

Conference of Wargamers 2025



MiG-27, photographed at Newark Air Museum in March 2025

Missenden Abbey

London Road, Great Missenden, Buckinghamshire, HP16 0BD

11-13 July 2025

Introduction

Another year, another COW. 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, Michael D'Alessandro and Pete Sizer.

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 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 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 Arrouaisian 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 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 bar area near the Arrouaisian Room. 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 Pete Sizer, John Armatys and John Bassett for their help in sense-checking the timetable.

The Plenary Game

Part of the role of the plenary game at COW is to encourage attendees to mingle and to afford newcomers an opportunity to mix with the ‘old lags.’ Participation in the plenary game is of course not compulsory but remains highly recommended.

Timetable Diktats

In an attempt to make the sign-up process fairer for those who can't get to COW early, attendees are asked not to sign up for more than 3 sessions before 1930 on Friday.

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 do not know the presenter, please ask around – someone will!**

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! **Not attending a session you have signed up for is considered very bad form.**

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.

Presenters should note that meeting rooms are likely to be locked on arrival and overnight, so the first presenter to use a room each day will probably need to borrow the key from reception. The key should then be returned, leaving the room unlocked for subsequent sessions.

Attendees must not make audio or video recordings of sessions or take screen shots of sessions which show people, without agreement. Some sessions may be recorded by or on behalf of the presenter. Recordings will only be made available to the public with the consent of the presenter and anyone who can be identified in the recording.

The Bring & Buy

Tables will be set up around the sides of 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). 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 4 July 2025

1. Report by the Conference Organiser (Tim Gow)

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 2025/26 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 (Chris Ager)

5. Report by the Display Team Organisers (John Armatys & 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 and Membership Secretary. Proposed: Bob Cordery

Assistant Treasurer and Membership Secretary. Proposed: Stephen Aguilar-Millan

Editor of "The NUGGET". Proposed: Mathew Hartley

Colour Supplement Editor. Proposed: Chris Ager

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

7. Any other business

SESSIONS

Russell King

APOCALYPSE DILEMMAS – THE PLENARY GAME

90 minutes

all

One of SPI's bestsellers is the 1973 game World War 3, moving c20,000 copies in the five years after its publication. Some of them will undoubtedly have made their way into high Dollar and Rouble pay-grade hands. Although it has 30 pages of rules and takes the best part of 2 hours to set up, it is still the state of the art in its examination of scenarios which might potentially lead to nuclear apocalypse. This session will not assume any knowledge by players on the game, but will:

- Briefly give a background to WW3 as a game in its 1970s

- Look in detail at how the game rates the chance of a nuclear apocalypse

- Present carefully curated illustrations and associated information to rapidly put participants in the nuclear hot-seat

- Test their skill under pressure

- Resolve in game terms the level of risk accepted by players

- After the above, allow discussion on the relevance to 21st Century problems.

A full team list for this game will be displayed on the notice board. It is YOUR responsibility to locate your team.

Tim Gow & Nick Huband

IT'S A FAIR KOP

2 hours

4-8

Featuring 54mm toy soldiers and matchstick-firing cannon. Some beastly Boers are at the top of a big hill and lots of plucky Brits aren't. Bring your own hat!

John Bassett

YEAR ZERO

2 hours

4-6

A matrix game about the tragedy of Cambodia in the 1970s. Features Prince Sihanouk, demi-brigades of paratroopers, the Khmer Rouge, tribal militia and quiet Americans. Participants should note that this is liable to be a black game.

Chris Ager & John Bassett

SEASTRIKE REVISITED

2 hours

4-8

Another look at Sea Strike, the innovative 1974 game of then-contemporary naval warfare. Can your helicopter cruiser land commandos on the enemy HQ or will you be stopped by his fast missile boats? A brief introduction to the system followed by the chance to play the game in its WRG and Ariel versions.

Mark Flanagan

TAKE THAT LITTLE BIT OF AACHEN (OR NOT QUITE ASL)

2 hours

2-4

German v US Infantry Combat ASL (Starter Set#1 Scenario S3). Time to slay the ASL dragon! Prompted by Ivor Gardiner's Connections UK 2014 and at the Army Wargaming Symposium in 2014 presentations.

<https://www.professionalwargaming.co.uk/1RICO.pdf>

<https://www.professionalwargaming.co.uk/Connections2014Gardiner.pdf>

<https://www.professionalwargaming.co.uk/IvorGardiner.mp3>

Umpired, so no prior knowledge of ASL is required, but willingness for decision making and rolling dice is.

Russell King

GRUNT – SPI 1971

2-3 hours

2-6

Grunt, subtitled "The Game of Tactical Level Combat in Vietnam", is a tactical level board wargame published by Simulations Publications, Inc. (SPI) in 1971, set in the Vietnam War. It was the first board wargame to focus on squad level combat, and the second to simulate parts of the Vietnam War, which was still ongoing at the time this game was published. Notably, it was designed by an actual person with boots on the ground in the conflict - in fact, as far as is known, the only game he ever designed. This session will start with a collective playing of the game in it's original solitaire form, and move on to a more complex scenario - and end with a discussion on the game and it's successors, such as Search and Destroy, Raid, and Squad Leader.

Ian Drury

IF YOU GO DOWN TO THE WOODS TODAY...

2 hours

2-6

The Battle of Oriskany 6 August 1777.

Fort Stanwix is under siege by the British and the Tyron county militia marches to the rescue. The relief column includes Honyery Tewahangaraghkan and his fellow Oneida warriors, but the rebels are not the only ones with unpronounceable allies. Somewhere ahead in the forest is Thayendanega a.k.a. Chief Joseph Brant and several hundred Iroquois loyal to their king, not to mention the loyalist rangers driven from their homes in upstate New York. The stage is set for one of the most sanguinary actions of the revolutionary war.

Martin Rapier

OPERATION BATTLEAXE WITH MEGABLITZ

3 hours

2-8

It is many years since Tim Gow's Megablitz was last at COW, so here it is for people of a nostalgic bent or who want to see what all the fuss is about. I'll be running Operation Battleaxe, Wavells desert offensive in June 1941 as 8th Army tries to break through Rommels defences along the Egyptian frontier. It isn't a large engagement by Megablitz standards but will hopefully give a taste of the rules mechanisms, many of which are applicable to other operational rules.

John Armatys

A BRIDGE TOO FAR IN 1/300 SCALE

10 minutes per player

1 at a time

A ten minute solo participation game you will tell your grandchildren about, and mightily bored they'll be. Exactly the same game presented at COW 2019, but reduced in size to fit on a smaller table at The Other Partizan 2024.

Ken Hay

TRISQUE THE CONSEQUENCES OF CONFLICT, INTRO

90 minutes

6-15

Start with the game of RISK© running on one board. Add a game about the people affected by such a conflict running on a second board and the manufacturers and traders plying their trade, in that same world, on a third. In this Tutorial Game players get to grips with the dynamics of these individual five-player games. Pick a role, General, Leader or Merchant.

Ken Hay

TRISQUE, THE FULL GAME

2 hours

6-15

Start with the game of RISK© running on one board. Add the people affected by that conflict running on the same timeline on a second board and the manufacturers and traders plying their trade on a third. Now insert Time-outs, where all players can interact and do deals, and you have the Full Game of Trisque. Features in include Unrest, Empire Interventions, Trade Centres and Wonder Building. Again, pick a role, General, Leader or Merchant.

James Langham

BRITISH OFFICERS DON'T DUCK

2 hours

6+

A playtest to explore friction and platoon command on the World War Two battlefield

Players will take on the role of platoon commanders (plus possibly company commanders) during Operation Market Garden. Units are half sections (gun/rifle groups).

Stephen Aguilar-Millan

THE DRAGON, THE BEAR, AND THE STEPPE

2 hours

4-6

A matrix game (of sorts). This is a game set in the future that examines the ambitions of China to develop the Belt and Road Initiative to include Central Asia. A network of transportation corridors, gas pipelines, and oil pipelines are needed to complete this vision. However, are all partners willing? Would some try to resist the march of history? Exactly how far can China hope to get by 2050? Extending a format first played in 2021, this game aims to revisit these questions in five turns. Cheerleaders welcome.

Stephen Aguilar-Millan

NARCONOMICS: THE BOARDGAME

2 hours

4-6

Type of session: A board game (of sorts)

Do you have what it takes to run a cartel? Is there an inner Tony Soprano struggling to get out? Can you emulate Don Corleone to find respectability? If you want to answer these questions, this is the game for you. It is a board game that examines the operation of illicit narcotic flows in North America and touches upon the point at which respectability is bought. The business model draws upon research conducted previously and which has been updated in the light of recent events. The game is in development, so the session should be seen as experimental.

Players and observers are warned that the game may touch upon a number of distressing aspects of the situation.

David Burden

MIXED REALITY WARGAMING TASTER

15 minutes – will run several times

2 at a time

Mixed Reality is where you see the physical world through a headset, but can then put 3D virtual objects into the scene. So, an empty physical table can have a 3D (or 2D) manual wargame placed on top of it, and you can then play that game with players anywhere in the world - they appear in your physical games room as avatars, and you appear as an avatar in theirs. This drop-in session will give you the chance to experience Mixed Reality and play a turn or two of one or more simple wargames.

David Burden

ESTONIA 2029

2 hours

2-6

This will be the first outing for my campaign level modern wargame, which aims to look at how urban fights relate to the bigger campaign and war around them, the game covering the whole of Estonia. Being set at an operational level logistics play a key part, and one of the innovations in the game is “beermat” cities and towns. As this forms part of my PhD I’ll be asking participants to provide formal feedback.

David Burden

JOHVI 2029

2 hours

2-6

Or can David get an urban game to work in two hours?! This is the latest iteration of my City & CEMA rules, incorporating the learnings from last year's Brick by Bloody Brick, as NATO once again tries to fight off the invading Russian hordes. The game incorporates drones, EW, the civilian population and of course lots of rubble, but has hopefully been streamlined significantly since its last outings. As this forms part of my PhD I'll be asking participants to provide formal feedback.

Jim Roche

AD FONTES (ANYTIME)

1 hour

any

A discussion of Paddy's Cardboard Simulators And how we can recover the immersive approach

Jim Roche

VICTORY SINGALONG - DON'T LET'S BE BEASTLY TO THE GERMANS

1 hour

any

A singalong from the end of the Second World War

Pete Sizer

FOLLOW YOUR NOSE: WARSAW RISING

2 hours

up to 6

Fresh (?) from last year's COW this double blind skirmish game of sewer fighting is a back with a new scenario exploring some new modifications. Set in the sewers underneath Warsaw as the Polish Resistance fight their heroic doomed uprising. Can they protect their supply base from the attacking Nazis? 2 teams will manoeuvre their forces on a sewer map unaware of the enemy until they blunder into them....

Pete Sizer

THE INSURGENCY ROLLS ON

2 hours

up to 8

A dice rolling game of insurgency and counterinsurgency. Since the last COW there have been a couple of expansions. There will be both single player and head-to-head versions of the game to try out, as well as a new set of rules and tables to explore the brutalisation approach to counterinsurgency. This is a model of a generic insurgency that I have been developing to go with my studies. Designed to be adapted to any insurgency, dice pools are used to represent the amount of effort put into each area of the counter insurgency campaign.

Tim Gow & Russell King

BAFFLED BY BOARDGAMES – SPI QUAD GAMES

2 hours

any

A brief personal journey through the world of hex and counter boardgames, culminating with the chance to play one of two small SPI games from their ‘Quad’ series.

Tom Mouat

A BALANCED FLEET

2 hours

up to 10

A Royal Navy medium term capability audit and procurement game. Work out what shiny new stuff you want to put on our ships over the next 10 years and then procure them! It will be easy, I’m sure, and what could possibly go wrong? Of course, the enemy might be planning to go to war soon, so some things might have a higher priority than others... A modified version of a game used on the Intermediate Command and Staff Course in the Royal Navy Division.

Tom Mouat

BEIRUT, CRUMBLING STONE BY STONE

2 hours

6-10

It has all turned to chaos, and it is time to get out. Most of the British have already left, but the Embassy remains. The FCDO have finally decided that it is time to evacuate and have sent the Royal Navy with the Man from the Ministry (who is in charge). Roles for HM Ambassador and the Embassy Security contractor, the Beirut government protection force, the Rebels determined to make an example of the Western lackeys, and the Man from the Ministry (backed up by the Royal Marines and HMS Devonshire). I’m sure it will be fine – nip in, nip out, and everyone will be away before anyone notices... A game used on the Counter IED Awareness Course at the Defence Academy.

Tom Mouat

WARFIGHTER 3

2 hours

6-12

West Sepia is a democratic eastern European country, riven by external pressures and ethnic divisions in the country. The more populous North with the seat of Government, is facing breakaway pressures from the South, with precious minerals in their hills. War might be coming, Western “peacekeepers” seem to be siding with the Southerners, and the Norts have hired Wagner mercenaries. A multi-domain game of preparations for war and (knowing the sort of players) possible actual war. Roles for Supreme Command, Naval, Air, Drones and Land Forces.

Alan Paull

MISSION COMMAND: NORMANDY, PANTHERS IN THE MIST

3 hours

6

A German counter-attack during Operation Market Garden. Focus will be on command control, and the manipulation of 6mm figures. No prior knowledge required, although a basic "appreciation" of 1944 tactics might help.

Chris Kemp

PIGS IN SPAAACE

two 1 hour sessions

6

"Tired of the same old airlock, bridge and post-apocalyptic corridor connecting the two?"

Plan an invasion of a whole planet, from SPAAACE, with Pigs. One hour morning workshop session, followed by a one hour after-dinner game. There may be cardboard and safety scissors in the morning, and space beer after dinner.

John Curry

RECCE II

1 hour

1-10

A Cold War UK armoured recce platoon has to find and engage the Russian recce platoon. What could be simpler? How hard is it to find a tank on a lawn? The game is on the lawn of Missenden.. Participants are encouraged to bring binoculars and suitable hats.

John Curry

THE TONY BATH ANCIENT WARGAME

90 minutes

1-6

The Tony Bath wargame is the first ancient wargame. This will be lively game using Don Featherstone's flats, original scenery. Infantry, cavalry, chariots, catapults and of course, no ancient game is complete without elephants. This will be a lively recreation that first game.

Colin Maby

TINKERING WITH IRON

2 hours

4-5

Square based game with model ships. A developmental game with as a starting point the rules by Peter Pig for ACW riverine warfare but adapted to make them more suitable for the sea going European Ironclads of the 1860's to 1860s.

Graham Evans

THE ANGLO-HANSEATIC WAR 1468 – 1474

90 any

Lecture and discussion. In 1468, in the middle of an economic slump recession and with the country rebuilding after a civil war, England started a conflict with Europe's trading superpower, the Hanseatic League. The war spread from an isolated settlement on Iceland to the Baltic and the coast of mainland Europe. It was a war that was not in the interests of either of the protagonists, yet it proved difficult to bring to an end. It is a war not well covered by English historians and chroniclers, but it is an integral part of Edward IV's mid-reign crisis that saw him lose and regain the throne. It is also a story of double dealing, rogue sea captains and to some extent, the importance of fish.

Mike Elliott

INTO THE MOONLIGHT

90 minutes 3-4

Another go at gaming a Commando raid in WW2. Rules have further developed since "Ill Met by Moonlight" a couple of years ago. A toy soldier game with a bit of role play.

Mike Elliott

PASSING IT ON

90 minutes 4-5

The Middle East in the 1930s. A simple case of escorting a supply convoy. What could possibly go wrong? An experimental game to try out some rule mechanics.

Michael Young

THE EARTH PREPARES

90 minutes 2-10

Our first encounter with alien life was not what we wanted. It was a warning from a civilisation that was itself being destroyed. They were succumbing, but just had time to send a warning to other would be civilisations in the galaxy about the nature of the attack that was to come. You will have a description of the alien tactics and ways of operating, and have about six months to plan a response. What should you do?

John Curry

TALES FROM THE HISTORY OF WARGAMING PROJECT

1 hour any

This is the real history of wargaming: spies, tax evasion, Nazis, back stabbing and madness. As many of the key figures of modern wargaming are no longer with us, this is my personal take on them. Please do not attend if you are easily offended.

Graham Evans

GOUGH IN CHINA

2 hours

up to 4

In 1839 the Chinese decided to interfere in the Honourable East India Company's God given right to sell whatever it liked to whom ever it liked by seizing and burning large stocks of opium held in warehouses in Canton. The sheer nerve of a foreign country attempting to enforce their own laws was simply too much. There was nothing for it but to send Peninsula War veteran General Sir Hugh Gough with a large Anglo-Indian force to teach the Chinese a severe lesson. Using the "Taiping Era" rules, this game will recreate one of the several river landings and assaults that characterised the mostly amphibious campaign as Gough steadily broke Chinese resistance.

Alan Paull

THE PRATZEN, AUSTERLITZ 1805

2 hours

up to 6

Peter Perla's Napoleonic Micro-Tactical Game of Infinite Gestation, The Pratzten, Austerlitz 1805. An experimental show-and-tell and discussion of The Pratzten hex-and-counter board game. The Pratzten, Austerlitz 1805, is a commercial off-the-shelf game by Peter Perla that he called "Peter's Napoleonic Micro-Tactical Game of Infinite Gestation", published and distributed by Canvas Temple Publishing only a few months before Peter died in January 2024. After I'd received my copy, I volunteered a few comments on it, and some folks were interested in hearing a bit more about the game. It presents a new and old approach to wargaming Napoleonic tactics: new, because it has mechanisms not commonly seen in modern wargames, and old, because some of it is "based on the original von Reisswitz Kreigsspiel rules of 1824". This session is a show-and-tell about The Pratzten, which has some very interesting design concepts that, I feel, deserve wider dissemination. I hope that we can gather round and examine the game, maybe play a bit (though it's technically a 2-player game), and have a discussion.

Martin Rapier

ALEXANDER THE BRIEF

15-30 minutes per game

1-4

A short toy soldier game covering Alexander the Great's campaign against Persia and featuring the battles of Granicus, Issus and Gaugamela. The individual battles are resolved at a fairly high level using a variant of Dominion of the Spear as the combat engine.

John Bassett

LA SEPTIEME WILAYA

90 minutes

4-6

A dark game about a real-life incident in the Algerian war against France. Participants will represent French security commanders attempting to deal with a new and challenging threat.

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

Nick Riggs

TACTICAL WARGAMES FOR PROFESSIONAL MILITARY EDUCATION

2 hours

2+

Professional military tactical wargames are booming (pun intended) and are being produced to a level of quality and quantity not seen since the days of SPI's Firefight. The first part of this session is a presentation comparing the features of current military tactical games from around the world, and is followed by a demonstration of the British Army's new tactical game: Battlegroup Wargame System.

Charles Fair

LATE OF LITTLE BUGGINGTON GRAMMAR SCHOOL...

90 minutes

any

... 'clurks in civil life: The professionalisation of the selection and development of the British junior temporary infantry officer, 1914-1918.

Effective junior combat leaders are a critical component of fighting power in an army. Citizen armies have had to find and train them at scale and at pace. This is a case study of how the British Army of WW1 selected and developed men, rarely from the traditional officer-producing classes, by professionalising the process with a system of Officer Cadet Battalions and other training schools. I argue that the BEF of 1918 had an innate understanding of the principles of tactical psychology, and that the selection and development of junior officers produced men who were more likely to be able to take the right decisions in combat according to recent theories of cognitive psychology

(It is based on my forthcoming PhD thesis and chapters published in Spencer Jones (ed) 1917 and 1918 volumes about the BEF on the Western Front.)

Risto Tammela

THROWN UNDER BUS

2 hours

4-8

Your team has trained for years this kind of mission. Mighty BUS operators will help the motherland to destroy enemy air forces. Unfortunately, your on-site SOF-operators do not know local language and your supporting agent network is rumoured to have problems of its own. However, what could go wrong with mighty intelligence organisation as BUS?

Warning that this game has potential turn out to be dark game. Players will benefit from capability to analyse on-line air photos and maps.

Players are encouraged to bring their own laptops and mobile phones.

A 'volunteer is sought for the coveted role of supporting umpire – please contact Risto directly if interested.

Evan D'Alessandro

PADDY'S PUB

90 minutes

5-12

Players will play members of the Provisional IRA in a pub. Gameplay is somewhere in the realm of an experience or committee game. Drinking encouraged, singing mandatory, knowledge of the Troubles useful but not required!

Evan D'Alessandro

STRIKE FROM SPACE!

2 hours

3-9

Playtest of a simple(ish) educational game on the space domain, counterspace operations, and their effect on terrestrial operations. No prior knowledge space is required (other than the fact that space (according to the Hitchhiker's Guide) is big. Really really big. I mean, you may think it's a long way down the road to the chemist, but that's just peanuts to space...)

Evan D'Alessandro

FIRST, SEEK THE HELP OF THE GODS

2 hours

6

A test to destruction of a very experimental and early stages simple hoplite battle miniatures game focused on unit cohesion, morale, the limited abilities of generalship, and omens. Much feedback desired!

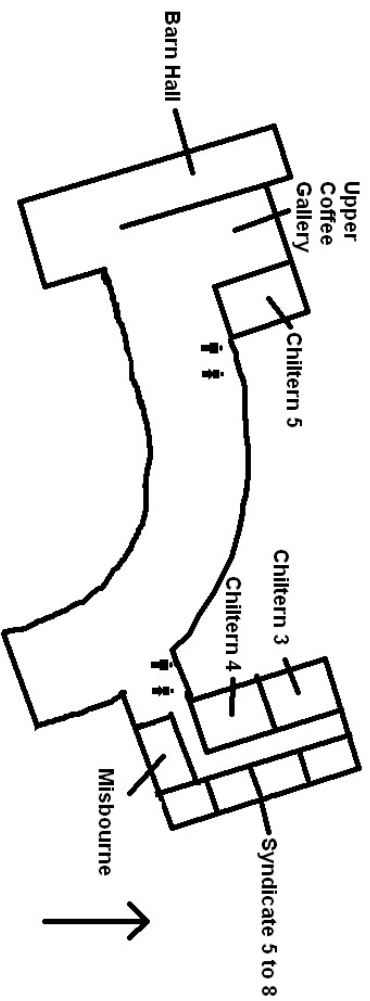
Chris Ager

TEXAS TOWER OF TERROR

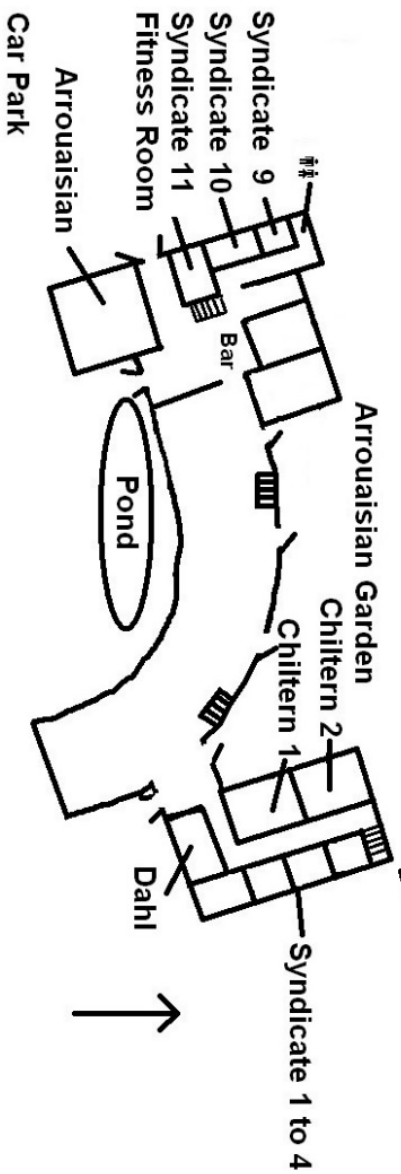
2 hours

4

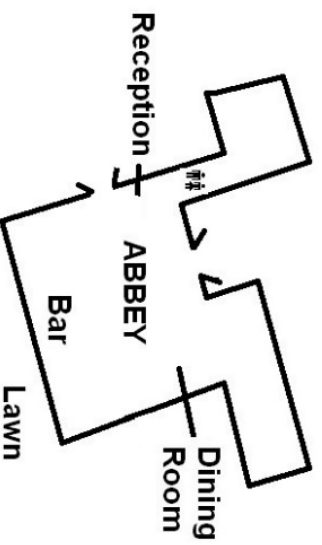
1961 off the eastern seaboard of the United States stands the Texas Towers, air defence radar facilities. Modelled on offshore oil drilling platforms they protect the nations from communist aggression. Tower 6 manned by a skeleton crew of USAF technicians and civilian contractors sends a garbled message to its shore station at Lynchville Air Force Base as reports of Hurricane Donna, soviet spy ships and structural problems combine to reveal the true story of this doomed technological marvel. A storytelling/rpg exploration of a short-lived period in Cold War paranoia. Highly likely you will not survive, but embrace your fate.



First Floor



Ground Floor



The Timetable

COW 2025	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
Arrouaisian	Apocalypse Dilemmas	<i>A Bridge Too Far</i>	The Anglo-Hanseatic League War		Tinkering With Iron	Trisque (intro)	Trisque (full game)	Victory Singalong	Late Of Little Buggington School...	Tales From The History Of Wargaming	The WD AGM
Chiltern 1		Into The Moonlight	Operation Battleaxe with Megablitz		Seastrike Revisited	The Pratzen, Austerlitz 1805	Take That Bit Of Aachen	La Septieme Wilaya	Baffled By Boardgames – SPI Quads	Ad Fontes	
Chiltern 2		<i>Alexander The Brief</i>	Mission Command: Normandy, Panthers In The Mist		The Dragon, The Bear & The Steppe	Strike From Space	Johvi 2029	A Balanced Fleet	Year Zero		
Chiltern 3		Paddy's Pub	Grunt – SPI 1971		Thrown Under Bus	If You Go Down To The Woods Today...	Narcoeconomics: The Boardgame	Follow Your Nose	Gough In China		
Chiltern 4		Texas Tower Of Terror	The Insurgency Rolls On	Pigs In Spaaace	Warfighter 3	Beirut, Crumbling Stone By Stone	Pigs In Spaaace		The Earth Prepares		
Misbourne					(Thrown Under Bus – extra room)	Passing It On	First Seek the Help Of The Gods		Estonia 2029		
Dahl		<i>Mixed reality Wargame Taster</i>	Tony Bath Ancient Wargame		Tactical Wargames For Professional Military	British Officers Don't Duck					
Syndicate 9											
Syndicate 10											
Lawn			It's A Fair Kop	Recce II							

Titles in *italics* are 'short' games and will run several times during the time slot. Green = ground floor, Orange = first floor.