
Co-ordinator, WD Display Team South

Proposed: Phil Steele

Co-ordinator, WD Display Team West

Proposed: John Curry

7. Any other business

TRAVEL NEWS:

Irchester Bridge Now Open. Please be aware that the work on the bridge between Irchester and Knuston is now complete and the bridge is open as normal.

A45. There are some roadworks on the A45 for the next few months (another railway bridge replacement). With the road running East to West, the West bound carriageway is down to one lane between Wellingborough and Rushden. The East Bound carriageway from Rushden to Wellingborough is closed.

Conference of Wargamers 2019



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

5-7 July 2019

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 xxxxxxxx or (if you're really desperate) Tim Gow on xxxxxxxx

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.

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

SESSIONS & AGM

ambled up with their weapons and walked together.

Anyone who has organised a protest march or religious procession knows how people walk at different pace and slowly spread out; while even marching 'at ease' keeps people in a tight group.

I believe that the Romans marched and suspect that the Medievals didn't but that the New Model Army did. When and why did such changes happen?

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 2019

1. Report by the Conference Organiser (Tim Gow)
2. Report by the Treasurer/Membership Secretary. To include WD membership fees for the year 2019/20 (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

Graham Evans**THE NORTHAMPTIMESHIRE GAME**

A card game of the history of Northamptonshire being developed for the Northamptonshire Battlefields Society and local heritage organisations. The game can be played by 2-6 people and challenges players to play cards of events in Northamptonshire's history in sequence whilst blocking other players from doing so.

Alan Paull**MISSION COMMAND: NORMANDY – INTRO SCENARIO**

Mission Command: Normandy is a set of WW2 wargaming rules for use with miniatures, now published in full colour! As it came out officially this year at Salute, it seems churlish not to present the final version at CoW.

It's an umpired game, and prior knowledge of the mechanics is not required. Some knowledge of WW2 ground combat might be an advantage.

In this game, we pitch a team of exactly 4 British players against umpire-driven Germans. If there's anyone available who has already played MC:N at least once, I'd happily ask them to step in and play the Germans! The British have a small Regimental Group to pit against a German outpost, with instructions to clear the locale in the couple of hours remaining before dark.

Alan Paull**16 CARD CARRIER STRIKE!**

A simple game of carrier action in World War II. A return to an old game that I ran a while back at CoW. Now the mechanics have been streamlined and simplified, it might be time to carry out another strike. A game for 2 players who don't mind losing planes and ships.

Phil Steele**AK *MINUS* 47 ... THE COLD WAR GETS COLDER**

A botched polar rescue mission escalates out of control allowing plenty of toys to come out in a respin of Peter Pig's popular Post War game. Featuring white painted vehicles and 15mm men in parkas.

Jonathan Crowe**ZIRKUS! NICHTS FÜR UNS BESTIMMT...**

'A circus! Nothing to concern us...'. Oberleutnant Weber, E&A Abt 100, on hearing the bombing raids around Utah beach on the night of June 5th. An ongoing attempt to devise a simple game that allows players to refight the D-Day landings. With a view to extending it to other areas of World War 2 if it ever works. Sie kommen!

Jim Roche & John Bassett**MARCHING FROM SPARTA**

[to take place during the coffee break on Saturday morning]

A short session to seek ideas about when and where soldiers marched as units or simply

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 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 WARGAME DEVELOPMENTS, THE KNUSTON HALL 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.

Ian Drury et al**CRISIS IN THE MIDDLE EAST—THE PLENARY GAME**

With resignations announced and impeachment threatened, the White House is embroiled in scandal; the hard left is taking over the British Labour Party; Russian aid to Syria is causing international concern; and a crisis looms in the Middle East. Yes, it's the

SESSIONS

early 1970s. This year's plenary game is centred on the Arab-Israeli conflict, but will include teams from many nations, with roles from frontline tank combat to shuttle diplomacy, cold war naval action, to internal politics within the Knesset, the Kremlin and the Ba'ath Party. Roles to suit all tastes, but early booking advised to play Sir Alec Douglas-Home.

John Bassett
HITLER'S CHILDREN

A black game about the birth of the Baader Meinhof group and what made students in 1960s West Berlin become terrorists. A precursor to 2017's "Rote Armee Fraktion".

John Bassett
THE ROOKS

A Cold War career game about Soviet FROGFOOT pilots in Afghanistan. Will your Grach get you through to the end of the rotation or will you too fall victim to a CIA-supplied Stinger over the Panjshir? And remember: there are no Soviet Air Force operations in Pakistani airspace.

Sue Laflin
ASTERIX AND REDBEARD'S TREASURE

Once again the Gauls, Romans and Pirates meet in the Forest of Broceliande. The Pirates are looking for treasure, reputedly buried by Redbeard, father to their current captain. The Romas have orders to build a road through the forest, but would much rather hunt for treasure. The Gauls wish to continue in their normal way of life, hunting wild boar, feasting and fighting anyone (especially Romans) who gets in the way.

Sue Laflin
TO SAIL THE SPANISH MAIN

A very fast simple naval game. A fleet of merchant traders is trying to reach the harbour and sell their cargo. A hoard of pirate ships is trying to intercept the merchants and collect loot.

Tim Gow & WD Display Team North
SCARY SPACE SPIDER STRIKE

Basically a ghastly 1950s B-Movie as a game. A meteorite turns out to be a giant spider egg. So obviously the army - that's you - is deployed to try and kill it. Can you save the Earth? Or at least convince the scary space spider of the benefits of American-style liberal democracy? Features 1/32 scale toy soldiers – and of course a giant space spider!

Wayne Thomas, David Brock and Colin Maby
OVER THE HILLS (AND FAR AWAY!)

A hypothetical Divisional level action somewhere in Spain during the Peninsular War - to demonstrate Wayne's rules for the period 1790 - 1840 which use the basic mechanisms of Far Away Wars, but emphasising Napoleonic tactics and, in particular, the role of Skirmishers.

SESSIONS

The aim of the game is to see if we can make a realistic forecast of how the politics will unfold, using the tools of role-playing and confrontation analysis.

Mike Elliott
CYBER ATTACK CHAIN (OR RED TEAM / BLUE TEAM REVISITED)

This is a rerun of my game Red Team / Blue Team from COW 2018. The rules have been slightly modified and streamlined and hopefully I will have some snazzy professionally printed cards! An opportunity for those of you who played last year to have a go at playing the other side or for those who haven't played before to give it a go. The game structure is defined as an asymmetric double-blind system (!!!).

Mike Elliott
JESUS AND NO QUARTER - THE BATTLE OF TIPPERMUIR 1644

The first of Montrose's six classic victories in Scotland during the English Civil War. The rules are an updated version of "By the Sword Divided". Some of the figures were purchased on the Bring and Buy last year!

Tom Mouat
THE CYBER GAME

This is a one-sided game played against a pre-planned opposition. The players are Nation-State hackers seeking to deny, degrade, humiliate, destroy, and otherwise mess up the main military port of their hated rival. Based on a game designed by DSTL for teaching purposes and hopefully modified by me to make the game more accessible!

Mark Flanagan
SWEEPING SATELLITES

A game of Space Information Gathering and Threat Assessment. A double-blind "information seeking" game (think battleships in space). Players represent national actors deploying resources to gather intelligence about the "the other side" while at the same time trying to hide their "secrets" from "the other side".

John Curry
CONFRONTATION ANALYSIS THE CARD GAME

Confrontation analysis breaks down complex multi stakeholder situations into dilemmas. These can then be analysed to identify optimum paths such as win win. The standard method is perhaps easiest to use as an operational analysis exercise. This version of the method turns it into a game, where players generate cards to play. The sample game is based on the forthcoming confrontation in the South China Sea between China, the USA, Japan, Philippines etc.

Graham Evans
THE CAN SYSTEM

A demonstration of Martin Wallace's new "Choose A Number" one shot card game system. The game is a card driven dungeon crawl/quest for 4 players, with a unique non-dice combat system.

player about the advance of XXX Corps.

Graham Evans

VA T'EN ECCOSE

A modification of last year's "Va t'en guerre", which enables the rules to be used for both the '15 & '45 Jacobite rebellions. The much beloved Airfix Washington's Army Marlburians will be back with new Post-Union flags, to be faced by hordes of more modern plastic Highlanders. Depending on how the painting schedule goes there's no knowing how big the battle might be.

Jim Roche

N-N-N-N-NINETEEN, NINETEEN

A new singalong based on years ending in 19. We will include the first Europeans to taste chocolate in 1519 and my grandfather-in-law's time in 1919 with the HLI in Russia fighting the Bolsheviks. The first of these will be marked by a full communal rendition of 'Everyone's a Fruit and Nut Case'.

The Spanish invasion of 1719 will also feature.

Bob Cordery

CARRY ON UP THE NILE!

An opportunity to try out Chris Engle's battle rules, POLITICS BY OTHER MEANS / SIMPLE STUPID RULES.

A none to serious sequel to last year's SAVE GORDON! game. Can a second British relief force (led by Sir Sydney Ruff-Diamond) break the siege of Khartoum and relieve Gordon and Sir Garnet Wolseley? Will the 3rd Foot and Mouth (the famous 'Devils in Skirts') give the Dervishes a whirl they'll never forget? Not so much Khartoum as Khartoon ... and more Charlton Trotter than Charlton Heston! (Carlton is Rodney Trotters middle name. Not a lot of people know that.)

Tom Mouat

2018 SECTION COMMANDER

This is a role-playing game for 8 people, playing a dismounted infantry section in Afghanistan. It was designed because I was asked to come up with a training aid for some reservists in central London, who have very little opportunity to train outside (as their barracks is overlooked by blocks of flats) and they only get real-world training about twice a year. The game has similarities with the "Footfall" games, but with added features.

Michael Young

BREXIT: THE WARGAME

In this session players will take on the roles of Brexiteers, Remainers and supporters of Theresa May in a re-enactment of the debates and dilemmas that will enliven our country just before the 31st October. The game will work best with "True believers" taking on their appropriate roles, so if you firmly support or oppose Brexit this is the game for you. Expert knowledge or supporting material will be valuable so feel free to bring any along.

Tim Gow & WD Display Team North

RPG-7

Following on from the questionable success of 2016's 'SUITCASE SAGGER' game, a lower tech anti-tank solution is being tested to reflect the poor quality recruits sourced from the Knustongrad Military District. The device in question was originally purchased by Mrs Gow to entertain the dog....

A lawn game which may involve lying down and wearing a silly hat.

And of course 'RPG' in this case stands for 'really pathetic game.'

Tim Gow

SPAIN ON THE PLAIN

Another COW, another lawn game with 54mm toy soldiers. This year we're off to Spain in 1938, where we'll experience the full range of cutting edge military technology. So expect tankettes, long range artillery and of course tri-motor bombers! Players should feel free to supply their own silly hats and political extremism.

Phil Steele with Graham Evans

EDGCOTE 1469 – THE GAME

After the talk last year Phil Steele returns with the official Northamptonshire Battlefields Society game and model of the Battle of Edgcote. This epic confrontation fought on the Oxfordshire/Northamptonshire border was the high point of the "Robin of Redesdale" rebellion that delivered Edward IV into the hands of Warwick the Kingmaker. Much misunderstood the battle caused a cataclysm in South Wales with the destruction of the Earl of Pembroke's affinity. The game will enable the players to explore the various interpretations of the sources and no doubt will lead to a lively discussion. The game, featuring some really nice looking 28mm Wargames Foundry classic era figures, will use an adaptation of the popular "Hail Caesar" rules.

John Bassett

NOT JUST PIKES AND ELEPHANTS

Pyrrhus tries a surprise attack with elephants along narrow side streets at midnight - Ptolemaic hard men hunt high value targets in downtown Babylon - a Spartan king has a nasty run-in with a chariot during a coup in Alexandria - angry Greek women pelt everyone with tiles and expletives...

A presentation and workshop on a neglected aspect of the Macedonian art of war: urban operations in the great years of Alexander's Successors, with not a sarissa in sight...

John will start by describing three Hellenistic city fights, using some recently recovered records. We will then look at ways of gaming Macedonian urban operations.

John Armatys & WD Display Team North

A BRIDGE TOO FAR

This is game you will tell your grandchildren about - and mightily bored they'll be! WD Display Team (North)'s game for 2019/2020 celebrating the 75th anniversary of Operation Market Garden, A Bridge Too Far is a 10 minute participation game for one

COW SESSION TIMETABLE

COW 2019	FRIDAY		SATURDAY						SUNDAY			
LOCATION	2030-2200	2200-late	0900-1100	1115-1245	1400-1600	1615-1830	2030-2230	2230-late	0900-1100	1115-1245	1400-1500	1500-1545
LOUNGE	<i>Crisis in the Middle East</i>	<i>A Bridge Too Far</i>	Va l'en Ecosse		Edgcote 1469 – the game		2018 Section Commander		AK Minus 47		Sweeping Satellites	WD AGM
PANELLED ROOM		<i>Scary Space Spider Strike</i>	Over the hills (and far away)		Brexit: The Wargame	The Rooks		N N N N Nineteen	Not just Pikes & Elephants	The Cyber Game	Marching from Sparta	
LIBRARY		<i>Jesus & No Quarter</i>	Asterix & Redbeard's Treasure			Confrontation Analysis the card game	Carry on up the Nile		To sail the Spanish Main		16 Card Carrier Strike	
BEECH ROOM		Hitler's Children		Cyber Attack Chain								
PRACTICAL ROOM			Mission Command - Normandy		Spain on the plain (alternate location if wet!)				Zirkus			
COACH HOUSE												
REAR LAWN												
HALL	<i>The Can System</i>							<i>The Northamptonshire Game</i>				
HARNESS ROOM												
LAWN					Spain on the plain					<i>RPG-7</i>		

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