

# Connections UK 2019



# Why we're here

## Connections mission:

To advance and preserve the art, science  
and application of wargaming

Connections UK 2019 is based 100% on your feedback from 2018

While the intro to War Game day was interesting and provided a useful context to the subject, there were far too many people in the room. Tom said he usually has around 20 for the course and there were over 80 who turned up, which made the training difficult. With so many people in attendance I did not actually get to take part in any war gaming throughout the day, which I think is quite fundamental in learning about it. Just being an observer all day was boring and disappointing, particularly with the last game which seemed to run for a few hours. I am not sure if I could recommend this course to others based on how oversubscribed it was.

**You all did a great job! Congratulations!**

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G Fair ✓ 1st nt? Magazine. Redox

3 Designing III III III II (12)

Two/streams III III III III (13)

? Auto/H III Enclosure camp (V manual) (3)

10 in dresses III (5)

10 Second III III II (12)

3rd/4th III (3)

06 And a cap III III (10)

Process Group III (4)

R.P. I (1)

2nd try v anal II (2)

Cyber I (1)

VR speakers (2) (3) (3)

3rd/4th designer II (2)

Toy and player III (5)

How to design III II (7)

Co's in the play III (5)

Facilitate I

Space I (2)

How to start I (1)

Children of History II (2)

Red cell I

Hybrid I

Deck I

IA I

Severance II (2)

W/S Future I

Future FWS I

1st time W/S I

Maps I

Small nation I

W/S I

Fantasy I

Re-utility I

W/S in the game I

Game Lab I

Critical assess I

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UK OFFICIAL

21/11/2018 v1.1

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GFair ✓ 1st nt? Megame, Rodwell  
Diversity IIII IIII II (17)  
Histories II (2)  
WG  
Red cell  
Hybrid  
Dice  
1A  
Scenarios II (2)  
TW/streams IIII IIII IIII (10)  
? Auto/H IIII  
Escortage comp (v manual) (2)  
(5)  
ED M classes IIII  
20 Beyond  
22 Busch (12)  
3  
II

Play more games!

Introduction to  
Wargaming Course

More diverse game formats

...but keep the megagame

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## Plenary:

'Beyond Defence': Gaming  
Peace and Stabilisation Operations

## Simultaneous streams (Deep Dives):

& #s

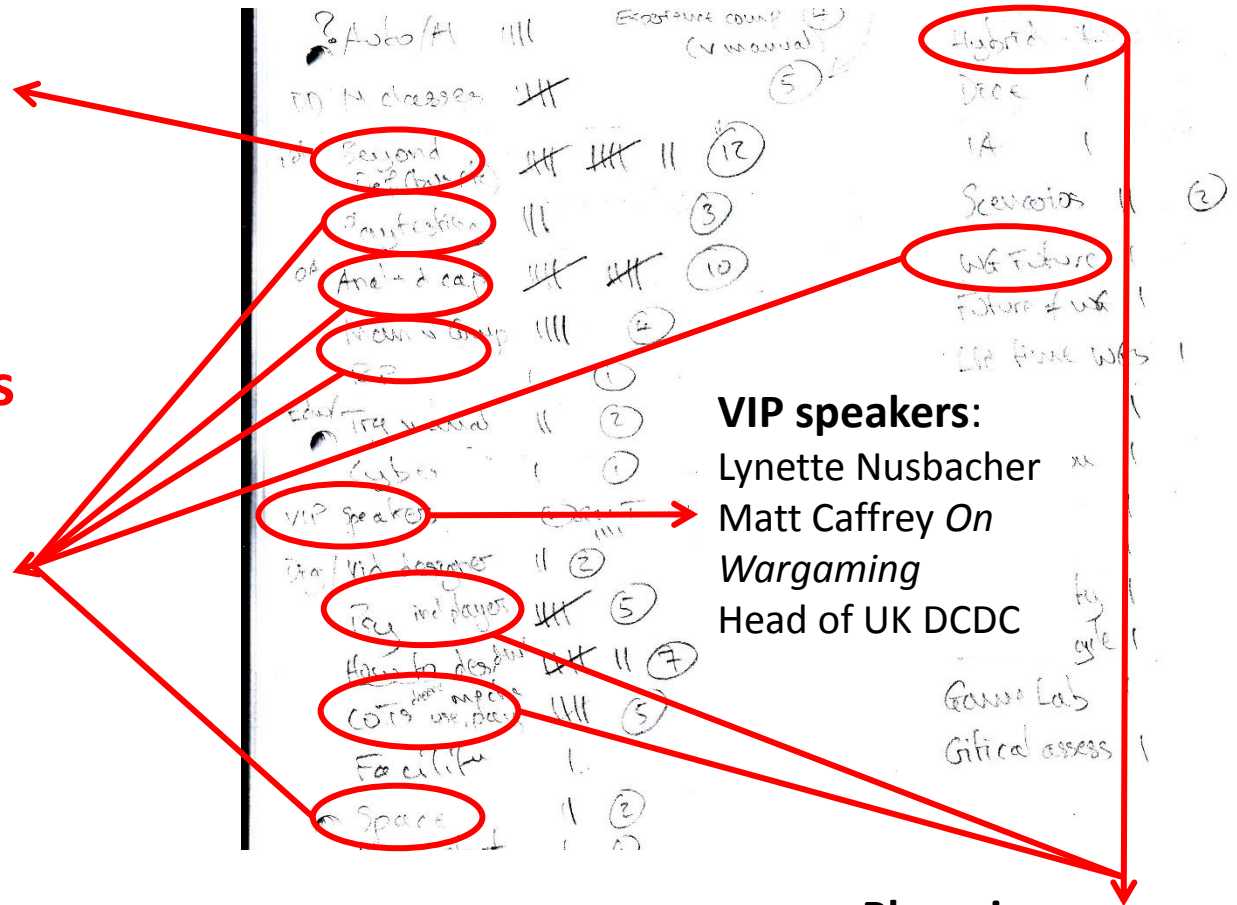
Quantitative vs Qualitative gaming  
Answering 'So what?' Questions  
Successful Playtesting  
Data Capture & Analysis  
Wargaming the Future  
Space Games  
Technology to Support Wargaming

## VIP speakers:

Lynette Nusbacher  
Matt Caffrey On  
Wargaming  
Head of UK DCDC

## Plenaries:

The Psychology of Wargaming  
Wargaming Hybrid Ops  
Using COTS/MOTS Games



# So what?

This is your conference,  
and it's very busy!!!

So, how will we make it work?

# Skills I took away from the Infantry

Digging trenches

Shouting loudly

Mission Command:

Tell people why they're doing something

Give them the resources to complete the task

Give them any necessary constraints to work within

...then trust them to get on with it!

# Resources and necessary constraints, then over to you...

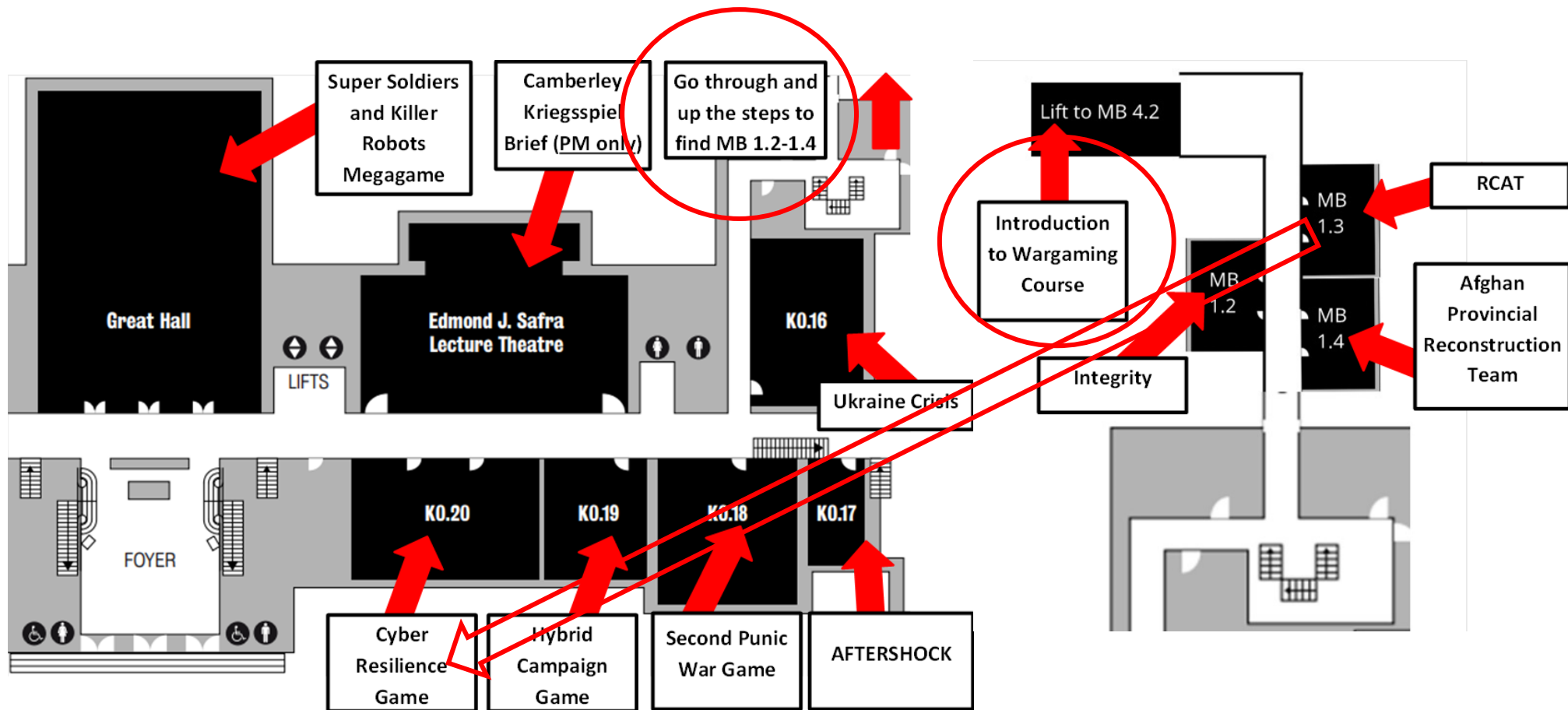
## Day 1:

Time	Event	Chair/Speakers	Remarks
0900 - 0930	Arrival and drinks – KCL Great Hall Entrance		
0930 - 0945	Welcome and introduction – Safra Lecture Theatre	Maj Tom Mouat, Prof Philip Sabin, Colin Marston and Graham Longley-Brown	Daily conference structure and locations, followed by move to various locations
1000 - 1300	<b>Introduction to Wargaming Course – K4.2</b>	Maj Tom Mouat and Jerry Elsmore	All day
1000 - 1300	<b>Diverse Game Formats and Adjudication Methods –</b> Great Hall, MB1.1, 1.2, 1.3 and 1.4, K0.16, 0.17, 0.18, 0.19 and 0.20  1045-1130  Drinks 1100 -1130 – Great Hall Entrance  1130-1200	<b>Games:</b> (signed up to pre-conference) 1. <i>Megagame:</i> Super Soldiers & Killer Robots 2035– Jim Wallman 2. <i>Map &amp; counter:</i> Ukraine crisis – Rik Stolk and Graeme Goldsworthy 3. <i>Map &amp; counter computer-assisted wargame:</i> RCAT Full-Spectrum Adjudication – Graham Longley-Brown, Jeremy Smith, Dstl, NSC and Slitherine 4. <i>Card-driven game:</i> Cyber resilience game – LTC Thorsten Kodalle	Megagame all day; others 2 x ½ day sessions. See map on next page for locations 5. <i>'Euro-style' board game:</i> AFTERSHOCK Humanitarian Crisis Game – Prof Rex Brynen 6. <i>Board game:</i> Integrity: Conflict Sensitivity and Corruption – Paul Howarth 7. <i>Matrix game:</i> Hybrid campaign game – Anja van der Hulst 8. <i>Map &amp; counter:</i> Afghanistan Provincial Reconstruction Team (PRT) Game – Roger Mason 9. <i>Map &amp; counter plus negotiation:</i> 2 <sup>nd</sup> Punic War – Phil Sabin
1300 - 1400	Lunch		Pay as you dine in King's Kitchen or snack bar
1400 - 1745	<b>Introduction to Wargaming Course – K4.2</b>	Maj Tom Mouat and Jerry Elsmore	
1400 - 1745	<b>Diverse Game Formats and Adjudication Methods –</b> Great Hall, MB1.1, 1.2, 1.3 and 1.4, K0.16, 0.17, 0.18, 0.19 and 0.20 and Safra Lecture Theatre  Drinks 1530-1600 – Great Hall Entrance	<b>Games:</b> (signed up to pre-conference)  <b>As morning session</b> plus at 1400 in the Safra Lecture Theatre:  <i>Three-table double-blind wargame:</i> Camberley Kriegsspiel – Ivor Gardiner. This is a briefing only, which will include recruiting participants for the Day 2 Games Fair	Megagame all day; others 2 x ½ day sessions
1800 – 1900	Wargame component production and map generation – K4.2	Maj Tom Mouat	Informal evening session



# Resources and necessary constraints: locations

## Day 1: ITW Course and Diverse Games



# Day 1 activities: ITW Course (61)

# Game allocations

Megagame: Super Soldiers & Killer Robots 2035 (28) **All day**

# Game allocations - **Morning**

Afghan PRT  
**AM only**

2nd Punic War  
**AM only**

Ukraine

AFTERSHOCK

Hybrid  
Campaign  
Game

RCAT

Cyber  
Resilience  
Game

Integrity  
**PM only?**

# Game allocations - **Afternoon**

Cyber Resilience Game	Integrity	Ukraine	AFTERSHOCK	Hybrid Campaign Game	RCAT
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Camberley Kriegsspiel 1400 (Safr)

Let the games begin!  
Over to you...