

Conference of Wargamers 2022



The Defence Academy of the United Kingdom

Shrivenham, Swindon, SN6 8LA

8-10 July 2022

Introduction

It is a relief to finally be writing this (on 5th June), as until the middle of this week COW 2022 was far from being secure. Only a lot of work by a number of people and some generous financial support has made it possible. I hope you will bring your customary enthusiasm to the event and help make it a success.

I look forward to seeing you at Shrivenham.

Tim Gow

Conference Organiser and general dogsbody

COW is brought to you by Wargame Developments and has been created by a management committee comprising (in no particular order) Tim Gow, Bob Cordery, Matthew Hartley, John Armatus, John Bassett, David Burden, John Curry, Alex Kleanthous, Charlotte Aguilar-Millan and Tom Mouat.

COW 2022 Sponsors.

Wargame Developments is pleased to acknowledge the financial support provided by these businesses:

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Tim Gow Tim Gow Wealth Management Ltd <https://partnership.sjp.co.uk/partner/timgow>

Location Information

As our usual 'home' at Knuston Hall is not available, we have relocated COW 2022 to DEFAC at Shrivenham. Being a military establishment, our presence in this new environment means we must follow the 'rules' and not abuse DEFAC's hospitality. I urge you to play close attention to the two attached documents:

Shrivenham Site Map, and *Visitor Information*.

In particular, please note the following as there will be a number of differences from the usual arrangements at Knuston:

SECURITY - PHOTO ID (PASSPORT OR DRIVING LICENCE) WILL BE REQUIRED TO ACCESS THE SITE. THIS IS MANDATORY FOR ENTRY TO THE ESTABLISHMENT - THERE WILL BE NO EXCEPTIONS. VEHICLES MAY BE SUBJECT TO BEING SEARCHED,

We will have access to the big hall and the lecture theatre at the Tech School. Nearby classrooms will be available, but users are responsible for putting tables back and leaving the premises in the same condition they found them in.

The Tech School has disabled toilets

It is some distance from the residential accommodation to the Tech School (see map), anyone with mobility issues may wish to drive, there are convenient car parks.

Morning/afternoon tea and coffee will be available on a DIY basis with hot water from a Burco boiler. You may wish to bring your own mug to save paper cups, clearing up, and the environment. If you want cakes and/or biscuits you will have to bring your own.

For residents towels and toiletries are not included, so make sure you pack your own (like Knuston long ago!).

There is no free WiFi in the accommodation.

Bedrooms must be cleared and keys handed in by 0900 on the Sunday.

Please do not arrive before 1600 on the Friday.

Breakfasts, lunches and evening meals will be available in the Staff College Dining Room. Shrivenham can cope with vegan diets etc.

There is a dress code in the mess (long trousers are required, jeans and T shirts are not acceptable).

The mess accepts both cards and cash. You may also want to have cash to hand for the bring & buy....

Sequence of Events (see also the sessions timetable)

Friday	1700-1900	check in and assemble for drinks	Mess bar
	1900-2000	dinner	Mess
	2030-2145	conference opens and Plenary Game	Tech Centre
	2200-late	late ADGs	Tech Centre
Saturday	0800-0900	breakfast	Mess
	0900-1045	sessions	Tech Centre
	1045-1100	coffee break	Tech Centre
	1100-1215	sessions	Tech Centre
	1220-1330	lunch	Mess
	1400-1600	sessions	Tech Centre
	1600-1645	tea break	Tech Centre
	1645-1815	sessions	Tech Centre
	1830-1930	dinner	Mess
	2000-late	ADGs	Tech Centre
Sunday	0800-0900	breakfast	Mess
	By 0900	check out of rooms and return keys	
	0900-1045	sessions	Tech Centre
	1045-1100	coffee break	Tech Centre
	1100-1215	sessions	Tech Centre
	1230-1330	lunch	Mess
	1400-1500	The Wargame Developments AGM	Tech Centre

Session Information

The Information Board and Timetable will be situated in the big room. I thank all of you who have sent me the full details required to plan the weekend.

The programme notes give all the session details that I have received. Most sessions will take place in the big room – please be respectful of other sessions in respect of location and noise levels. Some of the adjoining syndicate rooms may be available for use. Because of this, I have not allocated specific locations for most sessions, but I am sure that with a little cooperation it will all sort itself out!

Timetable Diktats

Presenters are requested to provide a booking-in sheet for their session. It is suggested that presenters remove these shortly before the session takes place and ensure that as far as possible all those who have pre-booked and who turn up are given priority.

If you have indicated your interest in a session, please turn up in good time. Presenters cannot be expected to delay a session on the off chance that you roll in late!

It is not out-with the bounds of possibility that some session times and venues will change – please check the main timetable to avoid disappointment.

Presenters are reminded that timetabled sessions have priority over impromptu or relocated sessions – a presenter timetabled to be in a room should not be encroached upon by other presenters.

Do not interrupt other presenters in the hope of finding recruits for your own session – this is not acceptable behaviour.

The slot following the Plenary Game on Friday night is traditionally the ‘short sessions slot’. It should be possible, subject to demand, to attend more than one of these short games.

The Bring & Buy

Tables will be set up in a corner of the big room. Goods should be labelled clearly with details of price and vendor. In the past, honesty has been relied upon to ensure that monies end up in the correct pockets.

GOODS ARE LEFT AT THE OWNER’S RISK, AND WARGAME DEVELOPMENTS, DEFAC AUTHORITIES AND THE CONFERENCE ORGANISERS WILL NOT ACCEPT ANY RESPONSIBILITY WHATSOEVER FOR ANY LOSSES OR DAMAGE SUFFERED.

It is requested that vendors donate at least 10% of their takings to WD funds (it costs at least as much to unload goods at a wargames show or on a popular internet auction site). The Conference Organisers will, of course, be pleased to accept such donations on behalf of WD.

The Wargame Developments Annual General Meeting

So far, the AGM agenda includes the following items. Please let Tim Gow have any other items in writing by 1 July 2022

1. Report by the Conference Organiser (Tim Gow)
2. Report by the Treasurer/Membership Secretary. To include WD membership fees for the year 2022/23 (Bob Cordery)
3. Report by the Editor of "The NUGGET" (Matthew Hartley)
4. Report by the Editor of the Colour Supplement (Russell King)
5. Report by the Display Team Organisers (John Armatys, Phil Steele & John Curry). To include details of forthcoming events.
6. The election of Officers: Nominations for Office are open at the AGM. The names that follow have indicated their willingness to stand for Office.

Conference Organiser Proposed: Tim Gow

Treasurer Proposed: Bob Cordery

Membership Secretary Proposed: Bob Cordery

Assistant Treasurer Proposed: Charlotte Aguilar-Millan

Assistant Membership Secretary Proposed: Charlotte Aguilar-Millan

Editor of "The NUGGET" Proposed: Mathew Hartley

Editor-in-waiting (Colour Supplement Editor) Proposed: Russell King

Co-ordinator, WD Display Team North Proposed: John Armatys

Co-ordinator, WD Display Team South Proposed: Phil Steele & Chris Ager

Co-ordinator, WD Display Team West Proposed: John Curry

7. The future of COW

8. Any other business

SESSIONS

Tim Gow & John Basset

WHAT IF? THE PLENARY GAME

75 minutes

all attendees

Teams will be given some 'what if' situations and must entertain us all with the short or long-term consequences.

Ian Drury

RAVEN 2 IS DOWN

2 hours

6-8

The summer of '69, SE Asia: an American pilot has been shot down over Vietnam and the 8th Special Operations Squadron is scrambled to rescue him. In their vintage prop-driven 'Spads' they must suppress enemy AAA and ground troops to enable the helicopters to lift the pilot to safety. They will be supported by every 'fast mover' available, the action coordinated by an experienced Forward Air Controller. But they must move fast, as our man came down near Na Xtan in the heart of NVA territory. (It's hot in there sir, that's where we lost McDonald). A lawn game featuring 1/72 aircraft and 1/32 figures.

John Bassett

IF A SINGLE SHOT IS FIRED

2 hours

4-8

A game of Soviet special purpose forces in Afghanistan, featuring teams from Zenit, Alfa, the VDV and others who lack their warmth and generosity of spirit. The game will use 6mm toy soldiers and the Soviet version of John's "Guts Enough To Try" rules.

John Bassett

THE BLOOD OF SAN GENNARO

2 hours

up to 5

Liberated Naples, 1943: British intelligence officers hunt for leading Fascists in an ancient, starving city rife with vendettas, prostitution and other, darker secrets. A role-playing game covering bleak ground and with some adult themes.

Pete Grizzell & Nigel Drury

THE BATTLE FOR VILLA ENCOGIDA JAMON

3 hours

6-8

Love it or hate it, another variation on the original Muskets and Tomahawks rules. This time we are in South West Texas/ North East Mexico during the Texan Revolution. A cast of thousands (well dozens) including Santa Anana, Davy Crockett, Jim Powie and the Lords of the Southern Plains. Plus Cactus ... lots of Cactus!.

Graham Evans

SPARTANS AND SUCCESSORS

2 hours

4-6

Fast-ish play rules for ancients. Based on Rapid Raphia from several years ago. 12 units a side, all driven by playing cards. Refight ancient battles from the Hellenic period without your dice roiling on the floor. 4-6 players. 2 hour session of ADG

Graham Evans

THE BATTLE OF MAHARAJPUR

4 hours

4-6

A refight of General Sir Henry Havelock's crowning victory on the road to Cawnpore. Can he defeat the Nana Sahib's army and free the hostages before vile deeds are done? The game will use the "Indian Mutine-era" variant of the "Taiping era" rules with the added joy of 25mm figures. Yes! Revel in the nostalgia of late 1970's Minifigs and that Hinchcliffe elephant limber. Launch bayonet charges in the face of massed Sepoy musketry! Or, if you are on the other side fight heroically to send the European invader back home! Join the life and death struggle for the soul of a (sub) continent.

Russell King

SPI DALLAS

2 hours

3-9

The 1980 *Dallas* (as in 'Who shot JR?') franchise tie-in with owning TV production company Lorimar is a notorious episode of the past history of SPI, often being quoted as one of the main causes of the death of SPI. The game is a hybrid of an after-dinner game, an RPG, a matrix game where the "three arguments" routine is replaced by a simple conflict mechanism, and a sort of Illuminati-style game where minor characters can exercise power on behalf of the main character.

Russell King

PETROGRAD NIGHTS

2-3 hours

6 players or teams

The Russian Revolution. Failed in 1905. Failed in 1917. Succeeded in 1917. Be ready to play out an attempt at the revolution or counter it - with all of the uncertainty of circumstance and success the leaders went into it with. A combination of political game and toy soldier game with subtle links between the parts, a heavy dose of mutual player interaction ranging from comradeship to open hostility, and the threat of exclusion and strikes. Deals will be made and deals will be broken. Talk - or fight.

Mark Flanagan

WATERLOO 1815

1 hour

2-4

A small little known 1815 Napoleonic battle in France with Corsican Corporal against a Sepoy General with the battle being named after a train station. It will be a collective decision making game with the fate of Europe hanging in the balance.

Mark Flanagan

TAKE THAT HILL

1 hour

1-4

British Army Fight Club Wargame Primer. A platoon assault on a defended hill-top. Team of three NCO's and Leader .

Martin Rapier

SHILOH

2 hours

1-8

An American Civil War toy soldier game for half a dozen players on a small table. Some of the mechanisms will be familiar, others perhaps less so. Some appropriate hats will be available.

Tim Carne and WD Display Team North
1812 – THE ROAD TO MOSCOW

20 minutes

1

Command Napoleon's Grande Armee on its march on Moscow. Get the Russians to sue for peace or see the army melt away in the snows of Winter. A single player map-based game using toy soldiers. This game has served as the WD North demonstration game at recent wargame shows. This will run several times.

John Armatys
COMMANDO RAID

2 hours

1-5

A chance to try Donald Featherstone's World War Two commando rules (from Donald Featherstone's Wargaming Commando Operations and Reflections on Wargaming, Lost Tales Volume 2, edited by John and Michael Curry, History of Wargaming Project, 2013). The game has been modernised for the 21st Century by replacing the 20mm Airfix figures with 15mm metal ones and substituting a home-made MTB and Dory for the landing craft.

Participants in possession of caps, comforter or berets, green are welcome to wear them.

John Curry
THERE'S SOMETHING WRONG WITH OUR WARGAMES TODAY

1 hour

any

Wargaming has an outstanding record of modelling historical conflicts; from moving Caesar's legions around the battlefield to running the Vietnam War. However, when it comes to modelling future conflicts, our wargames are terrible. This lecture and discussion will demonstrate examples of these errors and will offer the first tentative suggestions about how to improve games about future conflicts. Health warning: anyone who has confidence in professional wargaming will probably get annoyed.

John Curry
UKRAINE 2022

2 hours

A map based game about the Russian invasion of the Ukraine. The game was designed and played prior to the war. This will involve discussion about how the game model compares to the actual reality of the conflict.

Jim Roche
ANOTHER BLOODY NORMANDY BOOK

30 minutes

up to 6

People can play at any time - another game in the Diary of a Ball series (with help from Mr Evans)

Jim Roche
PADDY'S GENERALSHIP GAME

2 hours

6-20

From Paddy's Napoleonic Wargaming book. I prepared this game years ago but haven't played it. It may be a genuine wargame development as I'd not sure if anyone has actually played the full version!

David Burden

CHRISTMAS IN HELL v1.1

2 hours 2-4

A counter and zoned map game of the great Canadian WW2 battle for the town of Ortona during Christmas 1943. The game will be a modified version of High Flying Dice Games “Christmas in Hell” with (hopefully) a new map, some rules tweaks and an evolving narrative. The game will be followed by a discussion of how well it represents urban combat and a summary of the real operation.

Mike Elliott

SPACE JACK

90 minutes 4-6

A fairly light hearted sci-fi skirmish game

Mike Elliott

BATTLE OF BLORE HEATH

1 hour any

Illustrated talk on the battle of Blore Heath (23 September 1459). The second battle of the Wars of the Roses. It has a number of unusual features.

Mike Elliott

OPERATION BLUE TIGER

2 hours 6-8

The players are the Computer Emergency Response Team of a large UK organisation. They will be tasked with responding to a cybersecurity incident. Some specific roles will be assigned during the briefing. No knowledge of IT or cybersecurity is required (but might be beneficial ...)

Tom Mouat

BANDERA II

2-3 hours 7-14

, or 'Vladimir Putin - how the hell do I get out of this alive', a Matrix Game about the Ukraine and Russian futures.

Tom Mouat

SCOUT BASE 947

2 hours 4-6

A home brew RPG adventure set in a backward and almost abandoned system on the edge of civilised space.

Tom Mouat

DUCK HUNTING

2 hours 4-8

A home brew RPG designed for British Army Reservist Training in Lockdown. You are recently mobilised Ukrainian Reservists, called to a tattered old Army Base north of Kiev, as Russia is threatening to invade.

Pete Sizer

THE EMIR CALLS A MEETING

2 hours

4-8

This black committee game explores the options and possible complications of a terrorist organisation acquiring a WMD. Players will be given a brief to follow and will decide on what to do with the WMD once it is their possession. Inspired by a journal article and adapted to the committee game format. The game will be followed by a discussion on the themes raised.

Martin Goddard

WARS OF THE ROSES

3.5 hours

2-4

Using Bloody Barons rules. A chance to play with lots of 15mm figures. This session will run twice.

Martin Goddard

PIECES OF EIGHT

2 hours

2-4

Pirate land raid. Quite a quick game and on a small 2 x3 foot table too. Probably play twice or more in a session. This session will run twice.

Graham Eyre

LOGISTICS, LOGISTICS, LOGISTICS

90 minutes

4-6

A fun look at how railroads influenced the outcome of the American Civil War.

Nick Riggs

COYLE'S BEST

2 hours

1-4

An update of Avalon Hill's solitaire WW2 tank game Patton's Best, set in a 1985 WW3 inspired by the novel Team Yankee by Harold Coyle. Each player will command an M1 Abrams tank in a company-sized team through several enemy encounters. After the gameplay there will be a discussion of this and other similar narrative games.

The Timetable

COW 2022	FRIDAY		SATURDAY					SUNDAY		
LOCATION	2030-2145	2200-late	0900-1045	1100-1215	1400-1600	1615-1830	2000-late	0900-1045	1100-1215	1400-1500
Lecture Theatre	What If?						Petrograd Nights	Battle of Blore Heath	There's something wrong with our wargames today	The WD AGM
The Big Room		SPI Dallas	Spartans & Successors	Waterloo 1815	If a single shot is fired	Commando Raid	Paddy's Generalship Game	The Emir calls a meeting	Logistics, Logistics, Logistics	
		Blood of San Gennaro	Operation Blue Tiger	Space Jack	Shiloh	Ukraine 2022	Scout Base 947	Duck Hunting		
		<i>1812 The Road to Moscow</i>	Bandera II		The battle of Maharajpur					
					Christmas in Hell	Coyle's Best		The battle for Villa Encogida Jamon		
		<i>Take that Hill</i>	Wars of the Roses		Wars of the Roses		Pieces of Eight	Pieces of Eight		
Lawn			Raven 2 is down							

Titles in italics are 'short' games and will run several times during the session