



A lot has happened since the last Warfare in 2019. We are delighted that you can come and join us this year. There is plenty to see, the Traders, the Demonstration games and those nice Participation games. Competition games (the serious stuff). And - the huge Bring and Buy. Do have a wander.

This is our 41st Warfare Show and our biggest to date.

See also our website and Facebook for events coming up at the club:
www.wargamesreading.co.uk
www.facebook.com/WargamesReading/

My grateful thanks to the 2021 committee and club members who again have put great efforts in getting this show up and going again!

Have a great show! All the best! Chris Watling (Chairman 2021)

WHAT TO DO AND WHERE TO FIND IT

The Show is split across 4 floors. The Traders, Demo & Participation games are all on the ground floor. The Bring and Buy is in the Ascot Authority room on the 2nd floor. The Competitions are spread over the all 4 floors.

All of this guide was correct when written but unfortunately with the current covid situation there may well be drop outs and changes after this has been finalised. If something is not where you are expecting please ask one of our members around the show and they will try and find it for you!

This year we have the following for you to peruse:

Traders - 70+ individual stands, details are on page 2 with a layout for where to find each stand.

Demonstration & Participation Games - 16 games for you to have a look at and participate in, details are on page 3

Competitions - This year we have 600+ competitors playing in 18 tournaments, these are on the top 2 floors of the grandstand.

Food & Drink - There are three refreshment locations, two, Lavazza & Mrs B's Kitchen on the concourse (ground) level and the Horsewalk Bar on the 4th floor.

THANKS

Putting on an event of this size takes a lot of work at the best of times and the last few years has been more challenging than ever. I would like to thank the organisers for their efforts:

Chris Watling - Chairman
 Alistair Osborne - Vice Chairman, Web & Publicity
 Tony Lennon - Secretary, Bring & Buy
 Steve Watling - Warfare Lead
 James Cameron - Treasurer
 David Henderson - Competitions
 Steve Johnstone - Trade Organiser
 Paul Hays - Logistics
 James Baldwin - Door
 Ian Sewell - Logistics

Thanks to our sponsors KR Multicase and Deep Cut Studio.



Our special thanks to all the umpires and club members who come together to make a show of this size work by doing all the multitude of tasks required to make it all happen.

Let us not forget the people who run the Demonstration and Participation games tirelessly to make your day more enjoyable, many who have travelled a long way to be with us today.

THIS YEARS CHARITY

Transform Housing & Support are the largest supported housing provider in Surrey. We are also a local registered charity dedicated to the prevention of homelessness.

We provide housing and support to over 1,700 socially excluded and vulnerable people each year who are homeless or at risk of homelessness across Surrey and in surrounding areas.

We provide safe and secure housing and overlay that with key worker support to help them improve their well-being, health and education thereby developing the confidence and skills to live as independently as possible.



Please do not forget to buy a raffle ticket or make a donation to help them with the excellent work they do.

ABOUT US

We are one of the biggest Wargaming clubs in the country by numbers (130+). We're very friendly as you may see. A huge range of games are played nightly and new ones always appearing too. Our Members will try anything!

So, do come visit on any Wednesday night (6 pm to 11 pm) at the Winnersh Community Centre, Mole Road, Sindlesham RG41 5DU. Or, perhaps come to one of our 10 per year all day Sunday games (9 am to 5pm). First visit is free, and yearly membership is only £40 for the whole year with no weekly fee or costs, there is a Coffee bar too!

SHOW OPENING TIMES

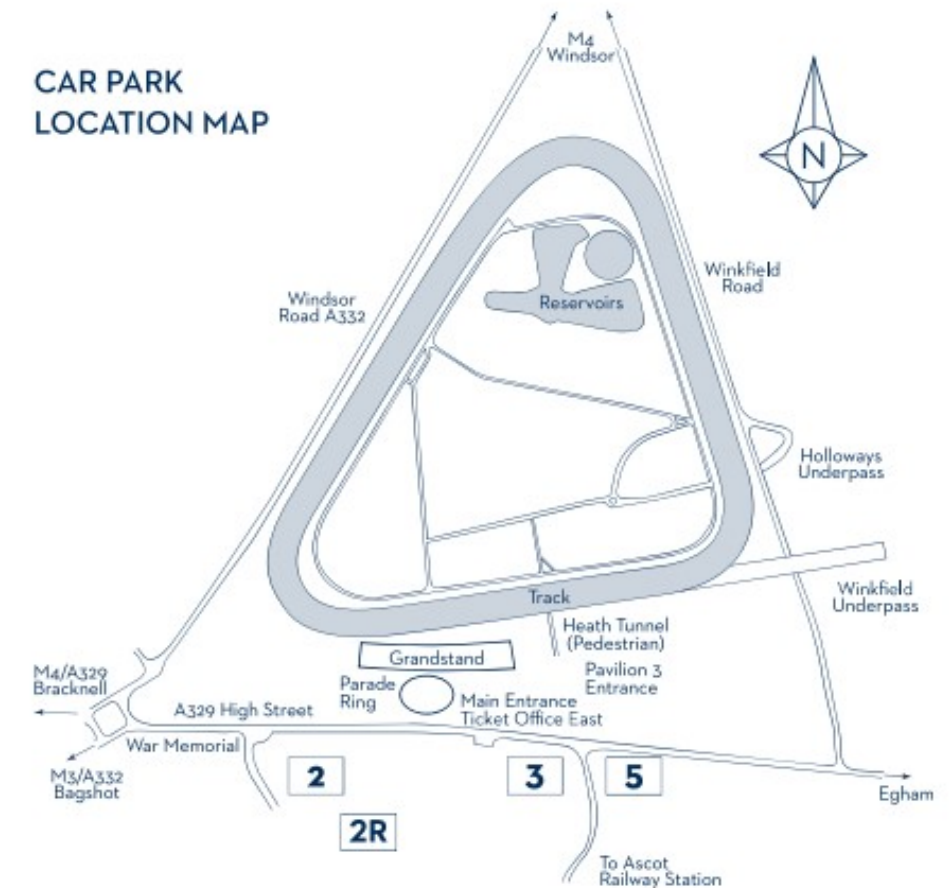
The show will be open for the following hours:

Saturday 10am to 5pm
 Sunday 10am to 4pm

Entry is from the Ticket Office East Opposite car Park 3

CAR PARKING

Free car parking is available in Car park 2, more detail for where these car parks are is available please see the map below:



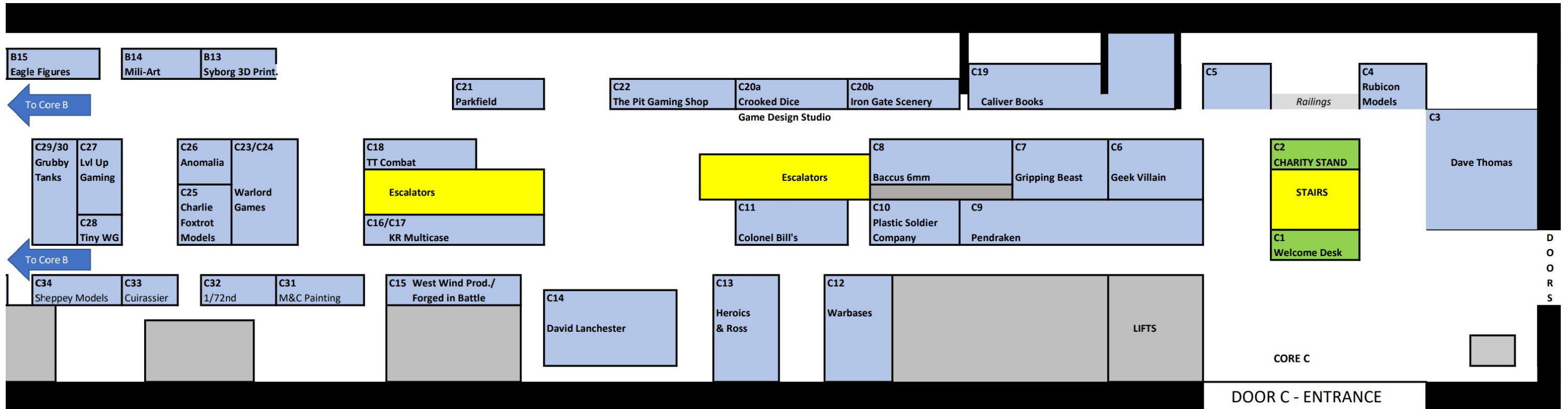
WARFARE 2022

We were planning for Ascot to be the new home of Warfare however the pandemic has changed Ascot's plans. Therefore we are very excited to announce that Warfare 2022 will be moving to Farnborough International Exhibition and Conference Centre. We have signed a multi year contract so are hoping to be there for a long time. The dates for Warfare 2022 will be 12th - 13th November. More details to follow in 2022.

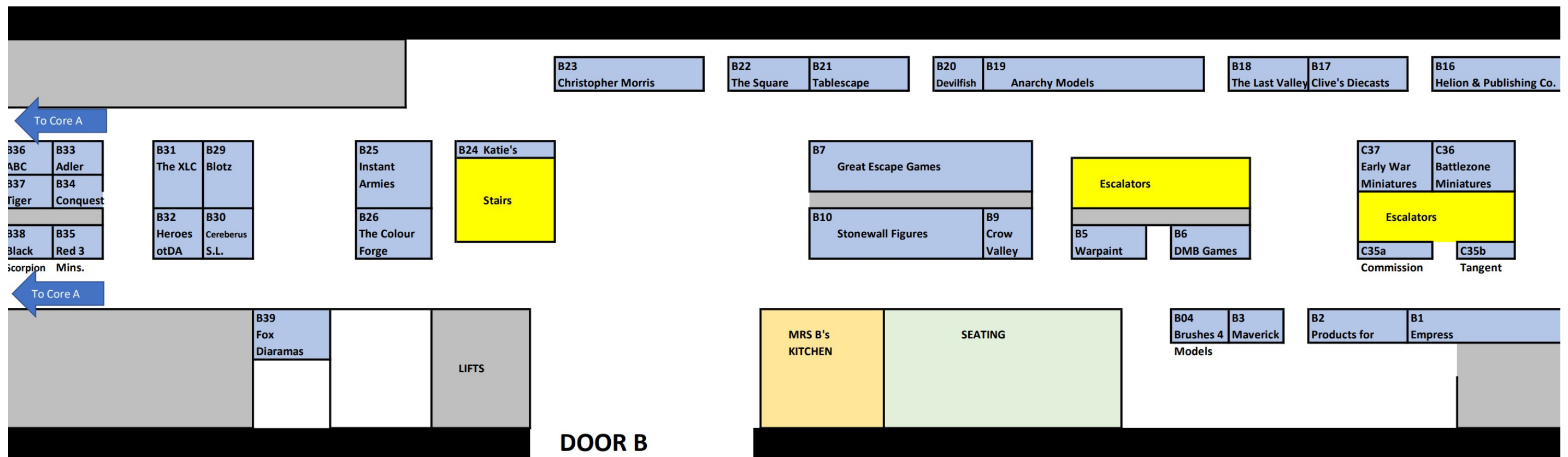
TRADER MAP



Core C:



Core B:



DEMONSTRATION & PARTICIPATION GAMES MAP



1. Deal Wargames Club - Shall We Dance?" - The Boworadet Rebellion, Siam 1933

2. Tail End Charlies - Making Angels Blood Red Sky

3. Society of Ancients - Battle of Paraitacene 316 BC

4. Malvern Old Wargamers -The Last White Rose, Tudor armati

5. Riddle Warriors - *Conquest: Last Argument of Kings & Conquest: First Blood*

6. Newbury and Reading Medieval

7. Huntingdon and District Wargames Society - 4mm Battle of Telamon 225BC

8. Jenima Fawr's Wargames Blog - 10mm ACW

9. Boscombe and Amesbury Wargames /Club - Escape from Jurassic Islands

10. Guildford Wargames Club - Battle of Bisley

11. Prince Rupert’s Regiment of Sealed Knot - 28mm English Civil war participation game

12. Aylesbury Wargames Club - WW1 participation game. Knights of the Sky.

13. GLC Games Club - A fistful of bullets’ / Type: A series of western gunfights set in the 1880’s (Saturday Only) / Strength and Honour - Strength and Honour demo game (Sunday Only)

14. Combined Oppo's Wargames group - French Indian War

15. WAR Club - "What - Do those Frenchman Fly?"

16. Chris Smith - Kings of War
- There will be prizes given out for the best Demonstration and Participation games and the most innovative in across both types of game. If you would like to let us know which you think are the best please let us know at the Help point by the main entrance.

Core A:

