CONNECTIONS UK GAMES FAIR 2017

Agricola – Roman Campaign in Britain, AD 82-84 – Decision Games
Hosted by Professor Philip Sabin
Evening Session Only

This is a significantly tweaked version of Joe Miranda's hobby game from the latest issue of *Strategy & Tactics* magazine. It shows how some recreational games can capture quite elegantly and effectively the enduring dynamics and dilemmas of military operations, and also how easily manual wargames may be tweaked by users to create simpler and better tailored game systems. Agricola's campaigns in Scotland offer a classic example of an asymmetric confrontation, with the Romans being dominant in open field battle, field engineering, command and control, logistics and naval power, while the Caledonians emphasise guerrilla tactics, ambush, and the exploitation of their native wilderness terrain. This is also a case study in imperial overstretch, with Rome never being able to complete or sustain the conquest of Scotland due to inadequate surplus forces and the lack of economic returns.

The game captures well the supply and intelligence problems inherent in pre-modern campaigns, and the role of roads and fortifications in changing strategic geography. It also illustrates the potential and problems of joint warfare, via the logistic and transport capabilities of the Roman fleet. Some recent insurgency games are rather abstract in their depictions of reality, but *Agricola* simply but effectively models real military trade-offs such as the tension between bold advances and slow but steady 'engineering campaigns', especially when one's time in command is slipping inexorably by. It has considerable potential as an educative tool for military personnel, particularly given the British connection. In Tacitus's famous words, 'ubisolitudinemfaciunt, pacem appellant'....

Camberley Kriegsspiel - Centre for Historical Analysis and Conflict Research, British Army.
Hosted by Lt Col Ivor Gardiner in room K4.31
Afternoon Session only, from 1600-1700

The Camberley Kriegsspiel is a low complexity adversarial wargame designed as a training tool for planning and executing operations from battlegroup up to brigade level. Participants plan and conduct operations against live opposition over standard maps to allow for force-on-force, Excon controlled, free play. The focus is on command, intelligence, manoeuvre and combat. Fog of war and chance are essential elements. Both sides plan from a Scenario Briefing and play over their own map. Once planning is complete and Excon has updated the Master Map, the Execution Phase commences in a sequence of overlapping player turns with each side running an Action-Reaction-Counteraction sequence during their Execution. Excon updates players on spotted enemy. It requires a minimum of two players and an umpire, but can also be

played as teams with a primary umpire and Red and Blue Team umpires. It is a flexible and adaptable toolkit allowing users to set up battles between forces of their choice anywhere in the world. Col Gardiner will give an illustrated talk on the Kriegsspiel, and answer questions.

Caudillo & Brief Border Wars -BTR Games
Hosted by Brian Train
Afternoon Session only

CAUDILLO: In the unruly city of Maracas, capital of the Republic of Virtualia (somewhere in Latin America), the strongman leader Jesus Shaves (pron. "hay-sus sha-bezz") has vacated his seat of power. The struggle to succeed him begins… as players work through this multiplayer (3-5) card game of power politics.

The game is semi-cooperative and semi-competitive, and plays up the constant tension between these two urges. As players vie to create the largest and most durable personal power base (scored periodically throughout the game), the card deck delivers more and more social, economic and political crises that players must deal with collectively (and collect small rewards immediately), or the country will collapse. Coups d'etat provide another quick way to score!

BRIEF BORDER WARS SERIES A collection of relatively simple, chaotic mini-games on 20th century brief border conflicts. Small maps, <50 counters each, action driven by a deck of cards. Current titles include: - The Football War (El Salvador – Honduras 1969) - Third Indochina War (China – Vietnam 1979) - Operation Attila (Turkey invades Cyprus 1974) – Second Lebanon War (Israel vs Hezbollah 2006). The set will be sold like an old-style SPI "Quadrigame". Likely to be published professionally by Compass Games in 2018.

Colonial Twilight: The French-Algerian War, 1954-62 - BTR Games
Hosted by Brian Train
Evening Session only

This latest instalment in GMT's popular COIN Series system is the first to be designed for two players. You must consider carefully just what you want to do, and how much of it, before the initiative will slip from your fingers.

The insurgent Front de Liberation Nationale (FLN), starting from modest beginnings, must build massive and enduring popular support for its cause, and organize to assume power when Algeria finally gains its independence. The Government, representing both the colonial authorities and France's military leadership, must engage the nationalist insurgency decisively while striving to preserve the support and commitment of the civilian government.

Players will enter the "heart of darkness" as they use military, political, and economic actions and exploit events to build and maneuver forces to influence or control the population or otherwise achieve their aims along the twisting route to independence.

This session will run the brief but intense Short Scenario, covering the last two years of the war. Rules and playbook are available for download at https://boardgamegeek.com/boardgame/180199/colonial-twilight-french-algerian-war-1954-62/files
InsideGMT posts describing aspects of this game are at:
http://www.insidegmt.com/?tag=colonial-twilight

Cyber Strategy Wargame - Royal Holloway, University of London
Hosted by Andreas Haggman
Both Sessions

This is an educational game based on the UK National Cyber Security Strategy, created as part of ongoing PhD research. The target audience are senior policy- and decision-makers or people in influencing positions, but anyone can play the game and get something out of it.

The game involves teams of players managing limited resources to achieve conflicting objectives. It is structured around five fundamental constituents of cyberspace: government, business, people (these three form a core trinity in the Strategy), military/intelligence, and critical infrastructure; each of which must attack, defend, and prosper. Additional game components include: individual player briefings, a black market, and random event cards. Players engage with key cyber security concepts and terminology to understand interactions, at a strategic level, between the constituents and some of the fog and friction inherent in navigating cyberspace.

A game session comprises about 90 minutes playtime, followed by a discussion to draw out lessons learned. The game has been played at the UK Defence Academy (Shrivenham), German Command and Staff College (Hamburg), Swedish Defence University (Stockholm), NATO Centre of Excellence for Defence Against Terrorism (Ankara), Foreign and Commonwealth Office (London), Defence School of Communications and Information Systems (Blandford), plus numerous private companies and organisations.

CyberStrike – Roke Manor Research
Hosted by Jonathan Hodges, in room K4U.04
Both Sessions

CyberStrike is unique in that it combines cyber and electronic warfare effects with military activity at the *tactical* level. It is designed to understand the interaction between Cyber/EW and tactical activityin the future connected battlespace. The Blue player represents a NATO style

force deploying into a failing city, attempting to defeat an insurgent adversary- Red. Red can use commercially available cyber and EW technologies to remove many Blue advantages cheaply and effectively, whilst Blue must try to use its own cyber and EW technologies to defeat Red countermeasures, without turning local opinion against them and losing the influence battle.

This cyber enabled struggle is played out as an open board game, with Red and Blue players supporting the capture of ground with cyber and EW effects, played as cards. These effects are bought using resources, which can be increased by capturing city blocks, and lost by being driven from the city by the opposition.

Red and Blue can also seek to capture key elements of the city's infrastructure, which will give them either influence or cyber advantage once they are secured. The goal of Red is simply to remain as an actor of influence within the city, whilst Blue needs to defeat Red before support for the deployment is lost.

Dogfight- King's College London
Hosted by Professor Philip Sabin
Afternoon Session only

This is a simple grand tactical sim of WW2 fighter combat between escorts and interceptors as they seek to protect or assail a formation of bombers. Each turn represents 10-15 seconds, and each counter represents a flight of 4-6 fighters. The game highlights especially the importance of altitude and the utility of covering tactics to protect other fighter or bomber formations. Escorts can easily cover the bombers, but in doing so they become predictable and expose themselves to attack. Interceptors need to balance their efforts carefully between engaging the bombers and dogfighting with the escorts. The result is a swirling contest of manoeuvre which provides important insights into the enduring mechanics of aerial combat and the importance of teamwork and tactical cooperation.

More generally, the sim offers a valuable case study in how even a complex multi-dimensional phenomenon such as aerial combat may be captured in a simple and fast-moving manual game, through judicious use of abstraction to focus on the essentials without getting bogged down in technical details. It also showcases the flexibility of manual wargame design. The system evolved as a simpler spin-off of Phil Sabin's *Angels One Five* sim as used in his air power teaching over many years, and it is designed to use the same map and counters as in Lee Brimmicombe-Wood's *Wing Leader*sims. It shows how easily users can adapt existing manual game systems and components to meet their own individual requirements.There will be time for at least two complete games, with different scenarios. The full rules and two illustrated sample games may be found by Googling 'Wing Leader BGG'.

Future of Global Salafi Jihad - ICONS Project (University of Maryland) – Support to the United States National Counter Terrorism Center
Hosted by Devin Ellis, in room K4U.04
Afternoon Session only

This medium-term strategy game is designed to explore possible trajectories for major Salafi Jihadist organizations in a Post-Fall of Raqqa setting. The game mechanics focus on strategy and resource trade-offs that groups must make between local and global objectives, and how and why they may choose to operate in different geographic regions around the globe.

This game is under development to support the US National Counter Terrorism Center's Directorate of Strategic and Operational Planning as they carry out a series of Net Assessment activities focused on the future of global Salafi Jihad.

HOSPEX Tabletop - A Field Hospital Simulation - HQ Army Medical Services
Hosted by Colonel David Vassallo
Afternoon Session only

The HOSPEX Tabletop is a low tech but high impact military medical wargame drawing on many years' experience of field hospital deployments and major incidents in combat zones. It has elicited a lot of interest from many NATO Defence Forces as a way of preparing medical staff before full scale exercises or deployments, and also has civilian relevance for terrorist incidents.

The HOSPEX Tabletop is normally undertaken as a morning or an afternoon Workshop. It normally uses two to five tabletop areas representing deployed NATO Hospitals during a contingency operation (including for interest the renowned Camp Bastion Hospital in Afghanistan). A maximum of two playboards will be used during this Conference.

Each playboard has cards representing each member of the medical staff on location. Casualties are represented by sets of cards in plastic wallets, replicating particular scenarios, from single trauma cases up to a variety of major incidents, including terrorist bombings. There are other visual aids with a light hearted touch. Participants learn and practise the principles of command and control, safety, communication, assessment, triage, treatment and transport (CSCATTT), testing their decision skills, in an enjoyable and interactive learning environment during a session lasting up to two hours.

Maillot Jaune
Hosted by Charles Vasey
Afternoon Session only

Maillot Jaune is an attempt to recreate a major three-week cycling tour with flat, broken and mountain stages and time trials. Each player represents the DirecteurSportif of a cycling team. All teams are exactly the same, with their abilities reduced to a number of tactics cards for each kind of stage. This allows a five to six hour stage to be covered by a single card play, or by three in the prestigious mountain stages. Although by the end of the game each team will have received the same cards, they are not all available at the start of the Tour, with new cards being received each rest day. The system is double-blind bidding. The challenge is to see if players can derive enough data to build a successful strategy and ride into Paris drinking the champers. No cycling knowledge is needed, but it will not harm your chances.

Maritime Operations Decision Exploration game - Naval Undersea Warfare Center
Hosted by Paul Vebber
Evening Session only

The game is a "hex and counter" style wargame designed to introduce players to maritime operations and the capabilities that enable successful maritime warfighting. It uses a limited framework of rules and promotes eliciting player discussion of why they believe their capabilities will achieve the objectives they set.

There are 4 learning objectives the game is designed to teach players:

1). Describe the relations between combat forces operating in the 6 warfare domains: Aerospace, Sea Surface, Undersea, Land, Electromagnetic spectrum (EMS) and cyberspace.

2) Describe the relationships between the operational dimensions of Time, Space, and Force in a major theater conflict.

3) Describe basic concepts of operation (CONOPS) in a major theater war and related planning factors.

4) Describe the relationship between technological capabilities and operational warfighting effects.

The game will use the South China Sea as the sandbox for a generic scenario that uses notional forces from mythical countries.

Matrix Game Construction Kit
Hosted by Professor Rex Brynen and Major Tom Mouat, in room K4U.04
Both Sessions

The Matrix Game Construction Kitprovides everything you need to design and play matrix games. This includes a set of basic and advanced game rules, guidance on game facilitation and design, over 250 reusable tokens, almost 800 unit stickers, isomorphic map tiles, other markers, marker tracks, dice, and two complete matrix games. Purchasers of the kit also have access to online resources, allowing them to print additional stickers as required. Development of MaGCK was supported by Dstl.

Two demonstration games will be offered. In the afternoon session, we will run A RECKONING OF VULTURES (included with MaGCK), a game of coup plotting and political intrigue in the fictional Republic of Matrixia. In the evening session, ISRAEL-HIZBULLAH WAR 201? (developed with MaGCK) will explore a possible future conflict between Israel and Hizbullah.

RCAT –A Year in Iraq, 2004-2005 - Cranfield University
Hosted by Jeremy Smith and Graham Longley-Brown
Both Sessions

RCAT – Iraq 2003-2009 was produced as an historical test during the formal Verification & Validation process of RCAT by Dstl. The aim of the test was 'to compare an RCAT simulation of the post-kinetic phases of the Iraq War from 2003-2009 to the historical reality, identify variances and examine the reasons for these in order to improve the validity of the RCAT system.'

The game explores the Iraq War in turns of 6-months, starting after the initial invasion had been resolved, and concentrating on the COIN, stabilisation and security sector reform aspects of the campaign. There are four player cells to start: Coalition (Blue); Iraqi Government (Green); Sunni (Red); and Shi'a (Orange). Each player cells requires two people. If factions split, other cells can be added as needed e.g. AQ, a Shi'a Iraqi Government etc.

Force Elements are represented at the brigade (or equivalent) level. Being an operational level wargame, the reactions and perspectives of population groups, and regional and international actors are crucial. These are modelled using the 'Marker Track' system integral to all RCAT games, and are where the game is won or lost.

Strategic Level Decision Making in Disaster Management - Netherlands

Organisation for applied scientific research TNO.
Hosted by Anja van der Hulst
Both Sessions

The DRIVER Strategic Level Decision Making game aims at training higher level commanders in decision making in disaster management. The current version employs a flooding scenario. It presents the players in a pressure cooker session with a number of really hard dilemmas. For each of the dilemmas, there will be advisors that can be consulted, providing, for example, a political, technical, financial or legal perspective. The game session is fairly short: a 20 minute game session and a (in this case 10 minute) reflection. We'll run a number of sessions during a GamesFair session. The game was developed within the EU project DRIVER and we are testing the game for that project.

Winged Exile –Air Warfare School, Cranwell

Hosted by Flight Lieutenant Colin Bell
Both Sessions

Winged Exile is an Operational Level Air War Game. It has been utilised with Air Cadets and Officer Cadets. A more advanced version will be trialled on Basic Air Warfare Course 50 in September for introduction into the BAWC as part of initial officer training. Winged Exile allows two teams to compete as opposing JFACs with asymmetric missions. The game focuses on the broad brush capabilities of RAF aircraft and how they will operate in a contested environment. Command and Control in an air environment is significantly important and both teams will have different considerations to factor into their planning. Featuring simultaneous planning phases and movement phases for both teams, the game tries to bring the dynamic nature of air combat into reality, forcing both sides to consider the use of Air Power in both time and space. It is a significant training tool to teach how the RAF operates, and the fundamental capabilities of some of the aircraft. Designed for two teams, it can be played by only two. It requires nothing more than access to a printer, and has been designed to be a standalone pdf that can be printed and utilised by any interested groups as a way of running an Operational Air War, displaying some of the challenges faced by a real JFAC.