

## THE WARGAME DEVELOPMENTS AGM

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# Conference of Wargamers 2013

Editor of "The NUGGET"	Proposed: Alex Kleanthous
Editor-in-waiting (Colour Supplement Editor)	Proposed: Matthew Hartley
Co-ordinator, WD Display Team North	Proposed: Tim Gow
Co-ordinator, WD Display Team South	Proposed: Bob Cordery
Co-ordinator, WD Display Team West	Proposed: John Curry

6. Any other business



*2013 marks the centenary of the publication of 'Little Wars' by H.G. Wells. This is generally recognised as the earliest work in English on the subject of cocking about with toy soldiers.*

**Knuston Hall  
Irchester  
Wellingborough  
Northamptonshire**

**5 - 7 July 2013**

**Conference Organisers: Tim Gow & Bob Cordery**

## CONFERENCE VENUE INFORMATION

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### How to find Knuston Hall

Knuston Hall is situated in East Northamptonshire on the B569 between the village of Irchester and the town of Rushden. The Hall is sign-posted from the A45. When 'road-closure' diversions are not in operation, visitors are strongly advised to avoid Rushden town centre. We would normally recommend you follow signs for Irchester.

If you require more detailed directions the Knuston Hall website can be found at: <http://www.knustonhall.org.uk/index.htm>. Alternatively call Knuston on [REDACTED] or Tim Gow on [REDACTED]

### Parking

Please park in the bottom car park and not outside the front door of the hall unless you are loading or unloading.

### Arrival Time

Please do not arrive before 5.00 pm on Friday as early arrivals can inconvenience the staff.

### Meals & Refreshments

Breakfast is served at 0815, Morning coffee at 1100, Lunch at 1245 (1300 on Sunday), Afternoon tea at 1600 and Dinner at 1900. Biscuits are served with Morning Coffee and Cake with Afternoon Tea. An alternative menu can be provided for strictly medical or religious (including vegetarian) reasons but attendees requiring these diets must contact Knuston Hall direct as soon as possible.

### Accommodation

The accommodation at Knuston Hall is single, twin and three bedded rooms, some of which have ensuite facilities. Residents are requested to bring their own soap and towels, and to make their own beds. Actually soap and towels have been provided now for many years but I leave the previous sentence in for old times' sake! Some of our sessions have been known to be "unkind to clothes" so you may wish to bring something suitable.

### Bar

The licensed bar, selling wine, spirits and beer is usually open from 12.30 - 13.00, 18.30 - 19.00, and 21.30 - 23.00. **Please remember your Conference Organisers when you are at the bar!**

### Welcome and Orientation for first time attendees

This will take place in the Panelled Room - which is reached via the door at the right of the bar counter, at 18.45 on Friday evening. The Conference Organiser will give an explanation of the format of the weekend. (The bar is reached from the right of the entrance lobby of the Hall.) The Conference Organiser will undoubtedly forget about this so please seek him out and remind him.

### Problems

I sincerely hope that you will not experience any difficulties with your journey, but if you are delayed en route the telephone number of Knuston Hall is [REDACTED]. If you are going to be late please let the Hall know and they will keep your evening meal for you.

The notes on sessions, accommodation, facilities and food, are for guidance only, and in

## COW ATTENDEES

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Graham Evans  
Tim Gow  
Peter Grizzell  
Matthew Hartley  
Tony Hawkins  
Maxine Hawkins  
Nick Huband  
Chris James  
Russell King  
Alex Kleanthous  
Peter Knowlden  
Sue Laffin-Barker  
Tom Mouat  
Alan Paull  
Robert Plumb  
Martin Rapier  
Judith Rawle  
James Roche  
Peter Roe  
John Salt  
Phil Steele  
David Wayne Thomas  
Jim Wallman  
Will Whyler  
Chris Willey  
Michael Young

So far, the AGM agenda includes the following items. Please let Tim Gow have any other items in writing by 02/07/2013

1. Report by the Conference Organiser (Tim Gow)
2. Report by the Treasurer/Membership Secretary. To include WD membership fees for the year 2013/2014 (Bob Cordery)
3. Report by the Editor of "The NUGGET" (Alex Kleanthous)
4. Report by the Publicity Officers (Bob Cordery, Tim Gow & John Curry). To include details of forthcoming events.
5. 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

## SESSIONS

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### **Jim Roche** **CATHOLIC SPECS**

I'm a Christian. I'd like to suggest that you need to put on Catholic Specs to see Western military history more clearly. For most of our recorded history, Britain was Catholic. Yet even our military historians have a blind spot about this.

### **Phil Steele** **NEWBURY 1644**

An ECW toy soldier game with historical commands and restrictions.

At the time of writing, the following individuals are threatening to attend:

Chris Ager  
Stephen Aguilar-Millan  
John Armatys  
Phil Barker  
John Bassett  
Kiera Bentley  
David Bradbury  
David Brock  
Rob Cooper  
Bob Cordery  
John Curry  
Rob Doel  
Nick Drage  
Ian Drury  
Nigel Drury  
Mike Elliott

## CONFERENCE VENUE INFORMATION

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no way form any part of a contract with the Conference Organisers, Wargame Developments or Knuston Hall.

### **Session Information**

The Information Board and Timetable is situated in the lounge. (The reason for this location is the insistence of the Fire Officer). I thank all of you who have so far sent me the full details required to plan the weekend.

The programme notes give all the session details that I have received.

### **Timetable Diktats**

1. 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.
2. 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!
3. 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.
4. 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.
5. Do not interrupt other presenters in the hope of finding recruits for your own session – this has happened several times in previous years and is not acceptable behaviour.
6. Do not run sessions (other than those timetabled) in the entrance hall, as this area has become overly crowded in recent years.
7. The slot following the plenary game on Friday night is the 'short sessions slot'. It should be possible, subject to demand, to attend more than one of these short games.
8. The player numbers indicated in the session details which follow are those suggested by session presenters in the information provided to me.
9. If, according to the timetable, a session takes up two 'slots', it may or may not be a double-length session. Presenters should make this clear on their booking in sheets, but it is YOUR responsibility to make sure!

### **The Bring & Buy**

This event seems to have become a fixture in recent years. Two tables will be set up just inside the main door (no more please, as this restricts movement in the hall to an unacceptable degree). 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 NEITHER WARGAME DEVELOPMENTS, THE KNUSTON HALL AUTHORITIES OR THE CONFERENCE ORGANISERS ACCEPT ANY RESPONSIBILITY WHATSOEVER FOR ANY LOSSES OR DAMAGE SUFFERED.

It is suggested that vendors might like to 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

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auction site). The Conference Organisers will, of course, be pleased to accept such donations on behalf of WD.

**Mike Young**

### **THE PLENARY GAME – THE FIRST GENOCIDE**

Homo Sapiens vs. Neanderthal. The 2013 plenary game will be a “cardboard simulator” representing the first great victorious war of mankind – that in which Homo Sapiens eradicated the Neanderthals. The game will involve much running around the Knuston site and grunting, as the Neanderthals defend their hearth, women, children and

## SESSIONS

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website at: <http://www.surprisedstaregames.co.uk/MissionCommand/>

**Wayne Thomas & David Brock**

### **TURKISH DELIGHT!**

A 15mm foray into the Balkans circa 1912 using a "Far Away Wars" variant. Greeks v Ottomans

**Ian Drury**

### **IRONBOTTOM SOUND**

A second demonstration of GENERAL QUARTERS III: this time a night action off Guadalcanal in late 1942. All aboard for the Tokyo Express. . .

**Bob Cordery & Tim Gow**

### **OPERATION VIJAY**

A planning session followed by a map-based wargame (with toys!) about Operation Vijay, - the Indian 'liberation' of Goa in 1961.

**Mike Elliott**

### **KENTISH REVELS**

Being a game set in the 18th century somewhere in Kent. It may (or may not) have something to do with smuggling ...

**Ian Drury**

### **THE BATTLE OF GUMBINNEN, 20 AUGUST 1914**

The first major battle between German and Russian forces in 1914, refought using Richard Brooks's rules with the same pinboard hidden movement system recently used in our refight of Mons-Le Cateau.

**Russell King**

### **CHICAGO CHICAGO!**

A session which replays in a group format the infamous SPI political game "Chicago-Chicago!" about the 1968 Democratic Party convention and presents some of the very odd and - for their time - innovative ideas behind it.

**Mike Young**

### **HAPSBURG LIP 2013**

Leave the waging of wars to others! But you, happy Austria, marry; for the realms which Mars awards to others, Venus transfers to you

**Mike Young**

### **MOVE OVER TONY BLAIR....**

An attempt to see if we at COW can come up with a peace settlement that would work in Syria in 2013. Players take the role of Assad, the Alawites, the Sunni, Iran and the USA. Using a combination of a COW committee game and a Decision Workshop we see if we can come up with some ideas of what might work in Syria. We can then compare it with what happens over the next year, and see how well we do compared with history. One map, 1 page A4 briefings, Politics on a single screen... Want more details? Bring a newspaper.

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**Phil Barker**

### **BATTLE 1945**

A WW2 'Sharp End' toy soldier game.

**John Curry**

### **RANDOM TALES FROM THE HISTORY OF WARGAMING PROJECT**

The first mega-game, the worst commando raid in history, how Paddy Griffith prevented World War III, Why WD never ruled the (wargaming) world, Video interview by ??, the True story of Don Featherstone's Skirmish Wargames, the demise of the Wargames Newsletter and future directions History of Wargaming Project

**John Curry**

### **MICHAEL KORN'S MODERN WARS IN MINIATURE.**

This will be a recreation of the almost unknown skirmish game from the early days of modern wargaming. Hidden scenario, limited situational awareness each player will command small band of men. Whether these men are equally determined as the players will be seen.

**Phil Steele**

### **BOSWORTH**

A talk and presentation about the Battle of Bosworth. This will be followed by:

**Phil Steele**

### **BIG BOSWORTH**

The new 54mm DBA version of Bosworth.

**Jim Roche**

### **ALL THE NICE GIRLS LOVE A SAILOR**

Another singalong session following on from last year's triumph. This will have a nautical theme...

**John Bassett**

### **ZONA DI CAMORRA**

Liberated Naples, 1943: a small team from British Intelligence. hunts for leading Fascists in an ancient, starving city rife with racketeering, prostitution and vendettas. A rather dark role-play on post-conflict reconstruction with some adult themes.

**Alan Paull**

### **16 CARD CARRIER STRIKE**

A simple game of carrier action in World War II

World War 2 aircraft carrier battles were immensely complicated affairs, with many types of aircraft, weapons, different types of carrier and multitudinous other ships. Or were they? 16 card Carrier Strike portrays the essence of carrier battles in a simple format requiring cards, dice, markers and a playing area to represent the ocean. Cries of Tora!, Tora!, Tora! are completely optional.

**Alan Paull**

### **MISSION COMMAND**

A rather complicated WW2 tactical / operational miniatures game. More on Alan's

## SESSIONS

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crops from the encroachment of Homo Sapiens. You will all need to come dressed as a caveman. So bring along any fur coats or sheepskin rugs you may have to dress up in. Please also bring along an inflatable plastic club if you have one. You will also each need to bring an extra small sock for a mysterious use. What could possibly go wrong? ADVANCE WARNING. Which team you are on will be determined by your weight at the start of the conference. The heaviest two thirds of you will play Neanderthals and the lightest one third Homo Sapiens. So if you want to be on the favourite team now is the perfect excuse to start that diet you have always been meaning to do

**WD Display Team North**

### **TEN ROUNDS RAPID**

Plucky Brits trying to bag a few Huns before going home by Christmas. A fast-paced WW1 participation game.

**Tim Gow, John Armatys & Martin Rapier (so basically WDDTN again)**

### **FLETCHER PRATT ON GRASS**

The Fletcher Pratt Naval war game with 1/200 scale toy ships – on the lawn!

**John Armatys**

### **CURSUS HONORUM**

The game of political advancement in the Roman Republic which involves much rolling of dice and instructing stone masons to carve suitable inscriptions on tombs. An entertainment for up to six players.

**Sue Laflin Barker**

### **GENTLEMEN GO BY**

It's still the morning after the smugglers have landed their goods. They are still trying to deliver the contraband to those who have ordered it and the Revenue are still trying to intercept it. I have made some adjustments to the rules which I hope will make the game run more smoothly. As before there is room for up to 4 tavern keepers and up to 3 revenue.

**Jim Wallman**

### **THE FORTRESS**

A committee game set in World War II about designing and constructing a scheme of fortifications.

**Jim Wallman**

### **THE WAR OF FREEDONIAN SUCCESSION**

A Game for Boys from twelve years of age to one hundred and fifty and for that more intelligent sort of girl who likes boys' games and books. Basically cocking about on the lawn with big toy soldiers and matchstick firing guns.

**Graham Evans**

### **TAIPING ERA**

A brief description of the session - 15mm rules for warfare in mid 19th Century China. The mechanisms are designed to cover combat between Imperial forces (their European style supports such as Chinese Gordon's Ever Victorious Army) and the various rebels (mainly the Taiping) and also the Barbarian Invaders. The core system uses the EDNA approach to simulate unit cohesion.

**COW2013 SESSION TIMETABLE**

	FRIDAY		SATURDAY						SUNDAY			
LOCATION	Plenary Game	21.00ish	9.00 – 11.00	11.15 – 12.45	14.00 - 16.00	16.15 – 18.30	20.30 – 22.30	22.30 - late	9.00 – 11.00	11.15 – 12.45	14.00 – 15.00	15.00 – 16.00
LOUNGE	The First Genocide	Teracotta Army	Taiping Era		Catholic Specs		16 Card Carrier Strike		Bosworth	Let's Bomb Berchtesgadener	Random Tales	THE WD AGM
PANELLED ROOM		Gumbinnen, 1914	Turkish Delight		Battle 1945		Chicago Chicago!	All the nice girls love a sailor	Mission Command			
LIBRARY		Nos, Qui Morituris	Newbury 1644	High Value Target	Gentlemen Go By	Cursus Honorum				Kentish Revels	Hapsburg Lip	
BEECH ROOM				Move Over Tony Blair			Zona Di Camorra					
PRACTICAL ROOM			The Fortress			Modern Wars in Miniature			Ironbottom Sound			
COACH HOUSE												
ORCHARD ROOM												
HALL		<b>Ten Rounds Rapid</b>										
HARNESS ROOM			Operation Vijay									
LAWN				Fletcher Pratt on Grass	The War of Freedonian Succession							

**Notes:**

**Bold** entries are Short Games – these will be run several times during the session slot.  
 Shading indicates that a room is not available as a session venue.