter-allied communications, 4: Blocked roads, 5: Exhausted horses, 6: Lack of ammunition.

British Methods of Action

Each British cavalry element (squadron or command group) automatically advances one space forward (i.e. from West to East) on each turn, unless it has received specific orders to do something else. It must also roll one D6 on each turn if it is under enemy fire. If a 1 or 2 is rolled, the squadron or command group goes down and its attack fails. It is removed from play.

In addition to his normal movement, as above, the senior officer present may issue one order in each turn. In his order he may tell any number of his (specified) subordinate elements to do one thing - i.e. to change direction sideways, backwards, forwards or diagonally (still rolling a die if under fire) or halt (without taking fire or having to roll a die, even if in direct line of sight of the enemy).

Each infantry company may be advanced one space forward in each turn unless it comes under enemy fire. In that case it automatically goes to ground and rolls a D6 each turn. If it throws a 6 it may choose either to remove one

enemy unit (in direct line of sight) by fire, or to move itself one space forward. It may move in other directions apart from forward only if it receives specific orders from the senior cavalry commander.

The Canadian MMG squadron may move 2 spaces per turn in any direction (unless overruled by specific orders from the senior cavalry commander) and then, if it is direct line of sight to an enemy unit, it must roll a die: for 1, 2 or 3 it is destroyed, for 5 or 6 it destroys one enemy platoon position by fire.

The Canadian Bristol fighter may move to any square on the playing area in any turn, and is commanded only by the "special weapons" commander, independently of any other authority. if it then wishes to fire, it throws a die:

6: may drop a bomb (destroy an infantry platoon or ammo dump for a further 5 or 6)

4 or 5: may fire machine guns (destroy an infantry platoon or disrupt loading of the 15" gun for a further 6)

2: must retire from play for 2 turns, due to overshooting the playing area

1: must return permanently to base, due to a castor oil leak

The British Whippet tank may move 2 spaces per turn in any direction (unless overruled by specific orders from the senior cavalry commander) and then must roll a die, regardless of whether it is under fire or not:

2: must stop for 2 turns where it is, emitting smoke

1: must stop permanently, crew evacuate suffering from carbon monoxide poisoning

Note that the Whippet cannot move at all in a wood

Onside report by REM Foster (Paddy Griffith)

S.M.A.T. was a whimsical rendition of the third ("breakout") phase of the Battle of Amiens, 8th August 1918 - arguably the most important moment for "Blitzkrieg" theorists before Guderian crossed the Meuse in 1940. Basically a cavalry brigade lined up along the western edge of the playing board (assisted by some mechanically unreliable Canadian armoured cars, aircraft, motor machine guns etc etc), while a scattering of hastily-organised German platoon positions, in depth, prepared to shoot them down. This was "military chess" (as opposed to a "miniatures game") since it was played on a grid of squares and was heavily stylised and artificially structured (as if a true "miniatures game" could ever be anything else!).

The key game mechanism was that if any German(s) could see your cavalry squadron with an unobstructed line of sight, you had to roll a D6. A score of 1 or 2 meant that you "went down" and were removed from play (implying 20% casualties and total disorganisation of the rest). It definitely paid the cavalry to choose concealed lines of approach and to exploit cover whenever possible! But if a cavalry squadron could

survive this treatment until arriving on top of a German position, the Germans would themselves be lances, sabred, dispersed and removed from play. Cavalry moved 2 squares per turn, infantry moved one. The Germans did not move at all. If infantry came under German fire they went to ground automatically and returned fire, but if they rolled a 6 they could either destroy the enemy platoon by fire or could resume their movement.

In the event the cavalry normally failed to exploit cover as much as they might, and so suffered needlessly heavy casualties. They also entirely failed to leave the battle to the (actually indestructible) infantry, which might have been their optimum strategy. But on each of the three occasions on which I have played this game, the British did just about manage to clear the playing area of Germans - i.e. a cavalry brigade successfully charged and captured some 50 machine guns, a 15" rail-mounted naval gun and a mass of assorted ordnance. What they failed to do - and this was "realistic" in terms of the historical result - was to keep sufficient squadrons in hand to make a second organised attack further to the East. This was not a "breakout" in other words, but just an "ordinary victory".

PADDY GRIFFITH

By Bob Cordery

Someone recently addressed me as 'the father of Wargame Developments' because of my long continuous membership, in the same sense that the 'Father of the House' is always the longest serving MP, but the reality is that I am at best its benign uncle ... Paddy Griffith was its father.

I did not know Paddy – other than through reading what he had written in 'The Wargamer's Newsletter' – until he wrote to invite me to attend a conference he was planning to run at Moor Park College. After some deliberation – I was not sure quite what to expect as I was rather a solitary wargamer – I decided to go ... and it was one of the best decisions I have ever made. 'New Directions in Wargaming' was an eye-opening and mind-expanding experience for me. The main sessions were chaired by Paddy, who attempted (with varying degrees of success) to record what people said. The sessions were, in the main, very formal by 'modern' 'Conference of Wargamers' standards, with lots of lectures and papers being presented and then debated.

There were also some practical sessions, and I remember taking part in a World War II wargame that Chris Kemp and Trevor Halsall had devised during a conversation over lunch. The thinking behind the game was that units rather than individual tanks and figures should be central to the game mechanisms, and that combat would be unit against unit rather than one-on-one as was then the norm in World War II wargames. Looking back on it, perhaps I was seeing the birth of what later became 'NQM' (Not Quite Mechanised), which in turn led to 'Megablitz'.

The final session was a discussion about how to build upon the work that the conference had started. In the end it was decided that the best way forward was to set up an organisation that could coordinate similar future events – what became the Conference of Wargamers – and publish a journal to record our ideas and discussions. I think (I am not totally sure about this fact) that I suggested that the organisation

be called 'Wargame Developments' and Paddy entitled the journal 'The Nugget'. He chose this name because it was what he – and as far as I know, only he – called a D20 and because he hoped that it would be full of little 'nuggets' of intellectual and wargame design 'gold'.

My next meeting with Paddy was in a pub called the 'Hole in the Wall' near Waterloo Station. Paddy very kindly signed my copy of his recently published 'Napoleonic Wargaming for Fun'. We were joined by Jim Wallman, and it was there that the 'Nugget' logo was chosen from several different designs that I had come up with. We also organised the production schedule for 'The Nugget', and this led to me spending an evening every couple of months on Jim's floor rolling up issues of the journal and sticking address labels on them ... but that is another story.

Paddy and I continued to meet at various wargames events on a fairly regular basis. Some of these were Megagames that he had devised (I have fond memories of both 'Memphis Mangler', where I met Tom Mouat for the first time, and 'Kaiserschlacht' where I acted as a 'plumpire'); others were more conventional wargames events such as 'Salute', where the organisers got quite upset when the game Paddy had devised – the 'Monkey Orange' decision-making game about casualty evacuation during a Western Desert tank battle – had no models or terrain of any sort, whatsoever! (They have never forgiven WD for that ... which is their problem, not ours!)

We also met socially – I remember spending a very pleasant afternoon at Chris Kemp's wedding with Paddy and his wife – and I was invited to his home in Camberley on two occasions. Firstly was so that I could visit the Sandhurst Wargames Group, where I took part in a wargame played with Paddy's World War II 'one brain cell' wargames rules. The second time was to attend a study day about helicopters. The latter was memorable for two reasons, the first being that one of the other guests/presenters had a little too much to drink

with his lunch and became quite 'tired and emotional' during one of the afternoon sessions, culminating in a confrontation that could easily have resulted in fisticuffs had he not slumped into his seat and fallen asleep. The second was sitting next to and talking to Tim Gow. I vaguely knew him before that day, but this meeting marked the start of our long and ongoing friendship.

COWs came and went, and over time it became apparent that 'Wargame Developments' was not going quite where Paddy wanted it to go. I suspect that despite the occasional presence at COW of 'angry young men in black T-shirts', the organisation was more evolutionary than revolutionary in its outlook (Paddy said that it was obsessed with 'trying to invent a better mousetrap') and he wanted things to be revolutionary. It was at this point that Paddy parted company with 'Wargame Developments', and went off to pastures new ... but his legacy still remained.

So what was his legacy? To me it was manifold; like all good educators he knew that in order to learn, people have to be challenged, and he would do exactly that whenever he saw the need. Members of WD are still following in that tradition, and long may it continue thus.

Secondly, he encouraged people to be constructively critical. Not to criticise for the sake of it, but also not to be sycophantic with praise even if they thought that something was not right.

Thirdly, he wanted people to ask awkward philosophical and moral questions ... and then look at the answers they came up with. He encouraged the development of 'black' wargames that made people think! For example, Tom Mouat's 'Home Front 1985' game would have been unthinkable (and I suspect, unplayable) anywhere other than at a gathering of WD members, and yet it posed important moral questions that needed to be answered.

Fourthly, he could come up with madcap solutions to wargame design problems. Some of them worked ... and some did not ... but they opened people's eyes to the possibility of trying to find a workable solution to a problem that had otherwise been escaping them. By demonstrating unusual wargame designs he gave members the confidence to try something different, both in terms of game design and subject content. In my own case this was the use of 'spud guns', potatoes, and warships built from florist's 'Oasis' and cocktail sticks. I had wanted to re-fight the Battle of Santiago, Cuba, but all the existing rules were either too slow or too cumbersome to use. By building 'disposable' ship models that I could get the players to shoot at with pellets of potato, I devised a naval wargame that was biodegradable, fast, and fun. Without having had the experience of one of Paddy's 'experimental' wargames I would never have contemplated the solution I arrived at.

Fifthly, he encouraged people to be reflective about how they had designed their wargames, even if it had gone wrong. He knew that they were just as likely to learn from their mistakes as they were from their triumphs.

Sixthly – and this is his personal legacy to me – he endowed me with a group of good friends that I would never have met had it not been for 'Wargame Developments'. For that alone I will always be grateful to Paddy.

But this was not the only personal legacy I have from having known Paddy; he encouraged me to write. Firstly for 'The Nugget', but later for a wider audience; without that I would probably never have 'found my muse' and my life would have been all the poorer for it.

Thank you Paddy, for everything. You probably never knew the debt that people like me owe you, and as long as we live we shall make sure that your memory lives on.

PADDY GRIFFITH

By Phil Barker

A new insight is worth buying a book for. All Paddy's books had dozens.

A DISAPPOINTING COW

By John D Salt

This year was the first time COW disappointed me. My first COW was in 2004, and it was eye-openingly wonderful. I have been every year since. Every year, I was prepared to be disappointed, thinking that it could not possibly be as good as last year. Every year, I have been pleasantly surprised to discover that it was just as good. The nearest thing to disappointment was missing out on inviting-looking sessions, simply because of the physical impossibility of being in two or three places at once.

I was especially looking forward to this year's COW, because I was looking forward to meeting Paddy Griffith in the flesh. I had, of course, like anyone else interested in wargaming or military history, known Paddy for years through his writings. In my opinion, for what it's worth, his "Battle in the Civil War", illustrated by Peter Dennis, was the finest job I have ever seen of integrating text and pictures in any book on any subject. His "Battle Tactics of the Western Front" was a timely and admirably-argued counterbalance to the

pervasive Germanophilia that afflicted the discussion of WW1 minor tactics after the publication of Bruce Gudmundsson's splendid "Stormtroop Tactics". The thesis of his "Forward into Battle" struck me as highly convincing, and, if contrary to much current received wisdom, strongly supported not only by Paddy's own research but also Dave Rowland's historical analysis on the effects of shock action.

The week before COW, Paddy died. I never got to meet him in person, and so this was the first COW ever to disappoint me. The company and the sessions were, though, as enjoyable and as thought-provoking as ever. Another, perhaps less selfish, aspect to the disappointment was that Paddy could not come to see what had become of his creation of 30 years ago.

Now, if you'll excuse me, I am going to drink a toast to our founder's memory, and then smash the glass, so that it can never be used for any less noble purpose.

PADDY GRIFFITH

By Jim Wallman

What a shock.

Paddy and I lost touch for about 20-odd years, and I was only back in contact with him last year at his Crete game. I was hoping to come to COW and continue that re-connection and it is a huge sadness that this will not happen now.

He was a major inspiration and over the years I learnt a huge amount from Paddy - his schemes for using the multi-room military style kriegsspiel hit a chord for me as a young and enthusiastic gamer in the 1970s. We first worked together on 'Invasion Road' for Southern TV in 1978 (a fantasy game about a Soviet invasion of Germany). This led to opportunities to help him run operational command post games at Sandhurst for the students - a fantastic learning opportunity for

me, and to games like Memphis Mangler - the first so-called megagame.

I recall regularly turning up to his first wargaming evening class in Woking in the later 1970s, once a week, where we were exposed every week to the fantastic world of Griffith-esque gaming. Everyone who gamed with Paddy will have many memories of fantastic experiences - mine include spending an entire evening locked in a cupboard as Mary Queen of Scots, crawling around Paddy's loft-space in his house in Surrey as a rear gunner/bomb-aimer in a 'Target for Tonight', the amazing roast suckling pig and rum feast he materialised for my first Pirates megagame, and the Vietnam helicopter command post game played in his car in his dimly-lit garage in the dark with a thunderstorm raging outside. I

never found out how he engineered the thunderstorm! And more.

And the creation of WD was due largely to Paddy's conviction that a group committed to development of the hobby was worthwhile - even essential - in 1980 a place for those disillusioned by the ossified 'commercial mainstream' - the rebellious free thinkers who didn't necessarily need toy soldiers or competition games to be called wargamers and for whom the history of the thing counted more than uniforms and army lists. And there were many of us who were with him at the time and

remember his inspirational energy and commitment.

That was then, and 30 years on WD is still standing and is influential and strong. WD is an important legacy of Paddy's vision, of which he (and we) can be proud.

I could go on, but won't. Many of us have memories of a true 'character' in wargaming - iconoclast, rebel and creative dynamo - he will be missed.

Bye Paddy - and thanks.

PADDY GRIFFITH

By Timothy Myall

I own only one book on ACW wargaming - Paddy's. I remember his 'black wargaming' contributions and many other things. I doubt we will see his like again. I can't put it better than Jim:

"I could go on, but won't. Many of us have memories of a true 'character' in wargaming - iconoclast, rebel and creative dynamo - he will be missed."

MEMORIES OF PADDY

By Mike Elliott

I met Paddy Griffith at the first COW in 1981. In fact COW and a couple of megagames at Sandhurst were my only contacts with him other than in print. But what contact! Paddy had a delightful way of challenging accepted ideas and the status quo and getting us to think again about what we were doing and what it represented in reality. Sometimes this was achieved using somewhat bizarre methods - Paddy quickly gained a reputation in the early COW years as the "cardboard simulator king"!

I have memories of a Citroen CV (driven backwards) masquerading as a tank and a bicycle doing duty as a First World War aircraft. Games with a large number of participants were very much part of Paddy's style. There was the Vikings journeying to Greenland. I was a plumpire in that game and when the players asked me how to get to Greenland, I told them "turn right at the first star and straight on till morning". That was the game where the secret of how to kill a polar bear was revealed to the world - a form of the Vulcan neck pinch! The game ended with a Viking ship burial, we set

fire to all the cardboard on the grass behind the Beech Room! Spectacular.

Other Paddy games that I remember include the armoured train in the Russian Civil War and a game called Scarcely Mechanised At All (SMAT). Then there was the year that Paddy got us all to re-enact the congress where the US Declaration of Independence was agreed and signed (the game was actually played on 4th July). It was quite a moving moment when I got to sign my character's name on the Knuston version of the Declaration.

Over the weekend at COW this year there were many occasions when we reminisced over "Paddy moments". Many people were saying how Paddy had changed their lives to a lesser or greater extent. I echo that, for I am sure that had it not been for WD, that was founded from Paddy's original ideas, I don't think I would still be in the wargaming hobby today.

Thanks Paddy, for everything. Your wargaming legacy will live on in WD.

PADDY GRIFFITH

By David Wayne Thomas

For all of us who knew him, even if only through his works, the 2010 Conference of Wargamers was sadly overshadowed by the untimely death of Paddy Griffith, the founding father of Wargame Developments. Over its thirty years, Paddy's baby had naturally grown apart, but still held him in immense affection and respect.

I first met Paddy at Ascot. Not the races, but at a pub from which he had offered to transport a total stranger to stay at his house in Camberley the evening before the 'Guns of August' Megagame in 1987. His house was full to overflowing with wargamers and such generosity of spirit was a mark of the man.

Although an academic, Paddy was not pompous. That first evening, I remember us

discussing the relative importance of training and terrain as limiting factors on American Civil War infantry weapons. His aim was always to provoke thought, sometimes deliberately questioning widely held beliefs and perhaps overstating the contrary view, as with his railings against the use of toy soldiers in wargames.

Whilst it is a great pity that Paddy is no longer with us to act as an agent provocateur, his seminal works on wargaming are his living legacy, and will continue to shake our uncomfortable conformity and inspire us to greater efforts. We are all diminished by his loss, but have been far more enriched by his contribution, example and friendship.

PADDY GRIFFITH

By Tony Hawkins

I remember first meeting Paddy at COW many years ago. There was a chap sitting on his own in the corner of the entrance hall. He had green shorts, red T-shirt and open-toed sandals. Well I thought, I'll make this guy welcome. Knock me over with a feather, it was Paddy. We shared some traits - both irascible at times, and given not to suffer fools gladly - in fact, not to suffer them at all.

One of my proudest memories, and my proudest wargame memory is that of the game that I staged with Dick Scholefield "If Only I Had More String". This was a lawn game based on night fighters against British

bombers. The game involved buckets on heads, legs tied together with a short length of string, and bricks for bombs in one hand and a Fairy Liquid bottle in the other for defence. It was a hot day so no one minded being wet. Paddy played the game, and I have a photograph of it on the wall of my wargames room. Afterwards he came up to me and congratulated us on the game and said that it was enormous fun, and the best recreation of-the problems of simulating the issues of that part of the conflict that he had ever experienced. We glowed for weeks afterwards

Bye Paddy

PADDY GRIFFITH

By John Bassett

The only point I'd add is a perspective from my time at the British Embassy in Washington DC. *Rally Once Again*, Paddy's book on the tactics of the American Civil War remains very widely available in the US: I've seen it in National Park Service museums from Monocacy to Vicksburg, and my local Border's book store always had it in stock. First published almost a quarter of a century ago, it remains the

benchmark for American scholars working on ACW tactics. In particular Brent Nosworthy in his magisterial recent account of battle from Sumter to Appomattox pays tribute to Paddy's insight and innovation even when he draws different conclusions. Paddy was probably the most influential British writer on the American Civil War.

EDITORIAL TO THE FIRST NUGGET

By Paddy Griffith

[This is Paddy's editorial to the first Nugget, of November 1980. I would have liked to republish it in facsimile but unfortunately Paddy's comments about the duplication and production facilities are all too true. Ed.]

After fifteen years of submitting articles to the editors of wargame journals, it is now with some trepidation that I take on the editorial role myself. All sorts of practical problems suddenly present themselves, now that I am a gamekeeper, which remained blissfully hidden from me when I was a poacher. Readers of the Moor Park Conference Report, for example, will already be only too painfully aware of how far short of perfection the WD duplicating and production facilities fall. I can only promise that we will try to learn by experience, and improve in future.

The "Nugget" aims to be a clearing house for new ideas, and for the intelligent development of old ones. It wants to get away from the somewhat hackneyed and basic type of article which seems to dominate the wargames press in general. Originality and depth of analysis will therefore be preferred, in these pages, to highly polished vacuity.

This constitutes a somewhat idealistic aim. It is an aim which depends almost entirely upon you, the members of "Wargame Developments", for its realisation. You are the people who will be writing the articles for the "Nugget", and it is you who will be setting the

standard. As editor, all I can do is to entreat you to send in lots of articles of the highest quality. I cannot offer any payment for articles, and I must insist on 1,000 words as the target length for each piece. We are working on a rather short shoe-string, so we must make up in quality what we lack in resources.

I hope that the lack of resources and polish in the "Nugget" will at least encourage readers to submit their ideas while they are still in an early stage of development. One of the things we discovered at the Moor Park Conference was that a lot of people had a lot of very promising ideas which had not yet been worked up to the standard required for the glossy wargames press, or for publication in a commercial set of rules. These ideas were nonetheless perfectly valid, and inspired other members of the conference. In several cases we found two or more people working independently on the same idea, who were delighted to compare notes. This is exactly the sort of cross-fertilisation that WD is all about.

Even if you have not got a formal article for submission, the "Nugget" would still like to hear what you're up to. There will be space in each issue for short notices and letters to the editor. In the hope that I will soon be receiving your thoughts on the development of the wargaming hobby, therefore, may I welcome you aboard - NUGGET NUMBER ONE!

Paddy Griffith

PADDY GRIFFITH

By Graham Evans

Paddy Griffith has died. The statement is true but it hardly covers what has happened. I can't really summarise how important he has been to me in my wargaming career and also in life in general. Paddy was a man of deeply held convictions, someone not just prepared to sit on the sidelines. He always had to be involved. In wargaming we know this because of his creation of "Wargames Developments", of the controversial views he espoused through the

wargaming press and his willingness to challenge. That's it. His willingness to challenge. Not anything in particular, but just generally. Challenge the way you think, and what you do. Just because someone says that this is the way to do something you don't have to follow slavishly.

But not just in wargaming. I'd like to think of myself as a friend. After all every Christmas we

got a card with his annual update. Unlike everyone else's not only did it contain family events and holiday news but also covered the latest political campaign he'd got involved in. You never knew until the end of the letter if he'd been arrested or not in the last 12 months. I'm sure life around him was never dull.

As a military historian I tend to feel he's under rated. Everything I've read by him is ground breaking and original. Whether you agree with him or not, he makes you think. Look at the reviews on Amazon.com for his ACW tactics book. Some people really hate it. I'd guess that inside Paddy was both annoyed and delighted in equal measure. His book on British Army tactics in the Great War is sparkingly unique if not well known. But look in the bibliographies of all the recent books on the war - by Sheffield, Holmes, Corrigan et al. That book is there and you can see its influence throughout.

I resent that I never got round to going to see Paddy in the last year or so. I last saw him at one of his wargaming weekends in his big Victorian house in Manchester which he hosted together with Genevieve his charming French wife. Genevieve even played in one of my games (she got to be Sarah Jane Smith in a completely ramshackle Dr Who game).

That weekend had some highs and lows. I'm really annoyed now that the last of Paddy's

games I played in left me stuck in port (Cadiz, I recall) as a Napoleonic Spanish admiral as contrary winds battered my fleet whilst the French and British crossed oceans and fought numerous fleet actions. Completely realistic, but really frustrating. But that's what you sort of expected from him. You never knew what you were going to get except it would be different and original. I have some real treasured memories, not least his Great War battalion command games played in his house in Nuneaton, where the day started with corned beef hash to get us in the mood.

I owe him so much. In the 1980s trying to hold down a new job, live in a new town and start a family it would have been so easy to have let wargaming drop. WD kept me going once a year (and in some years was the only wargaming I did), and my correspondence with Paddy in the days before e-mail, patiently typed out on a portable typewriter, was a lifeline. Because of him I made lifelong friends and met wargaming heroes. Because of him I'm a better human being.

I want to wake up tomorrow and find out this hasn't happened and he'll be at COW. Please. Someone make it so.

[This is reprinted from Graham Evans's blog Wargaming for Grown-Ups at wargaming4grownups.blogspot.com. Ed.]

RED STAR EXPRESS

By Graham Evans

Paddy described this game as a catastrophe. In the COW report he said "As a wargame I have seldom seen a stupider or messier". I concur on the latter point. I ruined a perfectly good pair of deck shoes by spilling borscht on them. Even so it was a totally memorable and utterly unique game.

The game covers the journey of an Armoured Train from Kurgan to Omsk during the Russian Civil War. One side of the Practical Room at Knuston was sectioned off with notice boards to simulate the width of the train. It was then divided into carriages, each with its own little "gamelet". In one, Commissars debated the political organisation of the province.

Elsewhere the train's garrison defended it from Cossack hordes, whilst the train crew kept it stoked and ran it from station to station. I was the train cook who had to supply real borscht and cracked wheat to the players, as well as sell them black market vodka without being caught as a war profiteer.

And whenever the players stood up and moved they had to sway to simulate the train's movement. Try serving soup with that going on.

A catastrophe? No. A work of genius.

SOME MEMORIES OF PADDY GRIFFITH

By Tim Gow

Trying to distil my memories of Paddy into a couple of paragraphs was never going to be easy! I have therefore chosen two recollections from our 21-year friendship.

The thoughtful game designer

I arrived at my first COW (in 1990) not really knowing anyone, but recognising many names on badges. One such was Paddy, whose house (Camberley) I had previously visited for a day discussing modern warfare. As part of the Saturday morning plenary session Paddy gave a short talk on 'The State of the Wargaming Hobby' and in particular the conflict between 'realism' and 'playability'. This he memorably summed up as:

"War – Hmm - Nasty. Wargames – Hmm – Fun"

Reference to the 1990 WD Annual reveals that Paddy credited the saying to Peter Young, but no matter – I heard it first at Knuston from Paddy's lips. 20 years later, it is a saying I still try to keep in mind when designing games.

Mine host

A few years ago, after Paddy had moved to Manchester, I was due to attend some client meetings on that area. I rang Paddy (who I hadn't seen for some years) and suggested I drop in. My planned hour or so of tea-drinking and chat ended up lasting six hours! As was to be the case on subsequent visits I left with a stomach containing a splendid three-course meal and a folder containing notes for about 6 of Paddy's games. This really sums him up for me – as generous with time and ideas as he was with hospitality.

PADDY GRIFFITH

By Arthur Harman

I, too, was shocked and saddened by the news of Paddy's death. I was fortunate to meet Paddy at the Woking WEA wargame class and to attend the Moor Park Conference and join WD as a result. He influenced my understanding of military history and wargaming a great deal. Thanks to Paddy, I

helped umpire Game of War for Channel 4. Like many of you, I have many memories of stimulating conversations, provocative arguments and a variety of experimental wargames at COW and elsewhere.

He will be missed, but his books and articles are a fine legacy.

PADDY GRIFFITH

By Howard Whitehouse

I am hugely saddened by this news. Paddy was my mentor, not only in terms of designing wargames but as a writer. He told me, "You have a book in you," and promptly told me what it was, then published it - 'Battle in Africa', back in 1988. I took his point. That was six books ago.

We were friends for 27 years, although we probably only ever met on a handful of occasions. Those meetings were eventful, hilarious, and filled with food and wine. He once insisted I take him to the 'Big Chicken' in

Marietta, Ga, because Marietta loomed large in his ACW studies, and the idea of going to a fast food joint designed like a giant hen appealed to him.

I remember staying at his house in Nuneaton and playing a series of demented two-player games involving drawing accurate maps of places I was only vaguely aware of (C17th Lancashire) then being caught out because Paddy plotted his movement on a real map while I moved on my fictional landscape. "That's how it was for the Scots in 1648" was

his rationale! We finished that evening in his garden, shooting an air rifle at a model of a cantilevered bridge. Wine was involved.

He and I wandered the North Georgia and Chattanooga battlefields of the ACW on one occasion. He was a terrific companion and extremely knowledgeable. Paddy believed it

was important to throw stones at long-existing ideas which had ossified into orthodoxy.

When I was slow in responding in a PBEM game (as mayor of a Spanish city under siege by Napoleon's armies) he inflicted a variety of disasters on me. Eventually, he had me killed. That served me right.

PADDY GRIFFITH

By Chris Kemp

Many of Paddy's games stay in the memory, especially the Sandhurst games on the large cloth model, in which I had often laboured to stay awake during expositions of "How We Were Going To Stop The Soviets Invading Europe". But rising above such great games such as Austerlitz, or the Pirate Game was Memphis Mangler, This game had it all : The inscrutable Nigel de Lee with his NVA Committee, hordes of Americans with their helicopters and air assets. Andy Callan as Six

Actual, radios, commanders who could not see the battle on the ground, and looming over it all, the vast green hell of the cloth model. It was so large that it swallowed whole battalions of 1/72 toys, never to be seen again. The whole knacker experience of setting the game up and packing it away may have persuaded Paddy that TEWTS were the way forward, but the sheer spectacle of the enterprise fired in me a lifelong desire to play more games like it. Paddy, I salute you.

WHORE OF BABYLON

By Michael J. Young

This game was one of three remarkable games I played with Paddy at my first COW (1990). All three stamped themselves in my memory, but this one most of all. A cardboard simulator of the Hussite Wars.

A model of Prague was built and we had to destroy it with balls of paper, and fight wars as the Hussites rebelled against the Holy Roman Empire. I remember the Hussites would always win if they put their wagons in a circle. But most of what I remember about the simulation was the singing and chanting, and the feeling that I was part of the action. I held raging debates

about "Taking communion in both kinds" (bread and wine at communion). But above all I remember the mob spirit making me rip off the fingernails from a cardboard model of the pope, whom the Hussites had decided was the "Whore of Babylon" from the book of Revelation.

This was so weird that I could not believe that something very similar had actually happened in history.

Thank you, Paddy, for showing me that history can be stranger than fiction.

PADDY GRIFFITH

By Jonathan Crowe

A very sad day indeed. I didn't know him personally but I played some of his games at COW and they had that great quality of being extremely entertaining as well as thought provoking and intelligent, and completely mad in some cases - who can forget the Viking

game and the special hand grip that kills polar bears!.

His books (The Viking Art of War, Infantry Tactics in the Great War, Battle Tactics of the

ACW are the ones I know of) were models of research and challenging thought.

Staff officer jumped right over another Staff Officer's back' on the lawn on Friday after dinner would be a fitting tribute!

In light of the game he was proposing for this year's COW perhaps a group rendition of 'One

We will remember him.

ONE GAME IS NOT ENOUGH!

By Guy Farrish

200 words to do justice to a Griffini game? Madness! And only one game? Impossible! I need to convey the sheer unadulterated joy of conducting a Central Committee meeting on a train trundling along the Trans Siberian Railway trying to drink borscht during a Cossack attack. I want to explain the relief felt that the Greek communist protesters are only throwing rocks at you after you've survived the whole of WWII in 'Halberdiers'. I want to remember leading Hong Kong to a new status within China in his living room, cowering in his broom cupboard being overrun by the Kaiser's offensive,

wandering around large tracts of the Midlands receiving canal bridges and leading invisible troops in TEWTS. In later years most of my games with the good Doctor were by email and whether leading Apaches in New Mexico or White Russians on wild goose chases through the Ukraine the experience was intense, educational and fun (a Mary Poppinist to the end I'm afraid). Most of my gaming life, I have been a pseudo gamer, a lot of talk and little action, but with Paddy I experienced a lifetime's gaming pleasure and more. Thanks Doc.

PADDY GRIFFITH

By Alexander Kleanthous

As were so many others, I was badly hit by the news of Paddy's death. Thinking back to the times I have met him, and played his games, I was surprised to find that this was not as often as I would have first thought.

I have particular memories of his Viking game at COW some years ago— a whole room of seasoned wargamers throwing themselves into a fantastical Viking journey and rowing as if their lives depended on it, aided only by Paddy and an overhead projector.

I last met Paddy at his Duxford game of Operation Mercury, the invasion of Crete, last year, when I acted as the naval umpire. It was

a thoroughly enjoyable day and in his inimitable way Paddy blended a number of disparate attendees from seasoned wargamers, to non-gaming historians, to the "just interested". From comments by participants who had not played wargames before, it was clear that he made more converts to the hobby.

The wonderful thing about Paddy, for me, was that I did not meet him and play with him many times – it just seems that way to me, because of his warmth, his generosity of time and the memorability of the times I did meet him. I was very much looking forward to seeing him again.

PADDY GRIFFITH

1947-2010

R.I.P.

WARGAMES NEWS

COW, Knuston

8 to 10 July 2010

WD Display Team (West)

WD Display Team (North)

Reveille, Bristol

28 November 2010

Triples, Sheffield

19 & 20 May 2011

Partizan, Newark

29 May 2011

WD Display Team (South)

Other Events

While we always try to get it right, we cannot be held responsible for any details that are wrong. You must check first! If you know of any event worthy of inclusion in this column please drop the Editor a line.

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WARGAME DEVELOPMENTS (WD)

Wargame Developments is a loose association of like-minded wargamers dedicated to the continued development of wargames of any type whatsoever. Wargame Developments does not make a profit.

THE NUGGET is the Journal of Wargame Developments. The production target is 9 issues per year.

CONFERENCE OF WARGAMERS

The annual Conference of Wargamers will take place at Knuston Hall, Northamptonshire on 8th to 10th July 2011. The conference is open to both members and non-members at a cost of £225 for full board. For further details and day rates please contact the Conference Organisers whose details are published to the left.

SUBMISSIONS TO THE NUGGET

We will accept submissions in any format provided we can actually read what you have written. Contributions sent as e-mail attachments should be in MS Word, .txt or .rtf format. Typed or printed articles should ideally be on white A4 paper, in plain (not italic or underlined) black, single column monospaced text, 12 point or larger. Contributions are welcome, however, in whatever format you can muster.

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