

Southern Front PEL 2016

Note:

Table 8 (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						
French/Indian -AWI -Great Northern War	1(N)		1	2		
Napoleonics	1 (N/B)	1(N)	1 (N/B)	1 (N)	1	1 (N)
Mex-Amer - ACW		1			1 (N)	
Colonial-Wild West			1	1		
1914-1939		1				
WW2			2	1 (A) +1	1 (A)+ 1 (N) + 1	1 + 1 (B)
Modern	1	1				
Steam Punk/Sci Fi/Horror		1 + 1 (B)	1			
Total # Games	3	6	6	6	5	3

Friday 12PM

Game	Battle Of The Chesapeake, 1781
Description	Will the French keep the British from entering and controlling the Chesapeake ahead of a land invasion of the area? You will decide in this historic scenario using Form Line Of Battle 5.0 Get your sea legs on, battle will commence!
GM	Peter Robbins
Max Attendees	8
Duration	5 Hrs
Scale / Rules	1/1200 Form Line Of Battle 5.0
Genre	AWI Naval
Table	2
Size	6 x 10

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

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	5
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
Size	6 X 5

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

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

Friday 7PM

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	5
Size	6 X 10

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

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

Saturday 9AM

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

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

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

Game	Battle of Jamison Pointe
Description	Two fleets gather for a epic battle over a bottle of whiskey. The same great game you grew up with, still the same awesome fun.
GM	Brent Walker
Max Attendees	8
Duration	3
Scale / Rules	Wooden Ships & Iron men (Boardgame)
Genre	Age of Sail
Table	3
Size	6 X 5

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

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

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

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

Game	The Attack on German Flats, 1757
Description	<p>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!</p> <p>Gamers under the age of 14 are welcome with a Playing Adult. There will be a MVP Prize</p>
GM	Bob Moon
Max Attendees	6
Duration	3
Scale / Rules	40MM / Muskets & Tomahawks
Genre	French & Indian War
Table	1
Size	6 X 10

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

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

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

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

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

Saturday 7PM

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	Thunder in the night
Description	Night action off of Guadalcanal. Not sure which battle yet. This game will be held on a demand basis only. If there's a bunch of guys who want to game Saturday night, and they sign up at the con, we'll play. 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

Sunday 9 AM

Game	Can 1st Platoon Fox Company Hold The Line?
Description	It's September 1942 on Guadalcanal, you're a battle weary Marine LT on Edson's Ridge versus 4th Company, 1st Battalion 35th IJA Infantry Brigade. Can you hold or will the IJA crest the ridge and roll the flank?
GM	John Thomas
Max Attendees	4
Duration	4
Scale / Rules	20MM / Chain of command
Genre	WW2
Table	7
Size	6 X 5

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

Game	Last Blitzkrieg
Description	a board game of the Battle of the Bulge
GM	Don Evans
Max Attendees	4
Duration	7
Scale / Rules	Battalion combat series
Genre	WW2 (Boardgame)
Table	4
Size	6 X 5