



National Student Gaming & Roleplaying Championships

Sheffield 2020
Event Brochure



Welcome to the VanaCORP Corporate Cybernetics Exposé!

All Shareholders, Board Members, Section Managers, and Employees are invited to attend our annual keynote event to celebrate the continued financial dominance of VanaCORP and our subsidiary companies!

With our proactive consolidation of a multinational monopoly on human cyber-augmentation via our revolutionary vanadium cybernetics technology, and since our coercive mergers with several national governments, VanaCORP have solidified our global reach to become the pre-eminent corporation worldwide.

As a valued member of the VanaCORP team, you'll be taking part in our top-table corporate strategy simulations, trying out-of-the-box brainstorming sessions, testing your negotiation skills with high-level management role-playing scenarios, optimising your exploitation of target markets, and of course there'll be plenty of time for inter-department networking!

We just know you'll be as excited as we are to usher in a new decade of VanaCORP superiority of our global brand - and to ensure the continued profits of our shareholders!

VanaCORP: Pioneering the Cybernetics Revolution

All salaried staff and unpaid interns are required to attend the Expo. You will be instructed when to cheer the CEO's keynote speech.



Okay, listen up, freaks and misfits!

The Corp's got an event on. A big one.

Growing about how much they've bled us all dry
for those slick-suited bastards at the top of their
ladder.

So we're gonna crash their little party.
Dirty up their shiny chrome.

They think they rule the world. Well, guess what? We're the
ones who ran those factories for them. It's us who did all their
work. We built every last one of their shiny toys...
and we know exactly how to take them apart.

We're gonna hack their networks. Dig out their secrets. Expose
their crimes. We're gonna wake up their drones and wage-
slaves and show them how free people party! We're gonna take
back our future starting right now!

They think the tech we've built them is revolutionary?

We're gonna tear it all down and rebuild it
into a REAL cybernetic revolution!

Welcome to the National Student Gaming & Roleplaying Championships 2020!

The Nationals is an annual gaming convention for student groups (and friends!) from all across the UK and beyond! Held every year at a different university, the Nationals is an action-packed weekend of board gaming, card gaming, tabletop and live-action roleplaying games, and wargaming – along with traders, artists, and a dizzying array of evening entertainments!

You'll be competing to win points for your team, helping raise money for local charities, and most importantly having an amazing weekend!

We're delighted to welcome the Nationals back to Sheffield and we're determined to make this year's one of the best ever!

Our theme this year is **Cyberpunk**, so bring your sharpest trenchcoat and pinkest mohawk, shine up your hottest hacking deck, and get ready to obey the Corp or rebel with the Punks in a fully augmented **Nationals 2020!**

So what happens when?

Friday 24th April: Welcome to Sheffield!

You'll be arriving in Sheffield, checking into your hotels, picking up your registration badges so you have access to the event, then we'll have a variety of evening entertainments for you to enjoy once you've settled in.

Saturday 25th April: Games and fun!

The day starts at 9am with our Opening Ceremony, then you'll be moving on to your games (10am - 5pm), and after that it'll be another evening of fun entertainments until late!

Sunday 26th April: More games, and a fond farewell...

Sunday games begin and end a little earlier (9am - 3pm) to give us time for the Closing Ceremony (4pm – 6pm approx), where we'll announce the winners of your games and crown one team the overall winner of the 2020 Nationals! We'll then let you go to your trains and coaches as we wish the very best of luck to whichever team ends up hosting the next one...

How to Sign Up for the Nationals

All attendees to the Nationals must be 18 or over, though you do not have to be a student to attend.

You can sign up for the Nationals either as a team, or as an Independent attendee – there are different forms for each of these.

Team Entry Form

Our Team Entry Form is a spreadsheet which can be downloaded from bit.ly/Nat2020Team – just fill in the spreadsheet with your team name, each team member's name, and their first, second, and third category choices. The spreadsheet has been set up to warn you if too many of your players have chosen the same category – please see the below "Team Rules and Category Limits" section for limits on these. If you try to enter with too many people in the same category then we'll need to send your form back to you for your players to rethink their choices.

Please note that there's a second tab on this spreadsheet which asks for your players' accessibility requirements (mobility, visual/hearing impairment etc) – please make sure this is filled in! If any of your players have accessibility needs they'd prefer to keep confidential, we have a separate email address for them to contact us on; see the "Inclusions & Accessibility" chapter of this brochure for more details.

The form also asks if each player is interested in the speed-painting competition; this isn't a solid commitment, we just want to gauge interest so we know how many minis we'll need.

The whole of your team must be on the same entry form when you enter.

Once the spreadsheet is filled in, please email it to us at studentnationals2020+entryforms@gmail.com

Independent Entry Form

Independent entrants can sign up via a Google Form which can be found at bit.ly/Nat2020Single

Ticket fee and payment

The cost of attendance is £25.00 per person. After you have sent us your entry form, you need to buy your tickets via our Students' Union website: bit.ly/Nat2020Tickets

Deadline for Entry

All entries must be received by us by 31st December 2019 at the latest. This includes if we've had to send an incorrect form back to you! You also need to have paid for your tickets by the same date.

Correcting mistakes and transferring tickets


If you've missed someone off your team, or misspelled their name etc, get in touch with us and we should be able to correct it if it's before the deadline. If you need to transfer your ticket (i.e. if you sign up but can no longer make it to the Nationals, but then you find someone else to take your place) then just get in touch with us and we will update our records to replace you with the new person's name. We can do this at any time up to the start of the event itself, but if it's after the signup deadline then they won't be able to change category choices.

Refunds Policy

This is a charity event with many things needing to be paid for long before we welcome everyone to Sheffield, so unfortunately we are not able to offer refunds under any circumstances – the sole exception to this is if you have already signed up as a player but we then ask you to be a GM instead.

Team Rules and Category Limits

Your team is permitted only a certain number of people having each category as their first choice: This is 2 for each RPG or for the LARP, 3 for each Wargame, 4 for each Board Game or Card Game (except Twilight Imperium: see the Board Games section for this one), 4 for the Megagame, and just 1 player in the VanaCORP T.I.T.A.N. Initiative. The team entry form will turn red if you go over these numbers, so please make sure your team is within the rules before you send us your form.



If you are combining several groups/societies to form one larger team, this team must stay within the above category limits. It's up to you to co-ordinate your societies into one team and sort out one team entry form between you, and this must all be arranged before the signup deadline - so no last-minute alliances!

GDPR

Even shady megacorporations have to follow the rules sometimes! Entering the Nationals gives us consent to use and share your data for the purposes of running the event only. Telling us your accessibility information on your signup sheet gives us consent to share that info to help accommodate you (e.g. by informing your GM if you'll need large-print character sheets), but we will only share information with people with a legitimate need for it. We will not share personal data for any reason unconnected to running this specific event (i.e. we will anonymise everything before giving general attendance data to next year's committee). You have the Right to Erasure (also called the "right to be forgotten") and may ask us to delete all information we hold on you – please note that this would mean you no longer have a place at the Nationals!

Identification

You will need to provide a valid form of ID to collect your badge to enter the event – this can be a passport, a driving licence, or any ID with the PASS hologram. If you're part of a team this can be the ID of your team contact or a designated representative. All Independent entrants will need their own ID.

And Finally

Just to reiterate, you need to have sent us your Entry Form and paid for your tickets by 31st December 2019.

*Sure, they SAY they'll respect your data...
Use pattern-disrupting face paint to
block their facial recognition tech!*

Charities

There's always a strong focus on raising money for charity at the Nationals, so we'll be asking you to dig deep into your pockets to buy raffle tickets, custom dice, and those oh-so-important charity re-rolls!

This year we have chosen two great local charities to support:

Roundabout

Roundabout is Sheffield's local youth housing charity providing shelter, support, and life skills to young people aged 16-24 who are homeless or at risk of homelessness.

Every day Roundabout supports over 180 young people living in accommodation either provided by or supported by our charity. We have a new hostel and provide four key services delivering comprehensive programmes of training, involvement and empowerment which help to break the cycle of homelessness and develop long term independent living skills. Many of our Societies from our University work with this charity on a weekly basis by going to their centres and hosting various Activities.

<http://www.roundabouthomeless.org>

SAYiT

SAYiT is an LGBT+ young people and sexual health/HIV charity; their core function is to transform the lives of LGBT+ young people and young people affected by HIV, up to the age of 25, through supportive group work, youth action, education and influence.

SAYiT's mission is to build an integrated youth led service that balances service delivery and activism in order to support the sexual health and emotional well-being of all young people through the provision of specialised support and social opportunities, with a particular focus on empowering LGBT+ young people and those young people affected by HIV.

<https://sayit.org.uk/>

Have you posted about how much you love working for VanaCORP on social media today? You can check your grassroots support quotas in your staff record.



Board Games

Our Board Gaming Society's referees are eager to welcome you to our gaming tables and make sure your games all run as smoothly as possible! We will be pre-assigning you into groups to make sure you can jump straight into your games with a minimum of fuss, and we'll switch up these groups during the day so you can play with different people.

Approximately one month before the event we will release a full list of which games we'll be running – so you can brush up on all the rules beforehand!

We'll also release details of how we will handle overall scoring for these categories, since many of them don't always have a clear winner.

Your team may have a maximum of **four** players in these categories, except Twilight Imperium (see below).

Competitive

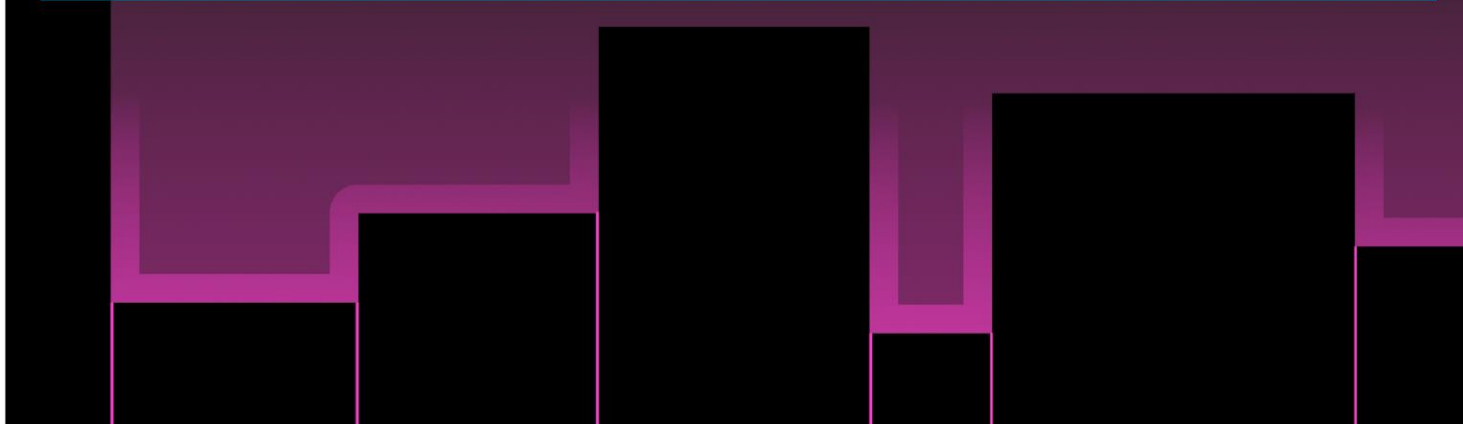
Whether it's hostile takeovers or cut-throat marketing, a business ultimately lives and dies by how competitive it is. Hone your instincts to seize every opportunity and crush your opposition in this ruthless category!

Co-operative

Co-operation is vital to VanaCORP's continued dominance of the corporate sphere – in this category, you and other employees will be leveraging the power of synergy to overcome a variety of strategic challenges together!

Social Deduction

At the highest level of corporate negotiation, you need to be perceptive and dissembling in equal measure. Our networking scenarios will pit your powers of cunning and subtlety against your fellow employees to determine which of you might be suited to the very top jobs in VanaCORP!



Twilight Imperium 4e

Take control of one of many diverse factions as you vie for galactic dominance after the fall of the Lazax Empire! You will need to master your negotiation skills, diplomatic prowess and social gameplay as you build up your army of miniatures, research more technologies and move towards the capital Mecatol Rex.

The team limit for Twilight Imperium is a maximum of **two** players per team and **one** player per table, so if we only have one group of T.I. players then your team will only have one place in it - so please make sure you pick your second and third category choices carefully!

Card Games

Following much discussion and reflection on feedback from previous years, we have decided only to run Magic: the Gathering as our card game category. We will be running standard and sealed as the main event, but there will be events scheduled in the evening for draft or casual games of other formats. We'll also have plenty of referees on hand to get everything going.

There is a limit of **four** entrants per team; if you put Magic: the Gathering as your first choice you will almost certainly receive it as your category.

Magic: the Gathering (extra £15 charge)

Do you want to cast amazing spells and summon mighty creatures? Whether you're a red mage solving all of your problems with fire, or a green mage summoning massive elementals, come and fight the other Planeswalkers to see who will be the champion.

The formats will be standard and sealed, and there will be an extra charge of £15 to enter into this category for the 6 boosters you will receive during the sealed tournament – this extra fee is payable when you arrive at the event.

Remember, if you hear any of your co-workers talking about unions or worker organisation, activate your emergency alarm immediately.



Role Playing Games

Remember that your team is limited to a maximum of **two** players in each of these categories – so no more than 64 RPG players max!

For most of these categories, you can expect to play in two games with two different GMs over the two days – though if a category is very small you may end up playing a single two-day game instead.

Special Category: THE ALGORITHM's Choice

VanaCORP research has perfected a means to put you in the optimal RPG category without the requirement for you to exercise any sort of free will.

If you really don't mind what kind of RPG you play, choose this to submit yourself to the sorting of THE ALGORITHM and be placed into a game that could be in any RPG category at all!

There's no limit on how many of your team can choose to be sorted by THE ALGORITHM, but do remember that you need to stick to the overall limit of 64 RPG gamers in your team.

Fantasy Categories

Divine Fantasy

Are you a messenger of higher powers or are you an agent of the forces of darkness? In this category you will be taking part in the Great War between Heaven and Hell, but on which side will you fight? The omens are good that this will be a game of biblical proportions!

Eastern Fantasy

Fantasy adventures with an Oriental flavour, e.g. Legend of the Five Rings. Expect katanas, samurai, honour duels, and perhaps a little light seppuku between friends.

High Fantasy

Mighty heroes! Fearsome dragons! Overthrowing dark lords! This is the classic fantasy genre for players who are far too heroic to be bothered by such trifling questions as "where did I park my horse?"

Low Fantasy

Deadly plagues! Vicious rats! The thrills of battling against poverty and malnutrition! If you want to taste the mud when the City Watch kick you in the teeth, then this is the category for you. It won't be pretty, but it will be fun.

Mythic Fantasy

Perhaps you're the offspring of Zeus! Or perhaps you just have courage rivalling Sir Lancelot! (Though hopefully you have better judgement.)

In this category, you will challenge the heavens themselves, clashing with ancient gods, mythical monsters, and other devious foes in a quest no ordinary person could accomplish.

Victoriana/Steampunk

I say, old bean, are these newfangled steam contraptions really quite cricket? Perhaps you'll be cordially invited to a spot of tea on the veranda of the Duchess's new steam zeppelin – or perhaps you'll be rolling up your shirt-sleeves for a better look at its engines!

Urban Fantasy

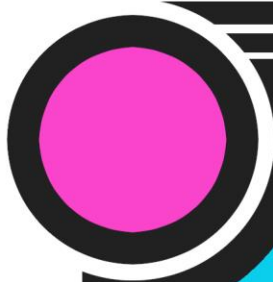
What if the blood-sucking corporations that prowled the mean streets of this hellhole of a city really were blood-sucking? In rain-slick alleyways, in the shadows of the flickering neon, all the horrors you thought were nothing more than fairytales lurk, waiting to bump you off in the night.

Horror Categories

Expect content warnings with games in these categories.

Eldritch Horror

Choose this category if you're itching to face horrors beyond the comprehension of humankind (and we don't just mean the D&D grappling rules). Will you be calling Cthulhu? Unmasking Nyarlathotep? All we know is that your chances are pretty slender, man.



Gothic Horror

It's a dark and stormy night and there's a pack of wolves howling in the distance – and the only shelter is that creepy castle on the hill. Do you try your luck with the wolves? Or do you venture forth and risk finding out whether that red liquid Count von Dunkelheit drinks really is wine? In this category you'll face horrors from classic literature.

Modern Horror

You're walking through the woods in the dead of night, there's nobody around and your phone is dead. Out of the corner of your eye you see some kind of creature beyond your imagination is creeping towards you in the dark. Do you choose 'fight' or 'flight'? If you choose 'fight' then this category is for you!

Science Fiction Categories

Cyberpunk

Will you claw your way up from the dark streets of a neon-lit nightmare? Explore the upper limits of what it means to be human as you rebuild yourself sharper, faster, stronger? Plumb the sordid depths of depravity with what you need to do to pay for it? In our flagship category, this brighter and darker future is what you make it!

Grim Dark

The future is bright... oh wait, that was just the bombs going off. Choose this category if you want to explore worlds of relentless misery and gloom. And remember, no matter how bad it gets, it can always get worse – and it will! Expect content warnings for these games.

Hard Science

This might be better called "Harder" Science (this is still a sci-fi category after all) but here you'll find games that at least try to pretend that the science makes sense rather than just being wibbly wobbly space magic. Remember that Sir Isaac Newton is a harsh mistress.

Post Apocalyptic

After the world ends, someone always has to pick up the pieces. And now, you can too! We don't know how the world ended, and we don't know what's left, but if you meet a guy called Max then try not to get him mad.

Science Fantasy

Space wizards with magical light swords! Inexplicably convenient FTL travel! Choose this category if you want your sci-fi adventures to be of a more fantastical nature, and let the laws of physics take a back seat! Perhaps you'll be the first to discover the secret of splitting the quantum!

Time Travel

So you've just landed in 2020. Or is it 1820? It's hard to keep your head straight when you're talking to dinosaurs one minute and futuristic robots the next! In this category you can expect to be subjected to historic scenes, wibbly-wobbly timey-wimey shenanigans, and maybe just a little bit of running away.

System Based Categories

D&D 5e – New Adventurers

You've just met a lovely gnome with a sing-song voice in your local tavern, she tells you of a little old lady who has rats in her basement and 10gp is up for grabs! It's not glamorous work, but someone's gotta do it and heroes have to start somewhere, right?

This is D&D 5e with lower-level characters.

D&D 5e – Legendary Heroes

The time for fighting rats in basements has passed for an adventurer like you. Now you're fighting dragons in dungeons with the fate of the world on your shoulders! So grab your +3 greataxe of Slaying and show the realms just how epic you are!

Note that this game gets a little complicated at higher levels, so if you're new to D&D then you may be better off choosing D&D 5e - New Adventurers.

Remember that VanaCORP is a family, and part of being a family is giving a little extra to help everyone get along. Ask your manager about a voluntary pay cut today!



D&D 5e – Massive Multiplayer

It's D&D, but not as you know it! Why play with just a table of people when you can play with a whole room full of people? In this category you'll be part of a single huge game, competing and co-operating with rival adventuring parties in a grand, shared world! It's just like an MMO but with fewer people insulting your mother.

Pathfinder 1e/D&D 3.5

Great editions never die – they just get their friends to burn enough diamonds to resurrect them! In this category you'll be playing D&D with a slightly older-school flavour than those young whippersnappers with their newfangled mechanics. Prove that your edition's the best, and yell at them to get off your lawn!

Paranoia

RED LEVEL CLEARANCE CONFIRMED: In this category you will be [REDACTED] in Alpha Complex where you will [REDACTED] traitors and communists and [REDACTED] vigilance! ERROR IN SECURITY CLEARANCE EXECUTION DRONES DEPLOYED

World of Darkness

Vampires! Werewolves! Ten-sided dice! Oh my! This category includes games from both the old and the new World of Darkness lines, all rolled together into one so you can also enjoy arguing over which edition was better. There may be content warnings with these games.

Miscellaneous Categories

Action & Adventure

Thrills! Spills! Derring-do! There's a time for quiet reflection and careful consideration, and this isn't it! Choose this category if you want to leave all that tedious thinking behind and make your mark on the world with some good old-fashioned bravado!

Anime

I-it's not like we *want* you to choose the Anime category or anything, dummy! Choose this if you want ridiculously spiky hairstyles, impossible weapons, and hilariously embarrassing misunderstandings! And remember, if giving it one hundred percent isn't enough, give it ten million percent!

Homebrew

Here you'll find games that are still in development, that have just been invented, or that have been welded together out of parts. How cyberpunk is that? It's the bleeding edge of games creation, and it's just waiting for you to put it through its paces. We have no idea what you'll be doing, and that's amazing.

Humour

Distract yourself from the grim reality of this dystopian nightmare with some laughs! Expect situations which are lighthearted, silly, farcical or just plain absurd in this comical category – and that's no joke!

Murder & Mystery

Detectives and Deductions! Perhaps you'll be little old ladies investigating the murder of Doctor Black in the billiard room with the lead piping. Maybe you'll be schoolkids figuring out who stole the school sportsball trophy on Open Day! Bring your finest little grey cells and be ready for a three-pipe problem!

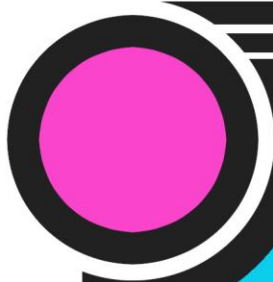
Superheroes

Look! Up in the sky! Is it a bird? Is it a plane? No, it's the Superheroes category! Grab your spandex pants and your cape and go fight crime! Excelsior!

(Don't forget to stay until the end of the closing credits before you leave at the end of your game – you might catch a teaser for next year's!)

Systemless

Who needs a system to craft a compelling narrative? Choose this category if your tastes run more to shared storytelling than dice-rolling.



Unique

Do you want to play a game like you've never played before? Then this is the category for you! Unique is as it says on the tin. A completely one of a kind game, the likes of which you'll never see again! We can't guarantee it will make sense, but we can guarantee it will be "unique".

Trust & Teamwork

Don't you just hate it when you're hungover on Sunday morning and you end up having to navigate your way through a maze of treachery and backstabbing? This is a category for people who prefer co-operative rather than competitive games – your characters may bicker and squabble like a dysfunctional family, but at the end of the day you know you're all on the same side. The only real enemies are the NPCs!

Backstabbing & Betrayal

Don't you just hate it when you have the perfect chance to be a complete bastard to the other players, but have to restrain yourself? In this category you'll find games of shifting loyalties and tenuous alliances – you'll need to watch your back carefully and spend your trust wisely! Expect player-vs-player skulduggery, and possibly making enemies for life.

**Your choices will be verified
by THE ALGORITHM prior to
category allocation.**

*Our hackers have tried to
find out about this algorithm
of theirs... every last one of
them got fried. Stay safe.*

Wargames

Shouts of joy and curses at bad luck ring out across the room. Dice are rolled and lost and tape measures are brandished like the finest swords. It can only be wargames.

There is no required standard for painting or painting completion of your minis, however there will be additional points on offer for those who bring forces which are fully painted.

We will allow proxies for models/parts of models, however the proxy must be appropriate (no Rhino vehicles masquerading as Bastiladons) and consistent (if you proxy a weapon on a model, the same weapon must look the same on other models).

This year as always we limit the wargames teams to **three** people playing the same game per team. We are offering the following games, but please note that each game will only run if there is enough interest to make it viable.

Blood Bowl

The crowds cheer, roar, squeal, and bray, as the ball soars over the pitch. The players themselves give animalistic growls as they toss themselves into the fray. But, fantasy football isn't really a WARgame is it? That's where you are wrong! This is the bloodiest of our battlefields yet! Filled with mindless violence, brutal faceoffs, and hilarity, this game is not for the faint-hearted. Calling all brave or foolish coaches – gather your teams and get ready to play for fortune, renown and the adoration of the masses!


Bolt Action

Recreate the brutal battles of the Second World War on the tabletop. Field scores of brave men and mighty tanks and use all your tactical acumen and cunning to overcome challenges which would leave even the mightiest generals scratching their heads!

The Horus Heresy

The tragic clash of the loyalist and traitor legions of the Emperor's finest. Brother fights against brother in this thrilling depiction of the civil war

Drink new VanaCORP Bio-Nutrient Medium™ to give you all the energy and stimulants you need to keep working at your VanaCORP best, every day!



bleeding the Imperium of Man. The cradle of humanity shakes with the thunder of thousands of bolters and bitter rivals raise their battle cries over fields drenched in the blood of heretics and loyal Astartes alike. Pledge yourself to Horus or the Master of Mankind, and recreate the battles that changed the face of the Imperium forever!

Necromunda

Gangs of hardened criminals, low-lives and unmentionables tear across the gothic mega city of the future. Money, drugs, influence – everything can be gained or lost at the drop of a single shell, here a beggar can become king overnight and the highest lord fall prey to the machinations of a dark scheme. Rouse up your gang and battle through the labyrinthine hive city in the game of brutal skirmish combat!

Star Wars: Armada

The galaxy is in chaos, scattered remnants of the rebel alliance band together in defiance of the newly formed galactic empire. The memory of Jedi is now lost to myth. The only constant is the Emperor and the mailed fist of Imperial rule. A small band of rebels have gathered seeking to strike back at the Empire. Will they be successful? Play to decide in this game of fleet based tactics!

Star Wars: X-wing

While the monstrous starships devastate each other with planetary-grade munitions, the smaller fighters zip about in vicious dogfights. Pick your pilots and ships and win glory for the Empire or fight for the cause of the Rebellion!

Warhammer 40 000

In the grim darkness of the far future, there is only war. Countless solar systems burn with the fires of conflict, humanity is beset on all sides by the threat of xenos, heretics and mutants. The cold limbs of war machines wrestle with the powers of gods and daemons as mankind relies on the Astartes for its salvation and protection. Fight to the bitter end in glorious battles for the supremacy of the galaxy!

Warhammer 40 000: Kill Team

While mighty armies light up the sky and embattled starships blot out the stars, deep in the heart of cities, in underground bunker complexes and across hidden vaults teams of elite operatives wrestle for control of key objectives. Command a squad of tight-knit brothers, calculating machines or fanciful warrior-dancers – outsmart your opponent in high-stakes games of do or die combat!

Warhammer Age of Sigmar

The Mortal Realms, planes of existence which humans, Aelves, Duardin and all manner of fantasy races inhabit are under constant threat of Chaos. Mighty hosts of Stormcast liberate hundreds of besieged cities as further thousands fall to the grasping claws of the undead. Tides of frenzied Orruks drown out the cries of slaughtered masses and all across the insidious taint of Chaos seeps through the cracks in reality. Assemble a mighty force and do battle in this fast paced reimagining of the Warhammer world.

Warhammer Age of Sigmar: Warcry

From across the scattered Mortal Realms, Chaos cultists make their pilgrimage to the Eightpoints. Warbands of these often determined, always armed and rarely sane warriors flock in droves to prove themselves to their gods. Grab your warband and battle across desolate cities and wasted mausoleums in this lightning fast game of fantasy skirmish combat.

Warhammer: Underworlds

The mysterious city of Shadespire holds many wondrous riches. A cursed, desolate place filled with ghosts of the damned and memories of past tragedies, now flickering in and out of reality through the machinations of Nagash. Trapped inside are numerous warbands of righteous warriors, opportunistic adventurers and nefarious cults locked in a fight for supremacy, treasure and their own return to the outside world. Build a deck, grab your fighters and get ready for deep tactics in this hybrid skirmish/card game!

The new VanaCORP A.I.pilot™ neural implant lets you stay hard at work even while you sleep!
Legal waivers required.

Open Category

Our Open Category includes the LARP, the VanaCORP T.I.T.A.N. Initiative multi-category challenge, and - brand new to the 2020 Nationals – a Megagame!

We have a Facebook group [bit.ly/Nationals2020Open](https://www.facebook.com/bit.ly/Nationals2020Open) for any queries about any of the games in our Open Category, so if there's anything you want to know about the Megagame, the LARP, or the VanaCORP T.I.T.A.N. Initiative (or just want to chat about what your LARP character should wear!) please join and ask!

Megagame: "Running Hot"

What is a Megagame? Well, a Megagame is like a cross between a boardgame and a roleplaying game, with a little bit of LARP thrown in. Imagine if after every turn of Monopoly you went to actually negotiate your property deals, persuade the judge to let you out of jail, or win first prize in that beauty contest – then went back to the board to set up another turn! Or imagine a video game like XCOM, where you spend some time planning strategy on the global map before diving into a mission to get all your soldiers brutally killed.

It's better explained by this Shut Up & Sit Down video: [bit.ly/2IJsFxG](https://www.youtube.com/watch?v=2IJsFxG)

In Running Hot, 30 or more players will be enacting the history of the rise of the great megacorporations and charting the path that led us to this dystopian future! You'll be playing Corporate CEOs, heads of Corp security, top Corp scientists, or the shady gang members and black-ops mercenaries they hire to do their dirty deeds!

Accessibility: this will be fully wheelchair accessible, but you'll be very busy with little time to relax – including only short lunch breaks so we can keep the tension at fever pitch – so please bear that in mind.

We'll be asking for your email address so we can co-ordinate between all our players in the runup to the Nationals.

There's a limit of **four** entrants per team for the Megagame. Note that it can only run if we get enough players, so please choose your 2nd and 3rd preferences carefully just in case.

Live-Action Roleplay (LARP)

Welcome to the neon shadows of the dystopian future. Where the rain washes industrial effluent from the smog down into the slums. Where the megacorps discard more than they'll ever use. Where they look down from their chrome towers and think you're nothing more than cockroaches scurrying over their trash heaps.

They'll never know what hit them.

We'll be working hard to make this year's LARP as accessible as possible – both to players new to LARP and to players with accessibility needs – so if you've never tried Live-Action Roleplaying before and want to give it a try, we'd love to welcome you into the shadowy dystopia that is life under THE ALGORITHM! Please do be sure to tell us about all your accessibility needs either on your entry form or in private so we can make sure you're fully included in the game.

Limit of **two** entrants per team.

The VanaCORP T.I.T.A.N. Initiative

Target. Infiltrate. Takeover. Adapt. Neutralise.

Our elite black-ops programme will train you to be the ultimate corporate operative. Your tactical capacity and corporate loyalty will be tested in a full spectrum of deniable operations.

You may enter just **one** operative from your team for T.I.T.A.N. augmentation and programming. Expect everything from board gaming to roleplaying to speed painting (bring a paintbrush just in case) – but prior experience in all these is not required!

Accessibility: this will be fully wheelchair accessible, but it'll be a fast-paced frenzy of excitement (we have a *lot* of stuff we want to get you to do!) so might not be accessible to players who are looking for a more chill or relaxed experience.

VanaCORP:

Where you're free to be whoever we want you to be.

Index of all games

Board Games:

Competitive Board Games
Co-operative Board Games

Social Deduction
Twilight Imperium 4e

Card Games:

Magic: the Gathering

Role-Playing Games:

Action & Adventure
Anime
Backstabbing & Betrayal
Cyberpunk
D&D 5e - Legendary Heroes
D&D 5e - Massive Multiplayer
D&D 5e - New Adventurers
Divine Fantasy
Eastern Fantasy
Eldritch Horror
Gothic Horror
Grim Dark
Hard Science
High Fantasy
Homebrew
Humour
Low Fantasy
Modern Horror
Murder & Mystery
Mythic Fantasy
Paranoia
Pathfinder 1e / D&D 3.5
Post-Apocalyptic
Science Fantasy
Superheroes

Systemless
Time Travel
THE ALGORITHM's choice
Trust & Teamwork
Unique
Urban Fantasy
Victoriana/Steampunk
World of Darkness

Wargames:

Blood Bowl
Bolt Action
Horus Heresy
Necromunda
Star Wars Armada
Star Wars X-Wing
Warhammer 40 000
Warhammer 40 000 Kill Team
Warhammer Age of Sigmar
Warhammer Underworlds
Warhammer Warcry

Open:

LARP
Megagame
The VanaCORP T.I.T.A.N. Initiative

Entertainment!

Because you can't play games all the time!

Not with that attitude you can't!

We're planning a huge range of entertainments for the weekend – we'll be publishing full details of these closer to the event, but for now here's a sneak peek at what's in store...

Traders and Artists

After all, it'd hardly be the Nationals if you went home without lots of shiny new toys and a huge gaping hole in your credit card! We'll be inviting some old favourites and hopefully some new faces to sell you many beautiful things.

SPEND. CONSUME. REPEAT.

Support local artists!

Ceilidh Dance

The Traditional Nationals Annual Ceilidh* was hugely popular last year in Glasgow, and Sheffield is known for its vibrant folk scene, so we're bringing it back! If you've never tried ceilidh dancing before then don't worry, we'll make sure it's fully accessible to new people, and it's tons of fun!

*whoever ends up running the Nationals next year: yes, this is a hint!

Plus we'll have things like the much-loved Pub Quiz, movie nights in our Auditorium, evening videogames tournaments, karaoke, and plenty of general boardgaming and chillout space. Our Students' Union has two licensed bars, and we'll also have a café for people who prefer not to drink, so there'll be plenty of options to suit all tastes.

Your value to the company has been assessed by
VanaCORP Actuarial and is reflected on your mandatory
corporate life insurance policy.
Failure to pay your premiums may be grounds for termination.



Competitions!

This year we're giving you more ways than ever to win points towards your team's total!

Cosplay Contest

Come show off your finest cosplay skills in either of our Individual or Group Cosplay categories! You'll get the chance to present your costume and a brief performance on stage at one of our evening events, so get those sewing machines and drama lessons going!

Painting Contest

Display your most beautiful miniatures in our categories of Best Small Figure, Best Large Figure/Vehicle, Best Squad, and Best Army! Impress people with your skill and art style!

Scoring for these will be split between our panel of expert judges and an open vote of Nationals attendees. (This will be via photos we'll put online – don't worry, we're not planning to have every attendee pawing at your masterpieces!)

Speed Painting

What does everyone love even more than painting miniatures? That's right, painting miniatures with added time pressure and having to show the results in public! If you want to put your skills to the test, this is another way to win points for your team!

Please tell us on your signup sheet if you're interested in Speed Painting so we can make sure we have enough minis for everyone. And don't forget to bring your paintbrushes!

And who knows, we may announce even more ways to score points closer to the event!

Travel, Hotels, and Food

How to get here...

The 2020 Nationals is on the 24th – 26th April 2020, held at this address:

University of Sheffield Students' Union, Western Bank, Sheffield S10 2TG.

By car/coach:

If you're hiring your own coach, please arrange for drop off / pick up at one of the following:

Favell Road, S3 7QX – outside the Information Commons building.

Durham Road, S10 2JA – on the opposite road to the Q-Park.

Glossop Road, S10 2HP – outside Bar One (the south entrance of the Students' Union).

If you're coming by car, we would recommend parking at your hotel and using public transport or taxis to get to the University. Alternatively, parking is available at the Q-Park on Durham Road (S10 2JA, ~100m from the Students' Union) at a rate of £5 per day for Saturday and Sunday (£3 for Friday after 6pm).

By public coach:

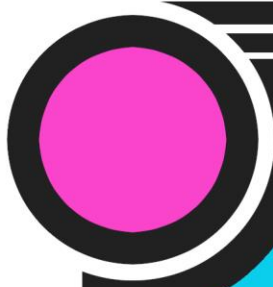
National Express and Megabus lines arrive at Sheffield Interchange, from where you'll be able to get a bus or taxi towards the University of Sheffield or to your hotel.

By train:

Sheffield has direct trains from the major rail hubs in the UK (London, Birmingham, Glasgow, and Manchester / Manchester Airport), and the Sheffield Supertram can take you directly from the train station to the University.

We will have some highly-visible volunteers on hand at the train station and coach station to help direct you where you need to go.

Why not show off your can-do attitude by being tested for organ donation compatibility with our senior executives?



Where to stay...

There are plenty of hotels in Sheffield so you'll have no shortage of options to choose from. Our Students' Union is located at postcode S10 2TG, so if you search based on there you should easily be able to see the most convenient places.

What to eat...

Our Students' Union has two bars and a café which all serve food, and which can cater to most dietary requirements eg vegan, gluten free, halal.

A little further afield, we have the University Arms (traditional pub that does superb food and ale, ~150 metres away from the Students' Union), several supermarkets and sandwich shops (~250 metres away), and a great many restaurants on West Street (~500 metres away).

*Keeping you hungry and thirsty
is their best way to control you.
Don't let their bright lights and
entertainments distract you from
what you need! Stay hydrated
and look after each other.*

Inclusions and Accessibility

We're committed to making this year's Nationals as inclusive and as accessible as possible, so we'll be trying our best to meet everyone's different accessibility needs as well as we possibly can.

Privacy & Confidentiality

While our signup sheet has a separate tab for you to tell us about your different accessibility needs, we appreciate that not everyone is comfortable sharing these with their societies as a whole, so we have a separate email address specifically for inclusions issues. If there's anything you'd like to ask our advice on or make us aware of, just drop an email to nationals2020inclusions@gmail.com (don't forget we'll need your name and your team name) and we'll do our best to help. Everything you tell us will be kept completely confidential – we may tell your GM with your permission, but that's it.

We will purge and delete this email address shortly after the event to ensure your confidentiality – we'll pass on to the next Nationals committee an overview of what sort of requests we've had in very general terms, but absolutely nothing that could be identified to any specific person.

Mobility

Many of the game rooms we'll be using are fully accessible, but unfortunately not all of them – some are also several minutes' walk away from the Students' Union where we'll be holding our Opening and Closing Ceremonies. Please make sure to tell us on your signup sheet if you have mobility issues, so we can put your game in an accessible room.

All our evening entertainments, food areas, and traders areas will be fully accessible. (Unfortunately one of our bars is only accessible from the other side of the building than everything else, but we'll have volunteers in place to help you move between the two if you need.)

We're planning to stream our opening ceremony so you'll still be able to watch it even if you need to go straight to your game room on Saturday

Always come to work with a smile! Don't forget to practice your VanaCORP Smile™ in the mirror so you can always look your VanaCORP best!



morning rather than head there after the ceremony.

Visual or hearing impairment

If you have a visual or hearing impairment, please let us know and we'll work with your GM to try to accommodate you – e.g. with high-contrast character sheets or by ensuring you're sat close to the GM.

Noise and Quiet

We will be streaming our opening and closing ceremonies, so we'll also have these showing in a different room for people who prefer not to be in the middle of all the cheering.

Our Students' Union has a designated Quiet Room on Level 2 which will be available for anyone who needs it - we'll make sure that this is well signposted during the event.

Gender Inclusivity

Our Students' Union has gender-neutral toilet facilities on Level 2, and we will also be working with our University and Union contacts to designate additional toilets in other buildings as gender-neutral for the duration of our event.

We will have pronoun badges available at registration and will be encouraging everyone to use them.

Religion

Our Students' Union has designated prayer rooms available. We note that our event coincides with the start of Ramadan – both our Interval Bar and Bar One will still be serving food shortly after sunset, and their range includes halal options. There are also several halal food places close to the Students' Union.

We'll be providing a range of entertainment options to suit all tastes, including a late café for people who prefer not to drink alcohol, and some chilled-out gaming space for people who prefer to avoid our louder and more boisterous entertainments.

Code of Conduct

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, in which everyone treats others with respect, dignity and care. 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 the event.

The Nationals is committed to being a welcoming, diverse and supportive community.

If you have concerns about an attendee's conduct please contact one of the organisers or one of our volunteers. Contact details will be provided in the at-event brochure during registration.

We will be using the University of Sheffield's Code of Conduct for this event (<https://www.sheffield.ac.uk/sss/student-code-of-conduct>) with a few additions. A brief overview follows.

General Misconduct

Attendees are expected to behave in a manner which is not threatening, offensive, abusive, indecent or violent (including sexual misconduct or abuse) and to refrain from the use of threatening, offensive or indecent language (this includes bullying of any individual or harassment of an individual based on protected characteristics such as race, gender, ethnicity, disability, sexual orientation) 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.

Self-care

It's easy to get carried away having fun at a big event and to forget to take proper care of yourself! Please at least make sure to follow the 6-2-1 rule: Get at least six hours of sleep, two decent meals, and one shower every day.



Remember to stay hydrated – there are water dispensers available in our Students' Union Building. Do ask for help if you need it – we have volunteers for a reason! Anyone in a volunteers shirt will either be able to help you or will know how to find someone who can.

Alcohol

Please exercise judgement if you decide to drink alcohol during the event. Our union's security staff can and will eject you from the premises if they decide you're drinking excessively or causing a disturbance to staff and/or other attendees. Please note that our union is also quite strict on ID requirements, so make sure you have ID with you if you do want to buy alcohol.

Respect

We expect you to behave in a respectful manner towards the other people at the Nationals. This includes respecting people's preferred pronouns, respecting their property (i.e. ask before you touch or borrow things, and be sure to return them in good condition), respecting their personal space (do remember that cosplay is not consent – and always ask permission before you take photos of people), and respecting that your GMs/Table Officers, event organisers, and volunteers all give up their time for free to make this event happen.

The Nationals Committee reserves the right to amend these rules at any time without prior or posted notice and reserves the sole right of interpretation.

In general, any action that is illegal, causes significant interference with convention operations or excessive discomfort to other attendees, or adversely affects the Nationals Committee's relationship with its guests, its venue, or the public is strictly forbidden and may result in revocation of attendance privileges.

Contacts

Our main email is studentnationals2020@gmail.com – please use this for general queries.

Entry forms for your team should be emailed to studentnationals2020+entryforms@gmail.com

You can download the team signup sheet from: bit.ly/Nat2020Team

Independent entry is by Google form at: bit.ly/Nat2020Single

We will be recruiting GMs via another Google form to be released shortly.

Our facebook page is <https://www.facebook.com/studentnationals/> – most announcements will be on here, but if you'd like to be added to an email list please fill in the form here: bit.ly/Nat2020MailList

We are also on Twitter: [@StudentNats](https://twitter.com/StudentNats)

For inclusions and accessibility queries you can contact us at nationals2020inclusions@gmail.com – this will be kept confidential and the email address will be purged shortly after the event.

Please tell us your full name and university/team if you're getting in touch with us so we know who you are!

Who we are:

Sheffield Not Only Dungeons & Dragons Society

Sheffield BoardSoc

Sheffield Wargames

Long ago, the three societies lived in harmony. But that all changed when the Nationals Committee attacked. Sheffield last hosted the Nationals back in 2013, so we're looking forward to welcoming friends and rivals to our beloved home town for a fantastic weekend.

We hope to see you all in April!

Obey the Corp. *Rebel with the Punks!*

At VanaCORP, you'll always feel like you belong.
Because we own you.