

NOVAG/POTOMAC WARGAMERS WINTER GAME DAY 2017 PRIMARY EVENTS LIST

GAME TITLE: Siege of Skipton Castle

GAME MASTER: Brian De Witt

PERIOD: Medieval

SCALE: 25mm

NUMBER OF PLAYERS: 8

RULES: Home

GAME DESCRIPTION: Bring your ladders, catapults, rams burning oil and rocks to either storm or defend Skipton Castle. Rules will be taught.

GAME TITLE: Piacenza

GAME MASTER: Tim Tilson

PERIOD: War of the Austrian Succession

SCALE: 15mm

NUMBER OF PLAYERS: 5

RULES: Black Powder

GAME DESCRIPTION: 15 June 1746. Piacenza Italy. After concluding peace with Frederick of Prussia in December 1745, Maria Theresa ordered Field Marshal Ulysses von Browne to Italy with a small force. The Austrians marched over the Alps in late winter and upset the prevailing Allied dominance in Lombardy. Browne quickly retook a number of outposts and Milan. The Spanish evacuated Parma, retreated north to Piacenza and entrenched outside the city. With the arrival of the main Austrian army under General Liechtenstein, the Spanish were outnumbered 56,000 to 26,000. However, the entrenchments greatly favored the Spanish and so Liechtenstein settled down to a siege. On June 14, a French relief force under Marshall Maillebois arrived on the Allied left wing, south of the city, shifting the balance of forces in favor of the Allies. Browne sensed an Allied attack, and refused his left wing, deploying it behind the Canale San Bonico. At first light, the Allied right wing advanced.

GAME TITLE: "Halle 1806"

GAME MASTER: Tom Bierschenk

PERIOD: Napoleonics

SCALE: 15mm

NUMBER OF PLAYERS: 2-4

RULES: Napoleons Battles 4th Edition

GAME DESCRIPTION: 17 October, 1806: Bernadotte's I corps rushes to cross the Saale river at Halle and destroy the Duke of Wurttemberg's Reserve Prussian Corps, the only remaining intact large Prussian force between Napoleon and Berlin. Bernadotte must restore his honor, after having shirked his duty at Jena/Auerstedt.

GAME TITLE: Sharke's Bridge

GAME MASTER: Mark Fastoso

PERIOD: Napoleonic Fantasy

SCALE: 28mm

NUMBER OF PLAYERS: 6

RULES: Dragon Rampant

GAME DESCRIPTION: Lt. Sharke and his Chosen Orc Rifles have been ordered to destroy a bridge on the border. Seems like an easy mission but he has been accompanied by Colonel Simm'Orcson, a rather buffoonish officer, and his men who are out for glory. All seems quiet at the bridge and Simm'Orcson despairs at losing his chance for fame and fortune until he spies a cannon being moved into position across the river. He immediately orders his men to cross the bridge and capture the gun! Lt. Sharke stares in shock at Simm'Orcson and his men cross the bridge he is about to blow to kingdom come. This is a Napoleonic Fantasy game using Flintloque figures and Dragon Rampant rules.

GAME TITLE: Sand Dunes of Zwarzfontein (German South-West Africa)

GAME MASTER: Roy Jones

PERIOD: Colonial

SCALE: 25mm The Sword and the Flame (Modified)

NUMBER OF PLAYERS: 6

RULES: The Sword and the Flame (Modified)

GAME DESCRIPTION: The Herero War is over - the Nama Wars have begun! The alliance between Nama leader Hendrik Witbooi and the Kaiser is shattered! A combined Nama force of Witbooi troops and those of Simon Kooper confront the Germans at Zwarzfontein. The Germans have mobile mountain guns, but the Nama have some

GAME TITLE: White Eagle, Red Star

GAME MASTER: John Koprowski and Dave Markley

PERIOD: 1920 Post WWI Poland

SCALE: 20mm – 1/72

NUMBER OF PLAYERS: 6

RULES: Too Fat Lardies' Triumph of the Will /If The Lord Spares Us

GAME DESCRIPTION: It's 1920 and Vlad, Lenin not Putin, is moving west to spread the Glorious Workers Revolution to Western Europe and ...Amerika. Can the outgunned and undermanned Poles save Civilization from the Godless Bolshevik barbarians? Man your machine gun; pilot your fighter plane; or drive your armored train into the Polish fight for freedom...or ride into glory with Seymon Budonny.

GAME TITLE: Panzer Kids Desert Skirmishes

GAME MASTER: Peter Schweighofer

PERIOD: World War II

SCALE: 15mm

NUMBER OF PLAYERS: 2-6

RULES: Panzer Kids Deluxe

GAME DESCRIPTION: Command tank forces battling for control of the North African desert in World War II using these beginner-friendly rules. Maneuver British and German tanks around dunes, oases, and other obstacles to destroy enemy tanks and win the day. Drop in to learn the rules and fight a quick skirmish or stick around to try some of the optional rules to add depth to your game experience. Wargaming beginners welcome. Kid-friendly game; ideal for players 7-12 years old.

GAME TITLE: WWII Air Battle – Wildcats vs Me-109s

GAME MASTER: Dennis Wang

PERIOD: WWII

SCALE: 1/285

RULES: Air Force/Dauntless

GAME DESCRIPTION: Air Force/Dauntless with computer assist. 4" hexes and 1/200 airplanes (Wings of Glory scale) with telescoping flight stands equipped with climb/dive, bank, altitude indicators. Bring your tablet/smartphone/laptop equipped with a WWW browser. Windows, Mac, Android, Chromebook all OK. Paper and pencil not required/used. Novices welcome. Rules PDF free on the Web or at the meeting. On 26 March 1945, FM-2's from 882 Squadron Lieut Comdr. GAM Flood, RNVR) off HMS Searcher, escorting a flight of Avengers along the coast of Norway, was attacked near Christiansand by a flight of eight III Gruppe JG 5 Me-109Gs. The Wildcats (now called "Wildcat instead of "Martlet" as the Fleet Air Arm adopts the USN names for carrier aircraft in January 1945) shot down four of the Me-109Gs at a cost of one Wildcat damaged. A fifth 109 was claimed as damaged. These were the last British Wildcat victories at the end of WWII

GAME TITLE: End of an Iron Dream

GAME MASTER Jason Weiser

PERIOD: WWII

SCALE: 20mm

NUMBER OF PLAYERS: 8

RULES: Battlegroup WWII

GAME DESCRIPTION: It's the typical story, 1945, a German garrison in East Prussia is holding on by their fingernails to stave off the inevitable. Someone at OKW had the bright idea to send in some supplies to them, and thought, if we're going to do that, why not launch a local counterattack to open a corridor to them? Suddenly, an entire company sized Kampfgruppe is now on the move at night against a Soviet force of unknown size, trying to blast open a corridor to a garrison that may not still be there.

Can you make a silk ear out of a sow's purse and complete this fool's errand.

GAME TITLE: The Battle of Yampil, 19 June 2014

GAME MASTER: Mike and Patrick Byrne

PERIOD: Modern

SCALE: 28mm

NUMBER OF PLAYERS: 6

RULES: Force on Force

GAME DESCRIPTION: Before a cease fire takes place pro-Russian rebels launch an offensive to take more towns. The Ukrainian Army launches a counter attack to encircle the rebels. Can the rebels stop the Ukrainian counter attack?

GAME TITLE: Space Hulk

GAME MASTER Stefan B. Tahmassebi

PERIOD: 40,000 AD

SCALE: 28mm

NUMBER OF PLAYERS: 4-6

RULES: Space Hulk 2012

GAME DESCRIPTION: Terminator Space Marines versus hungry Tyranids.

Administrative Details:

Winter Game Day will be held on Sunday January 29, 2017 starting at 1:00 p.m. at the Centreville Library. The library is located at: 14200 St Germaine Rd, Centreville VA 20121-2299 (roughly I-66 and US 29). The Library phone is 703-830-2233. This event is free. The library opens at 1:00 for players. GMs may enter the side door starting at 12:00 noon.