

So far, the AGM agenda includes the following items. Please let Tim Gow have any other items in writing by 7 July 2014.

1. Report by the Conference Organiser (Tim Gow)
2. Report by the Treasurer/Membership Secretary. To include WD membership fees for the year 2015/2015 (Bob Cordery)
3. Report by the Editor of "The NUGGET" (Alex Kleanthous)
4. Report by the Editor of the Colour Supplement (Matthew Hartley)
5. Report by the Publicity Officers (Phil Steele, Tim Gow & 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
Editor of "The NUGGET"	Proposed: Mathew Hartley
Editor-in-waiting (Colour Supplement Editor)	nominations sought
Co-ordinator, WD Display Team North	Proposed: Tim Gow
Co-ordinator, WD Display Team South	Proposed: Phil Steele
Co-ordinator, WD Display Team West	Proposed: John Curry

6. Any other business

# Conference of Wargamers 2014



Knuston Hall,  
Irchester, Wellingborough, Northamptonshire, NN29 7EU

11 - 13 July 2014

## 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 4.00 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. It has been know for these hours to be somewhat 'flexible'....

**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

## COW ATTENDEES

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

Stephen Aguilar-Millan (F)  
Charlotte Aguilar-Millan (F)  
John Armatys (F)  
Phil Barker  
John Bassett (F)  
Kiera Bentley (F)  
David Bradbury  
David Brock (F)  
Rob Cooper  
Bob Cordery (F)  
John Curry (F)  
Rob Doel (F)  
Nick Drage (F)  
Ian Drury  
Nigel Drury (F)  
Mike Elliott (F)  
Jerry Elsmore  
Graham Evans (F)  
Tim Gow (F)  
Peter Grizzell (F)  
Matthew Hartley  
Tony Hawkins (F)  
Nick Huband  
Chris James (F)  
Russell King (F)  
Alex Kleanthous (F)  
Peter Knowlden (F)  
Sue Laflin-Barker  
Ian Russell Lowell (F)  
Colin Maby (F)  
Tom Mouat (F)  
Martin Rapier (F)  
Jim Roche  
Peter Roe (F)  
Phil Steele (F)  
Wayne Thomas (F)  
Jim Wallman (F)  
Will Whyler (F)  
Chris Willey (F)  
Michael Young (F)

## SESSIONS

terms, we can say that it was probably more than likely time that someone somewhere stood up and called the shots

**Jim Roche**

### **THE BATTLE OF TWITTERLOO**

A development of my old board/card-game about writing accounts of Waterloo, 'Diary of a Ball'. The title of the original was based on Wellington's criticism of battle memoirs. The updated version asks, can you describe your adventures in less than 144 characters per turn? Twitter IDs provided or you can use pen and paper

**Jim Roche**

### **IT'S A LONG WAY FROM TIPPERARY**

A Saturday-night singalong to mark 2014, the anniversary year.

**Tom Mouat**

### **SPECIAL FORCES IN WW2**

This is a role-playing game set in WW2. A small band of determined men setting out to foil Hitler's evil plan! Featuring evil Nazis, wonder weapons, toy soldiers, derring-do and British pluck!

**Tom Mouat**

### **CHALLENGES AND ADVENTURES!**

This is a tribute to Gary Gygax and the Birth of Dungeons and Dragons 40 years ago. It will be a fantasy role-play adventure with a slight twist in that rather than dig out a set of the original D&D rules (I have a copy of the original "White Box" edition), I decided to design my own rules from scratch (trying to stay true to the original ideas). The rules are a lot simpler and feature a novel system for magic.

**Tom Mouat**

### **CYBER TRUMPS!**

This is an educational card game, based on an original set of cards using the "Top Trumps" basic idea, but revised, expanded and updated (and actually featuring some intellectual content!).

Recently used on the International Cyber Awareness Course at a major university (the Nigerian and Chinese students had some interested input over certain elements of the game!).

## CONFERENCE VENUE INFORMATION

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 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.

## CONFERENCE VENUE INFORMATION

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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 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.

### 2014 Sessions

**Tim Gow et al**

#### **A MIGHTY WIND - The Plenary Game**

1944. The Home Islands are threatened by a huge enemy battle fleet and invasion force. It is our sacred duty to die for the Emperor.....

**WD Display Team North**

#### **DOODLEBUGGERS**

Another fast-paced solo game. Take to the skies over Kent to prevent those new unsporting V-1 flying bombs reaching London. This only take 10 minutes to play so will run several times. Who will be the top scorer in No. 607 'Knuston' Wing?

**Will Whyler, Mike Elliott & Phil Steele**

#### **GLADIOLUS (THE OLD SOA GLADIATOR GAME)**

Three or four boards probably in different scales.

**Jim Wallman**

#### **CABINET OFFICE BRIEFING ROOM A**

A committee game for up to 12. Crisis management of an unprecedented and dangerous crisis. And explaining it on the Today Programme.

**Jim Wallman**

#### **SAVING PRIVATE MOUAT**

A 100% Totally Not Footfall mission to rescue one of HMGs most vital assets.

**Jim Wallman**

#### **WARRIORS FOR THE WORKING DAY**

Just another wargame involving toy tanks in WW2. But very suitable for those who can't tell their HVSS from their APDS.

**Jim Wallman**

#### **LITTLE WARS: THE WAR OF FIREFLY'S NOSE**

If there's any enthusiasm for lounging around on the grass and projecting matchsticks at each other randomly.

## SESSIONS

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design. This session is open ended, exactly what we discuss will depend on the interests of those who turn up - but essentially talking about megagames - how they get used how they are designed, and discussing whether there are some broader principles around megagame design that is cross-applicable to other games.

**John Bassett and Jim Wallman**

#### **LIES, DAMNED LIES AND STATISTICS**

A discussion led by Jim and John on how we use anecdotes and statistics from our sources when we design our wargames. The idea for the session came from a conversation on sources for the 1941/42 Malayan campaign, but this discussion will range across military history. All welcome

**Phil Steele**

#### **THE BATTLE OF MONTAPERTI 1260**

Guelph/Ghibelline wars using a scenario modified Basic Impetus. Toy Soldier historical game suitable for all comers (will serve as an intro to Impetus as well as medieval battle) . 2 to 6 players. This was awarded best overall game at the 2014 Society of Ancients Battle Day.

**Phil Steele**

#### **THE BATTLE OF NORTHAMPTON 1460**

A new game developed in association with the Northampton Battlefields Society to aid understanding of the battle. Toy Soldier historical game suitable for all comers. 2 to 6 players.

**Tim Gow**

#### **LITTLE COLD WARS**

Possibly the sort of thing H.G Wells might have developed if he had been a child in the 1970s. For those who were, LCW sees a return to playing in the garden with Dinky tanks and Airfix soldiers. Still very much under development, and featuring many mechanisms players will recognise as having been ripped off from other COW games, LCW provides the essential COW experience of doing silly things with silly toys while wearing a silly hat.

**Russell King**

#### **APOKALYPSE 1945**

A recreation in 15mm of the final hours of the Fuehrerbunker. A full and final briefing will be given. You are one of several Soviet platoon commanders, fighting the ever more desperate last Nazis, with the NKVD examining your every move over your shoulder. Will you be first to the Berlin high command? Will you, as you get closer to the centre of Berlin, catch the fleeing war criminals? Will you turn out to be a Hero of the Soviet Union? Or will you be shot, or hung for failure to make progress to Stalin's timetable?

**Russell King**

#### **THE MARCH 1971 POLITICAL JUSTICE SUB-COMMITTEE**

The allegations are completely unfounded. I have never distanced myself from the Provisionals' cause, and I have never ever been involved in any disappearance or death which might or might not have taken place. I can neither confirm nor deny that this session exists, and nor say whether it might or might not be set in a very private room of an unknown Belfast pub. But in very general



**Mike Elliott**

### ENIGMA VARIATION

Being a puzzle game based on the vital deciphering work undertaken by a forerunner of the famous Enigma code-breakers of WW2

Note: this is a non timetabled activity. All COW attendees will be given a copy of an encrypted message at Dinner on the Friday evening and invited to decipher it. Clues will be published around Knuston at intervals during the weekend. There might even be a small prize for the first person to crack the code!

**Graham Evans**

### TO UR IS HUMAN

Sumerian warfare with 20mm plastic armies, using a square table and quick and simple mechanisms. The rules feature a central "fear" mechanism modelling the fight/fright/flight condition of the various units as they encounter each other, rather than a traditional morale system. This was arrived at to try to model the effects of the Sumerian Battlecarts on their social inferiors.

**Michael Young**

### HAPSBURG LIP

(see Nugget 270) The now infamous game of politics, marriage and inbreeding in renaissance Europe. Now in it's next incarnation with some amendments to ensure that there is always someone in the marriage stakes.

**Michael Young**

### THE BYZANTINE GENERAL'S PROBLEM

(see Nugget 268). Byzantine Generals have to organise and fight a battle. Some may be traitors. Can you defeat the enemy whilst at the same time work out who the traitors are in your midst? A few 15mm soldiers, lots of accusation and mistrust, no dice.

**Ian Russell Lowell**

### THE INCIDENT AT THE THE ZULIYA RIVER CROSSING

A game-cum-rules session: Mountains crawling with warlike tribes, a Hittite Prince, a broken bridge, a goddess, fast-flowing water, someone behaving like a wild pig! All under the mismanagement of Ian Russell Lowell.

**Ian Russell Lowell**

### A FORGOTTEN CONFLICT? THE GERMAN PEASANTS WAR 1524-1526

Collecting snail shells, Landsknechts, shoes on poles, and a painter named Jörg Ratgeb — plus religion, politics, social change in the Holy Roman Empire. A gently-paced introduction with an aim to work out a way to wargame this conflict by Ian Russell Lowell. (And no chariots at all, but maybe a fortified cart or two!)

**Jim Wallman**

### MEGAGAME DESIGN

Megagames have been going for a while. Just recently I've have a load of people approaching me about how to set up and run megagames. At the same time I'm finishing off a book on megagame

**John Bassett**

### HEMLOCK AND DEMOCRACY

404BC: Sparta has defeated Athens. The birthplace of democracy groans beneath the Thirty Tyrants. But a small group of rebels seek to change all that... A political/military role-play featuring Spartan warlords, philosophers, priests, democrats and oligarchs.

**John Bassett**

### OID FOR WARGAMERS

John Bassett on his favourite Roman poet: man about town, wit, master of seduction, intriguer at the imperial court and exile. Will feature a re-enactment of the sad, sad story of Orpheus, with audience participation.

**John Armatys**

### BOOTS ON THE GROUND

A simple set of wargames rules for company level actions in the early Twenty First Century using 15mm figures and die cast aeroplanes – an entertainment for up to four players.

**Wayne Thomas & David Brock**

### NIMY BRIDGE IN 15MM

A refight of the attack against the Mons salient by the German 18th Division of the IX Corps. The latest adaptation of "Far Away Wars" for 1914.

**Ian Drury, Peter Grizzell & Nigel Drury**

### MUSKETS & TOMAHAWKS ADG

French & Indian Wars using 25mm figures and the French skirmish rules *Muskets & Tomahawks*.

**John Curry**

### BRITISH ARMY COUNTER INSURGENCY MODEL

This is a map based game about current British led multinational operations somewhere in a fantasy continent called Fafrica. Huge map, giant counters and at the simulation end of the game spectrum. The session will start with a 15 minute talk to set the scene, then play the game. The players will represent the planning staff and will attempt to run the operation in a country that is disintegrating around them. Strictly no photographs of the session.

**John Curry**

### DONALD FEATHERSTONE: HIS RISE, HIS FALL AND HIS RISE AGAIN.

Would the real Donald Featherstone stand up? The first attempt to analyse the character of Donald Featherstone will include some controversial areas.

**Mike Elliott**

### REMATCH AT QUEBEC

After the glorious victory and capture of Quebec in 1759, the British endured a Canadian winter. The French, determined to recapture the city and planned a new attack in April 1760. A toy soldier interpretation of the Battle of Ste Foy.

# COW SESSION TIMETABLE

COW 2014	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	A Mighty Wind	Gladiolus	A Forgotten Conflict?		Rematch at Quebec	To Ur is Human		Saving Private Mouat	Ovid for wargamers		Cyber Trumps	THE WD AGM
PANELLED ROOM		Special Forces in WW2	Montaperti 1260	Warriors for the working day	Apocalypse 1945		March 1971 Political Justice Sub-Committee	It's a long way from Tipperary	Northampton 1460		Lies, Damned Lies and Statistics	
LIBRARY		The Byzantine General's Problem	Boots on the Ground		Nimy Ridge	Twitterloo	Hapsburg Lip		Challenges and Adventures	The Incident at the Zuliya River Crossing		
BEECH ROOM			Megagame Design				Cabinet Office Briefing Room A	Hemlock & Democracy				
PRACTICAL ROOM			British Army Counter Insurgency Model				Muskets & Tomahawks		Donald Featherstone: His rise, fall and rise			
COACH HOUSE												
ORCHARD ROOM												
HALL		Doodlebuggers										
HARNESS ROOM												
LAWN					Little Cold Wars				The War of Firefly's Nose			

Shading indicates that a room is not available as a session venue.