

# **NOVAG/POTOMAC WARGAMERS**

## **WINTER GAME DAY**

### **2020**

## **PRIMARY EVENTS LIST**

**GAME TITLE:** Royalists and Roundheads  
**GAME MASTER:** Brian DeWitt & Fred Haub  
**PERIOD:** English Civil War  
**SCALE:** 25mm  
**NUMBER OF PLAYERS:** 8  
**RULES:** Simple Home Rules  
**GAME DESCRIPTION:** A battle from the English Civil War featuring Musket and Pike formations.

**GAME TITLE:** Battle of Kozluda 10 June 1774  
**GAME MASTER:** David Berczel  
**PERIOD:** 18th Century  
**SCALE:** 54mm  
**NUMBER OF PLAYERS:** 6  
**RULES:** All the King's Men  
**GAME DESCRIPTION:** Russia versus Turkey -- Empress Catherine II (the Great) wants the Empire expanded to the Black Sea. General Aleksandr Suvorov leads his division into Turkish Rumelia (present day Bulgaria) against the Turks under Grand Vizier Abdul-Rezak. Suvorov catches the Ottoman army crossing a tributary of the Danube, inland from Varna on the Black Sea. The Russians enter open ground in front of a ridge defended by the Ottomans. Suvorov begins his advance. A light rain has begun to fall and the Ottomans are struggling to move reinforcements across the river to support their surprised troops.

**GAME TITLE:** Battle of Shallow Ford, NC Oct 14, 1780  
**GAME MASTER:** Gregory Starace  
**PERIOD:** AWI  
**SCALE:** 28mm  
**NUMBER OF PLAYERS:** 4  
**RULES:** Carnage and Glory II (Computer Moderated)  
**GAME DESCRIPTION:** Col. Gideon Wright and Col. Hezekiah Wright, having raised a large band of Loyalists from Surry County, N.C., are marching south along the Great Wagon Road in an attempt to connect with Cornwallis' forces in Charlotte. Meanwhile, Maj. Joseph Cloyd, who had just learned the forces he was pursuing were defeated at King's Mountain, has moved to counter this new threat from Surry County. Maj. Cloyd, having connected with several other Patriot militia companies, has arrived a few hundred

yards from the Shallow Ford crossing of the Yadkin River to lie in wait for the unsuspecting and advancing Loyalist columns.

**GAME TITLE:** Gettysburg, July 2nd 1863

**GAME MASTER:** Rick Wynn

**PERIOD:** ACW

**SCALE:** 28mm

**NUMBER OF PLAYERS:** 6

**RULES:** "Battlecry"

**GAME DESCRIPTION:** The second day of Gettysburg was the turning point of the battle and, arguably, the war. Command soldiers of the Blue or the Gray, as Robert E. Lee's Army of Northern Virginia seeks to defeat the Federal Army of the Potomac and open the road to Washington.

**GAME TITLE:** Horses, Hereros and Hot Lead! (German South-West Africa, 1904)

**GAME MASTER:** Roy Jones

**PERIOD:** Colonial

**SCALE:** 25mm

**NUMBER OF PLAYERS:** 4

**RULES:** Sword and the Flame (modified)

**GAME DESCRIPTION:** German Marines and Schutztruppen are moving in column through incredibly thick thorn bushes, in pursuit of Herero forces. Suddenly, shots ring out from the bush - and Herero troops on horseback spring their trap! Germans on foot vs. Hereros on horse, bayonets flashing and bullets whistling: bring your wits, your Mauser, plenty of ammo, and as much guts as you've got - this ain't gonna be no picnic, bud!

**GAME TITLE:** Angriff Auf Braken

**GAME MASTER:** Bernard Kempinski, John Drye and Mark Franke

**PERIOD:** WWII

**SCALE:** 28mm

**NUMBER OF PLAYERS:** 6

**RULES:** Bolt Action with some house mods which we will brief before play

**GAME DESCRIPTION:**

After the failure of Operation Market Garden, British commander Montgomery decided to clear the north bank of the Schelde to open the port of Antwerp for logistic operations. On Friday October 20, 1944 the British I Corps, 2nd Army launched Operation Suitcase to clear the north bank of the river. The British attack made relatively good progress on the first day creating a wedge in the German lines. On the second day, German General Sponheimer, commander of LXVII Armee Korps ordered his 245th Infantry Division, supported by elements of the 559th Schwere Jagdpanzer Abteilung, and two other Sturmgeschutzbrigades to attack toward Wuustwezel. Only parts of those units were available for attack. With a simple order, "Angriff auf Braken" (attack on Braken) the hodgepodge of units advanced south with Braken as their first objective.

Defending the town of Braken were portions of the 1st Battalion, Leicester Infantry Regiment, augmented with 17 pounder antitank guns of 219th Battery of the 55th Anti-tank Regiment. Can the Leicester's hold out long enough for the Churchill tanks of the 147th Regiment Royal Armored to arrive?

The scenario depicts the action on the afternoon of 21 October as the Germans make their second attack of the day to take the town of Braken. The attached photo shows the approximate game board looking from the German perspective south to Wuustwezel and Antwerp.

**GAME TITLE:** Bruneval Raid

**GAME MASTER:** Sean Barnett

**PERIOD:** WWII

**SCALE:** 15 mm

**NUMBER OF PLAYERS:** 8

**RULES:** Fireball Forward

**GAME DESCRIPTION:** British C Company, 2<sup>nd</sup> Parachute Battalion, led by Major John Frost of later Arnhem fame, conducts a nighttime airborne raid to capture top secret equipment from the German "Würzburg" radar station located on the French Channel coast. German defenders from the 1<sup>st</sup> Battalion, 685<sup>th</sup> Infantry Regiment and Luftwaffe installation defense troops scramble to respond when the Paras appear from the night sky.

**GAME TITLE:** Panzer Kids Desert Skirmish

**GAME MASTER:** Peter Schweighofer

**PERIOD:** WWII

**SCALE:** 15mm

**NUMBER OF PLAYERS:** 2-8

**RULES:** Panzer Kids Deluxe

**GAME DESCRIPTION:** German and British tanks battle for control of a Tunisian village using these beginner-friendly World War II rules. Maneuver British and German tanks around oases and buildings 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. War gaming beginners welcome. Kid-friendly game; ideal for players 7-12 years old.

**GAME TITLE:** Navy Seals strike 2nd

**GAME MASTER:** Mike Pierce, Maciej Zajac

**PERIOD:** Modern

**SCALE:** 28mm

**NUMBER OF PLAYERS:** 6

**RULES:** Force on Force

**GAME DESCRIPTION:**

Syria 2019. Navy Seals will attack large terrorist compound. It will be bloody!

Objective: take out all the hostages and destroy Russian deadly rockets