

## **AVG PROGRAMME**

**15 OCTOBER 2022**

**1400 AVG Opening**

**1405 Oxford in the English Civil War**

**David Bradbury**

An illustrated presentation on the city that served as Charles I's capital during the Civil War

**1500 Coffee and Conversation**

**1515 Wargaming Positional Warfare [1914-1918](#)**

**Tim Gow, Ian Drury and David Isby**

A discussion and workshop on different ways to game the great battles of WW1

**1615 Coffee and Conversation**

**1630 WD 2040**

**John Bassett, John Armatys and John Curry**

"Where there is no vision, the people perish." The start of a year long conversation on what WD should be doing in 2040, its sixtieth year, and what sort of an organisation it should be. Will also include a brief introduction to the new edition of the WD Handbook.

**1730 Coffee and Conversation**

**1745 Royal Navy Wargaming [1900-1915](#)**

**Toby Ewin**

A historical presentation focusing on wargaming at the Royal Navy War College in the Edwardian era and also the wargames played in 1915 by the Grand and Battle cruiser Fleets

**1845 Break for Dinner**

**2015 This Was The Future**

**Mike Elliott, David Isby and John Bassett**

A retrospective look at predictive wargames from 1970 to 1995, what these got right and why and what lessons there are for designers of predictive games now

**2115 AVG Formal Close**

**2130 "Alaaarm!"**

**Jim Roche**

To conclude the evening, one of Jim's legendary historical/musical presentations, this time on the Battle of the Atlantic and featuring shanties, songs of the sea and of course Tipperary Song.

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