

# GAELCON



# 2012

# LEGAL

## HARRASSMENT POLICY

The IGA is dedicated to providing a safe and comfortable experience for everyone who attends our events. Harassment of any kind, including, but not limited to, unwelcome attention, verbal harassment, unwelcome physical contact will not be tolerated.

If you are being harassed, notice that someone else is being harassed, or have any other concerns, please contact a member of the committee immediately.

All reports will be recorded and the Chairman will be informed. The committee will discuss the situation internally, as well as with any relevant parties, and a decision will then be made on what, if any, action is to be taken.

Event participants violating these rules may be sanctioned at the discretion of the convention committee. Sanctions may include, but are not limited to, expulsion from the event, fixed-term bans from IGA events or permanent bans from IGA events.

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Children under 12 must be accompanied by an adult at all times.

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The convention opening hours are

Friday: 6pm - 2am  
Saturday: 10am - 2am  
Sunday: 10am - 2am  
Monday: 10am - 6pm

The bar area will be accessible during these times. All other rooms in the convention venue, including the main hall, may be closed for set up or other purposes, and we would appreciate your cooperation to make these transitions easier.

There is a late bar in the venue Friday and Saturday night. The bar will close at 11.30pm on Sunday but the bar area will be available until 2am if you want a space to play games in.

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There will be press photography and video recording at the convention. If you do not wish to be photographed or recorded, please let a member of staff or committee know so they can assist with your request.

# THANKS TO

## Writers and event providers:

Nick Huggins and Team Midway, Dave Hayes, Eoin Burke, Eamon Honan, Mike Calnan, Anita Murray, Eoin "Siskey" Dornan, Graham Turner, Liam ó Táilliúir, Feargal Keenan, The Wild Geese, Donagh McCarthy, Tadeusz Cantwell, James Rhys Lloyd Jones, Michelle Howard, Ciarán "Sarky" O'Brien, Aonghus Collins, Brian Kenny, Lorcan Nagle, Daniel Adams, Hannah Bechara, Hilary Sklar, Oisín Reilly, Ronan Comaskey, Team IGA Dark Heresy, Harry Cullen, Eoin Staunton, Aidán Marsh, Stephen Kenneally, Paul Anthony Shortt, Ethan Day-Jones, Eamon Honan, Donogh McCarthy, the Wild Geese, Derek Mitchel, David Chambers, Alan Kenneally, Collin Cullinane, the Pathfinder Society, Kathryn Lambe, Pete Tisdale, Gareth Grehan, Jude Mapp, Michael "Savage" Fitzpatrick, and Colm Lundberg.

Special thanks to Karen Murphy and Noirin Curran on the charity Auction crew.

## Traders:

Dead Parrot, Exploding Comics, Eva Widerman, Ali Baba's Cave, John Daly, Ula Kapala, MIBs, Aoife Brown and Elizabeth Gould, Big Bang Comics, Wee Gamers and Gamers World

## Staff:

Lisa McCarthy, Timothy Ryan, Jarek Jezak, Barry Walsh, Conor Kenny, Eric Wrafter, Cormac Smyth, Alex Chavanne, Antonia Cosgrove, Meg Munnely, Paul Kelly, Sam Whelan-Curtin, Stuart Gorman, David Whelan, Sarah McK, Dean Johnston, William O' Brien, Peter Houston.

Howl At The Moon for the sunday guestlist.

and

**The Staff of the Ballsbridge Hotel for having us back for our third successful D4 Gaelcon.**

# A WORD FROM OUR DIRECTOR

An orange leaf drifts down on the first crisp evening of a long, cool Autumn.

An outrageously handsome man in a chunky Aran sweater leans against a fence post, pointing casually off-screen, his hand holding a whiskey glass.

Cigarette raised elegantly to her lips (even though it's no longer politically acceptable) a stylish woman with an improbably tall hairstyle breezes past a large group of admirers leaving them to wonder... what's that scent she's wearing?

That's right, friends. It's that Gaelcon feeling.

When they first pitched this idea to me, I was sceptical. I thought "no way is this going to work. This is crazy. They're crazy." But my good friend Stephen kept saying "this is gonna make us a million dollars." And he was... you know what? I've gotten mixed up with Star Wars. Hang on, let me think. What am I supposed to be doing?

Oh yes. Gaelcon. And, specifically, that Gaelcon feeling. The pleasing creak and smell of shelves full of leather-bound RPGs. The hustle and bustle of the CCGs room. The seductive, silky manliness of the Wargames tables. The hum and buzz of commerce around the Trade stalls. Boardgames stacked to the ceiling. LARPer's adding a touch of class for the rest of us. The Pub Quiz. The Charity Auction. The Special Events. The GAMES.

Yes, the games. Because that's what we're all here for. That's why we do this.

Look around. Have fun.

Welcome to Gaelcon 2012.

Cian "Icecream" O'Sullivan

## THE GAELCON COCKTAIL MENU - AS CHOSEN BY THE COMMITTEE!

**Cian O'Sullivan - "The Con Director And Trade"** - 3 parts Jack Daniels, 5 parts coffee, 1 part Marlboros. Served in a wedding dress with no shame.

**Graham Turner: "The Assistant Director with a dash of LARPs and RPGs"** - 3 parts Port, 22.7658% Mon Calmari Brandy. Gargle well before consumption and avoid any heavy voiceover work for 1 hour after.

**Dave Gorman: "The Treasurer"** - 6 parts Guinness, 12 parts shedhooch. Served in an army helmet and dressing gown. Currently illegal in Germany for offending the local sensibilities.

**Brian Wilson: "The Charity Officer"** - 3 parts Mead, 1 part Everclear. Carbonate with airsoft gas and stir with a lammie approved LARP weapon. Used as an ad hoc truth serum on bid defaulters.

**Baz Nugent: "The Social and Creative"** - 3 parts rum, 1 part Tequila, 6 parts printers ink. Serve in a hollowed out iPhone and ignore desperate cries of "get me out of this hellhole...bai!"

**Colin Delaney: "The Front Desk"** - 2 parts vodka, 6 parts ribena. Serve in a tent with burly Frenchmen. Warning, may be considered an afrodisiac.

**Feargal Monster: "The Arrpy Gees and Larps"** - 8 parts red rum, 2 parts tomato juice. Serve in red sippy cup and keep at least 40 feet from children, nuns and the gullible.

**Emily Neenan: "The Special Events"** - 2 parts west coast cooler, 4 parts extra strength cider. Serve in glass painted up to look like Geisha. Zombie dice on a stick optional.

**Eoin Burke: "The Cards and Boards"** - 4 parts Saki, 3 parts water from mount Shenobi collected by a lone ronin who has regained his honour through defeating a mighty space oni in unarmed combat. Choice of glass optional.

**Craig Murphy: "The Wargamer"** - 8 parts Murphy's, 2 parts salt, 2 parts sand. Serve in Warm tankard, stir to guarantee voice is gravelly and gone by end of weekend.

**Tony O'Hare: "The Staff Manager"** - 1 part gin, 1 part vodka, 1 part rum, 1 part creme de menthe, 1 part tequila, 1 part red wine. May cause death from exhaustion, hair loss, and frustration at useless committee members.

**Aidan Walsh: "The Mandelson"** - 14 part Bavaria or other economy brand beer, 2 parts cat hair. Drip serve in damn old Gaelcon shirt into reconditioned pipe from Cassidy's. Serve warm and on someone's floor.

# RPGS AND LARPS

Friday Evening 7pm - 10pm

## **Larp: Midway (at Red Barn Airsoft site)**

Midway is a Live Action Role-Playing (LARP) game set in a world destroyed by a great war. Focussed on the small new settlement of Midway, the game is designed as a happy medium between traditional political LARP, high fantasy swordplay LARP with latex weaponry and the world of airsoft gunplay.

## **RPG: Water, Water, Every Where...**

*A most enjoyable Victorian Lost game with tea and crumpets for five people  
Written by Dave Hayes*

The queerest thing has been happening in the wildlands of the West – every attempt to open a gate into the Thorns has been met with naught but disaster as a most terrible deluge is released forth immediately and inexplicably into our mundane realm: thick, green brine erupting from empty doorways in plain sight of mortals! The phenomenon approaches the City of Tribes at a slow, inexorable pace. An unprecedented meeting of Galway's freehold has been called, drawing changelings from all over the province to decide what can be done as the tide draws ever closer...

## **RPG: Attack on the Khardov Express**

*An Iron Kingdoms Game for 5 Players  
Written by Eoin Burke*

It's time to return to the realm of Full Metal Fantasy! Try out the brand spanking new system set in the world of Warmachine and Hordes. In the far north of Khador a train is derailed and a crack team of mercenaries must escape with their precious cargo. There are pursued by enemies both diverse and inhuman as they bid to return to safe harbour. Keep your jacks boiler primed, your spells ready and your powder dry, this one's gonna be rough.

Saturday Morning 11am - 2pm

## **Larp: Mob Men: An offer you can't refuse**

*A LARP of made men, big money and tough decisions for 8-12 players of either gender  
Written by Eamon Honan*

They said crime doesn't pay and so far as freelance criminals are concerned they're right.

To really make crime pay, you have to be organised.

But every organisation must have leaders, members of the board if you will. Decisions have to be made and you're the kind of guy to make them. 1959 finds America poised at the cusp of a new decade and for the leaders of organised crime families on the east coast, the new times present opportunities as well as challenges. Open war between gangs is a thing of the past. Today we work like a business.

Neat dress essential. No guns. They lower the tone.

## **RPG: Batmen of the Future: Stray Cat Strut**

*A Mutants and Masterminds Adventure for five heroes  
Written by Mike Calnan*

Gotham's the kind of town that whispers "baby" while it picks your pocket, that promises the world and delivers the gutter, or vice versa. The sort of place that puts out your lights with a kiss, or a bullet, then forgets your name before dawn. The fact that someone's been pulling off seemingly impossible heists isn't the surprising part, it's the black cat calling card left at the scene that concerns you.

## **RPG: Rivers of Bedlam**

*A Call of Cthulhu scenario for five investigators  
Written by Anita Murray*

New Orleans 1920s

From the warehouses of Storyville to the grand ballrooms of the Garden District, a beat is sounding. It emerged from the African Jungle into Congo Square, via the banana docks.

Dancers abandon their minds,  
Musicians play endlessly in worship,  
And the mad begin to sing.

Saturday Afternoon 3pm - 6pm

## **Larp: Spoils for War**

*An Iron Kingdoms LARP for 15 Players  
Written by Eoin "Siskey" Dorman*

The famed explorer Maximillian Grincheux has

returned from the utmost west to find Immoren in flames, his homeland occupied and civilisation on the brink of ruin. Therefore he has decided to become a patriot, selling the amazing treasures he has brought will come at a hefty price, and all will go to the freedom of Llael. And so the wealthy and powerful of the Iron Kingdoms have converged on Five Fingers, the only neutral ground left, to barter, scheme and even bid for these amazing artefacts, any one of which could turn the tide in the cataclysmic war that rages just outside Ord's borders.

### **RPG: The Last Battlestar**

*A Savage Worlds Battlestar Galactica game for 5 players*  
*Written by Graham Turner*

The Cylons were all but beaten following the war; there was no reason to consider them a threat. Suddenly, they returned, sweeping all before them aside with terrible violence. The fleet didn't stand a chance; the colonies burned, or were conquered.

This is the story of the last Battlestar, Ultima, and its fight to save the human race.

### **RPG: Shanghai-d!**

*A Pathfinder side-scroller for 4-6 Player characters.*  
*Written by Liam ó Táilliúir*

Head groggy, you look up to see the brother of one of your party sitting across from you with a large grin on his face.

"Good morning, well what counts for morning in here. I've taken a loved one of each of you hostage. If you reach the end of the dungeon before this pocket dimension collapses you and your loved one are free to go. Why am I doing this you ask? Well, I'm bored..."

### **Saturday Evening 7pm - 10pm**

#### **RPG: Gaslight Society**

*A Fate/Dresden Files Game for 5 players*  
*Written by Feargal Keenan*

Ladies and Gentlemen of the Gaslight Society.

As it has been for many centuries here in Esoterica, nation of Blood and Smoke, we guard the proper Citizenry of the Upper Augusta from the vile fiends who dare to walk our streets with great impropriety. Someone has merged

steam power with dead flesh and thus must be stopped. You may have to venture into the uncivilized depths of our fair capital but this new threat cannot be allowed. We must prevent the Forbidden Magicks being called upon, lest our just and fair society crumble to ash.

Carry on, brave Socialites,

Lord Theobald P. Barnabus III  
Chief Viceroy of the Gaslight Society

#### **RPG: The Guards**

*A Dark Heresy game for 6 players*  
*Written by Tadeusz Cantwell*

It was a quiet night, when the three Arbites arrived in the backwater town, with a story that didn't add up. It was still quiet when they arrived at a nearby location with three local enforcers in tow. Locally called the Holy Guardians of the Peace. But now the countryside's awake. The sergeant is enraged, the priest is losing his sway, ammunition is short. For those on the mission one rule remains. Do not abandon your post.

### **Saturday Night 11pm - Late**

#### **RPG: Martyrs**

*A Crucible: Dark Age game for five players*  
*Written by James Rhys Lloyd Jones*

Penton Abbey is far from the worries of the world, an idyllic retreat in the plains near the Holy City, where one can pray and study in peace.

Until now - a monk is dead; murdered.

Now it has become a prison; miles from help, sealed to prevent terrors of the night from invading, tensions high and feuds ignited. Worst, the murderer is still here, the gates closed to keep them from escaping before justice can be done.

Knights cannot come for at least two weeks, and a man who has killed once may kill again...

### **Sunday Morning 11am - 2pm**

#### **Larp Higher Powers: The Gift**

*A game for up to 20 players*  
*Written by Feargal Keenan and Michelle Howard*

Most Esteemed Invitee,

Since the Emergence of Parahumans you have

made quite the impression on the world with your abilities. As superhuman powers set people apart day by day this is no easy feat and, whether you know it or not people, have taken note. I regret that my time in seclusion has not allowed me to meet you before and I hope to remedy this by inviting you to my private island. I assure you, your attendance will be of great advantage to you as I will give each guest in attendance a personal gift.

I hope to see you on the island,

-Midas

### **RPG: 'Ere We Go, 'Ere We Go, 'Ere We Go...**

*A Rogue Trader (mostly) game for 5 Orks  
by Ciarán "Sarky" O'Brien*

+++ Inquisitorial Archive X51BMEO-55-  
Exegesis: Preliminary translation of parchment found on Ork battlecruiser wreck. All hands dead, command crew missing, presumed fled.+++

"Da Kaptinz log, day lotz an' wun more: We'z in a spot uv bovver. Dere wuz a real good scrap jus' dere wiv dem humies wiv da spikes, an' we stomped 'em real gud, but lotz- O! RITE DIS DOWN YA GITZ OR I'LL SMACK YA! But lotz uv da boyz iz ded an' we don't got enuff fer a big scrap now. Da boyz wot are left are da biggest, meanest an' kunnin'est boyz on dis side uv da galaxy, an wivout summkink ta fite dey mite gang up on me. Dat won't do. So I'z got a kunnin' plan fer me an' da boyz ta get more orkz and make a fite wiv LOADZ uv fingz ta smash! I'z Kaptin Grimdreg, an' me an' da boyz iz gonna start a WAAAAAAAAGH!"

### **RPG: Corporate Espionage**

*A Unisystem Classic game for 5 players  
Written by Aonghus Collins*

So here's the job. There's this biomedical research company in downtown, and our man on the inside tells us that they've made some big discovery. The details aren't important - what's important is that their competitors will pay big money for any data or documentation on whatever it is. Our guy says security in the place is pretty outdated, so we can go in clean, take what we can, and get out before the eggheads know what's happened. What could go wrong?

### **RPG: Battletech**

*A Time of War scenario for 6 players set at the twilight of the original Star League.*

*Written by Brian Kenny & Lorcan Nagle*

You finally did it, made it all the way through training to become one of the elite Special Forces troopers of the Star League Defence Forces, just a few weeks of exercises left on Caph before you and your squad mates ship out for the Periphery. There sure are a lot of Rim Worlds troops around though and the Major wants to use them for some Surveillance and Stalking exercises, why does he look worried though and why is he insisting on full combat loads and live rounds??

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

#### **Larp: Hallowed Ground**

*A LARP for Dark Ages: Werewolf, Vampire and Fae for 12-24 Players*

*Written by Daniel Adams & Hannah Bechara*

6th of November in the year of our Lord 1271,

Your eminence, I write to you tormented by fears and concerns. The Church of the Three Sons of Nessian on the island of Eria has been taken from us. Mortals gifted with miracles and a faith that burns bright now inhabit the place. You are aware that this place has long been a haven for those damned like us, a place where we could feed and reflect and study in peace. Now we find ourselves in a weakened position, one our enemies seek to exploit. The king of those damnable wolves, it seems, also has interests on the island and has approached the Prince regarding a temporary alliance. As if this did not signal a gathering of heathens significant enough, messengers representing the Fair Folk have also made their presence and interest in this alliance known. In a fit of folly and faithlessness, our Prince has acceded to these demands and now prepares to receive the wolves and the Fae in our own Elysium. I write, your eminence, to inform you of these events, that proper action may be taken should this travesty fail.

Bishop Aidan O'Carroll of the Ashen Congregation.

#### **RPG: One life to Kill**

*A FATE game for 5 Players*

*Written by Mike Calnan*

# LEPRECON34



MARCH 8-10TH

GOLDSMITH HALL, TCD

SUBMISSIONS OPEN NOW

It's the swinging sixties and while Cold War rages all across Europe, the Soviets and NATO powers wage a covert war across the world. When a prominent intelligence asset is found dead in Monaco, its up to you and your fellow agents to recover the secrets he was carrying before the security of the free world is compromised!

### **RPG: Route 666**

*An In Nomine game for 6 players  
Written by Hilary Sklar*

You were born in the USA. From as early an age as you can remember your parents trained you to survive the Apocalypse. They sent you out to the bunker with some other kids, to see how well you had learned. Then, you guess, the Apocalypse happened. Everyone died. Most of the kids who were in the bunker died. There's just six of you left now and you're running out of water... No more left in Chicago.

You guess it's time you planned to motor west... You know about that from the juke box. Get your kicks on Route 666...

### **Sunday Evening 7pm - 10pm**

### **RPG: Morningstars**

*An NWOD game for five players  
Written by Oisín Reilly*

It is 1552, the Eighth Crusade has swept through Europe like a fire, consuming all in its path. "Jerusalem" the peasants cry, "Jerusalem and salvation." Alongside them ride knights, lords and kings. Deus Vult comes from their lips but behind them, only thoughts of the riches to be gained. As the Crusade nears Jerusalem, ahead ride five knights like crows before the gathering storm. The last of the Order of the Temple returns to the City of God. A grim duty to fulfill and one last chance to change the course of history.

### **RPG: Balance in All Things**

*An Avatar: the Last Airbender scenario for five players  
Written by Ronan Comaskey*

The cycle is simple. Into every generation an Avatar is born. One with the power to control all the elements, who brings balance to the world of men and keeps balance between the spirit world and the mortal world. When that Avatar dies their essence is reincarnated in a new Avatar is

born to one of the Four Nations, the next in the elemental cycle of Air, Water, Earth, Fire.

Avatar Kuruk is dead, the quest for vengeance against Koh the Face Stealer having worn him down before his time. In a quiet hamlet in the Earth Kingdom a little girl is born at the moment of the Avatar's death - her parents name her Kyoshi. The White Lotus society, who track such things, have gone to the village to witness the new Avatar and ensure her identity... but they arrive to terrified parents and an empty cradle. Someone has kidnapped the infant Avatar and spirited her away. The balance of worlds hangs by a thread, unless the White Lotus can reclaim the baby...

### **Sunday Night 11pm - Late**

### **Larp: Scintillan Concorde: Sanction**

*A IGA Dark Heresy LARP for 12+ players*

Agents of the Calixian Conclave, You are required to present yourself for a gathering at the Tricorn Palace. Every operative, acolyte, agent & Inquisitor shall be put under scrutiny for signs of corruption or taint. None shall shirk this duty lest they be considered rogue and treated accordingly.

Lord Inquisitor Caidin.

### **RPG: Death in the Floating City.**

*A game of murder, masks, monsters and cockneys for five players  
Written by Harry Cullen*

Under the rule of the hated Doge Giovanni Pesaro, Venice in 1659 is a dangerous place. The streets and alleys are stalked by muggers, madmen and assassins, and something ancient awakens under the water of the city-states' canals, rattling the very foundations of the City of Masks. For one small group of lost and confused London-born sailors, it's about to get even more deadly, as they wake up imprisoned in the Doge's dungeons.

### **Monday Morning 11am - 2pm**

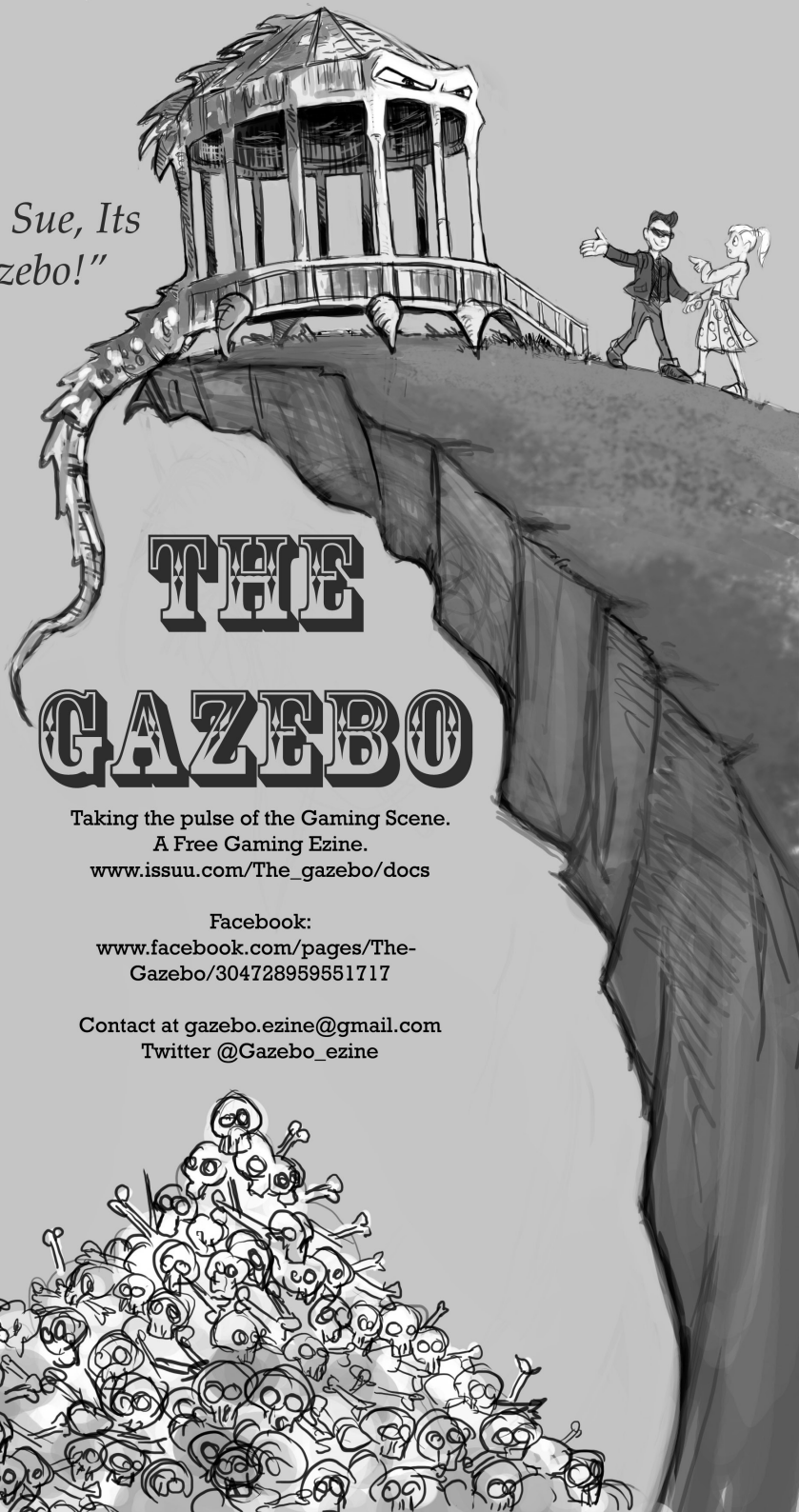
### **Larp: The Burning Moth**

*Being a peculiar murder mystery for twelve incurably curious players  
Written by Anita Murray*

The path is lined with hanging men,



*"But Peggy Sue, Its  
only a Gazebo!"*



# THE GAZEBO

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who hum single-mindedly in discord.  
The city is closed behind you,  
glimmering citadels of steel and stained glass.

The somnambulist King has slit his throat on  
your threshold,  
and the dead writhe in glee.

Odd that.

Only inhabitants of The House of Crossed Paths  
are  
able to do magic in its vicinity.  
And the hanging men only hum during a strong  
surge of  
magic - they're like weathervanes in that way.  
Plus there's the small complication that all  
magical deaths require a B12 form signed by the  
king, which none of you have.

Your cleaner also quit this morning and the  
writhing dead are ruining the carpets.

### **RPG: Paragon of Animals**

*A Paranoia game for five players, flavoured by  
Portal 2 and X-COM: ENEMY UNKNOWN  
Written by James Rhys Lloyd Jones*

“Commander Johnson here. You fine folks at  
the Council of Funding Nations need not be  
concerned; here at X-Com, we know how to  
fend off an alien invasion on a global scale. Other  
military institutions accept recruits following a  
period of rigorous training that only sees them  
on the field after months of simulation. Good  
enough for regular forces, not good enough for  
X-Com. Here we only accept the finest products  
of Darwinian hiring policies. We start with a  
rookie and rifle, and send them to learn firsthand  
on the frontlines. Now, you may think the 10%  
survival rate is steep, but lemme tell ya - you do  
not want to approach that 10% unannounced  
from the rear. Lost three therapists that way.  
Just make the cheques out to X-Com. We're  
between banks right now.  
Commander Johnson, we're done here.”

### **RPG: The Bank Job**

*A Dark Heresy game for five lowlifes  
by Eoin Staunton*

Mama always said that falling in the bad crowd  
would put you in an early grave, and she was  
right. She didn't count on you waking up  
in a cell after the execution, however, or the  
Inquisitor offering you a shot at redemption.

And all you have to do is break into a heavily  
fortified bank, infiltrate the vault and snoop  
around for evidence of heresy. Simple, right?  
Well, the bank is owned and operated by one of  
the most powerful families in the sector, and the  
Inquisitor sees you as a disposable asset, but hey,  
what could go wrong?

### **Monday Afternoon 3pm - 6pm**

#### **Larp: A Deal With Devils**

*A LARP for 8-18 players  
Written by Aidan Marsh and Stephen Kenneally*

This morning the Brass Embassy approached the  
Prime Minister with an interesting proposition:  
a permanent alliance against the continued  
aggression of the Iron Republic. The only price  
they ask is the expulsion from London of a group  
of people known as “The Shepherds”. The offer  
is tempting, but such is to be expected of devils.  
Parliament will debate the topic tomorrow, but  
it is tonight, in this room of movers and shakers,  
that the policy of Fallen London will be decided.

#### **RPG: Glitch**

*A Cyberpunk 2020 game for 5 players  
by Hanna Bechara*

In under 24 hours, the tech expert known as  
'Glitch' managed to go from minor nuisance to  
number one on your employer's shitlist. All he  
had to do was make off with equipment that was  
more valuable than he could possibly imagine.  
And naturally, you're the one who needs to get  
it back. Hopefully in one piece. Possibly with  
Glitch's head on a platter for a nice bonus.  
Oh, and Glitch was last seen boarding a shuttle  
to Mars. You ever been to Deep Space? You  
better suit up.

#### **RPG: The Memory Chronicles - Devil's Due**

*A FATE game for 5 players  
By Paul Anthony Shortt*

Death is inevitable. A moment, then you're gone.  
Those fools say you come back in another life,  
but no-one's met anyone like that in years. You  
can't take that chance. What if there's nothing  
after you die? The Council of Chains has offered  
a few of you the chance to earn immortality.  
But you will be tested. You each have something  
or someone you want to bring with you. What  
would you do to live forever? Set in the world of  
the upcoming novel, Locked Within.

# The Adventuring Party Podcast

Discussing table-top and related gaming and the Irish Gaming Scene so you don't have to.



**New episodes every Wednesday**

[www.theadventuringparty.net](http://www.theadventuringparty.net)

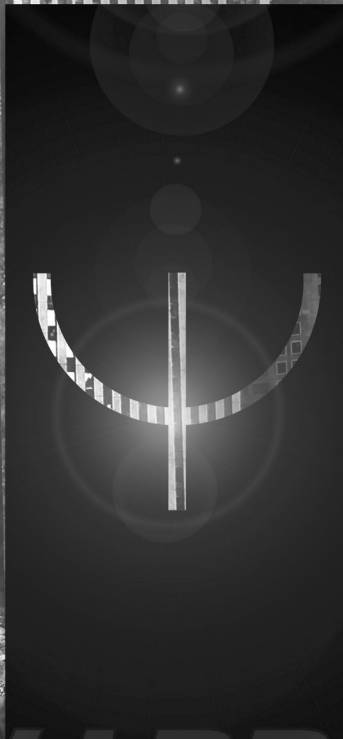
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# CORAK

25TH - 27TH

# JANUARY 2013



Fáilte go Co. Chorcaí  
WELCOME TO  
CO. CORK

# WARPCON 23

**WHAT**

**TIME**  
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The  
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# WARGAMES

## TOURNAMENT WARGAMES

### **Warhammer Fantasy Battle**

2400 point armies  
5 games over Saturday and Sunday

### **Warhammer 40K**

1850 point armies  
Allies allowed / No fortifications  
5 games over Saturday and Sunday

### **Warmachine**

35 Points

One list Required, two list allowed  
No painting requirements, Mode MUST be what what you say they are.  
2012 steamroller rules

10 Min turns

## **NON TOURNAMENT WARGAMES**

### SATURDAY

#### **Battletech First Hidden War: The Gunslinger Duels.**

*By Brian Kenny & Lorcan Nagle*  
During the 2700's, so-called Ronin Mechwarriors from the Draconis Combine repeatedly challenged the warriors of the Star League Defence Force to single combat & mostly won, prompting the SLDF to begin training the best of the best to counter their opponents, The Gunslingers.

A series of one-on-one Introductory matches to help new players get to grips with the system and allow returning players to polish up old skills with some of the best

pilots available, these matches promise to be fast & bloody. All materials provided.

### SUNDAY

#### **Battletech Amaris Rising**

*By Brian Kenny & Lorcan Nagle*  
On 26th of December 2766, Stefan Amaris killed First Lord Richard Cameron in a coup that seized control of the Terran Hegemony, as their leader died soldiers of the SLDF throughout the Hegemony suddenly found themselves fighting for their lives against forces they had thought were their allies.

Take control of forces from either the SLDF or The Usurper and see who will gain control of the different worlds at the heart of the Star League, each battle will be a lance-on-lance engagement on different terrain and even different environmental conditions to give players a little extra to sink their teeth into. Again, all materials provided

### MONDAY

#### **Battletech Fall of the Citadel**

*By Brian Kenny & Lorcan Nagle*  
At the same time Amaris was assassinating the First Lord his forces struck at the heart of the SLDF, the massive headquarters complex known as The Citadel. Unfortunately for the Rim Worlds forces the strike did not prove as devastating as he had hoped and a hastily formed force of some of the best Mechwarriors on the planet, took to the field to challenge the Usurper.

The idea of playing a massive Quickstrike game on the last day of the Convention is almost becoming a tradition and we don't feel the need to change that, choose your side as the Star League falls in nuclear fire.

## ALL WEEKEND

### **Savage Isles**

*By Mike Fitzpatrick*

No man worth his tar ever bowed to any king nor sailed a course not of his own choosing! Take a ship, a crew and a will of iron and set sail for adventure on a sea that be as full of mystery and adventure as it be infested with treachery and peril! Man the guns and trim your sails, recruit from the taverns of the free ports, and keep rum and the lash at your side, for a pirate captain who cannot keep the prizes coming, nor the good times flowing, will join old Davy in his briny locker!

Take command of a ship and compete with your fellow captains to earn the title of Pirate King in a special event featuring exploration, naval battles, and the winds of Fate

### **March to Glory! C&C Napoleonics**

*By Eamon Honan*

Dave: have you written that blurb yet?

Eamon: sure, writing that blurb

Eamon: what do you want me to say? It's a simple Napoleonic wargame for a group of 4-8 players using over a thousand 1/72 scale figures.

Dave: well yeah

Eamon: using the Command & Colours: Napoleonics rules. It's fast and it's fun.

Dave: just tell them its like memoir 44

Eamon: sure, and it takes about two hours to play.

Dave: fine just right the damn blurb

Eamon: np, it's already done.

### **The Lost Treasure of Annobón**

*By Donogh McCarthy*

An ancient and powerful relic, long reputed to have been lost, has been discovered

once again. A hardy group of adventurers have excavated it from the mysterious ruins on the Morrocan coast... A hand-picked group of Marines and Sailors hunts these dangerous vagabonds from their trusty Gunboat Visayas, led by the newly promoted Captain Newbolt.

A race to escape to the waiting ship with the artefact, a search for the shipwrecked vessel and a daring night-time raid on a port await you in this weekend long Pulp campaign, using Perilous Trail!

### **Bushido**

Bushido is a fast paced skirmish game set in the mythical Jawar Isles of Japan, in which players take control of different factions. The Factions are: The Prefecture of Ryu, The Temple of Ro Kan, The Savage Wave, The Cult of Yurei and the Ito.

There will be four scenarios available to play over the weekend they will each take about 1 hour to play.

Each scenario will have it's own custom built terrain board featuring among other thing: A Secret Glade, Ruined temples, Volcanic tunnels and even Paddy fields.

### **Alloyed**

Alloyed is a science fiction miniatures war game of mechanized combat. Players control a customizable force made up of powerful mecha called FURYs. Shred your opponents with a hail of bullets or blow them away with a volley of heavy missile fire!

### **Infinity**

Demos to run over the weekend.



# FRIDAY

# SATURDAY

**11 AM  
-  
2 PM**

**PRICES**  
WEEKEND TICKET €28  
DAY TICKET €14  
CHILD WEEKEND €14  
CHILD DAY €7  
WARGAMES WEEKEND €35  
SAT-SUN WARGAMES €30

RPGS / LARPS €3  
BOARDGAME TOURNAMENT €5

L5R €5  
DOMINION DRAFT €3  
VS DRAFT €15  
NIGHTFALL COLDEST WAR €3  
TOURNAMENT €3  
SMASH UP TOURNAMENT €3  
PUB QUIZ €2

SHORT SLEEVE T-SHIRT €10  
LONG SLEEVE SHIRT €15

LARP: Mob Men: An offer you can't refuse  
RPG: Batmen of the Future: Stray Cat Strut  
RPG: Rivers of Bedlam  
WAR: Warhammer Fantasy Battles  
WAR: Warhammer 40K  
WAR: Battletech First Hidden War: The Gu  
WAR: Savage Isles  
WAR: March to Glory! C&C Napoleonics  
WAR: The Lost Treasure of Annobón  
WAR: Bushido  
WAR: Infinity demos  
CCG: L5R Seeds of the Void tournament  
CCG: Dominion Draft Tournament  
SPC: Cosplay Competition  
SPC: Caption Competition  
SPC: Giant Zombie Dice  
SPC: Pathfinder: To Delve the Dungeon De

**3 PM  
-  
6 PM**

LARP: Spoils for War  
RPG: The Last Battlestar  
RPG: Shanghai-d!  
WAR: Warhammer Fantasy Battles  
WAR: Warhammer 40K  
WAR: Battletech First Hidden War: The Gu  
WAR: Savage Isles  
WAR: March to Glory! C&C Napoleonics  
WAR: The Lost Treasure of Annobón  
WAR: Bushido  
WAR: Infinity demos  
CCG: L5R Seeds of the Void tournament  
CCG: Dominion Draft Tournament  
SPC: Caption Competition  
SPC: Giant Zombie Dice

**7 PM  
-  
10 PM**

## OPENING CEREMONY

LARP: Midway (at Redbarn)  
RPG: Water, Water, Every Where...  
RPG: Attack on the Khardov Express  
CCG: Smash Up demo  
CCG: Sentinels of the Multiverse demo  
SOC: Mutant Mastermind  
SOC: Bane Trilogy Part 1

RPG: Gaslight Society  
RPG: The Guards  
SPC: Caption Competition  
SPC: Giant Zombie Dice  
SOC: Graham Turner's Rather Clever Pub C  
SOC: Geekest Link

**11 PM  
-  
LATE**

SOC: Late Bar in Hotel

RPG: Martyrs  
SOC: Bane Trilogy Part 2 (NSFW OVER 18)  
SOC: Late Bar in Hotel



# FRIDAY

# SUNDAY

# MONDAY

nslinger Duels.  
ep

LARP: Higher Powers: The Gift  
RPG: 'Ere We Go, 'Ere We Go, 'Ere We Go...  
RPG: Corporate Espionage  
RPG: Battletech  
WAR: Warhammer Fantasy Battles  
WAR: Warhammer 40K  
WAR: Battletech Amaris Rising  
WAR: Savage Isles  
WAR: March to Glory! C&C Napoleonics  
WAR: The Lost Treasure of Annobón  
WAR: Bushido  
WAR: Infinity demos  
CCG: VS Draft Tournament  
CCG: Nightfall Coldest War tournament  
SPC: Caption Competition  
SPC: Giant Zombie Dice  
SPC: Pathfinder: The Mists of Mwangi

LARP: The Burning Moth  
RPG: Paragon of Animals  
RPG: The Bank Job  
WAR: Warmachine?  
WAR: Battletech Fall of the Citadel  
WAR: Savage Isles  
WAR: March to Glory! C&C Napoleonics  
WAR: The Lost Treasure of Annobón  
WAR: Bushido  
WAR: Infinity demos  
CCG: Smash Up tournament  
CCG: VS Galactus Event  
SPC: Giant Zombie Dice  
SPC: Pathfinder: The Infernal Vault

nslinger Duels.

LARP: Hallowed Ground  
RPG: One life to Kill  
RPG: Route 666  
WAR: Warhammer Fantasy Battles  
WAR: Warhammer 40K  
WAR: Battletech Amaris Rising  
WAR: Savage Isles  
WAR: March to Glory! C&C Napoleonics  
WAR: The Lost Treasure of Annobón  
WAR: Bushido  
WAR: Infinity demos  
CCG: VS Draft Tournament  
CCG: Nightfall Coldest War tournament  
SPC: Caption Competition  
SPC: Giant Zombie Dice  
SPC: Pathfinder: Dawn of the Scarlet Sun

LARP: A Deal With Devils  
RPG: Glitch  
RPG: The Memory Chronicles - Devil's Due  
WAR: Warmachine?  
WAR: Battletech Fall of the Citadel  
WAR: Savage Isles  
WAR: March to Glory! C&C Napoleonics  
WAR: The Lost Treasure of Annobón  
WAR: Bushido  
WAR: Infinity demos  
SPC: Dark Adventures Radio Theatre: At the Mountains of Madness  
SPC: Giant Zombie Dice

Quiz

RPG: Morningstars  
RPG: Balance in All Things  
SPC: Caption Competition  
SPC: Giant Zombie Dice  
SOC: Bane Trilogy Part III: The Dork Knight Rises Strikes Back Returns  
SOC: Gaelon presents the IGA Charity Auction

## CLOSING CEREMONY

3s)

LARP: Scintillan Concorde: Sanction  
RPG: Death in the Floating City.  
SOC: Late Bar at Howl At the Moon  
SOC: Charity Poker

## LOOKING TO GET AROUND OR HOME?

It's a bank holiday so buses will be reduced to Sunday schedule on Monday, and the marathon will limit road traffic. we advise getting the luas to charlemont or dart to lansdowne road.

last aircoach and gobus leaves around midnight from city centre. last intercity train is approx 9pm



**22-24th  
March 2013**

**NUI Galway**

**It's coming...**

# CCG

## FRIDAY EVENING

### **Smash Up demo**

Come learn to play the brand new game of shuffle building awesomeness. Pick two factions, shuffle them together and capture some bases. First to 15 points wins!

### **Sentinels of the Multiverse demo**

Sentinels of the Multiverse is the award-winning game in which players join forces as heroes to combat a dastardly villain in a dynamic environment! Pick your favourite hero learn to play this simple but brilliant game.

## SATURDAY

### **L5R Seeds of the Void tournament**

Following on from the massive success of last years European Championship event, the Irish L5R TO team are proud to present this exclusive Seeds of the Void Storyline Tournament. The winner of this event will claim the Seeds of the Void for their clan and see the card printed in a later set. This is a 40/40 EE Event.

### **Dominion Draft Tournament**

Come see who can purchase the best kingdom! This event will see players draft a set of Kingdom card from a pre-set pool of Dominion cards and commence their battle. Full rules available at the CCG desk.

## SUNDAY

### **Nightfall Coldest War tournament**

It's time to re-fight the classic battles you might see in a world of darkness. Vampires vs Werewolves vs Zombies vs Hunters. Draft your favourite monsters and watch the phases of the moon.

## **VS Draft Tournament**

Come re-visit the classic Superhero CCG. Draft your deck and commence the beat-down!

## MONDAY

### **Smash Up tournament**

Ninja Pirates vs Robot Dinosaurs vs Zombie Wizards vs Trickster Alien Invaders. 'Nuff Said.

### **VS Galactus Event**

Bring along your nastiest constructed deck because the Big Purple Helmet is taking no prisoners!

## **ALL WEEKEND**

### **Magic Draft Events**

Magic Draft Events: Get 8 players together and we'll give you play space.

# BOARDGAMES

### **Boardgame Tournament**

All Weekend

Now is the time for Gaelcons Boardgame Tournament. The format is simple, sign up for the event and grab your scorecard. Now every boardgame you play scores you points, when you finish a game just go to the boardgame desk and have your score recorded and scored. Full rules and score values available at the desk. Prizes for best individual day and best weekend results.

WHAT'S BLACK  
AND BUSHY  
WITH A HINT  
OF GREY?



THE  
CURMUDGEON  
SHOW

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# BROCON

LIMERICK'S GAMES AND ANIME CONVENTION  
UNIVERSITY OF LIMERICK  
12TH - 14TH OF JULY 2013



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IN THE  
GRIM DARKNESS  
OF THE  
FAR FUTURE  
THERE IS ONLY  
IGA DARK HERESY

1ST TUESDAY OF THE MONTH, BROOKS HOTEL, DRURY ST.

DARKHERESY@GAELCON.COM

IGA  
Games Nights

the dark horse inn

1 george's quay, dublin 2

Every Thursday

[www.gaelcon.com](http://www.gaelcon.com)

# DOMINICON

NUIM MAYNOOTH GAMES SOCIETY CONVENTION



16TH-18TH OF NOVEMBER

NUIM CAMPUS

WARGAMES,  
CONSOLES,  
BOARDGAMES,

RPGS,  
CCGS,

AND SPECIAL EVENTS!

[HTTP://DOMINICON.INFO/](http://dominicon.info/)

[HTTP://TINY.CC/STEAMPOWEREDDOMINICON](http://tiny.cc/steampowereddominicon)

# SPECIAL EVENTS

## SATURDAY

### **Cosplay Competition**

*Saturday 11am*

This year, Gaelcon is thrilled to introduce a Costume Competition. Anyone in costume can register on the day. Competitors will be judged in several categories, depending on the number and variety of competitors, for example, original costumes, sci-fi and fantasy, superheroes, or anime. The winner from each category will be called back to be judged once more and an overall winner will be chosen. A few specific prizes may also be given out (eg Best No-Cost Costume, Best Baby Costume, Best Prop). This will also be a great opportunity to just show off your stuff and chat with other cosplayers!

## SUNDAY

### **Dark Adventures Radio Theatre: At the Mountains of Madness**

*3pm Monday*

*By Sean Branney with Andrew Leman (used with permission)  
Based on "At the Mountains of Madness" by H.P. Lovecraft  
Performed by readers from HPLovecraftLive*

The ambulatory Shoggoths at HPLovecraftLive bring you a live reading of At the Mountains of Madness on the Monday afternoon of Gaelcon. Thrill at the descriptions of pre-historic civilisations! Gasp in wonder at reports of the Antarctic vastness! Lose your sanity as you gaze on the lightless penguin-fringed abyss... Our other readings of Lovecraft's stories by can be found at <http://hplovecraftlive.podbean.com/> The reading will be at 3pm, and will take approximately an hour and a half; silence during recording is requested.

## ALL WEEKEND

### **Caption Competition**

*All Weekend*

All weekend until Sunday night, stop by the caption competition table to add your drop of advertising genius to our sadly wordless posters. Anything goes, whatever interpretation you have, it works. On Monday, the funniest and sharpest entries will be displayed and a winner will be chosen.

### **Giant Zombie Dice**

*All Weekend*

Zombie Dice is a cute little game involving rolling dice and potentially being murdered horribly by zombies. In this version, all the rules are the same, but the peril is scaled up. Or, at least, the dice are. They're really large. They're so large we actually can't reasonably build a dice cup for them. And for some reason, rolling them is way more fun than rolling normal-size, or "boring", dice.

## PATHFINDER

Pathfinder Society Organized Play is a worldwide fantasy roleplaying campaign that puts YOU in the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders of an ancient world beset by magic and evil.

The campaign's home base is sprawling Absalom, the so-called City at the Centre of the World, that stands astride the great Inner Sea on the mountain-capped Isle of Kortos. A Pathfinder's adventures explore the dark alleys and political intrigue of Absalom between far-flung travels to the most interesting and exotic locales in the world of the Pathfinder Roleplaying Game.

In Pathfinder Society Organized Play, you play a member of the Pathfinder Society, seeking fortune and glory all over the face of Golarion. At the same time, your character works for one of the competing factions, all with their own motivations and secret agendas.

Everything will be provided from Characters to the 3D Dungeon lay outs. Existing Pathfinder and PFS players welcome, new players of all levels of experience very welcome indeed.

At Gaelcon 2012 we will be running sessions that last just under 4 hours so The 11 am session will finish at 14:50 rather than 14:00. The Sunday 7 p.m. slot will a special one off scenario from this years Free RPG Day.

Midnight sessions available on request!

### **To Delve the Dungeon Deep**

*Saturday 11am to 2.50pm.*

You venture for the first time into the massive haunted dungeons beneath an abandoned siege tower in the deadly Cairnlands, where you will experience firsthand the true dangers of being a tomb-delving Pathfinder.

### **The Mists of Mwangi**

*Sunday 11am to 2.50pm*

Pathfinder Lugizar Trantos recently returned from the Mwangi Expanse with haunted eyes and a pack full of strange idols. Absalom's famed Blakros Museum purchased his pieces and Lugizar vanished. The strange monkey idols he pulled from the misty jungles of Mwangi carry with them a fell curse, and now their power has laid claim to the museum. Can the Pathfinder Society uncover the source of the curse in time, or will the Blackros Museum be forever lost to the mists of Mwangi?

### **Dawn of the Scarlet Sun**

*Sunday 3pm to 6.50pm*

The coastal city of Magnimar is no stranger to crime, yet recently, a series of murders has sent a chill through the early morning streets. Someone—or something—is stalking and killing worshippers of Sarenrae, the goddess of the sun. The city guard is prepared to ambush the murderer, but they need help—help of the kind that adventurers are so good at providing. What is the sinister truth behind these violent acts?

### **The Infernal Vault**

*Monday 11am to 2.50pm*

A decade ago, the Decklands family, a house of Chelish nobles, were exiled from Absalom for treason. Their fate made for an interesting story and when a Pathfinder agent in Chelixa studying the family's long history and exile from the City at the Center of the World ends up murdered, the Society sends you to the recently discovered Deckland Vaults in Absalom to see what connection their old home might have to your murdered colleague.





HP LOVECRAFT LIVE

JOIN US FOR OUR LIVE RECORDING OF  
**AT THE MOUNTAINS OF MADNESS**  
MONDAY 3PM

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CONTACT US AT  
[HPLOVECRAFTLIVE@GMAIL.COM](mailto:HPLOVECRAFTLIVE@GMAIL.COM)

# IGA CHARITY OFFICER

Hello everyone,

Last Gaelcon's Charity Auction was a testament to the giving nature of gamers and their willingness to show kindness even when belts need to be tightened. Over €5000 was pledged at last year's auction as well as a substantial amount being given to keep Eamon Honan running on the spot for as long as possible. The donations you give really make a difference as you will see below. This year we are adding the option of letting people pay their donations through Paypal. Please come and see me at the charity desk for details.

Already we have seen charitable donations for the auction come from all corners of the gaming community. Massive thanks to all of those of you that have already pledged lots for your contributions and for thinking us. If you have something that you would like to donate please come and see me at the charity desk in the main hall.

A new cause that came to our attention this year was **The Meeting Place** in Tramore. The Meeting Place is a not-for-profit community childcare and family support centre. They provide both a pre-school, after-school and out of school service for children aged 2 ½ -14 years from diverse backgrounds. Many of their children's homes are in extreme poverty due to family status, make up and income. Their after-school service provides school liaison /collections, a hot meal, homework support, socialisation, entertainment / holistic education and take referrals from the HSE and CAMHS for therapeutic interventions and behaviour modification programmes. The manager, Alison Tuohy, contacted us asking for help with an open request for help. Needless to say we gave them our support "for the kids".

The donation that we gave them allowed them to improve the building and make the porch area of the building suitable for kids to

play in. Additionally, there were 2 children who could not be allowed into the center because they were out of free spaces. One of the children was with his 4th foster home. He was in 4th class in primary school and being threatened with expulsion. His teacher in school agreed that if he was admitted to the meeting place he could also stay in school. Since being admitted to the center the boy is doing very well and is still in school. The donations that you all give the Charity Auction each year have gone to saving a child's education for life. Thank you.

Other charity's which we selected this year included Temple St. Hospital, CARI, DEBRA Ireland and Children in Hospital Ireland. But we need more. If you have an Irish charity which focuses on kids, on improving their quality of life, on giving disadvantaged children the kind of fun you had growing up or in some way gives the kids a better lot in life then we really want to hear about it. Please send us information about them at [charity@gaelcon.com](mailto:charity@gaelcon.com)

Not all the projects that we do during the year involve donations. This year saw us doing the first **RPGs for the Kids** writing challenge. The goal was to write a rules lite RPG that focused on teamwork, self discovery and problem solving, but did not feature any violent play (since many of the intended players were young immigrant children from war torn parts of the world). For those of you who are RPG writers out there I think you will realise the huge challenge that this poses. A special mention should be given to Paul Anthony Shortt for his "Teddy Bears: The Roleplaying Game" which was especially well received. If you would be interested in helping out in the 2013 RPGs for the Kids please speak to us at the charity desk or email [charity@gaelcon.com](mailto:charity@gaelcon.com)

This year promises to be a really fun charity auction. I look forward to seeing you all there and at the con itself.

**Brian Wilson**  
IGA Charity Officer

Toady McBane  
is  
**Pope Pondus Ribbitus**  
in



Student Center, UCD, April 5th-7th, 2013

# SOCIAL EVENTS

## FRIDAY NIGHT

### **Mutant Mastermind**

New to Gaelcon 2012! Six contestant answers two 2-minute rounds each, one on a specialised subject of the contestant's choice, the other a general knowledge round. Expect brutal interrogation and dead pan delivery!

## SATURDAY NIGHT

### **The Geekest Link**

Returning for its third year! Created by Jude Mapp, the Geekest Link is a Game Show style quiz in which contestants answer 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?

### **Graham Turner's Rather Clever Pub Quiz: An Adventure for players of levels 1-20.**

Dare you brave the gauntlet of questions, brave adventurer? Dare you form a party, or 'table' of five, a group of stalwarts capable of tackling the fell 'questions' - of overcoming the mighty 'rounds'? Do you have what it takes to gather your party, vanquish your foes, and stand tall as masters of the Gaelcon Pub Quiz?

The topics will be varied; only by carefully choosing your allies will possess the knowledge needed to master all eight rounds, including the dread picture round, and claim your prize. Compete, if you dare!

Dr. Graham Turner returns as host and author of the Gaelcon pub quiz. Expect science oddities, internet memes and Star Wars references in an evening of team based competition. 4 people per table (cough cough!)

## SUNDAY NIGHT

### **Gaelcon presents the IGA Charity Auction**

Returning for their third year, Cian "Icecream" O'Sullivan and Karen Murphy will be hosting 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.

Why do we do it? The simplest answers are quite often the best. We do it "for the kids".

Sure, we use it as a witty catchphrase to encourage large numbers of gamers to part with large amounts of cash, but that doesn't make it any less true. The money that is raised through the IGA Charity Auction has a very real impact on the lives of kids all over Ireland.

### **Late Night Charity Poker**

Hosted by Gaelcon legend Colm Lundberg, This will be a 27 person event running from 11pm - 2am. All proceeds go to charity, with Minimum donation of 10 euro (chip count will be the same regardless of donation)

## EVERY NIGHT

### **The Bane Trilogy**

A series of pub games featuring everyone's favourite mumbling luchador turned warlord Bat-villain. We'll provide the masks, you do the voice. *Of Course!*

### **Drinking into the wee small hours**

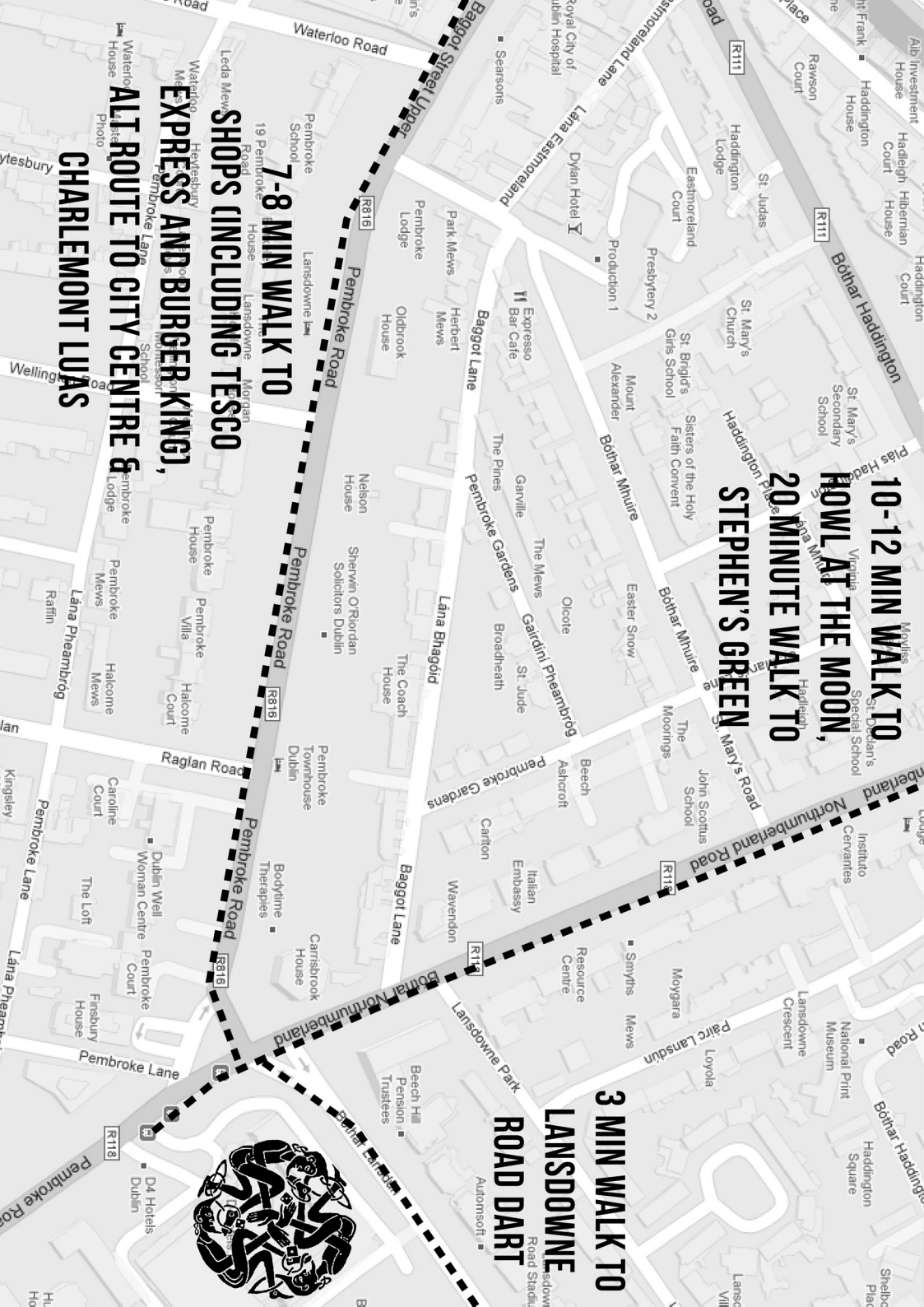
Friday and Saturday night there is a late bar in the hotel, and for anyone looking for a place for a few late ones on Sunday, we're on the Guestlist for **Howl At The Moon**, situated on the way back into the centre of Dublin.

**10-12 MIN WALK TO  
HOWL AT THE MOON,  
20 MINUTE WALK TO  
STEPHEN'S GREEN**

**3 MIN WALK TO  
LANSDOWNE  
ROAD DART**



**7-8 MIN WALK TO  
SHOPS (INCLUDING TESCO  
EXPRESS AND BURGER KING),  
ALL ROUTE TO CITY CENTRE &  
CHARLEMONT LUAS**



# A WORD FROM THE IGA CHAIR

Hello all, and welcome to Gaelcon 2012. The Committee have put together a great Convention this year, with a fantastic variety of truly excellent games. Of course, what will make the Con great is you, the attendee; your energy, enthusiasm and passion for games. So thanks for that, we couldn't do it without you.

I have the privilege of being the Chair of the IGA this year. **The Irish Games Association** are the people responsible for Gaelcon; we're a volunteer organisation made up of gamers from across the Country, whose aim is to promote Irish gaming in all its forms. One of the chief ways we do this is through the organisation and running of a yearly convention (you might be familiar with it - you're at it!) but that's not the only way.

Over the past year we've worked in concert with other organisations to help bring gaming to the general public. At the end of 2011, we worked with the **Irish Museum of Modern Art** to demonstrate a giant artistic version of the military boardgame **Le Jeu de la Guerre**, and in November we will be working with the Science Gallery in Trinity as part of their Friday Night Social nights to help introduce the public to roleplaying games, wargames, LARPs, card games and boardgames.

Over the past year the IGA have sponsored two groups of gamers, in an effort to help them travel to foreign competitions, which they otherwise would have been unable to attend. The **Irish ETC 40K** team travelled to Poland in August for the last **5th Edition 40K European Team Championships** (they came 10th) and four Irish L5R players were able to attend the **L5R World championship in Spain** earlier this month. All four made it to the main event (top 100 out of some 300 competitors), with one of them managing the frankly amazing achievement of coming 3rd in the world! A very well done to Mr. Jack Murray!

The **Dark Horse Inn** on Dublin's Eden Quay is the site of an IGA games night every Thursday, with RPGs, board and war games being played in a convivial (read slightly drunken) atmosphere. On the LARP front, a weekly

**Dark Heresy LARP** plays out every Tuesday, in Drury's Hotel.

This year also saw our third foray into the fusion of horror and camping (which is also horror if you're a nature-o-phobe like me) **Last Summer Weekend**. Run in Victoria's Way Indian Sculpture Garden, Wicklow Mountains 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 2013.

Because we know Irish gamers are a social lot who like to demonstrate their knowledge (read show off) the IGA has also been running a series of **Pub Quizzes** over the last two years. We run our own quizzes in the Dark Horse, but by far our most successful have been those run in conjunction with other Irish Conventions; Hobocon in Dublin and NWG in Wicklow were kind enough to invite us along to both baffle and entertain their attendees, and we had a blast.

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**. Brian has covered that in more detail, and just say a heartfelt thanks to all those who have given so generously (especially those that sent our treasurer and a certain garda on a death march to the Boyne for a very good cause).

We were also privileged to help financially secure a brand new Independent Dublin Con, run by dedicated individuals, and held in the Teachers Club on Parnell Street. I am proud to say that I was at the first Hobocon, and look forward to many, many more in the years to come.

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

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