

Potomac Wargamers & Northern Virginia Gamers GAME DAY AFTER ACTION REPORT

Centreville, Virginia

January 28 2023



The library building with the event space on the left.

Brian Dewitt and Tim Tilson again coordinated another highly successful annual wargame day at the Centreville Library. There were nine wargames spread out in a great facility, and just enough participants to play in every game. The weather was dry and comfortable, making it easy to get to the event and bring in troops and terrain. Everyone had an enjoyable time.



The gaming area going full blast. Enough room for nine games running simultaneously.



Dave Berczel (far left) and Ron Prillaman (far right) explain the rules for their Colonial 1870 period game "Chase of Iman Shamel". Photo below is a close-up of the table with Shamel next to the white striped tent, waving a sword surrounded by his followers.





Brian Dewitt's "Command & Colors" game of the Battle of Borodino attracted a crowd of players.



A close up of the French left flank. The figures are classic 20mm from the early 1980s.



Brian on the near right directs the action.



A close up of the French right flank and Russian field fortifications in the background.



Mike Pierce's World War Two Battle of the Bulge game, Defense of Krinkelt - Rocherath. U.S. forces are deploying on the left, and Germans enter from the right rear corner.



The Americans take an accurate and destructive barrage from a nebelwerfer battery at the games start. One Sherman is already in flames.



The battle around turn five. The Germans have concentrated their force of Panthers and are grinding down the American defense.



A squad of American infantry can just be seen hiding behind the church. Hopefully it has thick stone walls.



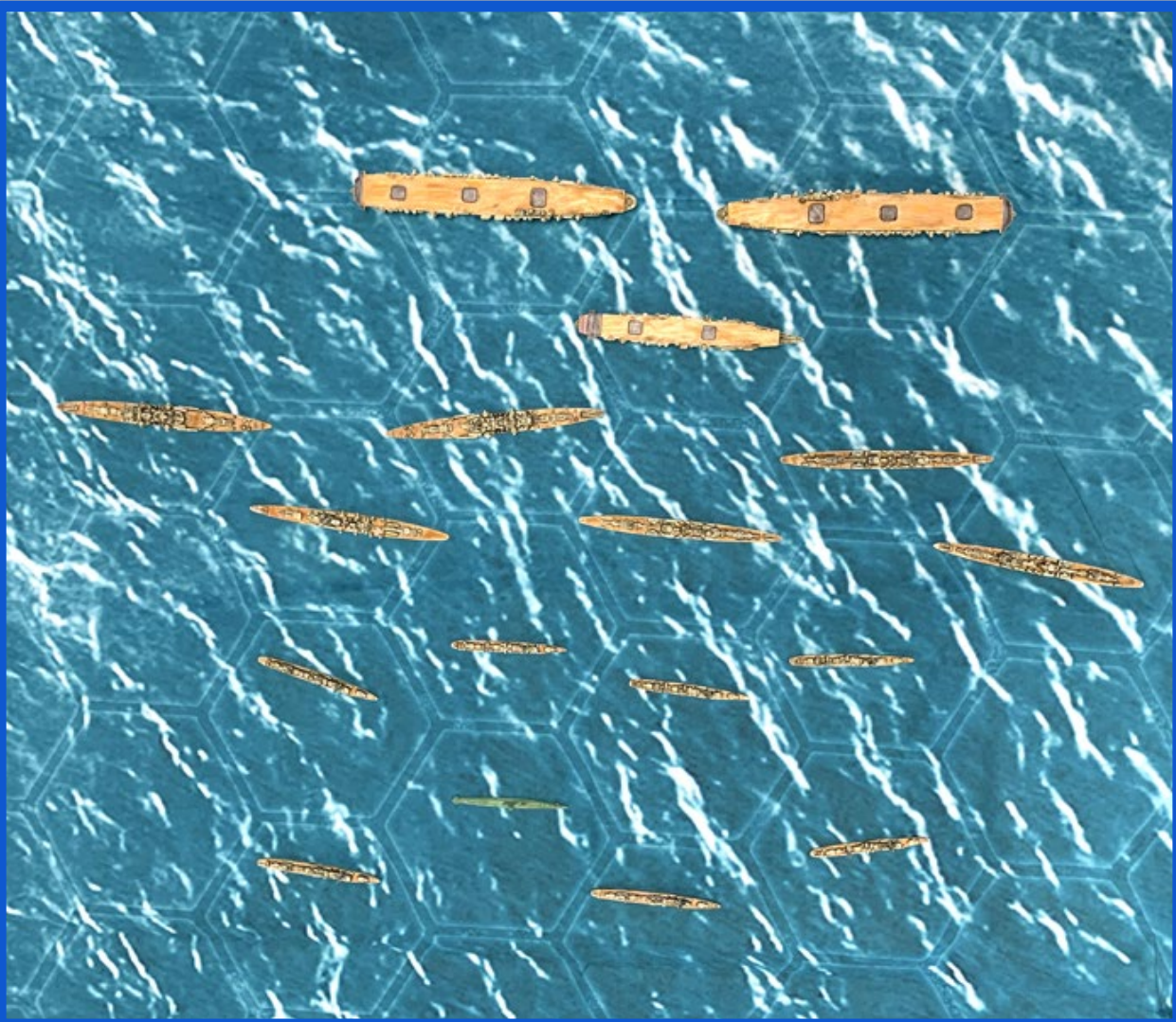
Bob Evans has his Death Race 2000 ready to go.



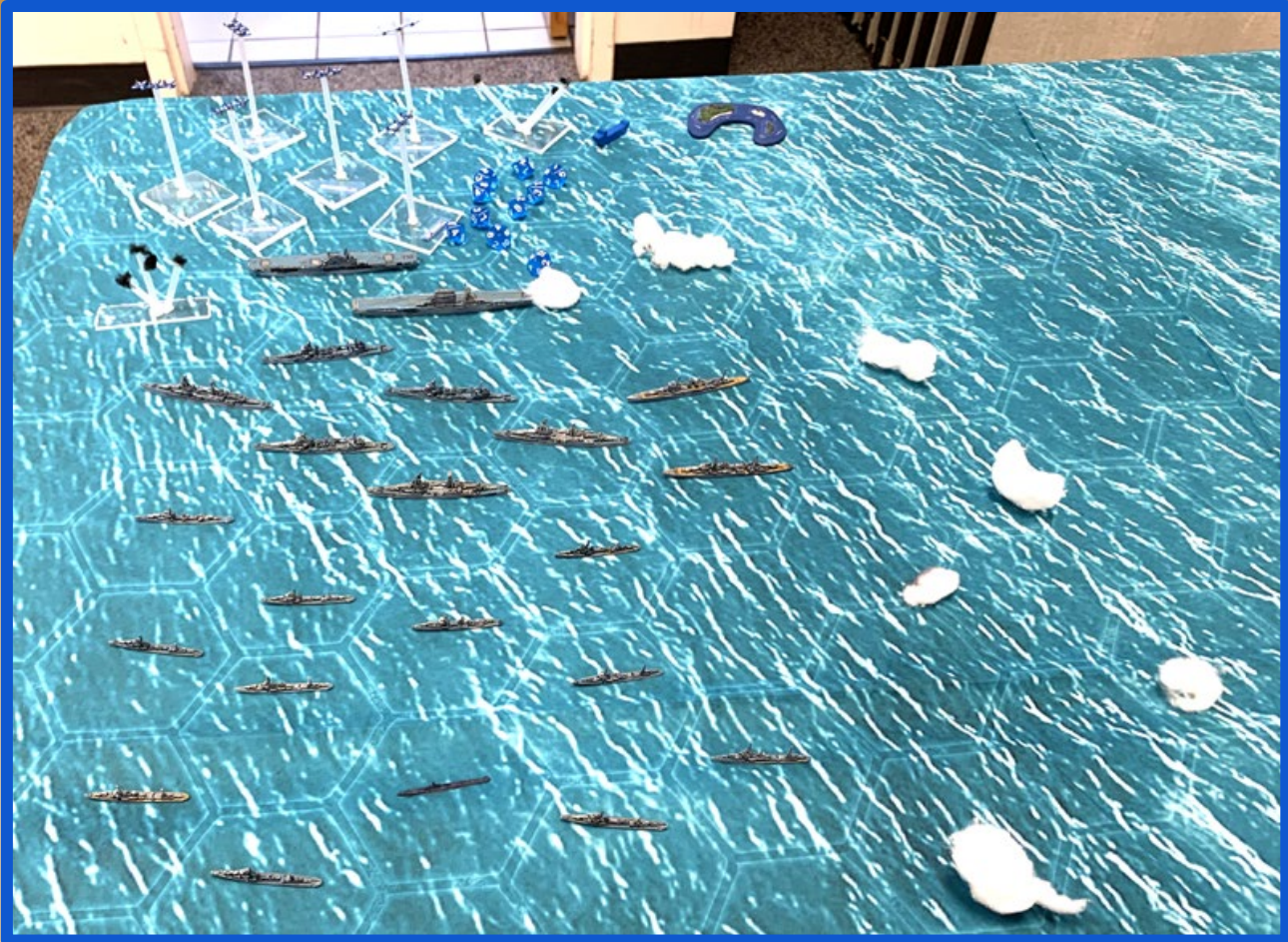
Don Hawthorne at left, prepares to start his Lord of the Underworld scenario, an Ancient Mythology game.



Will Nesbitt's Battle of the Coral Sea scenario laid out on multiple tables.



The Japanese battle group, a powerful force.



The US fleet with aircraft on stands. The hexes are nicely done on the water, just perceptible.



The battle heats up. Both sides declare their attacks.



Michael DeCarlo briefing his players on how to keep those cattle calm and in a herd, no matter what happens, using his "Ruthless, Open Range" rules set.



Cowboys are out on the range. Look out for those buffalo heading toward the herd!



German sailors approach the Liewenberg, that big pile of hills on the left. Row Jones at the upper right corner of the table, keeps the game moving along.

Note: I'm missing a photo of Peter Schweighofer's game "Ariete Advances on Tobruk", using "Panzer Kids" rules. My apologies Peter! It was a nice looking scenario too.

NOVAG/POTOMAC WARGAMERS WINTER GAME DAY

28 January 2023

PRIMARY EVENTS LIST

Game Event Title: Borodino

GM: Brian DeWitt

Era: Napoleonic

Number of Players: 6

Scale: 20mm

Rules: Command and Colors Napoleonic

Description: Refight this major Napoleonic battle using the innovative and popular rules from Command and Colors Napoleonic system. Gorgeous 20mm figures. French versus Russians in a knock down drag out fight. What could be better? This game will be completed in under three hours and run again at 1:00 pm. This game will run less than three hours and be repeated at 1:00 pm.

Game Event Title: The Chase of Iman Shamel

GM: Dave Berczel and Ron Prillaman

Era: Colonial 1870.

Number of Players: 4-8

Scale: 54mm

Rules: Bolt Action

Description: Your orders from Moscow are to capture the renegade Iman Shamel. Local Russian forces fan out to find and capture him alive. Can he evade capture, or will he end up a guest of the Czar? This game will run the entire day.

Game Event Title: Panthers in the Mist: Defense of Krinkelt -Rocherath, December 1944

GM: Mike Pierce

Era: WW2

Number of Players: 6

Scale: 20mm

Rules: Battlefront WW2

Description: The German Wacht AM Rhein plan in the north called for the 277th Volksgrenadier division to quickly break through the American lines and allow the 12 SS Panzer Division to thrust along Rollbahn B to the Meuse. The dogged defense of the inexperienced US 99th Infantry Division frustrated this plan. After being repulsed in a night attack on 17 December, Obersturmbanfuhrer Muller grouped his kampfguppe (elements of 25 SS Panzergrenadier Regiment and 1 SS Panzer Regiment) for a deliberate attack on the villages of Lausdell and the twin villages of Krinkelt and Rocherath. Now defended by elements of 2nd Infantry division, this was a critical position for both sides. Only by clearing it could the Germans maintain their rapid advance westward. This game will run the entire day.

Game Event Title: OPEN RANGE – A cattle drive rule set for RUTHLESS

GM: Michael DeCarlo

Era: Old West

Number of Players: 8

Scale: 15mm

Rules: RUTHLESS/OPEN RANGE

Description: That would be Quick! -- The herd is bedded down and Night Guards are posted while the rest of the Trail Crew gets some sleep. But there can be things in the dark- like rustlers, wolves or Indians. It can wear on the Night Guard. A Herd is always just one good spook away from stampeding! OPEN RANGE is a rules mechanic to add cattle driving to the RUTHLESS Rules' Old West gun fights. This opens a whole new dimension for scenarios based in the Old West.

Game Event Title: Assault at Liewenberg; The South Height! (German South West Africa, 1904)

GM: Roy Jones

Era: Colonial

Number of Players: 6

Scale: 25mm

Rules: The Sword and the Flame (Modified)

Description: Sailors of the Landungskorps SMS "Habicht" find their advance along the Swakop River Valley blocked by concealed Hereros in elevated, boulder fighting positions. A Herero-occupied hill south of the river dominates the entire battlefield and must be neutralized. The Battle of Liewenberg starts with a struggle for the South Height! From the scenario book "The Herero War". More at www.hererowars.com.

Game Event Title: Ariete Advances on Tobruk

GM: Peter Schweighofer

Era: World War II

Number of Players: 2-8

Scale: 15mm

Rules: *Panzer Kids*

Description: April 1942 – Rommel drives his German Afrika Korps back across North Africa for a second time during the war. As British forces retreat toward Tobruk tanks of the Italian Ariete Armored Division surprise rearguard British armored unit defending a village, hoping to delay the Axis advance while they try to evacuate with as much precious petrol as their lorries can carry. Drop in to learn the easy *Panzer Kids* 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. Interested parents and more experienced gamers encouraged.

Game Event Title: Battle of the Coral Sea

GM: Will Nesbitt

Era: WWII

Players: 4-8

Scale: 1:2800

Rules: Flattops and Floating Fortresses

Description: Naval conflict depicting the Battle of Coral Sea. The actual battle of Coral Sea was entirely over the horizon and was a carrier battle between the Japanese and Americans over a period of 2 days. On the first day the Americans have cloud cover and on the second day the Japanese had the benefit of cloud cover. Owing to the distance between the fleets and the cloud cover, this will be a game with some hidden movement. The game covers both days of the battle, but the fleets are close enough that some gunnery and torpedo fire will occur. Simple to learn d10 based game.

Game Event Title: Deathrace 2023

GM: Bob Evans

Era: Post-apocalyptic

Players: 8

Scale: 20mm

Rules: Gaslands

Description: Ring in the new year with an afternoon of racing mayhem and carnage. Complete one lap to take the crown. Sounds easy, right?

Game Event Title: Lord of the Underworld

GM: Don Hawthorne

Era: Ancient Mythology

Players: 2 to 6

Scale: 28mm

Rules: Of Gods and Mortals

Description: Hades and Anubis square off to determine once and for all which one will rule the Land of the Dead. The battlefield is supposed to be neutral ground, but many gods have clashed here before, and there may be unknown artifacts or even unexpected allies to help turn the tide. All materials supplied, but experienced players with their own OGAM armies of up to 900 points are welcome to join in for a battle royale.