IF THERE EVER WAS A CONTHAT DIDN'T KNOW WHEN TO QUIT ... IT MUST BE

GOLDSMITH HALL, TRINITY COLLEGE DUBLIN, MARCH 22ND-24TH 2019

HERE WE GO HERE WE GO AND HERE WE GO ALL ABOARD AND WE'RE HITTIN' THE ROAD HERE WE GO ROCKIN' ALL OVER THE WORLD! GIDDY-U

#### Thank you to..

Seán Donnelly Legendgerry Cian Scattergood Cormac McKinstry Damien Royer Savage Mick & Nuge Irene Ian Paul Power Slv Dirk Games **Daniel Adams** Séamas MacLochlainn Feargal Keenan, Gavin Walsh, Ray Kennedy and Hannah Marks Sweet and Sorrow Padraig O'Rúis Michael Calnan & Dave Haves Jordan Brown Nat Shannon George Hill John O Toole Aisling Brennan Patrick Benn Cillian McLoughlin Daire Mullen Philip O'Hanrahan Army Painter Ltd Kromlech The Warchest Red Bull Kennedy's Station The SU Café Matthew Dawkins Conor Kostick Abbie McVeigh

Claire Bradley

Sarah Bevan

**Graham Turner** 

DU Scifi Society

Arch Stanton

Dublin

Pathfinder Society

Richmond Marketing

Eoin "Siskey" Dornan

**DU Gamers Society** 

Words from the Director

Welcome to Leprecon 40. Welcome to the oldest damn nerd convention in Ireland, Trinity College's own board games convention, supported by DU Gamers Society. It's our 40th year, so that means we're going XL.

Welcome to a weekend of board games, larps, card games, wargames, pints, dad-rock music, special events, 1970s Ireland, old friends, new friends, guests and banter. This con is officially auld, and we're pulling all the best bits of its storied history together for a great weekend that I hope you'll enjoy. There'll be no tightening of our belts- we'll be living way, way beyond our means this weekend, in celebration of our 40th.

From painting to pub guizzes, we have it all. We're rocking our dad bod with pride, with a pint of Harp (or perhaps Guinness Mid-Strength) in one hand and a sack of dice in the other. The Leprecon team and DU Gamers have put a lotta work into this, and it's been our honour to do so. So relax, make yourself a bacon sandwich, play games, stick on some KISS, make friends, and have an XL weekend. It's gonna be big, it's gonna be decadent, it's gonna be XL. Thanks for coming.

Leprecon 40: "You Drive Us Wild, We'll Drive You Crazy,"

#### Code of Conduct

Leprecon is dedicated to providing a harassment-free experience for everyone, regardless of gender, gender identity and expression, age, sexual orientation, disability, physical appearance, body size, race, ethnicity, religion (or lack thereof), or technology choices. We do not tolerate harassment of Leprecon participants in any form. Harassment includes offensive verbal comments related to gender, gender identity and expression, age, sexual orientation, disability, physical appearance, body size, race, ethnicity, religion, technology choices, sexual images in public spaces, deliberate intimidation, stalking, following, harassing photography or recording, sustained disruption of talks or other events, inappropriate physical contact, and unwelcome sexual attention. Participants asked to stop any harassing behavior are expected to comply immediately. If you are being harassed, notice that someone else is being harassed, or have any other concerns, please contact a member of Leprecon staff or Committee immediately. Leprecon staff can be identified as they'll be wearing branded clothing and/or badges. Conference Committee will be happy to help participants contact venue security and/or local law enforcement or otherwise assist those experiencing harassment to feel safe for the duration of the conference.



#### The Gentleman Gamer **Matthew Dawkins**

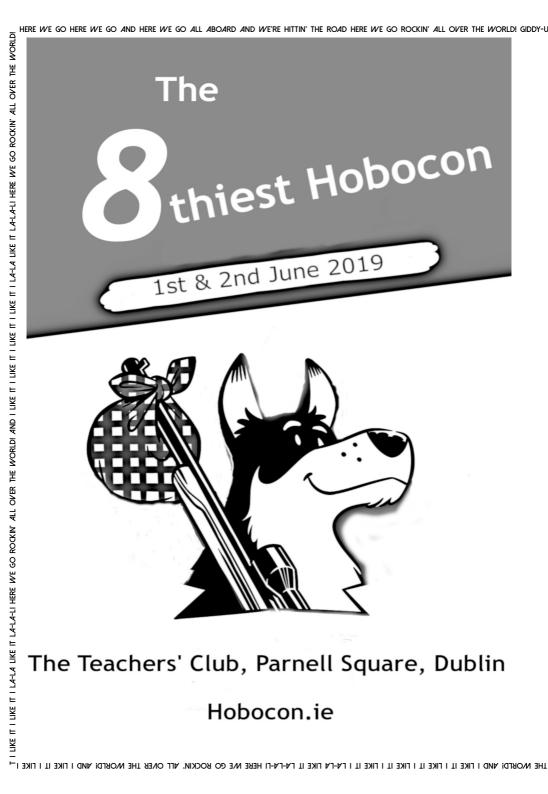
Youtube star, free-lance writer and developer, an inspiration to many of us for his excellent work within the World of Darkness and beyond.

players in Ireland. Others know him as one of the designers of Treasure Trap, one of the world's first LARPs.

#### Klara Horskjær Herbøl

Playing and running RPGs for a decade and writing for companies Mummy: The Curse 2E.

Running the Perfect Game including Onyx Path Publishing 1pm, Saturday for the past year and a half. She's contributed to upcoming steps books such as Chicago by Night, He'll talk about the the Contagion Chronicle, and necessary perfect to run a roleplaying **Expect** session. improvisation and planning tips, fun anecdotes, and discussion "Treasure Trap and the Hedonistic with the audience. Origins of LARPing. 1pm, Sunday **Conor Kostick** The year is 1983 and all of the Some know him as the Literary UK is occupied by Tory ideology. RPG author behind the fantastic All? No. One castle still holds Avatar Chronicles (Epic, Saga stubborn against out One small cluster of gamers and Edda). Others know him as one of the best Diplomacy surrounded by aspirant yuppies.'





RP $\sharp$  $^{\flat}$ 

Signups will be held as follows: Approximately 50% of tickets for each game will be available from when the convention opens across the entire weekend, and the remaining tickets will go onsale the hour before the slot begins.

As with previous years, each RPG slot will be 3 euro to cover tables and food for our amazing GMs, who do not get paid to write

# Friday Evening (6pm - 9pm)

#### **Against the Bandit Prince**

their scenarios

A Dungeon Crawl game for 3-6 players By Cian Scattergood

The hamlet you come home has stood for centuries. It history has never been recorded. The people are simple they toil the land. All your life you have suffered at the hands of agents of chaos. Be it corrupt barons, evil Kings, bandits or goblins you have been raided and pillaged or taxed into submission. Today is the day that ends. The villagers will rise, you will rise against those who seek to oppress you and cast off the

chains that seek to bind you. Rise against the tyrant and make it so the streets run red with his blood. To create a better life for those of you who survive.

# Saturday Morning (10am - 1pm)

#### The Case of the Cuckoo Clock

A Risus game for 5 players By Séamas MacLochlainn

In a city choked by industry, a charming bunch of ragamuffins roam the streets with their long suffering cat in tow. Come rain or shine, they stick together! But now one of the gang has gone missing! They ain't seen him in days, and they're beginning to get worried. It's time to buckle up, to fight bullies, and to find their friend!

A Disneyesque adventure for five players.

# Adventures of TinTin: The

A Cthulhu game for 5 players by Legendgerry

TinTin and friends have concluded yet another adventure

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#### RP\$s

in Argentina and are now aboard a tramp steamer to Australia via the Antartic picking up equipment and specimens left behind by an ill fated expedition just before the previous winter. The night after you leave the station you are awakened by Snowy the dog, who is going beserk about something, something in the cabin wall.... Please note: This game is not suitable for children.

#### **Crafty Miners**

A homebrew game for 5 players By Ian Paul Power

At the end of a long day mining for diamonds, cooking food in the furnace and fishing for enchanted books, you and your four friends settle in to your beds to wait for morning. You lie down in bed, wearing full armour, and... Nothing happens... You wait for the darkness to disappear and morning to instantly happen... But it doesn't. As the screams of the phantoms ring out above you, you turn to your friends and ask the question you never want to hear. "... Do you hear hissing?"

An RPG for 5... Crafty Miners

# Saturday Afternon (2pm - 5pm)

#### The Bare Necessities

A Mouse Guard game for 5 players By Seán Donnelly

The forest is a dangerous place for any animal, especially one as small as a mouse. And yet, despite their stature, the mice have thrived among the trees for years. The Mouse Guard defend the peace and prosperity of their kingdom. For generations, this league of scouts, weatherwatchers, trailblazers, and protectors has passed on its knowledge and skills.

It is Spring, 1153. Following a long, hard winter, the mice of the forest have begun to wake from their hibernation and venture back out into the world. There are paths to clear, trade routes to reclaim and old friends to catch up with. But it's not just the mice that are waking up – something else is out there in the melting snow, something that could bring an end to the Mouse Territories as we know them...

A trailblazing, beast-battling adventure for 5 brave mice.

#### Six Go to the Sea

A Kids on Bikes game for 6 players by Cormac McKinstry
In October 1940, when you were taken out of school and told you were being evacuated to the coast, you were told to keep a stiff upper lip, to keep calm and carry on, as a proud Briton should. As the Luftwaffe reigned terror on London, you were whisked away on a packed train, away from your home, parents and everything you knew to the remote coast of Suffolk.

Now you've been left with a bunch of other strange and horrid children, in the dusty old manor of a secretive Earl. The mysterious manor, strange windmills on the hill, stray doggies and the everlooming Nazi menace should make this a most unusual stay.

A delightful Kids on Bikes adventure in the style of Enid

# Satuday Evening (6.01pm - 9pm)

#### The Prague Affair

Blyton's 'Secret Seven'

A 5th Ed Vampire the Masquerade game for 6 players by Feargal Keenan

Key players of the Camarilla convene in the estate outside of Prague, invited by former Justicar Carlak, now Prince of the city at the behest of the one and only Hardestadt the Elder, Architect of the Ivory Tower and Chairman of the Inner Circle. Seldom does he call people to convene in such things as the Conclave but 2012 is a year of strife and you, you shall ensure the Ivory Tower stands tall and strong by protecting the Founder himself. You and your Coterie will continue your duties and protect the Ivory King - or you will rest at the foundations of this tower. As Ash.

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

#### Hymn for a Hecatomb

An Antika game for up to 7 players by Damien Royer

Originally imported from France, Antika is a role-playing set in the Ancient Greece of legends. You play heroes, descendants of the great Greek gods, in a world where mythical creatures and gods in disguise roam the world. However, you'll be able to fight destiny and the will of the gods. HERE WE GO HERE WE GO AND HERE WE GO ALL ABOARD AND WE'RE HITTIN' THE ROAD HERE WE GO ROCKIN' ALL OVER THE WORLD! GIDDY-U

this one-shot. During your travels will lead you to a small island in the Aegean Sea where the seaside town of Upetria is preparing for a celebration in honour of Poseidon, However, the seemingly quiet town hides many secrets... Will you be able to save them when crisis hits. shaking the foundations of their way of living and threatening their lives?

#### Clocktower High Girls Vs. Society

A Fate Accelerated RPG for 6 players by Michael Calnan Dave Hayes (PG)

"Lady Grace Drummond-Hay Baroness of Brookwood-upon-Nene announces the engagement of Angelique mother, her Drummond-Hay, the Dowager-Duchess to Mr. Albert Cawley Cawley Thermodynamic, London.

Lady Grace has a problem! Her mother is remarrying and she has to host the engagement party. It's either going to be the social event of the season or a monumental disaster. All she has to contend socialites. cut-throat

vengeful relatives, desperate scandal mongers and protecting a priceless diamond engagement ring. What's a girl to do? Call in her best school chums to help of course!

#### XCrawl! Battle in Boston

A gonzo game of Dungeons and Dragons 5e in Goodman Games' XCrawl setting by Cormac McKinstry

In the dystopian world of the North American Empire, orcs, elves, humans and dwarves compete for fame and glory in XCrawl, lethal sports dungeoncrawls broadcast live on pay-perview. Superstar athletes take their chances against deadly dungeons filled with monsters, traps and the machinations of the sadistic Dungeon Judge, all to win fame, riches and fabulous prizes. It's Boston Battle 2019! The Cincinnati Skullcrushers are riding high after a record-breaking win in Indianapolis, but now they face their toughest test yet. DJ Ozzie Monsta' has a reputation for ludicrous deathtraps, and this is set out to be his most imaginative yet. Hope you're ready to fight for your life because from this

moment forward, your lives are forfeit in the service of the Empire. and we're live in 3...2...1...!

#### CUASE TUE MUITE DRAGON

#### **Sunday Afternoon** (2pm - 5pm)

The Business of War

A custom game of Mech Combat for 5 ace pilots. Rated T for teens. by Daniel Adams

Amman V. Once a barren, desert backwater. A faint blip on the galactic map, not worth noticing by anyone or anything. Now look at it. Arcologies that reach the stars. Five-star resorts, hotels and casinos. Selfie ops as far as the eye can see. All built by the al-Khatib family and the royals. And then of course there's ARMEX. where megacorps and PMCs from all over the galaxy come to show off their latest mechs and other toys in brutal pitched combat in five different terraformed arenas. broadcast for the entertainment of all. You know why you're here, pilot. Do the company proud and show off what our new frames can do

A love letter to John Carpenter's Big Trouble in Little China written on the back of a copy of Savage Worlds by Savage Mick and Nuge

Know him by the name Lóng ... the White Dragon. Is he the mythical thousand-yearold Dragon sorcerer of China? Or an international drug boss and criminal mastermind who draws upon the ancient legend to create fear? There's no way the bane of Mongol raiders and Red Communist alike could be the same Bai Long, no? But... what if he IS! To have lived over a thousand years is strong magic and comes at a cost. The kind of cost that must be paid not in gold or paper money but in blood and sacrifice to the Kings of the Thousand Hells! What secrets does the White Dragon hide in the city of Baodau? Well Jack Moon, you and your friends have picked the darnedest places to HEBE INE GO ROCKIN' ALL OVER THE MORLD! AND I LIKE start a fight!

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#### LARO's

# Friday Evening (6pm - 9pm)

# Saturday Morning (10am - 1pm)

# Ravensdale Academy 3/5: Trick or Treat

KICK a Cooperative Narrative Homebrew system for 20 players by Feargal Keenan, Gavin Walsh, Ray Kennedy and Hannah Marks

The Midterm is coming up and that means one thing...the annual Halloween Party at Ravensdale! This year they're pulling out all the stops. As in stopping the Occult Conjurations Club from organizing a Séance and summoning an eldritch horror. Stopping Science Society from "having a special effects contest" that could result in a hurricane. Again. The Halloween party is when students will be encouraged to show off their costumes, participate games and enjoy the festivities on campus.

As a reminder it has be 6 days and 4 hours since our last...

Sorry it has been 3 hours since our last Occult Event on campus.

Good work everyone!

Starfleet's Irregulars: Episode 3

By Irene

Crewing a starship you come to expect the unusual. Still being kidnapped by an apparently omnipotent child comes as something of a surprise. Now to get back home you'll need to survive her 'tests'

#### Saturday Afternon (2pm - 5pm)

#### The Lost Treasure of Eden

A game of pulp adventure for 14 daring explorers by Sweet and Sorrow"

It is New Year's Eve, 1979. A new decade, and new discoveries loom large in the Horizon. As does an Angel with a fiery sword. You are part of an intrepid expedition out to discover the lost Garden of Eden and its treasures. Calamity struck in your journey, but fate and fortune have stranded you in your exact destination.

You have the opportunity of a

LARO's

lifetime before you; to explore the Garden and discover its secrets. But you are not alone. Others are here seeking treasure, fortune and glory, and you must decide who, if any, you can trust and work together with. Whatever lies in the Garden, it might mean doom for us all if it were to fall into the wrong hands..

Satuday Evening (6.01pm - 9pm)

Who Dares, Wins!

A game of Social Drama and "friendly" competition for 14 daring contestants, by Sweet & Sorrow

We are pleased to announce brand new reality Extravaganza, from the makers of No Privacy, and Exposed & Scared comes- Who Dares, Wins! 14 lucky contestants will spend night after night Stately Undergrove Manor, which has been abandoned for decades and is rumoured to even be haunted -Creepy!

The last contestant daring enough to stay in the house, and survive each round of evictions, will not just win the admiration of the public but also ownership of

Undergrove Manor itself and the surrounding grounds.

So send us an application saying why you deserve a space in the house, and remember: Who Dares, Wins!

Sunday Morning (10am - 1pm)

Hell is an Abandoned Train in Berlin

A homebrew LARP for 20 players by Padraig O'Ruis

The great land of Maldaron is under siege from the terrible threat of a great lich lord and the raging battle has-

-BLURB INTERRUPTED-

Sorry, I'm sure you were interested in that but I've got something better for you. The when is 2088 and the where is Berlin. The who are Berlin's finest hackers and cyber-scum, all converging in an abandoned underground train station for one of the most anticipated raves of the decade: the \*legendary\* TwistedMi5ter is making a rare live appearance for a unique little experience: a rave happening IRL and in the same than a station of the series of the decade: The series of the decade of the series of the s

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

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fARP's

cyberframe. So all you crazy hackers can get plugged in and experience this once in a lifetime gig in the limitless landscape of the cybernetic mainframe. Now it's invite only but your buddy here can get you on the guestlist. So waddya say. You in?

-TRANSMISSION ENDED-

#### Sunday Afternon (2pm - 5pm)

City of No Flag

An ongoing LARP Set in the Unclaimed Worlds Universe by Sly Dirk Games.

Numidia has grown Quite big since its humble beginnings with the Carthage orbiting a base transition star. Now there stations, planetoids, Mining, trade, an increasing population and a ton of space traffic in one of the most cosmopolitan, and open systems in that Badlands Sector, of the Scutum–Centaurus Arm, of the Milky-way Galaxy.

That does not mean you are without Enemies, Rogue Als, Corporate Megalomaniacs, A spacial Empire with more power than sense and any amount of bounty hunters all cause disquiet in you little corner of space.

But you are strong. You sing no anthems, Pay no Taxes, hold no Loyalties. You are a system of rebels, a System of no nations. Your stations are all Cities Of No Flag.

NO SQUIRRELS

WERE HARMED

DURING THE MAKING

OF THIS AD



# Pathfinder Society Saturday Morning Satur

#### Saturday Afternoon

#### #4-11 The Disappeared

#### #4-09 The Blakros Matrimony

A tier 1–5 scenario for by Jonathan H. Keith.

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Atier 3–7 scenario for by Thurston Hillman.

A powerful ally of the Pathfinder Society has disappeared, and no one but the Pathfinders even remembers that she ever existed. Can the PCs discover the fate of their missing associate or will she be erased completely from history, all memory of her erased?

The eldest daughter of prominent Blakros family is set to wed an influential Hellknight, and the Pathfinder Society is invited to the festivities. Dressed for a wedding befitting royalty, a team of Pathfinders attend the ceremony on behalf the Decemvirate, but will their presence ultimately strengthen the Society's relationship with the influential Blakroses, or will events at the wedding bring the already tenuous alliance to a breaking point?

#### #4-06 The Green Market

A Tier 5–9 scenario by Jim Groves.

When an ally of the Society reports that her sister's business is being harassed by the Aspis Consortium in the Varisian city of Korvosa, a team of Pathfinder agents is dispatched to the Green Market to assist. What they find there is more than simple strong-arming and intimidation, What mysterious however. forces bring the popular market its unlikely success, and can the PCs stop the Aspis Consortium from gaining control of what could become a lucrative resource for the rival organization?

#### #4-08 The Cultist's Kiss

A tier 7–11 scenario by Sam Zeitlin.

An active cell of the cult of Lissala—ancient goddess of runes and obedience—has been discovered in the Varisian town of Palin's Cove. Seeking a chance to learn about this long-lost faith not from millennia-old relics but from its current practice, a team of Pathfinders travels to the

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#### Pathfinder Society

industrial seaside settlement to uncover the secret coven and infiltrate its services in the guise prospective converts. Pathfinders discover the knowledge they seek, or will the evil cult subvert them with its vile and seductive faith?

#### Sunday All Day

#### #10-08 What Prestige is Worth

A scenario for tier 7-11 by Matt Duval.

Given the countless powerful relics the Pathfinder Society keeps in the vaults beneath the Grand Lodge, it should come as no surprise when there's the occasional magical outburst. However, the most recent incident a powerful talisman involves opening a portal to Hell, and the head curator Zarta Dralneen believes this event is no mere coincidence. Alongside a band of elite Pathfinders, she intends to travel through the portal to the infernal city Dis in order to close gateway, in the process uncovering Cheliax's secret history, the follies of House Thrune, and what her role will be

in the events to come. Contents in "What Prestige is Worth" also contribute directly to the ongoing storvline of the Dark Archive faction.

#### **Sunday Morning**

#### #4-03 The Golemworks Incident

A scenario for tier 5-9 by Larry Wilhelm.

When the Golemworks in Magnimar starts reporting some "problems" with their most recent batch of golems, the PCs are sent to investigate in the hope that the Pathfinder Society can get on good terms with the influential arcane organization.

#### **Sunday Afternoon**

#### #4-01 Rise of the Goblin Guild

Atier 1-5 scenario by Matthew Goodall.

When a monster is discovered on the grounds of the Pathfinder lodge at Heidmarch Manor in Magnimar, an investigation into its appearance leads the PCs deep under the City of Monumentsand face to face with a burgeoning "S HERE INE GO ROCKIN' ALL OVER THE MORLDI AND I LIKE IT I LIKE IT I LIKE IT I LA-LA LIKE IT LIKE

# we go rockin' all over the world! And I like it I like it I like it I like it 1.4-1.4 like it 1.4-1.4 like it 1.4-1.4 like we go rockin' all over the world!

IT I LIKE IT I LA-LA LIKE IT LA-LA-LI HERE

#### Wargames

#### Painting Contests at Leprecon throughout the day.

Do you play Warhammer, Guildball, Warmachine, or any other miniatures game and love painting and modelling? Well, we have the event for you.

There will be two main categories- Best Single Piece and Best Army (Warhammer 40,000)

Best Single Piece Supported by Kromlech!

### MKKOMLECH

Miniatures may be submitted for Best Single Piece from con opening on Saturday at 9pm for consideration. Entry is free. Any miniatures entered will be displayed under supervision in the main hall of the convention for the duration of Saturday. Miniatures must be available to be viewed for the entire day (until around six-seven pm, when the final slot begins), and as such miniatures taking part in tournaments cannot be submitted- If your mini isn't there, people can't vote for it! The miniatures will be judged by a vote of attendees present

The Winner will be announced before the pub quiz on Saturday night of the convention in Kennedy's Station on Westland Row as part of the Saturday night 40th Anniversary festivities. Prize support is being provided by our wonderful friends at Kromlech, makers of fine resin bases, miniatures, bits and terrain!

# Best Army (40K Tournament Prize) Supported by Army Painter

The Best Army award will be assessed as part of the Warhammer 40,000 tournament by a vote of all competitors so as not to detract from the running of the tournament itself, and announced at the conclusion of the tournament along with the overall winner on Sunday!



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# **Magic The Gathering**

Magic: The Gathering players, rejoice- We're kicking it XL in that area too, thanks to our awesome and handsome friends at The Warchest! They'll be handling all of your card gaming needs at Leprecon. Make sure to check out our Card Gaming tickets to get access to the following awesome events and casual card gaming activities!

#### **Saturday**

#### Legacy

Entry Fee: €15

Registration from 11:30

Starts at 12 noon

Prize support includes up to:

Taiga, Dark Confidant

#### Sunday

#### Modern

Entry Fee: €15

Registration from 11:30

Starts at 12 noon

Prize Support Includes up to:

Karn Liberated, Noble Heirarch

#### Commander

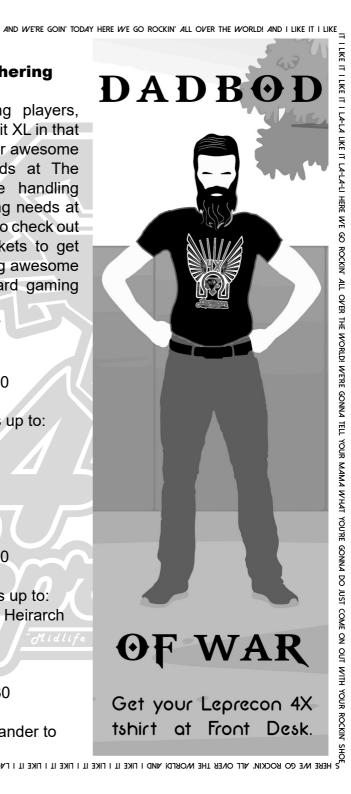
Entry Fee: €5

Registration from 14:30

Starts at 15:00

Cool and easy Commander to

close out the con!



# WE GO ROCKIN" ALL OVER THE WORLD! AND I LIKE IT I LIKE IT I LIKE IT I LA-LA LIKE IT LA-LA-LIHERE WE GO ROCKIN" ALL OVER THE WORLD!

#### Social & Special events!

#### Leprecon 40: The "Doing It For The Money" reunion tour

7.30pm, Kennedy's Saturday Station on Westmoreland Street

We're getting the band back together, for one night only. Leprecon is a storied and old convention. We've been in Trinity College as part of DU Gamers' Society (Once Dublin University Board Gaming Society) for 40 years now, and we're calling back all of our old Committee, Staff, Attendees and Members on the Saturday night of Leprecon XL. Join Leprecon alumni old and new for an evening of pints, reminiscing, socialising- And our annual pub quiz!

#### **The Leprecon Pub Quiz**

Think you're a brainy boffin? Have you been brushing up on your trivia? Then come along to our pub quiz and show us how its done! Our quizmaster Graham Turner will put the teams through their paces, with a special round written by our con director. So round up your teammates and get ready for Leprecon's annual pub quiz.

#### The Battle for Arkanthos IV

An Only War game from the mind of Jack Carey, running all across the weekend. No prior experience required to play, just a willingness to serve the emperor, and to die standing. Armed with only a lasgun, a flak jacket, and a prayer on your lips, you are expected to hold the line against whatever horrors await you or die trying- And you will die. That much is certain. Such is the lot of one soldier in countless billions. But the question is, will you make

your death count?

#### **Pandemic: Leprecon**

It started with the board gamers, right here in Dublin. Right here, at Leprecon. That's where patient zero was...Not even the LARPers were safe... Each group of players will leave a permanent mark on the game rules. As the weekend goes on, the world morphs around players decisions, and at the end of the weekend, there will be a one of a kind Leprecon 40 copy of Pandemic Legacy- Which we'll give away to one of our players at the end of the convention. A truly unique special event running across the weekend.

#### DUBLIN. OCTOBER BANK HOLIDAY



RPGS/LARPS WARGAMES/CCGS

FOR MORE INFORMATION AND GAME SUBMISSIONS. FIND US ON FACEBOOK OR GAELCON.COM