

DO  
YOU  
SEE

LEPRECON<sub>JE</sub>





# LAST BREATH OF A MADMAN

(a few words from our dearly deranged director)

Do you see...

Do you see beyond the veil of secrets that cloaks our minds and conceals the true nature of the universe?

Do you see the vast and incomprehensible beings that lurk beyond the boundaries of sanity and rationality?

Do you see that we are all small and insignificant ants, unable to comprehend the true vastness of the cosmos and everything that exists within it?

Welcome one and all to Ireland's oldest games convention, now in its 36th year. We have a wide array of events lined up for your gaming pleasure this weekend; and so, whether your interests lie in boardgames, cardgames, role-playing games, or down other, more dangerous paths, we hope that you'll find something to suit your tastes. We've worked hard this year to bring you some of Ireland's greatest games and writers, including our guest this year, Gar Hanrahan, who will be sharing his knowledge on how to make a game truly terrifying.

For Special Events we have even more on offer, from everyone's favourite starship simulator Artemis, to the fantastic storytelling of Milk & Cookies, who have kindly agreed to be with us this weekend. And if you find yourselves looking for something new, you can browse through goods and services provided by our wonderful traders.

Leprecon was the first games convention I ever attended, and taking over as director has been an opportunity to bring everything I love about games to you, the Irish gaming community. I hope that you all enjoy this weekend as much as I've enjoyed it over the past decade that I've been attending. But now the stars are aligned and the time is right. The Great Old Ones stir in their slumber and begin to rise. Leprecon has begun.

May you be eaten first.

**Aidan Marsh**  
Director  
Leprecon 36



# RPGs

## Friday Evening

### Can I Play With Madness? – Oisín McColgan

Malkavia – the madness plague. An eternity with just the voices in your head for company. It's one of the few things Kindred fear and now it's come to Dublin. The coterie returns to the city to find quarantine in effect and the Prince in hiding. It's just a matter of time until they succumb, unless they can find the source – patient zero – and destroy it. But finding him is a puzzle that gets harder every day as your own mind turns against you.

*Players: 3 – 5 players*

*System: Vampire: The Requiem Second Edition*

### Stitched Up – Cathal Redmond

The city of Shallamas is a city of echoes and a city of thieves but there's an honour amongst the criminal classes or at least there was. People have been disappearing only to show up again with body parts missing and very very dead. But you don't care about that, you just did the deal of a lifetime and are about to hit the town. What can possibly go wrong?

*Players: 3-6*

*System: Numenera*

## Saturday Morning

### Alone – Leela Diac

You wake up and everything is the same but different. As you look around, you see that things are the way they were before you went to bed but nevertheless you can sense that something has changed. The lack of any noise in the building or outside and the fact that things seem to be much cleaner all of a sudden is only the very tip of the iceberg. What happened? Where is everybody? Is this a dream? Is this the apocalypse, the downfall of human society, that movies and books have been talking about for years?

Be prepared for an RPG that leaves you wondering

*Players: 3-5*

*System: Homebrew*

### House Party on the Hill – Danny O'Leary

Five or so strangers meet at a house party in a

large old mansion somewhere on the outskirts of Dublin. Only one of them knows the host. They're all seeking refuge from the revelry and some quiet conversation in one of the mansions' many resplendent rooms. But after spending some time getting to know one-another away from the hectic hubbub they realise the hum of the party has died down. In fact they can't hear a thing save for the creaking of this old house as a storm rolls in outside.

Will they venture out to discover what's become of the party guests? Or make straight for the front door, attempting to navigate the suddenly labyrinthine hallways? And can any of them really trust the strangers they just met at this house party gone awry?

*Players: 5*

*System: Dread*

## Saturday Afternoon

### Tea Time Terror – Joey Johnston

"You don't know whether you were invited. You don't know how you arrived. You don't know how to get out. You don't even know if all these things matter. Some of you have been here for years, some have just arrived. The tea party continues and you have only two options; Escape or Die."

*Players: 5 players*

*System: New World of Darkness: Changeling*

### Supernatural: Family Ties – My Enemy, My Self – Dudley Martin

As the number of demons encountered has increased your parents have become very busy. This leaves more of the usual bits of family business to fall to you and your friends. You have received word from a contact that there is a white lady haunting an old railway line near Cairo, West Virginia. Just a bit of fun for you to deal with. Gas up the RV, load your shotgun and make sure you have your salt. It is time to deal with a ghost. Or is there more to what is happening?

*Players: 5*

*System: Supernatural RPG system*

## Saturday Evening

### Ferelden Navy Seals –Nick Whyte

You go in before the army, you pick the targets, you rescue the hostages, you are the stuff of nightmares to your enemies, ghosts who appear from nowhere strike like lightning and disappear leaving only death and destruction in your wake.

A clan of Dailish elves has been reported near Ostigar and people have gone missing from Lothering. You have been called in to rescue them from the Dailish. You will be HALO dropped in before daybreak from a tame wyvern and from there you're on your own. After all you are Ferelden Navy SEALs

*For 5 players*

*System: Dragon Age*

### Priority Orders (+18's) – Michelle Haward

All criminals operate in the Shadows. In the darkest shadows you find the most feared and despised – including Tanamous. This infamous organ legging ring will stop at nothing to obtain organs for their clients. Rumour has it that a priority order has been placed with Tanamous. The streets won't be safe until it is done.

*A game for 5 organ leggers. Ages 18 and up only.*

*System: Shadowrun 4th Edition*

## Sunday Morning

### Cygnus X1- Baz Nugent

Element Zero is the principal component of mass effect technology. Born when a star goes supernova and found in the asteroid debris of the ensuing neutron star, it is rare and dangerous to obtain.

Looking for new sources, the Black Sun Mining Company have staked a claim on the accretion disc of Cygnus X1. A black hole. With limited contact with the outside galaxy, cramped conditions and the event horizon close, tensions are high. Voices are being heard. Madness is coming.

*A Mass Effect horror RPG for 5-6 players.*

*System: nWoD*

### The Weatherlight –David Reynolds

Welcome aboard The Skyship Weatherlight! A flying vessel powered by magic, crewed

by heroes and beset by horrible dangers! In this RPG you can take control of one of the Weatherlight's hardy crew as they search for their missing Captain. Follow the crew through danger, puzzles and deceit as they fight for their lives against enemies dead set on their demise!

The Captain of the Weatherlight, Sisay, has been captured by the Phyrexian warlord Volrath and taken to his Stronghold on the plane of Rath. Distraught and vengeful, the crew have reassembled many ex crew members for a daring rescue attempt.

*A game for up to 6 players*

## Sunday Afternoon

### The Wages of Sin- Cian O'Sullivan and Graham Turner

A stolen treasure map leading to buried riches on an ancient alien world.

A race against time to foil an Evil Corporation hell-bent on Galactic Domination.

A beat-up starship that just \*will not\* do the thing you want, but somehow never lets you down.

Grab your coat and get your gun. There's adventure to be had.

*Players: 5*

*System: Savage Worlds*

### Murder Hobo 7 –Matty

The good ship 'MH Trashcan' has run aground on an unexplored moon. The signal that brought you here still beeps away. All was well until your fellow hobo crew members started disappearing. Others started hearing the beeping in their dreams & were driven mad.

Three months have past. The screams have stopped but not the beeping, nor the scratching on the hull of the ship. Whatever is on this moon wants to be left alone & you're happy to oblige, but you need power & the only other source of power is that beeping. To Hell with it. Waiting for death to come claim you is not The Hobo Way. Granted charging head first in to danger is also not The Hobo Way but you've got yourselves a damned if you do damned if you don't situation here, which is The Hobo Way!

*Players: 5 players*

*System: d6 system*

AND LO. I DID SEE THE OLD ONES ARISE FROM  
THEIR ANCIENT SLUMBER. AND UPON THEIR  
CHESTS WAS A SYMBOL OF POWER THAT WOULD  
ECHO THROUGHOUT TIME AND SPACE. A SIGIL SO  
TERRIFYING THAT

UPON IT  
AND  
AND

ALL WHO LAID EYES  
WOULD CRY  
WEEP  
BEG



BECAUSE  
OF THEIR  
WAS SOLD  
EARLY SHALL  
CRY! BUY  
AND OFTEN!  
WHEN ALL  
ARE GONE THUS IT WILL BE THE END TIMES!

THE SIZE  
CHOOSING  
OUT. BUY  
THE WISE  
EARLY  
AND  
SHIRTS

INSANELY GOOD SHIRTS  
AVAILABLE FROM FRONT DESK

# PATHFINDER

*Friday evening:*

## Table 1: The Wounded Wisp

More than 400 years have transpired since the Pathfinder Society began in a humble tavern that has quietly weathered the centuries without incident. When a routine errand there uncovers a clue left behind by one of the founding Pathfinders, it's up to the PCs to solve a puzzle whose pieces are scattered across Absalom—and whose prize dates back to the Society's darkest years.

“The Wounded Wisp” is an evergreen, replayable scenario designed to help introduce players to the history of the Pathfinder Society and Absalom's greatest sites.

## Table 2: The Citadel of Flame

Once the home to a cult preaching self-sacrifice by immolation in order to achieve paradise, the Citadel of Flame in Qadira's Meraz Desert was presumably wiped out decades ago after Sarenrae dervishes led a crusade to end its morbid message. An enormous sandstorm swallowed both the citadel and the army attacking it, burying both beneath hundreds of feet of sand. Thought lost forever, the citadel's rediscovery prompts the Pathfinder Society to send you deep in the unforgiving Meraz to finally close the book on Qadira's most mysterious cult.

*Saturday Morning*

## Table 1: Scions of the Sky Key, Part 1: On Sharrowsmith's Trail

Weeks have passed since Venture-Captain Nieford Sharrowsmith departed for the Bandu Hills, and having not heard from him since but learned of an Aspis Consortium expedition bound for the same destination, the Society and local allies have grown worried for the aging explorer's safety. As the PCs travel south on Sharrowsmith's trail, they must track the venture-captain to the ruins he sought while also dealing with the aftermath

of his actions.

## Table 2: Glories of the Past—Part II: The Price of Friendship

The Pathfinder Society has discovered the hint of a monumental revelation, but in order to confirm their find, they must send a team of agents into the dangerous and unwelcoming orc-ruled Hold of Belkzen. While an expedition could easily be dispatched to the orc capital of Urgir, the Decemvirate urges caution to ensure success. Thus, a team of Pathfinders must seek out a guide in the Varisian orc city of Urglin. Can they navigate the treacherous city of denizens who wouldn't mind seeing them dead, or will the orcs' Second Home be the site of their final mission?

## Table 3: The Penumbral Accords

The daughters of Absalom's mysterious Blakros family have long been among the most pursued maidens in the Inner Sea. Now the family's matriarch approaches the Pathfinder Society to help her break a centuries-old pact with the denizens of the Plane of Shadow to save her twin daughters from a life of servitude at the hands of the Onyx Alliance. Heading into the fan-favorite adventuring location of Blakros Museum, the PCs have only a short amount of time to break the Penumbral Accords and solidify the Pathfinder Society's ties to the powerful Blakroses.

*Saturday Evening:*

## Table 1: Murder on the Throaty Mermaid

While on a routine mission to escort a dignitary to the mysterious Mordant Spire aboard a disreputable smuggler's ship, the PCs find themselves embroiled in a murder mystery that could jeopardize the Pathfinder Society's relationship with the isolationist elves who call the citadel home. Can the cunning Pathfinders discover who among the ship's crew of scum and villains is responsible for the crime in time to clear their own names? This murder mystery upon the open sea features a mechanic allowing for a

different killer each time it's run to ensure that no amount of word of mouth will spoil the investigation for any team of canny players.

### **Table 2: The Icebound Outpost**

The Pathfinder Society discovers an Aspis Consortium base in an ancient Vudran temple now encased in a glacier and sends the PCs to infiltrate it and investigate the extent of the rival organization's regional operations. Can the PCs get in the well guarded Aspis outpost and escape with their lives and the information the Society seeks?

### **Table 3: The Haunting of Hinojai**

Ever seeking long-lost secrets, the Pathfinder Society sends a team of agents to explore a reportedly haunted house in the Dragon Empires nation of Minkai, hoping they can uncover the secret behind the legendary location's tormented past.

### *Sunday Morning*

### **Table 1: Scions of the Sky Key, Part 2: Kaava Quarry**

A powerful guardian stands vigil over the ancient ruins where Venture-Captain Nieford Sharrowsmith disappeared recently, yet the beast has a weakness: a prophesied talisman now in the possession of an elusive grippli tribe deep in the Kaava Lands. The PCs must win the reclusive people's trust and claim the prize—all before the Aspis Consortium does!

### **Table 2: Glories of the Past—Part III: The Secrets Stones Keep**

Deep beneath the orc city of Urgir in the Hold of Belkzen lie the ruins of the ancient dwarven Sky Citadel of Koldukar, where awaits what could be the greatest discovery of the Age of Lost Omens: confirmation of the location of one of the lost Sky Citadels, built by the dwarves in their earliest days on the surface of Golarion. But reaching their destination won't be easy for the Pathfinders, and only the most skilled will survive Urgir and the terrors guarding the dwarves' long-

abandoned secrets. Can they uncover the location of the lost Sky Citadel, or will the Pathfinders suffer the same fate as Koldukar—defeat at the hands of ruthless orcs and centuries of decay under the earth?

### *Sunday Afternoon*

### **Table 1: Silent Tide**

When strange reports of misty undead spread through Absalom, you and your fellow Pathfinders are dispatched to the half-drowned district of Puddles. Notoriously rough, the drooling addicts, flesh panderers, and quick-handed knifery of Puddles are the least of your worries. The night's tide brings with it an ancient armada of some long forgotten war and you are the only thing between their mist-shrouded ghost fleet and Absalom's utter oblivion.

### **Table 2: The Dalsine Affair**

Your mission takes you to the Taldan capital city of Oppara where the intricate web of political intrigue and ages-old religious conflicts threaten the Pathfinder Society's presence in the land. When Baron Jacquo Dalsine's cousin is implicated in a recent attack on Society allies, the situation becomes even tighter for the Pathfinders, and at the end of the day some members of the Dalsine family may not get out unscathed.





# VATICON XXI

## DO YOU

Enjoy board games?

Like tabletop roleplaying games?

Love beating like minded people in video games thus  
destroying any future hope of friendship?

**THEN ATTEND UCD'S GAMING CONVENTION**

**VATICON 27th-29th MARCH 2015 IN THE STUDENT CENTRE**

Regular Weekend Pass - €5  
Wargaming Weekend Pass - €15

# FRIDAY

# SATURDAY

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Day Pass €10  
 Weekend €15  
 CCG Day pass €7.50  
 CCG Weekend Pass €10  
 War-games Day Pass €15  
 War-games Weekend Pass €30  
 (Includes event entry)

10:30AM

1.30PM

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RPGs & LARPs €2

Magic: The Gathering:  
 Fate Reforged Draft €13  
 Standard Tourney €5  
 Elder Dragon Highlander €5  
 2-Headed Giant Sealed €30  
 Yugioh Tourney €5

2:30PM

5.30PM

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**LARP:**  
 - A Night in the Mines

**RPG:**  
 - Can I Play with Madness

**PATHFINDER: (SLOT 2)**  
 - The Wounded Wisp  
 - The Citadel of Flame  
 - Stitched Up

**Special Event:**  
 - Artemis

6:30PM

9.30PM

**Wargames:** Registration: 9:30  
 - **Warhammer 40K:** Round 1  
 - **Bloodbowl:** Round 1: 10am

**LARP:**  
 - What's in the Box

**RPG:**  
 - House Party on the Hill  
 - Alone

**PATHFINDER: (SLOT 1)**  
 - Scions of the Sky Key Part 1: C  
 - Glories of the Past Part 2: Th  
 - The Penumbral Accords

**CCG:**  
 - MtG: Fate Reforged Draft 11  
 - Yu-Gi-Oh: Constructed Win  
 - Netrunner: Swiss Tourname

**Special Event:**  
 - Artemis (all day)  
 - Electro-Shock Laser Tag (10

- **Warhammer 40K:** Round 2  
 - **Bloodbowl:** Round 2: 1pm

**LARP:**  
 - Gilgamesh Endangered

**RPG:**  
 - Tea Time Terror  
 - Supernatural: Family Ties- M

**PATHFINDER: (SLOT 2)**  
 - Murder on the Throaty Merm  
 - The Icebound Outpost  
 - The Haunting of Hinojai

**CCG:**  
 - MtG: Standard Tournament

**Special Event:**  
 - Artemis (all day)  
 - Gar Hanrahan Talk: 1pm - 2  
 - Lunchtime Dub Fight: 2pm

### Wargames:

- **Warhammer 40K:** Round 3  
 - **Bloodbowl:** Prizegiving (6.3

### LARP:

- By the Pricking of my Thorn

### RPG:

- Priority Orders (18+)  
 - Ferelden Navy Seals

### Special Event:

- Artemis (all day)  
 - Pub Quiz 8.30pm

# WEDNESDAY

# SUNDAY

10am - 10am  
10am - 1pm  
- 12pm

On Sharrowsmith's Trail  
The Price of Friendship

11am - 2pm  
Box Tournament (12pm)  
Tournament (12pm)

1.30am-12pm)

1.30 pm - 4.30 pm. Round 3: 5pm - 8pm  
- 3pm. Round 3: 4pm - 6pm

My Enemy, My Self

raid

(3pm - 6pm)

pm

5pm - 8pm  
(10pm)

s

**Wargames:** Registration: 9:30am - 10am  
- Warhammer 40K: Round 4: 10am - 1pm  
- Warmachine/Hordes : Round 1: 10am - 12pm

**LARP:**

- The Art of Restraining Power

**RPG:**

- Cygnus XI

- The Weatherlight

**PATHFINDER: (SLOT 1)**

- Scions of the Sky Key Part 2: Kaava Quarry

- Glories of the Past Part 3:

- The Secrets Stones Keep

**CCG:**

- MtG: Elder Dragon Highlander 12pm - 2pm

**Special Event:**

- Artemis (all day)

- Electro-Shock Laser Tag (10.30am-12pm)

**Wargames:**

- **Warhammer 40K:** Round 5: 1.30 pm - 4.30 pm.  
Prizegiving 5pm

- Warmachine/Hordes : Round 2: 12.30pm - 2.30pm.  
Round 3: 3pm - 5pm

**LARP:**

- Hoe Down Hi-Jinks in Whoop n' Holla

**RPG:**

- Wages of Sin

- Murder Hobos 7: Hobos in Space

**PATHFINDER: (SLOT 2)**

- Silent Tide

- The Dalsine Affair

**CCG:**

- MtG: 2-Headed Giant Sealed (3pm - 6pm)

**Special Event:**

- Artemis (all day)

- The Harker Intrusion 2-5pm

- Milk and Cookies 2 - 5pm

**Wargames:**

- Warmachine/Hordes : Round 4: 5.30pm - 7.30pm.  
Prizegiving: 8pm

**The Stars are right!**

**Closing Ceremony**

7pm ish

## LARPS

Friday Evening

### Dublin Dark Heresy LARP Society Presents: A Night in the Mines – Matty

Location: Forge World Tartarus.

Productivity marches ever forward, as ground for the newest Titan forge is been broken. Teams have already been sent out, money has already exchanged hands. The only thing that can clog up the gears of progress is the long arm of Administratum Bureaucracy & their red tape that follows like chains around ones neck. On a world ruled by the Mechanicus the Imperium of Man has far to much to said for some. Well it's not like they can just be gotten rid of

*A Dark Heresy 2nd Ed LARP for 12 new players.*

### Saturday Morning

#### What's in the Box –Sean Leaney

Transhumans have been scouring the surface of Venus for artefacts since we got here. Now, someone's actually found something, and they're putting this historic find up for auction. 50 km overhead, in the floating city of Octavia, Venusian diplomats, Titanian researchers, corporate interests, octopus gangsters, at least one AI, and a Giant Enemy Crab all have plans for the box the explorers found, and the information inside (which could kill us all, but that's the risk you take with these sorts of things).

For 4-10 players.

*System: Eclipse Phase*

### Saturday Afternoon

#### Gilgamesh – Team Midway "Gilgamesh Endangered" – a LARP for up to 40 people by Team Midway

The Gilgamesh-A is trapped in unknown space, its crew having sided with the refugee fleet known as the Flock in their flight from what are simply known as The Enemies. When the face of one Enemy is revealed the Gilgamesh-A and its crew must choose between their alliance and going solo. The decision will have far-reaching ramifications for the future of the Gilgamesh and its ability to garner supplies, repairs and weapons. Pick one – being poor; or being stalked?

### Saturday Evening

#### By the Pricking of my Thorns –Feargal Keenan

Aren't the roses lovely this time of year?

Nothing says "lovely spring morning" quite like tea and cake in a charming village tea house can you. Like this one, the Rose Garden Tea House and Bakery hear me.

Oh heavens isn't it lovely? Nothing quite like it.

Nothing to worry about at all, not a cloud in the sky, not a chill in the air. Would you like more tea?

Just a drop...maybe another cake? Stay, relax, forget remember and perhaps another slice of cake, would you like one? please

*A Charmingly Delightful LARP for 10 Tea Drinkers Who Are Nothing More*

### Sunday Morning

#### Tales of Toholon: The Art of Restraining Power –Shane Carr

The proud nation of Tokugawa has more than a few issues it needs to sort out: Rampaging kaiju, rogue UFOs buzzing their airspace, and undersea nations making military threats. The High Council needs to do something to keep things stable, so offers of a meeting from an unknown species are welcome, to get answers if nothing else. This conference could be the key to peace in the solar system, but with everyone's enemies in the same room, things could just as easily escalate. All their scientific achievements mean little here, because diplomacy is an art.

*A political LARP for 12 ambitious statespeople in a world of monsters and mad science.*

### Sunday Afternoon

#### Hoe Down High-jinx in Whoop n' Holla -Si Appleby & Vanessa Phillips

It's another beautiful day in the 1970s Hanna Barbara inspired cartoon cowboy town of Whoop n' Holla, the characters are ready, the Sun is shining, the birds are singing and the canned laughter is on standby. On a fine day like this what could go wrong? (Everything)

*A game for 10-12 players.*

**"LET ME NOT THEN DIE INGLORIOUSLY  
AND WITHOUT A STRUGGLE**



**a c a d e m y  
o f  
e b l a n a**

**BUT LET ME FIRST DO SOME GREAT THING  
THAT SHALL BE TOLD AMONG MEN  
HEREAFTER" - HOMER, THE ILIAD**

**[iga.ie/events/academy](http://iga.ie/events/academy)**

# SPECIAL EVENTS

## THE HARKER INTRUSION

*(Night's Black Agents demo) - Gar Hanrahan*

Monsters stalk the alleyways and markets of Marrakesh. You've been hired to find a missing journalist before they do - but what does she know, and who is your mysterious employer? This quick-and-nasty scenario is an introduction to the occult-espionage thrills of Night's Black Agents and the upcoming Dracula Dossier campaign.

### **THE CHILDREN OF THE NIGHT - WHAT ATTACK ROLLS THEY MAKE (Horror seminar)**

How do you terrify your players? What makes a horror game enjoyable? How do you build a mystery with minimal prep? Join game designer & writer Gareth Hanrahan (Dracula Dossier, Laundry Files, Darkening of Mirkwood) for a seminar on the horrors of game design.

### **Electro-shock Laser tag**

Calling all challengers, the guardian stands ready to defeat you. Test your skill against him to the sound of the taunting AI. Duck and dodge the laser shots as you try to hit the guardians chest target. Just be careful to hold on tight to your gun when you get shot, no matter how much it hurts.

### **Lunchtime Dub Fight**

Relive moments from your favourite cartoons, video games, movies, TV shows, and anime, in a new and hilarious light. The Lunchtime Dub Fight pits contestants against each other to find out who can "improve" classic clips by redubbing them live. (Lunchtime Dub Fight licensed under a Creative Commons Attribution-ShareAlike 3.0 Unported License.)

### **Artemis**

Ever dreamed of what it would be like to sit on the bridge of a Star Ship? Why not find out? Artemis allows you to take on the role of one of the bridge crew on your very own space ship. Explore, complete missions, battle enemies... and keep an eye out for spacewhales!

### **Milk and Cookies**

Stories are at the heart of gaming, and we would like to open your hearts and poke them a bit, maybe taking ones we particularly like home with us. In the spirit of Leprecon 36, we will be looking for tales of horror as well as those of past gaming adventures, but all stories -within reason- are

welcome. We will be in the Parlour from 2-5 on Sunday, and all are welcome to come whether they wish to tell or listen. A special gamers copy of our open mic guide will be available soon.

### **Leprecon Pub Quiz**

Table 5 reference! General Knowledge round about generals! *Obscure* D&D rules from 1992 questions! Maybe this and or more!

## BOARDGAMES

### **Dominion Tournament**

Saturday 11AM  
2 round tournament. Depending on numbers, highest scoring player/two highest scoring players in each game in round 1 will go to the finals.

### **Carcassone Tournament**

Saturday 2PM  
2 round tournament. Depending on numbers, highest scoring player/two highest scoring players in each game in round 1 will go to the finals.

### **Settlers of Catan Tournament**

Saturday 11AM  
2 round tournament. Depending on numbers, highest scoring player/two highest scoring players in each game in round 1 will go to the finals.

### **Ascension Tournament**

Saturday 2PM  
2 round tournament. Depending on numbers, highest scoring player/two highest scoring players in each game in round 1 will go to the finals.

### **Coup: A Weekend Revolution**

Run over the course of the entire weekend, players can register to take part in a Coup leaderboard. Winners of Coup games get a point, with the winner being whoever has the most points by the end of the con on Sunday.

### **Sentinels of the Multiverse: Cosmic Encounter**

Run over the course of the entire weekend, this is a campaign of the popular card game: Sentinels of the Multiverse. Follow the heroes of the multiverse as they battle against evil villains in an unfolding plot that will shake the very cosmos to its foundations.

### **Boardgames Arcade**

Rent board games from the extensive Leprecon Boardgames Arcade! Pick out something familiar or try something new. €2 deposit is required.

Arcade includes Settlers of Catan, A Game of Thrones: The Board Game, Arkham Horror, Dominion, DC Deckbuilding Game, Porte Rico, Coup, Carcassone. King of Tokyo, Pirate's Cove, Twilight Imperium, Flux, Love Letter, Gloom, Talisman, Sinels of the Multiverse, Battlestar Galactica, and Magblast



# WARPCON GOTHAAM XXXVI

29th - 31st January

University College Cork

# WARGAMES

This year Leprecon is happy to have several popular wargames return for your gaming pleasure. Tournaments will be taking place over the weekend for Warhammer 40,000, Warmachine/Hordes, Force on Force, and Bloodbowl.

## *Warhammer 40,000*

The Grim Dark Future of the 41st Millennium Returns to Leprecon and there is Only War!!

This years Tournament Will contain 5 games Played over 2 days

- 1650 Points, Battle forged armies only
- Units from the Imperial Knights Codex may be taken.
- If your army consists of only a single Detachment its Warlord, even if it is a special Character, May make an additional roll on the Warlord Trait table from the Rulebook.
- If your Army Consists of Three or more Detachments or Formations Then only the Primary Detachment gains the bonuses from "Command Benefits".
- Units from Escalation and other Super Heavy units May not be included
- Fortress of Redemption, Aquila Strongpoints may not be included

## *Warmachine/Hordes*

With the Irish Masters getting near and a new tournament format on the scene it's time to practice! At Leprecon this year we'll be running a Masters Practice event using the Masters 2015 rules packet! The Event will be 50 points, two lists, one day.

## *Blood Bowl*

Greetings sports fans, and praise to Nuffle. Today we're pleased to announce the Triumphant return of the Leprous cup! Teams have 1200GC to build a team using the competition rules.

## *Perilous Trail*

Bill Blazkowicz succeeded in defeating the Nazi attempt to recover the Black Sun, but Dr. Lehmann escaped into the Libyan desert despite the SSR's best

efforts.

With war erupting in Europe, both sides have renewed their efforts to find Lehmann and use his occult knowledge to further their plans. But in the depths of the desert, Lehmann is developing a device to harness the otherworldly power of the Black Sun while this newfound sway has prompted neighbouring tribes to gather round him. SSR is sending some of their greatest agents after Lehmann, including Lone Star and Agent Duggan, but the Nazis have powerful allies of their own... In this three-part campaign, play out the SSR's struggle with the Nazis to take control of Lehmann's centre of occult power!

## CCGS

### *Magic: The Gathering*

Saturday 11am

Fate Reforged Draft

Entry: €13

Format: Fate Reforged – Khans of Tarkir – Khans of Tarkir

Saturday 3pm

Standard Tournament

Entry: €5

Format: Standard Constructed

Sunday 12pm

Elder Dragon Highlander

Entry: €5

Format: EDH (no special bans)

Sunday 3pm

2HeadedGiant Sealed

Entry €30

Format: 2headedgiant sealed ( 4 packs of Fate Reforged and 4 packs of Khans of Tarkir per team )

### *Yu-Gi-Oh*

Saturday 12pm

Constructed Winabox Tournament

Entry: €5

### *Netrunner*

Saturday 12pm

Swiss Tournament

Entry €5



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**XI**

WANT YOU! I NEED YOU! I LOVE YOU! THE BEATING MUSIC PLAYING IN MY HEAD IS ON HEAVY ROTATION THE WORDS I LOVE YOU DANCE LIKE POPCORN POPPING JUST THINKING OF YOUR FACE AND VOICE

30TH MAY  
1ST JUNE  
2015

FEATURING

HIGHER  
POWERS

REVIVED &  
RECYCLED  
SCENARIOS  
FROM  
IRELAND'S  
BEST RPG  
AND LARP  
WRITERS

PUB  
QUIZ

WWW.F

TEACHERS  
CLUB  
DUBLIN1

2  
WARMACHINE  
& HORDES  
TOURNAMENTS

LEGEND  
OF THE  
FIVE  
RINGS  
20

FESTIVALS  
DRAFT  
TOURNAMENT

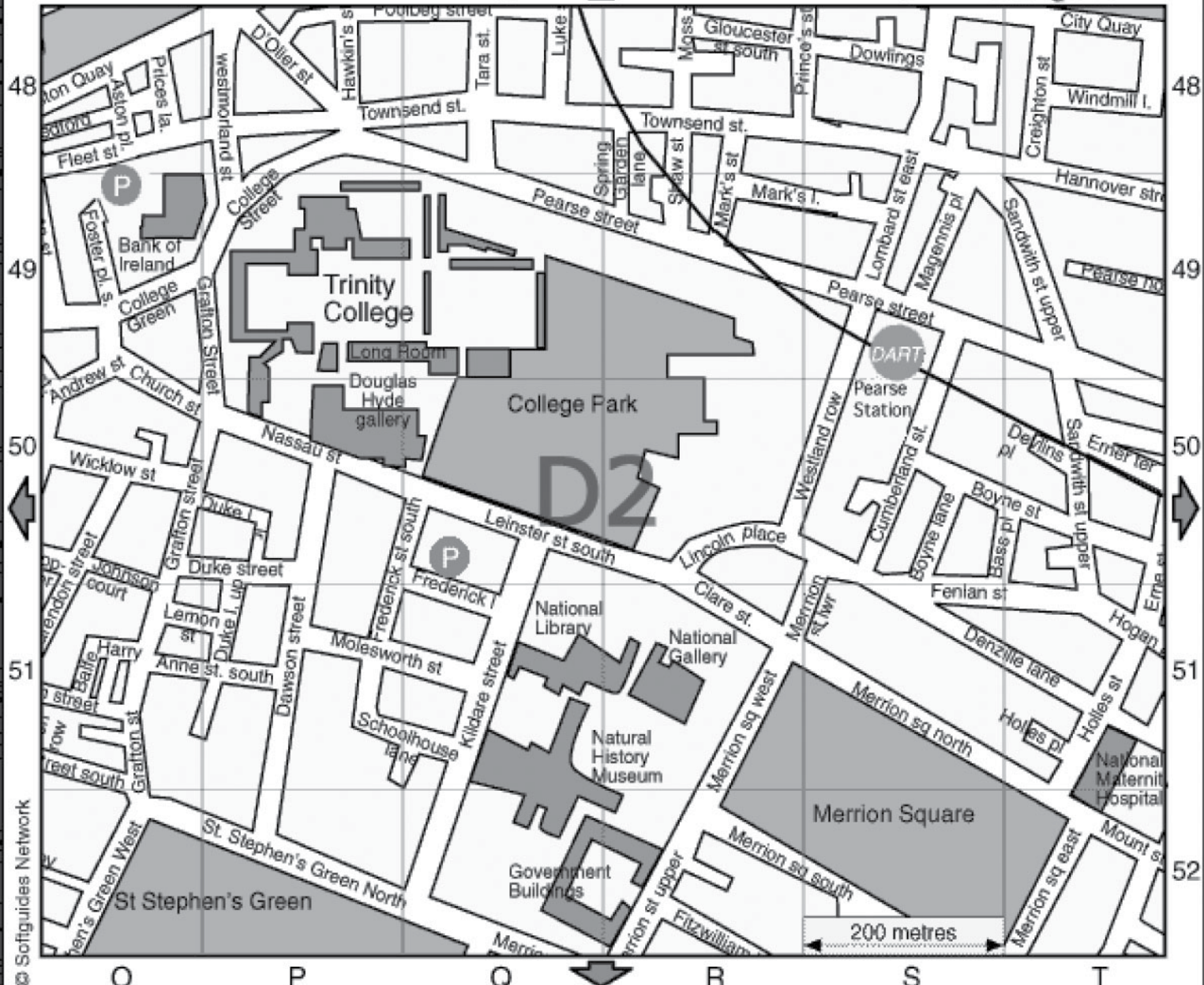
NETRUNNER  
CONSTRUCTED  
TOURNAMENT

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COM/HOBICON

TELL ME RESPONSIBLY ABOUT THIS LOVE HEAVY ROTATION JUST LIKE THAT FAVORITE SONG THAT I LISTENED TO ALL THE TIME IM REQUESTING NOTHING BUT YOU 24 HOURS A DAY OVER AND OVER AGAIN



# AROUND THE CON

You've got this far, so you probably know Leprecon is on in Goldsmith Hall, Pearse Street, Dublin 2. There may be an easier way to get here, however!

### Pub quiz:

The venue is The Long Store, Townsend Street. Go left the front of Goldsmith Hall, walk down Pearse Street, turn right onto Tara Street, the left into Townsend Street.

### ATM:

There's an ATM outside Pearse Street station, and inside the Centre on Westland Row.

### Gardai:

If you need to go to a Garda station for whatever reason, the nearest station is Pearse Street Station, which is situated at the far end of Pearse Street from the con, across from Doyles Pub and the IMC Screen Cinema.

### Safety and noise:

D2 is pretty safe, but going for a random wander down some of the side streets, especially at night, many of which used to be warehouse, is probably not the best move.

### So you're an insomniac?

If you plan to enter the Aidansleep at some point after the con, well that's your own doing. There are a few 24

minimarkets around the city centre, Dame Street (front end of Trinity, right by Temple bar) has a 24 hour Centra with a cafe area, and there is a 24 hour Starbucks on Stephen's Green North.

### Trains:

Both the DART and Maynooth line run through Pearse street (though you may need to change in Connolly). Check your times at [www.irishrail.ie/](http://www.irishrail.ie/). They also have an App, it seems.

### LUAS:

Closest station is Stephen's Green for the Green Line, and Mayor Square / NCI for the Red Line (head North into the IFSC). The LUAS runs a little later than the buses and trains, the last tram leaving at 12.30am, but make sure to check times at [www.luas.ie](http://www.luas.ie), or use the app.

### Buses:

Nightlink buses cost €6.50, €5 on a LEAP card, and the last bus leaves at 4am. There are several bus stops on Westland Row and Pearse street. Dublin bus' website ([www.dublinbus.ie/](http://www.dublinbus.ie/)) isn't great on a smartphone but their App is very good.

### Taxis:

They're not cheap. Expect to pay around €10 to get anywhere inside the city, probably €20 to the suburbs, if you're lucky. Good news is there are taxi ranks all around the city and Hailo is everywhere.

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POLAROID 3

SOME SORT OF CHEAP COPYCAT... INVESTIGATE FURTHER!