

Potomac Wargamers & Northern Virginia Gamers

ANNUAL GAME DAY

AFTER ACTION REPORT

February 1, 2025

*Sully District Government Center (a.k.a. the Police Station)
4900 Stonecroft Blvd. Chantilly VA*



The Sully District Government Center with two community rooms.

Our room with five games set up. A very nice facility but limited to five hours at a time.

Brian Dewitt and Tim Tilson again coordinated another highly successful annual wargame day at the Sully District Government Center. There were five 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. It was a very enjoyable event.



Game Title: The Battle of the Nile

Game Master: Keith Wytenbach

Period: Napoleonic Naval

Rules: "Form on the Admiral's Wake"

Scale: 1/1200 scale

Description: August 1798. After searching across the Mediterranean, Rear Admiral Horatio Nelson has finally found the French fleet anchored in a strong position in Aboukir Bay. To take advantage of the French unpreparedness, Nelson chose to attack immediately in the waning daylight. Can the British replicate their astounding victory or can the French win the race against time and prepare their ships for the fight!

The initial setup. The French are anchored in a single, long line. The British enter on the lower left corner. The light blue dots show shallow water with a chance to run aground.





The head of the French column.



The head of the French column about three turns into the game. The British are attempting to slide around the head of the French column, but are running aground in the shallows.

The lead French ship has been sunk, and others taken damage. The British ships have jammed the shallows with grounded ships.



Game Title: Battle of Sabin Pass

Game Master: Peter Hogan

Period: American Civil War (Naval)

Rules: "Sail & Steam Navies"

Scale: 1/600

Description: The Union expedition to invade Texas began with a naval force intending to eliminate the fort guarding Sabine, Texas, to allow Union troops to land. Four Union players commanding ships will oppose two Confederate players commanding the fort plus two gunboats.

*Peter briefs the
scenario and rules.*



*The Union gunboats
steam up river from
lower left. The fort is
along the river at
upper left.*



Game Title: Liebertwolkwitz, 14 October 1813

Game Master: Tim Tilson

Period: Napoleonic Wars

Rules: "Command and Colors Napoleonics"

Scale: 15mm

Description: Klenau's Austrian corps arrived on the Allied right during the cavalry fight. He received orders to drive the French from Liebertwolkwitz. Wittgenstein, believing the town, once captured, would give the Allies a chance to flank the grand battery and would be the key to victory. Klenau was one of the Allied officers who had started to take French tactics to heart, and he put together a good combined-arms attack against Liebertwolkwitz, utilizing excellent infantry, grenzers, artillery and screening cavalry. After bitter fighting the town was taken. The Allies lost no time renewing their attack on Gallows Hill, but everyone in charge totally forgot to reinforce the gallant Austrians in Liebertwolkwitz. Murat sprang into action, ordering forward the cavalry at hand to delay the Allied attack long enough to retake the town. The French cavalry could not stand against Klenau's fresh Austrian cavalry formations and were beaten back, but bought the necessary time. French reserves fought their way back into Liebertwolkwitz. Without support, the Austrians were driven out with severe loss. As darkness fell, the French were again in control of Liebertwolkwitz.



The game start. The French are on the left, attacking Austrians on the right.



The Austrian attack goes in.

Game Title: Halsey Moves South

Game Master: Sean Barnett

Period: WWII

Rules: "General Quarters 3"

Scale: 1/2400

Description: In the Battle of Leyte Gulf, Admiral Kurita's Force A, led by battleship *Yamato*, pushes through the San Bernardino Strait toward the American landings on the island of Samar. But this time Admiral Halsey has left behind his battleships, in Task Force 34, under Admiral Willis Lee, to block their path. Come and fight what could have been the last and most glorious battleship engagement of World War II!



The American ships are on the right, Japanese on the left.

The Japanese ships in the distance are taking hits.





Plotting the Japanese move. Yamato is in the rear.



A US battleship on fire.



The American players discuss strategy; "JT your ships are bumping into mine!"



The Kongo explodes.

Game Title: I am Spartacus

Game Master: Brian Dewitt

Period: Ancients

Rules: "Might of Arms"

Scale: 25mm

Description: Spartacus and his gladiator army face off against Marcus Licinius Crassus and his Roman Legions. Can Spartacus keep his revolt going or is this their swan song?



The game start. Spartacus on the left, Roman legion on the right.



The two sides advance on the attack.