

THE WARGAME DEVELOPMENTS AGM

So far, the AGM agenda includes the following items. Please let Tim Gow have any other items in writing by 1 July 2017

1. Report by the Conference Organiser (Tim Gow)
2. Report by the Treasurer/Membership Secretary. To include WD membership fees for the year 2017/18 (Bob Cordery)
3. Report by the Editor of "The NUGGET" (Matthew Hartley)
4. Report by the Editor of the Colour Supplement (Bob Cordery)
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: John Amatys
Co-ordinator, WD Display Team South	Proposed: Phil Steele
Co-ordinator, WD Display Team West	Proposed: John Curry

6. Any other business

Pre-COW trip to Kennilworth Castle. Friday 7th July

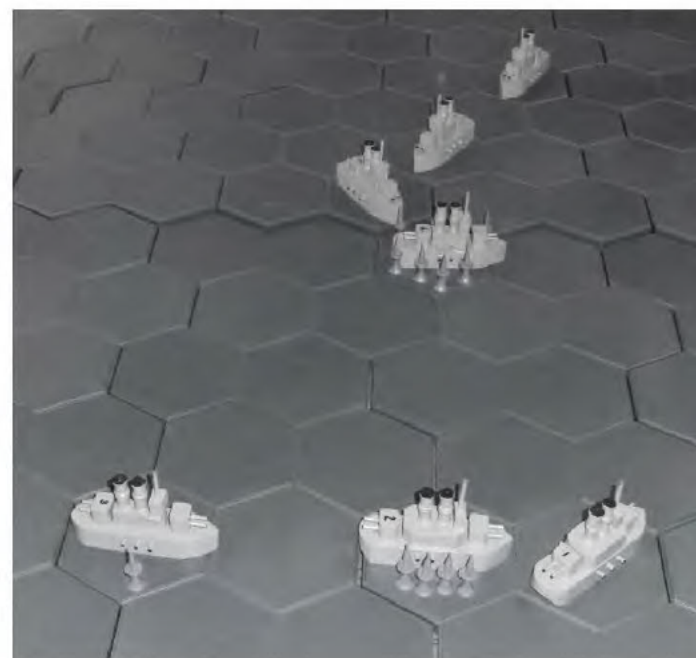
Led by John Basset and John Curry

Meet 12 noon at the Gatehouse, lunch at the castle café.

We will either play a matrix game if we have enough people or carry out a siege TEWT.

Admission charge of about £11 (free to members of English Heritage).

Conference of Wargamers 2017



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

7—9 July 2017

Conference Organisers: Tim Gow & Bob Cordery

CONFERENCE VENUE INFORMATION

How to find Knuston Hall

There are directions on the Knuston Hall website at: <http://www.knustonhall.org.uk/index.htm>. If you get horribly lost on the day call call Knuston on [REDACTED] or (if you're really desperate) Tim Gow on [REDACTED]

Parking

Please do not park 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 this 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 and twin bedded rooms, most of which have ensuite facilities. 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

If you are delayed en route the telephone number of Knuston Hall is 01933 312104. 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 no way form any part of a contract with the Conference Organisers, Wargame Developments or Knuston Hall.

SESSIONS

feature of this game will be that the players will use a Blockchain to enforce agreements and offers. Ransomware, kidnapping CIA backdoors, extortion, and political embarrassment points will feature.

John Curry

MECHANISED INFANTRY BATTALION STAFF IN A COMBAT SITUATION GAMING SIMULATION DEVICE (1975)

From the archives of the History of Wargaming Project. The game is designed to be played as training wargame with the maximum of learning taking place. The scenario is a company defence of a hill line (vital ground) against a Bn attack over a river. Each side is portrayed as American in terms of the units, but the attackers (the Russians) have a very Russian like assault plan.

Jim Roche

OVER THERE - A WARTIME SINGALONG

1917 from Zimmermann to Allenby with songs including the Internationale for Lenin and British classics. As well as a monthly look at 1777 and Britain's earlier interactions with our American cousins 330 years ago, 'Oh say can you see'.

Alan Paull

POLITICS BY OTHER MEANS

A prototype 2-player strategy micro-game with action cards, armies, and a few VP cubes, inspired by Clausewitz's On War.

Scenarios include:

- Introducing War: the basics
- Limited War: 18th Century warfare
- Vive l'Empereur: Napoleonic Wars
- The war to end war: World War 1 in the West
- On War: war and politics

5 minutes to learn, 30 minutes to play, much time for discussion

Stephen Aguilar-Millan

PUTIN ROLLS THE DICE

Description: The purpose of the session is to examine how a political game can be crafted onto a commercial game to be used to generate a set of potential future conflict scenarios. Using the commercial game 'Putin's War', we shall attempt to consider some options if President Putin were to attempt to recapture the 'lost' territory of Eastern Europe. The focus is on the politics of grand strategy.

SESSIONS

Mike Elliott

FULL AND GLORIOUS VICTORY

Being a recreation of the battle of St Fagans, 1648 during the Second Civil War.

John Curry

TRIREME AND BIREME

A Game of Ancient Naval Fleet Combat. Nearly all ancient tactical wargames are concerned with the detail of individual ship combat, recreating the skirmishes of the ancient naval world. By way of contrast, this set of rules is an attempt to recreate the fleet actions of the period.

Tom Mouat

WW1 TRENCH RAID

You play British soldiers taking part in a night-time raid on German trenches in 1917. It has been quiet – too quiet... High command wants to find out what is going on... This is a role-playing game for up to 8 people.

Tom Mouat

BATTLEGROUP KRIEGSSPIEL

This is some work I've been doing for the Army. Trying to come up with a simple two-sided, double blind, Kriegsspiel that military units can use for training and education of junior officers. Up to 6 players.

Tom Mouat

BALTIC CHALLENGE

The new Cold War is hotting up. Events in the Baltic States have been tense, with ethnic Russians in Estonian and Lithuania protesting about discrimination and the Latvian SS parades. NATO has deployed "tripwire" forces to the region in retaliation over the situation in the Ukraine and Putin has threatened to hold "snap" exercises on the Russian border and in Belarus... This is a Matrix Game for 6 people based on the current situation in the Baltic.

Tom Mouat

FETCH FELIX

A role-playing game about Bomb Disposal in 1970s Northern Ireland, for up to two people... Just grab Tom in the foyer (ooh, nasty!). There are no detailed maps or toys, just your imagination and a few dice...

Mike Young

BLOCKCHAIN WARS

This session starts by explaining what Blockchain technology is and how it functions. In particular, we will look at Ethereum-style Blockchains that can enforce contracts between participants, and the possible effects this will have on conflict in the future.

This will be followed by a game representing a cyber war between governments and groups of international criminals (with the two sometimes being indistinguishable). The unique

CONFERENCE VENUE INFORMATION

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 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 by tradition the 'short sessions slot'. It should be possible, subject to demand, to attend more than one of these short games.

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) and possibly others in the Panelled 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 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.

THE PLENARY GAME**John Bassett and the Holborn group****THE MOST DANGEROUS PLACE ON EARTH**

An edifying and uplifting game on the 1961 Berlin crisis suitable for aspiring Cold Warriors of all ages. Your chance to end the world before the conference even begins...

Russell King**WHY IS THERE SO MUCH HATRED IN AMERICA TODAY? SERIES 2**

Still the “reverse X Factor” format, still set in 1960s USA, and still presented by Walter Cronkite – and with all your old favourites such as George Wallace, Malcolm X, Martin Luther King, Bobby Kennedy, and Timothy Leary. But..... with enhanced TV coverage, the more soundbitey script requested by Series 1 participants, and amongst new guests Gore Vidal, Stokely Carmichael and George Lincoln Rockwell have already agreed to appear – the only question is, will they make it through to the end of series dinner party in New York past the vengeful and cruel assassins?

Russell King**FIREFIGHT’S GRAND DAY OUT**

SPI’s 1976 Firefight on modern armoured tactics, partially commissioned by the US military, was rubbish or was it? A participative workshop session starts with a presentation of this simple board game, a run of a game as a miniatures game, and a lively workshop format consideration of the many possible ways to improve it including scenarios. No prior experience needed. Please feel free to bring your own 1/300 or 1/285 eye candy to the session! The aim is for the last hour to be a game in participants’ preferred format.

John Armatys**IDEAS EXCHANGE**

It has been a long time since there was an ideas exchange session at COW, so people might have a lot of good ideas about all sorts of things wargames related to promulgate...

Rich Biggs**SAVING GORDON**

This session starts with playing the ‘rescue Gordon’ scenario, followed by a lively discussion on how to improve the rules. These rules use a deck of playing cards to resolve things and 54mm figures. White feathers are also available.

John Bassett**FALL EDELWEIS**

An Army Group/Front level game on von Kleist’s 1942 Caucasus offensive. An attempt to produce a simple game in which the key factors are logistics, intelligence and planning.

players were able to manipulate design issues in Watch_Dogs to defeat opponents. This illustrates both how counter-intuitive hacking can be, and how useful and rare the wargamers’ mindset can be.

Prior knowledge of video games or cyber security will not be required to understand the presentation, in fact feedback from gamers outside of video games is particularly welcome.

A PLATOON COMMANDER’S WAR ON HEXES**WD Display Team (North)**

The WD Display Team (North) (and Sheffield Wargames Society) game for the 2017 season. The same scenario from Military Training Pamphlet No. 33, Training in Fieldcraft and Elementary Tactics, 1940 as was used to introduce the rules at COW 1996 but now with the radical innovation of hexes.

Andrew Rolph**RATTENKREIG**

75 years on, this is a board game representing the German attacks on Stalingrad from mid September 1942 to the beginning of November of that year. Weekly turns, interactive combat resolution and pretty straightforward rules. Inspired originally by Mike Elliot’s ‘A Terrible Beauty’ from COW 2016 it features any number of mechanisms stolen from that game and a great many others.

Tim Gow**SHOOTIN’ TIME!**

How the West was really won. The game of the film of the book. Or to put it another way, movie-style gunfights in the Old West. Featuring 54mm figures and matrix arguments.

Martin Rapier**KARTENSPIEL, by Phil Sabin**

“In the whole range of human activities, war most closely resembles a game of cards.” Carl von Clausewitz

A game for up to 10 players which models an early nineteenth century battle. No dice involved, but considerable fog of war may be present and the mechanisms may be useful for a range of situations. This rather splendid game is buried in the appendices to Professor Sabins ‘Simulating War’, and having run it at the Sheffield club, it was deemed worthy of the full COW treatment.

Mike Elliott**ANOTHER DARK NIGHT IN WHITECHAPEL**

Following on from the success of “A Dark Night in Whitechapel” last year, here is a rerun with updated rules based on the suggestions from participants. Have you got what it takes to survive trading in the oldest profession on the streets of London?

Sue Laflin-Barker

TO SAIL THE SPANISH MAIN

An excessively simple naval game involving pirate and merchant ships and possibly some from the Royal Navy. Captains have limited control over their ships and contact with anything involves someone being sunk, possibly with loot collected by the victor. The winner is the one with most pieces of eight – or possibly on a bad day the last ship left afloat.

Graham Evans

NORTHAMPTON 1460

Take a chance to play the participation game produced for the Northampton Battlefield Society enabling a historically believable refight of the Wars of the Roses Battle of Northampton in about 15 minutes. Players are presented with the options available to the various commanders and characters present and have to choose how and when to use the actions and resources available to them. The game has a scoring system that measures how far away from the historical outcome the players are and the resulting consequences for the history of this Scepter'd Isle. Copies of the published version will be available for sale as well, and you don't even have to play the game in order to buy one.

Graham Evans

IF YOU (STILL) TOLERATE THIS

After more than five years this set of Spanish Civil War Divisional Level rules for 15mm figures has been given a sufficiently significant refresh to justify returning to COW for a session. The rules feature an activation system to simulate the difficulties both sides suffered and fire and melee systems designed uniquely for the period. So if you like lots of toy soldiers hammering at each other under the fierce Iberian Sun this is the game for you.

Tim Gow

AWFULLY AMATEURISH AGINCOURT

The session which has everything: big toy soldiers, a kinetic shooting system, maps and even a potted history of the campaign. Honed to perfection over six years of gently pondering and several minutes of development, this may well be the last medieval wargame you ever want to play.

A mercifully brief game which will run at least twice during the session.

Nick Drage

THE EVOLUTION OF PLAYER TACTICS IN THE VIDEO GAME WATCH_DOGS

(and why that illustrates how wargamers are so clever)

Watch_Dogs is a near-future "open sandbox" video game where you play a hacker able to manipulate the technological infrastructure of the Smart City of Chicago.

A highlight of the game's design was its "online hacking" mode, whereby other online players could surreptitiously join your game and turn it into a hacking battle. However by using the "hacker mindset", which I argue many wargamers possess, it was possible to gain a distinct and unfair advantage over other players contrary to the game designers' intent.

This presentation will give a brief overview of the game, and then show how innovative

John Bassett

ROTE ARMEE FRAKTION

A matrix game on the rise and fall of an earlier generation of superstar terrorists, the Baader-Meinhof revolutionary group in 1970s West Germany. Liable to be a black session.

Ian Lowell

WHO DUNG IT!

A light-hearted diversion on the death of Tutankhamūn, involving scarabs, dice, playing cards, the usual suspects and most probably a dead pharaoh. Any relationship to any living, dead or historical personage and/or insect is strenuously denied.

Ian Lowell

REIN-FORCE

Further investigations into chariot warfare by way of a talk and how to wargame it.

Russell King

THE WARSAW PACT POLITICAL CONSULTATIVE COMMITTEE 1981

A simple but accurate drinking game of the last days of the Brezhnev era. It will be an advantage not to have any skills in RPGs for this game, but those who have them are equally as welcome. No rules, but full briefing and pre-prepared speeches given for all comrades during the opening drinks. Fancy dress optional.

Ian Drury

THE GREATER ENEMY: OPERATION CRUSADER, 1941

A double-blind map game of the first battle in which British and Commonwealth forces defeated a significant body of Germans — the *Afrika Korps* — in the Second World War. The game is a work in progress: a test of the mechanisms that I hope will sustain a larger scale 4-5 hour game in the future. Players represent corps and army commanders, and anyone volunteering to be a liaison umpire (two would be good) will have their pick of roles in future games.

Ian Drury

HURRAH BOYS, WE'VE GOT THEM!

A return trip to Knuston for my 15mm Plains Wars figures, in a revised version of the rules I used in the 1990s. Between 1868 and 1878 the US Cavalry made 18 attacks on Indian villages (each approx 200 tepees) and all were successful. What can possibly go wrong?

Sue Laflin-Barker

ASTERIX AND REDBEARD'S TREASURE

A re-run, slightly revised, of the game I ran at COW some years ago. Again the game is set in the Forest of Broceliande and features the three groups, Pirates, Gauls and Romans and a treasure, which may or may not exist, reputedly hidden by a previous Redbeard, grandfather of the present Pirate Captain.

COW SESSION TIMETABLE

COW 2017	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 Most Dangerous Place on Earth	<i>Platoon Commander's War on Hexes</i>	The Greater Enemy: Operation Crusader		Rein-Force	Hurrah Boys, We've Got Them!	Saving Gordon		Rattenkreig		Ideas Exchange	WD AGM
PANELLED ROOM		<i>Awfully Amateurish Agincourt</i>	Firefight's Grand Day Out	Why is there so much Hatred in America today?		Kartenspiel	Shootin' Time	Over There – Wartime Singalong	The Evolution of Tactics in Watch_Dogs	Trireme and Bireme		
LIBRARY		<i>Another Dark Night in Whitechapel</i>	Who Dung It!	Blockchain Wars	Battlegroup Kreigspiel	To Sail the Spanish Main	WW1 Trench Raid	Warsaw Pact Political Consultative Committee	Asterix and Redbeard's Treasure	Full and Glorious Victory		
BEECH ROOM		<i>Politics By Other Means</i>			Fall Edelweiss	Rote Armee Fraktion				Putin Rolls the Dice		
PRACTICAL ROOM			If You (Still) Tolerate This				Mechanised Infantry Battalion	Baltic Challenge				
COACH HOUSE												
BOARD ROOM												
HALL		<i>Northampton 1460</i>										
HARNESS ROOM												
LAWN												

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