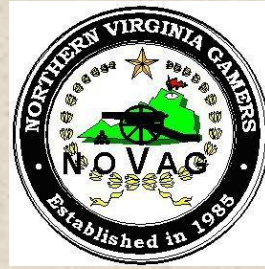


NOVAG



Fall 2011 Game Day

The **NOVAG Fall Game Day** will be held on Saturday, October 15, 2011 at the Knights of Columbus Hall in Fairfax, VA at St Leo the Great Catholic Church.

The address is 3702 Old Lee Highway, Fairfax City, VA 22030. The doors will open at **9:30 am**, and gaming will start when the GMs are set up and ready. There is a **\$2 entrance fee** for playing – half of all proceeds will be donated to the Fairfax KofC, the remainder will go to help pay for the NOVAG website (www.novag.org).

Game Day Primary Events List:

Title: Cavalry Battle of the Ontigola-Ocana Road

GM: Tom Garnett

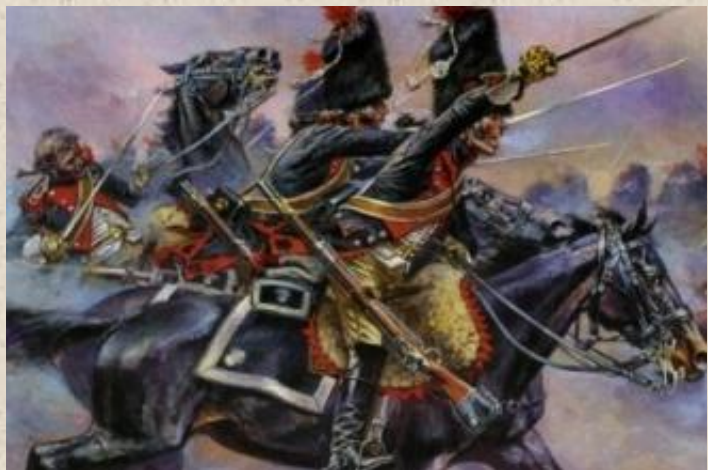
Number of Players: 6

Scale: 25mm

Rules: Carnage and Glory II

Scenario Description: 18 November 1809. Three brigades of French cavalry (3,000 sabers) come upon three larger brigades of Spanish cavalry with over 4300 men. Can the outnumbered Frenchmen pull off a win against the superior Spanish cavalry?

Carnage & Glory II is an easy to learn and easy to play computer moderated rule system suitable for both the novice and experienced player. There are no complex charts or book-keeping and accounting required as **Carnage & Glory II** maintains all the relevant information regarding the status of the combat units and general officers within the system database. Complex concepts such as variable weather and ground conditions, heat exhaustion, ammunition usage, mental and physical fatigue and variable morale are easily accommodated by the system. By eliminating the emphasis on dice and charts typical of more traditional wargames, the sole focus of the game becomes the tactical movement and engagement of the forces under your command. The result is a thoroughly enjoyable and stimulating wargame experience.



Title: Klein-Barmen: Rosenberg's Desperate Charge

GM: Roy Jones

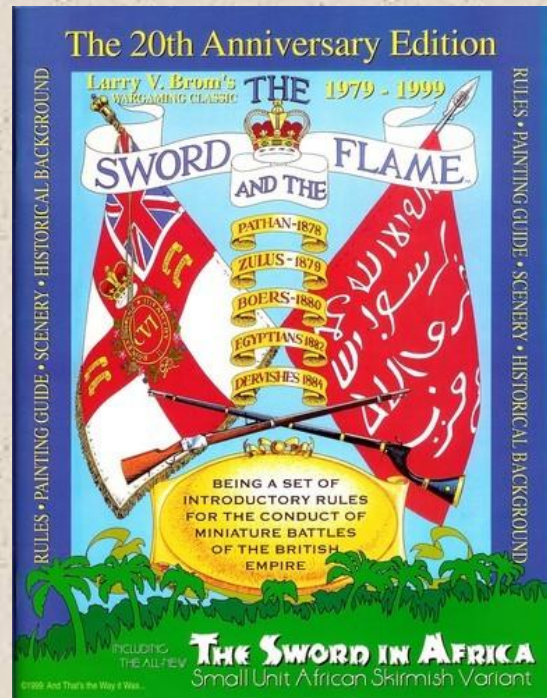
Players: 4

Scale: 25mm

Rules: The Sword and the Flame

Scenario: March 4, 1904: The Hereros - fighting from the heights overlooking the Swakop River - have stymied the German attack at Klein-Barmen. Defeat, even envelopment and destruction, seems an imminent fate for the Germans. In desperation, Hauptmann Puder orders Leutnant von Rosenberg to take his 5th Feldkompanie, dash across unprotected open ground, and take the Herero position by storm!

The Sword and The Flame is a wargame based on British colonial wars (in particular, the Anglo-Zulu War) and, more generally, a set of rules applied to a variety of wargames. These rules for playing colonial wargames were first drafted by Larry Brom in 1978. The rules have gone through several revisions, but still have the same basic characteristics that they had when first written.



Title: Dogger Bank

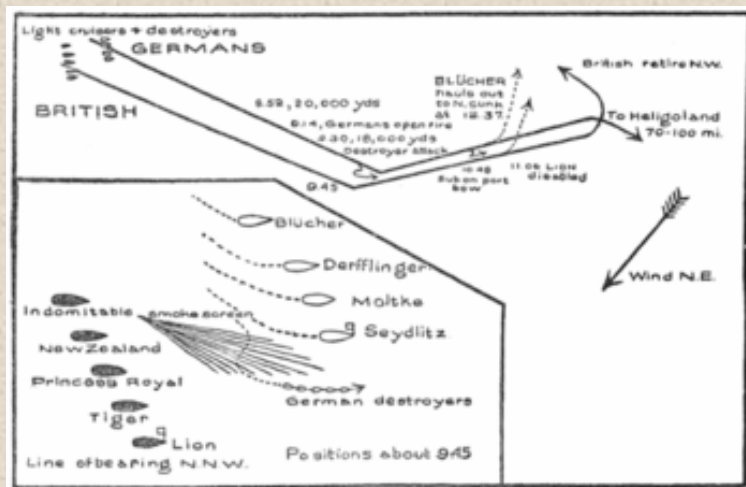
GM: Bill Cira

Players: 4

Scale: 1/300

Rules: General Quarters Fleet Action Imminent

Scenario: It is January 24th, 1915 and the Imperial German Navy's battlecruiser squadron commanded by Admiral Franz von Hipper has once again sortied into the North Sea to create mayhem for Great Britain. However, this time the Royal Navy's battlecruiser squadrons commanded by Admiral David Beatty have been alerted well in advance by British code breakers and have managed to intercept Hipper in the Dogger Bank. The result is the first clash between warships of the "Dreadnought" design concept and at ranges never before seen in naval warfare. Since he is outnumbered, Hipper knows he needs to conduct a fighting withdrawal back to Germany and he will need all his skill, and perhaps some luck, to escape with his force intact.



Title: Check Your Six!

GM: Bob Williams

Players: Unlimited

Scale: 1:285

Rules: Check Your Six!

Scenario: Bob will run a scenario from his Khalkin Ghol scenario book. This features fighting between Japan and Russia in Manchuria in 1938. The exact scenario will be determined by the number of players.

Check your 6! is an air combat simulation of the 1925-1947 era and can be played with any aircraft from this era, including the early jets. Movement is planned ahead and simultaneous. This makes the game very suitable to play with many players. It uses a maneuver template similar in form to Blue Max / Canvas Eagles. CY6 requires airplane models which can be of any scale - 1/72, 1/144, 1/300 or 1/600 - and a hexagonal mapboard. Or it can be played with cardboard counters on a hexboard. Individual pilot skills matters in this game. As Chuck Yeager said: "It's the man, not the machine!".



Title: Mannecourt Hill

GM: Roxanne Patton

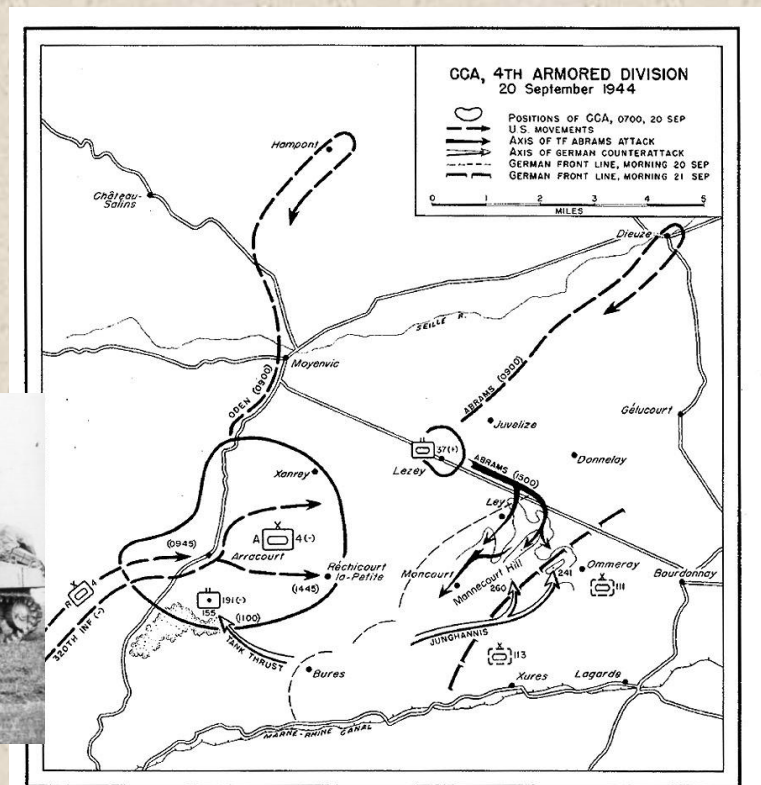
Players: 6

Scale: 20 mm

Rules: Disposable Heroes.

Scenario: September 20, 1944 France.

Two companies of the 37th Tank Battalion, 4th U.S. Armored Division slug it out with elements of the 111th and 113th Independent Panzer Brigades after being ambushed on Mannecourt Hill.



MAP NO. 5

Disposable Heroes and Coffin For Seven Brothers is a WWII platoon-level

skirmish miniatures wargame. Each model represents one soldier or vehicle. The game rules are easy to learn and attempt to limit charts as much as possible. Most rules have an 'intuitive' feel to them, making the game flow smoothly and quickly. Players alternate unit activation. Each unit may move and shoot (and close assault) with shooting ability being tied directly to distance moved. Guns and vehicles must acquire their targets before they are able to shoot. The game tends to be fast and bloody.

Title: World War II Pacific Naval

GM: Mitch Reed

Players: 2-8

Scale: 1/285

Rules: General Quarters III

Scenario: Each player will purchase ships appropriate to the Solomon Slot campaign.

New Georgia Sound is a body of water that runs through the middle of the Solomon Islands. During World War II the Sound was known as "the Slot" by Allied combatants due to its geographical shape and the amount of warship traffic that traversed it. The Japanese naval efforts to resupply their garrison on Guadalcanal were referred to as the "Tokyo Express". A large number of naval battles were fought in and around the sound during 1942 and 1943, between the Imperial Japanese Navy, and the allied forces of the United States Navy, Royal Australian Navy, and Royal New Zealand Navy.

GENERAL QUARTERS 3rd EDITION coincides with the 30th anniversary of the publication of the original GENERAL QUARTERS. Author Lonnie L. Gill has held fast to two key design parameters — accuracy and playability — so the new GQIII keeps the ease of play associated with its predecessors. Also retained is the familiar armor system, and the well-designed data charts containing all the info you need to play.

