

Almanac



Vol. 23



2011

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LEGAL BIT

Gaelcon, the IGA, and all associated bodies accept no responsibility for any loss of property or damage of property while attending the convention and convention associated events.

The convention organisers and hotel reserve the right to refuse admission.

Children under 13 must be attended at all times by a parent or guardian.



GAMER OF STEEL

Whoever plays the most games



DRAGONLORDS TROPHY

The Spirit of GAELCON



GAME WRITERS AWARD

Best Scenario of the Con



IRON GM

GM five (5) slots or more

AND A FINE MAHOOK TO YOU ALL!

Hello and welcome to Gaelcon 2011!

Firstly, I would like to thank those people without whose hard work all this would have been impossible. You all know who they are (every one of these things thanks the same people) and this will be no different. The Irish Games Association, for trusting me to run this thing; my Committee, for all the work they have done since last December when they foolishly agreed to volunteer; the staff, who agree to give up their weekend to help so the rest of us can enjoy ours; all those who write and run games and, of course, all those who attend the convention.

This year we have lots of events, including the European L5R championships, as well as the usual annual events you have come to expect. Wargames tournaments (both Warhammer 40K and Fantasy Battle), as well as pick up and play wargames, some great RPGs and LARPs from the country's top writers, CCGs, competitive and non-competitive boardgames, and of course a wide variety of Special Events.

This year's Gaelcon will also feature the usual social events of the Pub Quiz on Saturday evening and the Charity Auction on Sunday night. Hopefully you will enjoy attending the convention as much as I have enjoyed running it and to all of you who read this to the end hoping it would get funny or interesting, I'm sorry, but there's a minute of your convention wasted.

Dave Gorman, Gaelcon Director.



A BIG THANK YOU TO...

STAFF: Cormac Smyth, Chris Scully, Feargal Monster, Barry Walsh, Keelan Jackson, Hudson, Josh Nolan, Jarek Jezak, Laura Keogh, Stu "GUSA" Gorman and Colin "Del Boy" Delaney for being awesome beyond words, tireless beyond sense and bribable with icecream.

RPGs and LARPs: Nick Huggins, Hanna Bechar, Aoife O'Dowd, Ian Power, Graham Tormey, Graham Turner, Phil McFadden, James Lloyd Jones, Ceire O'Donoghue, Paul Anthony Shortt, Rónán Comaskey, Brian Caball, Mike Calnan, Fergal Mac Cartaigh, Ray O'Mahony, Alan Jackson, Aonghus Collins, Matty McMahon, Anthony O'Reilly, Harry Cullen, Padraic Barret, Lisa McCarthy, Brian Kenny, Baz Nugent, Dave Hayes, Paddy Delaney, Gar Hanrahan, Eamon Honan, Sandra Duggan, and all the GMs who ran the slots.

TRADERS: Gamers World, Arkham Games, Replay Games, Ula Kapala, Phil Sherlock, Eva Widerman and of course the Bring and Buy!

WARGAMES: Dave Chambers, Colin Cullinane, Donal Kevin Carroll, Donnacha O'Mahony, and Dan Ahern, WAC, Dublin Games Guild, IGA Dark Horse Games Club.

FIGURE GAMES: Eamon Honan, Donogh McCarthy, The Wild Geese Wargames Club.

GENERAL MAYHEM: Alex Altman, Brian Kenny, Cian O' Sullivan & Graham Turner, Lorcan Nagle, Louise Monahan, the SCA, and DU Gamers for enabling all the madness.

BOARDGAMES & CCGs: Martin (Gamers World), Rob Hooley (Tomy), Fantasy Flight Games, Rio Grande Games, everyone who donated boardgames to be used during the weekend

SOCIAL: Graham Turner, Cian O Sullivan, Karen Murphy and Stephen Quinn, Graham Turner, Jude Mapp and "the Best Anne Robinson" Colin "Mr. E" Eager.

And the staff of the D4 and the RDS for making sure Gaelcon happened in spite of the flooding!

NO. 22

JAN. 2012

WARPCON COMIXES



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L5R EUROPEAN CHAMPIONSHIPS



Irish L5R is proud to present in association with Gaelcon and AEG the British Isles European Championships for L5R. This year in the grand finale of Celestial Edition the Nine Great Clans of L5R will do battle to claim the choicest positions in the Emerald Empires first colony including appointing the first ever Ivory Champion. We have amazing guests such as **AEG CEO John Zinser**, Lead Designer **Bryan Reese**, and Lead Developer **Mark Wootton**. We will also have the artists **Charles Urbach** and **Héctor Herrera** and Special Guest Judge **Mark Armitage**.

Full Storyline Details are available at the European Championships section and at the Front Desk of Gaelcon for interested parties.

Timetable:

All Weekend:

Draft Tournaments will be scheduled according to interest.

The L5R World Cup will also run on the weekend. When registering for the tournament you will declare the country you are competing for. The top 2 players from each country in each tournament will score points towards their countries. People placing in the Costume Contest and the Theme Deck and Most Honourable Player competition will also win points for their homelands and at the end of the tournament the winning country will win the L5R World Cup.

Friday:

The main focus of Friday is running grinders to qualify people for the main event on Saturday.

Qualifier 1: 10am-6pm

Qualifier 2: 1.30pm-9pm

Qualifier 3: 6pm-1am

This will be 7 rounds of swiss with all players who achieve a 5-2 or better record* will qualify for the main event on Saturday. (*=The Mulheims-Armitage Distillation)

There will be between 80-100 player limit in each qualifier.

The rounds are staggered so that 3 rounds will elapse in a round before the next qualifier begins giving you a chance to drop and join a later qualifier.

Invitational Tournament:12pm.

Saturday:

Main Event 10am-6pm

Second Chance 12pm-8pm

This will be 7 rounds of swiss with all players who achieve a 5-2 or better record qualifying for the elimination stage which will be run on the same night.

The Elimination Round will be best 2 out of 3 and should reduce both tournaments to a top 16.

Sunday:

On Sunday we will run the Main Event and Second Chance top 16 and the War of Honour tournament.

The Main Event and Second Chance top 16 will be best 2 out of 3, 90 minute time limit with 30 minute extra time in the event of a draw.

We will also run the War of Honour tournament on Sunday from 10am. The format will be Celestial Edition legal and we are currently finalizing the tournament structure. Top of Clan in both tournaments will be decided by final position in the tournament with Swiss ranking being used as a tie-breaker.

Main Event + Second Chance Top 16 12pm-8pm

War of Honour 10am-8pm

Costume Contest 8.00pm

Closing Ceremony 8.30pm

Monday:

We are open to running additional non-storyline tournaments on Monday if people are hanging around, the rooms will be available for that.

Rakehell*Gar Hanrahan*

The nation is sick. Villains, thieves and gin-fiends prey on the poor, monstrous factories loom like smoke-spewing beasts, and cruel aristocrats consort with devils. Against this rising darkness stand the League of the Moon – a small band of nobles sworn to battle against evil! They are united by love, by friendship, and by bonds of duty, yet there are secrets unspoken that may tear this band asunder. Those who fight darkness with darkness walk a perilous road...

A Rakehell adventure for five players.

**WoD, Hunter/Project Twilight,
“Beneath the Ice”***Hanna Bechar*

United States Department of Justice
Federal Bureau of Investigation

From: Security Director Martin Fiske
As of 2100 the government has lost contact with our research facility in the Arctic. It is of utmost importance that the FBI act quickly and efficiently.

At 0600 tomorrow, a car will be waiting to take you to the airport, where you will fly to Anchorage, and from there to the facility. You have 3 hours of daylight. Re-establish communications with the research team and report on their status. Eliminate any threat to national security and secure the area.

**Qin: The Warring States, “The Inn of
Three Rivers”***Ceire O'Donoghue*

While the seven dragons fight and howl
Cruel wild bandits abuse the peasants
Noble and brave guardians come forth
An insignificant fight perhaps
Though even the humble need justice

The middle kingdom is in chaos as seven great states vie for the mandate to rule all under heaven. While these great wars are fought, law and order falls by the way

side and men must do what they can to survive. A group of small villages pool their meagre resources in order to hire five extraordinary Wuxia warriors. These warriors must protect the villages from the Blue Spear Bandits and their leader Iron Teeth who have been terrifying the villages.

Shadowrun 4th ed., “Logic Bomb”*Ronan Comiskey*

On the streets, ‘Runners have a saying. “Never deal with dragons.” They’re immensely powerful, utterly alien, and unpredictable. No self-respecting shadowrunner will put himself in a situation that unstable... unless the pay is good. Or it’s an offer you can’t refuse, of course. Unfortunately for you, when the Mr. Johnson came with the dragon’s offer, he made it very clear the latter was true. More fortunately, the former is true as well. It’s nasty work – a counterintelligence operation against a shadowy terrorist organisation, the Children of Ada – not your usual style. But then, neither is going to the bottom of the bay with concrete overshoes.... and the pay is good...

A 4th Edition Shadowrun scenario for five Runners

D&D 3.5 “Sunset”*Brian Caball*

Trouble in the Dwarven kingdom! The clockwork sun that lights the cavern has mysteriously gone out in the middle of the day. There is Panic on the streets and in the halls, but this is no time to be loosing your beard. Are those warcries I hear? The sound of steel on steel? The screams of the dying? Down your ale and grab your axe, this is no accident. A rock em’, sock ‘em, stop-the-bad-guy adventure for D&D 3.5.

Dresden Files, “Dancing with the Dead”*Paul Anthony Shortt*

New Year’s Eve, and all of Manhattan is out to party. When a body is found carrying the secrets to unspeakable necromantic power, all eyes turn to New York. A rogue necromancer seeks to harness this power

for his own desires. The White Council needs him stopped at any cost, so they turn to their New York Warden and his friends once more. But when the Black Court make a play, they drag in baggage of their own, and soon the fate of the city is at stake. (A follow-up to last year's Front Lines game.)

Elf5R, "Legend of the Five Skulls"

James Lloyd Jones

Deep beneath the blood-stained streets of Commoragh, the Mandrake Kheradruakh has spent centuries carefully arranging a grim shrine of skulls taken from Man and Ork and Eldar alike, claiming the skulls of the finest warriors for a ritual known only to him. Spies who have survived their time in the shadowy domains of the Mandrakes say there is some terrible power coalescing in the Decapitator's lair, and now spaces remain for only five more skulls.

Supreme Overlord Asdrubael Vect has declared a handsome bounty, among other prizes, to the kabalites who disrupt the ritual. Can you best the Dark City and its finest assassin?

A game of Commorite intrigue for five Dark Eldar, using modified L5R 4th Edition.

Doing It For Themselves

David Hayes

It's a tough job trying get by. Some say it's the economy (most misspell it), others complain it's the Indignity of trying to be a Woman of Opinion in a Male-Dominated Society bound by Tradition even though it's the Century of the Anchovy.

Some say precious little at all, roll up their sleeves and get to work. Regardless of your opinions (capital "O" optional), it's a tough job to get by, particularly with the tough job you've got. The hours are terrible (you're still getting used to sleeping through the day), the expected uniform leaves MUCH to be desired and lugging around a rickety stepladder could do your back in quicker than climbing through windows. That's before you even have to deal with the kids. Yep. Being a tooth fairy is a harsh deal.

A Gurps Discworld game for 5 beings of a generally humanoid persuasion.

The Well

Paddy Delaney

There are times when there is no escaping what fate has set before you. It is clear that you are the man in the place, in that hour - the hour that has finally come. And so, knowing what has to be done, a small group of adventurers set their sights to the task ahead - Restore the holy well and then maybe the day can be won, even if it is against overwhelming odds.

A Dragon warriors Scenario for 5 hardened adventurers for Gaelcon 2011.

Undying Sands: Awakening

Mike Calnan

The city of Iris is under siege by a terrible plague, Sultan and slave alike have been struck down. The alchemists have created a cure but if it does not reach the city quickly thousands, possibly hundreds of thousands will die. Many league of treacherous desert separate Iris from the rest of civilisation & the only hope lies in getting the cure there by airship. But is there more to the plague than meets the eye? Something is stirring beneath the desert wastes & it may already be too late...

Unisystem, "Cadillacs & Dinosaurs: Escape from Poachers Paradise

Feargal Keenan

"In the 26th Century mankind faces an epic struggle for survival. The Forces of Nature have spun wildly out of control and the dinosaurs have returned to roam the earth..."

Your head is pounding...so much stuff... swirling in your head, the splash splash of the water...the bars before your face. You rise and bang your head off the roof of the small cage...damn...you look out the small window in the boat, a Thresher's corpse is being hauled out, filled with the barbed harpoons of Poachers...in the distance you see an island...aww crap. Poacher's Paradise...you've been captured for slave

RPGS

trade.

Homebrew, "Dropzone"

Alan Jackson

Remember Aliens?

Those marines and dark dripping corridors and dying horribly?

Yep - thats you.

Actionable Intelligence

Grabam Tormey

--Begin Transmission--

Recent reports have indicated that the unlawful combatant known as "Admiral" Ackbar has been located living comfortably in a large fortified compound on the planet Pollillus.

Your mission is to infiltrate this compound and capture or kill this enemy of the Galactic Empire.

Pollillus is allied with the glorious Galactic Empire but because of the importance of this target and the possibility of leaks within the planetary government it has been decided that the details of this mission will not be shared with the native Troig rulers.

--End Transmission--

A Star Wars RPG for 5 players

Rain

Sandra Duggan

Endless and unceasing, This town in the desert was an oasis to the weary traveller. Beautiful and prosperous, the people happy, lives lived with joy. Now the rains have come and with it an evil. Communication has ceased and all anybody knows is that in this town the precipitation never stops.

A Call of Cthulhu game for 5 people

Rain of Lies - Legends of the 5 Rings

Padraic Barret

The magistrate sat alone in the temple, his head bowed as he offered up a silent prayer for guidance. He had come here as an arbitrator, to resolve a bitter dispute between two neighbouring daimyo before blood could be shed. Instead, he found himself a prisoner in a web of lies and intrigue that threatened to force him to

choose between his duty and the life of his son.

A sigh escaped his lips and he rose to leave, but as he straightened a sudden tumult erupted on the roof above him and he froze. Rain fell from the heavens in a torrential downpour and as it did, for the space of a heartbeat the flicker of a smile haunted his face.

Such rain as this had brought him to this place, why could it not bring others as well?

The Dragon Bound

Brian Kenny

The Dragon Bound: (A Time of War Battletech RPG linked scenario) The Word of Blake Jihad has swept over Dieron and carried with it the heir to the Draconis Combine, Hohiro Kurita, held prisoner by the Word his capture gives them incredible power over the entire nation. The only hope for the Combine is a rescue mission led by a fragment of the former SLDF, a special operations Fury Team that has been trying to return to Tukkyaid. Now they must penetrate the ultimate fortress and take on the might of the Word of Blake or the Dragon will surely fall.

Monday's Battletech-Quickstrike is tied in with this scenario

Deadlands- "Arms Race"

Aonghus Collins

Gentleman, things are looking good. Captain Rogers has single handedly turned the civil war around, and the union are running scared. But this ain't over yet. My reports tell me they're bringing a new superweapon into the field, code named project "Iron Man". I don't know exactly what this thing is, but if the Union brass think it could do for Rogers, then I don't mean to give it a chance. I've sent a wire to Arizona Harding, the bounty hunter who brought Rogers back to us. I figure it's time he served his country again.



CAMARILLA IRELAND

World of Darkness Larps

Vampire: the Masquerade

Mage: the Awakening

Changeling: the Lost

Vampire: the Requiem

Werewolf: the Forsaken

Geist: the Sin-Eaters

Interconnected games in:

Dublin

Cork

Maynooth

London

& Worldwide

For more information, drop by camarilla.ie for game timetables, locations or details on how to link your own game into the Camarilla global chronicles.

Further questions? Send us an email:

info@camarilla.ie



Once upon a time in Galway...
9th - 11th March 2012
www.itzacon.com

RPGS

“How many Drakes does it take to sucker punch the Universe?”

Graham Turner

Life's tough when you're a clone. But when you're the clone of a clone of a clone, things get even tougher. And when the man you're cloned from is Egregious Drake; Starkiller, Professor, Slayer and Saviour of the Jhaggador race, and three times Chancellor of the Galactic-Imperial-Mega-Bank (hey, the money was just resting in his account), things get a bit tougher.

On trial, by proxy, for the extinction of the dinosaurs, murder of God, and committing Evolution with malice aforethought, it's going to take some pretty fancy footwork to get out of this one.

Oh, and did I mention you're already dead?

A FATE system game auctioned at the Warpcon Charity Auction. A Starblazer Adventures game for 6 Drakes

GUBU: Cowboys Vs Indians

Baz Nugent

In the West...of Dublin, an epic fued has erupted between rogue builders and late night takeaways. Whose behind it, and why? And would their mammy's approve? Sure, there's only one sure way to find out: Call in the new, improved and NAMA-proof Garda Unit for the Bizarre and Unprecedented.

A Flann O'Brien's World of Darkness Game for a decent car full of players.

Operation: Falling Down

Matty McMahon

It's 1951. Our Mighty War machine has brought the Allies to the brink of defeated all thanks to you, my Heroic Super Solders. Now it is time for strike final blow against the Allies. Our spy's have learned that tonight they send their best Enhanced Humans against us in an effort to "turn the tide" HA! Well we shall see about that. Your orders are simple. Enter London unnoticed. Find and kill their commanders and burn the city to the ground. You leave within the hour, Dismissed.

A 5 persons Mutants and masterminds game. The sequel to Operation: Overthrow Olympus.

LARPS

“Things That Go Bump”

Lisa McCarthy/Camarilla

The world has shifted. You are still you, with all the bumps and scrapes life gifted you. But ever since “the Incident”, you aren't alone. Little voices whisper that no one else hears, shadows loom and feelings threaten to overwhelm you. But it's ok, you are not alone, and they can help. Mostly. Its New York City, 1968. it's the Age of Aquarius in one of the most progressive cities on the planet. The summer is hot, nights are long, and New York never sleeps. Ever. Even the dead don't. They are restless, they are frustrated and they need you.

Fog of War - The Phantom Directive

Ray O'Mahony and Fergal Mac Carthaigh

The SRS Zavrotko is the most advanced and ambitious project the Sovereign Navy has ever undertaken.

Construction began during the Gaul War and has only now, years later, reached completion. Only the best, and most experienced mariners were chosen as officers and crew of this “Submersible Vessel” for her maiden voyage. On any official record, this mission will be marked as routine trials of a destroyer within the waters of the Republic. You know the truth. The Zavrotko is to be sent to the other side of the globe on a mission that will change the face of war forever.

Pride of Albion

Phil Mac Fadden

Dear Sir/Madam,

It is my great honor to invite you to the social event of the century.

To celebrate his recent elevation to knighthood by their Royal Majesties Albert and Victoria, the noble royal privateer Admiral Blake Flasheart will be holding a ball onboard his mighty flagship the Pride of Albion.

We hope you will attend this most auspicious occasion and enjoy a cruise around the

Limerick's only Games & Anime convention

Weekend pass - €15

Day pass - €10

20th - 22nd July



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LARPS

London skies with us.

Yours most sincerely

Lt William Tigh, 1st mate of the Pride of Albion.

(Steampunk Larp for 15-20 people, costuming encouraged)

Jumptech 10

Nick Huggins

Change is the only constant in the Four Systems. The Humans have thrown off the rule of their cousins from Sol. The Tarn have opened their borders. The Teth have been seen to share their technology. The Krayce, once gregarious and peaceful are secretive and training warriors. Some of the Jump Families themselves have given their Jump Engines up to be dissected and investigated. JumpShips have left for a small star system, guided by the words of a dead woman. Nobody knows what will be found there, but everyone is hoping for answers.

Mysteries of Venus: A Space 1889 LARP

Eamon Honan

The disappearance of the Venusian Siren has fuelled speculation for months now. What sights did they see, what savages did they encounter? What calamitous event caused the disappearance of the greatest skyship of the green planet's skies? We may never know...

A game for 15 intrepid skyship passengers

IGA Dark Heresy

Andrew Coffey

Via Inquisitorial dead drop, using generic codes with acolyte level clearance: Following pressure and hard questioning, a representative of Bastion Porphyry has admitted that none of this planet's Astropaths have been able to perceive the Astronomicon for over two months and we have received no messages at all in the last month. This follows frequent problems with the Astropathic Choir this year. I have been personally

dealing with this, but two of my main avenues have been cut off in recent times, including a worrying theft of latent psychers last night. The thieves are being hunted by the appropriate operatives but the warp occlusion problem remains. If you have any information or can offer aid please attend a Scintillan Concorde in The Bastion Porphyry on the 31st of next month. Adapt. Renew. Overwhelm. Inquisitor 1.81.4.52.9

Thud: The Musical

Aoife O'Dowd and Ian Power

Do you walk along the street and burst into song? Do random peasant people around you suddenly break into step perfect choreography? Then Ankh-Morpork Opera House needs you! Open auditions are being held for our new Musical Play "Koom Valley – The Untold Story" (Actual singing will be required)

"Koom Valley – The Untold Story" The Ankh-Morpork Opera House is pleased to announce the creation of this Brand New Musical Play (Like Opera only everyone speaks Morporkian and you know what's happening). We're certain this production will be a runaway hit... just as soon as we find some actors. Open Auditions will be held this Octoday for the Following parts..

Soundproof Box

Anthony O'Reilly and Harry Cullen

"A soundproof box/
Where nothing can be heard it's locked/
I'm wasting my last breath/
Into a soundproof you"
A LARP for 12 players

SPECIAL EVENTS AND GENERAL MAYHEM

Note to all and sundry: His Holiness Antonio Clonio O'Hare is considered armed with mad ideas at all times. Be prepared for random deviations from the preset timetable as new and wonderful events are concocted on the fly.

Crafts 'n' Draughts

KB Kharma aka Alex Altman, Louise Monahan and the voices in their head. With thanks to Natalia Heilke now how to crochet, but at loose ends when it comes to dice? Know all the odds, but unable to sew worth a darn? Then come to Gaelcon's Crafts 'n' Draughts, and learn to craft, play boardgames, or both!

- CCG Christmas Cards

Most of us have hundreds if not thousands of old CCG cards lying around, why not put them to some fine festive use?

- Con T-shirt recreation competition

The rules are simple, grab as many con t-shirts as you need and make a new piece of clothing out of them.

- Paper Top Hats

A fine waistcoat made from a t-shirt will make your convention experience all the more civilized, but you'll still need a hat. A hat made of card. Extra points for lining your hat with what's left over from your waistcoat.

- Boardgames

Aside from our array of competitive boardgames Gaelcon will have our selection of boardgames as well as KB donning his MIB garb and demoing some product from SJ games.

- Make 'n' break

All this crafting is lovely and all but occasionally it's fun to put something together and then tear it apart. So we got you a buck of Lego and some toy soldiers, go nuts.

Last Orders

Orcs aren't exactly the calmest things, and drunk Orcs are even worse. Get a bunch of drunk Orcs, in a bar and it's only going to end one way, oh and there's only one barrel left.

So grab yer stool, and a bottle or two if you can and fight your way to the last of the booze.

Blood Bowl

For the first time in Nuffle knows how long, Gaelcon is pleased to bring you a 2 day, TR 120 tournament played under Competition Rules.

Strangely Dangerous Lunch – Attack of the Killer Dinosaurs from the Centre of the Earth!

It is the Age of Steam; Airships rule the sky and clanking Automata walk the streets! Unhappily, flagrant abuse of fossil fuels has caused a dramatic rise in sea levels. The Science League of Men of Action claim to have the solution... the ruins of sunken Atlantis hold an artefact of terrible power: the Grabometric Lunar Orbit Adjuster. Capable of moving the Moon, it would give the League power over the sea itself! Constructing the underwater city of New Atlantis, Professor Siskington of the League began the search.

But wait! Some days ago, communications with the city of New Atlantis fell silent...

Come and play Strangely Dangerous Lunch, an absurdly fast and dangerous 1-hour RPG for as many players as possible, adapted from Tracy Hickman's Killer Breakfast.

SCA Demo

The fighters of the Society for Creative Anachronism (SCA) present a demonstration of historical combat. In medieval and renaissance Europe, people from all walks of life studied the Art of Defence with swords and other weapons, both for sporting play and life-or-death combat.



CONSPIRACY

Thanks You For Attending

For all those that made their way to
Kilkenny this year, you have our thanks.
Watch this space.

MEETABLE

	Morning (10am)	Afternoon (2pm)	Evening (6pm)	Night (9pm)
Friday	L5R European Championship	L5R European Championship		
			Geekest Link (8pm)	
Saturday				
RPG	Morning	Afternoon	Evening	Night
	The Inn of Three Rivers	Actionable Intelligence	Beneath the Ice	Legend of the 5 Skulls
RPG	Dancing with the Dead	GUBU: Cowboys Vs Indians	The Well	
RPG		Doing It For Themselves		
LARP		Jumptech 10	Jumptech 10	Fog of War - The Phantom Directive
Boardgame	Dungeon Delving Day - Wrath of Ashardalon, Castle Ravenloft, Dungeon Twister, Dungeon Quest	Dungeon Delving Day - Wrath of Ashardalon, Castle Ravenloft, Dungeon Twister, Dungeon Quest		
CCG	WoWMTCG : Irish Nationals	WoWMTCG : Irish Nationals	Battlestar Galactica	
	Magic: The Gathering Sealed 2 Headed Giant	Magic: The Gathering Sealed 2 Headed Giant	Drafts for Magic & WoW	
CCG	Yu-Gi-Oh Duelist Devolution MK2 Tournament	Yu-Gi-Oh Duelist Devolution MK2 Tournament		
CCG	L5R European Championship	L5R European Championship		
Wargames	Warhammer Fantasy Battle	Warhammer Fantasy Battle		
Wargames	Warhammer 40,000	Warhammer 40,000		
	Devil Take the Hindmost, Battle of Endor, Memoir '44, Command and Colours Napoleonic	Devil Take the Hindmost, Battle of Endor, Memoir '44, Command and Colours Napoleonic		
Figuregames	Crafts & Draughts	Crafts & Draughts		
Special Events	Crafts & Draughts Competitions	Crafts & Draughts Competitions		
Special Events	Battletech: Introductory Demo	Battletech: Introductory Demo		
Special Events	Lego Battlefleet Gothic	Lego Battlefleet Gothic		
Social Events			Pub Quiz (now with 112% more SCIENCE!) - 8pm	Late Drinks in Oil Can Harrys
Sunday	Morning (10am)	Afternoon (2pm)	Evening (6pm)	Night (9pm)
RPG	Logic Bomb	Operation: Falling Down	Dropzone	
RPG	Escape From Poacher's Paradise	Starblazers	Rain	Deadlands- Arms Race
RPG				
LARP	Thud: The Musical	Pride of Albion	Soundproof Box	IGA Dark Heresy
		Chaos in the Old World Tournament, Small World		

Boardgame	Astra Tournament	Tournament	
CCG			Drafts for Magic & WoW
CCG	Irish Grand Dominion Tournament		
CCG	Magic: The Gathering Type 2 Constructed Tournament		
CCG	LSR European Championship		
Wargames	Warhammer Fantasy Battle		
Wargames	Warhammer 40,000		
Figuregames	Blood Bowl Rd 1	Blood Bowl Rd 2	Blood Bowl Rd 3
Special Events	Last Orders		
Special Events	Battletech		
Special Events	Crafts & Draughts		
Special Events	Lego Battlefleet Gothic	Giant Cluedo	Drunkn Roborally
Social Events			IGA Charity Auction - 8.30pm
Monday	Morning (10am)	Afternoon (2pm)	Evening (6pm)
RPG	Undying Sands	Rakehell	
RPG	LSR	D&D 3.5 "Sunset"	
RPG			
LARP	Things That Go Bump	Mysteries of Venus	
Boardgame	Agricola Tournament	Puerto Rico Tournament	
CCG	Magic: The Gathering - Sealed Tournament	Magic: The Gathering - Sealed Tournament	
CCG	Wow Card Game - Standard Constructed Tournament	Wow Card Game - Standard Constructed Tournament	
CCG			
CCG			
Wargames	Devil Take the Hindmost, Battle of Endor, Memoir '44, Command and Colours Napoleonics	Devil Take the Hindmost, Battle of Endor, Memoir '44, Command and Colours Napoleonics	
Wargames			
Figuregames	Blood Bowl Semi-Finals	Blood Bowl - Finals	
Special Events	Last Orders	Last Orders	
Special Events	Crafts & Draughts	Crafts & Draughts	
Special Events	Battletech	Battletech	
Special Events			Closing Ceremony
Social Events			Post-Con Meal (Oil Can Harry's)

The RDS is open until Midnight for games. All social events will be held in Oil Can Harry's



WARGAMES

Warhammer Fantasy

5 Games
2 Days
2400 points

This years Fantasy Battle Tournament offers 5 battles over two days with 2400 point armies and painting competitions. to relax with access to a host of specialist and participation games and free play tables to do battle with that opponent or army you missed during the tournament.

Warhammer 40,000

5 Games.
2 Days.
1750 points.

This years 40k event includes a 2 day tournament and painting competitions. Throughout the weekend there will be access to a host of specialist and participation games to keep you relaxed and entertained, as well as free play tables for playing that opponent, army or wargame you missed during the tournament.

633 Squadron & Friends

Wild Geese

A participation game in which the players take command of a Mosquito or a Lancaster bomber in an attempt to attack a Nazi instalation at the head of a Norwegian Fjord..

3 Musketeers

Wild Geese

In this game the players take control of either the Kings Musketeers or the Cardinals Guard in an attempt to find/protect an assasin in a suberb of Paris

Battle of Endor

Graham Turner

Infiltrate the forest moon, defeat the Imperials, steal an AT-ST, take down an AT-AT, blow up the shield generator, then get back home in time for tea and medals. The hugely popular Battle of Endor made its debut at Gaelcon last year, and version 2.0 promises to be even better.

Devil Take the Hindmost: Dinosaurs! Dinosaurs! Dinosaurs! A Perilous Trails game

Donogh McCarthy

Deep in the jungles of the west African highlands a newly established American Mission is under threat. Native tribes are not responsible though... The dinosaur threat from neighbouring Dahomey has spread! Will the brave missionaries be able to hold out until the Marine Corps reaches them? Or will it be every man for himself and the Devil take the hindmost...

Battletech

Brian Kenny

Saturday: Introductory Box Set Demo matches.

With the release of the new Introductory Box Set you have probably the most complete starter kit for any game system today and we're going to prove it with several team and one-on-one matches using just what's in the box. Whether you're a new player or an old veteran, you can have some seriously fun matches with just this one box.

Sunday: Clan War matches.

We've had not one but two Era Reports in the last year dealing with the beginning and end of the Clan Invasion so it's only fair after the fun of the Intro Box to take things to the next level and let you find out just how nasty the

WARGAMES

Clans are, again with one-on-one and team matches.

Monday: Battletech-Quickstrike

The Prince has managed to escape his WOB captors but that was only half the battle, now a small group of resistance fighters and underground mechwarriors must race to get Hohiro to a waiting dropship with the Word of Blake hot on their heels. Played using the highly popular Quickstrike system this miniatures scenario promises a highly enjoyable race to the Dropship, if you haven't tried this form of Battletech yet, you really should give it a try.

Tied in with the Time of War RPG scenario on Sunday.

Command and Colours

Eamon Honan

“My heart is broken by the terrible loss I have sustained in my old friends and companions and my poor soldiers. Believe me, nothing except a battle lost can be half so melancholy as a battle won.” - The Duke of Wellington, Letter written on the field of Waterloo
Take the field in this team game of Command & Colours: Napoleonic, facing three other players on the fields of Talavera, Salamanca and Busaco. The stage is set. The battle lines are drawn and you are in command. Can you change history?

Warmachine

Steamroller 2011 Rules

25 points

2 lists allowed

7 Minute turns, 3 minute feat

Registration begins at 9:30 am monday

No painting requirement.

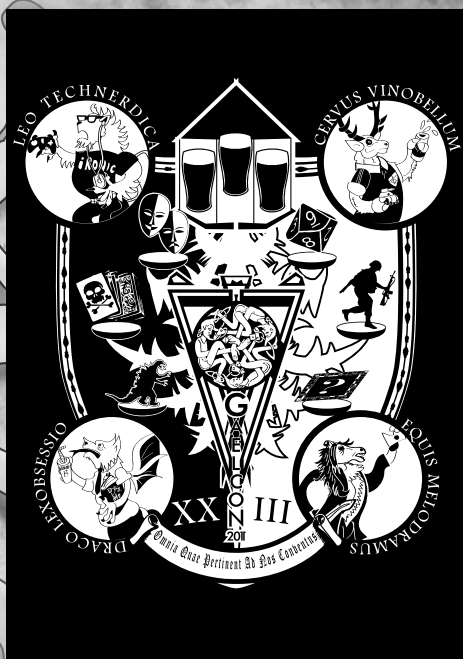
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Irish Grand Dominion Tournament

In Dominion, each player starts with an identical, very small deck of cards. In the center of the table is a selection of other cards the players can "buy" as they can afford them. Through their selection of cards to buy, and how they play their hands as they draw them, the players construct their deck on the fly, striving for the most efficient path to the precious victory points by game end.

Rio Grande Games has supplied Gaelcon with enough prizes for 40 players to take part in this tournament! Are you the best dominion player in Ireland? This is your chance to find out!

Wow Card Game - Standard Constructed Tournament

Bring along your constructed Core WoW:TCG deck to use in this tournament.

Magic: The Gathering - Sealed Tournament

In this tournament each player will receive 5 boosters and will have to construct a deck using only the cards they acquire in these boosters. The tournament will then be played using only these decks. Of course, you get to keep all the cards you open!

WoW Card Game - Sandbox Safari

In this tournament all players will be provided with a starter deck for the WoW trading card game. The class and faction you receive will be random. The tournament will then be played with these decks. The first 25 players who register for this event will receive a guaranteed Sandbox Tiger loot card which can be redeemed for a reward in the WoW MMO. The winner and one random player will receive a different (cooler!) loot card which will also be redeemable in game.

Magic: The Gathering Type 2 Constructed Tournament

Bring along your constructed Type 2 Magic deck to use in this tournament.

Yu-Gi-Oh Duelist Devolution MK2 Tournament

Gear up your Synchron rituals and exceed monsters for Duelist Devolution MK2 Tournament at Gaelcon 2011. This time the talent will be at its highest peak yet. with the best of the old and new competition for some of the best cards as rewards. Swiss Style Tournament.

WoWTCG Nationals (Saturday)

Players sit in a circle, and receive 3 boosters each. They tghen open their first pack simultaneously and take one card that they'd like to include in

their deckbuilding pool. The remaining cards in the pack are then passed clockwise to the next player. Drafting and passing continues in one direction around the circle until all the cards from the first round of boosters have been drafted. Then, the process repeats with another pack being passed in the opposite direction, and so on. Take cards that will help your strategy, but don't be too obvious; other players may figure out which cards you want, and sometimes the best strategy is to draft certain cards so your opponents can't! You can draft cards for any hero in the sets legal for the event.

WoW TCG Draft (Sunday)

Players sit in a circle, and receive 3 boosters each. They tghen open their first pack simultaneously and take one card that they'd like to include in their deckbuilding pool. The remaining cards in the pack are then passed clockwise to the next player. Drafting and passing continues in one direction around the circle until all the cards from the first round of boosters have been drafted. Then, the process repeats with another pack being passed in the opposite direction, and so on. Take cards that will help your strategy, but don't be too obvious; other players may figure out which cards you want, and sometimes the best strategy is to draft certain cards so your opponents can't! You can draft cards for any hero in the sets legal for the event.

Magic: The Gathering Draft (Saturday-Sunday)

Players sit in a circle, and receive 3 boosters each. They tghen open their first pack simultaneously and take one card that they'd like to include in their deckbuilding pool. The remaining cards in the pack are then passed clockwise to the next player. Drafting and passing continues in one direction around the circle until all the cards from the first round of boosters have been drafted. Then, the process repeats with another pack being passed in the opposite direction, and so on. Take cards that will help your strategy, but don't be too obvious; other players may figure out which cards you want, and sometimes the best strategy is to draft certain cards so your opponents can't! Of course, you get to keep all the cards you open!

Magic: The Gathering Sealed 2 Headed Giant

In Two-Headed Giant you and a friend battle together in order to defeat your two-headed foes! Each team of two will receive 7 boosters and will be required to make 2 decks using only this pool of cards. When you play in the tournament you will do so with a shared health pool and turn rounds. Cooperation and strategy are key!

BOARDGAMES

Twilight Imperium Tournament

Twilight Imperium is an epic empire-building game of interstellar conflict, trade, and struggle for power. Players take the roles of ancient galactic civilizations, each seeking to seize the imperial throne via warfare, diplomacy, and technological progression. Twilight Imperium is a very strategic game that will take a long time to complete. Be prepared to spend most of your day taking part in this epic tournament! 4 players to a table.

Smallworld Tournament

Small World is inhabited by a zany cast of characters such as dwarves, wizards, amazons, giants, orcs, and even humans, who use their troops to occupy territory and conquer adjacent lands in order to push the other races off the face of the earth. In Small World, players vie for conquest and control of a world that is simply too small to accommodate them all. Picking the right combination from the 14 different fantasy races and 20 unique special powers, players rush to expand their empires - often at the expense of weaker neighbors. Yet they must also know when to push their own over-extended civilization into decline and ride a new one to victory! 5 players to a table.

Agricola Tournament

In Agricola, you're a farmer in a wooden shack with your spouse and little else. On a turn, you get to take only two actions, one for you and one for the spouse, from all the possibilities you'll find on a farm: collecting clay, wood, or stone; building fences; and so on. You might think about having kids in order to get more work accomplished, but first you need to expand your house. And what are you going to feed all the little rugrats? 5 players to table, player with the most points wins!

Chaos in the Old World Tournament

Chaos in the Old World makes you a god. Each god's distinctive powers and legion of followers grant you unique strengths and diabolical abilities with which to corrupt and enslave the Old World. Yet, as you and your fellow powers of Chaos seek domination by corruption and conquest, you must vie not only against each other, but also against the desperate denizens of the Old World who fight to banish you back to the maelstrom of the Realm of Chaos. Chaos in the Old World features three ways to win, and gives you an unparalleled opportunity to reshape the world in your image. Every turn you corrupt the landscape,

dominating its inhabitants, and battle with the depraved followers of rival gods. Each god has a unique deck of gifts and abilities, and can upgrade their followers into deadly foes. Summon forth living manifestations of Chaos, debased and hidden cultists, and the horrifying greater daemons - beings capable of destroying near everything in their path. 4 players to a table.

Puerto Rico Tournaments

The players are plantation owners in Puerto Rico in the days when ships had sails. Growing up to five different kind of crops—corn, indigo, sugar, tobacco, and coffee—they must try to run their business more efficiently than their close competitors: growing crops and storing them efficiently, developing San Juan with useful buildings, deploying their colonists to best effect, selling crops at the right time, and, most importantly, shipping their goods back to Europe for maximum benefit. 5 players to table.

Astra Tournament

Build your space civilization as humanity travels to new stars and meets the weird artifacts of ancient alien races! In Ad Astra you will explore new planets, exploit their resources and set your own goals to create the most advanced space colonies. 5 players to table, player with the most points wins!

Free to Play Theme Days

Each day of the convention will feature free to play boardgames based on a certain theme.
Friday: Sci - Fi! (Battlestar Galactica, Starcraft etc)
Saturday: Dungeon Delving (Wrath of Ashardalon, Castle Ravenloft, Dungeon Twister, Dungeon Quest etc)
Sunday: Horror Day (Arkham Horror, Betrayal at House on the Hill, Mansions of Madness etc)
Monday: Westeros Day (Game of Thrones LCG, Battle for Westeros, Game of Thrones Strategy Game)

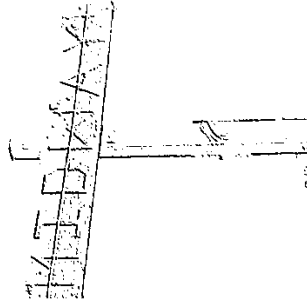
Late Night Drunken Boardgames!

A table will be reserved close to the bar every night for games that works best when inebriated! Games such as Roborally and Snorta will be played each night. In the interest of fairness all participants will be required to partake in the drunkening.

Mother,

I've been here a week now - it's true what we heard about them being trigger happy, but they're not all that way. I met a preacher, and there's some traders who are friendly...

They've found some Ancient technology, it seems to attract monsters from the Wilderness. I don't like the nights here but I'm learning how to defend myself.



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SOCIAL EVENTS

Gaelcon 2011 has a great selection of social events running throughout the weekend for you to choose from.

Late Bar - Oil Can Harrys

We'll be heading to Oil Can Harry's for late drinks every night of Gaelcon, so head on down if you want to see old friends or make new ones. Just ask at front desk for directions!

The Geekest Link

The Geekest Link was run, for the first time, at Gaelcon last year. Created by Jude Mapp, the Geekest Link is a Game Show style quiz in which contestants answer style questions on a multitude of geeky topics. One contestant is voted out and eliminated at the end of each round and in order to win, you must be the last geek standing - Are you geek enough?

The Gaelcon Pub Quiz (now with 112% more SCIENCE!)

Last year, the Gaelcon pub quiz was something to behold. The founding members of the Mysterious, Nefarious Table 5 - the quiz team who have won gaming convention pub quizzes far and wide since their inception - instead decided to write and present the questions and, for once, they did not win! Our ploy was a success!

Interestingly, this year one of the members of Table Cinq has decided to stride out on his own in the hopes of a successful Solo career. The pub quiz will be presented by none other than Gaelcon's assistant con director: Dr. Graham Turner!

The IGA Charity Auction

What started as a drunken "no, I want it more" between two slightly intoxicated gamers in a pub many (many) moons ago has become, for me at least, one of the highlights of the gaming year. The IGA Charity Auction at Gaelcon has grown and grown since that first fateful argument over a shiny object, and has become something that has a real impact on the lives of many people.

Each year, we wait with bated breath to see what amazing and rare objects that our incredible donors will arrive with. We spend hours deliberating over how to show each item to it's best potential, and then cross our fingers that those wonderful gamers who come with open minds (and wallets!) to the auction will be as generous and receptive as they always are.

Sunday Night Spooktacular: Club Gaelcon (In Oil Can Harry's)

Given the weekend that's in it, this year Club Gaelcon will be Halloween themed. Costumes are welcome (although not compulsory!), and a prize will be awarded for the best costume, as well as free shots for the first 20 attendees who turn up in costume. Drinks promotions on the night including selected beers and ciders at €4, 2 cocktails for €10 and more. Much dancing and revelry will ensue, with el DJ Del Santo on the decks well past the witching hour!

Monday Munchies

We'll be headed post con to Oil Can Harry's for food and unwinding on Monday evening. Come on down and shoot the breeze!

DIRECTIONS

The fastest way to and from the City Centre is the DART, from Lansdowne Road Stadium, or the 4,7,5 and 45 Bus.

There's plenty of free parking around D4 and it's a very safe area.

Remember that on Monday the Dublin Marathon is on so there will be traffic restrictions.



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Lansdowne Road DART

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Q-Con XIX opens on Fri 22 June 2012. Under 12s must be accompanied by an adult.

Q-Con is a non-profit event run by QUB Dragonslayers Society. Charity events are in support of QUB RAG charities.



March 30th - April 1st

Writer's-Table-Only RPGs

Outdoor Rubber-Sword LARP

Charity Poker Tournament

Competitive and Casual Video Games

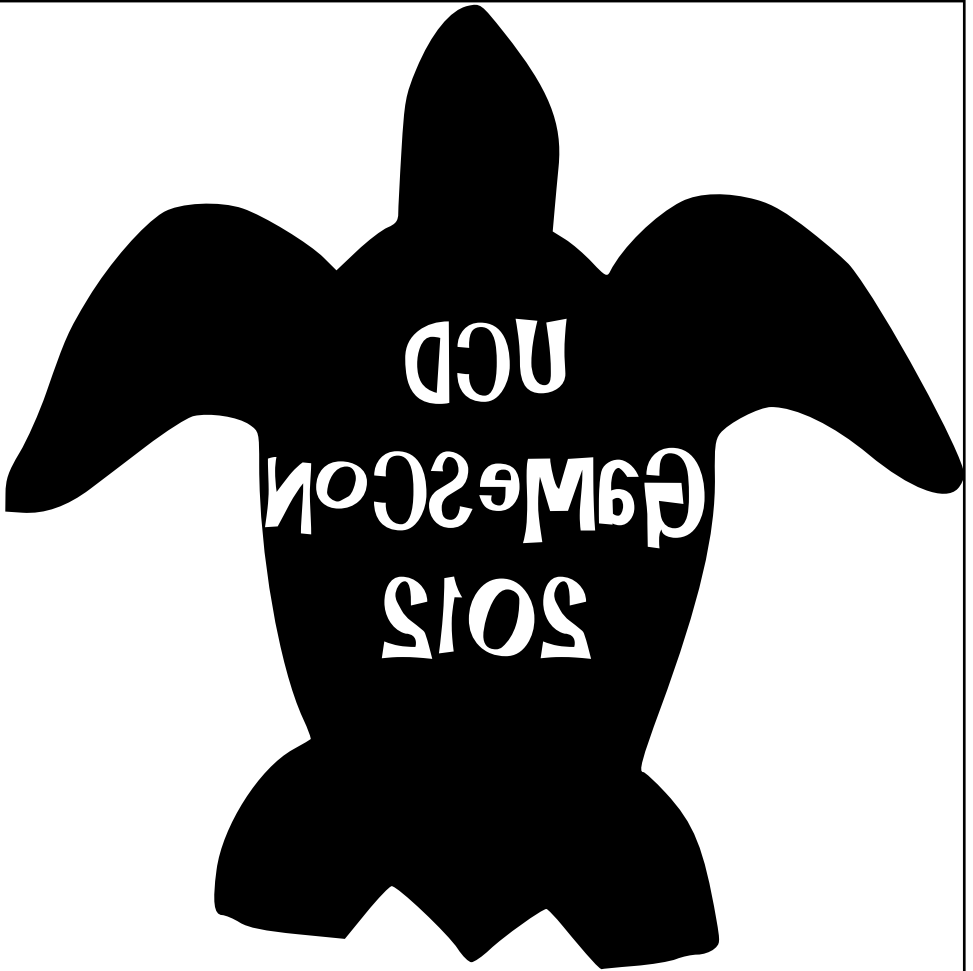
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Wargames, Boardgames and CCGs

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Competitive and Casual Video Games
Charity Poker Tournament
Outdoor Rubber-Word LARP
Writer's-Table-Only RPGs

THE COMMITTEE OF THE PRETENTIOUS ORDER OF SELF CONGRATULATORY GAELMINATI

His Imperial Buffalo Majesty Grand Magus Dave Gorman (Cervus Vinobellum) – Gaelcon Director

The terrible deeds committed by Dave Gorman, current Grand Magus of the Ordo, on his rise to the top are best not transcribed to paper. But whatever it was he did to anger Poseidon, it looks like we'll have to ritually sacrifice him in order to clear the way for whatever poor chump runs Gaelcon 2012.

Magister Templi Graham Turner (Draco Lexobsessio) – Assistant Director and Non-Tournament Wargames

Born before time itself existed, the being known as Graham Turner has always been the Assistant Con Director for Gaelcon. Always. It just took a long for matter; then the Earth; then life; then humans; then civilization; then gaming; then Gaelcon to come into existence. He was content to wait.

Adeptus Major Nuge (Equis Melodramus) - Production

The Master Smith of the Ordo, Nuge "Nuge" Nugent does not have a first name. Or so he claims. Any who have tried to discover the name through ritual means have found spectral fingers rising from their scrying dish to poke them in the eyes. Every hour. Even while they're asleep.

Stratego Primus Craig Murphy (Cervus Vinobellum) - Wargames

The Ordo didn't even realise it needed a standing army until Stratego Murphy strode out of the Wilds and began conquering things for us. He's very good at it, and while it's not very Hermetical we're all too nervous to ask him stop. What if he decided to conquer us?

Adeptus Practicus Ciaran "Sarky" O'Brien (Equis Melodramus) – RPGs and LARPs

It's widely accepted that the Practicus is the most knowledgeable practitioner of the entire Ordo, though his family secrets remain unknown as he has painstakingly inscribed them onto his own hair with a final needle. If he ever had a haircut, centuries of knowledge would be lost.

Philosophus Eoin "Sisky" Dornan (Leo Technerdica) – RPGs and LARPs

A former Master Magus attempted to summon a demon of knowledge while drunk, and accidentally chanted from a Flann O'Brien novel instead of the Librum Maleficum. The result was our resident Philosophus. We can't understand a bloody word he says, but he makes a wonderful cuppa.

Magister Plebsici Brian Wilson (Draco Lexobsessio) - Charity

The best swordsman among us by far, the Magister Plebsici chooses not to spend his time on violence. Instead he focuses on good works, helping the poor and disenfranchised... and chasing people who owe us money with a big pointy stick.

Magister Magus Eoin Murphy (Leo Technerdica) - CCGs

Not even the most heretical of Hermetics could have believed the sheer power that Murphy can draw from mere cardboard. The mysteries of the Tarot are laid bare before the Magister Magus! Binder of demons! Summoner of heroes and monsters! Tapper of mana! Shuffler of decks!

Adeptus Exemptus Cian O'Sullivan (Leo Technerdica) – Treasurer and Trade

Rumour has it that this member of the Ordo is so difficult to find because he is capable of turning himself invisible. This out to be a complete lie, though we did find out that the best ritual circle for summoning him his made of equal quantities of threats and promises of booze.

Theoricus Karen Murphy (Equis Melodramus) - Sponsorship

There used to be a metal sign hanging above the entrance to the Grand Lodge, reading "Ordo ab Chao". On the day that Karen Murphy was ordained to the Order, the words changed order. Then they exploded, sending white-hot shards of iron into the eyes of passers-by. What a laugh we all had!

Magister Chaos Tony O'Hare (Cervus Vinobellum) – Special Events

The Magister Chaos deals in strange items. Demon babies with atrophied limbs and terrifying, elongated heads. Twisted metal furniture inscribed with screaming faces. Distorted wails that leave a taste of blood in your mouth. Ask him about his... special events.

Praetorius Noirin Curren (Leo Technerdica) – Social Events

Rumoured to be the abandoned child of a Court Mathematician of Far Araby and a former Grand Magus of the Ordo, the Praetorius insisted that if we threw more parties, people would like us better. I don't know about this "new thingy", it sounds dangerous and fun.

Officio Cognisenz Emily Neenan (Equis Melodramus) – Staff

When our group waged thaumaturgic war on a rival Ordo from a distant land (Carlow), we used our every wile, wit and advantage to destroy them. Or so we thought. The next day Emily was sitting in our couch claiming that, in fact, she had defeated us. No one has managed to prove her wrong yet.

Adeptus Zelator Aidan Walsh (Cervus Vinobellum) – PRO/Logistics / Mandelson

Those who enter the sacred chapel of the Ordo sometimes complain of a creeping chill that rises up their spine. The uninitiated imagine it is the thrill of the mystical power of Gaelcon. The initiated are very well aware that it simply means Aidan is floating silently behind them.

Eoin Burke no Kimi (Draco Lexobsessio) – L5R European Championships

Not technically a member of the Ordo, Eoin Burke spent many years in the exotic East and returned with an army of followers, a fine taste in silk dresses, and a demand we call him "Burke no Kimi". We acquiesced only after he demonstrated his willingness to split men into two equal halves.



IGA
Games Nights

the

dark horse

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Every Thursday

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www.gaelcon.com

A WORD FROM THE IGA CHAIR

Hello all, and welcome to Gaelcon 2011. The Con Director and Committee have put together a great Convention this year, as always, with a great variety of truly excellent games, so you should be able to find something to entertain you, whatever your interests.

I have the privilege of being the Chair of the IGA this year, and am happy to report that as well as Gaelcon, we've also been busy with numerous other projects throughout the year.

The IGA games night continues to be a success every Thursday evening in the **Dark Horse** on George's Quay (I'm also given to believe some drinking and general socialising goes on there in conjunction with the gaming, scandalous though it may be). For fans of the Grim Darkness of the Far Future, we've also been running an ongoing IGA **Dark Heresy** LARP on Wednesday evenings. If you've never been along to either the LARP, or the games night, I'd wholeheartedly recommend them both. We're always happy to see new faces, the more the merrier.

In addition to our long-running events, we've also tried a few new things this past year. Friday night in the Dark Horse has been host to several **IGA Pub Quizzes**, with appropriately awesome prizes (including Gaelcon Tickets, exclusive Con T-Shirts, and good old fashioned cash). The next Pub Quiz will be Friday 9th December, so call by the Dark Horse from about 7 if you'd like to answer some questions, drink some beer, enjoy good company (and I'll be there too) and maybe win some prizes.

Something else we tried this year was a fusion of horror and camping (which is also horror if you're a nature-phobe like me) which we dubbed '**Last Summer Weekend**'. Run in Victoria's Way Indian Sculpture Garden on the last weekend in July, the event mixed horror RPGs and LARPs with the eerie surroundings, campfires, and the dead of night. Those that survived had a blast, and we'll be running another set of terrifying tales in July 2012.

Charity is always a big part of what the IGA does; something that wouldn't be possible without the generosity of the attendees of the Gaelcon Charity Auction. I'll leave Brian to cover that in more detail, and just say a heartfelt thanks to all those who have given so generously.

I think that's probably enough out of me; you can always collar me and buy me a pint if you'd like to know more about what we've been up to (I'm joking of course. You don't have to collar me). I hope you all have a wonderful time at which I am sure will be a great Convention.

Graham Turner, IGA Chair

FOR THE KIDS - IGA AND GAELCON CHARITY

Amongst the many events you'll see in this booklet is the **Charity Auction**. The IGA have been running charity auctions at Gaelcon for many years for the kids. At heart all gamers are really big kids and we feel that kids deserve to enjoy their childhood. This year we made donations to **CARI**, **The Irish Youth Foundation**, **Crumlin Children's Hospital** and **Children in Hospital** and we are still on the lookout for more places to send donations that will make life a little more fun for Irish kids in need.

The Charity Auction itself is a great night where some genuine acts of crazed generosity are regularly witnessed and there are glimpses into some pieces of gaming's heritage. Lots have been donated over the years by games conventions, some of our wonderful traders, games companies that have heard about the auction and by individuals giving away some of the most impressive pieces of their gaming collections. In the last 2 years we have seen in excess of €15,000 pledged to charity and at the height of last year's auction the Dungeons and Dragons' White Box sold for €1,000. In the interest of pride in our cons and in promoting competition, the Gaelcon VIP tickets were the con tickets that sold for the most last year.

For those who are not sure about bidding in the auction but would like to give some money to charity in exchange for gaming supplies check out Drew Shiel's Charity Bring and Buy stand at the con all weekend.

We are constantly on the lookout for new charities to give money to. If you know of a charity that helps Irish children then please let us know either at the IGA Charity Desk or by emailing igacharity@gmail.com

- Brian Wilson, IGA Charity Officer

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