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NOTICES

**COVID UPDATE**

The current pandemic means that the 'rules of engagement' at Knuston Hall are subject to change at any time. Attendees must adhere to such rules and policies as the Knuston Hall management have in place during our visit.

DO NOT arrive before 4pm on the Friday as time is needed to clean the building after the previous booking.

Regular attendees will notice that not all of the 'usual' rooms are in use this year and this has been taken into account when drawing up the timetable. It may be that further changes will be made to game venues if required by Knuston Hall.

**IMPORTANT NOTE**

If by the time you receive the paper version of this programme you have not received it as a pdf attached to an email, then WD does not have your current email address. Please contact Bob as a matter of urgency.

# Conference of Wargamers 2021



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

**2-4 July 2021**

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## 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 Knuston on 00000000000 or (if you're really desperate) Tim Gow on XXXXXXXXXXXX

### 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.

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## AGM

### 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 2021

1. Report by the Conference Organiser (Tim Gow)
2. Report by the Treasurer/Membership Secretary. To include WD membership fees for the year 2020/21(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. Notice that it is intended to create the new post/posts of Assistant Treasurer and Assistant Membership Secretary.
7. 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

8. Any other business
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## SESSIONS

have just arrived at 39 Victoria as a "military planning team" to assist the battalions of highly-paid consultants in solving the pandemic crisis (Operation MOONSHOT). The head of the team (ex-SAS) has just returned from Downing Street and wants you to come up with a plan for mass testing in the Channel Islands! (This game is completely fictitious. Any resemblance in the game between any persons or Government Departments, living or dead, is entirely coincidental).

**Tom Mouat**  
**DISTRESS CALL!**

2 hours 4-6  
A One-Shot Role Play Session in a 1980s vision of the far future, using a streamlined 2D6 system. A lone freighter, in the depths of space, receives a weak proximity distress signal while passing through the asteroid belt. The signal is localised and the radar return is small. What is it? What should we do?

**Mike Elliott**  
**GIBRALTAR OF THE NORTH**

30 minutes (will run several times) 4  
Being a (probably short) post prandial entertainment based on an incident during the Siege of Louisbourg in 1758.

**Mike Elliott**  
**NOSTALGIA RULES OK**

2 hours up to 6  
A game using Spencer Smith figures and a set of rules that first saw the light of day over 50 years ago, albeit with a few tweaks to make them easier for modern wargamers.

**Sue Laflin-Barker**  
**TO SAIL THE SPANISH MAIN**

2 hours up to 7  
The situation is still the same. The merchant fleet is attempting to reach harbour and the pirates are attempting to intercept it.. This year I want to see what effect changes in the terrain have on the game.

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## 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 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.**

**John Basset****CHANGING HORSES - THE PLENARY GAME**

75 minutes

all attendees

The government of a small eastern European country is attempting to change sides during a world war.

Time for a bold realignment. But which of your Cabinet colleagues can you actually trust? How loyal is the Army? Is the Prime Minister really up to the job? And how best to deal with all those political prisoners?

Is this hour for you to stand firm for principle and destiny or would it be better to head to Switzerland with those Renaissance paintings you put to one side just in case...?

**John Bassett****CHANGING HORSES – THE REALITY**

1 hour

any

A presentation and conversation about the historical realities behind the plenary game: the problems, pitfalls and ways out of being a minor power on the losing side in a global war.

**Tim Gow & Nick Huband****A BATTLE OF MONSTERS**

2 hours

A lawn game very loosely based on the second battle of Villers Bretonneux (24 April 1918). Starting with a gas attack and going rapidly downhill from there, this game is absolutely not simply a lame excuse for the fielding of large numbers of 1/32 model tanks.

**Ian Drury****THE CENTURIONS: COUNTER-INSURGENCY OPERATIONS IN ALGERIA, 1958**

2 hours

4-6

The French army pioneered air mobile warfare in its doomed attempt to defeat the 1950s insurgency in Algeria. Your chance to assault clifftops in the Kabylie mountains from Piasecki 'Banane' helicopters, supported by S-58 'Pirate' gunships using 20mm figures and 1/72<sup>nd</sup> aircraft. Soundtrack by Edith Piaf.

**John Armatys****CLUEDO HOSTAGE RESCUE TEAM**

1½ hours - 2 hours

6-8

Terrorists have taken hostages in Tudor Mansion. The area has been secured by local

approaches the 2024 Presidential election the Kremlin has to manage a number of crises in which many actors, including liberal reformers, the energy sector, the intelligence services, hard line nationalists and the military all have stakes. Your chance to preside over the secession of the Russian Far East, roaring hyper-inflation, a rising tide of extremism in Central Asia and NATO enlargement in the Caucasus...

**Mark Flanagan****WAR PLAN RED: A SECOND BOSTON TEA PARTY**

90 minutes

2-4

With the 1922 Washington Naval Treaty in tatters the former allies entered into the feared naval arms race against each other. The cost crippled economies that had not yet recovered from the Great War. A fiercely isolationist American tipped Great Britain into an ill thought out Second Naval Treaty with Japan. US Import tariffs and an aggressive US stop and search policy on inbound merchant ships to Canada caused a trade war to turn into a Naval War.

Based on the game mechanism of the Atlantic Chase WWII game player plot out their naval campaign.

Miniatures (with suitably fast play rules) will appear if the fabled War Plan Red "Battle of Sable Island" occurs.

**Stephen Aguilar-Millan, Charlotte Aguilar-Millan, Robert Eagling****CHINA IMPLODES**

4 hours

6-9

In a near term wild card scenario, what would happen if China, as we know the current territorial entity to be, were to fragment? Where would the fault lines of separation occur? More to the point, how could various actors guide this fragmentation to achieve an outcome more to their liking?

China Implodes is a game set in the near future that examines the political turmoil that could result from a less cohesive China. Played at the grand strategic level, the players will represent various internal and external political actors who may be affected by a fragmenting China. The game will progress using matrix style arguments, with the umpires adding a little spice to ensure that a hot dish is served up.

**Tom Mouat****BANDERA!**

2 hours

5-6

A Matrix game about the current situation in the Ukraine. Roles for Russia, Ukraine, Ukrainian Separatists, The USA, The EU, and Other global Actors, including China, COVID-19/Economic factors, and Refugees.

**Tom Mouat****PANDEMIC PLANNING!**

2 hours

4-6

A Staff-Planning Game based on the author's experiences at the Department of Health during the COVID-19 pandemic, including reminiscences about 39 Victoria Street... You

**John Curry**  
**HIDING IN PLAIN SIGHT: THE RELATIONSHIP BETWEEN HOBBY AND PROFESSIONAL WARGAMING**  
 1 hour any

The talk will focus on the theme of how the hobby have influenced developments in professional gaming over the last two centuries. The plan is for the talk to be broadcast live via Zoom to members of WD who cannot attend the conference.

**Graham Evans**  
**IT'S GETTING A BIT CHILE**  
 3-4 hours 4-6

Land warfare in the 1879 Pacific War with 15mm figures  
 Returning after its premiere at COW 2016, here's a chance to play the heavily revised and updated rules for battles between Peru, Chile and Bolivia in the infamous "Saltpeter" or "10 Cent War" that shaped modern South America. The game plays on a 3" gridded playing surface, and features novel firing and close combat mechanisms that inflict disorder on units. Disorder has to be manged through rallying and unit formation to ensure that armies do not disintegrate through mis-management. Commanders are represented as unique individuals whose abilities shape the way armies fight and perform on the table top. Plus it looks really colourful and has lots of llamas.

**Graham Evans**  
**DICING WITH DEATH**  
 30 minutes up to 6  
 A quick play gladiatorial combat game designed by WD founder Derek Henderson, who sadly is no longer able to attend COW. The rules use a novel poker dice style combat system, which has wider application. The game will be played with really old 25mm gladiator figures from the early 70s, and will feature an arena in a biscuit tin. Ideal for late night games in the bar.

**John Curry**  
**INVASION AND BLOCKADE**  
 2 hour 1-8  
 Tactics was a board wargame published in 1954 and is credited as being the first commercially successful printed (i.e. board) wargame. My research has shown this not to be true. This session is an opportunity to play two rare examples of games published prior to World War II. Invasion (1938) and Blockade (1939) were by Dennis Wheatley and they anticipated some of the opening games of the subsequent war.

**John Bassett**  
**BITTER MEDICINE**  
 2 hours 6-8  
 A game on the future of Putin's Russia and the struggle for the succession. As Russia

security forces but, as they approached the house, Dr. Black was murdered by the terrorists. The Hostage Rescue Team has been deployed. A silly game cunningly developed from the virtual version....

**David Bradbury**  
**THE BATTLE OF THE COWSHED**  
 4-5  
 Do you believe in the golden future time when tyrant man shall be o'erthrown? Or do you think four legs good, two legs better? Come and fight for your chosen side in this climatic struggle for the future of Animal Farm.

**Russell King**  
**WINTEX-75**  
 3 hours 8-10  
 Managing a nuclear crisis related to hostile activity by ORANGELand. You will be a key member of the War Book Executive Government arm (GOV-EX) of HM Government, responsible for operationalising HM-CABINET decisions. Normal Governmental scrutiny is of course not possible at this time and you will work in a collegiate manner to arrive at saving the maximal amount of life and suffering of the Queen's subjects. Based on contemporary documents.

**Russell King**  
**CLUEDO: BAADER-MEINHOF WAGEN**  
 60-90 minutes 5-6  
 Gunning stolen high-performance vehicles the length of West German autobahns, the early members of the Rote Armeee Fraktion try to get the maximum suss on the chaos of their own Revolutionary Cells. You may well know how to play Cluedo. But do you know who is blowing-up US soldiers 'for fun'? And who is the Black September Movement link at Munich '72? A road map, a lentil stew, a long-term isolation cell, and an extra-judicial killing awaits.

**Graham Evans**  
**FOR WHOM THE DICE ROLLS**  
 4 hours 4-6  
 Spanish Civil War Divisional Level game with 15mm Figures  
 "For Whom The Dice Rolls" is the much revised, published version of "Send Not To Know" which originally debuted at COW in 2011. The rules were written specifically for the SCW, trying to avoid being an add on or a set of "WW2-lite" rules. Within the rules the battalion is the basic unit of manoeuvre within a brigade structure. Heavy artillery and air strikes are included as part of an "Off Table Asset" system. The game uses an integrated IGO-UGO system with players alternating activations within a turn, the total number activations within each player phase being driven by runs of playing cards. The game challenges the player to put together a coherent plan within the confines of command structures that encompass armies often made up of multiple factions. (NB this is one of Graham's rare game systems without squares).

## 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
<b>LOUNGE</b>	Changing Horses	Cluedo Hostage Rescue	Nostalgia Rules OK			Bitter Medicine	Distress Call!		Pandemic Planning	To Sail The Spanish Main	Changing Horses – The Reality	<b>THE WD AGM</b>
<b>BEECH ROOM</b>		<i>Gibraltar of the North</i>		Bandera	For Whom The Dice Rolls		The Battle of the Cowshed		It's Getting a bit Chile			
<b>PRACTICAL ROOM</b>		<i>Dicing with Death</i>	The Centurions	Invasion & Blockade					War Plan Red	Hiding in Plain Sight		
<b>COACH HOUSE</b>												
<b>BOARD ROOM</b>					China Implodes		Cluedo Baader Meinhof Wagen		Wintex-75			
<b>REAR LAWN</b>					A Battle of Monsters							
<b>HALL</b>												
<b>HARNESS ROOM</b>												
<b>MAIN LAWN</b>												

Titles in *italics* are 'short' games and may run several times during the session.  
 Greyed out slots indicate that the venue is not available for games.  
 Please note that the Library and Panelled Room are not available as game venues this year.