

# LEPREGON XVI

IT'LL BE A BLAST!

(THE SEQUEL)<sup>4</sup>

FEATURING:

Bring your own ARMA-DILLO.

MAJOR MUNCHIES, MAN!  
CONSUEITE!  
BE THERE!!

WORTHY OF  
OGGLING, IF  
NOT EYE-BOG-  
GLING HALL  
COSTUMES!

FILMS, ARTS &  
DANCES TO  
KEEP U MORE  
CULTURED THAN  
A PETRI DISH!

LECTURE PAN-  
ELS GALORE TO  
FILL YOUR HEADS  
WITH ALL SORTS OF  
DANGEROUS IDEAS

And  
EVERY BODY  
WHO'S ANY  
BODY, AND  
THIS MEANS YOU!

YOUR 2:  
Susan  
'Jailbait  
Manly

OFFER VOID WHERE PROHIBITED

PG PARENTAL GUIDANCE  
TOTALLY IGNORED



## YOUR COMMITTEE

CHAIRMAN - Eric Hanson

TREASURER - Dave Munter

PROGRAMMING - Doreen Webbert, Mike Willmoth,

Jean Goddin, Doug Cospser, John Thiesen

GUEST LIAISON - Jim Webbert

REGISTRATION - Julie Douglas

DEALERS ROOM - Dave Hiatt

ART SHOW - Ray Gish, Eileen Phillips

OPERATIONS - Mike Morrison

SECURITY - James Kosky

GAMES & DIVERSIONS - Don Harrington

VIDEO - John Williams

JAPANIMATION - Tom Perry

MASQUERADE - Gail Wolfenden-Steib

CON SUITE - Terri Birmingham

DANCE - Carey Holzman

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PUBLICITY - Liz Duval

PUBLICATIONS - Eric Hanson

HOTEL LIAISON - Eric Hanson

GENERIC SLAVE - Eric Hanson



## CHAIRMAN by Eric Hanson

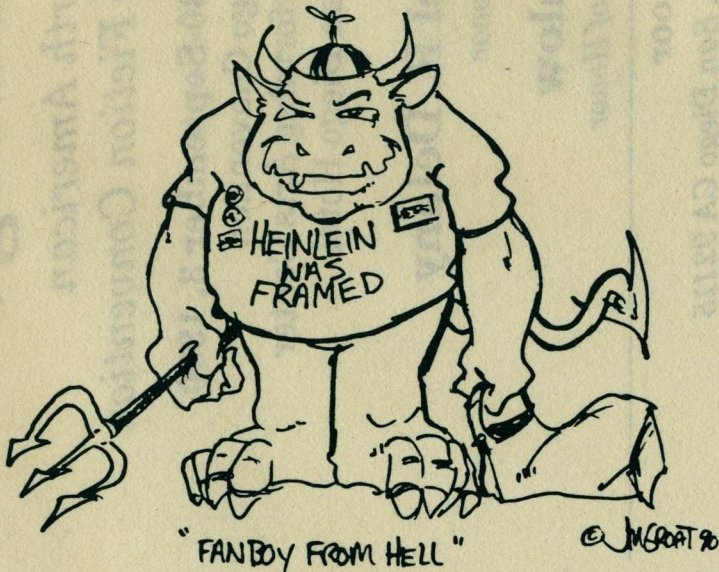
Once upon a time... there was a little lost boy who decided to get together with all of his friends and discuss science fiction. From those humble beginnings we have arrived at LepreCon 16. But the basic idea behind these conventions has not changed, we still like to get together with all of our friends to talk about science fiction. And I think that we have done a great job of setting the stage for this year.

Our Guests of Honor were well chosen for their contributions to the fields of science fiction and fantasy. They are not only outstanding in each of their fields, but all three are personable, charming and enjoyable to converse with. I am confident that you will find their panels interesting and informative.

We hope that you have come to Leprecon 16 to relax and enjoy learning more about science fiction and fantasy, horror, art, japanimation and other people who are not really so different than you.

I would like to thank the Phoenix Sheraton, its employees, all of the LepreCon committee, our guests, our staff members, our volunteers and our attendees. Without all of you we could not have these conventions.

Welcome and Enjoy.





Science fiction fun in the sun!

# ConDiego

*The North American  
Science Fiction Convention*

**August 30-September 3, 1990**

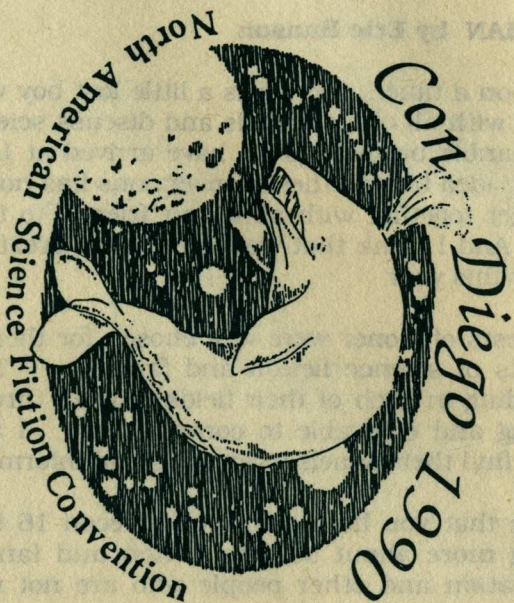
- San Diego Convention  
and Performing Arts Center
- Omni San Diego Hotel

**Samuel R. Delany**

*Guest of Honor*

**Ben Yalow**

*Fan Guest of Honor*

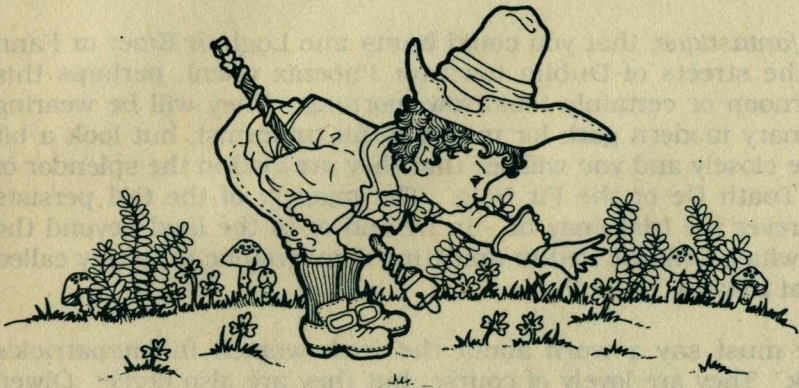


**Memberships: \$75 until July 1, 1990 • \$85 at door**

**For information or memberships: ConDiego, P.O. Box 15771, San Diego CA 92115**

"North American Science Fiction Convention" ("NASFiC"), "World Science Fiction Society" and "World Con" are service marks of the World Science Fiction Society, an unincorporated literary society.





### **Jim Fitzpatrick by Andrew M. Greeley**

Jim Fitzpatrick's art wrestles with one of the crucial questions of our era: does modernity destroy the archaic? From the early nineteenth to the middle twentieth century, the answer has been almost unanimously affirmative. Perhaps the archaic culture could be preserved as a museum piece, an archeological curiosity, but industrialization, urbanization and secularization had eliminated it as an important dimension of contemporary life and as a major source for contemporary artistic effort.

More recently, some social scientists - I think it fair to say the most able and creative - have begun to dissent. The evidence that the archaic is alive and well, if misunderstood and ignored, is too powerful to be dismissed by the conventional wisdom of the semi-educated (university graduates). Fitzpatrick's art is based on the insight that in both the personal preconscious and in the collective culture, archaic images survive and flourish. You do not have to know who Eriu or Ethne and Grainne were, you do not have to have read their legends, you do not even have to care much about them; nonetheless they lurk in the far reaches of your brain, ready to surface when given half a chance - just as Mad Sweeney lurks marvelously in the preconscious of Seamus Heaney.

Hence Fitzpatrick's art is an exercise in revelation: he reveals the lurking images and shows that given half a chance they will break into consciousness in a subtle mixture of archaic and modern, old and new, that is surprising, compelling and delightful. He seems to be suggesting, as do all good artists of

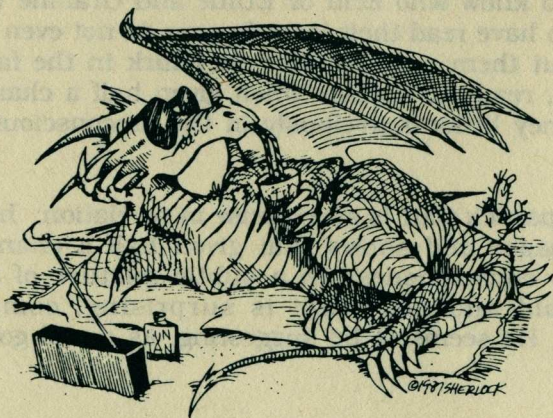


the *fantastique*, that you could bump into Lugh or Emer or Fann on the streets of Dublin town (or Phoenix town), perhaps this afternoon or certainly tomorrow morning. They will be wearing ordinary modern garb (or maybe punk uniforms), but look a bit more closely and you will see that they are clad in the splendor of the Tuath De or the Fir Bolg. The imagery of the Old persists wherever the Irish may be - in Ireland or in the land beyond the sea which Erik the Red in unwitting demographic prophecy called Great Ireland.

One must say a word about the Irish women in Fitzpatrick's work. They are lovely of course, but they are also fierce: Olwen with her sword, Tailltu with her spear, Boann with her sorcerous mirror, my beloved Brigid (a child/woman who pushed her determined little nose into most of my stories) with her heavy magic cup, Palu with her cat eyes. Ah, they are the kind you would not want to anger. Even when they seem most vulnerable - Moriath, Aine (patroness of unmarried women and in a strange twist of mythological confusion, the counterpart in this respect of a woman with a similar name, the grandmother of Jesus), the woman of Uinnius - you know that you had better treat them with caution and respect.

On the other hand, even the smug Grainne hints at affectionate tenderness and my Brigid has a tart tongue (as her Cormac often tells her) but sweet lips and gentle hands. It is a terrible thing to fall under the spell of a woman of the Celts. Until one considers the alternatives...

Having said that, the case has been made as best as words can make it. The rest of the argument and the best of it is in the pictures and artwork of Jim Fitzpatrick.



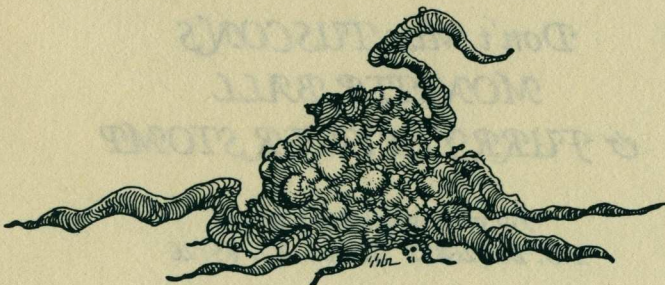


## RICK COOK by "Marianski" Cook Andrews

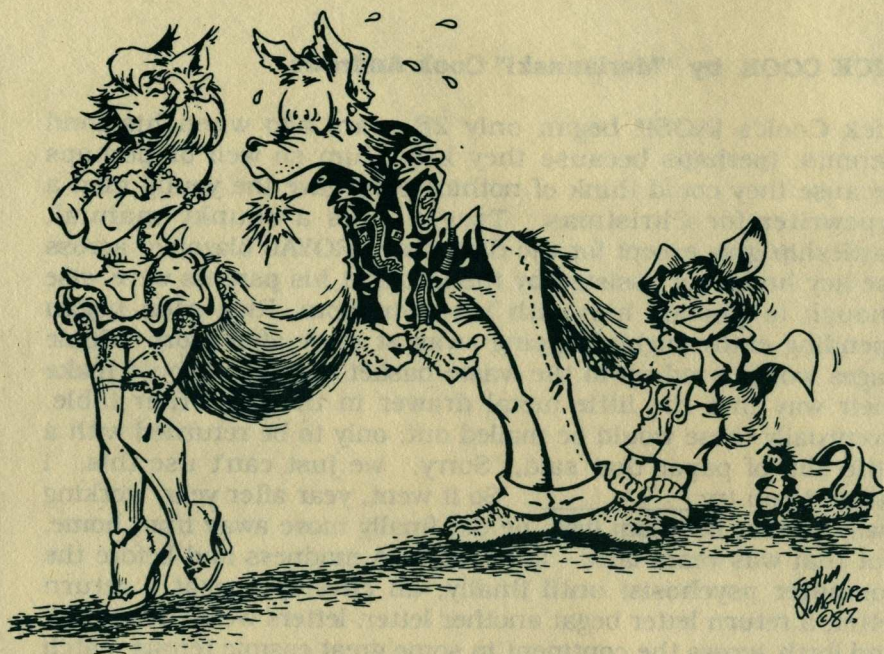
Rick Cook's (AOS)\* began only 28 years ago when his fond parents. (perhaps because they knew him so well or perhaps because they could think of nothing else) gave the young man a typewriter for Christmas. True, it was a chunky manual, battleship gray except for the dark green ROYAL blazoned across the key hood, but assisted by the fact that his parents were wise enough to provide him with his own room, Rick soon began spending entire nights tapping away at story after story. Some pages would wind up in the waste basket but some would make their way into the little metal drawer in the typewriter table. Eventually these would be mailed out, only to be returned with a little slip of paper that said, "Sorry. we just can't use this. I suggest you try \_\_\_\_\_". So it went, year after year, working away in that bedroom (yes, he did finally move away from home, but that was years later - after the SCA madness and before the computer psychosis) until finally, an envelope begat a return letter, a return letter begat another letter, letters went flying back and forth across the continent in some great cosmic tennis match of fate and destiny and... and... Sorry. Anyway, Rick had a non-fiction article published in Analog, then bunches of articles published in all kinds of strange places (How would you like to be a cub reporter in Yuma? Hm-m-m-m-m-m-m-m?). Then, at last, a FICTION story in Analog, then a book (Wizard's Bane) and then another book (Limbo System) and then another book (The Wizardry Compiled) and... gee, golly, whilikers, and here he is GOH at LepreCon -- yet another fat, bearded science-fiction AOS! Step right up, folks, shake his hand and say, "Aren't you Harlan Ellison?" He'll love it. Trust me.

\*Amazing Overnight Success

By the way, can we get him to tell us about the time he taught the neighbor's toddler how to swear?







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## CRISTI SIMLA by Eric Hanson

How does one describe a friend when she is going to be in print for all of fandom to see. There are two schools of thought on this. For example I could describe her in words like *perky*, *quick witted* and *cute*. And these words would be accurate.

Or I could talk about all the conventions that Cristi has worked on her years of association with Fandom. Cristi has been more active in Arizona than most five people I know. Cristi has been the chair of TUSCON for more years than I can count (just shows what good a college education is these days). And in spite of all the craziness associated with running conventions, Cristi always has a smile on her face and a good answer on the tip of her tongue.

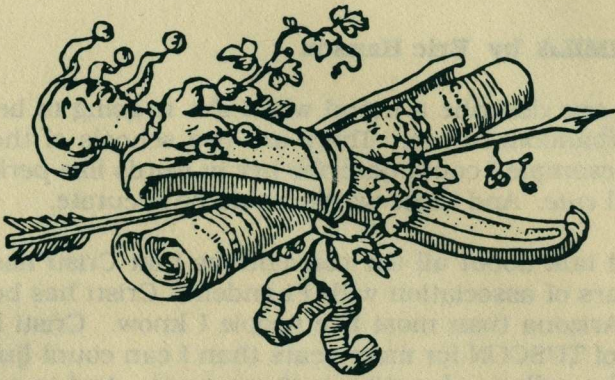
Or I could talk about the time when Cristi was desperate and asked me to be the Fhan Guest of Honor at TUSCON. Now if you ask her, I was not the bottom of the barrel, Poge the Wonder Horse was below me on the list. But she treated me with all the fairness and consideration that she treats everybody else. Needless to say, the convention was great fun and from what I could see, everybody had a wonderful time. (Yes, this is a little plug. TUSCON is later in the year and if you want to attend a small convention with aspirations of being a World Class event, plan on attending).

Or I guess I could talk about some embarrassing moments that Cristi was caught in. I am sure that if we got together, we could come up with two or three hundred examples.

But the best thing to talk about is the simple fact. Cristi is a great person who has done a tremendous amount of good for Arizona fandom and if we are lucky she will be around for about a hundred more years to keep on doing what she does best.







## **PROGRAMMING by Doreen Webbert**

LepreCon has a varied program on tap this year. For those of you with interests in art and writing (in other words, everyone) we will be featuring slide shows, seminars, workshops and panels on everything from where ideas really come from to how to market your work. Our programming runs the list from how conventions are run to the wonders of costuming.

Friday nights "Mr. Legs" contest is sure to be a scream. (Especially if you have seen my legs before, ed). Guys, put on your shorts or pull up your pants legs and lets get up on stage. Let's have lots of fun and remember that we can do the reverse of this at next year's convention.

G. Harry Stien will be telling us about the Space Plane and how our rolls in space will be changing in the next decade. Plan on seeing and hearing a lot about the next decade.

Rick Cook will be delving into the Martial Arts in real life and fiction, Cristi Simila will be showing how she stays sane while running a convention and Jim Fitzpatrick will be wowing us with his works of art.

Programming will be located in the Apache A & B rooms and the Navajo A room on the second floor and the Mohave B room in the basement. The pocket program with exact schedules and items is available with your registration items. Any changes will be shown on the schedules posted outside the individual rooms.

We hope you enjoy this years LepreCon. If you have any ideas for next year, stop by and talk to us. We are always happy to hear your ideas. Enjoy!





## Play PAST LIVES...

If You Dare to Uncover Secrets of Your Past!

Play PAST LIVES...the game that reveals lives you could have lived before. PAST LIVES is a fun and fascinating boardgame that takes you back through the shadows of history; through the Industrial Age, back through the Age of Kings and the Dark Ages to Ancient Times. Each age has treasures, twists of fate and pitfalls unique to that time period.

Adding to the enjoyment of the game is its magnificent artistic treatment. Hundreds of game cards bear the design and art talent of David Edward Byrd, the only living U.S. artist whose work hangs in the Louvre.

Everyone begins play as "Scum of the Earth." With adept play and good deeds, players accumulate points as they ascend through the ranks of the "Commonplace & Vulgar," "Heroes & Heroines," and finally to the "Great & Saintly." At game's end, players refer to the Book of Past Lives, which details hundreds of actual lives from history. How well you've played the game determines who you could have been in a previous life. PAST LIVES...play it if you dare to know whether you were a king or a knave; a saint or a strumpet; a poet or only a peasant.



Up to 8 can play! Available wherever games are sold!

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## ART SHOW by Ray Gish & Eileen Phillips

Once again LepreCon 16 will offer Phoenix fans the best of science fiction / fantasy art. We will be in the Navajo B - D rooms up the escalator. Opening time on Friday will be noon and we will stay open until 9:00pm. We are looking forward to the return of lots of old friends like Alan Gutierrez, Alicia Austin, Melody Rondeau, Armand Cabrera and Patricia Davis.

Hours on Saturday will be 10:00am to 6:00pm and on Sunday we will be open from 10:00am to 12:00noon for any last-minute bidders. So come in early and often to feast your eyes on all the wonderful work presented by our artist friends.

The Art Auction will be held at 1:00pm on Sunday in the Navajo A room.

Buyer pick-up will be after the auction on Sunday. Pieces with two or more bids will go to auction.







### **VOLUNTEERS by Matthew Frederick**

Live, from Rockefeller Center in New York, it's a Long Weekend with Matthew Frederick... This weekend Matt's guests are Zsa Zsa Gabor, Eric "Bud Please" Hanson, and YOU, the entire membership of LepreCon, volunteering to help... Well, I don't expect every guest to make it to my show, but any of you that help out at the convention will be heartily thanked. For each 3 hours worked you will receive a free meal in the staff lounge! With 12 hours you'll get a membership to next year's convention!



## MASQUERADE by Gail Wolfenden-Steib

The Masquerade just seems to be getting better each year, and I believe that we will again impress the socks off you. We have scheduled the Masquerade to start at 7:30pm on Saturday night in the Grand Ballroom on the third floor (up both sets of escalators). In addition to the grand march of all these great costume creations, we have planned a special half time treat that should help put some "steel" in your resolve. So come on up and give your favorite contestant your support.

On Saturday from 2:00pm to 4:00pm we will have a Tech rehearsal in the Grand Ballroom. This is open only to contestants. All contestants must have their paperwork filled out and turned in at this time. You must plan on making this meeting so that our tech crew can go over your presentation with you and insure that everything is to your liking. At 6:30 on Saturday, all contestants must meet in the Masquerade Green Room which will be Apache A on the second floor. This is the room from which we will do all the staging.

Last but not least I want to acknowledge all those unsung heroes, regular volunteers and lunatics that have helped me make this a fun experience. Your help has made it all worth while. Thank you.





*Coming Soon...*

# *CostumeCon 11 Phoenix in '93*

*Help Support the Bid!*

*Attend our meeting here at  
LepreCon 17 — Check your  
pocket program for details.*

*For more information contact the  
Southwest Costumers' Guild at 944-0160*





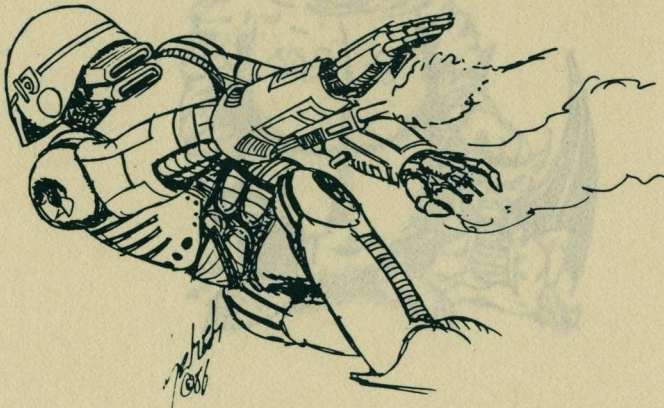
## JAPANIMATION by Tom Perry

We'd like to invite you to drop by the Japanese Animation room. It's a great place to relax and sit down after spending hours on your feet. You can also see some of the world's finest animation.

Some people wonder why we show "cartoons" at a SF convention. Japanese animation is not just for kids, it is intended for people of all ages. Many of the Japanese animation videos that we will be showing are excellent science fiction / fantasy. There is a great deal of action, interesting characters, good music scores, and frequently thought-provoking ideas of possible futures. The overall quality of the stories is much higher than we are used to seeing on American TV. It is not unusual for the Japanese to adapt a literary work into animated form. For example, they are currently adapting Robert Heinlein's *Starship Troopers* as an animated series.

The art styles from Japanese animation are becoming more accepted by many science fiction / fantasy artists in America. Japanese comic art styles have long influenced some of the most popular American comic artists - Frank Miller, and Wendy Pini among others. The English language translations of Japanese comics such as *Akira*, *Grey*, *Mai* and *Xenon* are having an increasing impact on American comics.

Japanese animation has also had a major impact on many of the games that we play. Many of the Nintendo games are based directly upon an animated series. The same is true of many arcade games: such as *Battletech*, *Robotech*, *Mekton*, and *Teenagers from Outer Space*, all heavily based on material from Japanese animation.








This year, we again have a significant number of videos that will be subtitled to increase your viewing pleasure. Now you can not only watch the beautiful animation, you can understand why the characters are acting as they do.

For parents with children: as long as your child is reasonably well-behaved, we don't mind if you leave your child in the animation room while you go see some other part of the con. However, please remember that our program has been selected to appeal to an audience of young adults and as such includes scenes with violence and/or sex that you may not find suitable for your child. This is particularly true of programs which are scheduled during the later hours in the evening. Many of these programs would have an "R" rating in the theater. If you have any questions about the content of any particular item on our program, just ask the person who is currently in charge of the room.

But we still agree that the best reason for watching Japanese animation is that it's FUN. So drop on by and see what all the excitement is about.





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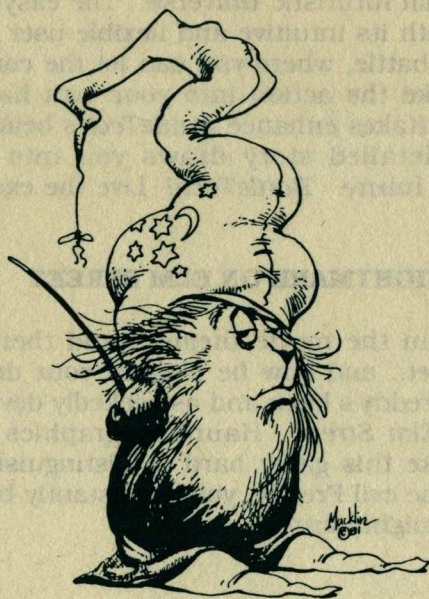
## DEALERS ROOM by Dave Hiatt

Greetings from the Dealer Dungeon! Yes, make sure you follow the signs: up the escalator and down the elevator - or out into the cruel world of downtown Phoenix and down the street, and hopefully you will find all the treasures you have dreamed of. Our dealers for LepreCon 16 include Adam's Books, Alicia Austin, the Rakish Blade, DAG Productions, Leading Edge Games, Sapphire Legends, Roderick's Pirate Plunder, Moirandall, Motley Merchandise, Barry Bard's Fantasy - Past, Present and Future, Roaming Panther Games, Morning Star, Mere Dragons, Peggy Zimmerman's Incredible Silver Jewelry, Nighthawk Studios, TARDIS, GrapXpress, Crunchy Frog Enterprises, PFFS, Movie Memorabilia from Joel Block, Hagar the Horrible, Bent Cover Books, and M.R. Hildebrand.

An added attraction - this year the dealer's room will feature autograph sessions with authors in attendance, and an author's corner which will feature readings and the opportunity to get up close and personal with your favorite author.

So come on down, browse, spend money, get some books signed, and support the dealers.

Hours:	Friday	:	Noon to 7:00pm
	Saturday	:	10:00am to 6:00pm
	Sunday	:	10:00am to 3:00pm





## WESTWOOD ASSOCIATES

Since its establishment five years ago, Westwood Associates has established a reputation in the industry as a leading developer of entertainment and education software, creating imaginative and versatile products for IBM PC, Macintosh, Amiga, Atari ST, Apple II/IIs, Commodore 64/128, Nintendo and Sega Genesis. Based in Las Vegas, Westwood's technical expertise, professionalism and quality game development have been recognized by such major publishers as Strategic Simulations, Infocom, Mediagenic, Tengen, Walt Disney Computer Software, Electronic Arts and ShareData. Among the top-selling originals developed by Westwood are *BattleTech*, *Hillsfar*, *Mines of Titan*, *Nightmare on Elm Street* and *DragonStrike*.

### BATTLETECH

You are Jason Youngblood, an inexperienced 18-year-old BattleMechwarrior who must venture into the hostile universe of the 31st century Successor States. Your only defense against the endless violence of the Succession Wars is your 'Mech, a mighty combat tank of the future, standing over three stories tall and armed with enough firepower to level any major city. And with enemies coming at every angle, and friends too few and far between, you'll need every bit of help you can get.

*BattleTech* is a dynamic role-playing fantasy which takes place in FASA's phenomenal futuristic universe. The easy-to-use tactical combat system with its intuitive and flexible user interface bring you closer to the battle, where you can let the computer control your 'Mech or take the action into your own hands. Emotive Japanese-style outtakes enhance *BattleTech's* beautiful graphics, and the richly detailed story draws you into the dramatic adventures of the future. *BattleTech!* Live the excitement of the 31st century.

### NIGHTMARE ON ELM STREET

He haunted you in the movie theaters and then followed you home to the TV set.. and now he plagues your dreams through your computer! Freddy's back and as wickedly devious as ever in *A Nightmare on Elm Street*. Haunting graphics and ghoulish sound effects make this game hard to distinguish from reality, and as you fight the evil Freddy, you'll constantly be wondering -- is it real, or is it a nightmare?



## **MEMBERSHIP by Julie Douglas**

Membership badges must be visibly worn while in convention function space. Please watch your membership badge. If your badge is lost, check the lost and found in Convention Ops. There's a good chance that they have found it. If a badge is lost and not found, the replacement cost of the membership is the same as the at-the-door price. Membership badges remain the property of LepreCon 16 until the close of the convention. LepreCon 16 reserves the right to revoke membership privileges and destroy membership badges for cause. Membership fees are not refundable.

## **CON SUITE by Terri Birmingham**

Salutations & Welcome!! Con Suite Staff has put their little brains together to come up with some fun stuff for all you fans.

Friday night is Camp LepreCon. Come out and join the campers and the staff for beans & wieners, s'mores and banana boats. The fun starts at 7:00pm and runs till lights out.

Saturday night is The Night of the Living Dips by yes, Ken will be there too! The craziness starts 30 minutes after the Masquerade ends. Come and try assorted hot & cold dips, dippers and rolls (Use your imagination).

The general hours for the Con Suite are:

Thursday	7:00pm - 10:00pm	open
Friday	12:00 noon - 5:00pm	open
	5:00pm - 7:00pm	closed
	7:00pm - lights out	open
Saturday	12:00 noon - 5:00pm	open
	5:00pm till ?	closed
	After Masquerade - till ?	open
Sunday	12:00 noon - 5:00pm	open



# The GAME DEPOT

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## Role-Playing Games

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more....

## Historical Games

TAHGC, GDW, GW,  
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TFG, VG, WEG, and  
more....

Plus MINIATURES  
MAGAZINES  
REFERENCE BOOKS  
PAINT & DICE





## GAMES & DIVERSIONS by Don Harrington

Welcome to Games & Diversions at the Sheraton! Be sure and drop by during the convention to play a game, win prizes in a tournament, peruse the entries in the miniatures painting competition, buy and sell games at the used game auction, enter our door prize drawing, or just say "hi" to our friendly and enthusiastic staff.

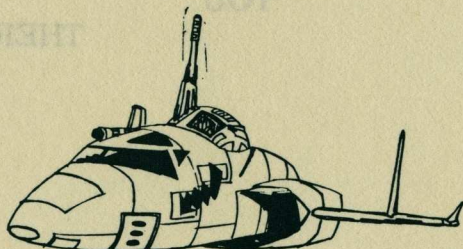
Don't miss the chance to talk to some of our exciting guests:

Scott Haring - Scott is Games Editor at TSR/West, the newest west coast offices of TSR. He has worked in gaming for seven years, and been playing games for twice as many years. Scott's latest projects include the new comics modules (game modules with illustrated stories included).

Dave McKenzie - Dave is president of Leading Edge Games, producers of *Phoenix Command* and *Living Steel*. His latest project, which Dave will be demonstrating at the convention, are the games set in the Aliens universe. These include board games and role-playing rules.

Mike Stackpole - Michael is a writer, game designer, and skeptic among other things. His latest projects include the books known as the *Blood of Kerensky* trilogy and a series of stories set in the *Shadowrun* universe.

Thanks to all the people who helped to make Games & Diversions a success at LepreCon 16, especially the following companies who contributed prizes and merchandise: Avalon Hill Game Company, Fantasy Games Unlimited and Waterloo, FASA, The Game Depot, GDW, Iron Crown Enterprises, Leading Edge Games, Mayfair Games, Palladium Books, the Role-Playing Gamers Association from TSR and Steve Jackson Games.





**DANCE by Carey Holzman**

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LEPRECON 16

(or all of your friends will tease you, unless of course, you have  
no friends...in which case you could make some by going to the  
dance!)

SEE

YOU

THERE!!!



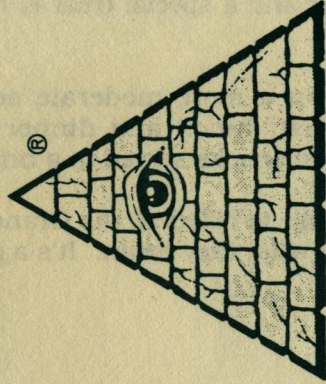
# ... We Knew You'd Be Here!

How'd we know? Simple - You like science fiction and fantasy. Well, so do we! In fact, they're the basis for most of our games. And, you're a discriminating person of intelligence and taste (you're here, aren't you?). Besides, your postman has been sending us regular reports on you since 1981!

Steve Jackson Games is pleased to help support this convention by providing prizes for gaming tournaments. Check your program book for details.

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## **HOTEL by Eric Hanson**

We are pleased to have our convention in the Phoenix Sheraton. This hotel has some of the best staff you could wish for.

For your dining pleasure, the hotel is pleased to provide the Sand Painter Dining Room and Lounge. They offer specialty dining with superior atmosphere and service. They serve a fabulous lunch and dinner and a special treat is their Sunday champagne brunch.

For something on a more moderate setting, the Cactus Cafe provides breakfast, lunch and dinner and those some-times needed in-between snacks served in a bright and cheerful setting.

The Adam's Lounge is billed as the Grandest Bar in Town. Come on down and see what they mean. It's a great place to unwind.

## **VIDEO ROOM by John Williams**

Where, here...where, there...where, everywhere. Yes the Best Video Room since last LepreCon.

We'll be having some special shows. Tom will have some cartoons for the young and old, including something from the war years. (You have to guess which war). Also, Jim Groat has promised to bring up some special videos from Student Animation that the teachers would not approve of, but we are sneaking them by Eric.

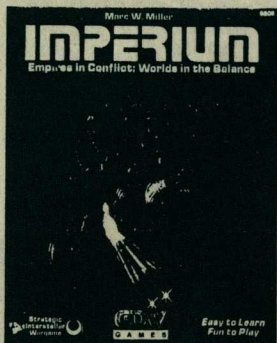
See movies where the guy gets the girl, the guy loses the girl to a guy who is a card, see guy wear a cape and hood, see guy get girl again. Watch the heart rending version while some father and his son see the world from a balloon, a plane and a motorcycle.

These are just a few of the plot lines from some of the movies we plan on showing this weekend. So come check out the Video Room over in Hopi A. We will have a schedule posted in the Pocket Program and updates outside of the room.



# GDW GAMES Wargaming at its Best

Look for these new titles from GDW through 1990



## Imperium

*Empires in Conflict, Worlds in the Balance.*

Terra has reached the stars, only to find someone else already there! The Grand Empire of Stars—the Imperium—claims the stars vital to Terran expansion. The Imperium is a ponderous giant; Terra is a small, quick opponent, anxious for a lightning victory before the enemy can bring all of its forces to bear. Each game is a war; the next game begins with the positions from the end of the previous one. *Games Magazine* put this one on its Games 100 list! *Dragon Magazine* calls it a classic! Interlocking hard game map. Die-cut counters. Rules. Charts. Boxed. GDW: 0205. \$24.

## MegaTraveller

**Fighting Ships of the Shattered Imperium**  
*58 MegaTraveller Ship Specifications*  
*for Ships of the Imperial Navy.*

A compendium of immense battleships and cruisers that served with the Imperial fleet and now serve with the many factions of the Rebellion. Included are descriptions of 58 ships, with illos for 16 of the most interesting. 96-page book. GDW: 0218. \$10.

## Knightfall

*In Search of the Fabled Lost City of Wonders.*

Suddenly the tides of war shift—Emperor Lucan's forces attack in a surprise assault from orbit. Now, the characters are prisoners of war, and their ship has been confiscated. They must escape and track down their stolen starship. During the search, they stumble on an amazing discovery that could put an end to this cursed Rebellion once and for all. 96-page book. GDW: 0219. \$10. On sale in September.

GDW games are sold at better hobby and game stores everywhere. Write for our free catalog.  
Game Designers' Workshop, PO Box 1646, Bloomington, IL 61702-1646 USA

## Harpoon

### Harpoon Data Annex 1990-1991

*The Biannual Update for Harpoon.*

This is the key to Harpoon! *Twice the page count of the previous Data Annex.* Now 128 pages, with a beautiful color cover of subs under the Arctic ice. Every Harpoon player will want to upgrade his Harpoon game with this latest edition of the Harpoon Data Annex. 128-page book. GDW: 0715. \$10.

### Captain's Edition Harpoon

*Here's How To Start Playing Harpoon.*

**Captain's Edition** simplifies the rules and the details of Harpoon into a naval wargame that can be played in less than an hour. Each game is different. An exciting game for two or more players. If you are interested in modern naval warfare, **Captain's Edition** is the place to start. Boxed. GDW: 0717. \$20.

### The South Atlantic War

*Scenarios for the Falklands War.*

Every scenario and encounter, plus details for the whole war, are covered here. Anyone playing Harpoon will enjoy this book with its details on alternate resolutions to the British and Argentine strategies. 96-page book. GDW: 0718. \$10. On sale in September.

## Wargames

### Assault

*Tactical Combat in the 1990s.*

Detailed small unit operations on the plains of Germany. Advanced-level wargame. **Assault** asks, "How are battles fought and won?" This boardgame has the answers about the tactics and strategies that modern company commanders face. More detailed than **Team Yankee**; the first in a series of wargames covering modern tactical combat and its implications all over the world. Boxed. GDW: 0711. \$28.

### Over The Top

*WWI Miniature Wargame Rules.*

A complete miniatures wargame rules book and reference source for World War I battles.

**Special Rules:** Gas attacks, artillery barrages, complex trench systems, rudimentary armored fighting vehicles, and the ever-present machinegun.

**Ten WWI Scenarios:** Home Before the Leaves Fall.

Last Stand at Tsingtau. U.S. Marines at Belleau Wood. Australian Cavalry against Germans and Turks in the Holy Land. British, Canadians, and Americans in Russia.

**All the World's Forces:** Austria-Hungary, Belgium, Britain (including the Commonwealth), Bulgaria, France, Germany, Italy, Montenegro, Rumania, Russia, Serbia, Turkey, and the United States.

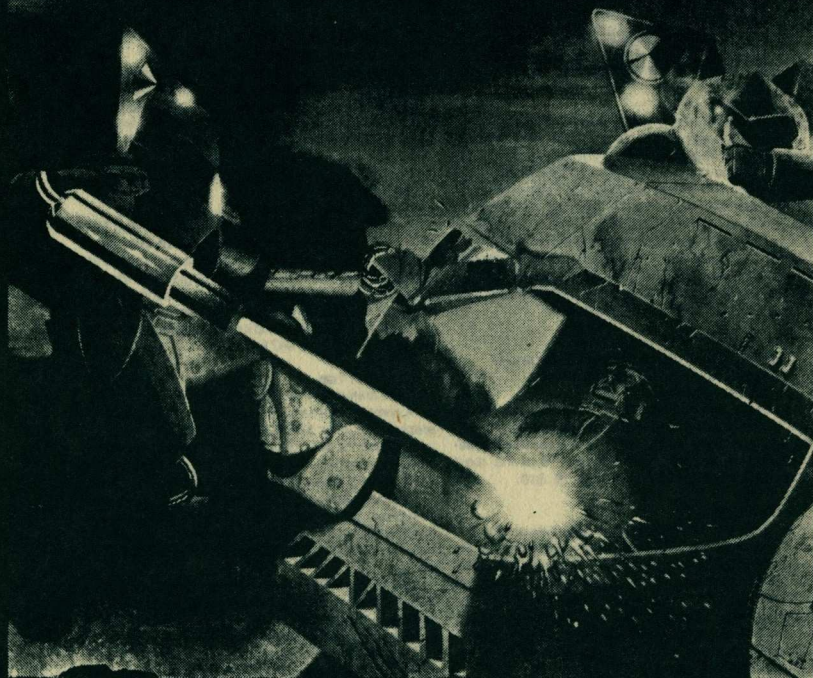
**Over the Top (Command Decision system miniatures rules).** 96-page book. GDW: 0734. \$12.



BLOOD OF KERENSKY \* VOLUME ONE

# LETHAL HERITAGE

A NOVEL BY MIKE STACKPOLE



# BATTLETECH™

THE RETURN OF KERENSKY

MEET MIKE STACKPOLE AT THE CON THIS WEEKEND!



## SECURITY by James Kosky

At the risk of sounding redundant - the thing that should be in everyone's mind is "Use Common Sense!"

The standard rules for social behavior at a con include:

Real or realistic looking firearms are not allowed in the hotel. Please do not bring them.

Bladed weapons and props must be sheathed and peacebonded. The sheath must be a hard, protective cover to protect all from the point and the edge. Bladed weapons may not be drawn in any public / common area of the hotel. If you draw it, it will be removed to a safe place in the Convention office for the duration of the convention; you can reclaim it after the convention has ended.

Membership badges must be worn in a visible location on your costume at all times while you are in convention areas. Admittance to convention areas will include your following this rule. Anti-social behavior will not be allowed. Remember that your neighbor and hotel has rights and you should not infringe upon them. This includes shouting, running and fighting.

Glass is not allowed in the pool area - this is for your own and others safety. No alcohol in their original containers in public / common areas - this is to comply with state laws.

Remember, attending a Con is a privilege, not a right. We reserve the right to revoke membership for cause. Your membership badge remains the property of the convention until the close of the Con. In the past we have worked to make conventions fun for people with a wide variety of interests. Thank you in advance for helping us make Cons an event like the old days where all fans were friends and all were welcome.

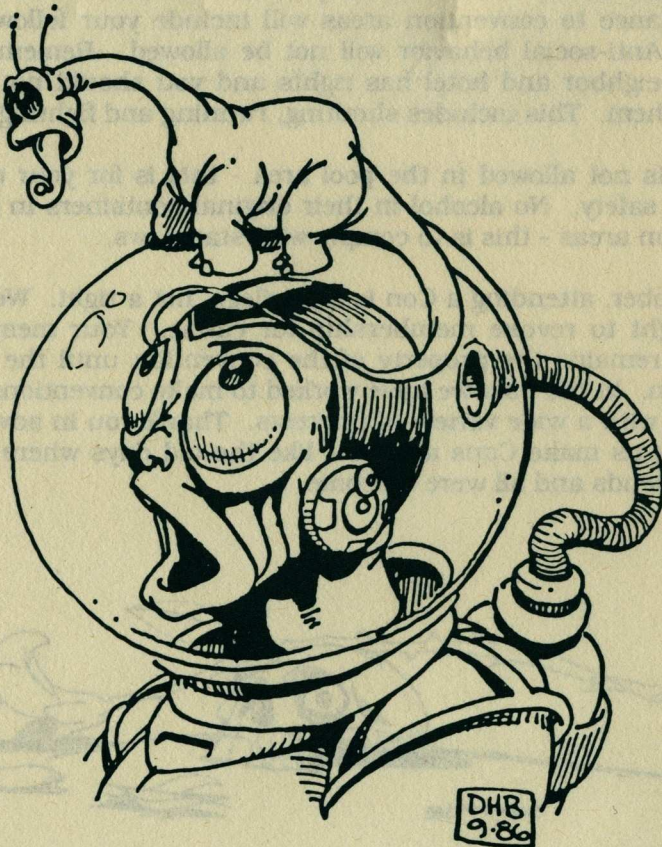




## COMPUTER ROOM by Dan Smith

Hey, are you looking for NAKED WOMEN, large quantities of BOOZE and bathtubs filled with LIME JELLO? If so, stay away from the computer room. All we have there are some of the best games you can shake a joystick at. Returning to the computer room after a successful run at the last convention are: SIM CITY, FALCON-AT, BATTLE CHESS and 688 ATTACK SUB. Also appearing are POPULOUS, MECHWARRIOR, MODEM WARS and many more. Also returning is ADULT NIGHT which features some state of the art graphics, digitizing and animation. This will be on Saturday night after the Masquerade and you must be 18 years of age to enter or you must have parental permission. (And the parent must talk to me.)

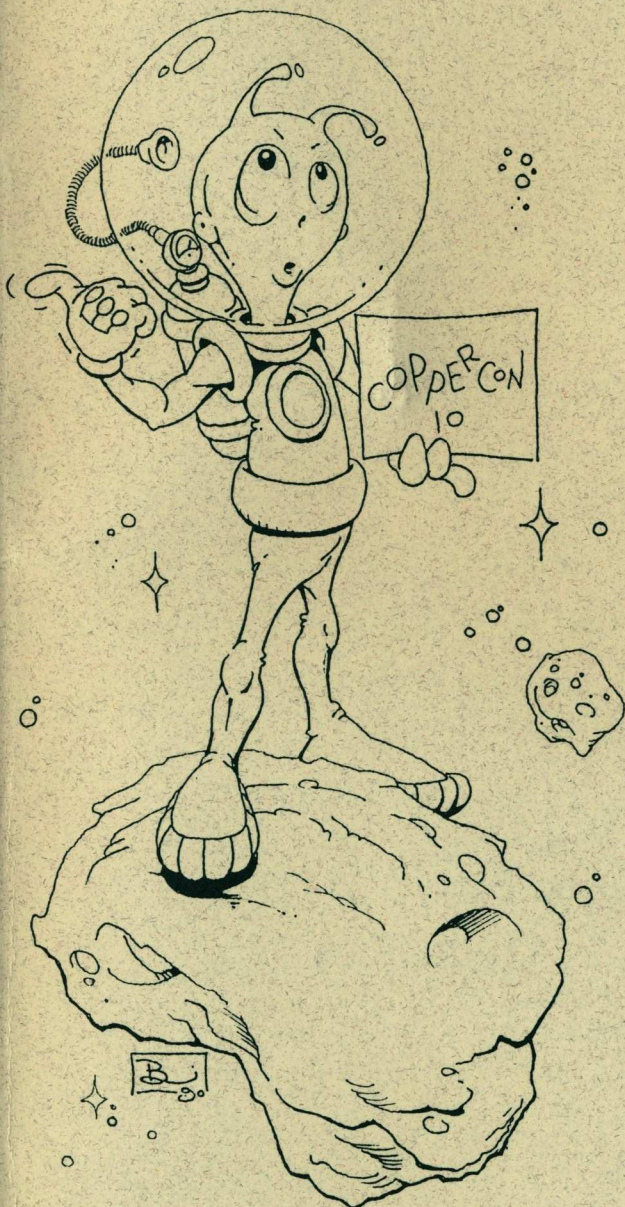
So come on down and see what we have to offer.





# CopperCon 10

September 7th, 8th, & 9th, 1990



*Guests of Honor*

**Keith Laumer  
&  
Wilson Tucker**

*Location*

**Safari Hotel**

4611 N. Scottsdale Rd.  
Scottsdale, Arizona

*Membership Rates*

**\$15**

through LepreCon  
April 15th, 1990

**\$20**

April 16th –  
August 15th

**\$25**

at the door



