

Baron Munchausen

presented by Alicia Cameron

Dear Sirs (and Ladies).

You are cordially invited to tea on the first Sunday of October, after which tales of previous adventures shall be exchanged. Sirs and ladies are respectfully reminded that Her Majesty's invisible penguins will be present, and as such are requested to keep entendres subtle so that Her Majesty's penguins are not embarrassed.

Ginger biscuits shall be provided.

Yours,

Baroness Rhiannon

Adult Content	M
Characterisation	5
Rules Knowledge	1 - Its learnable on the day
Seriousness	2 - My dear sir, the story of how I learned the moon really is made from green cheese is no laughing matter

Bartok

presented by Allegra Lofgren, David Allen and David Murphy

Bartok is a game of rules. You write the rules, you play according to the rules, and you break the rules (at your own risk).

Our version of Bartok is suitable for beginners to the game, players 'just for fun,' or the serious player who wants a challenge.

Adult Content	G	Characterisation	NA
Genre Knowledge	0	Rules Knowledge	0
Seriousness	2		

Trivia Night

presented by Alicia Cameron

The time has come, the Walrus said, to talk of many things. Many trivial things, which only really matter when it comes to seeing who knows the most useless things about stuff that no-one really cares about.

Team size is 4 - 5, chocolates and bonus points will again be on offer for the funniest answers (being correct is optional, unless you're intending to win).

Adult Content	PG	Characterisation
Rules Knowledge		Seriousness

Demon Tower

a 3 - 4 player systemless freeform Heroes of Horror game by Shane Heppenstall

It stands there, looming above the surrounding wilderness. Normal forms of nature have not grown in the surrounding area or dared to approach it for as long as people can remember. During the day, a tall, bleak landmark that people avoid. During the night, if you can see it at all, you're already in the wrong place. This is the kind of place where there are rumours told to frighten kids. But unlike most, the truth is worse than what the townsfolk imagine.

In this fateful adventure, four heroes of the less heroic persuasion journey together, each determined to find the secrets locked within, and hopefully... to escape with the secrets, their lives and their minds all intact.

Adult Content	M	Characterisation	4
Genre Knowledge	1	Rules Knowledge	0
Seriousness	2		

Exanima Nocturna

a 4 player tabletop by Peter Strong

It is 2025: a time of high tech and seamless communications, an era of elite Japanese mobile suited police. But there are things that still go bump in the night. A select group of gifted individuals have pledged to protect humanity from those things. A group led by one Father Miguel Pérez de la Pena, a Spaniard and a man of the cloth...

Adult Content	M - Adult themes, Some Violence	Characterisation	4
Genre Knowledge	1	Rules Knowledge	0
Seriousness	3		

Excelcius Deo

a 7th Sea-esque tabletop game by Fi McConachie

In the year Anno Veritas 1000 the Third Prophet arrived in Castille. Preaching words of bloodshed and zeal, he deposed Castilles sorcerous kings and received the blessings of the Vaticanne Church.

The year is Anno Veritas 1668 and you have been asked to take a package from the city of Charouse to a small village in the Highland Marches for the Knights of the Rose and Cross.

You have been asked to do this task by Hughes Sices du Sices

Beside you are four individuals who will become your companions

Before you is the journey

Where will it lead you?

Truth, honour, belief and lies
Some truths are not to be explored
An adventure for 5 brave and questing souls

Adult Content	M	Characterisation	5
Genre Knowledge	2	Rules Knowledge	0
Seriousness	4		

in utero

written by Ron Edwards and presented by Jeff Zahari

Robert has a son, but he doesn't know it....

Jennifer has a husband, but she can't find him....

Lucien wants his folks to be together....

And then there's the demons....

In Utero - a three-player demo scenario for **Sorcerer**.
How far would you go for your family?

Adult Content	M	Characterisation	5 - Its a story game
Genre Knowledge	Modern Day	Rules Knowledge	Will Teach System
Seriousness	To be set by players		

LIKE CLOCKWORK

a 3-5 session tabletop event written by Brian Beardsmore and Marc LeBas for 3-4 players

The King is in danger of assassination.

His evil Seneschal Mercindol has locked the Palace down to prevent help from arriving.

Thank God that the good Duke Tamazipan has devised a way to get you and your team in to extract the King.

Your plan is firm, your team is well trained. Now all it needs is to wind them up, let them loose, and all should run like clockwork.

Like Clockwork is a game that deals with the issues of four spring-driven toy soldiers on a mission.

Adult Content	PG	Characterisation	4
Genre Knowledge	1	Rules Knowledge	1
Seriousness	1		

We promised that we would be friends until the end of time.

Years passed.

We forgot.

Time remembered.

Memories

a 4-5 player "Not Telling" tabletop game by Nick Argall

Adult Content	M - Supernatural themes, violence	Characterisation	3
Genre Knowledge	1	Rules Knowledge	0
Seriousness	3		

Munchkin - The Module

a 4-6 player tabletop game by Ashley LeGet

Tired of all those boring roleplaying games that require you to actually think about whats going on? To interact socially with the NPCs? That have a plot? Then Munchkin d20 is for YOU! A roleplaying system based on the card game that was based on a roleplaying system. Walk in, see monster, kill monster, loot its stuff, go up a level. What more do you need to know?

P.S. Yes, this is the same game that was meant to run last year. Hopefully the GM won't be sick this year.

Adult Content	PG
Characterisation	As much as you want.
Genre Knowledge	It's based on a card game.
Rules Knowledge	2 - It's the d20 system
Seriousness	Eky Eky Eky Pitang Zwopoiing.

Pick Your Poison

a 4 player tabletop by Scott Vandervalk

Long shadows are cast across the land as dark clouds roil around the solitary tower. From its highest balcony, the dark wizard surveys his domain, the gleam of triumph in his eye as he watches the peasants tremble in fear.

I stand by the throne wiping the mystic blade clean, the king's knight at my feet, defeat within his eyes.

Lightning strikes the collector array atop the ancient manor house, showering sparks throughout the laboratory. The mad doctor throws his head back, laughing maniacally as his creation spasms from the sudden jolt. With halting movements, the creature climbs from the vat, pustulent green ichor oozing along its deformed and misshapen body, a haunting moan escaping its bloated lips.

I hold the great doors closed as the village mob gathers outside, pitchforks and torches held as they ready to storm the manor.

The evil genius strokes his neatly waxed goatee as watches the view of the unsuspecting capital city on the main screen. He reaches out a gloved hand to press the solitary red button on the console and smiles as the hidden volcano lair shudders, signifying the successful launch of the doomsday rockets.

Behind the tall humming computer banks, the secret agent struggles in my grip unable to thwart my master's plans.

This is the story of life in the shadows.

This is a story of **My Life With Master**, a roleplaying game of villainy, self-loathing and unrequited love. Presented by Scott Vandervalk.

Adult Content	M	Characterisation	5
Genre Knowledge	4	Rules Knowledge	0
Seriousness	2		

Sentinel: In the Beginning

By Nathan Cooper

"From the beginning of Mans dominion, the Lord has said that the End Times will come. And they are coming. At the final hour, two mighty hosts will cover all the lands of the earth. Blood will fall like rain from the heavens, and unending darkness will shroud the world..."

April 1st, 1347.
The Day of Reckoning.

Such prophecies are usually treated with disdain, but when they are made by the Patriarch of the Holy Faith the implications are far more terrifying.

Nevertheless, some people laughed, some people ignored, some people forgot. Others simply prepared.

And then, at the very stroke of midnight that April morning the world ended. And the battle between the Light and the Darkness raged for a century.

The new world that began that day was a very different place. Now, religion is no longer just a belief.

People **know**.

Deus exists.
Angels exist.

... Demons exist.
Fortunately, there are those born with the power to defeat them

The world has been rebuilt in a new image. Science and religion alike have illuminated mankind. But 759 years after the First Day of Days, humanity is still dealing with the aftermath of that fateful battle, and is praying that they will not witness the Second...

A multi-genre demon-hunting adventure with a difference, set in a new world by Nathan Cooper, for four players.

Warning: This games setting features religious themes. This is by no means the majority of the games intent, but there may be content which offends some players. Player discretion is advised.

Adult Content	MA	Characterisation	3
Genre Knowledge	2	Rules Knowledge	2
Seriousness	4		

ULTRA FORCE DELTA FIVE

A TABLETOP EVENT BY JUSTIN PUOPOLU

Mr Mayor, Melbourne is being attacked by Dr Destructo, what should we do?
Get me, the Super Squad!

Sorry sir but the Super Squad are in outer space fighting the Xergons.

OK then, what about the Freedom Family?

They're battling Hydrina, The Plant Queen in the Amazon.

Alright, just get me the police.

What about Ultra Force Delta Five?

...

...

...

I'll just go get the police then.

Ultra Force Delta Five. When anyone else will do.

A 3-5 player Wannabe Superhero Adventure using the Mutants & Masterminds 2E system.

Adult Content	PG	Characterisation	3
Genre Knowledge	1	Rules Knowledge	2 - Useful but not necessary
Seriousness	1 - Think Mystery Men		

STAR WARS

WEAPONS OF A MORE CIVILISED AGE

It is a time of epic warfare. The armies of the IMMORTAL EMPIRE OF THE SITH, millions strong, swarm throughout known space. The fleets of the GALACTIC REPUBLIC are stretched thin, but are bolstered by the incredible power of the JEDI KNIGHTS. The unpredictable forces of the FREE STATES ALLIANCE and the criminal EXCHANGE SYNDICATE struggle against both sides for profit and freedom.

This is the GOLDEN AGE OF THE LIGHTSABRE. Every faction boasts masters of the blade. Lone heroes crush armies. Duels devastate cities. Never again will such mastery be seen.

The war closes in on CORUSCANT, heart of the Republic. The JEDI COUNCIL has surrendered command to their four mightiest warriors. In a desperate gamble for victory, these heroes ignite their noble weapons and unleash their unstoppable lightsabre forms...

Star Wars: Weapons of a More Civilised Age is a deeply non-canonical interpretation of the Old Republic with a very heavy wuxia spin. Expect lots of epic warfare, roleplaying on the strategic level (as your decisions dictate the fate of the Republic), and lightsabre kung-fu. Star Wars meets Weapons of the Gods.

A single session systemless game for four players by Jye Nicolson.

Adult Content	PG	Characterisation	3
Genre Knowledge	3	Seriousness	3

"Good Evening Ladies and Gentlemen and welcome aboard the Space Ship *Guilty Pleasure*. You will be happy to know we have just pulled out of Luna orbit, and have started our descent back to Earth.

"We have approximately two and a half hours before we begin final approach so I would like to invite all passengers to the Wardroom for drinks.

"This is the Captain, out."

HOMEWARD BOUND

A FREEFORM FOR 9 TO 18 PLAYERS BY RANDOM JONES

Homeward Bound is a Systemless freeform for 9 to 18 passengers and crew aboard a space ship returning to Earth. No experience is required in Freeforming, and as such the game is ideal for new players.

A character list is available from
<http://www.hitpoint.com.au/games/homewardbound/>

Adult Content	PG - some adult concepts	Characterisation	3
Genre Knowledge	1 - Sci Fi	Seriousness	3

Singles' Night

a 14 player freeform by Alicia Cameron and James Wright

Speed dating – the hottest new trend to hit the dating scene. The Pentex Dating Service offers a small, select group of romantic individuals an evening of several speed dates at an upmarket, inner-city bar, followed by an exclusive singles' night at that same bar. Book your place now for a night that promises to be full of surprises in your quest for true love.

Adult Content	M - Adult Situations	Characterisation	3
Genre Knowledge	0	Seriousness	3

The Underground Movement

by Liz Vinton



In the wake of the devastation wreaked by World War II, four English soldiers make a terrifying discovery on home soil.

Hidden beneath the surface the Enemy had been scheming, and a Madness lurked in the shadows.

Whilst a fierce battle had been fought above, a grim and silent battle had been waged below - but which side won?

Perhaps the four weary and bloodied survivors have the answers...

A Horror Multiform (blending freeform and tabletop RPG) for 8 adults
 Ages 18+: Horror, Adult Themes, Violence and Nazi References

Character information can be found at:
<http://members.optusnet.com.au/pagrin01/Pagrin/upcoming.htm#TUM>

Players are encouraged to pick a character and
 email the name to bugabooliz@optusnet.com.au before the session.

Adult Content	R	Characterisation	3
Genre Knowledge	0	Rules Knowledge	0
Seriousness	4		

NECROMANDA REBUX

PRESENTED BY JAMES WRIGHT

The battle for survival in the nightmare Undercity returns! Revel in the memories of the days of Sustained-fire dice and ammo rolls. This four-game event will be played with Green gangs hired from 1000 credits, using the last rules-set to be released for general sale in Australia (including Outlanders) with some minor changes provided in the rules pack. As this is an unsanctioned event, it is not a requirement to use GW miniatures; however, it should be clear what the model represents. Please have three copies of your gang roster available. WYSIWYG preferred.

Adult Content	PG	Characterisation	NA
Rules Knowledge	5	Seriousness	3

WAR MACHINE: STEAMROLLER

PRESENTED BY DAVE STEPHENSON

Welcome to the first 750 point Warmachine: Steamroller event in Melbourne.

Steamroller v2.1 rules will apply. (Download from website)

First game starts at 10am.

Players limited to 16. May extend to 32 places, if interest permits.

Any questions please contact myself: David Stephenson (BBdave@optusnet.com.au)

Adult Content	PG	Characterisation	NA
Genre Knowledge	1	Rules Knowledge	3
Seriousness	2		

Urban War Demo

PRESENTED BY BEN LEONG

Urban War is a fast paced sci-fi skirmish tabletop game (for two or more players) set in a brutal far-distant universe. Players build small teams of soldiers to fight in the war-torn city planet of Iskandria, the scene of countless vicious conflicts between competing factions, now also threatened by aggressive alien incursions. The individual model and experience based system enables a unique variety of tactical choices, as you develop your teams to suit your own personal play-style and strategies.

Armies (Syntha, Triad and Viridian) are provided - all you need is an interest in trying out a new miniatures game!

The Demo is suited to those familiar with other miniature games and those new to the game format.

For more information on:

- Urban War at UniCon, please email Elizabeth Vinton: bugabooliz@optusnet.com.au
- Urban War game and related products - visit the Olympian Games website: http://www.olympiangames.com.au/mini_uw.html

Adult Content	PG	Characterisation	NA
Rules Knowledge	0	Seriousness	NA

Urban War Tournament

presented by Ben Leong

Fast paced miniature action...

Skirmishes in the remains of a mighty metropolis...

Urban War: a 25mm Science Fiction Skirmish game.

The UniCon Urban War tournament will use 300 point armies, following the tournament rules from Urban War Magazine #4.

Bring your warband and carve out your own empire in the Neutral Zone in Victorias first Urban War tournament.

Supported by Olympian Games and Bendigo And District Gamers Association (BADGA).

For more information, contact Gus: lordofthebadgers@gmail.com

BADGA website: <http://www.clik.to/badga>

Adult Content	PG	Characterisation	NA
Rules Knowledge	3	Seriousness	3
