

# Conference Of Wargamers 2011



*The Conference Organiser prepares to welcome attendees*

**Knuston Hall  
Irchester  
Wellingborough  
Northamptonshire**

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**8th – 10th July 2011**

**Conference Organisers: Tim Gow & Bob Cordery**

## CONFERENCE VENUE INFORMATION

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### How to find Knuston Hall

Knuston Hall is situated in East Northamptonshire on the B569 between the village of Irchester and the town of Rushden. The Hall is sign-posted from the A45. When 'road-closure' diversions are not in operation, visitors are strongly advised to avoid Rushden town centre. We would normally recommend you follow signs for Irchester.

If you require more detailed directions the Knuston Hall website can be found at: <http://www.knustonhall.org.uk/index.htm>. Alternatively call Knuston on 01933 312104 or Tim Gow on 07711 337529.

### Parking

Please park in the bottom car park and not outside the front door of the hall unless you are loading or unloading.

### Arrival Time

Please do not arrive before 5.00 pm on Friday as early arrivals 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, twin and three bedded rooms, some of which have ensuite facilities. Residents are requested to bring their own soap and towels, and to make their own beds. Actually soap and towels have been provided now for many years but I leave the previous sentence in for old times' sake! 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. **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

I sincerely hope that you will not experience any difficulties with your journey, but if you are delayed en route the telephone number of Knuston Hall is 01933 312104. If you are going to be late please let the Hall know and they will keep your evening meal for you.

## CONFERENCE VENUE INFORMATION

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The notes on sessions, accommodation, facilities and food, are for guidance only, and in no way form any part of a contract with the Conference Organisers, Wargame Developments or Knuston Hall.

### Session Information

The Information Board and Timetable is situated in the lounge. (The reason for this location is the insistence of the Fire Officer). I thank all of you who have so far sent me 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 (other than those timetabled) in the entrance hall, as this area has become overly crowded in recent years.

7. The slot following the plenary game on Friday night is the 'short sessions slot'. It should be possible, subject to demand, to attend more than one of these short games.

8. The player numbers indicated in the session details which follow are those suggested by session presenters in the information provided to me.

9. If, according to the timetable, a session takes up two 'slots', it may or may not be a double-length session. Presenters should make this clear on their booking in sheets, but it is YOUR responsibility to make sure!

### The Bring & Buy

This event 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). 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 NEITHER WARGAME DEVELOPMENTS,

## CONFERENCE INFORMATION

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THE KNUSTON HALL AUTHORITIES OR THE CONFERENCE ORGANISERS ACCEPT ANY RESPONSIBILITY WHATSOEVER FOR ANY LOSSES OR DAMAGE SUFFERED.

It is suggested that vendors might like to 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.

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### THE SESSIONS

#### **WD Display Team North**

##### **ALL IN THE BEST POSSIBLE TASTE (THE PLENARY GAME)**

Teams of players will be invited to describe the great battles of history using the medium of interpretive dance. What could possibly go wrong?

#### **WD Display Team North**

##### **BETTER RED THAN DEAD**

This year's participation game for up to 6 happy volunteers. Players start as junior unit commanders in the Red Army of 1918 – they must struggle with the objectives of gaining promotion and surviving until 1941. This will probably be run at least twice.

#### **Mike Young**

##### **HAPSBURG LIP**

A game of Royal Marriages, Intrigue, and Inbreeding set in 16th and 17th Century Europe.

Hapsburg lip is a game of the politics and power struggles of the noble houses of the 16th and 17th Centuries. Players represent a royal house who attempt to remain noble (by marrying other royals). Judicious marriages can result in great gains in prestige.

However each member of the Royal Family has a genetic fingerprint, and too much inbreeding will result in the manifestation of genetic difficulties, such as Hapsburg lip, Haemophilia or Jug Ears, thus damaging your ruler's health, mental capacity or physical attractiveness.

The game was played in prototype form at COW 2010, and will be present in a more developed form at COW 2011.

For an example of when it all goes horribly wrong see [http://en.wikipedia.org/wiki/Charles\\_II\\_of\\_Spain](http://en.wikipedia.org/wiki/Charles_II_of_Spain)

#### **Wayne Thomas & David Brock**

##### **A SPLENDID LITTLE WAR**

The battle of San Juan Hill, 1898. Up to five US Brigade Commanders and one valiant Spanish General are required. Bring your own hats, and daiquiris for Generals Kent (aka Brock) and Wheeler (aka Thomas) and we'll get those damn Yankees on the run. (Oops!).

#### **Graham Evans**

##### **SEND NOT TO KNOW...**

15mm Spanish Civil War divisional level table top game. An attempt has been made to build period flavour in from the initial design, rather than rely on chrome. The command and control sequence has a new take on simultaneous v alternate movement. Other bits of the game may

## CONFERENCE SESSIONS

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be borrowed but most is original. (NB Last year it was remarked that my RCW rules would work for the SCW. I have therefore completely changed the system as that wouldn't be a challenge, would it?)

**Phil Barker**

### **SHARP END RETURNS ONCE MORE**

In an attempt to produce an entirely new type of military disaster, this year we will attempt a pitched battle for Buggerupistan rather than low cunning. However, we do hope to follow or parallel this with an excursion to a different bandit country, set in Northern Ireland in the 70s.

**Mike Elliott**

### **THE SIEGE AND BATTLE OF QUEBEC, 1759**

An illustrated talk on the siege and battle of Quebec, in which I describe the events in Canada in the summer of 1759 culminating in the famous battle on the Plains of Abraham outside the city of Quebec. Illustrated with photos taken on a trip to Canada in 2010

**Mike Elliott**

### **MOST PERFECT VOLLEY**

Being the game I am developing on the siege and battle of Quebec as described in a series of articles in the Nugget. Up to 7 active players, but spectators of course welcome.

**Richard Brooks & Ian Drury**

### **BROKEN SQUARE**

Solo ADG with 10-30min slots. As seen in Nugget 242

**Richard Brooks & Ian Drury**

### **FROESCHWILLER, 1870**

FPW historical refight of Froeschwiller 1870 using Kiloschlacht, the 1:1000 level version of Minischlacht - similar level to OP14 but Minischlacht firing system with hexes .

**John Bassett**

### **CAESAR'S HEIRS**

A map/role-playing game of the Philippi campaign of 42BC. Brutus, Cassius, Octavian and Antony fight for control of the Roman world. The latest development of John's game system for the fall of the Roman Republic, with evolved naval and military rules.

**Russell King**

### **OPERATION PALE CHARLIE**

At the end of the Second World War states were confronting the new reality of resistance to empire. Operation Pale Charlie takes 13-25 players on a multi-power politics simulation of 1950s Vietnam, giving them key roles in France, China, Russia, USA, Britain, French Indo-China and the Vietminh, otherwise known as the Indo-Chinese Communist Party and associates. Alliances made and broken, policies forged in the heat of battles and events, and nuclear brinkmanship met head on. Featuring Operation Castor, the Battle of Dien Bien Phu, Algeria, the Suez Canal question, and the Geneva Peace Conference. Individual and confidential state objectives, politicians and certainty, and the boundaries to leadership tested. Full situation briefings provided.





## CONFERENCE SESSIONS

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**Gavin Parnaby**

### **A WEB OF INTRIGUE**

The session is to introduce a web based campaign solution, specifically for the Napoleonic period but modifiable for other periods/genres. It'll be a workshop session of 2hrs for up to eight active participants, more can be accomodated/share/hotseat. Participants don't need to be tech savvy, as long as they can drive a mouse and are reasonably familiar with the internet they'll be fine. There will be a brief intro, approx 1hr of playing time during which resultant battles will be gamed using a modified scrud system to give instant results and some dice based gratification. There will be then around 45mins of discussion and feedback to discuss further development, other applications etc.

**Ian Drury**

### **FATAL GLORY**

This is a re-working of *Redcoats & Rebels* to re-fight the larger battles of the American War of Independence. A double session for 6–8 players in which gallant bands of 15mm figures venture into the American wilderness, loving recreated with many bags of toy trees from Modelzone. Since setting up a historical battlefield takes too long for COW, we will instead stage the hitherto unknown Battle of Knuston Court House (known to the Canadians as Nouveau Dot Sur La Mappe).

**Chris James**

### **WE ARE ALL ENGLISHMEN**

An early English Civil War game, for six players, not to be taken too seriously. The game will include a number of incidents most of which have at least a tenuous historic basis and will amuse at least some of the players, I hope!

**John Curry**

### **THE HUNT FOR THE FLETCHER PRATT NAVAL WARGAME**

A talk on the hunt for the elusive actual rules used by Pratt 1939-45 and an evaluation of the rules against naval reality.

**John Curry**

### **THE FLETCHER PRATT AIR WARGAME JOHN CURRY**

A table-top based Japanese attack on a British convoy using airplanes mounted on sticks. The game will be played using the previously unpublished full rules. It is only the second time the game will have been played since 1946 (the first time was in the Bunker in March 2011).

**Bob Cordery**

### **THE PORTABLE WARGAME**

A short presentation about how and why this game was developed from Joseph Morschauser's original 'Frontier' wargames rules .... and then developed a life of its own. This will be followed by a short explanation of the rules and then an opportunity for attendees to try the rules for themselves.

**Tim Price**

### **ANOTHER FOOTFALL SITUATION**

A small band of professional trouble-shooters ("If there's trouble - we shoot it!"), facing the unknown at a moments notice, out to save the Government and civilisation as we know it.

## CONFERENCE SESSIONS

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Previous outings have included secret underground Government bio-research labs, genetically engineered monkeys in the Channel Tunnel, a "terrorist attack" on a power station, a secret book depositary, terrorist attacks on a waste treatment facility, and a "chemical fire" in a High Wycombe industrial estate. This outing promises to be only slightly different (Wikileaks! Eco-Terrorists! Secret Government Base! Etc!).

**Tim Price**  
**SEN TOKU**

A military staff-planning game of the Japanese Imperial Naval Staff in World War 2 (January 1944). Followed by the players actually having to execute the plan. Strike a decisive blow against the Despicable Imperialist Americans! Demonstrate Japanese Naval technical superiority! Go down in history!

**Tim Price**  
**SWAB**

The Scuppers Were Awash with Blood! A Napoleonic Naval Game with one-player per ship using fast-paced mechanisms that offer a premium for the player with the best sailing skills. Completely revised and updated to make it smaller, faster and better! (Oops - sounds like a Government propaganda claim before a botched attempt to install an expensive IT system...). It will have toy ships with removable masts!

**John Curry & Tim Price**  
**CYBERWARGAME**

A short lecture on cyberwar for beginners, then a card based cyberwargame. No technical background required, just a desire to cause chaos.

**Chris Perry**  
**HAMMERIN' IRON**

The latest version of Peter Pig's ACW naval game.

**Phil Steele**  
**NASEBY REFOUGHT**

A newly designed toy soldier game.

**Sue Laflin Barker**  
**GENTLEMEN GO BY**

It's still the morning after the smugglers have landed their goods. They are still trying to deliver the contraband to those who have ordered it and the Revenue are still trying to intercept it. I have made some adjustments to the rules which I hope will make the game run more smoothly. As before there is room for up to 4 tavern keepers and up to 3 revenue.

**Rob Cooper**  
**GIVE ME A PING VASILY, JUST ONE PING**

A game of modern anti submarine warfare for 2-4 players.

## CONFERENCE SESSIONS

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**Rob Cooper**

### **TOP RANK**

A committee crisis game of deeply-entrenched Arab leadership faced with a surprising turn of events from their usually docile population.

**Jim Wallman**

### **OPERATION GOODWOOD**

WW2 map game on the operation of the same name. Teams represent divisional command staffs.

**Jim Wallman**

### **ZEPPELINSPIEL**

Naval and Army teams planning, building and operating Zeppelins. A bit of a 'blue peter' session.

**Jim Wallman**

### **VILLAGE SWEEP**

A half-baked game design about intelligence gathering in Vietnam. Can you get the information you need without starting a massacre?

**Jim Roche**

### **JUS AD BELLO/JUS IN BELLO**

A PowerPoint-led discussion of the Just War Theory of St Augustine and Thomas Aquinas looking at Britain's wars of the 20th century, from Spion Kop to Helmand and giving them marks out of ten. A daytime activity with argument and discussion, illuminated by philosophy.

**Jim Roche**

### **NE OBLIVISCARIS**

An after-dinner game dedicated to Paddy Griffith, based on his Halberdiers game and inspired by his obituary in The Times. Ne Obliviscaris means 'Do not Forget' and is the motto of The Argylls. In my version, participants are officers in that regiment and we follow their careers in WWII. Medals are awarded and worn. The game ends with death notices/obituaries, printed either in the Oban Times or the London Times. 'But Mrs Campbell, you have three more words in your husband's death notice'.....Ochtaye, chust add 'Volvo for sale'.

**Mike Young & Tom Mouat**

### **LIBYA DECISION WORKSHOP**

What will the future government of Libya be like? Will Gaddafi remain in power? Will freedom and democracy come to Libya? Will the country be divided? Will Al Qaeda establish a presence in the new government?

This session will attempt to forecast the answer to those questions using Confrontation Analysis and Role Play. The session will be a rehearsal for a formal session to be held at RMCS Shrivenham on the 19<sup>th</sup> July, where use of this method will be proposed to the UK Defense establishment:

## DRAMATIS PERSONAE

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**Jim Wallman**

### **OVER THE HILLS AND FAR AWAY**

This is a sort of role-playing game about being a Colonel of a mid-18th Century infantry regiment. Possessing little or no military knowledge or aptitude will not be a barrier to advancement. The game is as much about peacetime influence as going to war, though there will be opportunities for military glory in some fever-infested Caribbean hell holes for those in search of that sort of thing.

**Jonathan Crowe**

### **VILLERS-BOCAGE 1944**

A rapid play, 1:300 scale game pitting the first Tiger tanks to appear in the Normandy battlefield against very surprised Yeomanry. One brain cell rules, impossible die rolls, and no time to think. Are you drinking tea, or pushing forward for the Fatherland?

**Graham Evans**

### **THE ELEPHANT IN THE ROOM**

Come and get your head stomped on by a big plastic elephant!

**Tim Gow**

### **ROLLBAHN OST**

A 70th anniversary game of Operation Barbarossa. All of it. In 20 minutes. A three player toy soldier game which will probably be run several times.

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### **COW Attendees**

At the time of writing, Knuston is due to be filled to capacity by the following individuals:

Chris Ager  
John Armatys  
Phil Barker  
Roger Barnes  
John Bassett  
Keira Bentley  
David Bradbury  
David Brock  
Richard Brooks  
Fred Cartwright  
Rob Cooper  
Bob Cordery  
Jonathan Crowe  
John Curry  
Rob Doel  
Nick Drage  
Ian Drury  
Nigel Drury  
Mike Elliott  
Jerry Elsmore

Graham Evans  
Tim Gow  
Peter Grizzell  
Chris Hanley  
Matthew Hartley  
Tony Hawkins  
Philip Hooper  
Nick Huband  
Chris James  
Russell King  
Alex Kleanthous  
Sue Laflin-Barker  
Ian Mitchell  
Tom Mouat  
Gavin Parnaby  
Chris Perry  
Martin Rapier  
James Roche  
Peter Roe  
John Salt

Dick Scholefield  
Phil Steele  
David Wayne Thomas  
Jim Wallman  
Will Whyler  
Michael Young

## WD AGM

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### THE WARGAME DEVELOPMENTS AGM

So far, the AGM agenda includes the following items. Please let Tim Gow have any other items in writing by 05/07/2011.

1. Report by the Conference Organiser (*Tim Gow*)
2. Report by the Treasurer/Membership Secretary. To include WD membership fees for the year 2011/2012 (*Bob Cordery*)
3. Report by the Editor of "The NUGGET" (*Alex Kleanthous*)
4. Report by the Publicity Officers (*Bob Cordery, Tim Gow & John Curry*). To include details of forthcoming events.
5. 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: Alex Kleanthous
Editor-in-waiting (Colour Supplement Editor)	Proposed: Matthew Hartley
Co-ordinator, WD Display Team North	Proposed: Tim Gow
Co-ordinator, WD Display Team South	Proposed: Bob Cordery
Co-ordinator, WD Display Team West	Proposed: John Curry
6. Any other business