

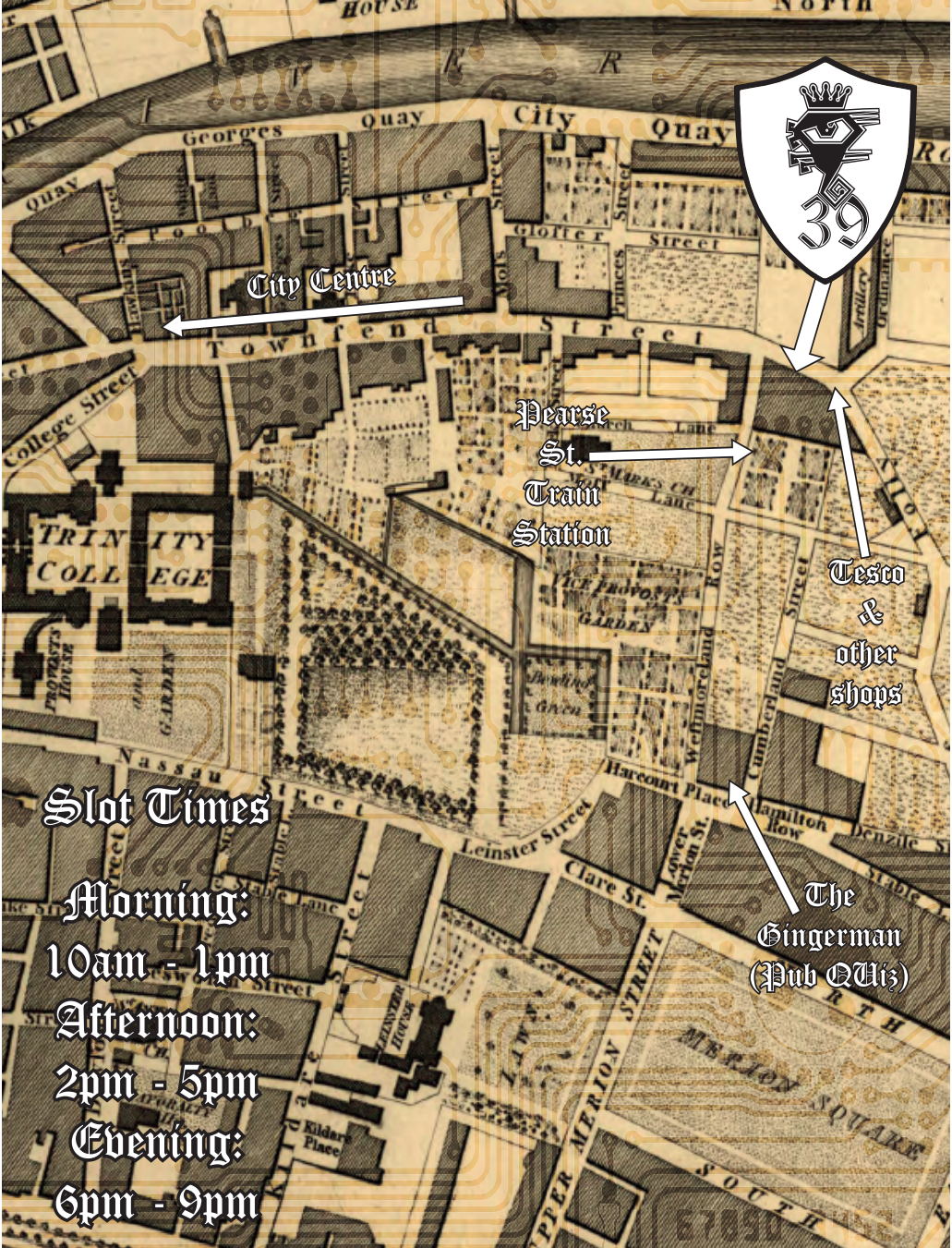
game program™  
**LEPRECON 39**  
Use with Joystick Controllers



Program & Redistributable © 1979 DU Gamers  
All Rights reserved. You will need a joystick controller.

**LEPRECON 39**

# LEPARD COOP!



City Centre

Pearse  
St.  
Train  
Station

Tesco  
&  
other  
shops

The  
GINGERMAN  
(Pub Q&U)

## Slot Times

Morning:

10am - 1pm

Afternoon:

2pm - 5pm

Evening:

6pm - 9pm

## Thank you to...

- Robb Dunphy
- Graham Turner
- DU Science Fiction
- The Warchest
- Sean Donnelly
- Eimear O'Connor
- Conor Swift
- Michael Coyle
- John O'Toole
- Emily Walsh
- Ethan Brady-Arnold
- Daire Mullen
- Eoin Murphy
- Kevin O'Riordan
- Claudio Ferrario
- My Cat Lillith Print
- Abbie McVeagh
- Heather Brennan
- The IGA
- Charlie Newdell
- Daire O'Carroll
- Eoin Dornan
- Charlie O'Neill
- Alex "KB" Altman
- Andrew Barcoe
- Shane Carr
- Dave Hayes
- Michael Calnan
- Dudley Martin
- Jack Carey
- Michelle Haward
- Aidan Marsh
- Daniel Adams
- Stephen Kenneally
- Feargal Keenan
- Séamus MacLochlainn
- David Reynolds
- Daniel Neville

## Words from the Director

Hello Everyone, and Welcome to Leprecon 39. Before I begin my brief message, I'd like to address some of the questions you may have, incredibly important questions about the Con that are vital to your mental wellbeing.

Yes, I am from Cork, I am deeply sorry for that, and no I do not know how exactly someone from Cork ended up in charge of Leprecon, I was in the pub. Moving on, we have a great Leprecon ahead of you, thanks to a huge collective effort from my committee, who really could have done this without me. I'd like to extend them my deepest and sincerest thanks. The fools had no idea what they were getting into when they signed up to the con, well some of them did I guess, and the fact that they haven't run away screaming from a leadership style that could best be described as 'notional' or 'Why did I agree to do this I'm trying to do a Masters'.

I hope that I have not left too much of my Culchie smell on your fine Trainers event, and that you all enjoy the Con.

Let's Get ELECTROMEDIEVAL!

***Xander Cosgrave,  
Director, Leprecon 39***

## Leprecon Equity policy

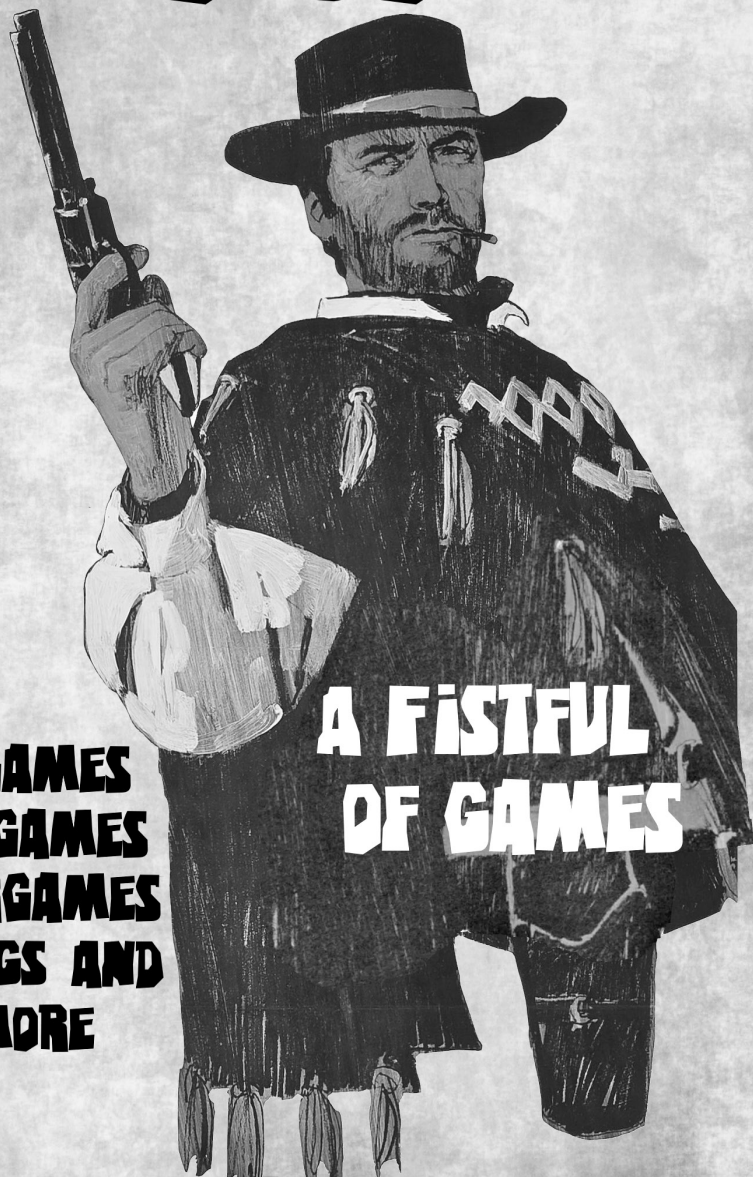
DU Gamers and Leprecon Committee are dedicated to providing a safe and inclusive convention for all of its attendees, as such we have composed the following policy to ensure that everyone at the Con has a enjoyable and safe time. If you are subject to circumstances that make you uncomfortable, or see someone else be put in that position, please report it to a committee member so that we can help you.

All events will be reported to the con director and dealt with on a case by case basis. Depending on the issues, you may be banned from games, events or even the con as a whole or reported to authorities.

# RPGs & LARPs Timetable

	<b>Friday</b>	<b>Saturday</b>	<b>Sunday</b>	
<b>Morning</b>		The Clocktower Girls and the Curse of the Crawling Creepers (RPG)	The Dungeon Occupiers Association (LARP)	
<b>(10am - 1pm)</b>		Supernatural: Family Ties- Worth the Cost (RPG)	The Piggy Bank Heist (RPG)	
		SlaughterHouse 666 (RPG)	A Rainy Day in Gougane Barra (RPG)	
			Box of Music (RPG)	
<b>Afternoon</b>		City of No Flag (LARP)	Blood and Iron: A Time to Plan (LARP)	
<b>(2pm - 5pm)</b>		The Shiniest Bull in Eire - A Traditional Celtic Adventure (RPG)	Singularis (RPG)	
		Secure, Contain, Protect (RPG)	"The Fangover" (RPG)	
			Mix Tape (RPG)	
<b>Evening</b>		Divine Intervention (LARP)	Escape from Ultima Thule (LARP)	
<b>(6pm - 9pm)</b>		The Road to New Augusta (RPG)	Iron Kingdoms: The Siege of Northguard (RPG)	
	Here Be Dragons (RPG)	Never Land (RPG)		
	Eternities, Two for the Price of One (RPG)			

# HOBBOCON 7



**BOARDGAMES  
CARDGAMES  
WARGAMES  
RPGS AND  
MORE**

**A FISTFUL  
OF GAMES**

**2-3 OF JUNE 2018**

**TEACHERS CLUB, PARNELL SQUARE, DUBLIN, [WWW.HOBBOCON.IE](http://WWW.HOBBOCON.IE)**

**IT'S GOOD TO BE THE LAZOR KING**



**LEPRECON 39 SHIRTS  
AVAILABLE AT FRONT DESK**

# RPGs

## Friday Evening (6pm - 9pm)

### The Road To New Augusta

*A STRIFE (Homebrew system) RPG for 6 Players by Daniel Adams*

You are the last of the Ash-Bearded. The walls of Alesia, timber and earth and barbed wire, your home since you fled the burning cities generations ago when the sky turned dark, have been breached. Ralle's Mobile Legion advances in pursuit, leaving you and the small group of survivors you lead with only one choice: to brave the irradiated and haunted lowlands and seek the fabled settlement of New Augusta to the North. Only your determination, ingenuity and faith can see you and your people through.

### Here Be Dragons...

*A Homebrew system game for 5 players by Charlie O'Neill*

A vast ocean lies between you and the place you called home. You are the adventurers, the desperate and the exiles, driven to seek out a new existence on a newfound continent. The land is strange, with tall white capped mountains overshadowing the vast forest and marshlands. The natives are strange and cling to the forest shadows, constantly watching the settlement you have helped establish. The settlement is three years old and the natives are more on edge than normal, some of the outermost settlements have gone quiet and the rumblings in the forest at night make you think of the old warning etched on ancient maps, "Here be Dragons"

## Eternities, two for the price of one.

*A D&D 5e game for 6 players by Daire O'Carroll*

What began as a relatively mundane quest to relieve the mad Eye Tyrant Leed Elt'sco of his misbegotten treasures has taken a turn for the worst, as you and your fellows have found themselves trapped in a pocket dimension of Leed's mad creation, an endless, twisted bazaar where anything can be bought or sold - for the right price. Confront the smiling, soulless denizens and haggle for your very life as you attempt to escape - but beware! Some deals are just too good to turn down... An adventure about getting lost in a weird, inter-dimensional department store.

## Saturday Morning (10am - 1pm)

### The Clocktower Girls and the Curse of the Crawling Creeper

*A Fate Accelerated game for 5 players by Dave Hayes & Mike Calnan.*

St. Theodora's Boarding School prepares young ladies for the rigors of the modern world, providing only the best education in mathematics, sciences (both natural and physical), literature, french and sorcery. However, recently the student body have been aflame with rumours of ghostly apparitions in the Ha-ha, the schools extensive network of cellars built into the living bedrock of Bedfordshire. The source of the apparitions and what lies beneath the school is a mystery that only an eclectic bunch of mystery loving schoolgirls can solve!

# RPGs

## Slaughterhouse 666

*A Vampire the Masquerade game for 6 players by Dave Hayes*

To: Members of the operations team.

From: The Office of the Prince of London

The Sabbat have all but lost this war and are now on their last legs. We here at the Whitechapel Protocol would like to thank you for your service and ask you to take on one final mission for us.

As of 5 days ago we received word from trusted sources inside the Sabbat Command that they are working on a war winning plan in the city of Dresden Germany. We have no word on what this project is other than it will win them the war even at this late date.

This can not be allowed to happen! We have put together this team to deal with any threat that come it's way and derail it. You have the Authority of the Prince of London in this Matter and We wish for you to deal with it swiftly as the Royal Air Force is planning on levelling the city at 12.00Hr that night.

Your exit Strategy is to lie low till the bombing is over and then make your way to Allied Lines.

Good luck Lady and gentlemen. Long Live the Camarilla.

Signed

Hamish McTavish  
Sheriff Of London

## Saturday Afternoon (2pm - 5pm)

### The Shiniest Bull in Eire - A Traditional Celtic Adventure

*A D&D 5e game for 4 players by Andrew Barcoe*

You are the mightiest hero in your village. You have done great deeds, fought off a goblin horde, and saved your village from monsters and floods time and again. But your name has never spread beyond your village, the songs of your deeds fade and die away the further you travel from home.

But the woman who is about to marry the King has sent out a plea for mighty heroes to go on an epic quest that will be sung of in legend, and earn their favour. Her former lover claims to have the Shiniest Bull in Eire, and she wants you to steal it and bring it back to her pasture so that she may present it to the King as the finest of wedding presents.

So you have ventured forth, to take the Shiniest Bull in Eire for your King with great cunning and valour. You can almost hear the songs that they will sing of your great deeds already.

What could possibly go wrong?

A game of tongue in cheek cattle stealing celtic skullduggery for 3-5 players in the D&D 5e system.



# RPGs

## Secure, Contain, Protect

*A Fate game for 5 players by Aidan Marsh*

As agents of The Foundation, it's your job to go out there and find the oddities of life. The things that don't quite fit in with the rest of reality. That's the Secure. Then you bring them in, and lock them away - in a cell, a locker, sometimes even a briefcase will do. Either way, they're shut away where they can't do any damage. That's the Contain.

But sometimes, sometimes they get loose. And that's when the [EXPLETIVE DELETED] really hits the fan. Because that's when you have to work out who lives and who dies. That's when you have to decide who to protect.

## Mix Tape

*A Tales from the Loop game for 6 players by Charlie Newdell*

Once upon a time I was falling in love,  
so take me away, I don't mind but you better promise me,  
oh mother dear, we're not the fortunate ones.  
This gun's for hire, even if we're just dancing in the dark,  
so what is wrong with another sin?  
As sure as Kilimanjaro rises like Olympus above the Serengeti,  
an invisible man, sleeping in your bed  
in a world made of steel, made of stone.  
Because of the friendship that you gave,  
he took a midnight train goin' anywhere.  
Don't leave me hanging on like a yo-yo,  
in a day or twooooooooooooooooo.

## Iron Kingdoms: The Siege of Northguard

*An Iron Kingdoms RPG for 6 players by Jack Carey*

Northguard has fallen. Khadoran forces are steamrolling over Cygnar's northern fortress with dozens of warjacks and thousands of troops. Cygnar forces are on the retreat and without effective leadership. The northern foe will give no quarter and no surrender. In this chaos, an unfortunate motley crew of specialists find themselves in hostile territory and no one to rely on but themselves. Who will live to see the morning and who will be trampled under the iron treads of war?

## Never Land

*An Unknown Armies 2nd Edition game for 5 players by Alex "KB" Altman.*

In the Occult Underground, myths can have a basis in reality. For example, J.M. Barrie's eternal child, who refused to grow up, and was surrounded by children who had 'fallen through the cracks' and remembered nothing of their former lives. Now, who says the children weren't pulled in through the cracks? And who says they didn't have family who cared for them and followed after? And, finally, what sort of mind would someone who's never grown up have? Questions Barrie didn't answer, but that are being answered for us now.  
– Dirk Allen, personal memoirs (unpublished)

# DUBLIN 2019

## AN IRISH WORLDCON



© Iain J Clark 2016

Art by Iain Clark

**August 15 - 19, 2019**  
Convention Centre Dublin  
[www.dublin2019.com](http://www.dublin2019.com)  
facebook: dublin2019  
twitter: dublin2019  
[info@dublin2019.com](mailto:info@dublin2019.com)

**Guests of Honour**  
**Jocelyn Bell Burnell**  
**Ginjer Buchanan**  
**Mary & Bill Burns**  
**Diane Duane**  
**Steve Jackson**  
**Ian McDonald**

# RPGs

## Sunday Morning (10am - 1pm)

### The Piggy Bank Heist

*A FATE Core game for 6 players by Charlie O'Neill*

“So you’re planning on robbing the Piggy Bank eh? Cartoon Town’s premier banking establishment. Can’t say it’ll be easy, since Harold the Goose left his nest egg in there they’ve tripled security. But that egg is worth over a two million itself. So you’re set on it? Well, you’ll need a plan to get in, get into the vault and most importantly escape. I can give you a hand with that....”

### A Rainy Day in Gougane Barra

*A Golden Sky Stories game for 5 players by Alex “KB” Altman and Stephen Kenneally*

It’s raining today. Most of the people are staying inside. Normally, you’d be sheltering too.

But you’re bored, and you haven’t played with your other animal friends in ages, and today’s a great day to explore.

Maybe you’ll have an adventure, or make new friends! After all, everything is fresh and new after the rain.

A Golden Sky Stories game of warm fuzzies for five warm fuzzies

## Box Of Music

*A Vampire the Masquerade game for 6 players by Dave Hayes*

It’s said that after 100 years there remains no one with out secrets, Sam is the finder those secrets. You don’t know how he got the information but you know if it ever came out it would be your end. Now he is giving you the

chance to buy it back.

## Sunday Afternoon (2pm - 5pm)

### Singularis

*A Singularis by Warren Russell RPG for 24 players Facilitated by Michelle Haward & Alex Altman*

The multiverse is collapsing. You’ve fallen into a different universe again, a completely different world to your own. You’re not the only one.

An improvisational roleplaying experience using the Singularis system by Warren Russell.

Players: Create any character you can think you of. After they find themselves in an unknown world – anything can happen. Including falling through another dimensional rift into a different world.

GMs: Create a world and then have fun rolling with the unexpected as characters travel into and out of your world. Each new character brings a new twist to your tale.

### “The Fangover”

*A Vampire game for 5 players by Nuge*

A Vampire fiasco for five terrible people who also happen to be undead and who immediately escalate everything to a ten, where somebody will come in with some preposterous plan or idea, then all of a sudden everyone’s on the gas, nobody’s on the brakes, nobody’s thinking, everyone’s just talking over each other with one idiotic idea after another! Until, finally, they find themselves in a situation where they’ve broken into somebody’s house – and the homeowner is home!

Not really suitable for kids.

# LARPs

## Friday Evening (6pm - 9pm)

### Divine Intervention

*An Executive Decision-esque LARP for 24 players by Eoin Dornan*

Creation is a lonely pursuit.

That is why the god ANDAN has brought you all to godhood, to help THEM in their great plan for Creation.

This world needs forming, and you're just the pantheon to get the job done.

This is an Executive Decision-esque game where the players take on the role of gods deciding the rules of a new world. The most successful players will form the world according to their own agenda.

## Saturday Afternoon (2pm - 5pm)

### City of No Flag: The Battle of the Rock

*A City of No Flag ongoing LARP series game for 25 players by Dave Hayes*

The Slaver Varius Fleet is upon you. 2 fleet totalling some 20 ships including troop transports. What are you going to do? The System of Numidia has never been in such danger, nether have your lives. Do you stand and Fight? Protect all you have built here, you home, your community? Or do you run

the Gauntlet and try and escape?

Leaving all you have built in the dust for others to take? These are the decisions that war forces upon you. Time to decide.

## Saturday Evening (6pm - 9pm)

### Escape from Ultima Thule

*A Primetime Homebrew LARP system game for 12 by Feargal Keenan.*

So there's good news: the captain isn't drunk anymore. He's dead. That's the bad news. The good news is that the First Mate is still alive. Only he's sleeping it off back in Reykjavik.

So currently we are trapped on an island that doesn't exist, the boat has been eaten by a sea monster, we have no map, a tropical paradise of unknown threats and it looks like we're going to have to scheme, punch and MacGyver our way off the island before the evil Fascists find us and kill us. Also. There may be zombies. That's the good news though.

# LARPs

## **Sunday Morning (10am - 1pm)**

*Dudley Martin*

The Dungeon Occupiers Association

*A LARP for 12 player by Shane Carr and Michael Calnan*

Memorandum to All on Encounter Table III:

Good job on deposing the Shadowmaster, everyone. I think we've made a lot of progress during this revolution, but now we need to get properly organised. We can't just hole up in our rooms wait for inevitable parties of treasure-seeking surface dwellers.

As such, I am hosting a get-together in my EXTREMELY SECURE lair, so that each group can send a representative. Let's show we aren't just wandering piles of loot, let's build something grander. And for Darkness sakes, let's get someone to deal with the leak in the Otygugh pit because dear Gygax the smell is unbearable.

Yours Sincerely, Xat'Melkor the Beholder.

P.S. I KNOW ALL YOUR PATHETIC SCHEMES. DO NOT ATTEMPT TO HOODWINK ME!

## **Sunday Afternoon (3pm - 6pm)**

**Blood and Iron LARP: A Time to Plan**

*A Modified Victoriana 1st edition, Freeform LARP for 20 players by*

The year is 1865 and all is not well with the Empire. The pirate Shào Yue and the Taiping Heavenly Kingdom are attacking British interests and shipping in China and Southeast Asia. Their Tao Mages are able to defend against the power of the Empire's steam powered arsenal. You have recruited a powerful Chinese sorcerer who can help against the Tao mages. His research has shown that the Tao Mages and the Taiping Heavenly Kingdom have made a pact with the Patron of the South China Sea the Zhūlong (Red Dragon King), Ao Qin. This pact gives them the advantage of smoother sailing and better weather. This pact must be broken before we can start to fight against the Taiping Heavenly Kingdom. Your attempts at diplomacy with her have failed and brought heightened antagonism from her and her Tao mage allies. Their targeting of British interests and wish to oppose your group however possible has made your task in the area far more difficult. Fortunately, Amelia (through the information given to her on the Celestial Bureaucracy) has uncovered some options to help with the situation. But before you can put any plans into action, you need a plan. Gathering at a remote location your group must decide on what to do next. Gather your allies, place your wards and hope no one attacks while you are working.

# **WARPCON XXIX**

*A Link Between Games*



**January 25th - 27th 2019**  
*University College Cork*

# Wargames

Leprecon will play host to the usual wide selection of miniature-based wargames with settings from the far future to the ancient past and worlds which never were nor will be. Short-run games which you can play for an hour or two will rub shoulders with mighty tournaments where only the most determined will come out on top.

## Warhammer 40k

Test your mettle in a clash of mighty armies! In 5 Games across two days, our generals will fight for mighty empires, thirsting gods, and just because it's fun. A 2000 Point Tournament of Warhammer 40,000 complete with painting competition.

## Guildball

Guild Ball is the game of medieval fantasy football. It's a fast-paced miniatures game where two players field characterful and diverse teams of slippery Fishermen, brutal Butchers, rowdy Brewers, or stalwart Masons, as well as many others. Our friends from the Irish Guild Ball community are here at Leprecon to persuade new players to give the game a try, and to put on a tournament!

## Guild Ball Saturday - Demonstration Games

Starting at 10am, volunteers will be on hand to show newcomers how the game is played. Whatever your level of experience with Guild Ball or miniatures gaming is, we will be happy to play a game with you or provide some space for you and your friends to give the game a try. We have every Guild Ball team available for you to try, so come along and say hello. Eoin and Damien as well as some others from the Irish Guild Ball community will be there!

The rules of the game are available for free online at [steamforged.com/guildball/](http://steamforged.com/guildball/) if you would like to check them out in advance!

## Guild Ball Sunday - Beginner Friendly Tournament

Sunday is tournament day! This is an opportunity for the Guild Ball community to get together and play some competitive games for a prize. We have space for up to 16 players which can expand if need be, and our hope would be that some of those would be experienced players, while others would be brand new! If you've got an interest in Guild Ball and want to take a crash course, it is very possible to have a quick run-through of the rules and learn by playing in the tournament. If you'd like to have a more gentle introduction but are still interested in tournament play, we recommend learning on Saturday and playing Sunday. Either way, we have teams available for you to borrow

# CCGs

## Magic The Gathering

### PPTQ (Saturday Morning)

Preliminary Pro Tour Qualifier, the first step to getting on to the pro tour is coming to leprecon.

Format: Standard

Registration opens at 09:30

Tournament begins at 10:30

Booster prizes will be based on swiss performance. There will be a minimum of 3 booster packs per player in the prize pool.

The winner of the Top 8 will receive an RPTQ invitation

### EDH or Commander (Saturday)

Commander is an exciting, unique way to play Magic that is all about awesome legendary creatures, big plays, and battling your friends in epic multiplayer games! In Commander, each player chooses a legendary creature as the commander of their deck. They then play with a 99-card deck that contains only cards of their commander's colors. Also, other than basic lands, each deck can only use one copy of any card. During the game, you can cast your commander multiple times, meaning your favorite Legendary Creature can come back again and again to lead the charge as you battle for victory!

### Modern Staples (Sunday)

In the wake of Magic the Gathering's latest Pro Tour, come test your skill against fellow Planeswalkers in our Modern Staples tournament! Registration opens at 10:30 and games begin at 11:30. Entry costs €10 for Leprecon ticket holders or you can pay €15 for tournament entry plus a Leprecon day pass. The prize structure will be as follows:

**8 Players:** 3-0 gets a playset of Flooded Strand

**9-16 Players:** 4-0 gets a playset of Flooded Strand, 3-1 gets a Windswept Heath

**17-23 Players:** 5-0 gets a Cavern of Souls and a Snapcaster Mage, 4-1 gets a Flooded Strand and a Windswept Heath

**24 Players:** 5-0 gets a Cavern of Souls and a Snapcaster Mage, 4-1 gets a Flooded Strand and a Windswept Heath, 3-2 gets a Fatal Push

### Pauper (Sunday)

Pauper is a Magic format in which only uses cards of a common rarity. This makes Pauper extremely inexpensive to play, even the most competitive Pauper decks are worth about \$30, which is less than the cost of a single card in a lot of other formats. It is one of the most popular up and coming formats, joining the GP side events and more importantly Leprecon.

### EDH or Commander

Commander is an exciting, unique way to play Magic that is all about awesome legendary creatures, big plays, and battling your friends in epic multiplayer games! In Commander, each player chooses a legendary creature as the commander of their deck. They then play with a 99-card deck that contains only cards of their commander's colors. Also, other than basic lands, each deck can only use one copy of any card. During the game, you can cast your commander multiple times, meaning your favorite Legendary Creature can come back again and again to lead the charge as you battle for victory!

## Other CCG events

### Saturday

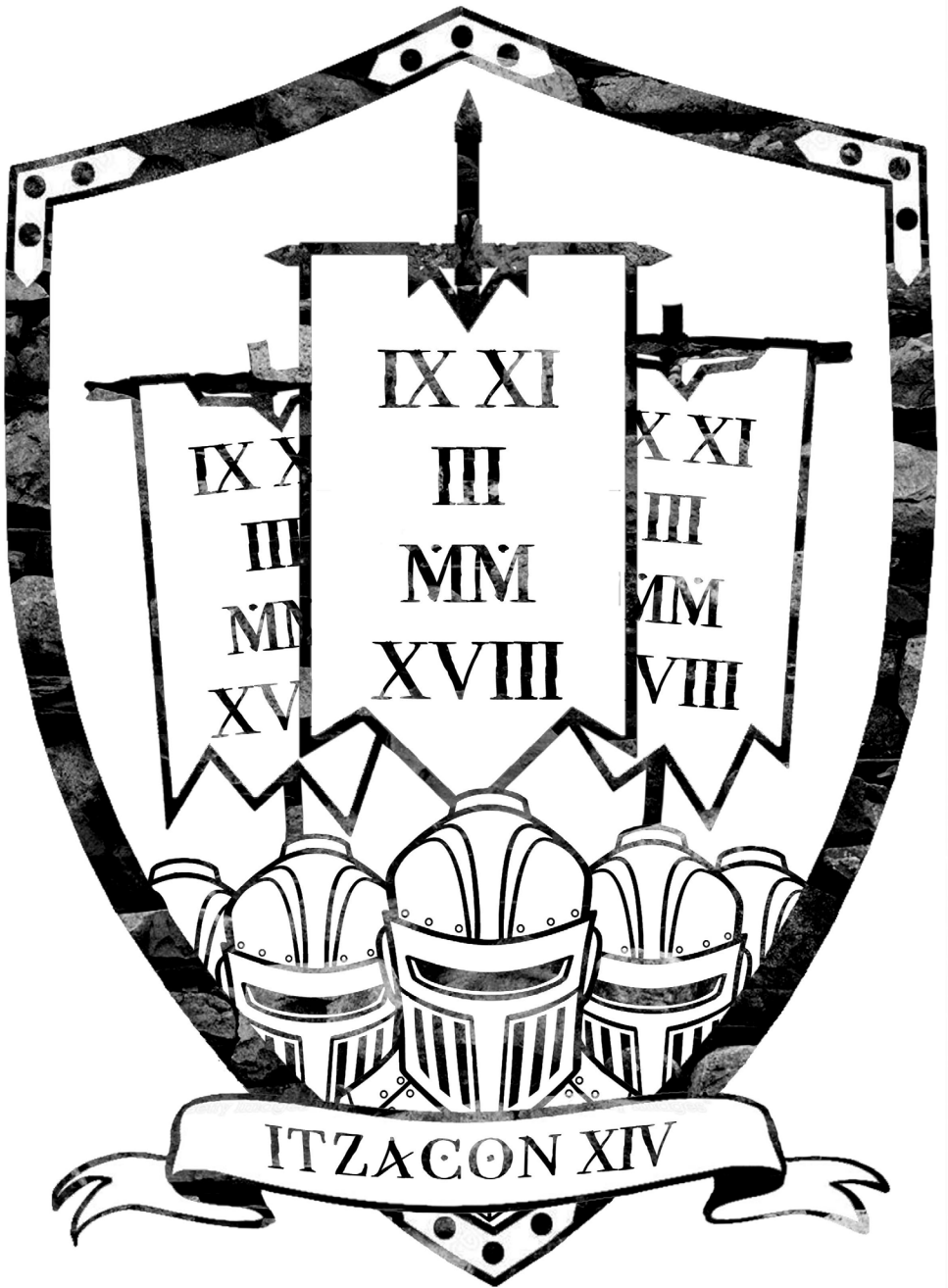
**Yugioh** -Demo day, learn to play starter deck tournaments

### Sunday

**Yugioh win a box:** €10 entry. 11am registration, 11.30am start. Format Advanced Constructed.

**Pokemon League Challenge.** €7.50 entry. 2.30pm registration, 3pm start. Format Standard.





9-11 MARCH 2018  
NUIG

# Special and Social Events

## (aka General Mayhem)

### **The Leprecon Pub Quiz** *Saturday 7pm, The Gingerman*

It's a quiz, in a pub. Such an interesting and original endeavour, we know. This time brought to you by Leprecon and hosted by the ever-wonderful Graham Turner. The quiz is being held in the cellar bar of The Gingerman Pub on Fenian street. Registration for teams starts at 6:30pm on Saturday. Teams of 4 preferred at a cost of €15 per table. The age-old tradition of thinking you know how to do well in one of these quizzes for one round, realising you really don't, trying to cheat and getting caught because our staff have the eyes of hawks and you really aren't particularly stealthy (especially after consuming a couple of rounds yourself). All the while that one team who know exactly how many times Kirk ripped his shirt in ToS skip merry rings around you and win the ultimate prize. Fear not though, if our quiz master allows, we will have some spot prizes to reward the interesting as well as the correct!

### **Empty Epsilon Bridge Simulator** *All weekend*

Ever wanted to be a part of the bridge on a star ship? Well look no further than the Main Hall of the

Convention as we have just the simulation set up for you. Step right up and take a seat (yes we are going for that pun), you can take control of the Helm (What do you mean up sir? We haven't agreed on a reference frame and we are in space), Weapons (Pew, pew take that guys we think we dislike, probably), Engineering (Walking a tight rope between trying to move fast and not run out of fuel), Science (Scan, scan, scan, I think I missed that spot scan some more) and Relay (Coms are fun and so is hacking, right?). You can do all of this while under the watchful eye of Robb Dunphy who is providing his time and his setup for your enjoyment.

### **Retro Gaming** *All weekend*

Using what can only be described as "computer magic", this year at Leprecon you can play some of your favourite classic games and all without trying to handle the original controllers that came before we realised humans have two hands not three, I'm looking at you Nintendo circa 1996... From Arcade games, Atari, Nes, Snese, Megadrive, N64 and PS one, there is sure to be something to delight you.

# the committee

## **Xander “Young Offender” Cosgrave - Director**

Trinity College insisted that someone from a less fortunate background be allowed direct Leprecon at least once. And you can't get less fortunate than being a posh boy from Cork with his own line of jam.

## **Kead Adams-Asscon**

Kead, in her position of Asscon is in charge of making sure Xander does not recreate the last time someone from his family ran Leprecon and spend the whole weekend in the pub, she is blissfully unaware of how much difficulty she faces in this.

## **Rian Boyle-Moneyman**

Rian 'Fat Stacks' Boyle is the treasurer, which means he gets to rub himself in all of the money and then occasionally pay for things for the con. Rian has worked with Xander before and is still willing to do it again, which means he loves rolling around in five cent coins more than he loves his sanity.

## **Niamh Kearney-'Special' Events**

Several parts of Niamh's plan for the con could be described as Redacted and Redacted or even Redacted but after some discussion she has agreed to downgrade to 'indecent in polite society' and keep it to the pub.

## **Padraig O'Ruis-Dickey Dickey Paper Paper boi**

An exile from the desolate wastelands of IT Belfield Padraig has come to Trinity because really who would stay in UCD. Currently in charge of wrangling wild writers for the con, he takes to his position with all the enthusiasm of someone who has to, well, get writers to submit on time.

## **Luke Flanagan-Assistant Dickey Paper boi**

Luke once didn't go to a con because he had to do 'College work'. What a poor excuse. Gaming is more important than college Luke, who would pick class over playing games in the pub?! Ewww.

## **Allan Leeson- Wrestling Franchise development**

Allan is in charge of Sponsorship and Trade, and was immensely disappointed when he could not use that to open a knockoff WWE franchise in Goldsmith hall and instead had to talk to people with 'Words' instead of 'Scripted Triple backslams'.

## **Eimear Quinn- Peon Wrangler**

One would assume that someone who has energy, exuberance and even potentially a Soul™ would not volunteer to be on a con committee more than once. Clearly Eimear proves one wrong.

## **Sam Walsh- Hollow Husk of Regret**

Sam said, 'if you need anything done I'm happy to do it!\*' so he's in charge of running tournaments for the four dedicated boardgame players in Ireland.

\*He did not actually say this, but he didn't run away.

## **Luke Dowling- Old Man CCG**

Luke is Auditor of DU Gamers, a position he has earned from sheer endurance and an ability to ignore the amount of time a normal person would spend in college. Luke is running the cardboard section of Leprecon this year, a position he considers, 'adequate'.

## **Alan Armstrong- Plastic Crack Dealer**

Added by the fumes of watered down paints that have been applied in several layers, Alan has taken it upon himself to shill wargames tournaments to the fine People of Leprecon.

## **Gavin Walsh-Soulless PR Flack**

Gavin had given his soul to some dark gods that involve slick outfits and the word 'Synergy'. Fortunately, our con needed someone who could sacrifice a goat at midnight to get people to come, and that's how Gav got on committee.

# **gaelcon**

**board games**

**ccgs**

**rpgs**

**larps**

**wargames**

**here  
be  
gamers**

**Ireland's Premier Games Event  
October 26th - 29th**

the irish games association  
**IGA**