

### Bridge Closure: B569: April - November 2018

Whichever way you normally approach Knuston Hall, it is now only possible to approach from the Rushden end of the B569, as the railway bridge is closed between Irchester and Knuston. No vehicles can pass over that bridge between Irchester and Knuston until mid-November 2018.

NB: It is a very complex series of directions to get you from the 'wrong' side of the bridge to our gate, so please please plan your journey to avoid Irchester. If you have a Sat Nav, aim for Rushden first and then follow signs for Irchester. Knuston is at NN29 7EU.

When approaching from Rushden, you may pass a number of signs saying "Road Ahead Closed". Just carry on past these signs and turn LEFT into Knuston's drive.

When you are due to leave Knuston, and if you usually turn left out of the drive, we can supply details of how to successfully execute your escape.

#### More detailed directions if you don't know the area:

If travelling East on the A45 dual-carriageway from the Wellingborough direction:

- o Come off A45 at first sign for Rushden, then turn right at roundabout at top of slip-road
- o Over the bridge and turn **LEFT** (don't go right onto A45 again)
- o After passing large car showroom on your left, turn right at next roundabout
- o Continue for about a mile: going straight across a tiny 'pimple' roundabout
- o At next traffic lights, turn right into Irchester Road
- o This is the road heading out of Rushden towards Irchester
- o **Ignore "Road Closed" signs**
- o After about a mile, Knuston Hall gate is on your left.

If travelling West on the A45 dual-carriageway from the Thrapston/Raunds direction:

- o Come off A45 at large busy roundabout where A45 crosses the A6
- o Take 2<sup>nd</sup> exit off the roundabout for Higham Ferrers and continue into Rushden.
- o Once in Rushden, turn right at first major traffic lights into Washbrook Road
- o Cross the next lights into Irchester Road and don't stop until you reach Knuston's gate.

**If travelling from another direction, the basic message is....Aim for the town of Rushden, then follow signs for The B569 towards Irchester.**

If you pass ASDA car park entrance on your left, keep going in a straight line for about 1.5 miles **The B569, Washbrook Rd and Irchester Road takes you out of Rushden towards Knuston. Our gate is on your left just after leaving Rushden. If necessary give us a ring on 01604 362200**

# Conference of Wargamers 2018



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

**6-8 July 2018**

Conference Organisers: Tim Gow & Bob Cordery

---

## CONFERENCE VENUE INFORMATION

### How to find Knuston Hall

See also the travel news on the back cover!

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 going to be late arriving 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 & AGM

### Mike Elliott

#### BUCKLE MY SWASH

Being a not too serious skirmish game set somewhere between 1650 and 1900. The aim is to produce a simple set of rules that also allow role playing where appropriate. There may even be time for more than one scenario!

---

### 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 2018

1. Report by the Conference Organiser (Tim Gow)
2. Report by the Treasurer/Membership Secretary. To include WD membership fees for the year 2018/19 (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 Publicity Officers (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
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
Co-ordinator, WD Display Team West	Proposed: John Curry

7. Any other business

**Alan Paull**

**MISSION COMMAND: NORMANDY**

Another outing to the picturesque countryside of northern France. This time with a proper published Reference Manual. Allergy advice: may include tanks.

**Alan Paull**

**OPEN BATTLES**

Remember Airfix Battles? Well, Open Battles is like that, only we can use any old stuff we like! WW2 wargaming with Unit Cards, Command Cards and squares, but no branding. Now testing air combat too, so there may be an 88mm FlaK gun.

**Alan Paull**

**THE MARCH OF PROGRESS**

An abstract game based on Clausewitz's 'On War'.

**Tom Mouat**

**40 COMMANDO IN THE FORUM**

This session offers some insights from running a number of "Free Kriegsspiels" in the MOD to different stakeholders. It will include a game about a Forces protected Evacuation of British nationals in Beirut, during a crisis.

**Tom Mouat**

**TRAVELLERS**

A science fiction role-playing one-shot game set in a 1980's vision of the far future (computers the size of filing cabinets and swords, along with Jump Drives and artificial gravity).

**Tom Mouat**

**A RECKONING OF VULTURES**

The President for Life is ailing, and the vultures are circling, vying for position when the inevitable happens and they can finally make their move. This is a succession Matrix Game (think post-Mugabe or post-Bouteflika) that I want to try to record for posterity and show people what Matrix Games are like...

**Bob Cordery**

**PUBLISH AND BE DAMNED!**

It is now easier than ever to self-publish your own material, but where do you start and what do you need to know. A serial self-publisher tells all!

**Tim Gow**

**SOMME ENCHANTED EVENING**

The cream of the British Army assaults the naughty Germans. We all know how the infantry assault goes, so this game will focus on the air recce and artillery barrage. Featuring the Knuston Pals (in 54mm) along with matchstick-firing cannon, 1/72 biplanes and even observation balloons! A triumph of style over substance!

**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 dinner on Friday night is 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.



**John Bassett**

### **ANTONIUS AGAINST PARTHIA**

An operational level game on Mark Antony's 36BC invasion of Media. The game will emphasise some neglected aspects of generalship in the ancient world: logistics, oratory and coalition management. Remember, you can never have too many pack camels...

**John Armatys & Tim Gow**

### **IDEAS EXCHANGE**

Following a successful revival of this session in 2017, it's back again!

**John Armatys**

### **ALL TRUE SOLDIER GENTLEMEN**

The game of officers' careers in the British Army during the French Revolutionary and Napoleonic Wars 1793 – 1815. Likely to be the WD Display Team (North) game for 2018 (our silver jubilee year!).

**John Bassett**

### **TEN THOUSAND MILES FROM HOME**

"I thought we were winning this war." To mark the fiftieth anniversary of the Tet offensive, a matrix gaming looking at how that campaign shaped US domestic political narratives and impacted the 1968 Presidential election. The game shamelessly steals some good ideas from Russell King and features such COW stalwarts as Bobby Kennedy, Richard Nixon and Martin Luther King.

**Sue Laflin-Barker**

### **TO SAIL THE SPANISH MAIN**

A very fast simple naval game involving pirates and merchant ships. The merchants are trying to reach the safety of the harbour where they can sell their goods. The pirates are trying to intercept and loot them. A revised version of the game presented last year.

**Sue Laflin-Barker**

### **CELTIC CATTLE RAID**

As before, the Iron-Age chieftain sleeps peacefully in his hill-fort with his flocks and herds grazing in the valley below. Four of his neighbours have each decided to raid these herds and creep onto the table from each of the four directions. When the chieftain awakes, life suddenly becomes very exciting for all concerned. A revised version of a game presented at COW many years ago.

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

### **THE RELIEF OF KNUSTONPORE**

The days of the First Indian War of Independence and the Raj. An expedition of pukka

curse of the third argument? Come along and see if you can!

**John Curry**

### **RANDOM TALES FROM PROFESSIONAL WARGAMING**

This will include a disrespectful overview of American professional wargaming, news from Pentagon wargames, a comparison of our wargames v the Ukraine conflict, how I changed NATO's policy on wargaming, etc. I might even talk about the end of the Wargames Newsletter and how hobby wargaming attempted to commit suicide in the 1970's.

**Tim Gow**

### **OUT ON A LIMB**

In response to many (three...) requests for it's revival, this is my 2003 boardgame about UN arms inspectors seeking to uncover the greatest threat to world peace. Of course this being 2003, you only have 45 minutes before the WMDs are ready for use....

**Andrew Rolph**

### **WUESTENKRIEGKARTENBLOCKENSPIEL**

Can we complete a reasonable simulation of the Desert War with fortnightly turns in three hours? Judging by playtesting so far the answer is a resounding 'no'. However, I'll tweak it a bit more and we'll give it a go. A cross between last year's Fall Edelweiss by John Bassett and Martin Rapier/Phil Sabin's Kartenspiel, force fed illegal amounts of steroids. A General's dream and a Quartermaster's nightmare.

**Mike Elliott**

### **RED TEAM / BLUE TEAM**

A prototype and game design session for a cyber warfare exercise. The final version, I hope will be something that I can use to train people in information security. The underlying principle is "know your enemy" (Sun Tzu, I think). Two opposing teams will attempt to either attack or defend an IT system. No previous security skills required!

**Michael Young**

### **STRIKE! BATTLEGROUP TACTICAL WARGAME**

This is a game I developed for the British Army to examine the effectiveness of modern units in tactical combat. This will be your chance to deploy and use the British Army's new Ajax equipped strike brigade (or to fight against it!). Hex map (500m hexes) platoon counters, 1/2 hour turns.

**Jim Roche**

### **MY NAME'S GOUGH AND I'M OFF!**

A singalong based on years ending in 8, ranging from the Kaiserschlacht in 1918 to the Tet Offensive in 1968. We'll explore the shift from 'Keep Right on to the End of the Road' to 'We've gotta get out of this place'. In Song.

**Jim Roche**

### **PADDY GRIFFITH'S HALBERDIERS**

A narrative game based on Waugh's 'Sword of Honour' trilogy. As written by our founder, and just as much fun today as it was in 1983.

Are you the optimistic Crouchback or a shit like Trimmer?

A relatively short game which will probably run at least twice.

**Ken Hay**

### **BIGFRISK**

Risk with a Twist. The Old Favourite expanded to play on two or three boards and with Allied players. You do not knock out opponents; just absorb them into your ever-growing Empire. Resistance is futile....

**John Bassett**

### **MULTI-CENTRE WARGAMES**

A discussion led by John Bassett on a new direction in wargaming: the multi-centre game with several teams playing against each other over hundreds of miles. The session will look at the potential of such games, the challenges in setting them up and running them and the further opportunities they may offer. The discussion will draw on recent experience from Cold War crisis games run jointly in Holborn, Sheffield, Brixworth and Stirling.

**Fred Cartwright**

### **A GUNNER'S GUIDE TO BRITAIN'S ARTILLERY**

A light hearted session giving participants the opportunity to become more familiar with the excellent ordnance produced by W Britain Ltd. The session will start with an introduction to the various guns and their strengths and weakness, followed by the chance to test the guns on the firing range. If anyone is interested and has their own guns please feel free to bring them along.

**Bob Cordery**

### **SAVE GORDON!: THE MATRIX GAME**

Back by popular demand (well, I've has a couple of requests to put on one of the original Matrix Games), SAVE GORDON! is a Matrix Game about the Mahdist attempts to capture Khartoum before the British can rescue General Gordon. Can you overcome the

sahibs march to the relief of the garrison under siege by the forces of the Khazi of Kalabar. A toy soldier game set in the Indian Mutiny using a variant of the Muskets and Tomahawks rules.

**John Curry**

### **TONIGHT'S TARGET IS...**

This is a WWII bomber command training wargame from 1942. Each bomber needs a two-man crew to be the skipper, bomb aimer, navigator and gunners. It would be helpful if players could bring wooden rulers, protractors, set squares, pencils and other items from a GCSE (O Level) maths set. A torch would also be useful to help the navigator see the WWII bomber command maps for the raid. The game involves some roleplaying e.g. RT traffic. Watch out for night fighters. What could possibly go wrong?

**Graham Evans**

### **VA T'EN GUERRE**

A tactical table top game using 20mm Airfix figures, covering the War of Spanish Succession. An attempt has been made to produce a game that focusses on the tactics of the period as described in Chandler & Nosworthy's books on the period and eschewing any of the later 18th century tactical innovations. The emphasis will be on keeping your lines straight and using your cavalry to decide the issue.

**Graham Evans**

### **THE BATTLE OF EDGCOTE, 1469 – REVIEWING THE EVIDENCE**

Ahead of the 550 anniversary in 2019 this talk will look at what sources we have, how they compare and what they do and don't tell us about the battle and how it all fits into the landscape. This will pave the way for the definitive story and game that will appear at COW 2019. The session is based on the recently very well received evening talk for the Northamptonshire Battlefields Society which provoked a lot of interest from a well informed audience including historians, reenactors and an archaeologist or two.

**Kiera Bentley**

### **SUFFRAGETTO**

An original and interesting game of skill for two players. Suffragetto is a contest of occupation between two opposing factions, The Suffragettes and The Police. The goal of the Suffragettes is to break past Police lines and enter the House of Commons. At the same time, The Suffragettes must also prevent the Police from entering Albert Hall, an oft-used meeting space of the Women's Social and Political Union. It is the Police's duty to break up a meeting of the Suffragettes, currently being held in Albert Hall, all the while, preventing the Suffragettes from entering the House of Commons. These are the original 1980(?) game rules played with Disney Princesses and plastic Policemen.

# COW SESSION TIMETABLE

COW 2017	FRIDAY		SATURDAY						SUNDAY			
LOCATION	2030-2200  Short sessions	2200-late	0900-1100	1115-1245	1400-1600	1615-1830	2030-2230	2230-late	0900-1100	1115-1245	1400-1500	1500-1545
LOUNGE	<i>Paddy Griffith's Halberdiers</i>	Travellers		To Sail The Spanish Main	A Reckoning Of Vultures		The Relief Of Knustonpore	Buckle My Swash	Bigfrisk			WD AGM
PANELLED ROOM	<i>All True Soldier Gentlemen</i>	The March Of Progress	Va T'En Guerre	A Gunner's Guide To Britain's Artillery	Suffragetto	Mission Command: Normandy	Random Tales From Professional Wargaming	My Name's Gough And I'm Off!	Ideas Exchange	Publish And Be Damned!	The Battle Of Edgcote 1469	
LIBRARY	<i>Out On A Limb</i>		Red Team/ Blue Team		Celtic Cattle Raid			Save Gordon!	Multi-Centre Wargames	Open Battles		
BEECH ROOM			Ten Thousand Miles From Home		Antonius Against Parthia				Wuestenkriegkartenblockenspiel			
PRACTICAL ROOM		Tonight's Target Is...	40 Commando In The Forum		Somme Enchanted Evening (alternate location)				Strike! Battlegroup Tactical Wargame			
COACH HOUSE												
REAR LAWN					Somme Enchanted Evening							
HALL												
HARNESS ROOM												
LAWN												