



# **CONPULSION BATTLEGROUND**

**April 7th 2017 (19.00-Late)**

**April 8th 2017 (09.00-Late)**

**April 9th 2017 (09.30-Late)**

**Teviot Row House and Potterrow  
5 Bristo Place, Edinburgh, EH8 9AL**

# Compulsion: Battlegrounds 2017 Programme

## Contents

Welcome and general information  
Griffies  
Charity  
Guests  
Events and Talks  
Traders  
Live Action Role-Playing (LARPs)  
Tournaments  
Tabletop Role-Playing Games  
Boardgames  
Demonstration Games  
Wargames

## Welcome and general information

**Welcome to Compulsion: Battlegrounds**, we hope that you have an explosively good time here. To assist you here are a few things you should know.

**Convention Staff:** Convention staff will be wearing blue shirts (helpers) and yellow shirts (organisers) and will be happy to assist if you have any queries or need assistance. Please be aware that they are volunteers and treat them with respect and courtesy as you would other convention attendees.

**Convention map and schedule:** These are on a separate piece of paper to the programme this year and are available at the ticket desk and at the sign up desk in the trade hall. Copies are also posted round and about the convention. The convention is open 7-late Friday, 09.00 – Late Saturday and 09.30- Late Sunday.

**Teviot and Potterrow:** Most of the convention is located in the Teviot Row union but some roleplaying events are located in Potterrow about 50 yards away. If you are unsure how to get to Potterrow for a game, please just ask at the ticket or sign-up desks or ask a “blue shirt”.

**Game sign-up:** To sign up for games in advance, go to the sign-up desk. If you are looking for an immediate game, try the open gaming spaces (and Pottorrow). Look for the big “Players Wanted” signs on tables. Some demonstration games may have sign up sheets at their tables.

**Policies:** We want everyone to have a happy convention. As such we hope that you will all be excellent to each other. If you want to see our policies in more detail, please go to:  
<http://www.geas.org.uk/compulsion/essentials/compulsion-policies/>

Please take time to read the **Teviot entry policy** below (the full version is on the website).

All customers must produce full photographic ID to gain entry. The acceptable forms are Driving License, Passport, Card with PASS Logo, Young Scott Card etc.

Although this policy is normally relaxed before 6pm (allowing free access to the building) anyone who is coming and going later needs to be aware of what they need to get into the building. The policy also explains what time children are expected to vacate the building. Children (up to 15yrs) and young persons (16 & 17yrs) are permitted entry provided that they are accompanied by an adult and subject to the entry conditions. Please wear your proof of entry to the convention at all times.

On the following pages you can find out all the lovely things going on at the convention.

## The Griffies

The Griffies are the awards that Compulsion attendees bestow on the best new games of the past twelve months. Nominations and voting are done over the weekend. You can collect a voting slip from the help desk. Please keep it safe. If you lose your polling card there is no replacement. Completed forms should be handed in to the sign up desk in the Trade hall (The Study) by 15.00 on Sunday.

## Charity

Charity has always been at the very heart of Compulsion. Compulsion Battlegrounds is proud to be able to support the Grassmarket Community Project.

- The Grassmarket Community Project delivers a range of services both to vulnerable adults and the wider community and has four main components
- The Grassmarket Café, with locally sourced food and ethical coffee, provides support for vulnerable adults
- Grassmarket Furniture which uses wood from unwanted church pews and transforms it with the help of volunteers, into bespoke furniture
- Grassmarket Tartans, a social enterprise helping vulnerable adults gain valuable life skills and experience with a view to improving employment prospects.
- Housing the café and providing excellent versatile venue space within Edinburgh City Centre is the Grassmarket Centre.

All of this helps to support vulnerable adults within Edinburgh through improving practical skills and community involvement.

Please give generously. GEAS will also make a donation from the ticket sales. The following events will be running in support of the charity.

### **Charity Bring and Buy** – Saturday 10.00 -18.00 in the Trade Hall

Bring your old unplayed boardgames, card games, role-playing games and geeky paraphernalia to Compulsion and for a small charity percentage we will try to turn it into shiny money for you. Now you have done that you have space on your shelves ... so clearly its time for you to buy some bargains from the bring and buy. Repricing and discounting happens from 2pm. Please fill your paperwork in advance or imps will be most displeased.

### **Charity Auction** – Saturday 19:00 Dining Room

Compulsion's charity auction is multi-layered event. It is not just a place to get cool shiny things (some of which you can't get anywhere else), it is entertainment, and it is for a good cause. The charity auction will be in the evening on Saturday in the Dining Room at 7pm presented by Brian Nisbet and Janet Kerr.

### **Charity Re-Rolls- RPG Games Across the Weekend**

GM's at their discretion will allow players to re-roll horrendous results for a small bribe...ahem....donation to our charity. Recommended donation is 50P. £1 for a critical fumble. GM's will collect this cash and it'll be added to the grand total raised.

### **Fire Sale!!!** - Sunday 18.30 in the Dining Room

In addition to the Charity Auction on the Saturday evening, this year Compulsion will also be holding a Charity Fire Sale on the Sunday evening in the dining room at 7pm. Whereas the Charity Auction gives people a leisurely chance to inspect the goods and the bidding goes up in an orderly fashion; the Charity Fire Sale will be all about speed. It will be a countdown auction which means that a starting price will be announced and then counted down and the FIRST person to bid will win the item at the current asking price. If the item falls below its reserve before anyone bids though, no-one gets it! Expect some zany pricing decisions, some unusual items for sale and some real bargains. Bring money, its for charity!

### **Charity Treasure Hunt** – Running Both Days 10.00 – 18.00

Pay a pound for a treasure hunt sheet at the sign up desk. Find the pictures of Bulls eye's hidden about the convention and note down the letters. Use the letters to form the name of a famous battleground Name. Return your completed sheet to the sign-up desk to be entered in a prize draw. Winner announced at the closing ceremony. Great for big kids, little kids and everyone in between.

## Guests

### **Andrew and Jenny Harman** – Yay Games

Andrew Harman is the front man and chief creative for Frankenstein's Bodies, Sandcastles and Ominoes (published by YAY Games) with a shady past in writing fiction (Dark Harvest, 101 Damnations and the Frogs of War to name a few). Jenny Harman is the other brain behind the machinery of YAY Games. She has a vast wealth of knowledge on publishing games, getting them to market and onto your tables.

### **Andy Law** – Cartographer and Artist

Cartography: is it an art, a science, both? I don't know, but I know a man who does. He is map-maker extraordinary, Andy Law. Andy is a twenty-year veteran of the games industry. He has worked as an author, cartographer, illustrator, and Warhammer shop manager. In the past, you may have encountered his many contributions to Warhammer and Warhammer 40,000, or his ENnie award-winning Freeport maps, but he has worked on much besides.

### **Phil Harris**- Writer, Games Designer and GM

A long-standing friend of Compulsion, Phil is friendly, outgoing, and often enjoys dazzling people with the glint off his bald head, a trick he uses to gain the upper hand. Now he's a Senior Narrative Designer at Bigpoint, working on DarkOrbit, Seafight, and some other secret projects. Writing unique, functional canon for each game and providing quests and stories based on the worlds he has created, with previous works including Celtic Heroes and Distant Star: Revenant Fleet.

### **Bez** - Card Games Designer

The wonderful Bez, inventor of In-A-Bind and Wibbell will be attending Compulsion to show off his fabulous creations. Wibbell has a whole set of different of games which can be played with its set of cards containing letter combinations. There are a host of games to play and Bez is inventing new ones all the time. In-a-Bind is like Twister except with a deck of cards taking the place of both the spinner and the play mat. We're sure Bez has some more fantastic creations up his sleeves as well!

### **Cat Tobin** – Pelgrane Press

Cat is the Managing Director and co-owner of Pelgrane Press. As a full-time employee she oversees all aspects of book production and customer service, and as a company director and shareholder is jointly responsible for business strategy. She has been heavily involved in the role-playing industry in Ireland and the UK since the late 1990s.

### **Faye Sutherland** – Artist and Chief Griffinologist

Faye Sutherland has been the resident artist and chief griffinologist for the past two conventions and has provided the artwork for Compulsion Innovation, Compulsion Overboard and Compulsion Underworld. This year we've finally persuaded her to talk about art and working to a theme. We're also trying to persuade her to do sketches on the day and sell prints of her work to date. We would say more things about Faye's work, but we might run out of superlatives.

### **Hugh Hancock** - Machinima and Other Stories

Involved in producing cut scenes for games back when cut scenes were new and exciting , Hugh always seems to end up where the future of gaming is going. From cut scenes to machinima to VR and live action film making, Hugh's endeavours are all about story telling. With role-playing games being at the heart of interactive story telling experiences, we've invited him to talk about how technology is going to impact on the future such story telling and the future of gaming

### **Iain Lawson**- RPG Writer

Having been writing for official Star Wars publications for more than 21 years, Iain somehow still has a fan's enthusiasm for that distant galaxy. At the same time, he's worked in videogames, published an award-winning RPG, and (to his lasting surprise and teary gratitude) was last year's Banquo recipient. He currently lives in a shed in Berwick upon Tweed, but can see his house from there.

**M Harold Page** – Author and Swordsman

Swords... sorcery... tanks... Sometimes in the same story. Swordsman and professional author M Harold Page will be a familiar face to regular Compulsion attendees, having led the highly popular Dawn Duellist Sword Demonstration on a number of occasions. We're pleased to have him back again both as a lead member of the Dawn Duellist Demonstration team and to participate in panels and workshops on the process of writing and games industry tie-ins.

**Gary Buckland** – Artist and RPG Illustrator

Gary is a Fine Art graduate and has spent his adult life working in graphic design, the book trade and as an art tutor. He has been providing illustrations and book covers for Cakebread & Walton for some years now and has recently become their third, in which capacity he is overseeing the layout and design of C&W publications. As well as some future writing and prodding the other two awake when needed.

**Peter Cakebread & Ken Walton** – Role-playing Games Designers

Since forming Cakebread & Walton, in 2009, Ken and Peter have co-written, developed and edited dozens of RPG publications; including the multi-award winning Abney Park's Airship Pirates RPG, the critically acclaimed Clockwork & Chivalry RPG and the Renaissance D100 rules system. The Cakebread and Walton collaboration are currently working in conjunction with Michael Scott Rohan to produce an RPG from his Winter of the World series.

**Phil Masters**- RPG Writer

Phil has been writing for RPG's and gaming in general since about 1980. In that time he's built up a formidable back catalogue of successful source books and full RPG's with Steve Jackson Games, including the new GURPS based DiscWorld RPG.

**Richard Denning**- Mastermind at Medusa Games

Richard is the marvellous brain behind Medusa games. The publisher of excellent board games such as Great Fire, Nine Worlds and Tinker, Tailor Richard is along demo-ing some old favourites and exciting new games.

**Gregor Hutton**- RPG Writer and Publisher

Publisher, writer, illustrator and indie games designer. Gregor has done the lot! As a long, long time friend (and previous organiser) of the con, Gregor is a prolific creator of awesome things. Check out Box Ninja RPG's for but a glimpse of his extensive catalogue of geekery!

**Simon Burley** – RPG Author

As creator and co-author of the classic British Superhero role-playing game Golden Heroes – possibly the first self-published RPG in the UK (1982) – Simon has been active on the national gaming scene as player, referee, author and editor for over 30 years. At the con Simon will be running sessions in all of the RPG slots (because he is wonderful and we much appreciated it). You can also catch him in some of the talks and panels.

**Michael Scott Rohan**- Author and RPG Inspirer

Michael is a friend of the convention and a successful fantasy fiction author. His Winter Of The World trilogy has been lovingly translated into an RPG setting by Cakebread and Walton. You may also know him from his Spiral series. Michael will be appearing on panels to provide wit and wisdom from his extensive and profoundly successful career in the world of all things imaginary and fantastic.

**Bill Heron**- Veteran GM, Webmaster at O.R.C and RPG Writer

Bill is a 30 year veteran of the RPG hobby. GM-ing and playing over the last three decades, Bill has developed a wide variety of skills within our hobby. As the webmaster over at O.R.C he understands the practical aspects of wrangling role payers! Bill has also done playtest and writing work for a number of RPG projects including Mutant Chronicles and Achtung! Cthulhu.

## Events and Talks

### FRIDAY

#### **Friday evening social** - Friday 19.00-late in the Loft bar

A chance to get to meet your fellow Compulsion Battlegrounds recruits. There will be drink, there will be banter, there may even be gaming.

### SATURDAY

#### **Welcome and Opening Ceremony** - Saturday 09.45 - In the New Amphion

A chance to hear a few words from the organisers and find your bearings for the convention

#### **Crafting Your Adventuring Party - Creating and Maintaining a Roleplaying Group**- Saturday 10:00 in the Middle Reading Room

A talk from the fantastic Bill Heron (Webmaster of O.R.C and GM of 30 years) on the logistics and eccentricities of getting a gaming group together, keeping them together, and making sure everyone gets the most out of our fantastic hobby! A brilliant event for those thinking about GM-ing, or those looking to improve their existing knowledge in the arcane arts of wrangling role-players!

#### **From Book to RPG- RPGs and Other People's IP**- Saturday 11:30- In the Middle Reading Room

The worlds of fiction and gaming are gloriously and deeply interwoven. Often, we like to draw upon the works of our fellow imagintors to spur our own creativity. This panel will muse on the process of turning beloved fiction into something you can throw dice at and play! Questions could also span the topics of adapting our own IP ideas to RPG's and the creative process of RPG creation in general.

#### **How an RPG Saved Christmas - I mean Star Wars**- Saturday 13:00 - In the Middle Reading Room

In this 40th Anniversary year, Star Wars writer Iain Lawson, ably aided and abetted by award-winning Threepio and Artoo stand-ins Steve Ironside and Phil Harris (awards for their game stuff, not their droid impressions), explain how in the 1980's West End Games saved the galaxy far, far away with a stellar RPG, the influence of which can be felt even now in Rogue One. With Iain Lawson, Phil Harris and Steve Ironside.

#### **Dawn Duellists Society** – Saturday – 13:00 in the Underground

Ever fancied having a go at real sword fighting? Want to know what the parry and riposte of a sabre duel feels like? How about a rapier fight like the Princess Bride? Or is something medieval more your cup of tea? The Dawn Duellist Society will be there to enthuse, demonstrate and explain how to learn the noble arts.

#### **Blitzing A Story - Middle Reading Room**- Saturday - 15:00 in the Middle Reading Room

Martin Page presents a tremendously engaging workshop on narrative creation, based on his Storyteller Tools. Martin is a prolific historical fantasy author and fantastic workshop leader. In his own words "The thing is, it's easy enough to spin a yarn over coffee or a beer —*What if...? Did you know that...? Suppose...? Once upon a time...*— but very hard indeed to weave it into a finished novel. That's what my storyteller tools are for." [This workshop will have a sign-up sheet at the Info Desk!](#)

#### **Games Design 101 - The Pitfalls**- 15:00 in The Underground

The process of crafting a fully formed game (of any style) twists and turns like a twisty turny thing. As such, we've recruited a panel of games designers, authors and generally in-the-know folks to provide their insight, stories and advice on the topic of games creation and the creative process. This panel will be awesome for would-be games designers, fans of industry insight or just gaming in general. The level of games development knowledge in the room will be... impressive. It'll be awesome. With Cat Tobin, Hugh Hancock, Jenny Harman, Bez Shahriari and Richard Denning.

### **Charity Auction – Saturday 19:00 Dining Room**

Compulsion's charity auction is multi-layered event. It is not just a place to get cool shiny things (some of which you can't get anywhere else), it is entertainment, and it is for a good cause. The charity auction will be in the evening on Saturday in the Dining Room at 7pm presented by Brian Nisbet and Janet Kerr.

## **SUNDAY**

### **Art for Games - Digital or Traditional? - 11:30 in the Middle Reading Room**

Art assets are always some of the most engaging, imagination-driving elements of our favourite games. They allow us to visualise epic fantasy landscapes, or pore over the minute details of epic space cruisers. The right art direction can make or break engagement with a setting, source book or system. This panel will muse on the question of traditional vs. digital art for RPGS and art direction in general for the gaming world.

### **Writing RPGS for Fun and Profit- 13:00 in the Middle Reading Room**

The process of weaving together world building, narrative and game mechanics into a fully-fledged idea can be a massively fun and rewarding process. This panel are going to explore all the moments of joy, stress and probably hilarity that come along with just such an endeavour. A great panel for GM's, those with an interest in RPG design and history, or just gamers in general. This one really is a doosie!

### **To Map or Not To Map? - That is the Question- 15:00 in the Middle Reading Room**

Often the first question in the mind of many a would-be world builder. This panel will touch on all things terrific about imaginary terraforming. There'll be discussion on cartography, how to make your world seem real (or un-real) and general discussion on world building. From creating interesting cultures, to pantheons of gods to languages- this panel is the perfect place to get the ball rolling on creating your own realm. This will be a fantastic panel for GM's, players, budding authors or those with an interest in awesome maps. Pretty wide appeal then.

### **Charity Fire Sale!!! - Sunday 18:30 in the Dining Room**

The Charity Fire Sale will be all about speed. It will be a countdown auction-which means that a starting price will be announced and then counted down and the FIRST person to bid will win the item at the current asking price. If the item falls below its reserve before anyone bids though, no one gets it! Expect some zany pricing decisions, some unusual items for sale and some real bargains. Bring money, it's for charity!

### **Closing Ceremony - Sunday 19.00 Dining Room**

A chance to thank our guests, traders, GMs and volunteers, dispense prizes and find out about next year's glorious festivities

### **Ye Mended Drum Pub Quiz – Sunday 20:00 in the Teviot Lounge Bar**

Its like any other pub quiz but far more geeky. There will be beer available. Yay!



## Trade Hall Stands (Traders, Maybe a Demo or two...)

The Trade Hall located in The Study will be open from 09.30 – 18.00 on Saturday and Sunday

### 6's 2 Hit – Debating Hall

6's 2 Hit have kindly agreed to run demonstration and participation games of Bolt Action, Halo Planetfall, Dungeon Saga and more for your delectation and delight. So whether you are new to wargames or an experienced grognard seeking a new game to play they should have something of interest for you. We look forward to seeing them at Compulsion. 6's to Hit are located at 20-22 Bread Street in Edinburgh.

### Games Hub – Debating Hall

We are very pleased to announce that Games Hub will be coming to Compulsion 2017. They will be running X-Wing and Star Wars Armada tournaments and demonstrations. If you like Star Wars or space combat games there will be plenty for you to enjoy. Games Hub are located at 101 Lauriston Place in Edinburgh.

### Knightly Gaming – Trade Hall

The lovely folk at Knightly are planning something cool for the trade hall, come along to find out what. In addition to card games, Knightly Games will also be bringing board games, role-playing games, war games and a wide range of merchandise for animé and geek culture on top! Knightly Games are based in Lanark, so if you live out that way, be sure to pay them a visit. They run pre-releases, tournaments, board games events and a variety of other fun stuff.

### Red Dice Games – Trade Hall

Red Dice Games are purveyors of fine games and gaming supplies. They are also sponsoring the SMOG (Scottish Monarch of Gaming) our board games tournament by providing a rather awesome prize for the winner. You can find them in the main trade hall not far from the sign-up desk.

### Baked Glass Creations- Trade Hall

A beautiful and fun collection of glass sculptures from Edinburgh based artist Cheryl Baker. Look out for the awesome, and quirky, wee glass dragons!

Some of our Game Demos will be located in the Trade Hall this year as well.

## EDINBURGH'S PREMIER DISCOUNT WARGAMES STORE



20-22 Bread Street  
Edinburgh, EH3 9AH  
01316293910

6s2hit.com  
6s2hit-theshop.com  
6s2hit-thepodcast.com  
www.facebook.com/6s2hit



## Live Action Role-Playing (LARPs)

### **Within The Walls, We Are Safe** (Homebrew, PG,8-20 Players) With Kay Gillespie on SUNDAY MORNING

An Avatar: The Last Airbender LARP.

Long ago, the four nations lived together in harmony, then everything changed when the Fire Nation attacked. The great Earth Kingdom city of Ba Sing Se has stood strong against the invading Fire Nation for the past 95 years. Talk of the war is silenced with the walls of the city. However, the war isn't all the secret police are trying to keep quiet.

You are one of a number of guests invited to enjoy a history talk and a social gathering set in the Middle Ring of Ba Sing Se. Many people here are looking to network, gather information, or simply spend a night off with friends. And yet, there's fewer of the nobility here than you thought there'd be, perhaps there's something larger at play...

Remember, there is no war within the walls.

### **Juggernaut** (Juggernaut (freeform), 15+, 3-5 Players) With Ryan Leahy on SATURDAY EVENING and SUNDAY AFTERNOON

It is July third, 1950. The Korean War is eight days old. National Security Council Report 68 is sitting on Harry Truman's desk, a grim outline of the Cold War that is to enfold the world for the next 40 years. Alan Turing's paper "Computing Machinery and Intelligence" is circulating for review. Cinderella is a box office sensation.

And you have invented a computer that can see the future.

Theoretically, this computer was developed for code-breaking but the unstable geniuses behind JUGGERNAUT have come across some anomalous findings in the mathematics. Only experimental evidence can tell for sure, but it appears as though Juggernaut could be used to break ciphers before they are even created.

What follows [REDACTED].

## Costume / CosPlay

We love it when people come to Compulsion in costume, it really adds to the atmosphere. So feel free to dress up with a battlegrounds theme. There might even be teeny tiny spot prizes of snacks and drinks for people in fabulous outfits.

Scotland's leading online  
retailer of speciality games.  
We offer a range of board  
games, collectable card  
games, miniature games &  
other gaming products.

Red Dice Games  
@RedDiceGames

**Red Dice Games**



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

## Tournaments

All Tournaments are free with your Compulsion Ticket except draft tournaments where you will need to buy the boosters.

### SATURDAY

**Star Wars Armada Tournament** Saturday 10:00 – onwards; Debating Hall

The Armada will allow you to pit your wits against the best pilots the galaxy has to offer.

Prizes: Shinies TBC

Price: Free Entry with Compulsion Ticket

### SUNDAY

**MURPHYS VAULT CCG's- MTG STANDARD TOURNAMENT-** Sunday 1PM Onwards, Dining Room

MTG Standard (16 players max)

1pm to 5pm

£5 each

**MURPHYS VAULT CCG's – MTG DRAFT TOURNAMENT-** SUNDAY 12Noon Onwards, Dining Room

MTG Draft (8 players max)

Aether Revolt Set

12noon to 6pm

£15 each

**Scottish Monarch of Gaming (SMoG)** – Boardgames -Loft Bar

Do you think you have what it takes to be crowned the Scottish Monarch of Gaming (SMoG)? If so then come and pit yourself against up to five other players for the crown and the prize.

You'll need: Yourself

Prizes: Prize for the winner provided by Red Dice Games

Price: Free entry with your Compulsion Ticket

**Star Wars X-wing: The Compulsion Escalation Edition!**- Sunday 10:00 – Onwards, Debating Hall

Strap in Red Leader and bring your orange flight suit! Games Hub are once again running an awesome X-Wing Tournament for us!

# KNIGHTLY GAMING



## The Premier Gaming Shop of Lanark!

**Come Visit us when you register for games in the Trade Hall!**

**We'll have Demos for you to try and some Prizes to Give Away!**

- Boardgames!
- TCGs/LCGs/CCGs!
- RPG's!
- Wargames!
- Pop Culture Stuff!
- Loads more!

## **Tabletop Role-Playing Games**

We have a huge variety of Role-playing Games going on this year. We are also pleased to welcome Cakebread & Walton to the convention who will all be running demonstration games along with a lot of independent game designers running homebrew, pre-release and independently published games as well as more traditional systems. Happy gaming.

### **Organisation**

To keep things enjoyable for all players and GMs please ensure that you turn up promptly for games you have signed up for so that they can start punctually. GMs should collect their sign-up sheet and GM freebie pack from the sign-up desk 5 minutes before the game is due to start and then go to their assigned room. Players should meet GMs in the assigned room promptly at the scheduled time. If you are not sure where to go, please ask a "blueshirt" for help in good time. As time is at a premium at conventions please also remember to switch your phone to airline mode and ensure you have organised refreshments and bathroom breaks around your game times. Many thanks and we hope you enjoy your games.

## **Pick-Up Roleplaying Games and Players Wanted**

**Want to GM a last minute role-playing game at Compulsion? No problem. Just go to the sign-up desk and ask for a blank sign-up sheet to put the details of your game on. "Players Wanted" signs are available from the sign-up desk to place on tables where more players would be welcome.**

**Pick-up games won't be in the programme and sometimes players fail to turn up so spaces become available. Look at the sign-up desk and go to Potterrow at the start of game sessions to see what is on offer at the last minute if you are looking for a game and are not signed-up for one already.**

## RPGs SATURDAY AM 10.00-13.00 (Teviot Lounge and Potterrow)

<p><b>The Frankenstein Front (One Dice WW1, 15+, 3-6 Players) With Dan Marriot</b> Fun, fast occult horror set against the back drop of the great war.</p>	<p><b>Rebirth (Homebrew System, 18+, 2-6 Players) With Phil Harris</b> Genetics gone wrong, a planet on the brink, who can stop the inevitable.</p>
<p><b>Atop the Poppy Fields (Dredd, 15+, 2-5 Players) With Angus McEwing</b> Follow the hellish, terrifying but sadly all too common experiences of a group of British Soldiers deployed to France in 1916.</p>	<p><b>Sweet Dreams ( I Love The Corps, PG, 2-6 Players) With Christopher Dean</b> Enter the spaceship, capture a specimen and blow the thing before anyone finds it.</p>
<p><b>Red Shirts ( Homebrew System, 15+, 3-6 Players) With Ben McCallum</b> Ever wondered how the blatantly incompetent Enterprise crew manage to win every week? Why there's always a problem needing solved just in time for each episode? And why so many of them involve Kirk's shirt being removed? Maybe Red Shirts do more than we see...</p>	<p><b>1001: Jason's war ( 1001 Tales, 15+, 3-6 Players) With Matthew Barrowcliffe</b> Two Greek Kings are at war. They have both requested the aid of mighty heroes to support their righteous cause - they both want Jason, and now he and his companions must decide how to handle these two dear friends who are about to kill each other for reasons unknown.</p>
<p><b>Orks! ( Only War (40K RPG System), 15+) With Adam Prior</b> An isolated faction of the XX1st Praetorian guard regiment fight to survive against an ork horde which has already killed many of their comrades.</p>	<p><b>Pashkovskaya Nocturne ( Night Witches, 18+, 3-5 Players) With Pooka</b> A Soviet all-female night bomber regiment in WW2 - the Nazis called them "Nachthexen" - fly outdated bi-planes and kill fascists to defend their lives and the motherland.</p>
<p><b>Babylon ReCall – A Blakes 7 Adventure ( The Code of the Spacelanes, PG, 2-6 Players) With Simon Burley</b>  A brand new adventure set in the world of the classic TV series. Play any character from the crew.</p>	<p><b>Make Your Own Luck ( 13th Age, 12+, 4-6 Players) With Mark Palmer</b> "The town of Harrowdale holds a treasure and an army of trolls wants it. You must hold the town until the Imperial dragon cavalry arrives. You're outnumbered and your forces are outmatched – and to cap it all off, they've got a secret weapon set to bring doom down upon you."</p>
<p><b>The Antiquaries of Mars ( Code of Steam and Steel, U, 3-6 Players) With Martin Pickett</b> Hunt down the legendary Martian Sphere, avoid the Sky Guard and the Great Green Horde, escape with your lives and freedom! A game of intrepid (if legally dubious) Martian archaeology.</p>	<p><b>Goblins! ( OneDice Fantasy, 12+, 3- 5 Players) With Jamie Prentice</b> You are goblins! The nearby town full of stupid humans, with something you want. Time to get it back and cause some mayhem!</p>
<p><b>Dropzone ( Homebrew System, 15+, 4-7 Players) With Alan Jackson</b> "Join the colonial marines, they said. See the galaxy, they said. Which is why you are on your way to LV-426 to hunt bugs. "</p>	<p>Keep an eye out for the large PLAYERS WANTED signs on gaming tables, they signal ...well...that the GM want's more players. Go on. Give it a try...</p>

## RPGs SATURDAY AFTERNOON 15.00 – 18.00 (Teviot Lounge and Potterrow)

<p><b>Negotiating the Dungeon (Diskworld RPG, PG, 4-5 Players) With Phil Masters</b></p> <p>A Discworld tale of banking, journalism, dungeon mastery, and other dubious arts.</p>	<p><b>'Hello..Is it me you're looking for?' (Tales From The Loop, PG, 3-6 Players) With Nick Murray</b></p> <p>It's just before Christmas 1985 and you see a poster for a Missing Dog. The Reward is just too good to turn down. Gathering your friends, grabbing your Boombox and Walkmans, riding your BMX and with new batteries in the Walkie-Talkies to keep in touch, you set out to find the Missing Dog. It is bound to be just like D&amp;D night at your friends?</p>
<p><b>Ice Cold in Eden (Mutant Chronicles, 12+, 4-6 Players) With Bill Heron</b></p> <p>A rip-roaring adventure in the diesel-punk Mutant Chronicles universe. A rescue mission is sent to the Ancient Earth, the deadly Dark Eden!</p>	<p><b>Black Fire (Homebrew System, 18+, 2-6 Players) With Phil Harris</b></p> <p>The devil is in the detail.</p>
<p><b>Judge Dredd (Onedice, PG, 2-5 Players) With Brian Ashford</b></p> <p>Twenty hours down, three to go. The shifts are long for the street Judges of Mega-City One, and this one's almost done, but then if life in the Mega-City has taught you anything, it's that a lot can go wrong in three hours.</p>	<p><b>Search and Rescue (I Love The Corps, 12+, 2-6 Players) With Christopher Dean</b></p> <p>Find the crashed human vessel, rescue any survivors, blow the ship behind you and survive the local wildlife...</p>
<p><b>Raptors (OneDice Raptors, 15+, 3-5 Players) With Ben McCallum</b></p> <p>Play the game of Jurassic Park, from the point of view of the Raptors.</p>	<p><b>Saving Ser Ryan (Dragon Warriors, 15+, 3-6 Players) With Christopher Doherty</b></p> <p>A group of brave adventurers are hired to bring back a Duke's best tactician, Ser Ryan.</p>
<p><b>If it can go wrong... (Homebrew, U, 3-5 Players) With Belinda Bacon</b></p> <p>Can you make it back home? With no money, an interesting but useless bunch of skills, a bunch of magic, and some fellow inept magic students? What can possibly go wrong....</p>	<p><b>1001: Sinbad's Heir (1001 Tales, 15+, 3-6 Players) With Matthew Barrowcliffe</b></p> <p>Suddenly the streets are full of soldiers, the Caliph of New Baghdad is dead and the great houses are vying for control. There are rumours he was assassinated. His wife is heavy with child, a child that should be the next ruler, if it survives in a city at war.</p>
<p><b>The War on Terror (FATE Accelerated, 15+, 4-6 Players) With Tiggs Cunningham</b></p> <p>When Novagen hears a rumour that a group of dangerous terrorists are planning a raid one of their overseas facilities they send out their most experienced security troubleshooter and hire the best local security team to protect their interests.</p>	<p><b>Kong Island Raiders (THE CODE OF SHŌJO AND SHŌNEN, PG, 2-6 Players) With Simon Burley</b></p> <p>Skull island, apes, monsters, mecha. An Anime and King Kong mashup using lightweight, fun, easy rules.</p>

**American History: Field Trip Pt.1 (Monsterhearts, 15+, 3-5 Players) With Martin Pickett**

Mrs Bleak's junior year American History class are going on an extra credit field trip to two Civil War battlefields. A game of hormone-driven teenage monsters. Part 1 of 2.

**Attack of the Super Atlanteans (World of Wordplay, PG, 3-6 Players) With Stephen McMorland**

Steampunk Victorian Superheroes in a battle to save London from Evil Atlantean fishmen

**Battle for the Planet (FATE Accelerated, 15+, 4-6 Players) With Justin Matters**

Its nice to be on the side of the angels for once. Some environmentalists have hired you via an old friend to break into the offices of a shadowy biotech corporation to acquire evidence of their illegal experimentation practices and cast some light on their unethical and dangerous plans.

Pick-up role-playing games may also be available, see the sign up desk for details.



**GAMES  
HUB  
EDINBURGH**

**101 Lauriston Place  
Edinburgh**

**EH3 9JB**

**Phone: (0131) 2372310**

**Opening Hours: We're  
open 7 days a week,  
from 10am to 10pm.**

## RPGs SATURDAY EVENING 20.00-23.00 (TEVIOT FREE SPACE)

<p><b>Stone cold crazy (Mage the Awakening, 18+, NO PRE-REG AVAILABLE FOR THIS GAME) With Dan Mariott</b></p> <p>20's noir set In Chicago.</p>	<p><b>The Seethers in the Darkness (Conan 2d20, 12+, 3-5 Players) With Bill Heron</b></p> <p>“...and the children of Set who once ruled the earth and who now sleep in their nighted caverns far below the black pyramids. Behind that gilded screen there had been no human body — only the shimmering, headless coils of a gigantic serpent. — “The God in the Bowl</p>
<p><b>American History: Field Trip Pt.2 (Monsterhearts, 15+, 3-5 Players, A continuation of the afternoon game of the same name) With Martin Pickett</b></p> <p>Mrs Bleak’s junior year American History class are going on an extra credit field trip to two Civil War battlefields. A game of hormone-driven teenage monsters. Part two of two.</p>	<p><b>Inner Conflict (Worlds of Wordplay, 18+, 3-6 Players) With Stephen McMorland</b></p> <p>We all have many parts to our personality, now they must team up to save The Psycheverse from Insanity.</p>
<p><b>Superhero Space Adventure Quest Mission ( Based on 13th Age, PG, 2-4 Players) With Tim Raspin</b></p> <p>An over-the-top comedy superhero game</p>	<p><b>Dropzone (Homebrew, 15+, 4-7 Players) With Alan Jackson</b></p> <p>"Join the colonial marines, they said. See the galaxy, they said. Which is why you are on your way to LV-426 to hunt bugs. "</p>
<p><b>The Legs of Time (Feng Shui 2, 15+, 3-6 Players) With Matthew Hambley</b></p> <p>Long suffering support crew of ageing Prog Rockers must keep the show on the road. That road is in Hong Kong and it's a hard road strewn with fists and bullets.</p>	<p>Games on Saturday Evening will be taking place within Teviot Row House. GM's will gather their players and find a nice cosy spot to settle in for the evening gaming session.</p>

## RPGs SUNDAY 10.00-13.00/14.00 (Teviot Free Space and Potterrow)

<p><b>Heckle (Homebrew, 12+, 2-6 Players, 3 Hour Game) With Phil Harris</b></p> <p>Kids can be cruel!</p>	<p><b>Good Guy City Adventures! ( Is It a Plane? U, 2-8 Players, 2 Hour Game) With Christopher Dean</b></p> <p>A super hero game where drawing replaces dice rolling and a plot where the characters were invented by four year olds...</p>
<p><b>OneDice Raptors (OneDice Raptors, PG, 2-5 Players, 3 Hour Game) With Brian Ashford</b></p> <p>You are a hunter in a family of raptors! Not the strongest, nor the fastest of dinosaurs, but when hunting together nothing can stop you! Surely even these strange new beasts which terrify the other dinosaurs will be no match for you... Right?</p>	<p><b>1001: Missing Heart( 1001 Tales, 15, 3-6 Players, 4 Hour Game) With Matthew Barrowcliffe</b></p> <p>You've returned home from a trading trip through the Emyrean Skies and brought your ship in to land in your home town, only to hear stories of woe. Four days ago a trading vessel landed and unloaded its cargo, when it left two dozen people were missing and four murdered.</p>
<p><b>At The Downright Unusual Mountains Of Madness (Realms Of Cthulhu (Savage Worlds), 18+, 2-4 Players, 4 Hour Game) With Paul Lawrence</b></p> <p>"This is the Queen Victoria Antarctica Station calling anyone...STOP...we are under attack...STOP...main tesla power station gone...STOP...mayday..." This can only be a job for: The Union Of Superlative Heroes! { A Cthulhu Steampunk Adventure. Note: Scenario involves actual visual puzzle solving }</p>	<p><b>All of Time and Space ( The Code of the Spacelanes, U, 2-6 Players, 3 Hour Game) With Simon Burley</b></p> <p>Play any character from anywhere in Time and Space. You're trapped aboard a runaway Tardis. A Dr Who adventure without The Doctor.</p>
<p><b>Pashkovskaya Nocturne ( Night Witches, 18+, 3-5 Players, 3 Hour Game) With Pooka</b></p> <p>A Soviet all-female night bomber regiment in WW2 - the Nazis called them "Nachthexen" - fly outdated bi-planes and kill fascists to defend their lives and the motherland.</p>	<p><b>The Graveyard Of The Robots (Code of The Wasteland (Code system hack), U, 3-6 Players, 4 Hour Game)</b></p> <p>To save your underground Settlement, you must try to scavenge parts from the graveyard of the robots on the Surface. A post-apocalyptic game of cooperation and survival.</p>
<p><b>Power Rangers: Rebellion Part One ( Mutants and Masterminds 3rd Edition, 12+, 3-6 Players, 4 Hour Game) With Joshua Kidd</b></p> <p>We're taking the galaxy back, one star at a time.</p>	<p><b>The Inheritance of Doctor Spallanzani (GURPS, PG, 4-5 Players, 4 Hour Game) With Phil Masters</b></p> <p>A GURPS Gothic-Action-Steampunk scenario; defend Victorian Britain against Unconventional Philosophy!</p>
<p><b>Alliance Lost (Firefly Cortex Plus, 15+, 3-5 Players, 3 Hour Game) With Eleanor MacLennan-Patton</b></p> <p>All battles have survivors.</p>	<p><b>Murder at Nightingale Manor ( Terpha, 15+, 3-6 Players, 3 Hour Game) With Mark</b></p> <p>The haunt a the nightingale manor.</p>
<p>Pick-up role-playing games may also be available, see the sign up desk for details.</p>	



## RPGs SUNDAY 15.00- 18.00 (Teviot Lounge and Potterrow)

<p><b>Project Uber Soldat (One Dice Supers, 12+, 3-6 Players, 3 Hour Game) With Dan Mariott</b> A golden age supers game set against the backdrop of WW2.</p>	<p><b>Achtung! Cthulhu: A Light in the Mountains (Call of Cthulhu, 12+, 3-4 Players) With Bill Heron</b> The first part of Achtung! Cthulhu's Living Campaign!</p>
<p><b>Peregrine ( Homebrew, U, 2-6 Players, 3 Hour Game) With Phil Harris</b> We're not the knights of the round table!</p>	<p><b>One Of Our Airships Is Missing ( Code of Steam and Steel, U, 3-6 Players, 3 Hour Game) With Martin Pickett</b> Kathy Clemens, Mayor of Victoriana, is missing in the southern regions beyond the border, inhabited by the Great Green Martian Horde. Can you find the Mayor and get everyone back to Victoriana safely, without starting a war?</p>
<p><b>Power Rangers: Rebellion, Part 2 (Mutants and Masterminds 3rd Edition, 12+, 3-6 Players, 3 Hour Game) With Joshua Kidd</b> We're taking the galaxy back, one star at a time.</p>	<p><b>The Nine Dozen Heroes Ride Forth (Worlds of Wordplay, 15+, 3-6 Players, 3 Hour Game) With Stephen McMorland</b> These men you see are outlaws, heroes of Liang Shan Po, fighting a battle along the Water Margins of Ancient China against a corrupt and wicked government. Do not despise the snake for having no horns, for who is to say it shall not become a dragon?</p>
<p><b>Steam Shadows (Hollow Earth Expedition, PG, 3-6 Players) With Aaron Billingham</b> Steampunk pulp adventure in an altverse Victorian London: Your crew of alley runners has been hired by some money-purse's man to snatch a new invention from a factory deep in the hostile territory of London's warring gangs.</p>	<p><b>Teddy Bear Guardians (Homebrew, 12+, 3-5 Players) With Belinda Bacon</b> A dark force wonders the corridors of Ashbourne Boarding School. The children are afraid, it is up to you, a team of soft, squishy, cuddly bears to be the hero's and save the day.</p>
<p>There will also be pick-up role-playing games possibly including fare from <b>Cakebread &amp; Walton</b>. Look at the sign-up desk in the Trade Hall or visit Potterrow to see what is available</p>	

## **Boardgames and Card Games**

### **Boardgames Library – The loft Bar, Dining Room and Debating Hall (10.00-18.00 Saturday and Sunday)**

Our boardgames library this year is being supported by **FAQ** (Frequently Asked Questions – the Edinburgh University card and boardgames club) and **Edinburgh Board Gamers**. In addition to our tournaments we will have a large selection of board and card games old and new available to borrow from our games library in the Loft Bar, along with friendly and knowledgeable volunteers ready to show you how they all work.

### **Demonstration Games - New Amphion, Balcony Room, Debating Hall Foyer and Loft Bar.**

We have a very exciting line-up of demonstration board and card games this year with a wider range of games designers than ever before. Demos will be happening in The New Amphion, The Balcony Room, The Debating Hall Foyer and The Loft Bar. Just turn up individually or in a group and ask to play!

#### **Wreck and Ruin**

This Mad-Max esque board game is sure to get your engine rev-ing with its fast paced and frantic vehicular combat. Grab your guzzoline can and hit the road. Witness me!

#### **Bez**

In-A-Bind – A game of contortion and quick thinking. Think Twister in a deck of cards  
Wibbell – An ingenious set of games using a common letter based deck

#### **Yay Games**

Ominoos – Dice rolling and placement with an Egyptian theme  
Sandcastles – Build sandcastles from cards. A day at the beach has never been so tactical  
Frankenstein's Bodies - Build the best body by sewing on parts and stealing from your fellow mad scientists

#### **Medusa Games**

Medusa games are here to show off some of their newer creations! They'll be demoing games in the New Amphion!

## **Wargames**

### **The Debating Hall 10.00 – 18.00 Saturday and Sunday**

There will be a bevy of miniature based wargames going on in the Debating hall. Alongside our Star Wars Armada and X-wing Tournaments, we also expect to have demonstration games of Bolt Action, Walking Dead, Dreadball and more. Come along and look at the lovely miniatures, ask questions and maybe even play a few games as our wargames are all participation games.



**SHH, DON'T TELL...  
ABOUT CONPULSION:  
CONSPIRACY!**

**Coming to Edinburgh in 2018**