

Conference of Wargamers 2023



Missenden Abbey

London Road, Great Missenden, Buckinghamshire, HP16 0BD

7-9 July 2023

Introduction

Another year, another COW – and a new venue! Once again, a lot of work by a number of people has made it possible not only to run COW but to do so at a rather lower cost that had been expected last year. I hope you will bring your customary enthusiasm to the event and help make it a success. I look forward to seeing you at Missenden.

Tim Gow Conference Organiser and general dogsbody

COW is brought to you by Wargame Developments and has been created by a management committee comprising (in no particular order) Tim Gow, Bob Cordery, Matthew Hartley, John Armatus, John Bassett, David Burden, John Curry, Alex Kleanthous, Stephen Aguilar-Millan and Judith Rawle.

Location Information

As you may be aware, our previous ‘home’ at Knuston Hall is currently up for sale (word on the street says c£2M is you’re interested...). Following considerable effort, we have relocated COW 2023 to Missenden Abbey.

As this is a new venue for us, please be aware that room locations may be altered by the venue or the Conference Organiser. Please check the main timetable (in Arrouaisian).

How to find Missenden Abbey

Missenden Abbey is in Great Missenden. The train station is on the Chiltern line to London Marylebone.



Parking

Turn into the main drive and follow the car park signs to the Tarmac and Gravel Car Parks where there is ample space for parking. MISSENDEN ABBEY HAS AN ANPR PARKING SYSTEM SO PLEASE LOG YOUR CAR REGISTRATION PLATE AT RECEPTION ON ARRIVAL TO AVOID PARKING CHARGES.

Arrival and Registration

Please register at Reception in the Abbey. The public rooms in the Abbey can be accessed, and the bedrooms will be available, from 2.00 pm on Friday. The Arrouaisian room may not be available to us until 4.30 pm so please do not congregate outside it until then.

Accommodation

The accommodation consists of ‘cosy’ double ensuite bedrooms on the ground and first floors of the Coach House. They are all equipped with a flat screen television, hair dryer, tea and coffee making facilities, direct dial telephone and free Wi-Fi. Rooms must be vacated by 10.00 am on Sunday and room keys/swipe cards returned to reception on departure. Please note that there is no lift in the Coach House. Please let the Conference Organiser know at least two weeks before the event if you need a ground floor bedroom.

Dress

There is a dress code for the main Abbey building for dinner and in the evenings - ‘smart casual’ with long trousers, including jeans, are fine but not shorts. There is no code for breakfast and lunch, or for the Coach House. Some of our sessions have been known to be ‘unkind to clothes’ so you may wish to bring something suitable.

Smoking

Smoking is allowed outside the buildings. Designated Smoking Areas are shown on the Site Plan.

Meals and Refreshments

All meals will be taken in the Dining Rooms in the Abbey.

- Breakfast is self-service and available between 7.30 and 8.45 am
- Lunch is self-service and available between 12.30 and 1.30 pm
- Dinner is waitress service and is at 7.00 pm.

A bar meal will be available until 9.30 pm on Friday night for anyone needing to arrive after dinner. Please let the Conference Organiser know if you think you will need this.

Coffee and tea with biscuits in the morning and cake in the afternoon will be available all day from coffee/tea stations at each end of the Coach House on both the ground and first floors, so wherever your session is, refreshments won’t be far away.

Bar

The main bar is in the Abbey and will be open for drinks to take into the meals and in the evenings. There is a bar in the lounge area next to the Arrouaisian which we also plan to have open in the evenings.

The Small Print

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 Missenden Abbey Limited. If belongings are left unattended in any of the public or conference rooms it is at your own risk.

Welcome and Orientation for first time attendees

This will take place in the Arrouaisian Room at 6.30 pm on Friday evening. The Conference Organiser will give an explanation of the format of the weekend. The Conference Organiser will undoubtedly forget about this so please seek him out and remind him.

Session Information

The Information Board and Timetable will be situated in the Arrouaisian. I thank all of you who have sent me the full details required to plan the weekend. The programme notes give all the session details that I have received. Please be respectful of other sessions in respect of location and noise levels.

Timetable Diktats

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.

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!

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.

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.

Do not interrupt other presenters in the hope of finding recruits for your own session – this is not acceptable behaviour.

The slot following the Plenary Game on Friday night is traditionally the ‘short sessions slot’. It should be possible, subject to demand, to attend more than one of these short games.

The Bring & Buy

Tables will be set up in the Arrouaisian 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. Please remember to bring plenty of cash!

GOODS ARE LEFT AT THE OWNER’S RISK. WARGAME DEVELOPMENTS, MISSENDEN ABBEY 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.

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 2023

1. Report by the Conference Organiser (Tim Gow)
 - a) The WD Governing Committee consists of The Chair and Conference Organiser, The Editor, The Membership Secretary and Treasurer and the following co-opted members: John Armatys, John Bassett, David Burden, John Curry, Alex Kleanthous, Stephen Aguilar-Millan and Judith Rawle.
 - b) The Governing Committee has adopted a revised constitution (included in the WD Handbook: <https://wargamedevelopments.org/wp-content/uploads/2023/01/WD-Handbook-Third-Edition-October-2022.pdf>) which the AGM is asked to note. Please be aware that Clause 10 is now amended to read “10. The annual subscription of the group shall be set by the committee and reported to the Annual General Meeting.”
2. Report by the Treasurer/Membership Secretary (Bob Cordery)

The Governing Committee has decided that WD membership fees for the year 2023/24 are:

Full Membership (UK & BFPO):	£30.00
Full Membership (rest of world)	£40.00
e-membership	£20.00
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 Display Team Organisers (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

Assistant Treasurer Proposed: Stephen Aguilar-Millan

Assistant Membership Secretary Proposed: Stephen Aguilar-Millan

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 & Chris Ager

Co-ordinator, WD Display Team West Proposed: John Curry

7. The future of COW
8. Any other business

SESSIONS

John Basset et al

SPARTACISTS: THE PLENARY GAME

75 minutes

all attendees

November 1918: the Armistice has been agreed. The battle for the soul of Germany is about to begin. A game of revolutionary Berlin and the difficult birth of the Weimar Republic. Features angry veterans, blood red revolutionaries, hard line Freikorps, decadent cabaret singers, subversive Soviet agents and the People's Naval Division.

Willkommen! Bienvenue! Welcome!

David Burden

RUBBLE TOWN

20-30 mins

1-2 at a time

A card based game of clearing your way through a card generated urban route. Can you clear to the end in a faster time, with fewer casualties and with less damage to the environment than anyone else?

David Burden

THE BATTLE OF REDDITCH 2027

4 hours

4-8

Following the successful declaration of UDI by Scotland, the Red-backed Mercian Liberation Army has successfully seized much of the Midlands and is pushing towards the West Midlands industrial heartland. This will be a map and area-based Brigade-level wargame and move through each of the main phases of a modern urban operation (Understand, Shape, Engage and Consolidate/Transition) and hopefully feature a mix of "kinetic" and "non-kinetic" effects.

John Bassett

LAODIKE'S WAR

2 hours

6-12

A game about one of the largest wars of the Hellenistic age, with Ptolemies, Seleucids and Antigonids rampaging across the eastern Mediterranean and Middle East. The game combines map, role play and free Kriegsspiel techniques. And remember you can never have too many elephants...

Mike Elliott

THE FUTURE IS PAST

2 hours

4-6

A "blast from the past" by popular request (well one or two WD stalwarts...) The science fiction rules "DIRTSIDE II" but used to play a scenario from a hypothetical WW3 in the 1980s.

Mike Elliott

ILL MET BY MOONLIGHT

90 minutes

4-5

This is a sort of follow up to Operation Hardtack 18, John Armatys's session at COW 2022. Also partly inspired by the "Shetland Bus". A small scale covert action near the coast of enemy occupied Europe.

Mike Elliott

LITTLE SPANISH ULCER

90 minutes

4-6

Being an After Dinner Game about small scale operations during the Peninsular War. There is absolutely no truth in the rumour that one of the characters might rejoice in the name of Dick Blunt ...

Mark Flanagan

FOLLOW THE BUSH TUCKER TRAIL

2 hours

1-4

A Long Range Patrol (LRP) with an ANZAC SAS patrol in Vietnam 1966. The players are part of 3rd Squadron ANZAC SAS, called "The Ghosts of the Jungle" by the VC and NVA. A four-man Australian patrol sets off on a typical mission: insertion, patrol and extraction, with the promise of a cold beer waiting back at the bivvy. A small unit tactical operation with the emphasis on stealth. Grid based area movement game, with players choosing tactical actions in RPG fashion and the umpire playing the enemy and events.

John Armatys

THE COLD WAR WARGAME WORKSHOP

90 minutes

any

I have fond memories of playing WRG's 1950 - 1975 rules in the 1970s, and have spent some time basing and refurbishing my "modern" 1/300 scale toys, but over 40 years on the game seems a bit complicated for my tastes now. I've had a go at adapting Bob Cordery's Portable WW2 Wargame and managed to turn a playable game into a turgid one. What I want is a really simple low-level set of rules.... I hope that people will come to the workshop with their ideas and help me write some rules for games I want to play.

Russell King**EMERGENCY BROADCASTING SERVICE (WINTEX-75)**

3 hours

any

A team of broadcasting professionals at the BBC are given a task to assemble hastily, from the current list of programmes as there will be no time to produce new ones, a 72-hour loop of the nation's favourite television programmes for remote national broadcast in the event of a nuclear attack on Britain. Including briefing on the overall situation and a debrief at the end.

Russell King**UNCLE BRUCE'S ARAB-ISRAEL 70S WAR GAME**

90 minutes

up to 6

Using Vol 4 of the Tank Battles in Miniature series from the late 1970s, and developed further in lockdown, a 2 page reductive treatment in 1/300 of Bruce Quarrie's Arab-Israeli tactical battles "rules". Designed to retain that 70's gritty wargaming feel, but tested to ensure a playable and as realistic an experience within the 70's genre as possible. You may wish to bring your own 1/300, but a set will be provided. The games will be kept small to provide a playable one hour experience. Will include a review of the rules to produce version 12!

Pete Sizer**GINGERBREAD AND A WHIP**

90 minutes

2+

A tactical guerrilla warfare game I've been developing as part of my PhD work. It will be set in Vietnam, but the final version should be period/ setting agnostic. The game engines should allow the players to be able to follow a COIN strategy of their choosing, Likewise the insurgent players have flexibility in their own approach to achieve their aims.

Martin Rapier**GOOD MORNING, GOOD MORNING (OR WW1 IN THREE TURNS)**

10 minutes per game

1 at a time

A short game covering the types of decisions First World War commanders had to make, as well as their inability to influence events once troops were committed to battle. The players conduct a series of divisional attacks in 1916, 1917 and 1918. For experienced Major-Generals who may have played this before, the results have been modified in the light of more recent research.

Martin Rapier**ONE HOUR WW2, HEX BASED**

2 hours

up to 6

The latest version of my grand tactical/operational variant of Neil Thomas's 'One Hour' rules which came to VCOW in 2021. This version has been updated in the light of experience and converted to hexes, which makes some things a bit more straightforward, but requires compromises to work on a grid.

Graham Evans**IT ROLLS FOR IVAN**

4 hours

2-6

Brigade/Divisional figure game set in the Russian Civil War, using 15mm figures and models. The game is a development of the Spanish Civil War “For Whom The Dice Rolls” system. It includes a revised playing card activation card activation system where units can be encouraged to obey orders even when the cards say no. This can lead to a glorious victory or bloody mutiny, depending upon how things go. The system covers all the weird and wonderful weapons we all love, from the tchanka MG cart to the armoured train and the various participants from Officer battalions to Cossacks to Red Army Cavalry and leather clad railway security troops.

Ian Drury**SPI'S FIGHTING SAIL**

2 hours

up to 8

As described in N350, I've made some minor revisions to Joe Balkoski's game (published in S&T magazine in 1981) and I play it with ship models rather than counters.

I'll run one of the new scenarios I've designed and show why I regard this game as a forgotten classic.

Evan D'Alessandro**暗黒の島 (ISLE OF DARKNESS)**

3 hours

3-5

A one-shot RPG session for 3-5 members of the Imperial Japanese Army

On March 23rd, 1942 the Japanese took control of the Andaman Islands in the Bay of Bengal. On March 27th, Second Lt. Koga of 2nd Battalion of the 18th Infantry Division set out with a squad of men on a Kawanishi H8K flying boat to survey several islands that had not yet been inspected. The survivors maintain that they found nothing on the expedition, but the 1000-yard stares show that they carried back something with them, something they had found in the jungle on what they called 暗黒の島: the Isle of Darkness.

John Curry

AMBUSH! A GAME OF NUCLEAR CONVOY PROTECTION

90 minutes

1-6

This is an after-dinner game replaying one of the obscure pieces of wargaming history, a professional wargame about ambushing convoys carrying nuclear materials around the United States during the Cold War. The session will consist of a short talk about the origins of the game, then several play throughs of the game. It is a hybrid session, as there will be space for a few WD members remotely to join in the session. The game also includes the offensive use of camper vans.

John Curry

UKRAINE 2023

2 hours

1-7

A tactical game using the current American Army miniature wargame rules. A Russian company will advance to contact down a road somewhere in northern Ukraine. The game will be played using two sets of rules, the 2020 pre war rules and the 2022 version of the rules updated after getting initial data from the actual war. It will include a discussion of the differences and the concept of historical momentum of military cultures.

Ian Drury

JE NE REGRETTE RIEN

2 hours

10

Algeria 1961: President De Gaulle's plan to end the war in Algeria, his 'peace of the brave' is popular with voters in mainland France. However, the European community in Algeria is in uproar and significant elements of the armed forces feel betrayed . . . This is an ADG for about ten players and will benefit from appropriate headgear, so if you have a green, red or blue beret; or a képi, or casquette Bigeard, do bring it along.

Tom Mouat

SAVE GORDON!

2 hours

6

A retro Matrix game of Bob Cordery's classic early game, with a new map and actual toy soldiers!

Tom Mouat

THE INFORMATION GAME!

2 hours

6

A weird, information-superiority game, designed for the MOD with two opposing teams, each trying to piece together the intelligence jigsaw to reveal the location of the target, before the other side. Includes offensive cyber, military budgets and weird custom dice!

Tom Mouat

ANOTHER FOOTFALL SITUATION!

2 hours

6-8

A contemporary after dinner game about a team of crack professionals sent out to deal with problems for the Government, that are simply too dangerous, or weird, for the normal security forces to deal with. Suitable for military and police special forces - and their Civil Servant civilian oversight, of course!

Evan D'Alessandro

THE MIND OF DMITRI ALEXEYEV

2 hours

4-5

Players will represent the conscience of Dmitri Alexeyev, a Russian mobilized company commander in Ukraine as he fights his way through Putin's war. This is an extremely black game focusing on ethics. As such participants will be asked to state their personal moral reasoning throughout.

Michael Young

MESSIAH?

90 minutes

4-8

When Jesus drove out the money changers from the temple in Jerusalem do these Bible passages perhaps refer to a full-scale physical riot that happened at the temple with many people participating, led by Jesus, rather than the activities of just one man?

This role-playing game examines that theory. Played on a map of Jerusalem you take on the roles of those people involved in this disturbance and its aftermath: Pontius Pilate, Caiaphas the high priest, the Zealots, the followers of Jesus and several active "crowd" members.

John Bassett

SPIKE ISLAND

2 hours

4-6

March 1941: the battle of the Atlantic is going badly for Great Britain. Churchill orders the seizure of the Irish Treaty Ports. A matrix game on a planned British military intervention in Ireland during World War Two. Your chance to set Anglo-Irish relations back by half a century.

Russell King

CLUEDO: BAADER MEINHOF WAGEN

2 hours (but it'll feel longer)

6 players or teams

Back by popular demand! The Red Army Faction (RAF) have been causing havoc around West Germany propelled by stolen high-speed performance cars. The title is a German pun on the preferred stolen vehicle. This tour of West Germany, which is set just before the 1972 Olympic Games in Munich, is, in a Cluedo stylee, to determine the terrorist, the method, and the location of an RAF operation, in an atmosphere of double dealings with the security services, official fear, but much community sympathy, given the involvement in the Third Reich of some of the targets. Has toy cars and a 1962 ESSO map.

Alan Paull

KINGMAKER II, THE RESURRECTION – IN THE FLESH (AND BLOOD)

1 hour any

After a VCOW session somewhat marred by comms issues (LL1: never do an online session from a hotel room), I'll endeavour a more off-the-cuff re-appraisal of the redeveloped Kingmaker. Back then in 2019, Gibsons Games asked me if I would be interested in re-developing Andrew McNeil's seminal Wars of the Roses board game, Kingmaker. It seemed like a good idea at the time, though it turned out to be a longer and bumpier journey than originally conceived. Now, we've had a successful Kickstarter campaign, and Gibsons' new edition is out in the wild. In this session I'll present some thoughts about my experience between then and now with plenty of time for reminiscences and questions; I'll try not to repeat what I said at VCOW too much. I will bring lots of copies with me in case anyone wants to buy one at the special Kickstarter price of £65.

Matthew Hartley

RED POWER: WOUNDED KNEE, 1973

2 hours 4-6

Fifty years ago, 200 armed Oglala Lakota and American Indian Movement activists took over the trading post and hamlet of Wounded Knee, South Dakota, the site of the infamous 1890 massacre. The following 71-day siege was the longest incident of civil unrest in American history. This game explores the key features and themes of the siege, from both sides. Note: some of the issues raised during the game are of a disturbing nature and this session should be regarded as a Black game.

Jonathan Crowe

BUFFALO HUNTERS

90 minutes 6

A toy soldier (plus animals) game. A rerun of the game I ran virtually during lock down. Join the warriors of the Plains to hunt the essential buffalo. These are native Americans whose whole livelihood was based on the bison - not the mass slaughter of these magnificent animals by good ole boys with firearms. Be advised - it's not that easy with a lance or a bow and some arrows!

Jonathan Crowe

TYGERS AND LAMBS

10-15 minutes 1-2

A toy soldier ADG. My attempt to highlight the different tank/AFV capabilities of the Allies and Germans during the later phases of World War 2. A simple game but based on all round capability - not necessarily 1 to 1 comparisons. Tyger, tyger, burning bright!

Tim Gow

LITTLE WORLD WARS

2 hours

2-4

A battalion-brigade level tabletop WW2 game featuring delights such as 54mm toy soldiers and Nerf guns. Cynics may suspect this is but a thinly veiled excuse to push around some big toys and have a bit of a laugh. Veterans of my other recent games will be in no doubt!

Mark Flanagan

DON'T TELL THE TSAR

2 hours

2-4

The Russo-Swedish Naval War of August 1914. A game with small metal ship miniatures, simplified rules and dice. The Russian Admiral Nicholas Ottovich von Essen (nothing suspiciously Germanic about that name I hear you say) has a cunning plan. The Tsar has already declared war on Germany, Austro-Hungary and confusingly all manner of Balkan States that no sensible Russian has heard of before. By a stroke of "tactical genius" that befits a man of Essen's rank and stature, the Russian Baltic Fleet will confuse Germany by attacking the Neutral (or so they say they are) Swedish Fleet as it lies peacefully at rest in Gotland. Just one thing, "Don't Tell the Tsar!"

Chris Kemp

WHATEVER HAPPENED TO NQM?

1 hour

6

NQM never went away and has been running happily ever since in the darkest depths of Northamptonshire. This year, the NQM Squared version came out. The game will run as a demonstrator over one hour for up to six players and as many drifters by as are interested. See the beastly Boche hurl themselves fruitlessly against the heroic defenders of the Motherland!

Jim Roche

1973 PEACE WITH HONOR

1 hour

any

Saturday night singalong! 1973 provides a fruitful source of songs linked to conflicts, from Yom Kippur to Linebacker and Pinochet. The session may feature a singing tribute to the Cod War... Will you tie a Yellow Ribbon, or join me on the Love Train?

Chris Ager

WELCOME TO LYNCHVILLE

2 hours

4-5

1950's Small town America. A new era is dawning driven by freedom, atomic power and the American Dream. However subversive elements seek to destroy this great nation. All that stands in their way is the members of the Lynchville Minute Womens' Insitute.

A rules lite RPG/Committee game examining the defence of society against Atheism , Socialism and Social Welfare provision, help reject Internationalism and the Red Menace.

May go into some areas of a black game.

Nick Riggs

RUN THROUGH THE JUNGLE

2 hours

1-3

Based on Ranger from Omega Games. Please provide your own Creedence Clearwater Revival.

The Timetable

COW 2023	FRIDAY		SATURDAY						SUNDAY		
LOCATION	2030-2145	2200-late	0900-1045	1100-1220	1400-1600	1615-1845	2000-2200	2200-late	0900-1045	1100-1220	1400-1500
Arrouaisian (22 G)	Spartacists: The Plenary Game	Ambush!	Don't Tell the Tsar		The Mind Of Dimitri Alexeyev	Save Gordon!		1973 Peace with honor	Red Power Wounded Knee	Kingmaker II	The WD AGM
Chiltern 3 (22 F)		Little Spanish Ulcer	Messiah?	Uncle Bruce's Arab Israeli Wargame	The Information Game!	Laodike's War	Emergency Broadcasting Service WINTEX-75		Cold War Wargame Workshop	Whatever Happened to NQM	
Dahl (8 G)		<i>Rubble Town</i>	Little World Wars		The Battle of Redditch 2027		Spike Island	Welcome to Lynchville	Isle Of Darkness		
Misbourne (8 F)		Another Footfall Situation!	Buffalo Hunters	SPI's Fighting Sail	Je Ne Regrette Rien	Follow the Buch Tucker Trail			One Hour WW2 Hex Based		
Syndicate 10 (8 G)		<i>Good Morning Good Morning</i>		Ill Met By Moonlight	It Rolls For Ivan		The Future is Past		Baader Meinhof Wagen Cluedo		
Syndicate 8 (8 F)					Je Ne Regrette Rien	Ukraine 2023					
Syndicate 9 (8 G)		<i>Tygers and Lambs</i>	Run Through the Jungle	Gingerbread and a Whip							

G = ground floor, F = first floor

Numbers in bracket indicate room capacity in 'boardroom style. Arrouaisian will be set up in theatre style (100) on arrival.

Titles in *italics* are 'short' games and will run several times during the time slot.