

**Phenomenon Labs Inc**  
and  
**ANURPS**  
Present

# Recon

A return to a gentler times

August 20-22, 1999

Australian National University

Flat Fee of \$25- play as much as you like. Entry fee includes the banquet (prizing) on Sunday evening. Sorry, no discounts if you can't stay for prizing.

Registration Friday night 6 PM to 8 PM

Sessions:

Friday 7 PM to 10 PM

Saturday 9AM to Noon, 12.30 PM to 3.30 PM, 4 PM to 7 PM, 7.30 PM to 10.30 PM

Sunday 9 AM to Noon, 12.30 PM to 3.30 PM, 4 PM to 7 PM, Prizing/Dinner 7.30 PM

Contact	Name	Phone (7 PM to 10 PM only please)	E-mail
	Karl	6286 5599	crash@spirit.com.au
	Wes	6259 1914	wes@dynamite.com.au
	Rob		tarnish@orac.net.au

Mail address: PO Box 308, Belconnen, ACT, 2616  
Web site (check for updates to games): <http://www2.dynamite.com.au/wes/recon.htm>

\* In order to prevent abuse of ANU clubs and societies funds, it is a requirement of the ANU clubs and societies organisation that all participants in campus activities be members of the appropriate club or society. Current ANURPS members need only pay \$20 for the weekend.

ANURPS is the ANU Role Playing Society.

EGD (EVIL GAME DESIGNERS) Present

## Smorgasbord!!!

A selection of EGD games you may have missed.

Check out the full list at the con, form a team on the spot, and play the game(s) you want.

No prizes for individual games. Whatever prizes we give will be for the best individual players who play at least three of these games. So, you don't need to play all the games with the same team.

Jackson dragged the nose of the Fury out of the power dive. Fuel streamed out of the holes the flak rocket had just punched in the port wing.

"JACKSON!" screamed Mad Byron over the radio. "Bogey on your six! Break right! Break right!"

Jackson glanced back over his shoulder and spotted the camouflaged form of the Coyote right behind him. The 70 cal cannons were spitting lead in his direction.

"Damn it!" he screamed as he snapped the Fury into a tight turn. "Can't you give a guy a chance to catch his breath?"

Come and try **Crimson Skies**, FASA's new fast and furious board game of air combat in an alternate 1937. You'll need to out-think your opponents if you want to blow huge holes in your enemy's aircraft.

Organised by Geoff Skellams.

Demo/practice game Saturday at 12.30. Competition game Saturday at 7.30.

For more info, check the web site <http://www.crimsonskies.com/>

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Uncle Wes presents

### Bloodbath

Dawn Patrol game.

A round of the 1999 Australian Dawn Patrol Championship.

New players and old hands are equally welcome.

Runs Saturday only. The game will start at 3.45 (not 4.00)

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Uncle Wes presents

### Silent Death

Demo games – every player wins a prize.

Ship to ship combat in deep space.

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## AND NOW I LAY ME DOWN TO .....WAKE?!?

You awaken to near silence, nothing but the quiet susurration of others on the verge of waking. It is dark, and you are wrapped in a blanket. Although you went to sleep in your own bed last night, this is definitely not it, you are on a floor in a darkened room much larger than your bedroom. The floor is carpeted, and you are wearing nothing but what you went to sleep in last night. Whoever has put you here draped a blanket over you but provided nothing else - no mattress, no pillow, just the blanket and the floor.

A single session freeform for twelve confused slumberers

Costuming: What do you sleep in? Bring your own blanket or doona

by Larry

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## THOU SHALT HAVE NO GOD BEFORE ME

by

Brett Tyrrell & James Turnbull

*And I looked, and behold a pale horse: and his name that sat on him was Death.*

Revelations, 6:8.

Behind the hanging body, the transparent hide that had once been Omato's skin had been crucified ... to the wall. The message was burnt into the skin, each charcoal letter intricately carved:

**IMPURITY IS SIN  
PURIFY THROUGH PAIN**

The sight of the body did not sicken the gathered men. The desecration of honour and the unbearable loss of face was what hardened their souls. The silence is broken by two muffled cries as Omato's surviving bodyguards reclaimed their tarnished honour.

"There will be no more," a harsh chopping gesture marked the Oyabun's grim statement, "four brothers lost in a month. Our honour is nothing on the streets now. The Yamaguchi Ginza will have vengeance."

*Thou shalt have no God before me* is a two session, four player, Cyberpunk 2020 scenario set in the dark roots of central Melbourne. Not recommended for anyone with an aversion to graphic violence.

**Wyvern's Lair presents :** Two Star Trek movie length episodes for your enjoyment.

SATURDAY, AUGUST 21. WIN

**STAR TREK: MIRRORED VENGEANCE** 1994 sci-fi / adventure Starring Hadoann tr'Anwhe, Cel t'Khellian, Jason Mordecai, Tobi Vishjinski, Elizabeth Goldstein, and Kel t'Khellian. Join the gallant crew of the Romulan Starship Vengeance, as they journey into the heart of the evil United Empire of Planets, to try to prevent the destruction of their peaceful Confederation at the hands of the rapacious Starfleet. Directed by Richard Dennis. R, M (some violence) 150 minutes, 477449

SUNDAY, AUGUST 22. WIN

**STAR TREK: THE NEXT GENERATION - Future's Past** 1995 sci-fi / horror. Starring Patrick Stewart, Marina Sirtis, Michael Dorn, Suzie Plakson, Dwight Shultz, and Michelle Forbes. Captain Picard and the crew of the starship Enterprise have to deal with a mystery concerning their own deaths whilst returning to their ship from Risa, aboard the Runabout Styx. Directed by Richard Dennis. R, MA (horror) 150 minutes, 4717014

## Patternfell

by Mike Walker

A one session tabletop for five Amberites: Benedict, Bleys, Caine, Corwin and Fiona

Using the Amber Diceless Roleplaying Game System

## Tumbleweed

by Sara Hanson & Richard Canning

In 1870 Tumbleweed was nothing more than a place where two roads, going from somewhere to anywhere, meet in the middle of nowhere. Who could have guessed that it would be a major crossroad in the lives of these few?

Only a few hours after arriving in town, a rich stranger is found dead. Life is pretty cheap out here in the West, but would this one death cost them all more dearly than they can afford...

A single session, "Black Death", freeform for 12 players. Some adult concepts included.

It's the full moon.

It's the Winter Solstice.

It's the site of the old temple in Dragon Street.

It's Ankh-Morpork.

## What Happened to Mr Hong

A freeform/multiform for ten customers and the staff of the Three Jolly Luck Take-Away Fish Bar

By Madi

Knowledge of the Discworld books by Terry Pratchett is thoroughly recommended but is not at all necessary to play this game.

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## When I meet my family

"Look honey, it's just a few days with my parents. You know, we hardly ever get to see them and they're getting old, I want to make the most of the time they've got left. Next time you can stay home and play golf or whatever you do but I don't think the family should be apart on Christmas."

By Liz Argall

## Short People & Short People Too

Battle Draconians, Dragons and Height Restrictions...

Five Player Dragonlance Comedies paralleling the original Dragonlance Novels. You may play either or both

by Simon Gintings and Karl Lommerse

## Toys Ain't Us

The side of Toyland that Mattel™ won't let you see (or is it just that they don't want to know!!)

A 14 player freeform for those over 16 as adult concepts abound. (If drugs, homosexuality and guns offend, this is not the game for you)

by Helen Brinsmead

## Portal: A Post War Dreaming

A single session systemless Cthulhu for five players. People bringing dice and rulebooks will be laughed at profusely. The Snowy Mountains, 1949. Has the reckless driving of tunnels through ancient strata woken memories far more sinister than the nightmares of migrants escaping the ruins of post-war Europe?

By Antti Roppola, originally run at Phenomenon 94 but this time his name is being spelled correctly.

# Bridge Crew

First played at Phenomenon 1994 you have a choice between (or play both):

**Convoy Escort** – The objective here is to escort a convoy through a potentially hostile area of space. A FLEET combat action scenario.

**Strange Phenomenon** – A low combat scenario dealing with the exploration of space.

The endings have been changed.

For those of you unfamiliar with Bridge Crew, it is a multi-player starship simulator played on networked computers in which the crew play the part of officers on the bridge of a starship. The captain is responsible for the safety of the ship and crew.

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## Recon Entry Form

Name: \_\_\_\_\_ Team Name: \_\_\_\_\_

Address: \_\_\_\_\_

Suburb: \_\_\_\_\_ Postcode: \_\_\_\_\_

E-mail: \_\_\_\_\_

Phone: (Day) \_\_\_\_\_ (Evening) \_\_\_\_\_

I/we will/will not be available for the Friday night session

I/we will be good and not bring alcohol, illegal drugs, or weapons onto the campus. I/we won't smoke inside any ANU buildings. I/we acknowledge that as far as is allowed by ACT law, Phenomenon Labs Inc., ANURPS, and the members of both organisations are not responsible for any injury or damage to me/us or my/our property while I/we am/are at Recon.

Signature: \_\_\_\_\_

(Please have a parent or legal guardian sign if you are under 18. 18's and older, please sign for yourself)

Names of other team member(s):

\_\_\_\_\_

\_\_\_\_\_

Fees enclosed (\$25 per person, or \$20 per person plus an ANURPS membership number) \_\_\_\_\_  
(Make cheques payable to Phenomenon Labs)

Games I/we want to play:

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