

Southern Front PEL 2016

Note:

Table 5 (6 X 10) will feature Larry Brom rules from the many different periods he covered.

Genre Mapping

What periods are being played in what time slots. Number represents # of games all are land based figure games unless noted as below:

(N) Naval; (A) Air; (B) Board Game; (R) Racing

| | Friday Afternoon | Friday Evening | Saturday Morning | Saturday Afternoon | Saturday Evening | Sunday |
|--------------------------------|---------------------|-------------------|---------------------|-----------------------|---------------------|----------|
| Ancients- Renaissance | 1 | | | | | |
| Eighteenth century | 1 | | 1 | 2 | | |
| Napoleonics | 1 (N/B) | 1(N) | | 1 (N) | 2 | 1 (N) |
| Mex-Amer - ACW | | 1 | | | 1 (N) | 1 |
| Colonial-Wild West | 1 | 1 | 1 | 1 | | |
| 1914-1939 | | 1 | | | | |
| WW2 | | 2 | 3+ 1 (A) | 1 (A) | 1 (N) + 2 | |
| Modern | 1 | 1 | | | | |
| Steam Punk/Sci Fi/Horror | | 2 | 2 | 1 | 2 | 1 |
| Total # Games | 5 | 9 | 8 | 6 | 8 | 3 |

Friday 12PM

| | |
|---------------|---------------------------|
| Game | Battle Cape Guinness |
| Description | Wooden ships & Iron Men |
| GM | Brent Walker |
| Max Attendees | 8 |
| Duration | 5 |
| Scale / Rules | Wooden Ships and Iron men |
| Genre | Age of sail (boardgame) |
| Table | 3 |
| Size | 6 X 5 |

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|---------------|---|
| Game | Boarding the Santa Maria |
| Description | Its 1714, and the Spanish treasure ship, Santa Maria, has been blown off course by an intense Caribbean storm. The ship sits, dismasted and leaking badly, in an island cove surrounded by pirate hamlets. Can the Captain get leaks plugged, water bailed and sails hosted in time to get back to the relative safety of the open seas before being overwhelmed by boarders? |
| GM | Dave Minser/ Grant Forsythe |
| Max Attendees | 6 |
| Duration | 5 |
| Scale / Rules | 25MM / Home |
| Genre | Pirate Skirmish |
| Table | 6 |
| Size | 6 X 5 |

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|---------------|---|
| Game | Victory without quarter |
| Description | Loyalists and Parliamentarians in a meeting engagement battle for victory in 40mm scale. This is a card driven turn system. |
| GM | Ron Oldham |
| Max Attendees | 4 |
| Duration | 4 |
| Scale / Rules | 40MM / Victory without Quarter |
| Genre | ECW |
| Table | 7 |
| Size | 6 X 5 |

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|---------------|---|
| Game | Ah don' wanna wind up daid or bald ! |
| Description | US Cavalry camps overnight in a place suitable for a fort but maybe the locals have other ideas.... |
| GM | Ed Mohrmann |
| Max Attendees | 8 |
| Duration | 4 |
| Scale / Rules | 40 mm / Brom's Bugles Boots and Saddles |
| Genre | Old west |
| Table | 5 |
| Size | 6 X 10 |

Friday 2PM

| | |
|---------------|---|
| Game | Trial By Fire |
| Description | The cold war goes hot. Soviet tanks supported by motorized troops punch into the NATO line. Platoon sized engagement. Charles and I are not familiar with the rules, but welcome guys to sit down and help explore the rules with us. |
| GM | Bruce Schaper |
| Max Attendees | 4 |
| Duration | 3 |
| Scale / Rules | 15mm / Team Yankee |
| Genre | Modern |
| Table | 1 |
| Size | 6 x 10 |

Friday 6 PM

| | |
|---------------|---|
| • Game | • Attack On Big Wille |
| Description | TooFatLardies (TFL) Big Chain of Command WW1 Attack of on German Trench in the Somme. British with two Infantry Platoons and one tank platoon attack two German Infantry platoons with one Strum platoon in reserve |
| GM | Thomas Richardson |
| Max Attendees | 6 |
| Duration | 5 |
| Scale / Rules | 28mm / Chain of Command |
| Genre | WW1 |
| Table | 4 |

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|------|-------|
| Size | 6 X 5 |
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|---------------|---|
| Game | Saving Pvt. Ryan |
| Description | It's D Day +3 Captain Miller with 6 Rangers and a clerk set out to find Pvt. James Ryan. Can you survive the three combat encounters they faced to find him. This is a Play Test of the game and the modified Skirmish Sangin rule set. |
| GM | Les Faison |
| Max Attendees | 6 |
| Duration | 5 |
| Scale / Rules | 28mm / Modified Skirmish Sangin |
| Genre | WW2 |
| Table | 3 |
| Size | 6 X 5 |

| | |
|---------------|--|
| Game | Gnome Wars |
| Description | Gnomes in the jungle with pyramids – and dinosaurs |
| GM | Erin TBD |
| Max Attendees | 10 |
| Duration | 4 |
| Scale / Rules | 28 MM / Gnome Wars |
| Genre | Fantasy- Gnome Wars |
| Table | 8 |
| Size | 6 X 9 |

Friday 6.30PM

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|---------------|--|
| Game | Rollerball |
| Description | Jonathan E. and the Houston team take to the angled track in the classic sci-fi deathsport of men, motorcycles and mayhem! Played with the actual rules from the original MGM movie. To quote the champion, "I love this game, Moonpie!" |
| GM | JP Trostle |
| Max Attendees | 6 |
| Duration | 5 |
| Scale / Rules | 40 mm / Rülerball |
| Genre | Sci- fi |
| Table | 6 |
| Size | 6 X 5 |

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|---------------|----------------------|
| Game | Boxers Are Revolting |
| Description | TBD |
| GM | Marty Ferris |
| Max Attendees | 6 |
| Duration | 5 |
| Scale / Rules | 15MM / TSATF |
| Genre | Colonial |
| Table | 5 (LBT) |
| Size | 6 X 10 |

Friday 7PM

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|---------------|---|
| Game | Meeting Engagement |
| Description | Soviet and NATO forces clash outside Berlin in this operational level game. Players will be pushing battalions. |
| GM | Bruce Schaper & Charles Kadilec |
| Max Attendees | 6 |
| Duration | 4 hours |
| Scale / Rules | 1/285 / Modern Spearhead |
| Genre | Modern |
| Table | 1 |
| Size | 6 X 10 |

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|---------------|--|
| Game | Burnside At His Bridge |
| Description | Can you get across the bridge and into Sharpsburg before the Rebels? There's plenty of troops, not that much time. Can you hold off a whole corps with the troops on hand? Try your luck on either side. |
| GM | John Thomas |
| Max Attendees | 5 |
| Duration | 5 |
| Scale / Rules | 20MM / They couldn't hit an elephant |
| Genre | ACW |
| Table | 2 |
| Size | 6 X 12 |

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|---------------|---|
| Game | Homeward Bound - USS Constitution - 1814 |
| Description | A disheveled USS Constitution, returning from a long raiding cruise in the Caribbean, is intercepted by a pair of British 38 gun frigates who bar the way to a safe refuge at the port of Marblehead MA. Can Captain Charles Stewart fight his way through to safety? Rule basics taught in 10 minutes. |
| GM | Byron Angel |
| Max Attendees | 2 |
| Duration | 4 |
| Scale / Rules | Steer to Glory |
| Genre | Age of Sail |
| Table | 7 |
| Size | 6 X 5 |

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|---------------|---|
| Game | Off to the Races |
| Description | It is 1944 and the Allies have broken out from Normandy. The Germans are racing in retreat to reach safety, and the American forces are racing to capture or destroy them. How daring will the Yanks be, because there are a few intact German units still out there. |
| GM | Mike Tyson |
| Max Attendees | 6 |
| Duration | 5 |
| Scale / Rules | 15MM / Squad leader |
| Genre | WW2 |
| Table | 9 |
| Size | 6 X 10 |

Saturday 8.30 AM

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|---------------|--|
| Game | Road to Singapore 1942 |
| Description | TooFatLardies (TFL) Big Chain of Command. WW2 Platoon level Battle for the Drive to Singapore. Australian 8th AIF Division defends against the Japanese. Two Japanese Infantry Platoons with an Armor Platoon attack two Australian Infantry Platoons with Reece Platoon on the Road to Singapore. |
| GM | Thomas Richardson |
| Max Attendees | 6 |
| Duration | 3 |

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| Scale / Rules | 2 8MM /Chain of Command |
| Genre | WW2 |
| Table | 6 |
| Size | 6 X 5 |

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|---------------|---|
| Game | With Ole Gimlet Eye |
| Description | "With Ole Gimlet Eye" is Larry Brom's ruleset for the Banana Wars which took place early in the 20th century. USMC vs assorted Central Americans. Join up with Smedley Butler and Chesty Puller and make the Western Hemisphere safe for big business! 8 players, 25mm. Heavily modified TSATF. |
| GM | Charles Kadlec |
| Max Attendees | 8 |
| Duration | 3 |
| Scale / Rules | 28MM /With Ole Gimlet Eye |
| Genre | Banana Wars |
| Table | 5 (LBMT) |
| Size | 6 X 10 |

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|---------------|---|
| Game | The Pig Tickler |
| Description | After the successful Charge of the Light Brigade, a number of clockwork pigs were captured by the British. Converted to dependable British Steam, and distributed throughout the colonies the piggies provide a useful outlet for training and yes, betting in the Lancer Regiments throughout the empire. depending on game length I may run two or three games of this |
| GM | Kenneth Ellis |
| Max Attendees | 4 |
| Duration | 3 |
| Scale / Rules | 25MM / Pig Tickler |
| Genre | Steampunk |
| Table | 4 |
| Size | 6 X 5 |

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|---------------|---|
| Game | The road to Wiltz |
| Description | The German Lehr Pz Div struggle over terrible hilly and wooded roads to reach Bastogne. Unfortunately they must go through the little town of Wiltz first and there are small groups of Americans blocking the way. |
| GM | Mike Tyson |
| Max Attendees | 6 |
| Duration | 3 |
| Scale / Rules | 15MM / Squad Leader |
| Genre | WW2 |
| Table | 9 |

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|------|--------|
| Size | 6 X 10 |
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|---------------|---------------------------------|
| Game | Aeronef rescue mission on Venus |
| Description | Victorian Science Fiction |
| GM | Jimmy |
| Max Attendees | 8 |
| Duration | 3 |
| Scale / Rules | 28MM / Not specified |
| Genre | Sci Fi |
| Table | 8 |
| Size | 6 X 9 |

Saturday 9.00 AM

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|---------------|---|
| Game | The Attack on German Flats, 1757 |
| Description | A combined force of French Marines, Canadian Militia and Aboriginal allies, under the command of the experienced Major de Belestre, launch a daring raid near Herkimer, New York against a British outpost. So grab your musket and "Fall in" ro bleed for the French or the British! Gamers under the age of 14 are welcome with a Playing Adult. There will be a MVP Prize |
| GM | Bob Moon |
| Max Attendees | 6 |
| Duration | 3 |
| Scale / Rules | 40MM / Muskets & Tomahawks |
| Genre | French & Indian War |
| Table | 1 |
| Size | 6 X 10 |

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|-------------|--|
| Game | Battle of Britain. |
| Description | Stop the Hun! inbound German fighters and bombers are approaching the English Coast, can they be stopped? Everyone is welcome, great place sitting game to have fun in till the game you signed up for starts. New to the convention, this is a great starting point. Power gamers will be pistol whipped by the Boop, remember she takes no poop. |
| GM | Brent Walker |

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| Max Attendees | Alot |
| Duration | 4 |
| Scale / Rules | 1/1200 Dawn of War |
| Genre | WW2 (A) |
| Table | 3 |
| Size | 6 X 5 |

Saturday 9.30AM

| | |
|---------------|---|
| Game | Amphibious Assault |
| Description | Marines are coming ashore in the Pacific c. 1943. Each player will control landing craft and the marines aboard them and attempt to annihilate the Japanese miniatures lead by their fanatical game master. |
| GM | Bruce Schaper |
| Max Attendees | 4 |
| Duration | 3 |
| Scale / Rules | 20MM / Panzer Marsch |
| Genre | WW2 |
| Table | 7 |
| Size | 6 X 5 |

Saturday Noon

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|---------------|--|
| Game | Battle of Prosna 1706 |
| Description | Swedish forces attack a mixed force of Russians and Saxons in October, 1706 outside the village of Prosna, Poland. |
| GM | David Bonk |
| Max Attendees | 6 |
| Duration | 5 |
| Scale / Rules | 28MM / Carnage and Glory |
| Genre | Great Northern War |
| Table | 2 |
| Size | 6 X 12 |

Saturday 1 PM

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|---------------|---|
| Game | Corsican Encounter - 1799 |
| Description | A pair of patrolling British frigates encounter two strange ships at dawn off the west coast of Corsica, with unforeseeable potential consequences. Rules taught in 10 minutes. |
| GM | Byron Angel |
| Max Attendees | 3 |
| Duration | 3 |

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| Scale / Rules | Steer to Glory |
| Genre | Age of Sail |
| Table | 6 |
| Size | 6 X 5 |

| | |
|---------------|---|
| Game | The Attack on German Flats, 1757 |
| Description | A combined force of French Marines, Canadian Militia and Aboriginal allies, under the command of the experienced Major de Belestre, launch a daring raid near Herkimer, New York against a British outpost. So grab your musket and "Fall in" ro bleed for the French or the British! Gamers under the age of 14 are welcome with a Playing Adult. There will be a MVP Prize |
| GM | Bob Moon |
| Max Attendees | 6 |
| Duration | 3 |
| Scale / Rules | 40MM / Brother Vs Brother (modified) |
| Genre | French & Indian War |
| Table | 1 |
| Size | 6 X 10 |

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|---------------|--|
| Game | The Zulu' are at it again |
| Description | British supply convoy tries to get through to the main army and the Zulu's are hell bent on stopping them. |
| GM | Michael Brom |
| Max Attendees | 8 |
| Duration | 4 |
| Scale / Rules | 28MM /TSATF |
| Genre | Colonial |
| Table | 5 (LBMT) |
| Size | 6 X 10 |

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|-------------|--|
| Game | Escape from Skull Island!!! |
| Description | 1935: The SS Misadventure has run aground while leaving Skull Island carrying a peculiar cargo, the OTHER Son of Kong!!! But, various forces converge on the stricken vessel with their own agendas. Who will succeed? The greedy crew of the SS Misadventure? The diabolical Nazis? The fiendish Bolsheviks? Or will the Royal Canadian Mounted Police and the famous detective Hercules Poirot succeed? Or is it even possible that the |

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| | Skull Islanders themselves will free their god? There is only one way to find out, see the next episode of ESCAPE FROM SKULL ISLAND!!!! |
| GM | Patrick Smyrl |
| Max Attendees | 6 |
| Duration | |
| Scale / Rules | 28MM /Astounding Tales |
| Genre | Pulp |
| Table | 4 |
| Size | 6 X 5 |

Saturday 2PM

| | |
|---------------|---|
| Game | Amphibious Assault |
| Description | Marines are coming ashore in the Pacific c. 1943. Each player will control landing craft and the marines aboard them and attempt to annihilate the Japanese miniatures lead by their fanatical game master. |
| GM | Bruce Schaper |
| Max Attendees | 4 |
| Duration | 3 |
| Scale / Rules | 20MM / Panzer Marsch |
| Genre | WW2 |
| Table | 7 |
| Size | 6 X 5 |

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|---------------|---|
| Game | The Box |
| Description | They called it a flying fortress for a reason, can you break the box? The Americans will be supported by Red Tails... |
| GM | Brent Walker |
| Max Attendees | Alot |
| Duration | 4 |
| Scale / Rules | 1/1200 Dawn of War |
| Genre | WW2 (A) |
| Table | 3 |
| Size | 6 X 5 |

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|-------------|---|
| Game | Dr Who |
| Description | The Doctor and Jo Grant arrive on a strange planet to find themselves in the middle of a war as the Daleks and Movellans fight it out. Where there is war, the Sontarians |

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| | cannot be far behind, plus there is something sinister in the as well. Can you help the Doctor figure it out and stop the destruction before the ENTIRE planet is destroyed? Or will you side with the warring races and exploit this planet for the Greater Glory of your people? |
| GM | Kyle |
| Max Attendees | 10+ |
| Duration | 4 |
| Scale / Rules | 28MM / Savage BBC |
| Genre | Sci-Fi |
| Table | 8 |
| Size | 6 x 9 |

Saturday 6PM

| | |
|---------------|------------------------------|
| Game | Sharpe's Rifles |
| Description | Napoleonic Skirmish in Spain |
| GM | Chris Hughes |
| Max Attendees | 6 |
| Duration | 5 |
| Scale / Rules | 40mm / Home rules |
| Genre | Napoleonic skirmish |
| Table | 6 |
| Size | 6 X 5 |

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|---------------|--|
| Game | The Factory |
| Description | TooFatLardies (TFL) Big Chain of Command WW2 Platoon Level Battle for the Factory in Stalingrad 1942. Two Infantry Platoons and one Armor Platoon for each side plus assets to battle in the ruins of Stalingrad's Factory District. |
| GM | Thomas Richardson |
| Max Attendees | 6 |
| Duration | 5 |
| Scale / Rules | 28 / Chain of Command |
| Genre | WW2 |
| Table | 4 |
| Size | 6 X 5 |

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|---------------|---|
| Game | Third time's the charm |
| Description | Napoleon has thrown a brigade in the rear of Prussians defending their homeland. Prussian reinforcements have rushed to dislodge the French and re-establish their supply line. |
| GM | Ed Mohrmann |
| Max Attendees | 8 |
| Duration | 5 |
| Scale / Rules | 28MM / Brom's Before I was a Marshal |
| Genre | Napoleonic |
| Table | 5 (LBT) |
| Size | 6 X 10 |

Saturday 7PM

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|---------------|--|
| Game | Ram attack at Plum Point, May 10, 1862 |
| Description | After the fall of Island #10, the Union river fleet methodically moved down the Mississippi towards Memphis. The next objective was Ft. Pillow on the Tennessee side of the river which was being subjected to 13" mortar projectiles from mortar rafts anchored to the shore at Plum point. Early on the morning of May 10th the Confederate River Defense Fleet ran up=river to knockout the mortars and challenge any supporting Union ships in the area. So grab a lanyard and help make some "Smoke on the Water" |
| GM | Bob Moon |
| Max Attendees | 7 |
| Duration | 4 |
| Scale / Rules | 1/300 / Under Both Flags |
| Genre | ACW (N) |
| Table | 1 |
| Size | 6 X 10 |

Saturday 7.30PM

| | |
|---------------|--|
| Game | Cape Esperance. |
| Description | 11 October 1942, three Japanese heavy cruisers and two destroyers emerge from a squall and onto the radars of an American force of two light cruisers, 2 heavy cruisers and 5 destroyers at 27,500 yards. So began the Battle of Cape Esperance. How the battle develops on the table top is up to the players.. Rules are easy to learn. |
| GM | Bruce Schaper |
| Max Attendees | 10 |
| Duration | 4 |
| Scale / Rules | Tide of War (Home Rules) |
| Genre | WW2 (N) |
| Table | 7 |
| Size | 6 X 5 |

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|---------------|---|
| Game | Zombies in the pyramids |
| Description | You have traveled to the jungles of Black Coast with a party of adventures. Your quest is to find a way to stop the zombie plague in the Pyramids of Zambunu. The Pyramids are rumored to hold great magic, which is what it will take to stop the necromancers' plot to take over the world. Unfortunately the necromancers are on to your plan and have called their zombies. |
| GM | Phillip Hartzog |
| Max Attendees | 8 |
| Duration | 4 |
| Scale / Rules | Zombicide Black Plague – (off the board variant) |
| Genre | Fantasy |
| Table | 8 |
| Size | 6 X 9 |

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|---------------|--|
| Game | Eldritch Horror |
| Description | It is the 20's and something evil has awaked, it doesn't really matter what it is.... you are all going to die horrible. |
| GM | Brent Walker |
| Max Attendees | 6 |
| Duration | 5 |
| Scale / Rules | Eldritch horror (boardgame) |
| Genre | Horror |
| Table | 3 |
| Size | 6 X 5 |

Saturday 8PM

| | |
|---------------|---|
| Game | Waltzing My Matilda |
| Description | Tobruk, 2 Matildas accompany a platoon of infantry, looking for holes in the siege line at the outset of Operation Crusader. What will they run into? |
| GM | John Thomas |
| Max Attendees | 4 |
| Duration | 2 |
| Scale / Rules | 20MM / Chain of command |
| Genre | WW2 |
| Table | 2 |
| Size | 6 X 12 |

Sunday 9 AM

| | |
|---------------|--|
| Game | Cochrane vs Willaumez off Tortola - 1806 |
| Description | Marauding French Admiral Willaumez falls upon an outnumbered but plucky British squadron under the redoubtable Admiral Cochrane. Rules taught in 10 minutes. |
| GM | Byron Angel |
| Max Attendees | 4 |
| Duration | 4 |
| Scale / Rules | Steer to Glory |
| Genre | Age of Sail |
| Table | 9 |
| Size | 6 X 10 |

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|---------------|--|
| Game | Don't be late to the ball, sir ! |
| Description | Union defenders, low on ammunition and fatigued, hang on grimly waiting for supports. Will they arrive ? In time ? |
| GM | Ed Mohrmann |
| Max Attendees | 8 |
| Duration | 5 |
| Scale / Rules | 28MM / Brom's A Glint of Bayonets |
| Genre | ACW |
| Table | 5 (LBT) |
| Size | 6 X 10 |

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|---------------|--|
| Game | Conan |
| Description | The Temple of the Eye. The kings of Aquilonia and Koth have both sent teams of adventurers to raid the Temple of the Eye and retrieve the Eye of Infinity. The temple is located on a jungle isle off the coast of Kush. You have a map and a ship, but the real quest begins on the isle where you must gather the ingredients located there to sanctify your key so your team can enter the temple. Once inside you must find the Eye and escape with it. And you must do this before the rival team does. |
| GM | Phillip Hartzog |
| Max Attendees | 12 |
| Duration | 5 |
| Scale / Rules | 28MM /CROM |
| Genre | Fantasy |
| Table | 8 |

| | |
|------|-------|
| Size | 6 X 9 |
|------|-------|