

Conference of Wargamers 2024



HMS Tyne, photographed in June 2024

Missenden Abbey

London Road, Great Missenden, Buckinghamshire, HP16 0BD

12-14 July 2024

Introduction

Another year, another COW – and our second year at Missenden. 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 Armatys, John Bassett, David Burden, John Curry, Alex Kleanthous, Stephen Aguilar-Millan, Judith Rawle and Michael D'Alessandro.

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 3.00 pm on Friday. The Carrington 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 as yet 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, being 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. There are a number of smoking shelters on the site.

Meals and Refreshments

All meals will be taken in the Dining Rooms in the Abbey and will be self-service.

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

A bar meal may 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 Carrington which we also plan to have open in the evenings. The bars do not accept cash.

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 Carrington 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 bar area near the Carrington. The programme contains details of all sessions which were received before the deadline. I thank all of you who have sent me the full details required to plan the weekend. Please be respectful of other sessions in respect of location and noise levels.

Timetabling this year has been particularly challenging as large numbers of sessions have been offered, and most require two-hour time slots. I have dealt with this by allocating longer slots to a few sessions which may benefit from the extra time and by tweaking the session slot timings. It is inevitable that there will be attendees who are unable to get to all their preferred sessions due to clashes. That, sadly, is life. I am most grateful to John Armatys and John Bassett for their help in sense-checking and the timetable.

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 a session appears to be full, it is often worth having a word with the presenter as it may be possible to accommodate you.

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 Carrington 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). This also applies to authors and publishers selling their own books and games. Tim Gow, John Bassett and John Armatys will 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 [REDACTED] have any other items in writing no later than 5 July 2024

1. Report by the Conference Organiser (Tim Gow)
 - a) The WD Governing Committee consists of the Chair and Conference Organiser (Tim Gow), the Nugget Editor (Matthew Hartley), the Membership Secretary and Treasurer (Bob Cordery) and the following co-opted members: John Armatys, Stephen Aguilar-Millan, John Bassett, David Burden, John Curry; Michael D'Alessandro, Alex Kleanthous and Judith Rawle
2. Report by the Treasurer/Membership Secretary (Bob Cordery)

The Governing Committee has decided that WD membership fees for the year 2024/25 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, Chris Ager/Phil Steele & John Curry). To include details of forthcoming events.
6. WD Constitution
 - a. The 2023 AGM agreed clause 11 of the constitution "This Constitution can be amended by the Committee. Any changes shall be reported to the next Annual General Meeting."

The Committee has amended clause 11 to read:

 - "1. Amendments to the Constitution can be made by the Committee.
 2. Any such amendment:
 - a. Must be notified in the next available Nugget.
 - b. Expires at the end of the next AGM unless approved by a vote of the members at the AGM."

Proposed - that the revised clause 11 above be approved.
 - b. The committee has added clause 12 to the constitution "12. Any resolution to wind up the group shall require the support of two thirds of the members voting at a General Meeting. If the group is wound up any remaining funds, or if any funds fall to be returned to members

generally in any other way, such funds, shall be donated to The Royal British Legion. No member shall be entitled to any share of the remaining group assets.”

Proposed - that clause 12 above be approved.

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

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: vacancy

Co-ordinator, WD Display Team North Proposed: John Armatys

Co-ordinator, WD Display Team South Proposed: Chris Ager

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

8. Any other business

SESSIONS

John Wilkie et al

1559 PAPAL CONCLAVE: THE PLENARY GAME

75 minutes

all attendees

18 Aug 1559, Pope Paul IV has died, the Council of Trent is suspended, but the Inquisition is going strong. Rival factions from France, Italy, Spain and the Holy Roman Empire are poised. The longest conclave in the 16th Century is about to begin. The real conclave lasted 121 days and left three cardinals dead and several others too ill to continue, can we do it in an hour? Featuring plotting, conspiracy, manipulation and riots, conclave 1559 expands on our previous Conclave 1492 with up to 55 cardinals and numerous other roles battling for control of the fate of the Catholic Church.

John Bassett

START DIGGING YOUR OWN GRAVES

2 hours

3-6 players

A crisis management game based on a real-life hostage rescue situation in Eastern Europe. The game system builds on elements of my "Armageddon at Waco" (COW 2022).

Participants should note that this is liable to be a black session.

David Burden

RUBBLE TOWN

20-30 mins

1 player

Up to 2 games in parallel multiple sessions

Rubble Town is 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? COW2024 may feature the 2024 era version of the game.

David Burden

BRICK BY BLOODY BRICK

2 hrs

2-4 players

Brick by Bloody Brick is a Company-level game of modern urban combat. It uses a stylised gridded map and vertical blocks and is a more tactical counterpart to last year's Battle of Redditch. Brick by Bloody Brick features all the tropes of modern urban battles including UAVs, UGVs, cyber (just), EW, subterranean, civilians and collateral damage.

David Burden**CITYFIGHT 2024**

2 hrs

2-4 players

Cityfight 2024 is an updated version of the classic Cityfight game of small-scale urban combat. The game will be played double-blind with each side having its own map and relying on a "battleships" type system to identify the enemy - but of course in this game the target can then just move away! This is the same core game as I ran at VCOW, but presented here in manual form, with players sat back to back as intended by the original rules.

John Armatys**COLD WAR BLITZSPIEL**

2 hours

6 players

A chance to shove some toys round the table and try the latest version of my low level (a tank = a tank, an infantry base = a section or squad) simple "modern" rules, which started life in the Cold War Wargames Workshop at COW 2023.

Pete Sizer**PETE S COIN GAME**

90 minutes

2-6 players

Back in an improved form this grand tactical set of rules exploring insurgency warfare is part of my research for my Wargaming PhD (under Dr. John Curry). It is a generic set of rules designed to be adaptable for any twentieth century insurgency situation.

Stephen Aquilar-Milan and Robert Eagling**BAFFLED BY BOARDGAMES: KINGMAKER**

2 hours

any

A learn to play session. I have owned a copy of Kingmaker for over 20 years and I've never really understood how to play the game. We would like to run a session where the participants, hopefully with a degree of knowledge about how to play the game, teach us the gameplay. It's a bit like one of those demonstration games that we see at shows, only we would like to ask the players about the game mechanics and why they made the decisions they made. Hopefully, we can achieve a degree of knowledge transfer and the players can have a fun morning with the Wars of the Roses.

Colin Maby**GANGSTERS. IT'S ONLY BUSINESS REALLY**

2 hours

up to 4 players

A board/toy soldier game. This is the latest version of my game set during the early 1920's in America. The object of the game is for the players to make the most money, and make sure the other gangs don't! A few people including the Mayor and the DA may get hurt on the way.

Martin Rapier

POLAND 1939 WITH ONE HOUR WW2

2 hours

up to 6 players

The latest version of the One Hour WW2 rules, covering grand tactical actions in the second world war, with battalion (or equivalent) sized elements on a small hex grid. This session will highlight the latest revisions to the rules, and is both an opportunity for players to try the system who missed out at COW last year, and for experienced players to try it again. The scenario will feature asymmetrical forces in a historical engagement during the Bzura counteroffensive, which will emphasise particular features of the rules.

Mike Elliott

WAR IN THE CLOUDS

Short game – will run several times

An ADG of the war in the air during the First World War. A simple set of rules with an emphasis on outthinking your opponent(s) but very fun to play.

Mike Elliott

CIVIL WAR SIEGE

2 hours

up to 4 players

An attempt to wargame a siege set in the English Civil War.

Jim Roche

ENEMY COAST AHEAD

90 minutes (game will run twice in this slot)

4 players

Enemy Coast Ahead....the famous Lancaster bomber game which I updated for a past COW.

Jim Roche

ARE THERE FRITTERS STILL FOR TEA?

1 hour

any

Advertising/PR Agencies pitching for the Government account to mark the events of 1944

Six to ten teams of 3 (MD, Creative Director, Account Director)

Stephen Aguilar-Millan

THE WHITE ARCTIC

2 hours

4-8 players

Just suppose that it's technically feasible to re-freeze the Arctic. Ought we to do it? And whose permission would we need? The purpose of this game is to explore the geopolitics of refreezing the Arctic as a way of diminishing the adverse impacts of disruptive climate change. However, not everyone loses through climate change. Can those who gain be persuaded to take an active role in refreezing the Arctic? And at what price? Drawing upon our research into the politics of the future Arctic, we can now explore one scenario that, at first sight, seems ridiculous.

Graham Evans

DIGGERS & LEVELLERS

1 hour

any

A talk about radicals, revolutionary movements and uprisings in Northamptonshire in the 17th century, including the infamous Captain Pouch.

Graham Evans

WE RAN AND THEY RAN – SHERIFFMUIR 1715

2 hours

4-6 players

The climactic battle of the '15 rising saw the largest Jacobite Rising engagement on the British mainland. The presence of veteran troops fresh from Marlborough's Wars on the continent should have made it a foregone conclusion but this was not the case. Fought in much confusion where half of each army couldn't see the other half its narrative is much less well known than its counterparts of the '45. So much so that both sides claimed to have both won and lost. The game will use the recently published (I hope) "Tricorn and Bonnet" rules, oodles of 20mm plastic figures and a square based system to speed game play. The rules feature an Intimidation system for those facing the fearsome Highland Charge to add to the period flavour.

Nick Riggs

CHALLY TROOP LEADER II

2 hrs

2-4 players

The latest iteration of the Game Formerly Known As Coyle's Best. Each player manages their own Challenger II tank crew as part of a British tank troop, fighting as the spearhead of their battlegroup in an all-out war in Central Europe.

Nick Riggs

RUN THROUGH THE JUNGLE II

2 hrs

2-6 players

More running! More jungle! More Creedence! A thoroughly revised version of my interpretation of the small-unit patrolling game Ranger, by Omega Games. Players control US Ranger squads stealthily moving through Central American jungles. Can you get in, perform your mission and extract safely?

Nick Riggs

BATTLEGROUP CROSSFIRE

2 hrs

2-4 players

A modern armoured and mechanised infantry game, based on Arty Conliffe's classic Crossfire.

Pete Sizer

FOLLOW YOUR NOSE- A GAME OF SEWER COMBAT

2hrs

up to 6 players.

Fresh from the Sheffield CALF, 'Follow Your Nose' is a quick play skirmish system for combat in sewers and other enclosed spaces. Players select their kit from a historically appropriate list then enter the sewers with their small group of fighters to scabble about in the dark. The game is based on two identical maps allowing it to be run double-blind to add to that claustrophobic feel. A couple of different scenarios will be available for players to choose from to choose from."

Ian Drury

WILL MY SOUL PASS THROUGH THE SOUTHLAND

2 hours

3-6 players

The Battle of Pleasant Hill 9 April 1864. An old school wargame using S&T's 'Great Battles of the American Civil War' adapted for toy soldiers. I like the GBOTACW system, but no longer have the tweezer wielding skills demanded by the tall stacks of counters on 19mm hexes. This uses 15mm figures on 1.5" bases as required for several current ACW wargames rules.

John Curry

GERMAN AND BRITISH TACTICAL WARGAMING IN WWII

2 hours

1-6 players

We will recreate some German tactical wargames as they were played during WWII. Set at company level they will be multiplayer solo's with all the players on the German side. Then we will run a British tactical wargame to compare the two styles of game. Plenty of room for spectators.

John Curry

THE HUNT FOR THE BEAST OF MISSENDEN ABBEY

90 minutes

any

This is a live action roleplay Dungeons & Dragons Adventure in the grounds of the Abbey. The adventurers will do 10 minutes of weapons training, followed by 20 minutes of practising formations and then they will set out on an epic adventure. The game will be run with strict safety controls (e.g. no running, padded weapons) and will include thieves, fighters, clerics and magic users. By the end of the session, the players will realise why ancient and medieval armies were so reluctant to fight at night. The session will run after dinner on Saturday.

Mike Young & John Curry

THE DILEMMAS OF GAZA

2 hours

4-6 players

This session will look at the up-to-the-minute situation in Gaza and the wider Middle East, and the players will take on the roles of the participants, such as Israel, Hamas, The Western Powers, Hezbollah, and Egypt (or whoever is in the news at the time).

Michael Young and John Curry will use the latest incarnation of Confrontation Analysis to structure and define the negotiations. We will see if we can forecast the way the negotiations will go in the future.

Risto Tammela

RED CHAIN GAME

2 hrs

4-8 players

Co-operative game where cyber threat APT-711, consisting of you and your friends, plans and executes a cyber operation against real life target. Action just on the tabletop, no legal consequences forecasted.

Risto Tammela

IN THE FOOTSTEPS OF OUR FATHERS

2 hrs

4-6 players

Finnish local defence company has 48 hours to prepare defences until it encounters an advancing Russian mechanized battalion. Your great grandfathers were able to stop the red menace in 1939. Are you able to do it in 2024?

Military background and knowledge of NATO-symbols beneficial but not mandatory.

Tim Gow

WHERE SEAGULLS DARE

2 hours

6-9 players

An extremely dodgy role-playing game in the style of an 1970s action movie, very much in the mould of Ian Drury's 'Guns Of Toblerone' game from COW 2005. The game of the film of the war. Set in the exotic Mediterranean but filmed for budgetary reasons in Yorkshire and starring a host of D-List stereotypes. Features an original score by the man who used to empty Ron Goodwin's dustbin. Historical Consultant: Zoe the dog.

David Knight

THE BATTLE OF DUPPLIN MOOR

2 hours

1-4 players

Test of Resolve 100 Years War is a period specific set of miniatures wargame rules that seeks to mimic the tactical doctrine of the period, which also includes the Second Scottish Wars of Independence and the War of the Breton Succession. Expect arrows to fly, men to crush in on each other, ransoms to be sought but be sure that at the crux of the matter will be guys with spears swords and axes hacking at their enemies. The system is card driven and uses 1 D12 for movement, morale, melee and shooting. Dupplin Moor was the first occasion when the English Tactical doctrine was used which was to prove successful against the French at Crecy and Agincourt.

John Bassett

NKVD SPECIAL SQUAD

2 hours

4-6 players

A role-playing game about an NKVD special unit in Leningrad during the winter of 1942. Participants should note that this is liable to be a black session.

Tom Mouat

NATIONAL GUARD

90 minutes

6-8 players

A low-level patrol game using a two-sided double blind (Kriegsspiel) format, about a rear area patrol behind the lines in the Ukraine. Players on the Ukrainian side will form the patrol, with other players will take the part of other things in the scenario.

Tom Mouat

AIR-STRIKE – NIGERIA

2 hours

6-8 players

A planning and execution game for an airstrike, set in contemporary Nigeria. It will be run in a two-sided double blind (Kriegsspiel) format, with the Nigerian Air Force on one side, and the Invaders on the other side.

Tom Mouat

THE TAKAGAI MARCH

2 hours

up to 8

A traditional 2D6 science fiction adventure one-shot RPG about a team of ex-Shipyard workers, taking working passage on a passing merchant ship, with a routine delivery mission. What could possibly go wrong...?

John Bassett

BLACK SEPTEMBER 1970

2 hours

4-6 players

A matrix game about the conflict between the government of Jordan and the various factions of the Palestinian Liberation Organisation that had such momentous consequences for the subsequent history of the Middle East. Features such luminaries as King Hussein, Yasser Arafat, Henry Kissinger and Moshe Dayan.

Mark Flanagan

THE GREAT PACIFIC WAR OF THE 1920s

3 hours

3-4 players

The Great War has ended with unsettled ambitions for two Great Powers in the Pacific, the United States of America and Japan, with both navies being untouched by trauma of the First World War. With international animosities rising, the game assumes the Washington Naval Treaty has failed to happen (again) and a naval arms race has ensued. As USN strategic planners, the players are tasked with generating a Fleet capable of pursuing "War Plan Orange", as war is expected to break out within the next ten years against Japan. When war breaks out (as it surely must) the players must then use their fleet to undertake their planned campaign (War Plan Orange) of conquest against Japan.

Jonathan Crowe

RAMROD

10 minutes – will be run several times

1 player

John Salt's ground attack game

Jonathan Crowe

HAROLD AND HENRY

2 hours

4 players

Mediaeval take on Graham Evans' Spartans and Successors. Two battles - Hastings in 1/300 and Agincourt in 25mm. Run simultaneously.

David Burden

THE URBAN CALCULUS GAME

2 hours

2-4 players

The Urban Calculus Game (TUC) is a strategic-level, highly abstracted wargame, verging on the political-military, of large scale modern urban conflict (surprise!). As well as the kinetic fight players have to consider societal support, collateral damage, civilian harm and global opinion. The game plays with playing cards not dice and I'll have two contrasting scenarios to choose from (or play a bit of both), one based on Gaza and one on a future NATO-Russia conflict.

Evan D'Alessandro

KICKING DOORS

2 hours

4-8 players

Platoon/Company level modern urban warfare in buildings using a unique representation of 3d space for vertical manoeuvre. This is a playtest of the rules before I finalize them.

Evan D'Alessandro

TOP OF THE DOCKET

1 hour

4-6 players

A game about the government of Taiwan in the opening stages of a war with China setting its wartime legislative agenda. This is an experiment with an idea that should hopefully later be turned into a more complete game.

Mike Elliott

PISTOLS AT DAWN

5 minutes

1 at a time

This game will run "in the margins" of COW. Players who sign up will be asked to challenge another player to a duel. To conduct a duel, the two players will need to find me and we will run the 5 minute (or so) duel game. If you can bring a 28mm figure armed with a pistol and preferably of 18th or 19th century period, so much the better, though I will provide a figure if necessary. I will keep track of results and honour points may also be awarded. I will announce the winner at the AGM. There may even be a small prize ...

Jim Roche

ALL THE FOURS, FORTY-FOUR

90 minutes

any

A singalong looking at historical events from years ending in four from 'Fighting for Old Charlie' to 'The D-Day dodgers'

Chris Ager

LYNCHVILLE BURNING

2 hours

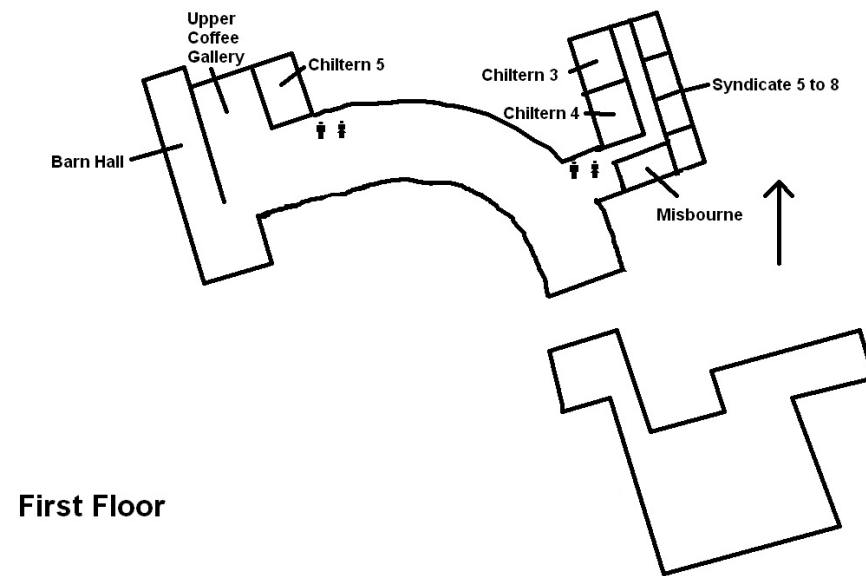
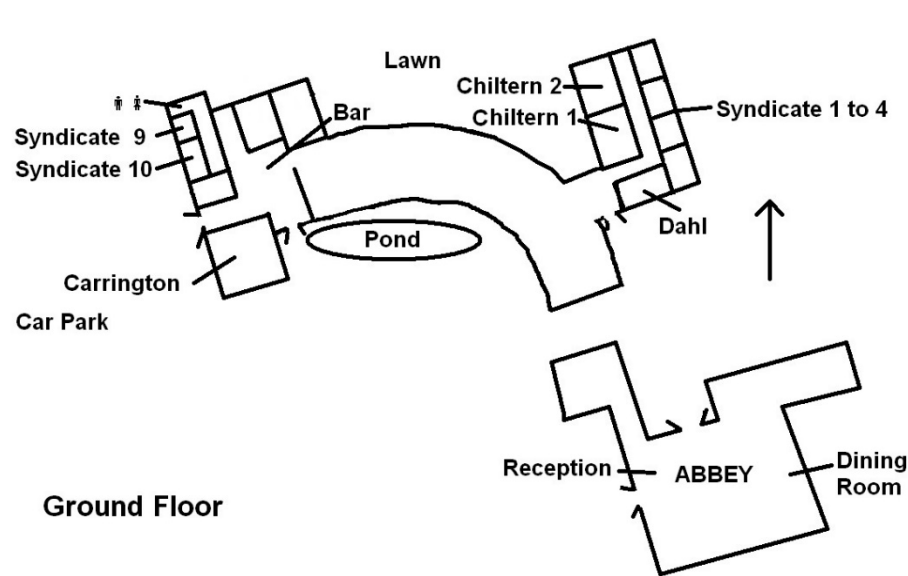
6 players

Following on from the revelation of communist infiltration of 1950s Lynchville a typical American city, the wheels of justice have decided to send an elite multi agency team to investigate and make America a safer place.

A RPG/Committee game investigation of how far you will go to protect the ideals of your nation against the forces of international socialism , the UN, and fluoridation of drinking water. This has the potential to be a black game.

...and not forgetting:

The Knuston Hall Temperance Society will hold its usual vaguely timed meeting in congenial surroundings somewhere near the bar on Saturday evening. Guest of Honour, commitments permitting, will be Mr Jim Roche. Members are encouraged to dress for dinner beforehand to honour Mr Roche's distinguished service to anarchical wargames, but this is optional. We all hope that, in the style of eighties supergroups, this is just the first of many farewell tours. Members are reminded to bring drinks, especially Port, Stilton and other relishes to pelt Mr Roche with if he bangs on for too long. Please remember to bring a silly hat. Or several.



The Timetable

COW 2024	FRIDAY		SATURDAY						SUNDAY		
LOCATION	2030-2150ish	2200-late	0900-1100	1115-1220	1400-1600	1615-1845	2000-2200	2200-late	0900-1100	1115-1220	1400-1500
Carrington	Conclave 1559: The Plenary Game		We ran and they ran – Sheriffmuir 1715		Where Seagulls Dare	Gangsters	All the fours - 44	The Beast of Missenden Abbey	Baffled by boardgames	Diggers & Levellers	The WD AGM
Chiltern 1		<i>War in the Clouds</i>	The Great Pacific War of the 1920s		The White Arctic	Poland 1939 One Hour WW2	Lynchville Burning	National Guard	In the footsteps of our fathers	Top of the docket	
Chiltern 2		Rubble Town	Kicking Doors	Are there fritters still for tea?	Air Strike Nigeria	Chally Troop Leader	Takagi March	Harold & Henry	Civil War siege		
Chiltern 3		Black September	Start Digging your own graves		German & British tactical wargaming in WW2	Will my soul pass through the Southland	Red Chain Game	Run through the jungle	The urban calculus game		
Misbourne		Battlegroup Crossfire	Duplin Moor		Brick by bloody brick	Cold War Blitzspiel	Cityfight				
Syndicate 8											
Syndicate 9		<i>Enemy Coast Ahead</i>	The dilemmas of Gaza			Pete S COIN game		NKVD Special Squad			
Syndicate 10		<i>Ramrod</i>						Follow your nose			

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

The Carrington room was formerly the Arrouasian

Green = ground floor, Orange = first floor.