

Southern Front 2026
PEL v5.0

Friday Afternoon

-Noon

WW2 Naval Battles in the North Sea

GM: Steve Straub

Rules: General Quarters (1st edition)

1/4800 WW2 Naval

6 players

German naval force attempts to break out into the North Sea in 1940 to intercept supply convoys

-12:30

Behind the Beaches

GM: Joe Evans

Rules: Battlegroup

10mm WW2

6 players

The landings on Utah Beach were better than expected. The landing forces driving inland against light, disorganized opposition and across the causeways over the flooded area. Late in the day, the 746th Tank Battalion organized Howell Force with elements of the 325th Glider Infantry Regiment and the 4th Cavalry. Howell Force was ordered to advance and link up with the beleaguered paratroopers holding the bridge at Chief du Pont.

-1 pm

Day of the Orc

GM: Mike Tyson

Rules: War of the Ring

28mm Fantasy

6 players

The White Hand is coming to crush the world of man.

Vietnam Truck Convoy

GM: Dave Sterner

Rules: Battlefront 'Nam (modified)

10mm Vietnam

8 players

Just a truck ride in the jungle up route 9 to a little know marine base named Khe Sanh

-1:30 pm

Scenario MAZE TRAP!

GM: Donald Holly

Rules: All Quiet on the Martian Front

15mm WWI/Scifi

8 players

Human civilians fleeing the Martian advancement, pass through Bentley Rock Valley (known for tall, maze-like boulders scattered throughout the area) to reach Fort Chappell. Hot on their tail is the Qbert Martian foraging pod. General Doug Moyer devises a plan to attack the Martian pod while it is in the valley's maze-like terrain.

-2 pm

Men in Tights and Cogs

GM: Bruce Schaper

Rules: Cogs of War

15mm Medieval

6 players

The OG wooden ships and iron men. men in armor with swords and arrows and crappy ships, nothing could go wrong here.

Friday Evening

-5 pm

Operation "Bridge Guardian"

GM: Robert Vance

Rules: Bolt Action 3

28mm WW2

6 players

A vital stone bridge spans a river along the route of an American armored advance. German commander Müller has established a temporary Battle Group ordering two 88mm FlaK 36 guns onto a hill overlooking the bridge and the roads leading to it in an attempt to halt the American advance. The hill rises about 300 feet above the valley, giving the 88 gun crews excellent fields of fire.

-6 pm

The road to Turin, 1706

GM: Peter Hume

Rules: Smoke & Bayonet (homebrew)

28mm War of Spanish Succession

6 players

Imperial army advancing towards Turin is met by the French at Calcinato. War of Spanish Succession battalion level game

Scenario MAZE TRAP!

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Stars and Glory

GM: James Brokaw

Rules: Stars and Glory Deep Space

1/2400 SciFi

4 players

A fast paced spaceship game set in an alien universe. Based on the sci fi trilogy "Wonderwall Magic a Space Opera."

-6:30 pm

No Fortunate Son

GM: Bruce Schaper

Rules: Low Level Hell

20mm Vietnam

6 participants

You're a WO flying a Huey. Below swarms of VC are racing to capture or kill a LURP team you are trying to extract. Gonna be dicey.

-7:00 pm

Blood and Plunder Demo

GM: Jon Pollock

Rules: Blood and Plunder

28mm Pirates

6 players

Come fight it out as pirates or local Caribbean militia.

Bloody Tarawa

GM: Chris Hughes & Steve Raynor

Rules: Chain of Command 2 (modified)

28mm WW2

6 players

Marine amphibious assault on Betio Island, Red Beach 3, November 20, 1943.

O-Group WW2 rules : introductory seminar/rule learning

GM: Erik Pulkka

Rules: O-Group

15mm WW2

16 participants

O-group Demo game of Battalion level WW2 O-Group rule set. Learn to play a fast-paced challenging set of rules with 15mm figures. Rule set that incorporates fog of war, reconnaissance, off board artillery & air support, infantry & armor action, ambushes, and command decisions at every step.

The Pillage People

GM: Christian Rekowski

Rules: Nightwatch

40mm Dark Ages

5 players

It's time for a Viking raid in England! Players will take on the role of Viking warriors pillaging their way through three missions across the Saxon country side. Burn a building and steal some sheep. It's all in a day's work.

Saturday Morning

-8:30 am

Operation "Bridge Guardian"

GM: Robert Vance

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28mm WW2

6 players

Marine amphibious assault on Betio Island, Red Beach 3, November 20, 1943.

The Other Fredericksburg

GM: James Brokaw

Rules: Iron & Glory

40mm ACW

6 players

A force of five divisions has been sent by general Burnside to flank the Confederate army which is being held in position by the main Union army at Fredericksburg. If all goes well, this force will arrive just as the main Union attack begins. Lee has gotten wind of the flanking force and has sent troops to prevent this from happening. The game will use an improved version of my ACW rules developed for large 10mm scale battles and has been adapted so that it works with any size figures.

-9:00 am

Blood and Plunder Demo

GM: Jon Pollock

Rules: Blood and Plunder

28mm Pirates

6 players

Come fight it out as pirates or local Caribbean militia.

Napoleonic Skirmish in the Peninsular War

GM: Lyle Bickley & Fred Brems

Rules: Damn the Modifiers, Full Speed Ahead

54mm Napoleonics

8 players

An encounter game between the French invaders and the Allies (British, Portuguese, Guerillas) in the rough terrain of the mountains of Portugal. Rules are quick to pick up and action comes quick with each commander (you!) in charge of a challenging mix of small unit types.

Dark Age Pillage!

GM: Gary Joseph

Rules: Pillage

28mm Dark Age Skirmish

6 players

See the event title.....

Counter-Attack at Kharkov, May 1942 Part 1

GM: Erik Pulkka

Rules: O-Group

15mm WW2

8 players

Part 1 (of 2)

Soviet forces under the command of Marshal Timoshenko launched an offensive against the German 6th Army at Kharkov from a salient established during the winter counter-offensive. The Russian high command had been determined to retake Kharkov with an encirclement of their own. This scenario will be played over two sessions; players are welcome to sign up for just one or both sessions.

Saturday Afternoon

-12:00 pm

Swedes, Frenchmen & Other Uninvited Guests

GM: Josephus Von Brecheim

Rules: General Misfortune's Rules

40mm SYW

7 players

Mecklenburg, Autumn 1757. Following the French victory at Hastenbeck, Cumberland's battered Army of Observation has been driven north and the extraordinary Convention of Klosterzeven has supposedly removed Hanover from the war. Hanoverian troops are withdrawing beyond the Elbe while the Brunswick, Hessian and Schaumburg-Lippe contingents have been ordered home—although nobody is entirely certain how long this convenient peace will last, or whether anyone remembered to tell the French that it was supposed to be convenient. Meanwhile, on 13 September, Sweden has entered the war from Swedish Pomerania, its troops crossing the Peene and seizing Demmin and Anklam. Thus, quite historically, French armies are pressing into northern Germany from the west while Swedish armies are advancing against Prussia from the east.

What follows is the part history somehow neglected to arrange.

French commanders, spying an opportunity to turn Hanover's temporary collapse into something permanent, dispatch a column eastward through Mecklenburg to establish contact with their new Swedish allies. The Hanoverians and their assorted German friends, having discovered that they are apparently not quite as defeated as the French had been led to believe, hastily gather whatever troops can be persuaded to ignore the Convention and race to prevent the rendezvous. This is, naturally, the sort of situation in which everyone insists that the war is over while continuing to march briskly toward the enemy.

Unfortunately, the most convenient meeting place happens to be Gadebusch, whose inhabitants have received no invitation to the Seven Years' War whatsoever and are presumably beginning to wonder whether the town's location on the map was a serious administrative error.

The French are racing for the bridges. The Swedes are approaching from the opposite direction. Hanoverians, Brunswickers, Hessians and the formidable little contingent from Schaumburg-Lippe are determined to keep them apart. Standing inconveniently in the middle are Mecklenburg-Schwerin regulars and the Gadebusch militia, whose orders amount to "Keep the foreigners out of the town, away from the grain stores, and—if at all possible—out of the beer." It is not a great plan, but it is the only one that has been properly explained to everyone.

Will the Allies seize the crossings and prevent the great Franco-Swedish handshake? Will the French fight their way to the river and drink Akvavit with their new allies? Will the Swedes reach Gadebusch only to discover that their French friends are Hors de combat? And, when the diplomatic dust finally settles, will anyone be able to explain to the citizens of Gadebusch why their perfectly respectable little town has suddenly become the center of unwanted attention—or why there are so many uniforms in the cabbage patch?

This game will be a 40 mm affair, fought primarily with home-cast Prince August figures and a very entertaining set of homebrew rules. Neither the scenario, the figures nor the rules should be taken too seriously: the objective is good-natured fun, with just enough historical flavour to justify the uniforms, the marching, and the occasional argument over who gets to occupy the bridge. Any resemblance to a carefully planned and well executed military exercise will be purely coincidental.

-1:30 pm

Eagles across the Danube

GM: Steve Raynor & Lyle Bickley

Rules: Carnage & Glory II

6mm Napoleonics

6 players

Hypothetical battle pitting French vs Austrians 1809

Fire on the River

GM: Jim Finneran

Rules: Homebrew

1/300 ACW Naval

6 players

ACW Ironclads River Battle

Counter-Attack at Kharkov, May 1942 Part 2

GM: Erik Pulkka

Rules: O-Group

15mm WW2

8 players

Part 2 (of 2)

Soviet forces under the command of Marshal Timoshenko launched an offensive against the German 6th Army at Kharkov from a salient established during the winter counter-offensive. The Russian high command had been determined to retake Kharkov with an encirclement of their own. This scenario will be played over two sessions; players are welcome to sign up for just one or both sessions.

Fighter Action Australia May 10, 1943

GM: Dan Lewis

Rules: Check your 6!

1/285th WW2 air

6 players

Japanese Zeroes are ordered to conduct an "Air Annihilation" mission at the Millingimbi air field in Northern Australia and eliminate enemy fighters, either in the air or on the ground. The Zeroes are intercepted off the coast by RAAF Spitfires of Squadron 457. What follows is classic Dog

Fight.

The Troublesome Temple

GM: Jon Lundberg

Rules: Test of Honor

28mm Samurai

6 players

A tense frontier scenario unfolds in feudal Japan. The neighboring daimyō, hungry for influence and the temple's considerable wealth (and the political legitimacy that comes with controlling a prestigious Buddhist monastery), has quietly hired a band of opportunistic bandits. These raiders are well-armed, well-paid, and under orders to either strip the temple of its treasures or force the monks to publicly renounce their current lord and swear loyalty to the new one. The monks, bound by their vows and their long-standing alliance with their own protective samurai lord, refuse. They send a desperate messenger across the mountains, calling on their daimyō for aid before the raiders can breach the temple walls or starve them into submission.

-2:00 pm

Death in the Desert

GM: James Smith

Rules: Sturm des Kriegs

6mm WW2 armor

4 players

The night of November 2, 1942, was ripped apart by the flash of nearly nine hundred British artillery guns. For hours, a wall of screaming metal pounded the Axis lines, carving a narrow, blood-soaked path through the deadly minefields. Now, as a pale desert dawn breaks, the dust is thick enough to chew. The surviving tanks of the Royal Wiltshire Yeomanry idle at the mouth of the cleared gap, their engines coughing black exhaust. Ahead lies their objective: the Rahman Track and the low ridge of Tell el Aqqaqir.

But the breakthrough will not be cheap. Waiting for them behind the sunken dirt road is Rommel's final, desperate shield—the legendary German "Gun Line." Fortified in deep sandbagged pits sit the terrifying 88mm Flak guns and hidden PaK 40s, supported by elite Italian infantry. The orders for the British tankers are simple but terrifying: charge directly down the narrow corridor at maximum speed, punch through the anti-tank screen at all costs, and open the gate for the rest of the British army.

The British crews slam their hatches shut. The German gunners track the approaching rumble through their optics. The final, brutal armored clash of El Alamein is about to begin.

-2:30 pm

Shattered Crown

GM: Lee Gaddies

Rules: Guards

28mm Weird War I

4 players

Scenario: The Bridge at Alaşehir (Summer 1920): It is mid-1920. The Greek Army has launched its summer offensive, pushing into Western Anatolia. A small Greek detachment is tasked with securing a critical bridge crossing over a seasonal river to allow the main force to bypass defensive pockets. Turkish Nationalist forces have scrambled a local irregular unit, bolstered by a small group of regular soldiers, to hold the crossing at all costs.

Saturday Evening

-7:00 pm

Gunfight at Gunpowder Gulch

GM: Phil Kearnan

Rules: Gunfight Royale

25mm Cowboys

Up to 20(!) players

Quick and easy rules for mayhem in a town with large variety of characters. If we have an even number of players of 6 or more, then we will have two teams fighting for control of the town. An odd number of players of players will result in a free for all. A great game for ages 8 and up.

Thunder in the Fog

GM: James Smith

Rules: Steel Thunder

1/2400 WW2 Naval

4 players

The North Atlantic was dark, cold, and covered in fog. It was May 24, 1941, and four warships were closing in on one another. The German battleship KMS Bismarck moved through the waves like a shadow. Beside her sailed KMS Prinz Eugen. Their crews knew the British were near, but they did not know when the attack would come. Then shapes appeared through the mist.

HMS Hood, the pride of the Royal Navy, raced forward with HMS Prince of Wales beside her. Hood was famous and powerful, but she was old. Prince of Wales was new, yet many of her guns still had problems. Sailors rushed to their stations, and giant turrets turned toward the enemy. The sea seemed to become silent. Then the horizon flashed. Heavy guns roared, shells screamed across the water, and the Battle of the Denmark Strait began beneath a sky filled with smoke and thunder.

The Texas Incident

GM: Bruce Schaper

Rules: Tide of War Colonial Commodore

1/600 Pre-Dreadnaught

11 players

The USS Texas has run aground south of Manila Bay. Navies of the Great Game, (Russia, Japanese, Great Britain, USA) are sending the closest available units to "help" the stricken vessel.

1777 Philadelphia Campaign

GM: David Bonk

Rules: Carnage & Glory (computer moderated)

28mm American Revolution

8 players

The next battle in an ongoing American Revolution campaign waged by British forces under General Howe advancing towards Philadelphia in the summer of 1777.

Moby Dick in the Multiverse of Madness

GM: Ken Ellis

Rules: Moby Dick....as seen at Historicon

1700-1800s whaling game

5 players

you know him, you love him, its moby dick, the loveable white whale but what-ho, what has happened to him? he must have wandered into the bermuda triangle or something.... perhaps wandered into the time tunnel or gotten trapped in a wormhole.... came out the other side and found himself in strange waters indeed..... The standard Moby Dick rules will be basis for the game with some minor variation...

Roman Chariot Race

GM: Bill Chappell

Roman Chariot Races by Brian DeWitt

54mm Marx Ben Hur Chariots

12 players

Chills and spills on a 12 foot long track using 54 mm Marx chariots. Can you be the Hero, Ben Hur or the Villian, Messala and finish first 2 1/2 times around the track and across the finish line? Remember, there are no rules in the Hippodrome. Medal to the winner and septre to the Best Roman!

Sunday Morning

Dance on the Danube

GM: Brian Robinette

Rules: Before I was a Marshal

28mm Napoleonics

10 players

Having been pushed back up the Danube at last years Southern Front, the French have been reinforced and are driving towards the Inn once again.