

## Conquest 2018: Board Games & Card Games

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### **Legend of the Five Rings LCG**

GM: Wayne Duyvestyn

Capacity: 8 Minimum, no Maximum

Rating: PG

The Emerald Empire of Rokugan. It is a land upheld by honor, guided by fate, ruled by destiny. The Great Clans each support the Emperor, but inter-clan conflict is inevitable—both in the Emperor's courts and on the battlefield. In the midst of danger and turmoil, honor must be your sword and your armor.

- This is a casual tournament for the L5R Living Card Game.
- Players will participate in a number of Swiss Rounds (based on the number of players).
- Decks can be provided, but a basic understanding of the rules of the game is recommended.
- Prizes will be dependent on number of players.



### **Disaster Masters**

GM: Holly Drakeford

Capacity: 3 to 8 players

Rating: M for course language

What would you do if you were confronted by a twelve foot accordion monster, and the only things you had on you were a toilet plunger and an arts degree?

Use an assortment of items to solve a variety of ridiculous situations. Play against your friends, and present your best argument with what you have to take the round.

Note: Disaster Masters is currently in Beta. By playing and providing feedback, you can help make sure this game becomes even better!

## Conquest 2018: Board Games & Card Games

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### **Robo Rally**

GM: Tarquin Murnane

Player Capacity: 4+ to lots

Rating: G

Twitchbot stared at Trundlbot as they faced off, somewhere a gear cried...a cog rolled across the factory floor...

Both bots watched each others light receptors...waiting...just waiting till the other tried to aim their laser...

Suddenly, Squashbot came charging up sideways slamming into Twitch and took both of them into a pit!

Trundle, as if in celebration, spun wildly on the spot for a few seconds backed up and was crushed by a huge factory floor mallet...

Robo Rally is a highly destructive somewhat random game but is first time friendly. Aggregate points to determine top table on the final night. Not terribly serious but can get so on that last night when the bots are down

\*I hope, I really have no idea

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### **Doom 2006**

GM: Trevor Smith

Player Capacity: 3 per session

Rating: M

Doom 2006 is a survival horror board game about a trio of Marines trying to exit a base of mutants, zombies and creatures from hell that are intent on rending them limb from limb.

Doom 2006 is a game of player cooperation for survival.

Just remember big damn heroes die screaming, alone and unmissed.

# Conquest 2018: Board Game Library

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Board games will be available to loan at any time during the convention (for all paying attendees).

Sentinels of the Multiverse	Sentinel Tactics
Talisman	Infiltration
Pandemic	Fury of Dracula
Civilisation	Coup
Advanced Civilisation	Cleopatra and the Society of Architects
Age of Gods	Arkham Horror
Seasons	Red November
Race for the Galaxy	Death Angel
Nightfall	Aye Dark Overlord
Rampage	Entropy
Thunderstone	Betrayal at House on Haunted Hill
Forge War	Battlestar Galactica
Heroes of Metrocity	King of Tokyo
Dungeons and Dragons: Castle Ravenloft	Power Grid
Dungeons and Dragons: Wrath of Ashardalon	The Package
Dune	Chaos Marauders
Primordial Soup	Imperial Assault
Yggdrasil	Kill Doctor Lucky
7 Wonders	Takenoko
Settlers of Catan	Innovation
Guillotine	Dalmuti
Guns and Steel	Nuts
Warcraft: The Board Game	Red Dragon Inn
Dungeon Lords	Elder Sign
Euphoria	Chez Geek
Starcraft: The Board game	Munchkin
Forbidden Island	Rockstar
Tiny Epic Kingdoms	Give Me the Brain
Fluxx	Unexploded Cow
Boss Monster:2	Lord of the Fries
Dominion (With expansions)	

# Conquest 2018: Freeform Role-Playing

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## **Brink of War 3 – Council of Lords**

GM: Stephen Maundrell

Player Capacity: 10-15

Rating: M

Writing credit to Christopher Lee for system design

A game about geopolitics, brinkmanship and horse trading negotiation in a high fantasy world.

Following the events of Brink of War 2, the human empire of Crisonis has faced a coup d'état from its former Lord Commander of Armies. Having gathered allies at the previous conference, Edwin Embermark has stormed the capital and declared himself Emperor. But things are rarely so simple in a vast empire such as Crisonis.

Old rivals, other claimants to the throne and general unease at this violent transition of power threaten to plunge the empire into civil war. And what then for the elven kingdom of Galaeros, posturing for war? Should war erupt in Crisonis it seems likely they may yet annex more border territory; for the stability of the region no doubt. Can the empire find a compromise that leaves it intact? Will Emperor Embermark keep his throne?

Players are not required to have participated in any previous Brink of War game and new players should have access to all info required to get the most out of the experience.



## **Dantir LARP freeform - All the Kings Men**

GM: Chimera Productions (Leah Biffin, Megan Bushby, Luke Wilkinson, Mark Biffin)

Player Capacity: 18 - 30

Rating: PG

The Nine Nations are in uproar. A massive magical ritual carried out in Eluvia has destabilised the world-wide trade network. War threatens as diplomats from all walks of life struggle to make their voices heard. The Kenaani Ambassador hosts a grand banquet in the hopes of bringing together representatives from every corner of the world. These few diplomats must sort out their differences, before the High King is forced to make peace using other means. It is up to those at the banquet to seek allies or thwart their enemies before the formal High Court takes place and decisions are made for the good or ill of Dantir.

Special note: This freeform event is set in the LARP world of Dantir, but no ongoing PCs will be played. Attendees will play a high level diplomat from one of the Nine Nations. Everyone welcome, no world knowledge necessary.

Dantir: Beyond the Stones is a long running live-action roleplaying game in Melbourne. This LARP operates 3 - 6 events each year.

# Conquest 2018: Freeform Role-Playing

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## **A Wolf by Any Other Name**

GM: Keith Lim

Capacity: Min 6 Max 25

Rating: G

A wolf by any other name is an improvisational game about magic students in detention on the night of a full moon. Some students are secretly werewolves, hiding their condition in order to attend the wizard school. If they don't collect 2 expensive ingredients to create a Romulus Lunar Shield potion before moonrise, their inevitable transformation into a beast will out their condition and endanger everyone else. They could get hurt or killed, kill or hurt a friend, or worse..... expelled.

You're all stuck in detention together.

Object- as an individual or group, determine what you will do when the moon rises.

Will you protect, assist or betray a friend? Or will you make enemies?

## Conquest 2018: Video Games (games on demand)

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### **Jackbox Party Pack**

Player capacity: Varies.

Rating: M

The Jackbox Party Packs 1-4 are collections of trivia, bluffing, guessing, and drawing games. Groups of players join in using their phones.

A minimum of 3 is required to play most games, and up to 10,000 can view (and sometimes affect results) as spectators.

This game will be available to play anytime during the convention (as long as *Keep Talking and Nobody Explodes* is not running.)



### **Keep Talking and Nobody Explodes**

Player capacity: 2 minimum

Rating: G

One player is trapped in a virtual room with a ticking time bomb they must defuse. The other players are the "Experts" who must give the instructions to defuse the bomb by deciphering the information found in the bomb defusal manual. But there's a catch: the experts can't see the bomb, so everyone will need to talk it out – fast!

This game will be available to play anytime during the convention (as long as *Jackbox* is not running.)



### **Artemis: "What The Dickens"**

GM: Bryce Bannon

Player capacity: 6 per session (required)

Rating: PG

The HMS Scrooge must protect London base, to which you say, "Bah, Humbug!" But, being a good and dutiful officer of the Terran Stellar Navy, you grudgingly agree to take on the mission. Now commander Milton tells you to get secondary mission parameters from London. What a crock! This is turning out to be another miserable time of year with too many people celebrating Christmas and you left holding the patrol duty bag.

***Artemis Spaceship Bridge Simulator simulates a spaceship bridge by networking several computers together. One computer runs the simulation and the "main screen", while the others serve as workstations for the normal jobs a bridge officer might do, like Helm, Communication, Engineering, and Weapon Control.***



## **Dungeons & Dragons: Adventurers League**

GM: Merric Blackman

Capacity: 3-6

Rating: PG

You may use your own DDAL-legal character.

### ***CCC-THENT01-02 Those that Dwell Beneath***

*In ruins near the city of Thentia, grungs have been trying to build a portal where they could move slaves in secret from the city of Melvaunt. But something sinister took hold of them, trapping them in the darkness.*

### ***CCC-THENT01-03 The Dreaming Relic***

*The call of fame and fortune has led the adventurers into the deep dark beneath the ruins near the city of Thentia. Facing off against unknown horrors, they have found both enemies and allies. Now, something from the beginning of the world stirs in the black...and it hungers.*

### ***DDAL07-01 City on the Edge***

*So you've finally arrived in Chult. Now that you've gotten over the shock of Port Nyanzaru's exotic beauty, it's time to get down to business. The five factions await contact and will no doubt have some work for you to do.*

### ***DDAL07-03 A Day at the Races***

*The Merchant Princes have a treat in store for everyone! A new team-based event has been added to the roster and the factions are throwing their hats into the ring. Climb aboard and saddle up! Part One of The Jungle Has Fangs Trilogy.*

### ***DAL07-05 Whispers in the Dark***

*The temple lies just ahead, and within the answers to a great many questions about the recent goings on in Port Nyanzaru. Part Three of The Jungle Has Fangs Trilogy.*

### ***DDAL07-07 Fester and Burn***

*The sudden appearance of the undead within Port Nyanzaru doesn't appear to be the only thing on the horizon. A vast horde of skeletons and zombies is moving towards the city and while those of means are safe within the city's walls, those in the Old City and Malar's Throat are forced to contend with the problem. Where did they come from? More importantly, what are you going to do to find out? Part Two of The Rot from Within Trilogy.*

### ***DDAL07-08 Putting the Dead to Rest***

*The jungle has opened up and revealed her secrets—now is the time to act upon them. All signs point to a long-abandoned city as the source of the undead contagion, and so you have been called upon to venture within and put an end to it once and for all. Are you up to the task? Part Three of The Rot from Within Trilogy.*

# Conquest 2018: Organised Tabletop Role-Playing

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## **Legends of Arcanis**

Gm: Dean Bailey

Capacity: 3-6

Rating: PG

Ancient and mighty empires vie for supremacy, and even the dominance of mankind is at stake. The ancient ruins of collapsed civilizations, both human and non-human, conceal long-lost truths, terrible and mysterious artifacts, and foes thought extinct. Where the notions of good and evil are subsumed by shades of grey. A world in which heroes must choose the greatest good as often as the lesser of two evils. Immerse yourself in a deep fantasy world awash in the intrigues of nations, churches and secret societies. Choose a side; pick a cause and gird yourself for the greatest challenge – Leaving Your Mark Upon the Shattered Empires!

Arcanis: The World of Shattered Empires is a role-playing game that immerses you and your players in a story-telling adventure while testing your skills. Epic battles, political intrigue and intricate mysteries keep players coming back for more. The World of Arcanis has deep secrets designed to elicit questions with each answer gained.

The Arcanis RolePlaying System will be used.

Two Modules played over 3 sessions. Planned modules listed below but alternatives available if some players have already done these

Friday

- SP 2-19 Thief in the Library
- SP 2-5 The Gleam of Fires, The Throb of Drums

Saturday

- SP 2-13 Unbated and Envenomed
- SP 2-14 When the Wine Spills



## **Pathfinder Society**

GMs: Stephen White, Robin Xu, John Girdlestone, James Gitsham, John Lambert, Brendan Chinga, Stephanie Knight, Ken Tsuto, Pavel Suslov, et al.

Player capacity: 4–6 players per table

Rating: PG

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 monsters.

Pathfinder Society scenarios require double sessions, e.g. 9am–4pm or 4pm–11pm with a break for lunch or dinner.

Seat reservation is managed via our Warhorn calendar [ <https://warhorn.net/events/melbourne-pfs/schedule> ] and new sessions are also announced on our Facebook group [ <https://www.facebook.com/groups/PathfinderSocietyMelbourne> ] as they become available, we encourage you to join both. Additional tables will be made available to meet player demand, subject to GM availability – post enquiries to our Facebook group where other players and GMs within our community are there to help.

Characters sheets are available for new players [ <http://paizo.com/products/btpy9a64> ], so you can jump in and play with no delay.

Pathfinder scenario Tiers are an indication of eligible character level to join that mission, so new players should be looking to join entry-level Tiers such as [Tier 1–2] or [Tier 1–5]. Higher Tiers are restricted to higher-level characters. Your character will level up after playing three successful missions.

# Conquest 2018: Organised Tabletop Role-Playing

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## **Pathfinder Society Special**

GMs: Stephen White, Robin Xu, John Girdlestone, James Gitsham, John Lambert, Brendan Chinga, Stephanie Knight, Ken Tsuto, Pavel Suslov, et al.

Player capacity: 4–6 players per table

Rating: PG

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 monsters.

Each year Pathfinder presents a Special scenario that requires multiple tables of Pathfinder Society agents to work together to achieve some grand scheme or to overcome a dire threat to the Society.

Because Pathfinder scenarios can often require six hours to play, we couldn't guarantee two Pathfinder scenarios back-to-back on Friday; but Pathfinder Specials pack a lot of punch and often run overtime, so we took the opportunity to schedule this one over three convention slots just to be safe.

Seat reservation is managed via our Warhorn calendar [ <https://warhorn.net/events/melbourne-pfs/schedule> ]. The title of the Special will be announced on our Facebook group [ <https://www.facebook.com/groups/PathfinderSocietyMelbourne> ] as soon as it has been confirmed.

Additional tables will be made available to meet player demand, subject to GM availability – post enquiries to our Facebook group where other players and GMs within our community are there to help.

Characters sheets are available for new players [ <http://paizo.com/products/btpy9a64> ], so you can jump in and play with no delay.

Pathfinder scenario Tiers are an indication of eligible character level to join that mission, so new players should be looking to join entry-level Tiers such as [Tier 1–2] or [Tier 1–5]. Higher Tiers are restricted to higher-level characters. Your character will level up after playing three successful missions.

Pathfinder Specials are [Tier 1–11] and consist of several tables of players working together. Players will be seated at a table appropriate for their character level.



## **Starfinder Society**

GMs: Stephen White, Robin Xu, John Girdlestone, James Gitsham, John Lambert, Brendan Chinga, Stephanie Knight, Ken Tsuto, Pavel Suslov, et al.

Player capacity: 4–6 players per table

Rating: PG

The Starfinder Roleplaying Game puts you in the role of a bold science-fantasy explorer, investigating the mysteries of a weird and magical universe as part of a starship crew. Whether you're making first contact with new cultures on uncharted worlds or fighting to survive in the neon-lit back alleys of Absalom Station, you and your team will need all your wits, combat skill, and magic to make it through. But most of all, you'll need each other.

Category: Organised Play RPGs

Starfinder Society scenarios require double sessions, e.g. 9am–4pm or 4pm–11pm with a break for lunch or dinner.

Seat reservation is managed via our Warhorn calendar [ <https://warhorn.net/events/melbourne-pfs/schedule> ] and new sessions are also announced on our Facebook group [ <https://www.facebook.com/groups/PathfinderSocietyMelbourne> ] as they become available, we encourage you to join both. Additional tables will be made available to meet player demand, subject to GM availability – post enquiries to our Facebook group where other players and GMs within our community are there to help.

Characters sheets are available for new players [ <http://paizo.com/products/btpy9ukw> ], so you can jump in and play with no delay.

Starfinder scenario Tiers are an indication of eligible character level to join that mission, so new players should be looking to join entry-level Tiers such as [Tier 1–2] or [Tier 1–4]. Higher Tiers are restricted to higher-level characters. Your character will level up after playing three successful missions.



## **Fragged Empire**

GM: Rob McDermott

Player capacity: Minimum players 3, maximum players 5

Rating: MA 15+

Deep in the wastes of Eden, a signal has been detected from an old Legion battleship. The nature of the signal – a distress call. Who could be sending a call for help nearly a hundred years after the vessel went down at the end of the Great X'ion War? It's up to you to find out.

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## **A Night on the Town**

GM: Guillaume Garnier

Player capacity: 3 to 6

Rating: PG

While exploring a tidally locked world with a thin atmosphere, a team of scientists discover the ruins of an ancient civilization. When a pirate spacecraft arrives in orbit, things take a dramatic turn.

This will be a single-session game run with the *Fragged Empire* system and setting.

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## **Dunkirk – An Achthung Chthulhu Adventure**

GM: Andrew Godde

Player capacity: 3 to 6

Rating: M

How did so many troops from the British Expeditionary Force escape the disaster, what was the real reason the conquering Nazis halted giving those few precious days? It was a miracle...or was it forces otherworldly at play? Join a small band of cut off soldiers, airmen, and a war correspondent as they try to make it from behind enemy lines to the coast and safety...

For 3 to 6 Players, both male and female characters available, trapped behind German Lines and discovering that not all is as simple as it might seem in war.

# Conquest 2018: Tabletop Role-Playing

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## **Adventures in Middle-Earth – Eaves of Mirkwood**

GM: Tom Davie, Andalib

Capacity 4-6

Rating: PG

Eaves of Mirkwood is an Introductory Adventure for Adventures in Middle-earth ( a setting for D&D 5e) for new players.

The Company finds themselves setting out from Woodmen-town to travel through the Eaves of Mirkwood towards Lake-town. When the Journey goes awry they must draw swords in aid of a village beleaguered by the dreaded Greymuzzle Hob.

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## **Cypher System – The Infinity Shift**

GM: Anestis Kozakis

Player capacity: 2-6 players per session

Rating: PG

Welcome to the High Frequency Active Auroral Research Program! They call it HAARP. You call it the rear end of a two-year stint at the United States Air Force base in Gakona, Alaska. Nothing ever happens at HAARP—or at least nothing used to happen until they really turned on the machine for the first time.

Now, everything happens there, all at once.

Can you and your buddies survive one eternal shift at the centre of all space-time?  
Pre-generated characters will be provided. People can also bring along their own if they wish.

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## **Gods of the Fall – After the Nightfall**

GM: Anestis Kozakis

Player capacity: 2-6 players per session

Rating: MA 15+

You have just learned that you have the divine spark and that you must complete various labors to grow the spark, and your powers, and to possibly build a new divinity. One such labor is to kill a creature known as a raver. After discreetly asking around Corso, you have been directed to meet a man named Garfan who has the information you need on where to find a raver.

He has agreed to meet you at your favourite inn, The Fat Seraph.  
May the hunt begin!

# Conquest 2018: Tabletop Role-Playing

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## **No Thank You, Evil!: Storia**

GM: Anestis Kozakis

Player capacity: 2-6 players per session

Rating: G

The World Next Door where children's imaginations come to life, and characters use their powers in Storia to defeat evil and keep the world safe.

A scalable and flexible RPG for children and adults alike. No Thank You Evil uses a simplified version of the Cypher System, and characters can be as simple or as complicated as desired, depending on age and experience.

Ages: 5 and Up!

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## **The Strange – Mad Professor's Gambit**

GM: Anestis Kozakis

Player capacity: 2-6 players per session

Rating: PG

The Strange – Forces from across multiple realities work to bring about the destruction of Earth, with only agents of The Estate to stand in their way, to keep the world safe. Sliders meets Stargate, in a multiverse where every fictional reality is accessible to those who can travel between realms.

Mad Professor's Gambit:

You have received reports that Moriarty has been spotted in a Steampunk recursion of London. He has stolen some parts that one of your superiors was using to build a machine to protect the Earth from future Planetovore attacks.

Your job is track down Moriarty, recover the components, and stop whatever plan he has conjured up this time.



## **Numenera – Escape From the Jade Colossus (GM: Amanda)**

GM: Amanda Talley

Player capacity: 4-6

Rating: G

This will be an intro level game of Numenera with rules explained at the beginning and pregens provided.

When a contagion begins to spread in Ballarad, your characters agree to help a healer named Gerob enter the Jade Colossus to collect a sample of a strange fungus—an ingredient he needs to stop the disease. The adventure begins in medias res, after your characters have obtained the needed fungus sample and are wending their way back through the mazelike interior of the Jade Colossus.

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## **Numenera – Escape From the Jade Colossus (GM: Anestis)**

GM: Anestis Kozakis

Player capacity: 2-6 players per session

Rating: PG

Numenera – Earth a billion years from now, much is forgotten, more is not understood. Outside the region called The Steadfast, home to humanity, lies The Beyond – unexplored, uncivilised, unknown.

Escape from the Jade Colossus:

Five years ago, a hidden prior world installation woke up after aeons of somnolence. That night, as the moon eclipsed the sun, the land screamed and shuddered.

After the tremors subsided and the day crept back, something enormous was revealed: a massive new structure, many miles in diameter, had burst up through the ground. It had been expelled to the world's surface—or did it move under its own power?

This came to be called the Jade Colossus

When a contagion begins to spread in Ballarad, you agree to help a healer named Gerob enter the Colossus to collect a sample of a strange fungus—an ingredient he needs to stop the disease.

The adventure begins just as you have obtained the needed fungus sample.

# Conquest 2018: Tabletop Role-Playing

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## **Unmasked**

GM: Anestis Kozakis

Player capacity: 2-6 players per session

Rating: PG

Unmasked:

Top Gun is in theaters. "Papa Don't Preach" is on the radio. Halley's Comet is in the sky, and Iran-Contra is in the news. The Soviets are in Afghanistan, and the Doomsday Clock is at 3 minutes until midnight. But there's something else going on—something even bigger. At school, at the mall, down by the 7-Eleven, you've started noticing things. Is that troll doll really glowing? Is that cassette tape calling to you? Why doesn't anyone else seem to notice?

And when you follow that strange compulsion to create a mask from these items, you become . . . someone else. Someone with capabilities the world has never seen and goals that may not be your own. The mask gives you unimaginable power, but can you resist its agenda? And there are others starting to show up, too, who may have embraced their masks' dark sides. Maybe that Doomsday Clock matters after all . . .

In The City:

Everyone loves Patty. Top of the class. Student council. Debate club president. Unashamed trekkie. But her boyfriend Robert is another matter—violent and troubled. And secretly, you and your friends know, a prodigy.

Trouble is brewing—trouble bigger than you find in Boundary Bay. Because Robert's family has some dark connections, and when Robert runs off to New York City, Patty follows him.

Will you let the mob get a hold of a prodigy's power?

# Conquest 2018: Tabletop Role-Playing

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## **Predation – The Cawdor Complex (GM: Amanda)**

GM: Amanda Talley

Player capacity: 4-6

Rating: G

This is an intro level game of Predation that will begin with a rules explanation, pregens will be provided. Predation is set in the Cretaceous period which humans have time traveled back to, but have now been trapped and have been living for decades, most people have only ever lived in this time.

In the Cawdor Complex, a forgotten compound built inside a volcano deep in the jungle, a man calling himself Rados claims to have solved the time-travel problem that's been keeping humans stuck in the Cretaceous period for decades. You'll be part of a team to find out if this technology does exist and decide what to do with it if it does.

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## **Predation – The Cawdor Complex (GM: Anestis)**

GM: Anestis Kozakis

Player capacity: 2-6 players per session

Rating: PG

**Predation:** A time travelling expedition left you stranded in the Cretaceous. With the resources that were brought back, and a few bioengineered dinosaurs, you have to survive long enough to reestablish time travel before the coming asteroid changes everything.

**The Cawdor Complex:**

A forgotten compound built inside a volcano deep in the jungle, a man calling himself Rados claims to have solved the time-travel problem that's been keeping humans stuck in the Cretaceous period for decades.

He's been boasting — through a number of agents that he's sent out into the world—of a nearly completed working time machine, something that's been unheard of for almost a hundred years since the Last Commute, the moment when all time travel broke down. Two different groups with very different goals—the Butterflies and Space and Time, Interglobal (SATI)—have caught wind of Rados's boasts at the same time and are readying teams for action. First and foremost, they want to find out whether the time-travel technology really does exist, and if so, they either want to take over the complex and claim the technology for their own (SATI) or destroy it completely (the Butterflies).

# Conquest 2018: Tabletop Role-Playing

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## **Star Wars Sparks**

GM: Megan Bushby, Leah Biffin

Player capacity: 4-6 per group (flexible), two tables can run simultaneously

Rating: PG

Sparks is an ongoing Star Wars roleplaying campaign based on the West End Games D6 system and sponsored by Game Base 7. It is run at many conventions across America, and for the first time outside in USA through conventions here in Melbourne. The campaign is set 10 years before the events of Star Wars: A New Hope (Episode IV). All characters are associated with the Crucible Sector Rebellion Cell (some loosely and others who opt to join the ranks of the Rebellion).

Pre-gen characters available at the table (for first time players) or bring your own from the last time! Ten different modules available to play so come to as many sessions as you like. Some mature content, but families can be accommodated at tables.

Note: Session length is the standard 3 hours, booking of multiple sessions is not required for this game.

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## **Who is Mistress Marta?**

GM: Shaun Hately

Player Capacity: 4-7

Rating: G

To the children in her care, she is the teacher that they love and fear in equal measure.

To the average residents of the city ward in which she lives, she is the kindly woman who runs a school for the poor.

To her true apprentices, current and former, she is the source of wisdom and power.

To the thieves of the Crooked Rooks, she is an adversary they do not wish to arouse.

To those who know – or think they know – more than most, she is one of the most powerful witches in the city, if not the country.

Whoever she is, whatever she is, she matters.

A single session Dragon Warriors scenario by Shaun Hately.

Shaun Hately is co-author of the official Dragon Warriors supplement Friends or Foes and the Dragon Warriors Players Guide from Serpent King Games.

# Conquest 2018: Tabletop Role-Playing

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## Highlights from the 2017 200 Word RPG Challenge

GM: Ivan Nevill

Player capacity: 2-12

Rating: G

The 2017 200 Word RPG Challenge produced 697 games and is set to break that record this year. These sessions will give a quick rundown on the competition before playing some of the more exciting and fast-paced microgame entries of last year.

Games include:

- Let's Eat Kevin: A hilarious party game about Kevin and the monsters who want to eat him.
- Memories: A heartbreaking tale of loss where memories are literally burnt away. Competition Winner.
- So You're Becoming A Dragon: Q&A on what to expect in your formative years, dragon style. Competition Finalist.
- The Duel: A tale of passion and honour told in ten paces and gunfire.
- Magistrate Maggie: Courtroom drama where the judge knows when you're lying before you do.
- Masters of the Universe: Social satire on the financial elite. Competition Finalist.
- Fatimah's Busy Day: A day in the life of a young woman and her burqa. Competition Finalist.
- And more if we have the time.

Selection of games per session may vary. Individual games generally run from ten minutes to half an hour each. Not every player may get to play every game.

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## Hoovey-Doo! Where are you?

GM: Michael Graham

Capacity: 5 max

Rating: G

The portal to the P.T. Barnyard carnival has finally come to Ponyville. As every pony flocks to enjoy the wonders of this legendary carnival the frightening Phantom Steed appears. Can the Hoovey Gang get to the bottom of this mystery?

A game for five players using the My Little Pony: Tails of Equestria rules system.



## **Intro to 5E Dungeons & Dragons Workshop**

GM: Arkenforge Team

Player capacity: Up to 6 per session.

Rating: PG

Wishing you could get into the magical and mystifying world of Dungeons and Dragons but don't know where to start? Got any friends or family who just haven't taken the dive yet? Or even trying to make the transition from another system? Arkenforge has got you covered with an Intro to 5th edition Dungeons and Dragons Workshop where we will create characters and go over the basics. After your time with us you will be Adventure League ready and prepared to delve into the Melbourne Dungeons and Dragons community.

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## **Lasers and Feelings**

GM: Guillaume Garnier

Player capacity: 3 to 6

Rating: G

"You are the crew of the interstellar scout ship Raptor. Your mission is to explore uncharted regions of space, deal with aliens both friendly and deadly, and defend the consortium worlds against space dangers. Captain Darcy has been overcome by the strange psychic entity known as Something Else, leaving you to fend for yourselves while he recovers in a medical pod."

Lasers and feelings is a very light system focused on creating thrilling space adventures!

# Conquest 2018: Tabletop Role-Playing

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## **Goo Goo Ga-Joob**

GM: Nick Carruthers

Player Capacity: Adventure is designed for 4 players. Could have a 5th at most.

Rating: M

It's London, December 1967. The Swinging Sixties are in full swing, although the backlash has begun – Pirate Radio Stations have just been outlawed.

The Beatles have just released "Hello Goodbye" and it has gone straight to Number One. The Beautiful and the Bold, the Dazzling and the Demure slink through the city unabated. Carnaby Street is a thriving hub of this counter-culture movement.

Today, however, the glamour of Carnaby Street has been tarnished – a pair of strange, brutal murders have occurred in the famous I Was Lord Kitchener's Valet outlet. As the Police arrive, crowds of cool kids mingle with hungry journalists, seeking truth, or failing that, at least a lurid story to share with their friends and audiences.

Our players are the Police

Uses the Call of Cthulhu/BRP system. System-lite; new player friendly  
Character creation is simple and will be done at the table.

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## **Harry Potter and the Old Wives Tales**

GM: Shaun Hatley

Player Capacity: 4-6

Rating: G

"Everybody knows certain things are true. Everybody knows certain things are false. But who knows for certain which are the true things and which are the false things? And even if somebody does, how can you be certain that even if they are certain, that what they are certain about is certain?"

"Hermione?"

"Yes, Harry?"

"Are you certain that made sense?"

"Certainly."

A single session scenario based loosely on the d20 Modern System.

# Conquest 2018: Miniatures Games

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## **2018 Victorian Flames Of War Championship**

GM: Django Upton

Capacity: 5-16

Rating: G

Flames of War is a popular and fun set of miniatures rules. Players control a force of World War Two troops in battle using 15mm scale miniatures.

The rules used will be Flames of War 4th Edition including any updates and errata listed at [www.flamesofwar.com](http://www.flamesofwar.com) Play will consist of four rounds of up to 2 hours.

Players will use fully painted 15mm scale Mid War armies of up to 70 points from any V4 MW FOW intelligence briefing including any command cards.

Armies are available to borrow.

Terrain will be pre-set and defined. Players will use the More Missions download to determine mission.

The draw will be by Swiss chess by accumulated Victory Point score with the best attempt made to match historical opponents. If necessary an extra player will play byes to make the numbers even.

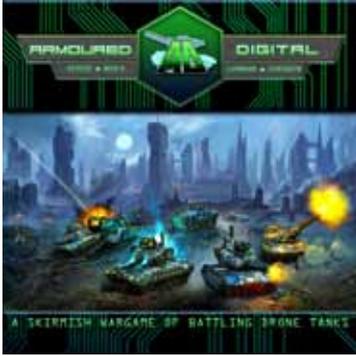
Trophies will be awarded to the top three placed players by VP. Countback for places shall be by the results of their games if they have played each other, otherwise by sum of opponent's scores.

A Trophy will be awarded to the Best Army as voted by the players.

Highest VP for the whole tournament will be the Victorian Flames of War Champion for 2018.

# Conquest 2018: Miniatures Games

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## **Armoured Digital Miniatures Game**

GM: Chris Reynolds

Player capacity: up to 2 players at a time

Rating: G

### ***Program your drones. Lead them into battle. Build replacements.***

Armoured Digital is a tabletop wargame where you control a group of drone tanks as you fight for control of resources. Players select and send programs to their drones, and choosing the right program, drone and target are all essential to victory on the battlefield.

There is a wide selection of orders, giving players a multitude of tactics that they can bring to bear. Do you keep mobile? Do you find a good ambush site and rain fire on the enemy? Do you try to crash the enemy drones or reprogram them to make them yours?

As you take damage and your drones are destroyed, you can build new ones to replace them. Players can change their entire strategy in the blink of an eye by simply building different drones. But beware, as you will run out of resources quickly if you can't control enough of the battlefield to resupply.

Armoured Digital is a fast-paced game where players are always engaged, the battle is always changing and you're never completely out of options. Come along and try a demo game!

# Conquest 2018: Miniatures Games

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## **SAGA Tournament**

GM: Django Upton

Capacity: 3-16

Rating: G

SAGA is a fun miniatures game of Dark Ages combat featuring Vikings and those they raided. Players control a warband of 28mm warriors in battle.

Rules: SAGA Second Edition rulebook will be used.

Rounds: Play will consist of 3 rounds starting at 9:30am.

Scenarios: For the first two rounds players will play different scenarios. Each table have a different scenario and players assigned by swiss chess draw based on wins. The best effort will be made to ensure players play different scenarios in the second round. The third round will be a multi-player scenario for 3-4 players on each table.

Terrain: Compulsory items required for particular scenarios will be provided. Players are to provide their own terrain pieces for any other terrain used. If you cannot provide your own or can bring extra please contact the organiser.

Armies: 4 point armies will be used from the Age of Vikings book. While players may not alter their army lists for the day, they may change the setup of their units for each game. eg join two units of hearthguard together to make a unit of eight, etc. The organiser will play bye games if necessary.

# Conquest 2018: Miniatures Games

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## **2018 Victorian Team Yankee Championship**

GM: Django Upton

Capacity: 5-16

Rating: G

Team Yankee is a popular and fun set of miniatures rules. Players control a force of Cold War troops in battle using 15mm scale miniatures.

The rules used will be Team Yankee including FAQ at [www.team-yankee.com](http://www.team-yankee.com)  
Play will consist of four rounds of up to 2 hours.

Players will use fully painted 15mm scale Team Yankee armies of up to 80 points from any Team Yankee intelligence briefing.

Terrain will be pre-set and defined. Missions played will be determined using the More Missions download from [www.team-yankee.com](http://www.team-yankee.com)

The draw will be by Swiss chess by accumulated Victory Point score with the best attempt made to match historical opponents. If necessary an extra player will play byes to make the numbers even.

Trophies will be awarded to the top three placed players by VP. Countback for places shall be by the results of their games if they have played each other, otherwise by sum of opponent's scores.

A Trophy will be awarded to the Best Army as voted by the players.

Highest VP for the whole tournament will be the Victorian Team Yankee Champion for 2018.

# Conquest 2018: Miniatures Games

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## **X-Wing Tournament**

GM: Django Upton

Capacity: 5-32

Rating: G

Star Wars: X-Wing is a fun Star Wars space combat game using miniatures, cards and dice.

Players are to use Squadrons of up to 100 points.

The rules used will be the standard rules as updated with a latest errata and tournament rules on the FFG website at <http://tinyurl.com/X-Wing-Rules> except as follows:

- Play will consist of 5 rounds of 75 minutes starting at 12:30pm.
- The draw will be by Swiss chess by accumulated tournament points score with the best attempt made to match opponents with those of differing factions. If necessary an extra player will play byes to make the numbers even.
- Scoring will be by tournament points for Places. Countback for places shall be by the results of their games if they have played each other, otherwise by the normal tournament rules.

Trophies and Prizes will be awarded to the Top 3 Places.