

LEPRECON

ESZ

SURVIVAL

MANUAL

THANKS TO EVERYONE!

Traders

The Warchest
Black Kat Games
Backspindle Games

Event organisers

Eoin Dornan
Craig Murphy
David Reynolds from The Warchest
Danny O'Leary and the Alt Events friends
David Brashaw, Leonard Boyd, Dave Agnew
and Steve Boyd from Backspindle Games
Emma Priest from the MIBs

Con Director: Rhys Dunne
Codirector & Logistics: Kevin Daly
Treasurer: Allan Leeson
Public Relations Officer: Aidan Marsh
Head of Roleplaying Games: John Roche
Head of Wargames : Jack Carey
Head of Card Games : Sam Walsh
Head of Special Events : Aoife Higgins
Head of Volunteers : Kevin Fogarty
Art & Design : Baz Nuge

Legalese

By participating in any Leprecon, you agree to the following Leprecon with no special warranty either express or implied. The Organizers of Leprecon assume no liability for any loss, theft or damage to property. Right of admission reserved.

The Summoning of any Elder Gods, Great Old Ones, Daedric Princes or Donald Trump is strictly prohibited.

BAH! MEDIOCRE!

(A few motivational words from our Director)

I'd like to thank the gamers committee for electing me to become Director of Leprecon. I'd also like to thank the entire Leprecon committee and the volunteers in helping to set up up this con, in particular Aidan Marsh and Baz Nuge who guided me through the set up of the convention and all the pitfalls along the way. In addition I'd like to thank all the third parties coming to Leprecon and breathing life into it. And finally I'd like to thank you for coming, as without you there would be no convention at all.

You're looking for the gathering of Leprecon? You've come to the right place. Stay awhile and listen, and I will tell you all you need to know about the fabled event. Come in quickly, the sun is high and the bandits restless.

Relive the tales of our greatest heroes with our storytellers, whether you reenact their tales by miniatures or roleplay it out. Reenact riding out in the wasteland, searching for food, fuel or survival, or lead a rebellion against a tyrant who controls his population through religion and fear.

If the barren wastelands get too much for you, the Boardgames Oasis will satisfy your needs. Whether you prefer to play unwind with your comrades or try your hand with against other oasis dwellers in one of the tournaments going on. But do not, my friends, become addicted to boardgames. They will take hold of you, and you will resent their absence.

Ah, a tactician are you? Show us how you will lead your force to victory, pitted against other up and coming war boys in Guild Ball, War Machine and Warhammer tournaments.

Card sharks can have their way as well. Magic is the game of choice around these parts, so choose your cards wisely and keep your wits about you. The sun sets awfully quick, and there is little comfort in the shadows.

Rhys Dunne
Con Director, Leprecon 37

THE HALFWIT WARBOYS (THE COMMITTEE)

IMMORTAN RHYS

Leader of the Cult of Leprecon, Immortan Rhys rules with a strong vision and an iron fist. Carving his slice of the Irish gaming convention calendar, he has turned the tide against minor scheduling conflicts and the obtuse one way streets of Dublin to bring his latest vision to life this very weekend.

KEVINUS DALYUS

Strongman and second in command of Immortan Rhys' forces, there is no job not worth doing for this man. If an errand needs running or a warboy needs information, Kevinus would be first to volunteer and last to leave. He currently resides at Immortan's side, willing to answer any question he can and willing to haggle with any trader, no matter their size.

THE LEESON EATER

A hero of a different kind, the Leeson Eater ensures that the Leprecon machine is running as efficiently as possible. He spends his days ensuring budgets are spent accordingly and the highest rate of fun is returned from Leprecon's ventures.

MAD MARSH

Marsh has toured the conlands for many years, drifting from convention to convention, never staying in one place for very long. Wherever he went, everyone from 40k players to LARPerS would gather around the campfire to hear him tell stories of the fabled Leprecon, a con as old as Irish gaming conventions itself that would rise and then disappear in a matter of days, only to reappear the next year once again.

KEEPER OF THE RPGS

In the darkest days of the weeks between cons, the Keeper travelled from place to place, gathering as many stories as he could, in the hopes of preserving them for future generations. Now he has brought them to Leprecon so that you can reenact these great moments in history.

IMPERATOR CAREYOSA

Forged in the heart of war, Careyosa is a thrillseeker like no other. Small skirmishes no longer satiate him they used to. Only battles of over 1500 points can fulfil his bloodthirst, as he marches to the sounds of dice rolling and enemy models being put back in their case.

THE CARD FARMER

When does a Head of Card Games journey truly begin? The moment he accepts the position he is offered, or when you realise the preparation has only just begun? Is it when you comprehend how small your event is compared to the vastness of grand prixS? When did you learn the journey is not a lonely road, and you did not have to prepare the events alone? Lesser souls lose heart, and lay down their title, but the Card Farmer organises everything for the greater good.

THE SPLENDID AOIFE

A mysterious woman who breezed in from the wasteland, Aoife breezed in from the desert lands with all manner of exotic events in her wake.

HEAD WARBOY FOGIE

Warboy Fogie, who received his position by being the tallest warboy in the room at the time, is the eager to please happy-go-lucky leader of the warboys. Consisting on a diet entirely made up of salt, Fogie takes up any challenge given to him and has become excellent at leading from the front, even when he isn't asked to.

THE NUGE WARRIOR

Hanging from a bungee rope, the Nuge Warrior inspires from the front, using his artistic skills to both grab the attention of conlanders as well as motivate the warboys to bigger and better errands.

RPGS & LARPS

TIMETABLE

FRIDAY EVENING (6PM - 9PM)

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Arcadia (RPG)
The Consortium Compact (RPG)
The Treaty of Tellemont Seven (LARP)

SATURDAY MORNING (10AM - 1PM)

The Dungeons of Grayskull (RPG)
The Quest for Perfection—Part I: The Edge of Heaven (RPG)
Cross Roads (LARP)

SATURDAY AFTERNOON (2PM - 5PM)

Blood and Iron: Loss of Heart and Soul (RPG)
Easter of Blood (RPG)
The Golden Serpent (RPG)
Werewolf: The Oldest Enemy (LARP)
Ve are zhe Night! (LARP)

SATURDAY EVENING (6PM - 9PM)

WANTED! Cthulhu (RPG)
The Quest for Perfection—Part II: On Hostile Waters (RPG)
Dublin Dark Heresy LARP Society presents:
Spare a cup of sugar? (LARP)

SUNDAY MORNING (10AM - 1PM)

GUBU: Mad Macs Furey Road (Independent)
The Quest for Perfection—Part III: Defenders of Nesting Swallow (RPG)
The Pro Wrestling Entertainment Circuit Spring Super Slam!!! (LARP)

SUNDAY AFTERNOON (2PM - 5PM)

Supernatural: Family Ties- Hunters Blues (RPG)
Below the Silver Tarn (RPG)
High Stakes, High Society (LARP)

Arcadia (RPG)

Over the still roasting embers of yet another pile of human corpses, five friends trade stories of a place called Arcadia - where there are activities other than pillaging and you don't have to eat people to survive. But getting there won't be so easy, because the Wasteland is harsh and war, war never changes.

By Danny O'Leary

The Consortium Compact (RPG)

The Aspis Consortium pays well, but few can stand its underhanded tactics for long. One operative fed up with the Consortium's practices has contacted the Pathfinder Society with a tempting offer: assist her in leaving the organization, and she will supply the Society with years of insider intelligence about their longstanding rival. It's up to the PCs to navigate Diobel—a proud town run by cutthroat smugglers—earn the defector's trust, and deal a telling blow to their Aspis foes.

“The Consortium Compact” is an evergreen, replayable scenario designed to help introduce players to the Pathfinder Society, the Isle of Kortos, and one of the Society's longstanding rivals.

A Pathfinder Society Scenario designed for levels 1-2.

The Treaty of Tellemont Seven (LARP)

Talon Corporation was once a bright shining light, a model Corporate State. That was before, of course, and this is now. They

RPGS & LARPS

over-reached, and the other Corporations turned on their former ally. The war was brief, and bloody. Now there is nothing left to do, but to carve up Corvid space amongst the victors.

Representatives from the five Megacorporations meet amongst the ruins of Tellemont Seven, once the jewel in the crown of Talon Corporation's Empire. There, in the ruins of greatness, will a whole sector of the known Galaxy be carved up. Take your place amongst the representatives of Anubis, Eros, Galaxy, Solaris and Tiamat. Pit your cunning, your guile, your ruthlessness against your fellows. It is up to you to take what Talon Corporation have lost.
To the Victor the Spoils.

A Coreolis Combine LARP by Graham Turner

SATURDAY MORNING **(10AM - 1PM)**

The Dungeons of Grayskull (RPG)

Castle Grayskull protects the most powerful force of magic in Eternia.

That power flows through He-Man and prevents Skeletor from fulfilling his destiny as ruler of Eternia and ultimately as Master of the Universe.

For years Skeletor has been trying to destroy He-Man in order to clear his path to the power of Grayskull, with increasingly poor results.

Information has recently reached Skeletor of a secret entrance to the dungeons of Grayskull.

this presents a new course of action. To Gather his most loyal henchmen and sneak in to steal the power of Grayskull and in the process destroy He-Man forever.

A D&D 5th ed. game by Graham "Boomer" Tormey

The Quest for Perfection—Part I: The Edge of Heaven (RPG)

In the distant land of Tian Xia, the Pathfinder Society's Lantern Lodge sends a team of agents high into the mountains of the Wall of Heaven to an abandoned Iroran monastery in search of a powerful relic to assist them in ensure victory in the upcoming Ruby Phoenix Tournament.

Though the monastery has long laid unused by the faithful of the Master of Masters, it is not completely devoid of danger, and the PCs soon discover that merely retrieving the ancient artifact is but the beginning of a much larger quest.

A Pathfinder Society Scenario designed for Levels 1–5.

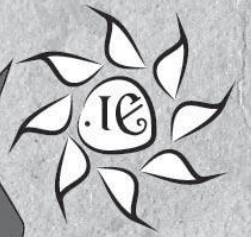
Cross Roads (LARP)

The world has changed, and not for the better. War started, nuclear weapons were launched... But no one won. Most of the world is uninhabitable, either from nuclear fall out, or from the mutated irradiated monsters that roam it. Humanity still survives in settlements but every day people die. Things are not looking good, unless something changes.

The heads of the six largest settlements left on Earth as well as the leaders of the six largest nomadic groups have come together to hold a summit, to discuss trade agreements and alliances. Be it starvation or 10-foot-tall radioactive scorpions, everyone has their own problems. Maybe, with cooperation, some could be solved. But how much can you really trust your neighbours?

A post apocalyptic social political LARP by Andrew Barcoe using a variant of the Get to the Point combat system by Cian O'Sullivan

HOBOCOON



RPGS &
LARPS

RECYCLED &
EXPERIMENTAL A
SPECIALTY!

NET
RUNNER

WAR
MACHINE

PUB
QUIZ!

5
HOBOCOON



Dave Gorman's
Debauchery!

THE TEACHER'S CLUB, D1
JUNE BANK HOLIDAY (4TH- 6TH)

RPGS & LARPS

SATURDAY AFTERNOON (2PM - 5PM)

Blood and Iron: Loss of Heart and Soul (RPG)

All you remember is a wave of darkness descending over you and your associates. And then you felt like you were falling. You do not know how long you were unconscious. But then the light broke through and consciousness returned to you. You are not sure where you are or how you got here. And your memories are a bit spotty. But the landscape around you seems vaguely familiar. Is that smoke over there? Are those cries for help?

A Modified Victoriana 1st edition game, by Dudley Martin

Easter of Blood (RPG)

The year is 1916 and the Anarch vampires of Dublin are rising up against the Camarilla. Using their political strings in the human world they have launched a human rebellion against the British in Dublin and have used this rebellion to target havens and places of importance owned by the Camarilla. As the week goes on and Dublin is razed to the ground, the Camarilla have been backed into a corner and are calling what little allies they have left to mount one last defence against the Anarch forces.

A Vampire: the Masquerade 20th Anniversary Edition game, by Padraig O'Rúis

The Golden Serpent (RPG)

The Pathfinder Society sends a team of agents to meet an important contact in an unassuming restaurant in Absalom's Ivy District, but not everything is as it seems. What the Pathfinders find there will lead

them into a lion's den of danger and intrigue in the City at the Center of the World.

A Pathfinder Society Scenario designed for levels 5-9

Werewolf: The Oldest Enemy (LARP)

The Drums of War are beating, preparations are to be made, Soon Iok Sotot the great Fomorian beast surrounding Ireland must be destroyed and the Fianna must be marshaled their forces. But news is spreading, the prophesied Fomorian child who would help defeat The Oldest Enemy has been born. The White Howlers have been reborn. Allies old and new sharpen their claws. It will be a glorious battle to defeat Iok Sotot. The only question now? When will the Fianna unleash their Rage?

We are zhe Night! (LARP)

Welcome to the Disc, a flat world resting on the backs of four elephants supported on the shell of a giant turtle swimming through space. This disc is home to all creatures bright and beautiful, monsters great and small. All things weird and wonderful, the discworld has them all. Including the undead. Or the 'vitaly challenged' as some prefer to be called. For the past decade or so those on either side of the grave have learnt to live –or unlive- with each other, if not in harmony, then at least in the same key. But all that may be about to change. Something has happened on the disc and things are no longer as certain as they once were.

Tensions have been growing among the vampire community between the Uberwald League of Temperance – vampires how have sworn off the red stuff- and the new breed of Vampyres –vampires who have taken a more modern and scientific approach to their condition.

RPGS & LARPS

Now members of both groups have received mysterious letters inviting them to an abandoned castle on the border of Uberwald and Genua. As they gather in the dusty great hall they wait for their host to make themselves known, careful to keep an eye on those power-mad-blood-suckers/neurotic-teadrinking-freaks.

A social based game with gothic-parody and silly accents / Discworld Vampire LARP by Emily Collins

SATURDAY EVENING **(6PM - 9PM)**

WANTED! Cthulhu (RPG)

A.K.A: High Priest of the Great Old Ones, The Great Dreamer, The Sleeper of R'lyeh
Vital Statistics: Height: Varies, usually 400 meters. Weight: unknown
Date of Birth: Before recorded time
Place of Birth: Vhoorl, in the 23rd nebula
Hair Colour: None
Eye Colour: Void
Wanted for: Intergalactic Crimes
Reward: A Star System. One of the good ones.
Solution Deployed: Interdimensional task force: B. Fett, D. Head, D. Pool, S. Aran and K. Michael

A Savage Worlds game by Graham Turner

The Quest for Perfection—Part II: On Hostile Waters (RPG)

With an ancient Iroran relic in hand, the Pathfinders must make a long river voyage to the inland nation of Shokuro to return it to the only person who can reactivate the long-dormant artifact. Whether dangers take the form of goblinoid menaces on the shores of Kaoling to the north or

the powerful armies of Lingshen to the south, the Pathfinders' journey will be anything but a pleasure cruise. Can the PCs survive hostile waters to safely reach their destination, or will they fall victim to the perils of river travel in Tian Xia?

A Pathfinder Society Scenario designed for Levels 1–5.

Dublin Dark Heresy LARP Society presents: Spare a cup of sugar? (LARP)

It seems at Planetary Governor Sulfun Dorn has made an unexpected visit to Daleas III. Either he is behind on his tied again or someone in the family has died.

*****Incoming Call*****

Cousin, it has been too long.

Just happened to be in system & thought about dropping by, how nice of you.

Yes I was wondering about about two Mass Conveyor ships you arrived with.

What do you mean by "Borrow some food".

How Much Food!?!

I swear to the God-Emperor if it wasn't for the promise I made mother I'd have you killed.

Give me three days and then we shall talk.

A Warhammer 40K LARP by Matty

Join the Academy of Eblana

Academy of Eblana is an ongoing, high-fantasy live Roleplaying game where players take on the role of Graduates of the Academy of Eblana, a training ground for would-be heroes. Their adventures take them across a world left in ruins by the Fall of the Eternal Empire, as they aid the people in their attempts to rebuild civilisation.

Along the way, they have faced ancient and powerful enemies, and by strength, guile or magical prowess they have prevailed so far, though at a terrible cost. New heroes must step up to take the place of the fallen, but remember the Academy's

motto:

*Anyone can be a hero,
But not everyone is a hero*

iga.ie/academy

RPGS & LARPS

SUNDAY MORNING (10AM - 1PM)

GUBU: Mad Macs Furey Road (RPG)

The pubs are closed, the Drinklink smells of vomit, and every eatery is packed to the brim with revelers looking for a bit of soakage before going home to a Sunday hangover. Of course, given that the Garda Unit for the Bizarre and Unprecedented's work is never done, it would happen to be the time when the Tentacle Faced Fella would be shlepping about causing a nuisance again. Ah has he no homes t'go te?

In the midst of this spectrum storm of regurgitated cocktails, lads having a cheeky slash down the side of the Screen Cinema, and enough fake tan to asphyxiate a rhino, the GUBU Pubic Order and Ooomba-Loompa Containment Squad will be making the streets of Dublin safe one pair of Penney's high heels at a time.

GUBU: Sure t'is good for you!
A Garda Unit for the Bizarre and Unprecedented game, by that Nuge fella.

The Quest for Perfection—Part III: Defenders of Nesting Swallow (RPG)

As the Pathfinders approach the village of Nesting Swallow in the Tian nation of Shokuro, they find it besieged by a gang of tengu bandits. Before their contact in the village will aid them in restoring the Iroran relic that brought them hundreds of miles to the isolated town, the PCs must repulse the attackers, using every ounce of tactical mettle and military strategy they possess to train the villagers, augment their defenses, and ultimately face off against the bandits' charge.

A Pathfinder Society Scenario designed for Levels 1–5.

The Pro Wrestling Entertainment Circuit Spring Super Slam!!! (LARP)

It's that time of year again and to get the year underway, the PWEC is hitting up the Sunshine State of Florida with the Spring Super Slam! Everyone's favourite wrestlers will be competing over the course of the night and settling old rivalries, while striking up new ones, no doubt. We've got two championship titles to defend, a Four-Way Freakout, and of course, the Spring Super Slam itself, where Armageddon looks to remain undefeated at the event. Non-stop carnage, nonstop action, and non-stop wrestling entertainment! All this and more on the PWEC Spring Super Slam!

A rasslin' LARP By Padraig O'Ruis

SUNDAY AFTERNOON (2PM - 5PM)

Supernatural: Family Ties- Hunters Blues (RPG)

You have received a message from a contact telling you of trouble brewing in Mount Olive Arkansas. The contact is not specific but warns that you and your friends need to be there as quickly as possible or some great harm will come to pass. What is going on? What will you find in Mount Olive? Gas up the RV and load your weapons. Take your holy water and salt. Something is happening and you and your friends will deal with it, one way or the other. Will you be able to work together to face whatever evil is brewing or will you turn on yourselves? Only time will tell.

A Supernatural RPG system game, by Dudley Martin

RPGS & LARPS

Below the Silver Tarn (RPG)

In the rural Menador Mountains of southern Nidal, the PCs find themselves in a fog-enshrouded mining town facing a terrible fate. Silver Tarn, on the banks of which the settlement of Stom's Claim stands, has grown a mind of its own. Reaching out with strange abominations of the deep to siphon the souls of the stubborn populace, the lake hopes to release a powerful fiend bound centuries earlier by Arodenite clerics. If the PCs can't stop the Silver Tarn Entity, Stom's Claim and much of western Avistan may soon fall to a fate beyond comprehension.

A Pathfinder Society Scenario designed for 7th to 11th level characters (Tiers: 7-8 and 10-11).

High Stakes, High Society (LARP)

Sisk Calarook is a well known name in High Society circles. A renowned collector and seller of anything of value, known for his shrewd business sense and lavish parties, especially his exclusive private auctions. Sisk Calarook is also a well known name in espionage circles. A renowned collector and seller of anything of value, including weapons, stolen items and information, known for his moral ambivalence and his exclusive private auctions. You have obtained an invitation for his latest auction, so pack your best tux/dress, and your best smile. Not every lot is what it seems to be, and not every bidder is who they say they are. But then, neither are you.

A social game of auctioning, espionage and intrigue, by Andrew Barcoe

9th-20th
November

Belfast Boat
club



facebook.com/
TTNBeAcon



THE ONLY SHIRT YOU CAN WEAR

THROUGH THE GATES OF

VALHALLA

AVAILABLE TO BUY

AT FRONT DESK

WARGAMES

Guild Ball

Leprecon will be hosting Ireland's first Sanctioned Tournament on Saturday the 12th of March.

Registration will be from **09:30AM**.

Tournament will start at **10AM**.

Since this will be a sanctioned tournament, there are a few requirements:

- All players must bring fully painted teams
- Event must be run to 'Regional Cup' rules outlined in the Organised Play document.

Match Win Conditions – 12 VP

Round Length – 45 minute chess clock timer, with 20 minutes of extra time and 110 minute round length

Team Roster Selection – Select a captain, select a mascot, and select 6 other eligible players, then make a team of 6 for each game.

Match Roster Selection – You pick your team in secret and reveal at the same time as your opponent.

Entry to the tournament will be €5. We will be playing with terrain.

Warhammer 40k

In the grim darkness of the future there is only war.

Warhammer 40k returns once again to Leprecon this year with a 20 player tournament will contain 5 games played over 2 days on the Saturday and Sunday of Leprecon.

Warmachine/Hordes

Through a haze of smoke comes the sound of giant metal monsters. From the distance comes the roar of beasts. These are the Iron Kingdoms, where ancient rivalries among nations explode in to all-out conflict, and the tameless hordes struggle for dominion and survival.

On Sunday 13th March Leprecon will be hosting a 50pt Steamroller tournament. Players should prepare 2 Lists with different warlocks/warcasters.

TIMETABLE

40K and Guildball sign-up are from from 9am Saturday morning.

Saturday Morning (10am)

40K Game 1 (10am - 12pm)
Guildball Game 1 (10am - 12pm)

40K Game 2 (12pm - 2pm)
Guildball Game 2 (12pm - 2pm)

Lunch 2pm - 3pm

Saturday Afternoon (3pm)

40K Game 3 (3pm - 5pm)
Guildball Game 3 (3pm - 5pm)

Guildball game 4 & Prizegiving (5pm - 7pm)

Warmachine/Hordes sign-up are from from 9am Saturday morning.

Sunday Morning (10am)

40K Game 4 (10am - 12pm)
Warmachine/Hordes game 1 (10am - 12pm)

40K Game 4 (12pm - 2pm)
Warmachine/Hordes game 2 (12pm - 2pm)

Lunch 2pm - 3pm

Sunday Afternoon (3pm)

40K Prizegiving (3pm - 4pm)
Warmachine/Hordes game 3 (3pm - 5pm)

Sunday Evening (5pm)

Warmachine/Hordes game 4 (5pm - 7pm)
Warmachine/Hordes prizegiving (7pm - 8pm)

Netrunner LCG

Android: Netrunner is an LCG set in a dystopian, cyberpunk future where monolithic megacops own and control the vast majority of human interests. Play as the scheming corporations as they try to advance their agendas, or take up arms against them as one of the elite and subversive hackers known as Netrunners.

Join us at Leprecon for a Netrunner tournament, run by our friends at Black Kat Games. Conquer the economy, or bring the corps crashing down. What happens is entirely in your hands.

Game of Thrones LCG

When you play the game of thrones, you win or you die*.

Fantasy Flights Game of Thrones LCG takes place across the Seven Kingdoms as the Great Houses of Westeros vie to see who will control the Iron Throne. Do you have what it takes to win the game of thrones in this tournament brought to Leprecon by our friends at Black Kat Games?

*Player death not guaranteed. We'll settle for loss of the tournament.

Magic: The Gathering CCG

One in a million is born with the spark to become a Planeswalker. Even fewer realize their potential. As one of their number, that puts you in an elite and powerful group of friends ... and enemies.

Pro-Tour Qualifier

Qualifiers for the Pro Tour in Sydney, this is a tournament no Magic player worth their salt will want to miss. Being run by the Warchest, can the allies make their last stand or will the Eldrazi leave the natives in their dust?

EDH Tournament

Choose your commander wisely as you face the tough opponents of all colours. Can you come out on top?

CUBE

Whether you prefer playing Pox, Wildfire or pyromancer.deck, this cube has it all. A high power level cube.

Drafting

All day Sunday we'll have pods of "Oath of the Gatewatch" drafts firing off. Grab your friends and sit around.

TIMETABLE

Saturday Morning (10am)

MAGIC PTQ (10am - 7pm)

Netrunner LCG (10am - 2pm)

Saturday Afternoon (2pm)

MAGIC PTQ (10am - 7pm)

Sunday Morning (10am)

Magic: The Gathering EDH (10am - 1pm)

Magic: The Gathering Drafts (10am - 5pm)

Game of Thrones LCG (10am - 5pm)

Sunday Afternoon (2pm)

Magic: the Gathering Cube (2pm - 5pm)

Magic: The Gathering Drafts (10am - 5pm)

Game of Thrones LCG (10am - 5pm)

A YEAR FROM NOW IN EXACTLY THE SAME PLACE[™]



XXXVII

WARPCON: THE DICE AWAKENS

27TH - 29TH JANUARY 2017

RPGS, LARPS, WARGAMES, CCGS, SPECIAL GUESTS & MORE

BOARDGAMES

As always, Leprecon is opening the vast libraries of DU Gamers to the public, with a variety of free-to-play tables allowing you to pick a game that looks fun, sit back, and enjoy yourselves with a few friends. If you're not certain what games you want to play, our staff will be happy to recommend you some games.

In addition, this year we'll be joined by several organisations eager to promote themselves and the games they play.

MIB

The Men In Black are the volunteer arm of Steve Jackson Games. In the guise of normal, everyday game enthusiasts, they subtly promote awareness of SJ Games products and help to further the agenda of the secret masters. They also do blatantly obvious things like run SJ Games products at conventions, talk them up at game stores, and encourage other gamers to join the fold.

In addition to their normal activities, the Men in Black will be holding a tournament of FRAG, the fast-paced FPS in boardgame form. Move your fighter and frag your foes. Draw cards for weapons, armor, and gadgets. Move through the blood spatters to restore your own health! If you die, you respawn and come back shooting!

ALT Events

Alt Events is a non-profit dedicated to developing a substitute for drink culture by producing quality alternative events in the hopes of providing options to those who don't want to have to choose between their social life and their liver.

In addition to providing us with a plethora of boardgames to play, ALT Events will be holding a Choose-Your-Own-Boardgame Tournament with you, the attendee, choosing what boardgame becomes the event.

Backspindle Games

Designers of fun and strategy board games such as Guards! Guards! , Codinca, Luchador! Mexican Wrestling Dice and Clacks; Backspindle Games' philosophy is that you are never too old or too young to have fun with friends playing interactive, cooperative and strategic games. They'll be joining us at Leprecon to demonstrate their newest offerings to the boardgames world.

Black Kat Games

Based in Kilkenny, Black Kat Games are one of Ireland's top gaming stores and event organisers. This year in addition to a number of LCG tournaments including Netrunner and Game of Thrones, they'll be bringing us a tournament of Dicemasters

Dice Masters® is a smash-hit cross-brand offering utilizing WizKids' proprietary Dice Building Game platform where players collect and assemble their "team" of character dice and battle in head-to-head game play



WARNING!

Do not become addicted to water!
It will take hold of you and you will resent its absence!

SPECIAL & SOCIAL EVENTS

Keep Talking and Everybody Explodes

In Keep Talking and Nobody Explodes, an individual with an instruction manual calmly relays instructions on how to diffuse a bomb. This is stressful, but fun. We at Leprecon decided to up the ante by splitting the instructions among multiple people, spreading the information and seeing just how chaotic we can make this game. Not only will you need a calm head and quick wits, you'll also need to ensure that your team does the same. Because if everyone keeps talking, then everyone explodes!

Milk & Cookies

Stay a while and listen. Listen to stories (and maybe even tell your own) in one of the friendliest environments in Dublin, brought to Leprecon by Milk & Cookies. The theme for this session is "Your games, your stories".

Mario Kart Tournament

Start your engines! Warboy training isn't complete without a making sure your the best damn driver on these dune flats. And where better to test that than in Mario Kart

Super Smash Brothers Tournament

Join us as we assemble a Nintendo's greatest warriors to take each other on in an all-out battle and smash your way to victory.

Post Con Socialising

Every evening when darkness falls, we'll be heading out on the town for boardgaming and banter with a different atmosphere each evening.

Friday evening we'll be heading to Doyles Pub, a traditional bar set right by Trinity on College Street where we'll while away the night.

Saturday evening we'll be crossing the river to Robert Redes on Store Street where we'll be hosting our annual pub quiz. Test your knowledge of a host of topics as you quiz your way to victory.

Sunday evening we'll be adjourning to Chaplins Bar on Hawkins Street after the con to celebrate the end of a great weekend of gaming with yet more gaming. We'll be bringing along some of the favourite boardgames of the weekend to sit back and enjoy with a beer in each hand.

TIMETABLE

Friday Night (9pm+)

Pub night in Doyles, College Street.

Saturday Morning (10am)

Keep Talking and Everybody Explodes (10am - 12pm)

Super Smash Brothers (12pm - 3pm)

Saturday Afternoon (3pm)

Mario Kart (3pm - 6pm)

Saturday Evening (8pm)

Pub Quiz at Robert Redes, Store Street (8pm+)

Sunday Morning (10am)

Keep Talking and Everybody Explodes (10am - 12pm)

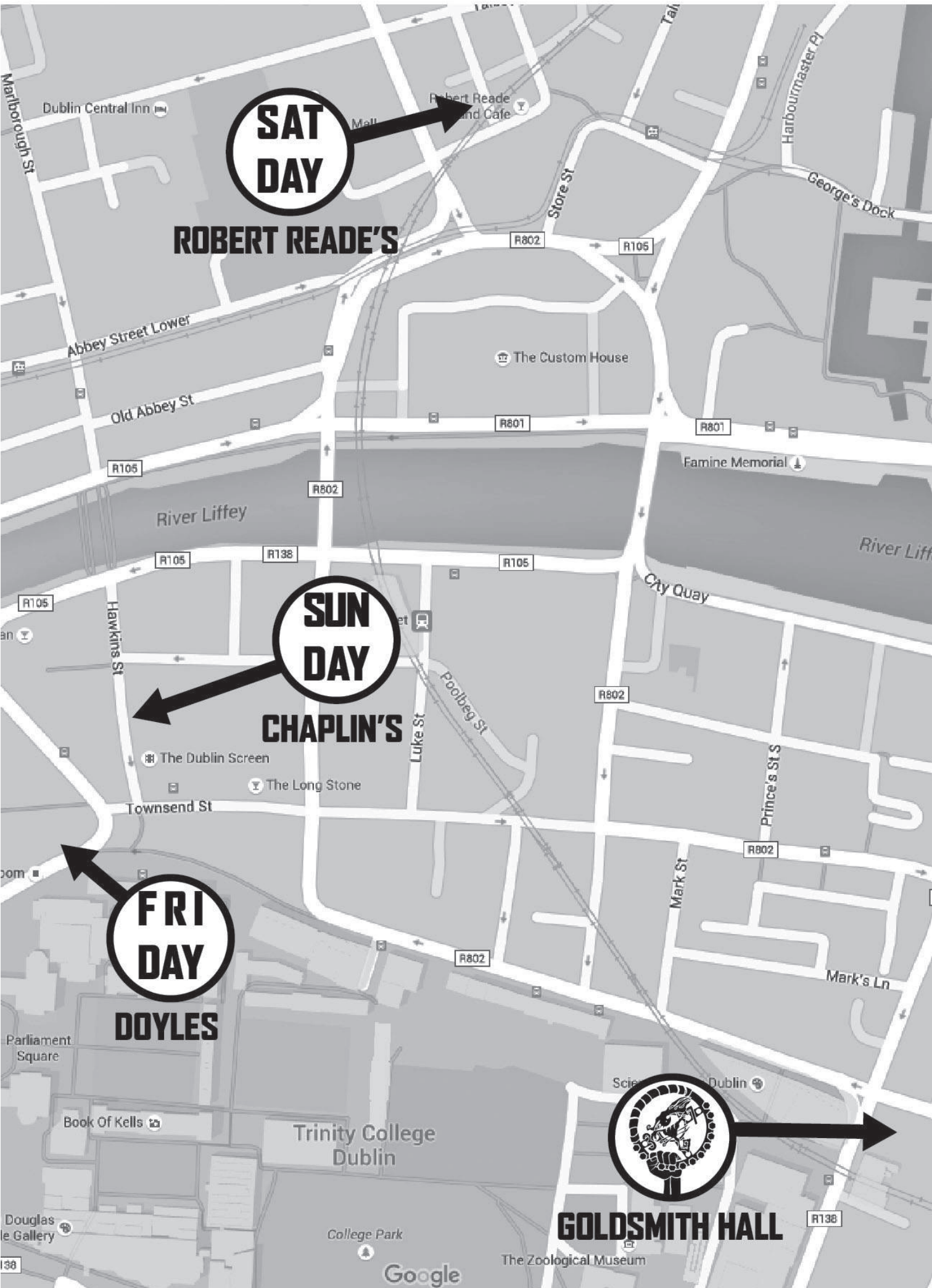
Milk & Cookies (1pm - 3pm)

Sunday afternoon (3pm)

Closing Ceremony (6pm-ish)

Sunday Evening (7pm)

Post con drinks at Chaplains (7pm)



**SAT
DAY**

ROBERT READE'S

**SUN
DAY**

CHAPLIN'S

**FRI
DAY**

DOYLES



GOLDSMITH HALL



WATICON XXII

**BOARD
GAMES**

**WAR
GAMES**

**VIDEO
GAMES**

1ST - 3RD APRIL 2016

UCD STUDENT CENTRE

€5 ENTRY FEE

RPGS

LARPS

CCGS

GAELCON is the key



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October

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