

NOVAG/POTOMAC WARGAMERS WINTER GAME DAY 2018 PRIMARY EVENTS LIST

GAME TITLE: Battle at Inverlochy 1645

GAME MASTER: Brian DeWitt

PERIOD: English Civil War

SCALE: 25mm

NUMBER OF PLAYERS: 6

RULES: Home

GAME DESCRIPTION: Battle of the Scottish Civil War featuring Royalist Irish and Scottish Highlanders forces under Montrose versus Scots Covenanters under Marquess of Argyll. Scottish clothing is optional.

GAME TITLE: Wagram a la Mustafa 1809.

GAME MASTER: John Stafford

PERIOD: Napoleonic

SCALE: 6mm

NUMBER OF PLAYERS: 6

RULES: Grande Armee (modified)

GAME DESCRIPTION: Napoleon drove back the Austrian horde on Day 1 of the Battle, but could not break through. Knowing that Archduke John approached with further forces, Napoleon rearranged his forces for a second day of battle. Meanwhile, Archduke Charles, noting his numerical superiority and relatively minor losses from the previous day, decided to launch a full out attack on Day 2.

The second day opens in artillery range with both sides able to seize the offensive.

GAME TITLE: Battle of Hartebeestmund (German South-West Africa, 1905)

GAME MASTER: Roy Jones

PERIOD: Colonial

SCALE: 25mm

NUMBER OF PLAYERS: 6

RULES: TS&TF (modified)

GAME DESCRIPTION: It's a trap! Jakob Morenga, son of a Herero father and a Nama mother, and his Nama riflemen have been waiting for the Germans all along. And now the Germans are trapped between the hills and the river. It's German Mausers, machine guns and cannon against concealed Nama rifles and Jakob Morenga's guile, in a brutal fight at Hartebeestmund. Whether German or Nama, no one's coming out of this fight unscathed! From the forthcoming scenario book "The Nama Wars". More at: www.hererowars

GAME TITLE: Flying Tigers Over Rangoon

GAME MASTER: Mark Fastoso

PERIOD: WWII

SCALE: 1:300

NUMBER OF PLAYERS: 6

RULES: Fire in the Sky

GAME DESCRIPTION: The Japanese juggernaut moves inexorably towards the Malaya peninsula. As they prepare to drive on Singapore they decided to secure their flank by crushing the allied presence in Rangoon. In what they believe will be another devastating air attack an airgroup of five squadrons is sent to destroy the small allied air force defending Rangoon. But they are about to receive a shock when they face modern fighters piloted by experienced aircrews...here come the Flying Tigers. This is a new operational level airgame with several battles fought in quick action packed engagements.

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. Wargaming beginners welcome. Kid-friendly game; ideal for players 7-12 years old.

GAME TITLE: Berlin '45
GAME MASTER: David Luff
PERIOD: WWII
SCALE: 28mm
NUMBER OF PLAYERS: 6
RULES: Bolt Action
GAME DESCRIPTION: Defending Volksturm troops have abandoned their posts to advancing Soviet forces so it is a race to see if German forces can retake and defend the line or will the Soviet steamroller continue...

GAME TITLE: Hedgerow and Palm
GAME MASTER: Tim Tilson
PERIOD: WWII
SCALE: Special
NUMBER OF PLAYERS: 2-8
RULES: Memoir '44
GAME DESCRIPTION: This game will consist of two boards of Memoir '44. Memoir is a tactical WWII board game played with miniature pieces. Each scenario can be played to completion in about an hour. Rules are simple. Parents may play with or against children. The Normandy scenario will be the fighting at Ste Mere Eglise with the 505th Infantry from the 82d Airborne Division. This was highlighted in the movie *The Longest Day* where Private John Steele landed on the roof of the church. The Desert scenario will feature an attack by 15th Panzer Regt on 7th Armoured Division on 27 May 1942. This will feature PzKW IIIs vs. M4 Shermans. Other scenarios are available and can be played.

GAME TITLE: Russian/Chechen War
GAME MASTER: Maciej Zajac
PERIOD: Modern
SCALE: 28mm
NUMBER OF PLAYERS: 4
RULES: Force on Force
GAME DESCRIPTION: Bloody battle for Chechen's capitol - Grozny (means Danger).
Russian troops (supported with tanks, Armored vehicles and artillery) will try to break through Chechen's defense in the city. Based on real battle.

GAME TITLE: Shootout at Kramatorsk – 2 May 2014
GAME MASTER: Mike Byrne
PERIOD: Modern
SCALE: 28mm
NUMBER OF PLAYERS: 5
RULES: Force on Force
GAME DESCRIPTION: Description: On April 13, 2014, crowd of demonstrators captures the city administration building and raises the Donetsk People's

Republic flag. Separatists attack and capture the police station and other civic buildings. The Ukrainian government responds by launching a counter-offensive to expel the separatists.