

# NSGRC

## National Student Gaming & Roleplaying Championships



**12th-14th of April, 2019**

[nsgrc.co.uk](http://nsgrc.co.uk)

[Facebook.com/StudentNationals](https://www.facebook.com/StudentNationals)

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## What is the NSGRC?

Why, it's only the *National Student Gaming and Roleplaying Championships* of course!  
An annual convention for student (and non-student) gamers from all across the gaming spectrum!

The NSGRC features a dizzying array of events, with each attendee signing up for a 'main event' – one activity that they will take part in and that will form the backbone of their experience across Saturday and Sunday. Options include a wide range of Roleplaying, Card Gaming, Wargaming, Boardgaming and Video-Gaming Categories.

In addition, a variety of open activities will be offered on the Friday and Saturday evenings, from Pub Quizzes to Magic Drafts.

But for participating students, there are additional stakes: though the entire weekend may be run as a light-hearted tournament, with student members winning points here and there for their societies, everyone who attends the Nationals knows that 2<sup>nd</sup> Place is the true 1st Place as the winners get first refusal to host next year!

Alas, while we will recognise the achievements of Independents, you will not be able to win points for any of the universities.

At its heart, though, NSGRC is a charity event, and across the weekend we will be raising money for charity via the sale of charity re-roll dice, special NSGRC-branded T-shirts and a variety of other sources.

Our Charity this year is the *Glasgow Children's Hospital Charity* who are the fundraising arm for *Glasgow's Royal Hospital for Children*.

# NSGRC Brochure



## Who are GUGS?

GUGS stands for *Glasgow University Gaming Society* and is a callback to a classic monster from the *Call of Cthulhu Roleplaying Game*.

Based at Glasgow University's Queen Margaret Union, we have facilitated Roleplaying and Boardgaming for our members since time immemorial.

It's been 10 years since the Nationals was hosted in Scotland, and 20 since it graced the banks of the Clyde, and GUGS are proud to host it, especially on this, its 30th anniversary!

Credit goes to Edinburgh and Stirling Gaming Societies who fought hard last year. After discussion, Glasgow offered to host on their behalf.

We have a strong collaboration with our local geek societies, many of whom are contributing to this event. If you would like to come visit us we meet on Tuesdays and Saturdays and welcome all local gamers, students and non-students alike. More information can be found at our Facebook page here: <https://www.facebook.com/GlasgowUniversityGamingSociety/>



## This Year's Theme

Our Theme this year is **Mad Science** and we are presenting this event as the '**National Dice Conference**.' Some sections will not be themed (such as this opening piece) for the sake of clarity but I think it's time to properly introduce you to the *Dice Conference*...

## National Science of Dice Conference

Dice science is an exciting and fast-moving area of research. Most Dice Scientists tend to be gamers and as such are all interested in discovering the most ethical ways to improve otherwise random, and entirely unhelpful, results.

A recent breakthrough by the *Laboratory for Experimental Dice Engineering* has improved the rate of Natural 20's by an astonishing 3%, but we believe we can do more. We are hosting this Dice conference to present our work and to invite like-minded scientists, doctors and professors to join us in research across a range of gaming activities.

We are being headlined by the renowned Professor R. N. Giles, Head Lecturer of the *Department of Dice Engineering*. He will take you through an introduction to Dice Science before you head to your chosen area of research.

Finally, we would like to assure you that despite the persistence and prevalence of rumours and articles to the contrary, our association with the dreadful Dr. Dodecahedron is now consigned to history. After his arrest and incarceration in the *Glasgow Asylum for the Criminally In-scienced*, we have broken all ties with the bad doctor.



## How to Sign Up (Pt. 1)

Attendees are welcome to participate as part of a group or as individuals. Groups should purchase tickets via our website or by paying via bank transfer (Details at [www.nsgrc.co.uk](http://www.nsgrc.co.uk))

If attending as a group please fill in the attendee preference form. This is available from our website.

If you are attending as an individual (or group of individuals that don't want to enter as a team) please buy a ticket from our ticketing site. Bank transfer is available to individuals as well but if so, you will need to email us your preferences. If buying via our ticketing site, you should be asked your preferences on the website. You will only be asked once so if purchasing multiple tickets please list the preferences of your entire group.

Cost of attendance is £25 per person. If purchasing via our ticketing site there is a ticketing fee of 88p per ticket. (The signup fee is slightly different via Smash.gg if signing up for eSports)

Attendees need not be students.

Attendees must be 18 or over.

Each group may delegate their points to another group from the same University. This means that if your university has a separate roleplaying and boardgaming society, they can attend under their own society's banner but pool their points. You may not delegate your points to a society from a different university. All groups being pooled will be treated as a single group for determining event allocation.



## How to Sign Up (Pt. 2)

There is a limit of 2 group members for most events. Wargaming events have a limit of 3 group members. Card gaming and Video Games are uncapped. Irn Gamer is limited to a single attendee per group and is not available to individual attendees.

Attendees assign a first, second and third category choice. We will endeavour to assign as many players their first choice as possible but we cannot guarantee this. The exception to this is Smash and Magic the gathering. If you select Magic as your first choice we will guarantee it. For eSports, we will guarantee your selection if you signup via Smash.gg

More than two/three people from the same group can assign the same category as their first choice but only two/three people will be assigned that category. This rule may be waived by the organisers in situations where an event would have to be cancelled due to insufficient players.

Refunds will only be offered in specific circumstances (such as a player becoming a GM).

Tickets are transferable to other members within the same groups, though, they retain their first, second and third choices. Please contact [info@nsgrc.com](mailto:info@nsgrc.com) to let us know. Individuals can transfer tickets as well but only to other individuals.

Some events have additional loadings to cover prize support (some Video Games) or product for drafting/sealed (some Card Games). These loadings will be paid on arrival during registration as you could be assigned these categories as a second or third choice.

Some events may be withdrawn due to insufficient numbers and in this case you will be assigned a different one of your selections as appropriate.

# Available Categories



## Roleplaying Categories

We at the *Department of Dice Engineering* are big fans of Roleplaying and can see no better way to test the results of our advanced dice-science research. We are offering a number of different categories that will allow you to experience all manner of adventure, from grand Fantasy to gritty Sci-Fi.

Roleplaying Categories primarily fall into two groups: Thematic Categories and System Categories, though many have elements of both. After each Category we will provide a few examples of the systems you might be playing should you select this category. This list is by no means exhaustive and are simply suggestions to help you understand what to expect.

Thematic Categories may simply state 'Thematic Category'. This means that you could play almost any system as long as the game's story or themes are appropriate to that category.

## Action

- **Thematic Category**

As men and women of Science we should also be men and women of action and also perhaps adventure. Action and adventure spans a variety of systems but whether you are playing *Cartoon Action Hour* or *Hunter the Reckoning* you can expect explosions and excitement abound.

## Anime

- **THEMATIC CATEGORY**

MAD SCIENTISTS ARE NOT EXACTLY UNUSUAL IN ANIME. SHARP LAB COATS, SPIKEY DO'S AND CRAZY INVENTIONS ARE CERTAINLY SOMETHING THAT PERSONALLY APPEALS. I CAN'T PROMISE GRAVITY-DEFYING HAIR, PHYSICALLY-IMPOSSIBLE WEAPONS AND A GAINAX ENDING BUT I CAN TRY.

# Available Categories



## Call of Cthulhu

- **Call of Cthulhu, Delta Green etc.**

Delve into the depths of madness with roleplaying based on the writings of HP Lovecraft. With non Euclidean Geometry abound, perhaps we can investigate borrowing critical successes from parallel universes.

## DARK FUTURE

- **SHADOWRUN, CYBERPUNK, WARHAMMER 40K ETC.**

I'M NOT SURE WHETHER MAD SCIENCE WOULD BE BETTER OR WORSE IN THE DARK FUTURE. ON ONE HAND, BRAINS AND OTHER HOMUNCULI REAGENTS ARE EASILY AVAILABLE, BUT ON THE OTHER HAND, IN THE DARK FUTURE, MAD SCIENTISTS TEND TO END UP DEAD. MORE RE-SEARCH IS REQUIRED.

## Darkness, Chronicles of

- **Changeling, Vampire, Werewolf, Mage etc.**

You could write your dissertation just on the background of Chronicles of Darkness's name. That isn't even really a joke, and no, I won't read it if you bring one. Vampires, Changelings and Werewolves fight the forces of darkness from the shadows. That is, when they're not the forces of darkness themselves...



# Available Categories



## Darkness, World of

- **Changeling, vampire, Werewolf, Mage etc.**

Some of us prefer our Vampires, Changelings and Werewolves old-school. When Celerity was broken and every werewolf tried to convince their GM that fang-daggers were a valid cultural choice and not something that should have been deleted during play-testing. Expect intrigue and excitement as you try to maintain the masquerade (or not!) in old-school World of Darkness.

## Diceless

- **Castle Falkenstein, Nobilis, Homebrew etc.**

They called me mad when I said we should have a diceless category (I would like to reassure the Department I am not) at the dice conference, but all experiments need a control. Expect all sorts of interesting storytelling games as we push our very understanding of random chance.

## DOCTOR WHO

- **DR WHO**

AH, TIME TRAVEL, THE NATURAL DOMAIN OF MAD SCIENCE. GO ON ADVENTURES THROUGH TIME AND SPACE AS WE EXPERIMENT WITH BORROWING CRITICAL SUCCESSES FROM THE FUTURE. WHAT HAPPENS WHEN WE REACH THE FUTURE, YOU ASK? AND THERE ARE NO NATURAL 20'S LEFT? WHY, WE SIMPLY BORROW MORE! THERE IS ALWAYS MORE FUTURE, RIGHT?

# Available Categories



## Dungeons & Dragons 5e

- **D&D 5e**

D&D 5th ed. is the most accessible version of D&D ever made. Considering you roll two D20's for advantage, I am unsure we need to science the results any more. I mean, that's practically borrowing successes from an alternative you. So bring your staff, axe or sword and prepare for adventure.

There may be an option for Adventurers League. If this would be of interest, please let us know when you select this category.

## DUNGEONS & DRAGONS 5E – MASSIVE MULTIPLAYER

- **D&D 5E**

THEY SAID WE COULDN'T FIT 25 PLAYERS INTO ONE D&D GAME BUT THE FOOLS DOUBTED OUR CONVICTION! GO ON MULTIPLE MINI ADVENTURES TO TRY AND BUILD UP YOUR COLONY AS YOU PREPARE FOR THE ONSLAUGHT OF WINTER. MAKE PLANS, BUY ITEMS AND INTERACT WITH YOUR FELLOW ADVENTURERS AFTER EACH ONE. TRULY, THE CUTTING EDGE OF DUNGEON SCIENCE.

## GODS & DEMONS

- **SCION, EXALTED, DEMON THE FALLEN, NOBILIS ETC.**

SCIENCE NEEDS NO GODS OR DEMONS OF COURSE – WITH MAD SCIENCE, WE WILL TEAR DOWN THE HEAVENS AND MAKE IT OUR OWN! ON THE OTHER HAND, SCIENCE MUST BE OPEN-MINDED, AND THOSE WHO WISH TO WIELD POWER, DIVINE OR PROFANE, SHOULD CONSIDER THIS CATEGORY.

# Available Categories



## Homebrew

- **Homebrew**

True scientist's don't stand on the shoulders of giants, Instead, they endeavour to become giants themselves! Expect anything in Homebrew as you get to experience a couple of games you've almost certainly never seen before.

## HORROR

- **DREAD, (THULHUTECH, UNKNOWN ARMIES ETC.**

LOOK, SOMETIMES MAD SCIENCE GOES WRONG, AND SOMETIMES IT'S NOT PRETTY, AND SOMETIMES WE NEED PEOPLE TO DEAL WITH THE CONSEQUENCES ON OUR ASTONISHINGLY SHORT SIGHTED DECISIONS. YOU THINK I SHOULD DEAL WITH THE CONSEQUENCES? I DON'T THINK YOU QUITE UNDERSTAND HOW THIS WORKS. DARK SITUATIONS AND DIRE CONSEQUENCES ARE INEVITABLE SHOULD YOU FIND YOURSELF IN THIS CATEGORY.

## Humour

- **Thematic Category**

Let me make one thing very clear: Science is not a laughing matter. We are here to measure things, quantify and record them. What? Perhaps we could measure, quantify and record laughter? What kind of madness is this? Expect absurdity abound and impossible situations in this category.

# Available Categories



## INDIE

- **A-STATE, HOT WAR, MONSTER HEARTS, DUNGEON WORLD ETC.**

MAD SCIENCE BY ITS VERY NATURE TENDS TO BE COUNTER TO MAINSTREAM. SO-CALLED SCIENCE HAS A HABIT OF IGNORING POTENTIAL SOLUTIONS SIMPLY BECAUSE OF ETHICAL OR LOGISTICAL REASONS, PAH! INDIE IS A CELEBRATION OF ALL THINGS NON-MAINSTREAM. EXPECT PUBLISHED, BUT SMALL-SCALE GAMES IF YOU SELECT INDIE.

## Legend of the 5 Rings

- **L5R 4e**

Rokugan is a land of honourable samurai, powerful shugenja and deadly bushi. Wait a minute, I'm not sure there is science to be found here at all? A game of eastern fantasy that often focuses as much on the court as it does on conflict; but remain vigilant, for the Shadow can lurk behind even the friendliest face!

## Myths & Legends

- **Pendragon, Scion, Mazes & Minotaurs etc.**

They say that every myth contains a nugget of truth, and as scientists, it's our duty to search for the truth, no matter how unlikely it may be! Take your place amongst the great figures of history as you work to carve out your own legend.

# Available Categories



## MAD Science

- **Thematic Category**

Some people might say it's redundant to run a science event at a dice-science conference but the scientific method does call for repetition of results. Who knows what systems might show up? All we can say is that there shall be Science *AND THAT THAT SCIENCE WILL BE MAD!*

## Open Fantasy

- **EarthDawn, Blue Rose, The One Ring etc.**

Fantasy and Science need not exist in opposition. In fact, they can work together rather nicely. Dashing adventurers, dastardly Rogues and powerful Magi roam through worlds of swords and sorcery, shadowed streets and distant planets in this Category.

## Pathfinder / Dungeons and Dragons 3.5e

- **Pathfinder, D&D 3.5e**

Science should have crunch should it not? Sure, You could just add some acid to a base and watch as it changes colour, but that's not enough for some people – it's certainly not enough for me! For those of us unwilling to try new things, who think Starbursts should still be called Opal Fruits, and Snickers, Marathons... okay maybe that's going too far. Bring your D20's for some classic dungeon crawling action.

## Paranoia

- **Paranoia**

Is Friend Computer the ultimate scientist? It certainly seems to be conducting an experiment of sorts. Paranoia is a lethal, comedy horror (though occasionally it is played straight) where you struggle to navigate and survive a complex web of secret societies, all the while convinced that everyone is out to get you. Of course, they probably are...

# Available Categories



## Sci-Fi

- **Traveller, Starfinder, Blue Planet etc.**

Science Fiction should be the ultimate goal of all Scientists. A careful look into the future, studying the likely outcomes of our experiments. Why then does it always seem to go so wrong? Is there something to be learned about the fatalistic human experience by the way we seem to imagine our future? Sci-Fi could feature the full gamut of possible futuristic adventures, from danger and intrigue in the near future to fantastical space battles in the distant past... wait, that doesn't work, does it?

## Star Trek

- **Star Trek (various)**

We all know Star Trek is better than Star wars. Supposedly, it's a hopeful view of the future but I'm pretty sure it's all about who has the biggest ship this week. Prepare for Multimodal Reflection Sorting at its best as Klingons are off the starboard bow and the Anteedans are complaining that their fish not being served at exactly 26 degrees again.

## Star Wars

- **Star Wars (various)**

We all know Star Wars is better than Star Trek. That being said, I suspect by Star Wars 10 : A New, New Hope, we will probably be straight-to-video. Prepare your ship for hyper-speed ramming and a universe of sci-fi fantasy in a galaxy far, far away.

## Superheroes

- **Mutants & Masterminds, Hero etc.**

We aren't sure there are enough superheroes still alive to run this category. Nonetheless, we intend to try. Prepare your spandex and practice your one-liners as you work to save the innocent, thwart the villains and hope you aren't in the wrong half.

# Available Categories



## SYSTEMLESS

- ⇒ ⇄ ⇄ ⇄ ⇄ ⇄

WHAT ARE YOU DOING? CAN IT REALLY BE CONSIDERED SCIENCE IF THERE ISN'T A SYSTEM? CAN IT EVEN BE CALLED MAD SCIENCE? I UNDERSTAND THAT AS A MAD SCIENTIST YOU HAVE TO BE PREPARED TO BREAK ALL THE RULES, BUT EVEN FOR ME, SOME THINGS ARE SACRED! THERE ARE LINES! SYSTEMLESS IGNORES THESE PRECEPTS! THERE IS NO SYSTEM! EVERYTHING IS DECIDED BY THE GM, OR THE PLAYERS, OR BY THE PHASE OF JUPITER!

## TRUE RANDOM

- READ THE OTHER CATEGORIES. ALL OF THOSE. THEN SOME.

NOW WE ARE TALKING. LOOK AT THESE PEOPLE WITH THEIR 'STRUCTURE' AND THEIR 'PLAY EXPECTATIONS'. YOU HAVE NONE, DO YOU? YOU WANT TO SIT DOWN AND BE GIVEN A BOX OF CEREAL AND BE TOLD TO PICK SNAP, CRACKLE OR POP? WELL, I CAN'T PROMISE ANYTHING QUITE THAT RANDOM; DICE THEORY STATES THAT EVEN THE UNIVERSE IS JUST PSEUDO-RANDOM, WITH THE NUMBERS BEING SELECTED BY THE GOD-MACHINE USING AN INTERSTELLAR FORM OF BINGO. STILL, IF YOU WANT TO BE SURPRISED THIS IS THE CATEGORY FOR YOU.

## Urban Fantasy

- Dresden Files, Shadowrun, Buffy etc.

There is something compelling about taking fantastical concepts and placing them in the modern world, is there not? Wise-cracking wizards, secret CEO Fae and hidden, unemployed werewolves all lurking behind a modern facade that doesn't know they are there. Of course, in some Urban Fantasy settings the supernatural isn't hidden at all, and that can be even more compelling! Deserves more study.

# Available Categories



## Victoriana / Steam Punk

- **Iron Kingdoms, Victoriana, Deadlands etc.**

I have to admire Victoriana scientists. There is something great fun about powering things with dangerous lightning instead of unstable hydro-voltaic, nuclear-powered reactors. Still, Victoriana science does seem to have an unfortunate habit of destroying its own practitioners. Expect a fun mix of period adventure and alternative science in this category.

## Warhammer 40k

- **Dark Heresy, Rogue Trader, Deathwatch etc.**

In the grim future there is only science. There is war too, of course, but it's the science that's important. You could be a doomed imperial guard, a doomed inquisitor or a doomed rogue trader in this varied and exciting setting.

## Warhammer Fantasy

- **Warhammer Fantasy**

In some games you are a storied hero standing proudly against the darkness. In others, you are a fabled starship captain struggling to save the population of a doomed world. In Warhammer Fantasy, you are an incompetent rat-catcher hoping not to contract rabies from that raccoon you're selling for 8 silver.

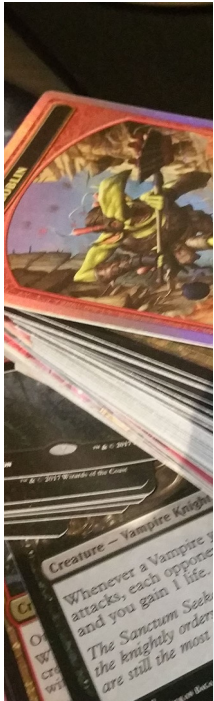
## WEIRD & WIBBLY

- **ALMOST ANYTHING. SOUNDS A LOT LIKE TRUE RANDOM? QUIET! DON'T LOOK BEHIND THE CURTAIN.**

THERE'S A LOT OF SYNERGY BETWEEN MAD SCIENCE AND THE WEIRD. AND THE WIBBLY, TOO, I GUESS. PLENTY OF IRRESPONSIBLE EXPERIMENTS HAVE RESULTED IN ALL SORTS OF SQUIGGLY THINGS. IN WEIRD AND WIBBLY, THERE IS NO REAL WAY TO PREDICT WHAT YOU MIGHT FIND, BUT IT'S LIKELY TO BE A LITTLE WIBBLIER THAN USUAL.



# Available Categories



## Card Gaming Categories

We at the *Department of Dice Engineering* initially did not consider Card Games to be a suitable method to test our theories, but after seeing Hearthstone and a generous contribution from the *Department of Dangerous Cardboard* we have reconsidered.

## Magic: the Gathering

- **Uncapped Event, £10 additional fee**

Magic isn't real, of course; there is only Science — but they do say that sufficiently advanced science is indistinguishable from Magic the Gathering. Saturday will be a sealed event followed by standard constructed on Sunday. 6 boosters for £10? Perhaps Magic is real after all.

## POKÉMON

- **UNCAPPED EVENT, 10 ADDITIONAL FEE**

I'M NOT CONVINCED PROFESSOR OAK IS A REAL SCIENTIST BUT I DO APPROVE OF LIGHTNING-POWERED MONSTERS. THAT BEING SAID, THE LIGHTNING IS SUPPOSED TO AWAKEN YOUR HOMUNCULUS, NOT EMANATE WILDLY FROM IT. ROOKIE MISTAKE. POKÉMON WILL BE A DRAFT EVENT ON THE SATURDAY FOLLOWED BY STANDARD ON THE SUNDAY.

## YU-GI-OH!

- **UNCAPPED EVENT**

AS A MAD SCIENTIST, I APPROVE OF EXCESS, AND WITH NUMBERS BEST REPRESENTED BY COMPLEX SCIENTIFIC NOTATION, SO YU-GI-OH! IS MY KIND OF GAME. BRING YOUR BLUEST BLUE-EYED WHITE-WHOTSITS AND YOUR EXODIEST EXODIANS TO DETERMINE WHO HAS THE SPIKIEST HAIR. YU-GI-OH! WILL RUN AS AN ADVANCED TOURNAMENT ON BOTH THE SATURDAY AND SUNDAY.

# Available Categories



## Board Gaming Categories

Not everything needs to be about dice; though, as we all know, Boardgames do certainly flirt with those little cubes from time to time. Whether it's trading sheep for wood in Settlers of Catan, or literally dropping your marbles in Potion Explosion, we are sure to get petabytes of data from these categories!

## Co-operative Board Games

Games don't have to be competitive, at least not with each other. If working together is more your cup of tea, co-operative board games is for you. Don't be fooled, however: some of those cardboard AI's can be mean. You will need to work as a team if you are going to overcome these games!

## Competitive Board Games

Where would life be without a little competition? True Innovation comes through necessity and true necessity comes when that scoundrel Hugh blocks off the route from Zurich to Munchen. The category that has threatened the bonds of many a happy family is competitive boardgaming. Take down your opponents to come out the winner.

## Social Board Games

Ok, so sometimes you don't want the stress of trying to remember how many tiles are left that diagonally join towns. Sometimes you don't want to play games that last 90 minutes. And, just sometimes, you don't want to mortgage your house to pay for that Kickstarter!

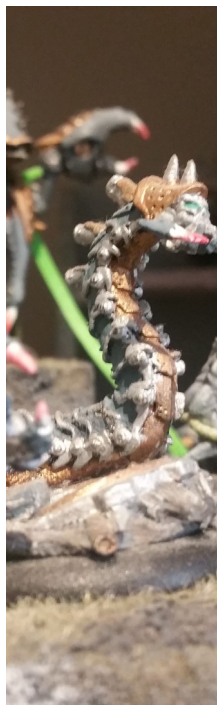
Social board games favour shorter, less competitive experiences. You might still be playing against your opponent but expect less *take-that!* and more Euro-ness (Is that a word? No? Well, it is now.)

## Twilight Imperium 4e

The race to control the Universe is on. The Lazax civilization has collapsed and their capital Mecatol Rex is open for the taking. Diverse species roam the galaxy with enormous fleets, colonising planets and passing universal decrees as they aim to crown their champion the new Galactic Emperor. Twilight Imperium is a famously deep game that can take an entire day to play. You will play a single game on Saturday and another on Sunday.

[Dice Science Conference 2019](#)

# Available Categories



## War Gaming Categories

The *Department of Dice Engineering* recognises that the only thing that involves more dice-throwing than Roleplaying is Wargaming. You chuck so many dice in some of these games that we expect to get excellent data from these events. The *Department of Dice Engineering* unfortunately does not have the budget to provide miniatures as a result of legal expenses resulting from the unethical experiments of Dr. Dodecahedron so I am afraid you will have to provide your own. These events are limited to 3 people per category.

## Blood Bowl

Do you like American football? Do you like over-the-top gore? Then have I got the game for you! Games Workshop's Blood Bowl is a fast-paced game of fantasy football where orcs, elves and treefolk spend more time fighting than playing. Just hope your fantasy team does better than your local football team!

## Bolt Action

Lead your troops to victory across multiple theatres of battle in this World War 2, infantry-focused game from Warlord. Alternative History is always fascinating and one theory suggests each new possibility created is an additional source of critical successes.

## Flames of War

Flames of War is another World War Two Miniatures game and a new addition to the roster. This game focuses on significantly larger battlefields than Bolt Action and will be set during

## Malifaux

Sneaked in last Minute due to popular demand! Pretend there is something funny here.

# Available Categories



## Shadespire

This is Games Workshop's newest skirmish game. Set in the cursed city of Shadespire, take control of a band of Noble heroes or malicious villains, and fight for control of the city to secure glory and loot.

## Star Wars X-Wing

X-Wing 2.0 is here, and what does this mean? Well, it means Classic ships are back, Perfect for hunting down those pesky Rebels and devious Outlaws. Now is the perfect time to join in – your Empire needs you!

## Team Yankee

In this alternative history based game, The Russians have invaded western Europe. Dig in and cripple the Soviets as the stubborn British, or break NATO's back with heavy Soviet Armour. This is another new game to the roster from the talented designers at Battlefront.

## Warhammer 40k

We might get more data from this game than any other. Prepare all your D6's (ALL of them) as you rally your forces in the name of the Emperor (Anything else is Heresy) and engage in endless war. This is the classic game by Games Workshop, and as such is a staple of any gaming event.

# Available Categories



## Warhammer, Age of Sigmar

We will be watching this classic reimagining of the Warhammer world closely as we expect buckets of dice to be thrown alongside your legions and warbands. Warhammer 40K's Fantasy counterpart.

## Warmachine / Hordes

There is something pure about steampunk is there not? The idea that even the simplest of machines could explode, violently spraying boiling water and pressurised steam, is the kind of thing that gets even the mildest mad scientist Excited. Combining steampunk mechs, magic and monsters, Warmachine is a quick and rewarding skirmish game.



## Live Roleplaying

Some Scientists prefer to get a little more hands-on with their roleplay, a little more personal, perhaps even dress up a little. LRP ranges from high-concept Nordic events to simple boffer systems and everything in-between. For the Student Nationals 2019, we will be focusing on parlour-style events with little-to-no live combat. This one is still brewing, folks, so expect more details on our website in the days ahead.

## LRP

Just one LRP Category, I am afraid, though we promise, it will be more than enough!

Image used with the kind permission of Sally Poppenbeck of *The Cuckoo's*

*Nest*

Dice Science Conference 2019



## Video Gaming Categories

Who says the *Department of Dice Engineering* is stuck in the past? I won't hear it, I won't! In fact, this year we are modernizing by adding a number of video game categories to our event! What's that? One of our games was released in 2001 and needs to be played on a CRT? (That's a Cathode Ray Tube for you kiddies. A type of TV where the images are produced mostly by hope) Yes, Like I said. Modernizing.

## Casual Gaming

- **Uncapped, controller optional (X-Input advised)**

Not all science needs to be stressful. Sign up for this event if you want to experience some low intensity competition, playing multiple mini-tournaments across the weekend. Events being considered include Towerfall Ascension,

## Mario Kart 8 Deluxe

- **Uncapped, controller recommended (Switch)**

After careful judgment, 4 quarts of hydro-voltaic acid and 25 grams of bath salts, we have determined Mario Kart 8 to be the best Mario Kart ever made. This event will consist of multiple mini-tournaments across a series of GP's and Battle Arenas. We will try and provide enough controllers but we would encourage you to bring your own Switch-compatible controller.

# Available Categories



## Smash Ultimate

- **Uncapped, £7/10 additional fee, controller required (Switch or GameCube)**

Everyone is here, didn't you hear? About how everyone, is here? Well they are, every character ever in a Smash game, plus Ridley — but sadly, our king and savior Waluigi is still only a distant dream. Please prepare for a 1 minute Waaah in remembrance. Anyway, want to play Smash before everyone works out the Tech (who are we kidding) and in a resolution higher than 584x480 so you don't need to pretend those 4 pixels are Peach? Well, Smash Ultimate may be for you. We will be running Singles and Doubles events. Don't worry if you don't have a partner, we will find you someone (unless there are an odd number of players in which case enjoy your level 9 CPU). A Switch (but preferably GC...does that even need to be said?) compatible controller is required. There will be an additional fee of £7 for singles and an additional £3 for Doubles. If you have a Switch with a copy of Smash Ultimate (in April, Obviously!) we would be most grateful if you could bring it.

## Super Smash Brothers Melee

- **Uncapped, £7/10 additional fee, controller required (GameCube)**

Enjoy Smash Brothers but prefer a kill time of less than 15 minutes? (I mean, 2 stock, really?!) Well! Smash Brothers Melee is the game for you! Melee will consist of a Singles and Doubles event. Don't worry if you don't have a partner, we will find you someone (unless there are an odd number of players in which case enjoy your level 9 CPU). A GC controller is required. There will be an addition £7 fee for Singles and an additional £3 fee for Doubles.

# Available Categories



## Super Smash Smorgasbord

- **Not a Category**

Want to play in both Smash Categories? Well, that's no problem. As long as we have sufficient capacity you will be able to play in both events' Singles tournament (though you will also need to pay the £7 Singles fee for both events) Unfortunately we do not anticipate there being sufficient time to allow people to play in both Doubles, so you will need to pick one. If you play in both Singles events and one Doubles event the total additional fee would be £17. Please indicate which doubles event you would like to play in during sign up.

## META CATEGORIES

IT'S NOT ENOUGH, IS IT? YOU'VE READ ALL THE OPTIONS AND HAVE DISMISSED EACH AND EVERY ONE OF THEM OUT OF HAND. YOU NEED MORE. TOTAL RANDOM? NOT RANDOM ENOUGH FOR YOU. MAGIC THE GATHERING? NOT GATHERING-Y ENOUGH FOR YOU. WARMACHINE? IT HAS NEITHER ENOUGH WAR NOR ENOUGH MACHINES FOR YOU, AND YOU HAVE ALREADY DECIDED THAT YOU ARE GOING TO PHYSICALLY DELETE MELEE AND SMASH 4 USING A TRANS-DIMENSIONAL HAMMER IN FAVOUR OF ULTIMATE. YOU WANT TO SEE WHAT'S IN THE BACKROOM, WHAT'S BENEATH THE TRAPDOOR. THE ONLY THING THAT CAN WHET YOUR THIRST IS...

## THE IRN GAMER

- **MAXIMUM VGROUP. GROUPS ONLY**

THE ULTIMATE CHALLENGE! YOU COULD EVEN SAY MY GREATEST CREATION. YOU'LL BE TAKING PART IN EVERY SINGLE CATEGORY! TO MAKE IT MORE INTERESTING YOU'LL BE GOING IN BLIND; NO PREPARATION TIME, NO STRATEGY GUIDES OR NET-DECKING, JUST RAW INTUITION AND CUNNING! HAVE YOU GOT WHAT IT TAKES TO PROVE YOUR WORTH AS THE MOST MANIACAL GAMER IN THE UK?



# Schedule



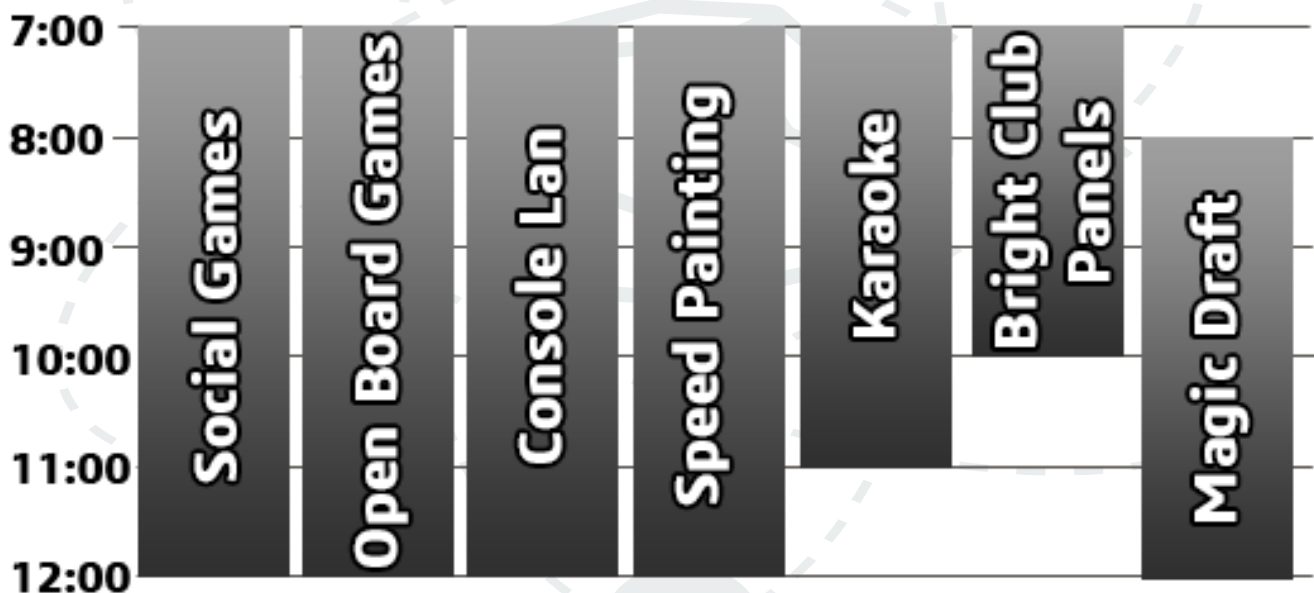
## Event Schedule

As you can see, the *Department of Dice Engineering* has prepared a thorough programme of events, but we believe in an efficient and productive use of time. The Department has thus prepared a series of evening events for those who want to continue their research into the night. If you are feeling frazzled after a hard day's gaming we have some lighter events for you, too.

The Schedule ahead is not final but we will provide a final schedule of events with the registration pack. A quiet room will be provided during evening events for those that wish to wind down.

## Friday Evening

Organised Social Games will be available during the day



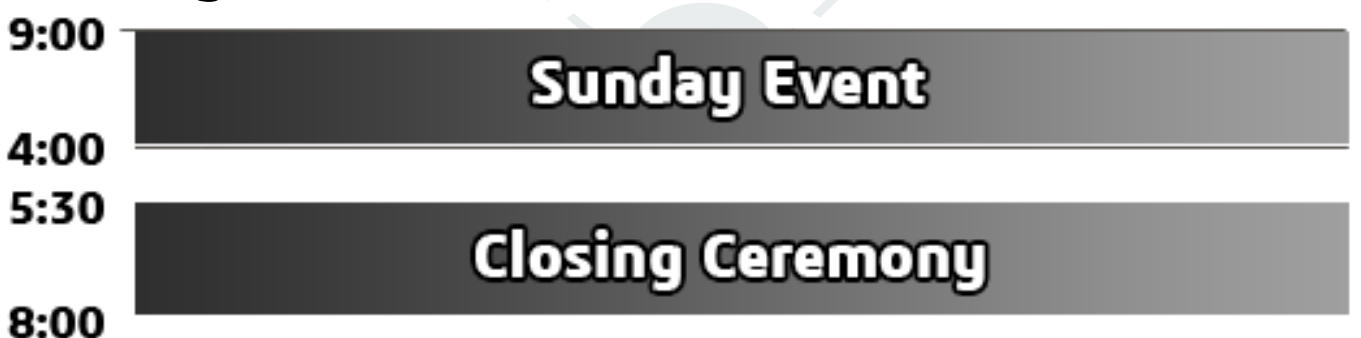
# Schedule



## Saturday Schedule



## Sunday Schedule





## Karaoke

Join Kenny, our lead researcher in Acoustic Harmonisation, for **Kenny-oke!** A Compere without Compare, let Kenny take you on a wild ride of laughs, bad singing and \*maybe\* some good singing (though let's hope not, that's surely not the point of Karaoke!)

## Pub Quiz & Cosplay Contest

- **This event can earn points for your team**

The Nationals Pub Quiz is a staple of the *National Dice Science Conference* and it gives us an opportunity to judge how valuable the research data gathered throughout the weekend is. We will be testing all aspects of your Dice Science knowledge, so come prepared for anything as we test your knowledge on subjects across the gaming and science spectrums.

Additionally, those of you who choose to dress up particularly finely to celebrate this fantastic conference of Science will have a chance to show off your costumes in the Cosplay Contest. What could be more exciting?

## Ceilidh

The *Department of Dice Engineering* have been informed by Glasgow City Council that holding a Ceilidh is a requirement to host the event in this fine city. We almost had our permit removed just for looking like we might decline. Don't worry if you've never been to a Ceilidh before, our organisers will walk you right through it. With live music and enthusiastic helpers this could be your most memorable event of the day. Be aware that comfortable clothes and shoes are recommended.



## Disco

We at the *Department of Dice Engineering* have been informed that some of you would rather dance than research. While normally we would frown on such pursuits we suppose that after a long day of Dice Science it would be acceptable to pursue something else for a while. Expect all sorts of fun geeky music that will be almost as much fun even if you don't dance. Exact details on our Disco will follow. We are considering a headphone disco if the Department are able to arrange such luxuries.

## Casual Board Gaming

For those of you who want to continue your gaming in a casual but ordered format, we will be offering a Casual Board Gaming Room. You are more than welcome to bring your own games but we will offer a selection of games that are free to use (though please be respectful, many of these will be on loan).

We will offer more details on this nearer the event.

## Speed Painting

- **This event can earn points for your team**

The *Department of Dice Sciences* recognises the contribution to the field from our wargaming friends and understand the difficulties they find producing good-looking miniatures in a reasonable time. In that spirit we are seeking to find those who can produce the best results in the minimum of time. So drop in and paint our provided mini as quickly as you can. There are points for your team at stake!



## Magic: the Gathering Draft

- **This event costs an additional £10. This event can earn points for your team**

The Department has been made aware that many people who attend the conference enjoy Magic but do not wish to play it as their main event. We have also been made aware that some of you cannot play enough Magic and have handlers to ensure that you remember to sleep. Our evening Magic drafts are there to accommodate both groups. Roleplay during the day and play Magic in the evenings, or play Magic during the day, play Magic in the evenings, drink till 3AM, sleep in late and miss the first 2 rounds of your Sunday event and still come in Third. Yes, Tony. I'm speaking to you.

Information on which sets will be available to draft will be announced nearer to the event.

## Social Gaming

When you want something a little more lightweight you can take a break from the heavy research with some light Social Gaming. Expect drop-in sessions of Mafia, Werewolf, Resistance and more.

## Scavenger Hunt

- **This event can win points for you team**

The *Department of Dice Sciences* promise that this is a leisure activity and not a cheap way to source additional resources for the Department. Take your time and gather resources throughout the event. Those who contribute the most to the Department will win points for their team.



## Bright Club

The *Department of Dice Engineering* will be joined by top researchers from across Glasgow Scientific Institutions. These include academics who contributed to the discovery of gravitational waves and some who concluded that dogs' favourite music genres are reggae and soft rock. *Bright Club* will be performing panels and stand up-comedy related to their areas of research. We intend to announce more details on this throughout the year.

## Console LAN

- **This event can win points for your team**

With all this hardware lying around it would be a shame not to use it for crazy science experiments. Expect all sorts of games to be available at our console LAN running both nights. As a general rule, our tournament games will be open for public play but we might have a few surprises as well. You don't have to bring your own controller but it's recommended, especially if you want to play Smash.



## Travelling to Glasgow

Glasgow is easily accessible whether you are traveling by bus, train, plane or road.

### Train

The city is served by two main train stations: Glasgow Central and Glasgow Queen Street. Both these stations are close together and located in the City Center. Both these stations give easy access to local bus and subway routes which can get you to the University.

### Bus

The primary bus going from the City Center to the University is the #4 which will take you straight to the Campus.

Timetables can be found at <http://www.spt.co.uk/subway/timetable/>

### Subway

Glasgow has the 3rd oldest subway in the UK and probably the simplest. It consists of a single large ring making it impossible to get lost, though, choosing the wrong circle (Inner / Outer) will lengthen your journey. It is a single price regardless of which station you are starting and ending at.

There are two subway stations serving the City Center. Buchanan Bus Station (closest to the Bus Station and Queen Street) and St Enoch's (closest to Central Station).

Hillhead Underground Station on Byres Road is a short 5-10 minute walk from the University.

Any Hotel near to any Subway station will give you easy access to the University on the Saturday but the Subway only runs 10AM to 6PM on Sunday so you would have to make alternative travel arrangements.

### Walking

If you want to walk from the City Center to the University it takes approximately 40-50 minutes.

# Things to Do and See



## Near the University

### Hunterian Museum

The Hunterian is a small museum based in the University itself. Its exhibits vary from time to time but you can check out what will be on nearer the event at

<https://www.gla.ac.uk/hunterian/>

### Student Unions

Glasgow has the unique(ish) honour of being home to two student unions, both of which have their own storied histories. Featuring a variety of bars and clubs, both unions will be used extensively during the event.

### Kelvingrove Art Gallery and Museum

You could easily spend an entire day in Kelvingrove and it's well worth a visit should you find yourself extending your stay by a day. By far the largest museum in Glasgow, Kelvingrove is a 15 minute walk from the University. It features a wide variety of exhibits both from Glasgow and across the world more details can be found at

<https://www.glasgowlife.org.uk/museums/venues/kelvingrove-art-gallery-and-museum>

### Kelvingrove Park

Kelvingrove Park is a short walk from the University and a great place to take some time getting away from the bustle of the city. While Kelvingrove Park is very busy during the day we would not recommend cutting through the park at night.

### Glasgow Botanic Gardens

Approximately 15 minutes walk from the University are the Glasgow Botanic Gardens. A large Greenhouse containing an extensive collection of plants sits in a large curated space.

More information can be found at <http://www.glasgowbotanicgardens.com/>



# Things to Do and See



## In the City Centre

### Gallery of Modern Art

The GOMA is located within the City Center almost equidistant between Central and Queen Street Stations. With shifting exhibits on throughout the year further details can be found at <https://www.glasgowlife.org.uk/museums/venues/gallery-of-modern-art-goma>

### Glasgow Green and the Winter Gardens

Glasgow Green is a large public park approximately 15 minutes walk from Central Station. It contains the *People's Palace / Winter Gardens* - a Botanical Greenhouse where you can get a pleasant bite to eat while waiting for Winter to pass. More details can be found at <https://www.glasgowlife.org.uk/museums/venues/peoples-palace>

### Glasgow Science Centre

The *Glasgow Science Center* is approximately half an hour's walk from Central Station though there are public transport options. Featuring a wide variety of interactive science exhibits, the *Department of Dice Science* would be amiss in not drawing your attention to this monument of science. More details can be found at <https://www.glasgowsciencecentre.org/>

### Glasgow Cineworld / Glasgow Film Theatre

Did you know that the Cineworld at the top of Buchanan Street, 5 minutes walk from Queen Street and Buchanan Bus Station, is the tallest in the world? Additionally, its 18 Screens mean that it shows older movies for longer, meaning you have a good chance of finding something you'd like to see. If your preference is for more independent movies, the fantastic *Glasgow Film Theatre* has you covered and it's just another 10 minutes walk down Sauchiehall Street. More details can be found at <https://glasgowfilm.org/>

Further information about things to do and see in Glasgow will be posted on our website throughout the year.



## Code of Conduct

Attendance at the Nationals implies acceptance of the Nationals Code of Conduct. The Nationals should be a safe and fun environment for everyone and failure to observe the *Code of Conduct* may result in warnings from the event organisers or, in the case of more severe breaches or repeated minor breaches, being asked to leave. If you have concerns about an attendee's conduct please contact one of the organisers. Contact details will be provided in the event brochure during registration.

GUGS will be using the University of Glasgow's *Code of Conduct* for this event as well as adding a few gaming-specific addendums. A brief overview follows.

## General Misconduct

Attendees are expected to behave in a manner which is not threatening, offensive, indecent or violent (including sexual violence or abuse) and to refrain from the use of threatening, offensive or indecent language (whether expressed orally, in writing, or electronically).

General Misconduct also covers harassment, damaging or vandalising University property, stealing from the University or other attendees and possessing or using illegal substances.

The full code of conduct can be found at <https://www.gla.ac.uk/myglasgow/senateoffice/policies/calendar/calendar2017-18/feesandgeneral/studentssupportandconductmatters/reg33/>



## Be Aware of Your Fellow Players

As much as you want that dice roll to go your way, do not cheat. Cheating poisons the *Department of Dice Science's* data and is disrespectful to your fellow players. Respect your fellow players, Game Masters and Judges. If borrowing dice, board games or miniatures, treat them with respect and return them in the same condition with which they were given. If you disagree with a rule, decision or plot point, you are free to politely question, but accept that the GM or Judge's decision is final.

## Be Respectful to Staff

Your GM's, event organisers and volunteers are giving up their time for free to make this event happen. They are not being paid, and the Nationals would not be possible without their generosity.

## Local Laws

Be aware that Supermarkets and Off Licences are not allowed to sell Alcohol after 10pm. This does not apply to Bars, Pubs and Clubs where Alcohol is sold for consumption on the premises.

Additionally, with the exception of Edinburgh, it is not permitted in Scotland to drink publicly, so you will need to wait till you get back to your hotel room before starting on your carry-out from Tesco.

Finally for those of you driving, be aware that Scotland has a lower Alcohol Limit. The maximum allowed rate is 50mg per 100ml instead of 80mg as it is in England.



## General Accessibility

We aim to make the event as accessible to everyone as possible. Please inform us of any disabilities and/or any requirements you have on your application form. We will endeavour to accommodate any issues you might have by ensuring your games are located in buildings with good accessibility. If you have vision issues we will work with the GM's to provide large and high contrast character sheets and if you have hearing problems on one side we can ask the GM's to sit you as required. Any other problems you might have we would be happy to work with you to find a solution. If you want to inform us in private you can email [registration@nsgrc.com](mailto:registration@nsgrc.com) letting us know your name and group.

## Quiet Room

We intend to have a Quiet Room available throughout should you need a break from all the excitement. Details will be available nearer the event. We would request that anyone using the quiet room keeps noise down to a minimum.

## Emergency Contacts

Emergency Contacts will be provided in the brochure provided during registration.