

pub quiz

No convention would be complete without the traditional Pub Quiz, a game with a new gimmick each year. Answer questions on gaming trivia and have a laugh as the questions get stranger and stranger. The Gaelcon Pub Quiz is always something else. There's bound to be some kind of quirk or theme to the Pub Quiz as there is every year, but the main thing that goes on is a load of drinking. This is an over 18's event.

help wanted

We can't run Gaelcon alone. Every year there are more and more games to be run, people to sort out general 'stuff' to be done. We rely on the people who give up their weekends to Staff and GM games for us. We are interested in hearing from anyone who wants to help. Maybe you'd like to run a game for us? Perhaps you want to become a fully-fledged Staff member?

GMs :

If you want to GM please e-mail us at gms@gaelcon.com or alternatively you can write to us at Gaelcon 2004, PO Box 4345, Dublin 1, Ireland stating what games you want to GM, please include your name, phone number and a e-mail address if you have one.

Staff :

If you want to Staff then you need to let us know pretty soon. Staffing is one of the hardest jobs during the weekend but it doesn't go unnoticed or un-rewarded. So if you feel like Staffing please e-mail as soon as possible at staff@gaelcon.com or write to us at Gaelcon 2004, PO Box 4345, Dublin 1, Ireland.

wargames

Mechwarrior Dark Age :

Once again the factions of the Republic of the Sphere go at it in a bid for dominance but more groups have shown up since the last battle for supremacy and new hardware has come with them, this time, nothing is assured. Standard tournament points and factions rules apply in this competition to be run Saturday.

Heroclix :

Isn't it *always* the way with Superhero clashes, there's always a sequel that ends up bloodier than the last, at least we hope it is. A lot more heroes and villains have appeared

since last year but the rules are still the same, beat up the bad guys, get the girl (or guy) and save the world, again. Normal tournament rules and factions for Sunday.

DBM : The Brian Boru Trophy

This is a 4-round themed DBM competition using 350AP armies. The historical theme is "The Mongols, their Enemies and Successors". This includes a wide range of armies from the Christian Crusaders in the West through the Nomads of the Steppes to China and the Far East.

A full list of allowed armies can be found on the competition website (<http://www.iworg.com/boru>).

All Weekend

It wouldn't be Gaelcon without the rest of the usual favourites, Classic Battletech, the new Ultimate Warzone and Chronopia will be running all weekend with forces and models available on loan for anyone who wants to try their hand for the first time. Come and try it if ya think yar 'ard enough.

Warhammer 40,000 :

Is your army up to the challenge of taking on all comers and handing their posteriors back to them? Do you laugh and make jokes about the enemy's puny little weapons? Are you just another arm-chair general or are you the real McCoy? You've got six games over two days with an army of up to one thousand points to show what you're made of. This tournament will use the new 4th edition Warhammer 40,000 rules.

Warhammer 40,000 : Doubles

Double the trouble, double the mayhem. How good can you work as part of a team? Think so? Prove it! Three games in one day with a combined army of one thousand points - five hundred per team member - should decide how good you really are. This tournament will use the new 4th edition Warhammer 40,000 rules.

Warhammer Fantasy Battle :

If pulling a trigger seems far too technical for you, how about smacking your opponent around with large heavy lumps of metal and wood instead? This year sees the return of WFB to the GaelCon wargames lineup, with a one day, three game, 1500 point tournament. This tournament will use the 6th edition (current) WFB ruleset.

the irish games association
are proud to present



gresham hotel
o'connell street dublin

October
23rd - 25th

www.gaelcon.com info@gaelcon.com

introduction

The Irish Games Association, for the 16th year, presents Ireland's largest independent games convention - Gaelcon. This year, its 16th, Gaelcon will be hosting a wide range of role-playing games, figure games, collectible card games, board games and many more.

This year will also see our first visit to the Gresham Hotel on Dublin's O'Connell Street. We hope that this luxurious venue, and its central location will help secure an almost unprecedented level of comfort and enjoyment for our delegates, guests and sponsors.

Every year Gaelcon runs a charity auction in aid of Irish children's charities. In the last 5 years alone we have raised over €70,000 and hope this year to add substantially to that total.

For further details please visit www.gaelcon.com
Fiki - Con Director, Gaelcon 2004

charity auction

The Charity Auction is really the most special event we have at Gaelcon. Every year loads of our traders, guests and con attendees offer valuable and sometimes unusual items to be auctioned off to the highest bidder.

In the last 5 years alone we have raised over €70,000. All the money we raise at the Charity Auction goes to various different children's charities to buy games and equipment. Anyone who's been to one of our auctions before knows that anything can happen. Bring loads of money, have fun and remember 'It's For The Kids'. This is an over 18's event.

pre booking

To prebook, (see *otherside of flyer*), simply tick the events that you would like to participate in and mail in the form to Gaelcon 2004, PO Box 4345, Dublin 1, Ireland. All events are €2, unless otherwise stated. Please do not send cash. Money orders, postal orders and cheques are accepted. Gaelcon and the IGA accept no responsibility for monies lost in transit. Please check the times of the events you would like to participate in to avoid overlapping games. For booking information please provide a stamped addressed envelope or e-mail address. For any questions or correspondence please contact us any of the following means.

children tickets

Gaelcon this year have brought back the Children Tickets cost and Parental/Guardian Tickets. The Children's Ticket and Parental/Guardian Tickets. The Children's Ticket €15 for the weekend and €7 for a day. The Children's Ticket only applies to children aged 12 and younger, in conjunction to this we have also introduced Parental/Guardian Tickets for parents and guardians who are not participating in the gaming festivities. Parental/Guardian tickets are free.

iga

The Irish Games Association (IGA) is a small group of volunteers who work to promote gaming of all kinds in Ireland. We work with conventions, societies, groups or individuals to raise the profile of gaming in Ireland and to help out where we can with financial aid and/or advice for those who wish it.

We also run a number of distinct events ourselves as well as working on some large and small-scale ongoing projects. Yes, it really is that simple. We do what we can to help out where we can and where we're wanted and leave everyone else to get on with their gaming in peace.

E-mail: info@gaelcon.com

Website: <http://www.gaelcon.com>

Address: Gaelcon 2002, PO Box 4345, Dublin 1, Ireland.

con information

1. No replica weapons allowed.
2. The management and staff of Gresham Hotel, Gaelcon, and the IGA reserve the right to refuse admission.
3. Gaelcon and the IGA and all other associated bodies accept no responsibility for the loss/damage of property while attending the convention and convention-associated events.
4. Gaelcon's and IGA's website can be found at www.gaelcon.com. For more information please e-mail us at info@gaelcon.com.
5. Gaelcon's Timetable and Events are subject to change without prior notice.

special events

56 Days Later :
DAY 1: Exposure, DAY 3: Infection, DAY 8: Epidemic, DAY 15: Evacuation, DAY 20: Devastation, DAY 56: Salvation?

As the U.N troops land it is exactly 56 days since the infection struck. But in Britain what is expected to be a simple mop up operation to rescue survivors and stamp out any surviving "Infected" turns into something more dangerous for the Multi National Force.....

Giant Robot Battles :

For some reason certain gamers love the idea of huge walking robotic killing machines engaged in duels with each other. If names like Battle Mechs, Transformers and Gundams are what you crave make sure you play. You see instead of using normal sized Mechs this game will use BIG Mechs and Robots in the region of 9' to 12' in height!

Bruce Campbell Vs The Army of Darkness :

The thirteenth century won't know what hit it! Ash has arrived armed with his trusty Boom stick, that's a 12 gauge, double barreled Remington, S - marts top of the line. Found in the sporting goods department this sweet baby was made in Grand Rapids, Michigan. Retailing for about \$199.95, it's got a walnut stock, cobalt blue steel and a hair trigger. THAT'S RIGHT FOLK.... SHOP SMART.... SHOP S - MART!

ccgs

At Gaelcon we will be running all forms of CCG's. Here are the ones on the books at this early stage. Magic the Gathering, Legend of the five rings - RST, Versus from UDE, Lord of Rings TCG - PSQ, Yu Gi oh Finally I know there are a lot of card games out there that people enjoy and which I haven't mentioned, so if you have suggestions or are a TO for a CCG and would like to have something run please contact me lucifers_teardrop@hotmail.com

contact

For any questions or correspondence please contact us any of the following means.

E-mail: info@gaelcon.com
Website: <http://www.gaelcon.com>
Address: Gaelcon 2002, PO Box 4345, Dublin 1, Ireland.

RPGs

Warhammer 40,000 : Graham Turner

Twenty minutes ago Captain Grisham slapped you awake and started screaming at you. Right now you're standing in line, trying to look your parade ground best, trying not to stain your guard issue fatigues in fear.

Above you, through the industrial haze, the Inquisitors ship comes in to land.

Gurps: Afghanistan : Clan Sullivan

The mid-70s, during the height of Russia's invasion of Afghanistan - a country torn apart by hunger, madness and death, travelling deep into the impenetrable mountain stronghold that is Kafirstan, a lone English investigative journalist enlists the help of a group of Mujahedin.

Nothing could possibly go wrong! Ha ha!

Beyond Defeat : Big Eyes, Small Mouth : Paul Anthony Shortt

The 53rd Cycle of the Celestial Imperium has brought peace and order. The Obsidian Clerics maintain balance through the power of the Supreme Chi. All souls belong to the Shogun of Eternity. His will is your will. Your life is his life. There is balance. There is order. There is peace. For now...

The Great Game : Call of Cthulhu : Gareth Hanrahan

It is the middle of the nineteenth century; the Great Game is underway. A shadow war is being fought between the East Indian Company and the forces of the Russian Tsar. The board - the mountain passes of Central Asia. The pieces - armies and trade caravans, barbaric khans and petty kings. The prize - India, the Jewel in the Crown.

Temporary Insanity : Call of Cthulhu BRP : Damien Kelly

Bob the GM has had a nervous breakdown in the middle of his weekly game. The PCs haven't noticed, but the NPCs are aware and at the mercy of his psychotic imagination. They should down tools; but if the game ends, then so do they. Anyone for Call of Cthulhu?

Exclusion : Cyberpunk : Moxie

The United Nations General Assembly has adopted a resolution renewing the Outer Space Treaty of 1967, reminding all sovereign states that they are responsible for all national space activities whether carried out by governmental or non-governmental activities.

While Militech, the premier military mega-corporation has the influence to keep such a resolution from reaching the Security Council, they must now take steps to hide evidence of their orbital militancy. Militech calls the Arasaka Corporation, a small but specialised security firm to solve the problem.

System Crash : Equilibrium : Moxie

"Prozium -- the great repentine. Opiate of our masses. Glue of our great society. Salve and salvation, it has delivered us from pathos, from sorrow, the deepest chasms of melancholy and hate. With it, we anaesthetize grief, annihilate jealousy, obliterate rage. That those sister impulses towards joy, love, and elation are anaesthetized in stride, we accept as fair sacrifice. For we embrace Prozium in its unifying fullness and all that it has done to make us great."

Father's words washed the Prozium down and spread a warm glow of comfort throughout the heart of every Librian but then the renegade Tetragrammaton cleric, Preston, killed Father, destroyed the Prozium factories and watched the garden burn. Now, a month after the end of the Nights of Blood and Fire, Libria is awakening to a harsh new dawn and coming to terms with two generations of feelings it feared having. How does it feel?

Flockwars : Fiki & Donal & Gordon & Gar & Cat

The role-playing game of wargaming sheep, he said. Run it at Gaelcon, he said. I'll be dead by the time you're done, he said. I died a little dead, he said. Fiki laughed, Ceire laughed, and I thought were my inside. I looked around me... at the people that I thought were my friends and realized that I knew none of them. None of them at all. I was alone. So utterly alone. "I'm going to my trailer." I said. "I may be some time." And only the gin could numb the pain...

Setting Europe Ablaze : Godlike : David McCabe
Gentlemen, we received this transmission from a squadron of troops near the town of Arras, France.

... "19th September 1942. We have found him. I repeat, we have found him. We are moving to eliminate the target." "oh shi..." "how...did...they... know..."

Thin end of the stick : In Nomine : Colm Lundberg
Angels toe the line it's as simple as that. Demons, on the other hand, get to impose their will upon the world, and while sometimes their political can be a tad more fatal, they are certainly not as bound as angels. So what happens when angels want to break free? There are angels who espouse all freedoms, what Dominicans call the "dangerous" servants of Eli, Janus, and Novallis, for example. But if these guys get away with it, does one draw the line? What if this "freedom" spreads to other, more ascetic angels? Do angels have freewill?

A Song of Death and Chaos : Game of Thrones : Oisín Creaner
If you play the Game of Thrones, you win or you die. Being a piece on the board has its risks and rewards too, but nobody's made a move lately. You'd almost begin to wonder if the game is over, and nobody's told you. Keep your eyes open, before the rules change.

Steam and Steel : Iron Kingdoms : Piotr Burzykowski

Welcome to the Khadoran Mechaniks Assembly. Here, we build the mighty warjacks, our unstoppable battle machines that turn into dust the enemies of Khador, our beloved otheland. In a while, you will see the birthplace of the greatest implements of destruction and victory ever created. Please do not touch anything."

Lock, Stock & Two Smoking Dragons : Eric Blair

"The war's over, mate."

"Is it?"

"Yeah. It's over innit? Forget about it."

"It's not over for me, old son, it's not over for me."

Have a butchers, love. This is Ebberon. Not exactly your fathers D&D.

Light against the Dark : OGL Horror : Alex O'Connor & Graham Turner

You light a candle in the darkness of the world, struggle with creatures from man's darkest nightmares, terrors given form, horror given flesh. You are the Night Force. The hunt is over, your most recent prey cornered. All that remains is the fight and the victory. But whose victory will it be? Only time will tell.

Freedom on the Seas : Sorcerer : Adam Kelly

Do you want to escape the rules, duties and pressures of society for a life of piracy upon the high seas? There, finally, you can pursue dreams that are truly your own. Piracy brings its own rules, own dangers, and the dream of piracy could easily become a nightmare.

Adventura Perpetual! : Savage : Graham Turner

Careless talk costs lives. Your careless talk for example cost you a life of luxury and privilege. Cursed by a Sorcerer to leave your world of opulence and riches you must adventure perpetually until 100 years have passed, you find the Eye of the Dragon of Night, or you're really, really sorry.

Team Synergy : Jude "Doc" Mapp

When trouble calls Team Synergy are never far behind, when they work together they have superhuman powers with which to combat the greatest evil. But for these superhuman sextuplets working together is tough work, especially when it might mean giving up your x-ray vision so your brother can fly...

Saving Orion : Universalis : Adam Kelly

What is Orion? Why does he/she/it need to be saved? Every player is the Games Master. The world is yours to create, the story yours to tell. Unleash your creativity in the game of unlimited stories.

Nor the Battle to the Strong : Vampire : Ciaran Kenny

Gehenna has arrived, oh my! You can't stop it, but what you can do is represent your faction in a council of war with those that were once your enemy to try and stop the ancient creatures from trouncing on you. If you can get there without being stopped for autogroups.

Larps

Utter Motive : Kevin Naughton, John Mullen & Grainne Sheerin

"We'll let the people decide" the Very Nature Of Existence said "It seems simple enough. If there is anyone who wishes to shed this mortal coil and ascend to a higher plane of existence to prove their superiority over all corporeal denizens of the universe, could they please do so on the count of three!"

Il Popolo : Dave Madden

As the Renaissance dawns, Italy is prosperous but divided. City-state fights city-state, enriching the mercenary condottieri. The Pope and the Emperor compete for influence, and within each city merchants, nobles, artisans and soldiers struggle for wealth and power. Truly, the spirit of antiquity is reborn.

Crossed Lines : Sandra Duggan

With their numbers thinning out, both sides reluctantly agree that the war between vampires and werewolves must end. Under a fragile truce, negotiations are set to take place in a secluded village. Peace is at last a possibility, if only those meddling humans didn't interfere.

Olympiad : Loughlin Deegan

In this brief respite from the Peloponnesian war, athletes and elders from the city-states of Greece gather for the most eagerly anticipated Olympic Games ever. Young men will strive to prove their nations' might through sport; old men, through diplomacy. If a lasting peace is to be found at all, then it must be found today.

Darkness Descending: Sanctuary : Jude Mapp

Home and Reason lie destroyed. Still mourning the loss of the Feliente, the races of the Alliance fear all is lost. But with the Dawn, a new hope arrives. In the city of Sanctuary, the fate of all lies in the hands of a few. But Hope still burns brightly...

Deus Ex Machina : Claire Bradley & Mary Kilgariff

Imagine the world is run by a committee. A committee of Olympian deities. Imagine that committee have been stuck with each other for 4000 years. As select clubs go, Mount Olympus is the most exclusive. The ultimate committee just got a new member. And no one joins without an invite.

Rules of Engagement : Ian Hollingsworth

Every battle has always obeyed the same rules of engagement. Handed down from the dawn of history, they have needed no amendment. Until the pawns formed a union and threatened to strike. The first ever truce is being observed and both sides are drafting proposals. Unfortunately, nothing in chess is black and white.

A lonely impulse of delight : L5R : Eamon Honan
I balanced all, brought all to mind, The years to come seemed waste of breath, A waste of breath, the years behind, In balance with this life, this death.

Deeds of Providence : Kevin Naughton, John Mullen & Grainne Sheerin
The Terran Dominion is on the brink of destruction. It is, for many, a Peace. It is the ideal many nations strive towards. And so the dream and others, a simple hope. It heralds prosperity and health, a blessing of wisdom and vigilance. But to the province of Ardin Vell, peace is a plague, a pestilence, and Ardin Vell is dying.

Under the Hammer : Shane Wishkah

War has come to Matters Folly. Allow either side's troops in and the other considers the town a valid military target. And so the mayor has concocted a dangerous plan to auction the town's allegiance in exchange for sufficient protection. But at a neutral meeting place in wartime, nothing is as it seems.

The Fall : Nick Huggins

The Terran Dominion is on the brink of destruction. On a distant moon a platoon of marines waits for a pickup that may never come. The peaceful Synthetics of Farouk contemplate their fate when the inevitable happens. A rebel group is poised to seize the power of the Dominion's ruling body. What part will you play in the Fall of the Dominion? Can you save a Star Empire - Or will you take the pieces for your own?

Booking form & timetable

In order to book your place at Gaelcon, simply fill out this form, and send it to us with your payment, details of payment can be found below. Tick the events that you want to enter in the box next to the event, on the previous page. Please read the timetable carefully to ensure that the events you book does not overlap or clash with each other.

Name: _____
Address: _____
Phone: _____
Email: _____

Pricing

- Event Tickets (£2 per event unless otherwise)
- Regular Ticket (£25)
- Gold Ticket (£35 inc. 6 Events and T-shirt)
- Children's Weekend Ticket (£15 under 12 years of age)
- Children's Day Ticket (£15 under 12 years of age)

Saturday Morning

LARPs :

- The Fall : Chapter 1
- Utter Motive :
- Il Popolo :

RPGs :

- Nor the battle to the Strong : Vampire
- Adventura Perpetual : Savage Worlds
- Setting Europe Ablaze : Godlike
- Flockwars :
- Warhammer 40,000 Registration (10am)
- DBM Registration (10am)

Saturday Afternoon

LARPs :

- The Fall : Chapter 2
- Crossed Lines :
- Olympiad :

RPGs :

- Steam & Steel : D&D
- Universalis :
- Exclusion : Cyberpunk

Sunday Morning

LARPs :

- The Fall : Chapter 3
- Darkness Descending : Sanctuary

RPGs :

- Freedom on the Seas : Sorcerer
- Honour Guard : Savage Worlds/40k
- Lock, Stock & Two Smoking Dragons : D&D
- Hero Clix Registration (10am)
- WFB Registration (10am)

Sunday Afternoon

LARPs :

- The Fall : Chapter 4
- Deus Ex Machina :

RPGs :

- The Great Game : Call of Cthulhu
- Equilibrium : System Crash
- Beyond Defeat : BESM

Monday Morning

LARPs :

- Rules of Engagement :
- L5R: A lonely impulse of delight :

RPGs :

- Synergy :
- Light against the Dark : OGL Horror
- Afghanistan : GURPS Special Ops
- W40k Doubles Registration (10am)

Monday Afternoon

LARPs :

- Deeds of Providence :
- Under the Hammer :

RPGs :

- Song of Death and Chaos : D&D
- The thin end of the stick : In Nomine
- Temporary Insanity : Call of Cthulhu

The timetable is subject to change without prior notice.