

PROGRAMME

TABLETOP SCOTLAND



**4TH TO 6TH SEPTEMBER
ROYAL HIGHLAND CENTRE**



**WWW.TABLETOPSCOTLAND.CO.UK
AT THE HEART OF GAMING IN SCOTLAND**



Come See Us On Stand B-01

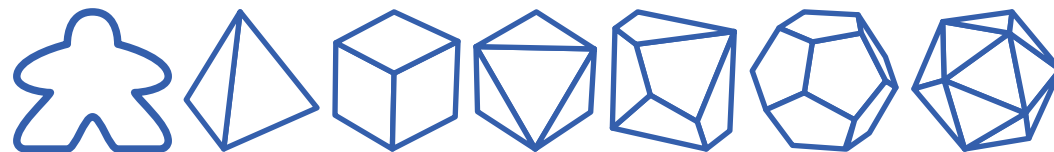


Come pick up a copy of the Revised Edition of Rosebyrne Manor from us. We will be running demos of the game all weekend, and will have New Character expansions including a Convention Exclusive Character and New Power Sources! You will also be able to grab a copy of the rule book in print while stocks last!

This year we have two new Flavours in our Gamer Coffee Range, as well as single serving Coffee Bags of all our flavours.



We will have our Singles Folders with us this year, with over 10,000 cards for you to look through with cards ranging from Beta all the way through to the latest set The Hobbit! Pop Along and See us to nab that elusive card or scratch that MTG Itch!



HELLO!

Welcome to Tabletop Scotland 2026!

Each year we host this we look at what we could do better, and what small things we can do to improve your experience of the convention. 2025 felt (to us) like a much better event because of what 2024's event taught us. We hope those of you who attended in 2025 will agree that we made various improvements.

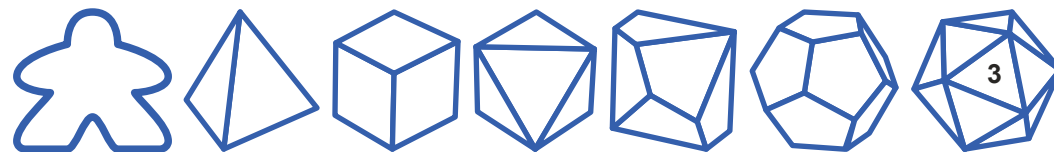
You feedback helps us to refine the convention, year on year, looking at tweaks and at times slightly bigger shifts we need to take to meet your needs. Naturally we have some goals of our own that we look to achieve each year, but these are shaped by your feedback both during and after.

So with that in mind you may notice a few key differences this year, all fairly subtle we think, and mostly involving how we use the space in the Highland Hall to greatest effect.

As always we have a fantastic collection of exhibitors and events to entertain you, as well as refining the catering, games library and other elements.

Cheers,

Dave, Gemma, Simon, and the Johns.



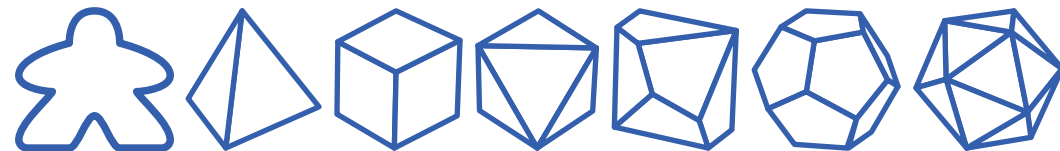
ELEMENT GAMES

GLASGOW STAND G-01

49-53 Union Street,
GLASGOW, GL 3RD

Visit us on
stand A-01

Come
and
play!



CONVENTION HOURS

Opening Times / Front Desk

- Friday: 12:00 – 23:00
- Saturday: 10:00 – 23:00
- Sunday: 10:00 – 18:00

Exhibitor Trading Hours

- Friday: 12:00 – 18:00
- Saturday: 10:00 – 18:00
- Sunday: 10:00 – 17:00

Open Play / Main Hall Hours

- Friday: 12:00 – 23:00
- Saturday: 10:00 – 23:00
- Sunday: 10:00 – 17:00

Games Library

- Friday: 12:00 – 22:00
- Saturday: 10:00 – 22:00
- Sunday: 10:00 – 16:00

Bring & Buy

- Friday: 13:00 – 16:00

Drop Off Only

- Friday: 17:00 – 19:00

Buying & Drop Off

- Saturday: 11:00 – 18:00
- Sunday: 11:00 – 16:00

Drop Off from 10:00

Drop Off from 10:00

Cash Out By 14:30 Sunday

Quiet Room

- Friday: 12:00 – 21:00
- Saturday: 10:00 – 21:00
- Sunday: 10:00 – 16:00

Other timings are listed
elsewhere in the programme

Convention Team wear Yellow t-shirts.

Have a question or need any assistance, then they can help. Their names are on the back of their t-shirts.

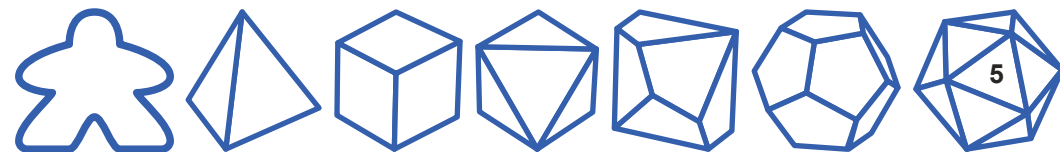
Senior Volunteers wear Orange t-shirts.

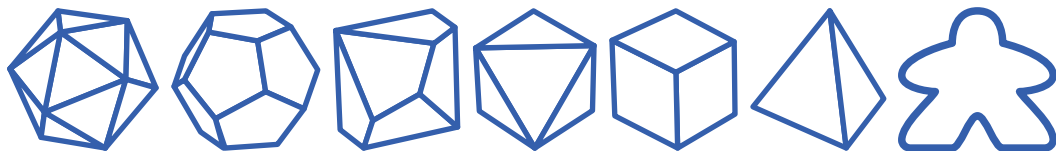
They have specific responsibilities at the convention, and will be happy to help with anything you need. Their names are also on the back of their t-shirts.

Volunteers wear Red t-shirts

The team who make sure every part of the convention works, and are happy to help you.

Everyone involved in hosting Tabletop Scotland is a **volunteer** in one way or another.





GENERAL INFO

Can I bring my own food and drink?

We have multiple food and drink options onsite.

If you **need** to bring in your own food or drink, please ensure that it is in an appropriate container. There is no food heating equipment onsite. Our food trucks cater to most dietary needs and there are outlets for hot, cold and alcoholic drinks.

Things you cannot bring:

- alcohol, controlled drugs and narcotics
- weapons, sharps (scissors / knives), and other potentially improvised weapons
- glass containers

Can I bring my pet?

Assistance animals are permitted onsite. Please have the appropriate documentation should we need to ask for it.

Venue Parking

£10 per day at the North Car Park. Overnight parking is not permitted.

Disabled parking is free.

Venue Accessibility

The North Car Park has spaces for Blue Badge users. The turnstiles have a dedicated queue for those with accessibility needs. The Highland Hall is split over two floors:

1. Ground floor inc Main Hall is flat.
2. First floor where RPGs and BotC events are held has a lift suitable for wheelchairs.

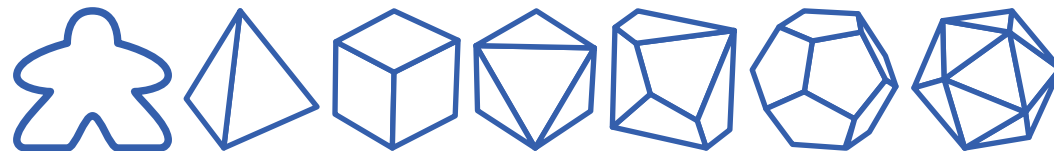
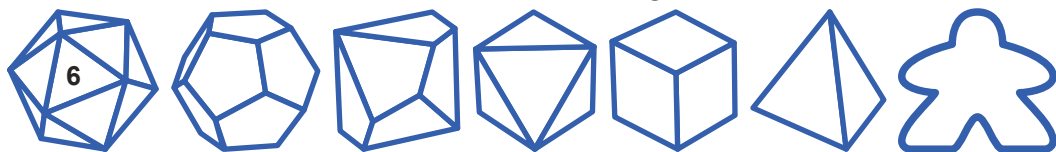
Disabled toilets are at the front & rear of the hall.

Quiet Room

We have a dedicated Quiet Room just off the Main Hall.

Cosplay Guidelines

Cosplay is not consent. Ask permission before taking photographs.



We have a zero tolerance for nudity. If your Cosplay could be deemed as offensive, do not wear it. Any violation will result in you being asked to leave.

Cash or Card?

Exhibitors, food & drink and the front desk can take cash or card.

The Bring & Buy is a **cash only service** and the Games Library requires a **£10 cash deposit**.

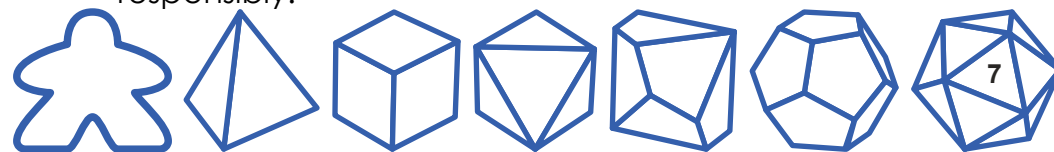
There is no cash machine. The nearest options are at the Airport and the BP Petrol Station on the A8.

Our event is a safe space!

Buying a ticket, means agreeing to our Terms & Conditions and Code of Conduct. Report incidents to **Orange** or **Yellow** shirts.

Other General Info

1. Wear your convention badge when onsite.
2. Alcohol from the bar is permitted throughout the venue, please act & drink responsibly.



3. First Aid is in the foyer, let a **Red, Orange** or **Yellow** shirt know if you need help.
4. Smoking / Vaping is not permitted indoors. Use the designated area at the **front** of the venue.
5. Free Wi-Fi is available.
6. Lost something? Check at the front desk. If you find anything that may have been left behind, inform a **Red, Orange** or **Yellow** shirt. We are not liable for items lost.
7. Taxis:

CAPITAL CARS

www.capitalcarsscotland.co.uk

Call 0131 777 7777

CENTRAL TAXIS

www.taxis-edinburgh.co.uk

Call 0131 229 2468

CITY CABS

www.citycabs.co.uk

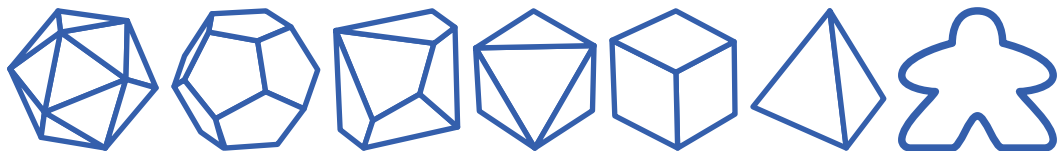
Call 0131 228 1211

ALL THE FIVES

www.allthefives.taxi

Call 0131 555 5555

Uber also operates in Edinburgh.



FOOD & DRINK

Food Trucks

Our supplier caters for a wide range of food to suit all dietary needs.

Every food truck, inside and outside the venue, has a Gluten Free (except donuts), Vegetarian and Vegan option, as well as a kids option too.

Bar

The bar has alcoholic & soft drinks.

Drinks can be taken anywhere onsite, including the grass area outside.

Under 18s are permitted in the Bar, with a responsible adult.

In Hall Cafe

Inside the main hall, we have a coffee truck and a delicatessen truck serving hot & cold drinks along with healthy snacks and cakes.

The in-hall cafe has a dedicated seating area, where **no gaming is permitted!**

Food Trucks

Fri: 12:00 – 21:00
Sat: 09:00 – 21:00
Sun: 12:00 – 16:00

Bar

Fri: 12:00 – 22:00
Sat: 11:00 – 22:00
Sun: 11:00 – 16:00

In-Hall Cafe

Fri: 12:00 – 20:00
Sat: 09:00 – 20:00
Sun: 09:00 – 16:00

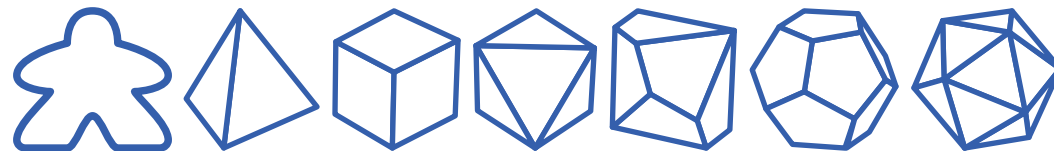
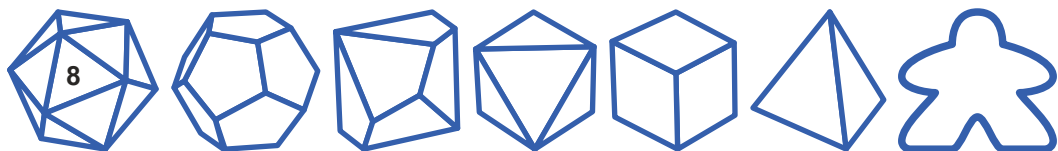
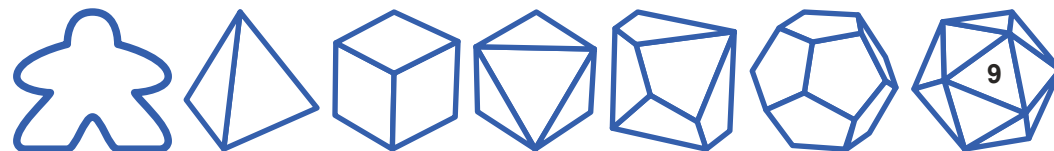
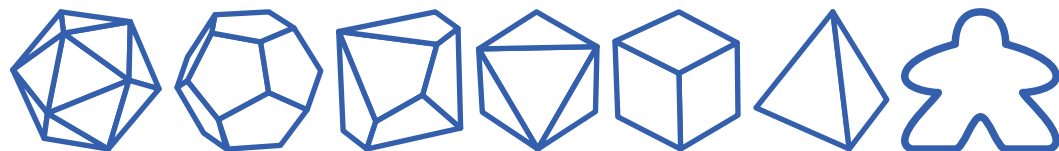


PHOTO BINGO!

Capture your memories of the convention in a photo, then share on social media with the #TTS2026 hashtag!

DEMOING A GAME	MEET A GAME DESIGNER	FOOD OR DRINK	SOME GAMER BLING	RED SHIRT
YOUR HAUL	FINISH LAST PLACE IN A GAME	PLAY WITH SOMEONE NEW TO YOU	WIN A GAME	YOUR CHARACTER
ORANGE SHIRT	SOMEONE TELLS YOU TO DRINK WATER		BUY A GAME YOU'VE NEVER HEARD OF	BRING AND BUY
GAMES LIBRARY	CHARITY STALL	GET HIT BY A GAME BAG	GRAB A BARGAIN!	DICE
IT'S SO SHINY!	TEACH A GAME	PAINTED TABLETOP SCOTLAND SIGN	YOUR FAVOURITE EXHIBITOR	YELLOW SHIRT





Edinburgh Board Gamers 10 Years of Play & Community

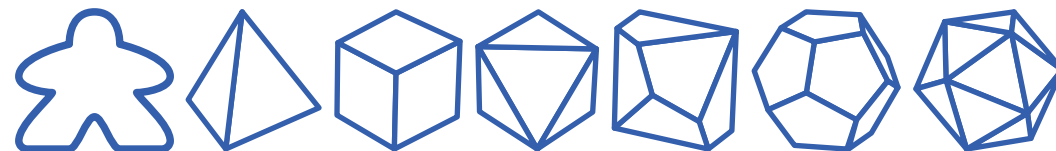
Who Are They? What is thought to be Edinburgh's largest board games club grew from a few friends playing in a pub to a vibrant community attracting 100–120 people every Friday night. The club also hosts quarterly all-day charity fundraisers drawing around 200 gamers, alongside smaller satellite and online events.

The group is currently celebrating a 10-year partnership with the Grassmarket Community Project (<https://grassmarket.org/>), a local charity supporting homeless people, vulnerable adults, and community development. The Grassmarket Community Centre became the club's primary host after it outgrew its original pub venues. Despite this expansion, the club maintains its relaxed pub-style atmosphere, serving as a social hub for local hobbyists and visiting gamers.

Whats it like? The experience is informal, featuring everything from big chunky euros to social deduction hits like Blood on the Clocktower. With ~100 attendees, finding a group with similar tastes is easy. While some pre-arrange games, most players form tables with whoever is free.



MEETUP.COM/EDINBURGH-GAMERS
PATREON.COM/EDINBURGHBOARDGAMERS

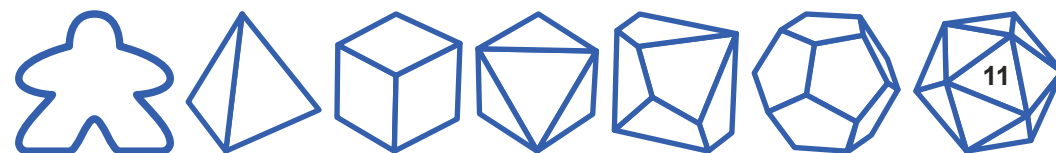


Arrival times are flexible, though longer games usually start earlier. Entry is free to ensure inclusivity, with venues supported through food and drink sales, donations, and charity events. There is no pressure to spend money, keeping the environment friendly and open. Organisers wait near the entrance to greet newcomers, knowing that meeting new people can feel daunting. Regulars actively help new members settle in, and with "looking for player" flags plus a small games library on site, connecting with others is straightforward. This hopefully makes it a great place to meet other players (and yes, its fine to poach players, that's sort of the point 😊).

Where Can You Find Them? Events are arranged via Meetup.com (QR Code!) and mainly held at the Grassmarket Community Centre, which offers a bottle bar and pub grub. When the centre is unavailable during Christmas and the Edinburgh Fringe, sessions usually move to the Hampton by Hilton at Fountain Park.

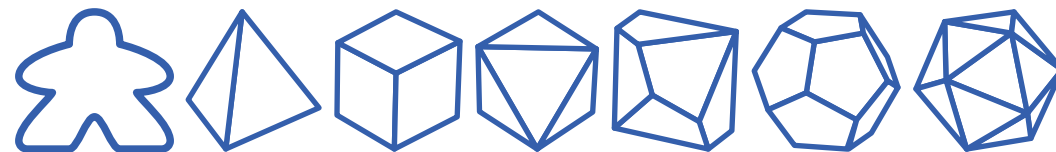
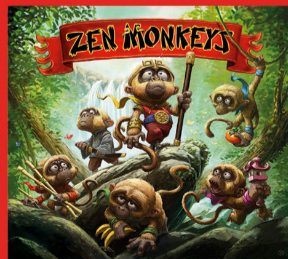
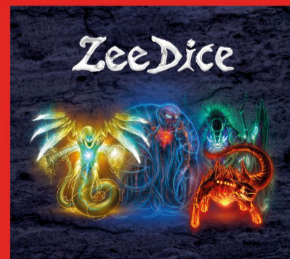


Finally, to any of our regulars reading this. Thank you for all you have done for us over the years. 10 years is an incredible milestone to have achieved, and we are immensely proud to have reached it with you all. Thank you for every time you have brought and taught games, made newcomers feel welcome, and for just keeping the community alive. We literally couldn't have done it without you. Its been phenomenal seeing all the friendships and relationships bloom over the years.



DREAMESCAPE

DEMOS ALL
WEEKEND



BRING & BUY

The Bring & Buy is a fantastic way for you sell games that you're not playing anymore and buy games that are out of print / stock! It's also a great way to support our charity partner. While at the convention you can check what's available and monitor what you have sold via our G.A.M.E. system - <https://game.tabletopscotland.co.uk/>

Please note: The Bring & Buy is a **CASH ONLY** service.

General Overview

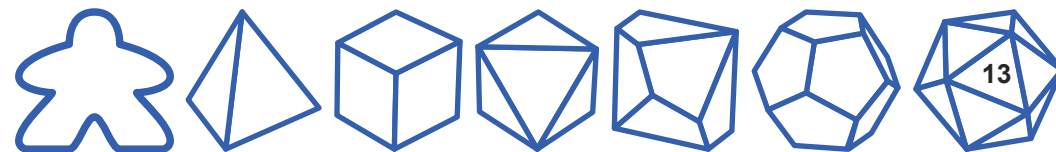
- **CASH ONLY!**
- All items must be in the G.A.M.E. System prior to bringing them to the Bring & Buy. You will need to register for this.
- Items are only visible for **online** browsing **once they have been processed by us at the convention.**
- At peak periods, we may limit the number of people in the bring & buy, or browsing time, to keep things moving.
- No reservations, or holds, are possible.
- During the convention you can view what's available via the G.A.M.E. System.
- **Drop Off & Cash Out is now separate from the general queue.**

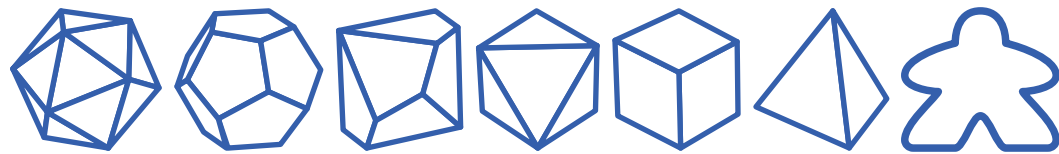
Full details: <https://tabletopscotland.co.uk/play-2026/bring-buy-2026/>

Timings

- Friday: 13:00 – 16:00
Drop Off Only
 - Friday: 17:00 – 19:00
Buying & Drop Off
 - Saturday: 10:00 – 18:00
Drop Off from 09:00
 - Sunday: 10:00 – 16:00
Drop Off from 09:00
- Last Cash Out 14:30 Sunday.

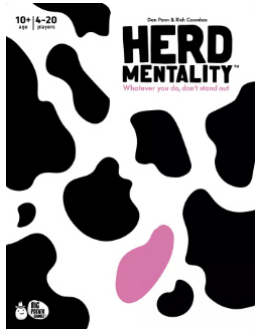
The Bring & Buy is sponsored by Ancient Robot Games. We will be selling their bags in the Bring & Buy, with proceeds going to our Charity Partner.





More than just fun! Asma

When we first started our game nights, I never imagined how much they would come to mean to me. I initially thought it would just be a simple, fun evening with work friends, but it has turned into something so much more meaningful than I ever expected.

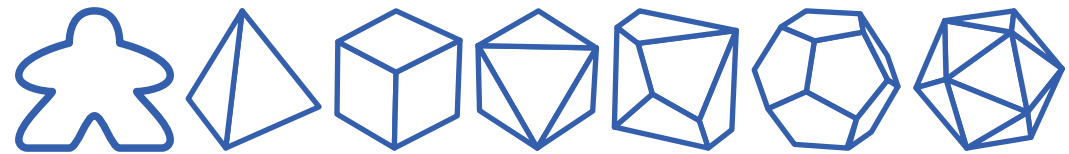
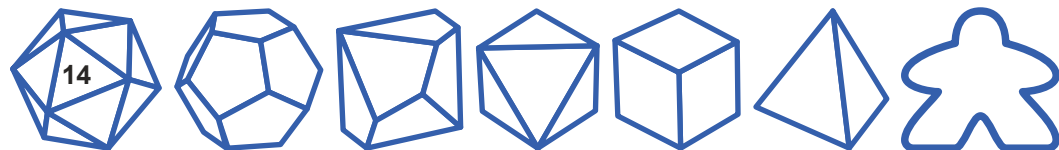


Life gets so busy with work, family commitments and everything else that comes our way, so having the dedicated chance to switch off for a few hours was something I really appreciate. We gathered around the table, ate together, laughed until our stomachs hurt, and completely lost track of time. Sitting together made it a wonderful escape from our usual daily routine.

The games definitely brought out our competitive natures! We saw entirely new sides of each other that we had never witnessed at work, and we fully embrace it. There was always plenty of friendly banter, endless laughter, and more than a few surprise winners.

What made the experience even more special was seeing our families gradually become part of it too.

Before long, our children were joining in alongside the adults, and discovering their own favourite games to play.

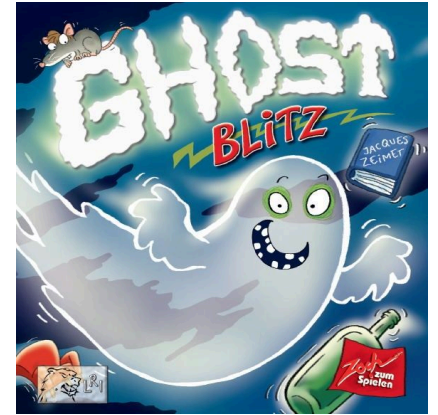


It was lovely watching everyone, regardless of age, having so much fun together sat around the same table.

It made me realise that tabletop games are not simply playing a game; they are about bringing people together and making genuine time for one another.

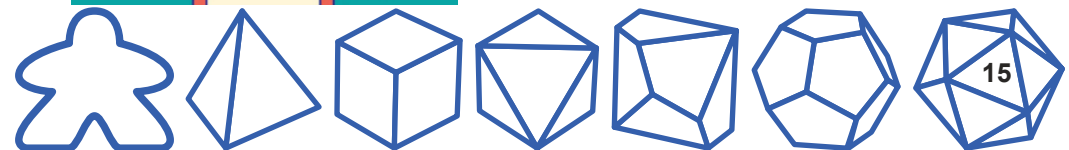
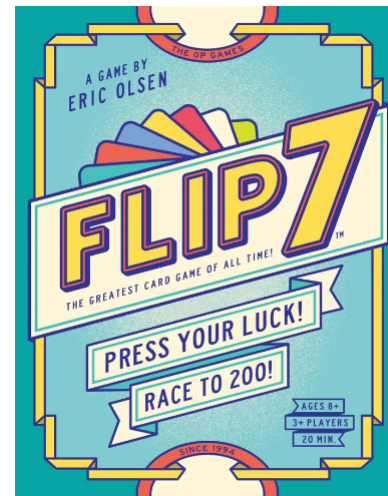
What started as a few colleagues getting together for a fun night has grown into genuine, deep friendships between our families.

We have got to know each other outside of work, and families have built their own strong friendships. Those evenings have become an important part of how we spend time together, and something we all look forward to.



Looking back on how this started, I know I won't remember who won each game, but I will always remember the laughter, the conversations, and the memories we have created together.

Tabletop gaming has given us so much more than just a fun night together; it has brought our friends and families closer together, strengthened our friendships, and created memories that I know we will all treasure for many years to come.

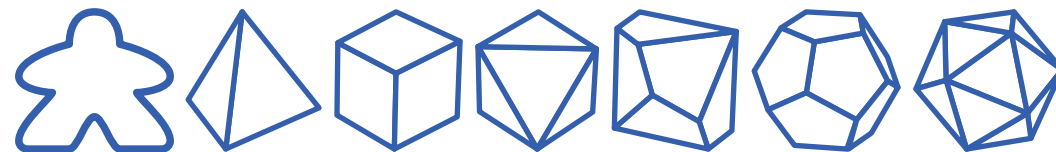


We are bringing goodies from Hungarian artists to you!

@wolfandpoppy_relics

@mimic.tavern

@sirindoodles



CHARITY PARTNER

Each year Tabletop Scotland raises money for a charity that has a connection to the team in some way. Since 2018, thanks to your help and donations, we have raised over £36,000 for Scottish charities. This year we're partnering with Scottish Huntington's Association.

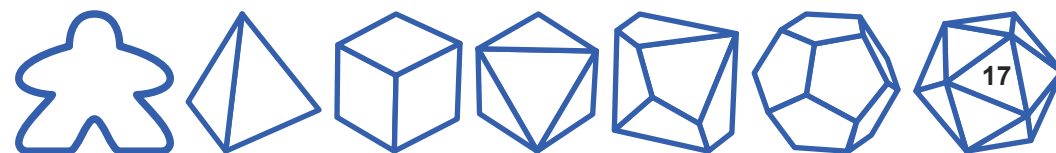
Huntington's disease is caused by an inherited faulty gene that damages the brain over time. People with the disease can eventually lose the ability to walk, talk, eat, drink and care for themselves, requiring specialist support from those who understand the condition. The disease is genetic, meaning it is passed down from one generation to the next. It therefore impacts entire families over generations rather than individuals alone. Anyone with a parent who has Huntington's has a 50% risk of inheriting the condition from them.

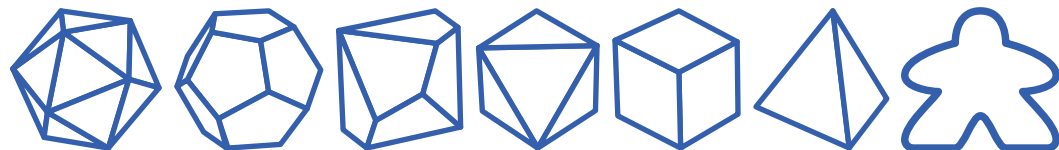
Scottish Huntington's Association is the only charity in the country exclusively dedicated to providing expert and personalised support for those impacted by Huntington's disease. Donate here: <https://www.justgiving.com/page/tabletop-scotland-2026>

In Aid of



Specialist support for Huntington's disease families





Scottish Huntington's Association

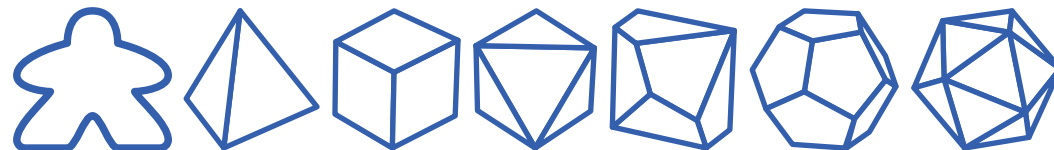
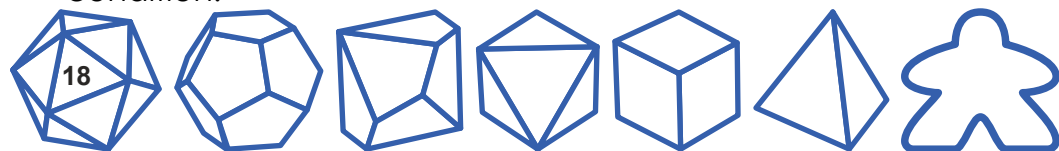
We're delighted to be Tabletop Scotland's Charity of the Year for 2026 and to be part of this fantastic celebration of games, imagination and community.

At Scottish Huntington's Association, we believe that communities have the power to change lives. That's why we're so excited to partner with an event that brings thousands of people together through a shared passion for tabletop gaming. Over the convention weekend, we'd love you to stop by our stand to learn more about Huntington's disease, and discover the work we do across Scotland.

We invite you to help us defeat the dragon Hellfire Henry through our fundraising games. Whether you're brewing potions, rolling our virtual dice or simply stopping for a chat, you'll be helping us make a real difference.

Scottish Huntington's Association is the only charity in Scotland dedicated exclusively to supporting people impacted by Huntington's disease, a rare, hereditary neurological condition that affects movement, thinking processes and mental health. This can cause people to lose the ability to walk, talk, eat, drink and care for themselves, requiring specialist support from those who understand the condition. The disease is genetic, meaning it is passed down from one generation to the next. It therefore impacts entire families over generations rather than individuals alone. Anyone with a parent who has Huntington's has a 50% risk of inheriting the condition from them.

Across Scotland, we provide specialist services that support people living with Huntington's disease, those who are at risk of developing it, young people growing up in Huntington's families, and loved ones caring for someone with the condition.



Our Huntington's Disease Specialists, Youth Service and Financial Wellbeing Service work alongside families at every stage of their journey, helping them navigate the unique challenges that Huntington's disease brings. Because Huntington's disease is rare, many people have never heard of it. That's why awareness is so important.

Every conversation helps people better understand the condition, reduces stigma and ensures that no family feels alone. This partnership is about more than fundraising. It is about bringing together two incredible communities to create greater awareness, compassion and support for families living with Huntington's disease.

A huge thank you to the Tabletop Scotland team for choosing Scottish Huntington's Association as your Charity of the Year, and to every attendee, volunteer and exhibitor who supports us throughout the weekend. Your generosity will help ensure that families impacted by Huntington's disease continue to receive the specialist support they need, when they need it most.

Enjoy the convention, have fun exploring everything Tabletop Scotland has to offer, and if you see us around the halls, please come and say hello. We'd love to meet you.

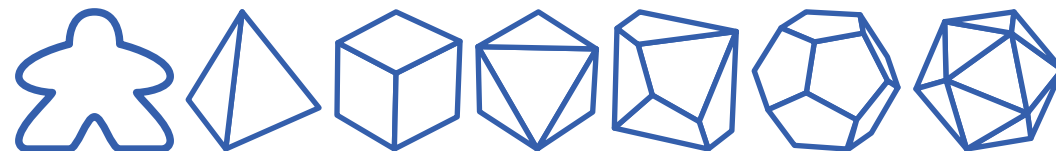


Specialist support for Huntington's disease families

HABA

Family Zone

A-02 & I-01



BOARD GAMES LIBRARY

Looking to play a game before you buy it?
Come to the Board Games Library and do exactly that.
<https://game.tabletopscotland.co.uk/library/games>

How to use!

- A £10 **cash** deposit & your mobile number to get your library card
- Choose a game
- We scan game & card
- Find a table and PLAY!

Finished using the Library?

- Return any games and hand in your card
- Get back your deposit, or donate to our charity

Opening Hours

- Friday: 12:00 - 22:00
- Saturday: 10:00 - 22:00
- Sunday: 10:00 - 16:00

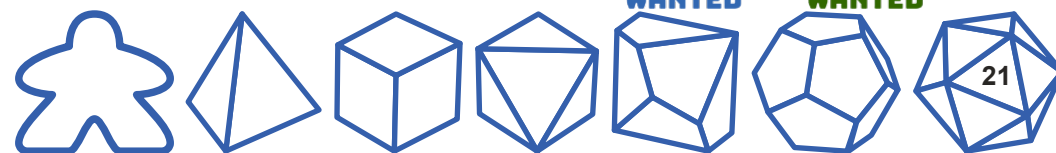
Return games before closing!

Note: Games must not be removed from venue

FIND GAMES & GAMERS

Aside from random encounters, here's how to find games and gamers.

1. Game Finder: Sessions are listed on the Game Finder, or add your own: <https://game.tabletopscotland.co.uk/>
2. Signs: Use our Players Wanted and Teachers Wanted signs. You can pick these up at the Games Library.





Unleash the chaos anywhere



Visit us at www.play-it-now.co.uk



DEATHMANTER

A COMPETITIVE DARK FANTASY
ENGINE-BUILDING CARD GAME



JOIN THE
KICKSTARTER



CREATED BY
JOE GREEN



FIND US
& ROLL FOR
FREE PRIZES

www.diceandgoblin.co.uk



We are a small independent business in East Fife! We began as a **pet store** and, over time, expanded to offer products for **hobbyists** and pet lovers alike. Whether you're looking for **tabletop gaming merchandise**, **hobby supplies**, or **something for your favourite companion**, we'd love to welcome you. Browse our fantastic range online or visit our physical store. After all, **Every adventurer needs a companion!**

Why not come by and say hi
at this year's
Tabletop Scotland?

What we offer

- Metal, inlays, resin and alternative D&D dice
- Role-playing games & accessories
- Natural dog treats
- small animal supplies
- Pokemon/ Magic trading cards
- Yarn & Craft Supplies
- Warhammer kits & paints
- Much, much more!



Screen-free learning games

NoFussFun

Curiosity + Laughter = Learning



Find us at the demo tables

Come and play!



<https://nofussfun.co.uk>



26.2

Subscribe to be
on the start line!

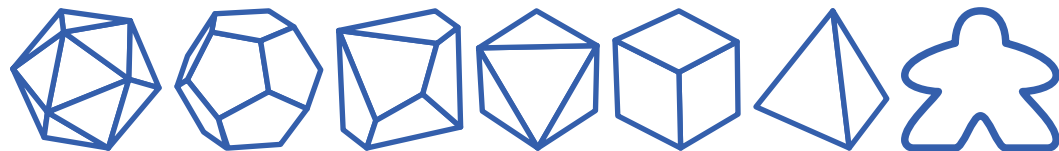
THE TACTICAL
RACE GAME **COMING SOON**

**BUILD YOUR FITNESS
ACE YOUR TRAINING
PLAN YOUR PACE
MANAGE YOUR ENERGY
PUSH TO THE FINISH
TRAIN HARD
RACE HARDER**



www.strongpointgame.co.uk





I'm here, I'm queer, and I roll dice. **by Kieran Wilson**

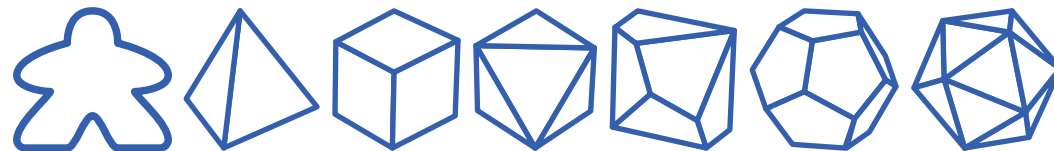
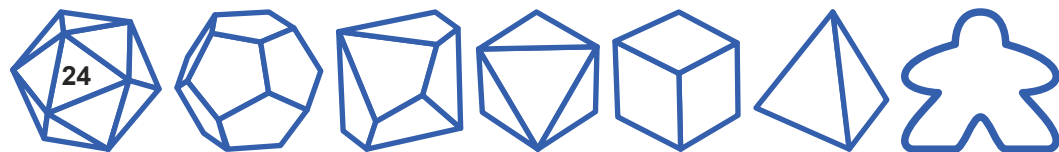
Being gay in this hobby hasn't always been easy.

It isn't easy now of course; but particularly in my own case in the late 00s it wasn't what I would call a walk in the park. It's not as though there was open hostility or homophobia. Dave, the illustrious head organiser of the convention, was the owner of my very first Friendly Local Game Store in Fife; and the atmosphere he curated there was bright, welcoming, and fun.

However, it wasn't without its difficulties. I'm not going to name names or shame people directly - some may even be reading this - but needless to say that comments were made. I was an effeminate teenager with long auburn hair, a penchant for anime, and a burgeoning love for D&D; and this drew remarks from clientele who were nearly twice my age! I know now, and knew then, that these comments were inappropriate, especially considering I wasn't "out" at the time, and wasn't of legal age. But these were (one presumes) straight men making pseudo-passes at a young man who wasn't even sure of his own sexuality.

I never really mentioned to Dave how much these things bothered me - these microaggressions were coming from older customers who spent far more of their money at his shop than I did. And there weren't any other gay people I knew of in the shop community I could talk to. The shop community was very straight male, at least to my knowledge. So things slipped by the wayside.

Alas for us all, Dave's shop closed its doors and soon after that I left Fife for a time to go to university. Funnily enough for a lot of the time I was in the Athens of the North (Edinburgh) I didn't game in-person; but what I lacked in that area I made up for in the online sphere. Roll20 had just come out, and finally playing D&D and Pathfinder online was not only possible, but relatively smooth. I noticed something as the years moved on. Of course, my groups were self-selected, but I noticed more and more that I was playing with other people like me. Many of my party members were trans people, or likewise in the LGBT community. Then came my return to physical play through GEAS, the University of Edinburgh's RPG society, where many people in my diverse playgroups were queer.



We had, of course, just begun to enter what we now call the RPG renaissance. The Adventure Zone podcast by the McElroy brothers, and of course Critical Role had inspired a brand new demographic of people to engage in the roleplaying hobby; many of whom were like myself - young millennials or early Gen Z who were thirsting for social interaction.

Once I had graduated, I saw the diversity in the tabletop space explode, continuing to attend GEAS; and once I moved back to Fife, playing again online. I helped to run a West-Marches style discord server for avid D&D players for over two years, and we had a great time playing games together - many of us LGBT of some stripe or another.

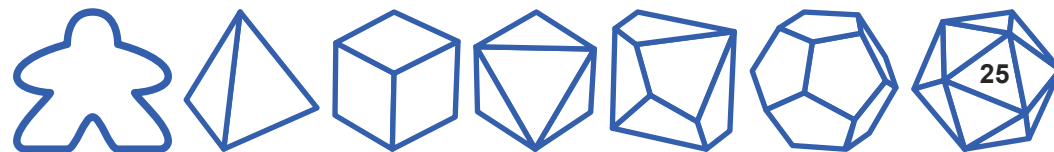
COVID and several years have passed since then, and with me joining the Adventurer's League DMing team at Tabletop Scotland over the last 5 conventions, I have seen many players at many tables, of all ages, genders, races, and sexualities - and this has been mirrored by the huge number of queer writers, designers, and artists I have seen in the exhibition halls; both here and at UK Games Expo.

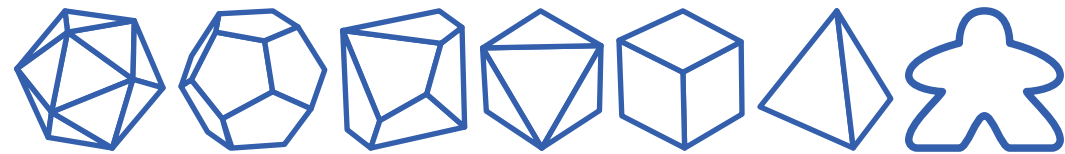
Last year, Tabletop Scotland hosted its first LGBT+ mixer event on the Friday night of the convention. From talking about a group of gentlemen who looked like Mumford and Sons; to Celine Dion; to Trains and Ticket to Ride; we had a wonderful evening where - and I can only speak for myself - I felt comfortable, safe, happy, and that I belonged in this space within a space in the tabletop community.

It's a scary time to be queer right now. Right wing politics is on the rise; fearmongering by the "Gender Critical" movement is reaching new highs in the UK particularly; young people's access to information about their own identities is at risk under the guise of "keeping them safe"; and just over a month ago, a terrible attack at Berlin's "Christopher Street Day" has the LGBT community feeling on edge.

But from the amount of change we have seen in the last two decades in the tabletop community, I know that in this space, together, we are here to stay.

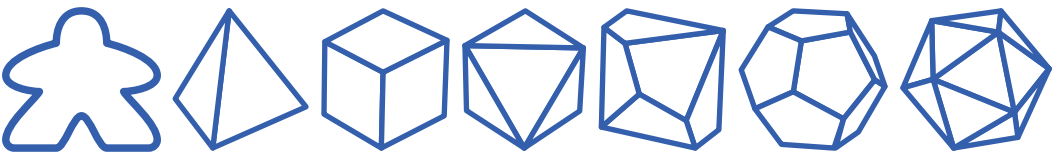
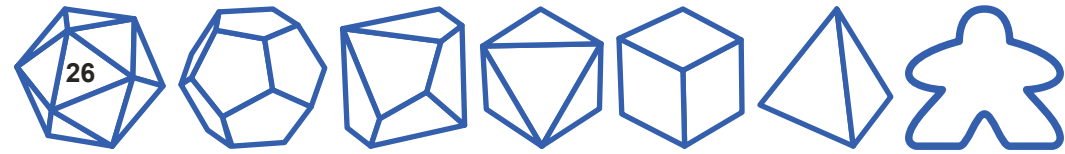
We're here, we're queer, we roll dice. Get Used To It.





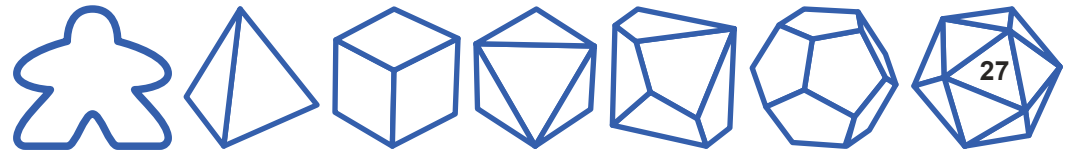
PLAYTEST ZONE - SATURDAY

Game Name	Start	Finish	# Players	Description
Dead End	11:00	14:00	2	Dead End is a fast-paced, cooperative zombie horde shooter for 2-4 players (limited to 2 for the demo) that blends tactical positioning, dice-driven combat with a risk/ reward mechanic, and escalating pressure into a cinematic action-horror experience. Players control unique Survivors, each with unique starting and upgrade abilities, fighting through ever-growing undead hordes. Combat is dice-heavy and dynamic. Enemies don't always wait their turn, but reactive fire, interrupts, and sudden spawns keep the tension high even when it's not your activation. As the fight intensifies, Survivors unlock powerful abilities, customise weapons, and improvise with scavenged equipment. Stress, wounds, and panic push players to the edge, forcing hard choices between control and chaos. In the demo mission, two players will rescue three lost civilians and escort them safely to the extraction point before the horde overwhelms them. The game features a large play area, Survivor dashboards, custom standees and lots of colourful dice and item cards. This isn't a slow, grim survival crawl. Dead End is about pace and teamwork, and improvising your way out of a bad situation. The apocalypse is loud, messy and fun.
Onex	11:00	14:00	2 - 5	ONEX is a quick pattern-matching card game with a light sci-fi theme. On your turn you flip cards from the deck, usually three at a time, revealing different Earth animals and symbols. Players race to spot matching patterns that form valid combinations. If you call it correctly, you claim a crystal card. The first player to collect two crystals wins. In the story behind the game, a distant planet called Onex has suffered a catastrophe, and its sentient life now exists as drifting particles of dust. Somehow, information about Earth's animals can be used to help restore their world. Whether you are guiding these unseen intelligences or helping them from the outside is left open, but every combination you find brings Onex closer to recovery. Quick to learn and play, ONEX is about observation, pattern recognition, and timing under pressure.
Deep Trouble	11:00	17:00	2 - 4 (3-4 preferred)	Deep Trouble is a fast push-your-luck risk taking mining adventure for 2 to 4 players. Compete with other players to delve as deeply as possible and plunder the most valuable diamonds. But reach too far and you might end up with nothing!
Match 5!	11:00	12:30	3 - 7	A quick and easy to learn card and dice games which is fun for all ages. Play cards to build a target number (or range), then roll the dice. If you hit the target, you gain points! Flip. Roll. Win.
Artifacts of Linnmarsh	11:00	14:00	4 - 6	Artifacts of Linnmarch is a capture-the-flag style board game for 4-6 players. Lead your faction in a sprint across the continent of Erde, claim the Artifact of Linnmarch, and race home before your rivals can stop you. Featuring asymmetric factions and plenty of dirty tricks, players must outmaneuver and sabotage one another in the race for the Artifact. But beware — Orcs are roaming the land and would like nothing more than to steal the Artifact for themselves.
Mercenary	11:00	14:00	2-6	Fight for a profit and waste your rivals as you offer your gun for hire to eight murderous factions. Assault, infiltrate and compromise targets across four regions and dozens of contracts. Impress your employers and you can retire rich and comfortable under their protection... or hunt down your colleagues in cold blood. Some mercenaries will rely on brute force and heavy weaponry, while others use their trickery or technical expertise to outpace and outmanoeuvre their opponents. Choose your gear, weapons and associates as you rise through the ranks – but watch your back. You're not the only killer making a living.
Farm Tycoon	13:00	14:30	1-2	Farm Tycoon is a 1-2 player farming board game where players grow crops, produce milk, flour, and yogurt, and sell goods to a local farm shop. The game features individual player boards and pawns, offering a tactile and strategic tabletop experience. The game using 20-sided dice, card-drawing, and tokens to blend strategy and chance. Relaxing yet challenging, it's designed for small groups or solo play and offers a fresh take on resource management, farm development, and interacting with the other farmers.
The Alterra TCG	14:15	17:15	2	The Alterra Trading Card Game. Take control of your own adventure and race to achieve your party's objective before your adversaries achieve theirs; initiate your Characters, play your Adventure Cards, and defeat your opponent. The Alterra TCG is a deck-building strategy game where every decision shapes your journey. Construct your party, customize your deck, and adapt your tactics as you explore adventures, overcome challenges, and outmaneuver your opponents on the path to victory.
Explorers of the Lost Isle	14:15	20:15	4	Explorers of the Lost Isle is an asymmetric tile flipping exploration game set on an island terrorised by an evil dinosaur spirit. 3 players will be tasked with stopping the evil dinosaur by throwing its buried bones in a volcano! 1 player will play as the evil dinosaur spirit, whose goal is to remake their physical form by stealing the souls of the explorers!
Happy Valley	14:15	17:15	3 - 5	Compete to build the most successful biome, strategically benefitting from neighbouring creatures and plants, while your actions often help your opponents as well. Happy Valley is a tableau building game where players add cards to their Valley, with each type of card scoring differently at the end of the game, and many of them giving points based on other player's cards. Maximize your own points and disguise your intentions from the opponents, while you're trying to take advantage of their cards!
Spylinks	14:15	17:15	2 - 4 (4 preferred)	A 2 - 4 player board game of hijinks and spy craft. Players will take on the roles of Secret Agents sent on a mission to recover The MacGuffin from the Vault. To do so they may need to work together to move down the board and find the Vault Key card. However the escape plan is only for one, so everyone will need to use their cunning and vast array of gadgets to outsmart their rivals and get back to the exit first with The MacGuffin in their possession.
Puzzle Tracks	15:00	16:30	1	A single player tile-laying puzzle game. Use the transparent train track tiles to connect up the railways. Rely on your spatial reasoning and logic, and maybe a bit of trial and error. Good for players who enjoy challenging their own brain to a fight.



PLAYTEST ZONE - SUNDAY

Game Name	Start	Finish	# Players	Description
Deep Trouble	11:00	14:30	2 - 4 (3-4 preferred)	Deep Trouble is a fast push-your-luck risk taking mining adventure for 2 to 4 players. Compete with other players to delve as deeply as possible and plunder the most valuable diamonds. But reach too far and you might end up with nothing!
CINDER	11:00	14:00	1 - 4	Outwit the group. Outlast the dark. A pocket-sized survival card game with two modes, a fast paced competitive mode where you try to outlast your opponents, and an 'escape the labyrinth' mode where you work together with your friends - or alone - to survive.
MAJORITY RULES	11:00	14:00	2 - 8	Fast paced easy game utilizing dice to capture a Majority of the Bank Gems while also trying to win the Best 3 card poker hand (Brag/Monty). Components include Money\$ chips, Insurance Chips and Mystery Cards. Endless possibilities and variations.
Pipe Down	11:00	12:30	2 - 4	Pipe Down is a fast-flowing, tile-laying game made for 2-4 players. Each player must attempt to create a direct flow of water from the starting piece to their city five levels away. Through clever placement and devious thinking, players can sabotage their opponents' routes and be the first to bring the water home!
SpyJinks	11:00	12:30	2 - 4 (4 preferred)	A 2 - 4 player board game of hijinks and spy craft. Players will take on the roles of Secret Agents sent on a mission to recover The MacGuffin from the Vault. To do so they may need to work together to move down the board and find the Vault Key card. However the escape plan is only for one, so everyone will need to use their cunning and vast array of gadgets to outsmart their rivals and get back to the exit first with The MacGuffin in their possession.
Parhelia	13:00	14:30	3 - 5	Humanity's first generation ship has reached a new world, and the corporations that built it are now rivals on the same fragile frontier. Where Pivot was corporate warfare, Parhelia is forced cooperation: two shuttles are the colony's only lifeline between orbit and surface, and everyone has to share them. The same companies must build shared infrastructure to survive, then compete over the dividends it throws off. Place your executives on a colony's core to take a stake, settle colonists into its buildings, and every stakeholder gets paid — including your rivals. Time a merger right for a big payout. But your final score is your weakest colour, so hoarding one resource while neglecting another is exactly how you lose. Balance is everything.
The Alterra TCG	14:00	17:00	2	The Alterra Trading Card Game. Take control of your own adventure and race to achieve your party's objective before your adversaries achieve theirs; initiate your Characters, play your Adventure Cards, and defeat your opponent. The Alterra TCG is a deck-building strategy game where every decision shapes your journey. Construct your party, customize your deck, and adapt your tactics as you explore adventures, overcome challenges, and outmaneuver your opponents on the path to victory.
Panopticon	15:00	16:30	3 - 5	By 2277 the Panopticon watches everything — a surveillance state run by the Directorate and its AI, holding order across a solar system of habitats and colonies. You are an Envoy, working in secret for the nascent AIs that want to steer what humanity becomes. You move through the vertical megastructures of a great orbital station, placing influence where it counts and prising it away where it doesn't, exposing rival agents in the shadows, and flipping whole sectors to the faction you favour. The catch: you secretly back two of the five factions, and your score is your committed influence in them multiplied by how well they do. You want them to win — without anyone working out they're yours.
The Tree Game	13:00	14:30	2	You are a sapling growing amongst other saplings in a forest glade, all competing to find your space in the canopy and catch the most sunlight with your green leaves. Adapting yourself to the turning seasons, battling for space and responding to the opportunities and limitations defined by dramatic weather, you will gradually define your mature shape. The tree that has caught the most sun after three years is the winner.
Kentucky James	14:00	17:00	1 - 3	A cooperative adventure where the players must travel the world to thwart bad guys from claiming ancient relics which also exploring through a set of expedition cards. The players work together as a group to determine action rather than any individual player controlling a single character.
Pressure Dive	13:00	14:30	2 - 4	A tense, talkative push-your-luck dice game of deep-sea salvage. Score the most points by salvaging valuable cargo from deep-sea wrecks. On each dive, you may choose to stop and bank your salvage or continue to "Dive Deeper" to chase greater rewards — but mounting pressure can damage your sub, steal control, and ultimately cause it to sink into the abyss, scoring you nothing. You will also bet on the outcome of your opponents dives, providing an extra way to earn points... if you get it right!
Christmas Cat-astrophe!	15:00	16:30	2 - 4	The tree is sparking, the stockings are hung, and everything is almost perfect - until the cats notice the ornaments! In Christmas Cat-astrophe!, players race to decorate their own Christmas trees while mischievous cats race around damaging and knocking off your well placed baubles. Draw tokens from the shared stocking, choose where to hang each ornament, spend Balls of Yarn to distract cats, and chase the best scoring patterns before the final branches are filled.

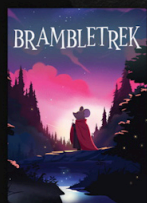




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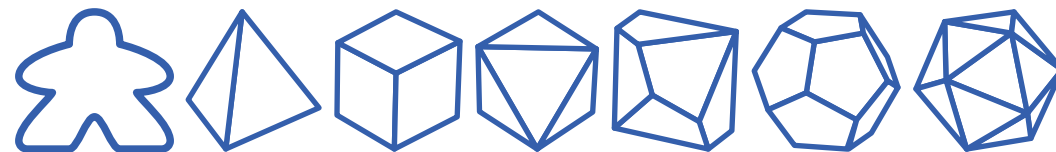


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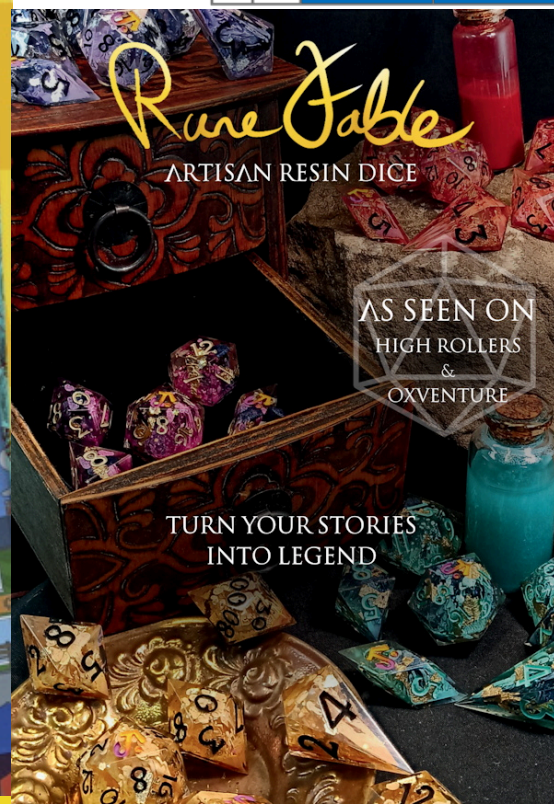
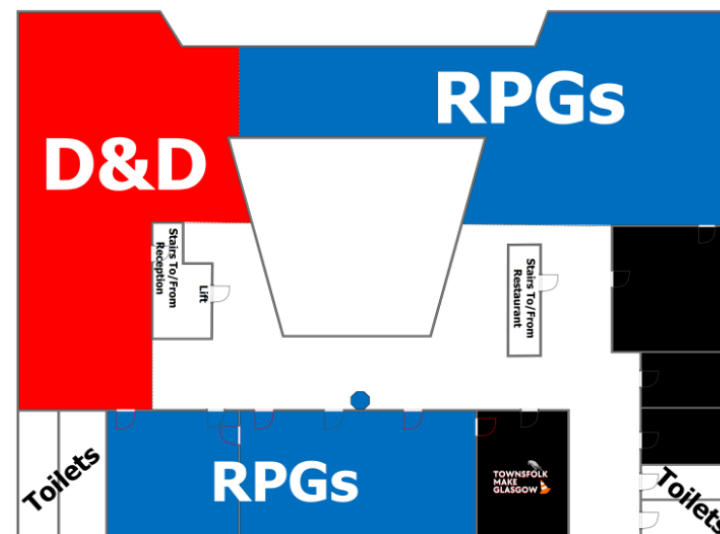


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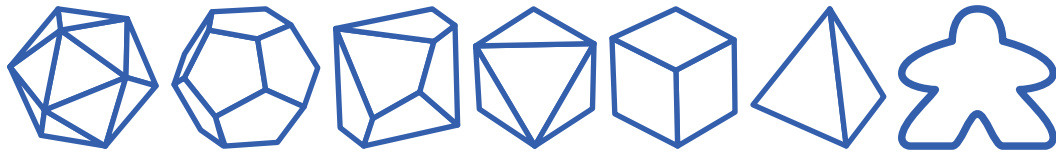
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- R-10
J-03
K-01
W-03
D-01
V-04
Q-02
W-06
F-03
R-09
J-06
H-06
R-01





D&D at the Con - How Did We Get Here? by Greg Foster

These things always start the same way, small.

You play D&D. You love it. Suddenly, once every couple of weeks isn't enough. You want more.

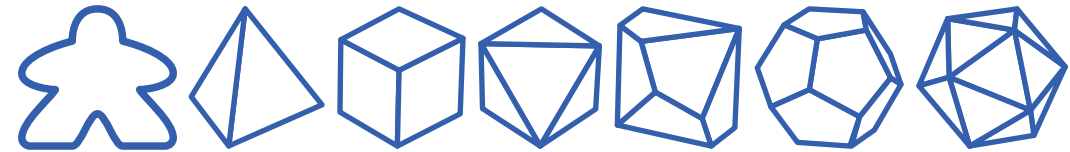
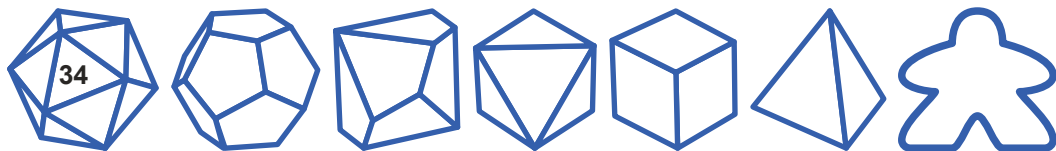
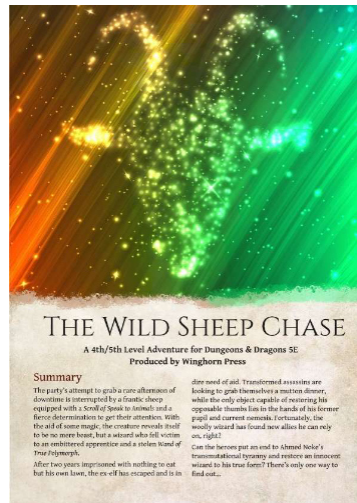
So you find your Friendly Local Game Store. You post a message to say "I'm going to run D&D, who would like to play?" Soon the tables are full. Every chair taken, dice rolling, laughter from behind DM screens. But it works, because someone volunteered to run a game. Someone gave up their evening to make sure strangers could play.

That was me in 2016. Player turned DM, DM turned organiser of DMs. Then came the invite from a certain David Wright: "Fancy running something during International Tabletop Day @ DWARF?" the Dunfermline tabletop club? Sure, I thought. Why not?

I ran The Wild Sheep Chase, by Richard Jansen-Parkes. A fun, no stress adventure. Perfect for a one shot with a few players, what could go wrong?

What went 'wrong' is I got hooked and David now had my name as someone who can organise D&D events. One games day leads to another.

A chat after a game leads to an invite to help organise D&D at something called Tabletop Scotland in 2018. You may have heard of it? It's the big one.



Organising DMs and Players for that first Tabletop Scotland was exciting and terrifying all at once. Introducing so many players to D&D and specifically Adventurers League was amazing. And we haven't stopped at Tabletop Scotland, because now we look after the D&D AL schedule at UK Games Expo. The REALLY big one!

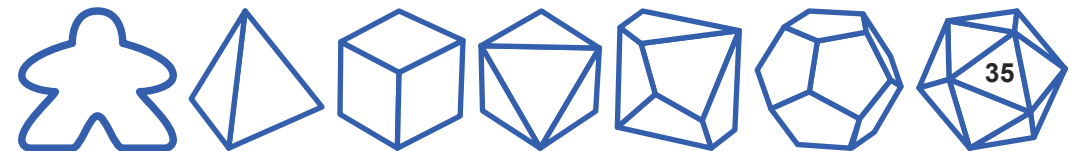
And suddenly I'm looking around the hall thinking: "How am I here?" How did "*I just want to play a bit more*" turn into this programme article and a D&D schedule populated with more than 30 DMs over three days. The answer is simple: Volunteer DMs.

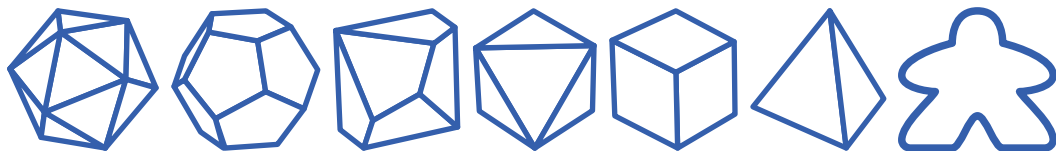
D&D at this convention doesn't exist without them. They travel from far and wide - from across Scotland, the wider UK and from across the water - loaded with minis, maps, books held together with tape and hope. Some have been with us year after year, faces you now look for first when the doors open. Others are brand new this year, taking that same leap to convention hall and public play. Thanks to them, we've been able to grow.

We're proud to have Premier Organiser status under Polyhedral Adventures, this pushes us forward to do more events, bigger and better each time, but more importantly, it means we're now writing our own adventures set in Murghôm. Including me!

Stories made for these tables, for you, and others but mainly for us. So whether you're a first-timer clutching a pre-gen or a veteran with a dice bag that weighs more than your luggage, welcome.

Pull up a chair. The table is open.





ROLEPLAYING GAMES

Tabletop Scotland is the second largest RPG convention in the UK, and we host more Dungeons & Dragons than any other UK convention. This year we have added more sessions to our schedule with 35 games happening per slot. As always these are on the First Floor.

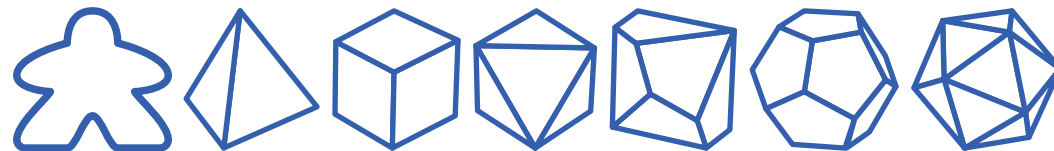
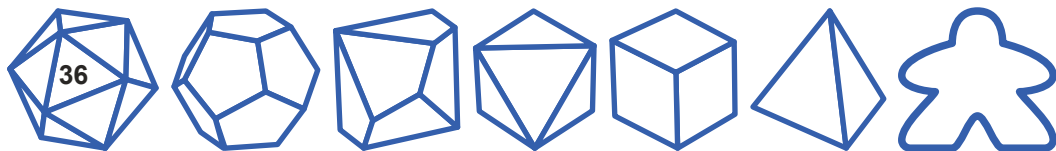
Where sessions have spaces available, you can book **one hour prior to the session starting**. So for games starting at 7:30pm, you can sign up from 6:30pm by visiting the D&D AL and RPG admin desks and add your name.

Our RPG **Games on Demand** offering also returns with a fantastic selection of games being run hourly. Simply go to the RPG desk on the First Floor to collect your boarding pass one hour prior to the session.

Note: Approximately 10 minutes prior to the session starting, our team will start the 'muster' in the appropriate area. This is where the GM for each game will be named, along with the game that they are running and the sign up sheet will be given to them. If you are playing in that game then you should go to that table. If you are more than 5 minutes late then your space may be given to another player.

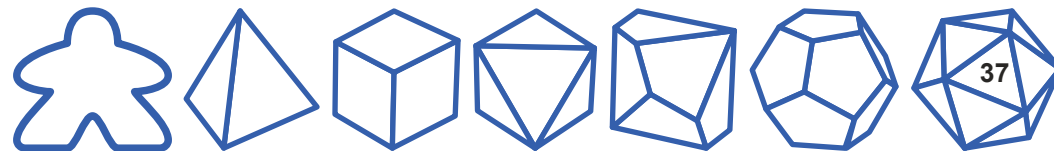


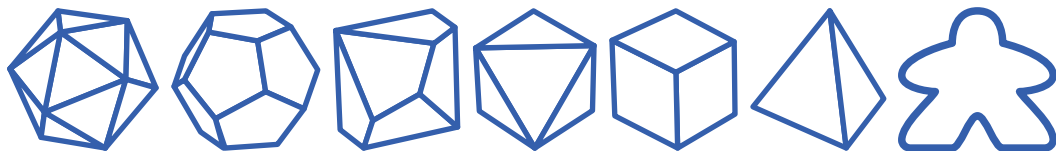
Tabletop Scotland uses the X-Card safety tool as a minimum standard for all RPGs. If anything makes you uncomfortable, either lift or tap the card. You don't have to explain why, the GM will adjust the game accordingly. Our D&D and RPG Admins can support if needed. Find out more here: <http://tinyurl.com/x-card-rpg>



RPGS - FRIDAY

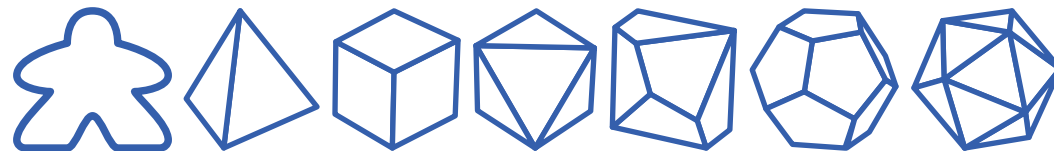
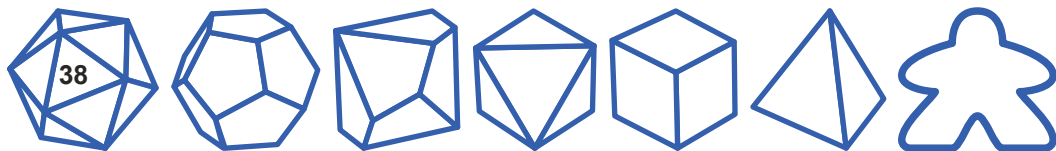
Slot 1 - 15:00 - 18:30 (Fri)		
System	Adventure	GM
Call of Cthulhu	<i>Servants of the Lake</i>	James Harrison
Call of Cthulhu	<i>Cthulhu by Gaslight: Ashes to Ashes</i>	Callum Dennis
City of Mist (Tokyo Otherscape)	<i>J-Pop Yokai Hunters</i>	Stephen Leslie McMorland
Cosmere	<i>Bridge Nine</i>	John Hutchison
Dragonbane	<i>Trek to the Castle of the Robber Knight</i>	Ewan Munro
Draw Steel	<i>The Delian Tomb</i>	Conor Devlin
Dungeon Crawl Classics	<i>The Emerald Spire of the Singing King</i>	Peter Raisen
Dungeons and Dragons (2024)	<i>Venger's Revenge</i>	Peter McNamara
Fabula Ultima	<i>The Sealing Shrine</i>	Alan O'Brien
One Ring RPG	<i>The Mystery of the Missing Hobbits</i>	Stefan Pearson
Ossian: Roleplaying in the Age of Song	<i>A Sound of Iron</i>	Patrick Green
Pathfinder for Savage Worlds	<i>A dark and stormy knight</i>	Calum McDermott
Pathfinder Society	<i>#8-01 Intro: Year of Clockwork Mystery</i>	Jim Davis
Pathfinder Society	<i>#7-17 Perch of Liberty</i>	Mark Rawley
Rivers of London	<i>Foulness in the Fog</i>	Abby Powell
Simple Superheroes	<i>One Decade Later</i>	Joshua Kitz
Starfinder Society	<i>#2-01 The First Cut</i>	Phil Lucas
Traveller	<i>In The End Nothing Really Matters, except Money</i>	Richard Talbot
Tremulus	<i>The Incident at the LeGrange Hotel</i>	Conor Keir
Twilight 2000 (Free League)	<i>Sanctuary</i>	Richard Coates





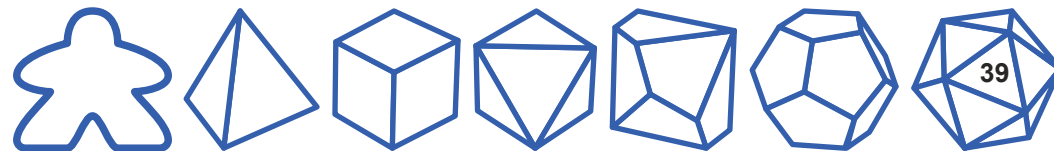
RPGS - FRIDAY

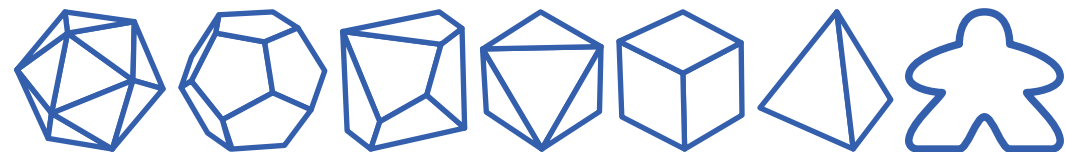
Slot 2 - 19:30 - 23:00 (Fri)		
System	Adventure	GM
Call of Cthulhu	<i>The Performance</i>	Valdas Ratkevicius
Call of Cthulhu	<i>Cthulhu by Gaslight: Ashes to Ashes</i>	Callum Dennis
Call of Cthulhu	<i>A Lonely Thread</i>	Farran Jones
Daggerheart	<i>The Train Job</i>	Harry Dineley
Delta Green	<i>Music from a darkened room</i>	Emily Mahony
Dishonored	<i>Diving into Dunwall: A Dishonored Adventure</i>	Christopher Blanchflower
Dragonbane	<i>The Magistrate's Gambit</i>	Mark Palmer
Draw Steel	<i>The Delian Tomb</i>	Conor Devlin
Dread	<i>The Catacombs of Dread</i>	Nye Macaulay
Judge Dredd (1985)	<i>The Ultimate Crime of Tony Thermo</i>	Ondrej Tomek
Mothership	<i>The Last Log</i>	Andrew Carey
One Ring RPG	<i>The Mystery of the Missing Hobbits</i>	Stefan Pearson
Pathfinder Society	<i>#8-02 The Fey Reclamation</i>	Douglas MacIntyre
Pathfinder Society	<i>#8-04 A Theft in Riddleport</i>	Sergio Garcia
Pendragon	<i>Adventure of the Sword Tournament</i>	Thomas Zunder
Savage Worlds	<i>Incident At Charon Station</i>	Ronnie Bradley
Savage Worlds	<i>Dark Stormy Knight</i>	Calum Mcdermott
Starfinder Society	<i>#2-02 Solar Shake Up</i>	Mark Rawley
The Comics Code	<i>The Superior Six vs the Auction of Evil!</i>	Iain Muir
Trail of Cthulhu 2E	<i>It's Horrible!</i>	Gareth Ryder-Hanrahan



RPGS - SATURDAY

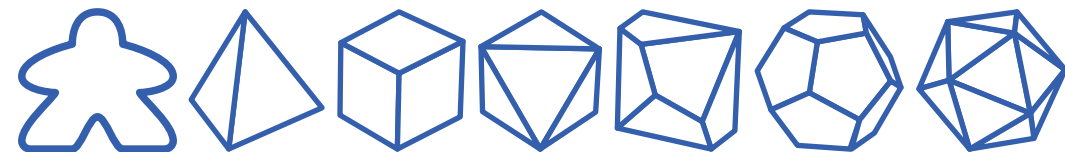
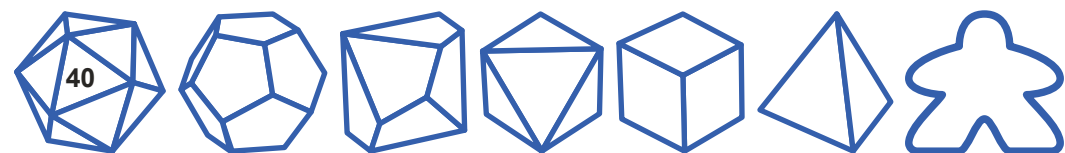
Slot 3 - 10:30 - 14:00 (Sat)		
System	Adventure	GM
Call Of Cthulhu	<i>Aurora Blue</i>	Peter Nixon
Call of Cthulhu	<i>The Watchers of Walberswick</i>	Bruce Laing
Call of Cthulhu	<i>Cthulhu by Gaslight: Ashes to Ashes</i>	Callum Dennis
Call of Cthulhu	<i>The Performance</i>	Valdas Ratkevicius
Coriolis	<i>The Tale of the Almost Late Wedding Gift</i>	Aaron Billingham
Dirtbags!	<i>Doctor Theoloph's Semi-Autonomous Return.</i>	Kristian Flucker
Dragonbane	<i>Trek to the Castle of the Robber Knight</i>	Ewan Munro
Dungeon Crawl Classics	<i>The Armpit of Thracia</i>	Robbi Graves
God-Killer Prophecy	<i>Oracle Edition</i>	Joshua Kitz
HONK	<i>One HONK Before Midnight</i>	Philip Lane
Judge Dredd (1985)	<i>The Ultimate Crime of Tony Thermo</i>	Ondrej Tomek
Merryshire Detective Club	<i>It's A Mystery!</i>	Gareth Ryder-Hanrahan
Overgrown	<i>Grow Your Own Adventure</i>	Ben Newbon
Pathfinder Society	<i>#7-20 The Strings of Hell</i>	Jake Milo
Pathfinder Society	<i>#8-02 The Fey Reclamation</i>	Mark Price
Rivers of London	<i>Crossing the Line</i>	Abby Powell
Starfinder Society	<i>#2-01 The First Cut</i>	Phil Lucas
The Comics Code	<i>The Superior Six and the Chip of Infinity!</i>	Iain Muir
The Laundry Files 2nd Edition	<i>Smartphones & Summoning Circles</i>	Stephen Thomson
Twilight 2000 (Free League)	<i>The Plague!</i>	Richard Coates





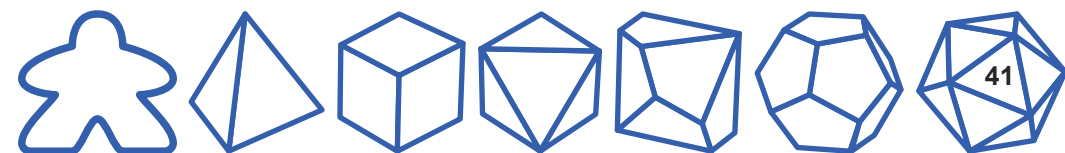
RPGS - SATURDAY

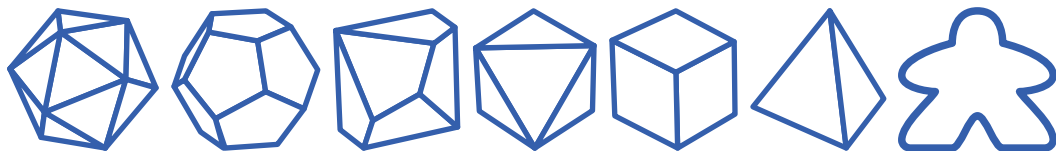
Slot 4 - 15:00 - 18:30 (Sat)		
System	Adventure	GM
Call of Cthulhu	<i>Edge of Darkness</i>	James Harrison
Call of Cthulhu	<i>A Lonely Thread</i>	Farran Jones
Cosmere	<i>Bridge Nine</i>	John Hutchison
Daggerheart	<i>The Train Job</i>	Harry Dineley
Dungeons and Dragons (2024)	<i>Venger's Revenge</i>	Peter McNamara
HONK	<i>One HONK Before Midnight - The Defence of Ganderton</i>	Philip Lane
Mythic Bastionland	<i>The Tournament</i>	Ross McDonald
Pathfinder Society	<i>Special #7-99: The Kaiju Crisis</i>	Mark Rawley
		Jim Davis
		Douglas MacIntyre
		Mark Price
		Phil Lucas
		TBC
Rivers of London	<i>Foulness in the Fog</i>	Abby Powell
Shadowrun: Anarchy	<i>DocWagon Down</i>	Adam Brown
Slugblaster	<i>The Quantum Lacrosse Entanglement</i>	Conor Keir
The Dee Sanction	<i>Storm in a Tea Chest</i>	Paul Baldowski
The One Ring	<i>Over Hill and Under Hill</i>	David Allen
Traveller	<i>In The End Nothing Really Matters, except Money</i>	Richard Talbot
Wildsea	<i>Sea Above, Sky Below</i>	Keir Lawson



RPGS - SATURDAY

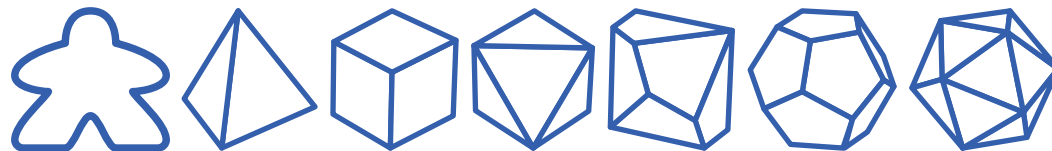
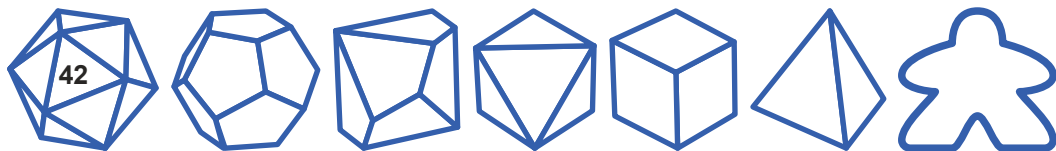
Slot 5 - 19:30 - 23:00 (Sat)		
System	Adventure	GM
ALIEN Evolved	<i>ALIEN: ALL HANDS ON DECK</i>	Free League GMs
		Free League GMs
		Free League GMs
		Free League GMs
		Free League GMs
		Free League GMs
Call of Cthulhu	<i>Cthulhu by Gaslight: Ashes to Ashes</i>	Callum Dennis
Call of Cthulhu	<i>A Lonely Thread</i>	Farran Jones
Doctor Who	<i>The Ghosts of Alexandria</i>	Ian Muir
Dragonbane	<i>Castle of the Robber Knight</i>	Mark Palmer
I Love the Corps	<i>Whiplash</i>	Christopher Dean
Outgunned	<i>Race Against Time</i>	Douglas Hamill
Pathfinder Society	<i>#8-04 A Theft in Riddleport</i>	Sergio Garcia
Pathfinder Society	<i>#8-01 Intro: Year of Clockwork Mystery</i>	Phil Lucas
Pulp Cthulhu	<i>Waiting for the Hurricane</i>	Frank Marigo
Savage Worlds	<i>Search for the skald</i>	Ian Austin
Star Wars: Edge of The Empire	<i>The Rescue</i>	Paul James Reilly
Starfinder Society	<i>#2-03 Bittersweet</i>	Ian Hawthorne
Tales of the Old West	<i>Patience is a Virtue</i>	Jens Rasmussen
Tunnels and Trolls: A New Age	<i>Under Blue Toad Inn</i>	Thomas Zunder





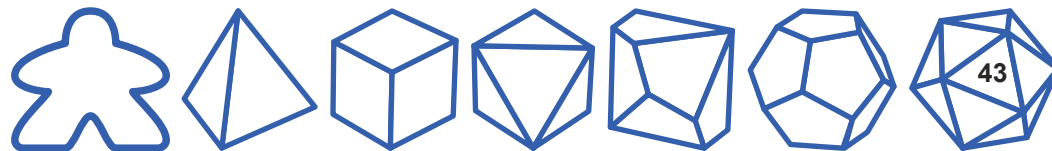
RPGS - SUNDAY

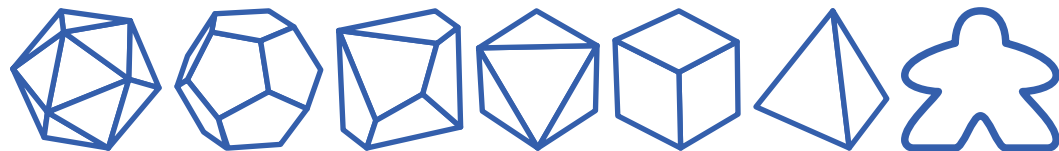
Slot 6 - 10:30 - 14:00 (Sun)		
System	Adventure	GM
Abbadon	<i>In the world of Haven, battle demons and fight through hell</i>	Richard Jow
Blade Runner	<i>2000AD's Grey Area: Lost Luggage</i>	Amanda Kear (Dr Bob)
Call Of Cthulhu	<i>Servants of the Lake</i>	Peter Nixon
Call of Cthulhu	<i>A Lonely Thread</i>	Farran Jones
Call of Cthulhu: Dark Ages	<i>Blasphemers in the Borderlands</i>	ABS
Cybertopia	<i>Paradigm City</i>	Ben Newbon
Dungeons and Dragons (2024)	<i>Defeat a Kaiju</i>	Robert Smyth
Ghostbusters D6	<i>Grand Theft Haunting</i>	Bruce Laing
Grok	<i>Bad Moon Rising</i>	Stephen Leslie McMorland
Old School Essentials	<i>Milk</i>	Mark Palmer
Pathfinder Society	<i>#8-01 Intro: Year of Clockwork Mystery</i>	Phil Lucas
Pathfinder Society	<i>#7-20 The Strings of Hell</i>	Jake Milo
Rivers of London	<i>Crossing the Line</i>	Abby Powell
Scurry!	<i>Best in Show</i>	Ajay Shini Arul
Skies Above	<i>Danger in Cedarheart</i>	Andy Lever
Starfinder Society	<i>#2-02 Solar Shake Up</i>	Mark Rawley
The Laundry Files 2nd Edition	<i>Fireballs & Fishermen</i>	Stephen Thomson
The One Ring	<i>Over Hill and Under Hill</i>	David Allen
Toon	<i>Snow Medals For You</i>	Ronnie Bradley
Traveller	<i>In The End Nothing Really Matters, except Money</i>	Richard Talbot



RPGS - SUNDAY

Slot 7 - 15:00 - 18:30 (Sun)		
System	Adventure	GM
2d20	<i>The Dusters of Withercote</i>	Aaron Billingham
ALIEN Evolved	<i>Hadleys Hope</i>	Robert Smyth
Call of Cthulhu	<i>Cthulhu by Gaslight: Ashes to Ashes</i>	Callum Dennis
Delta Green	<i>Music from a darkened room</i>	Emily Mahony
Dirtbags!	<i>Doctor Theoloph's Semi-Autonomous Return.</i>	Kristian Flucker
Dungeon Crawl Classics	<i>Tomb of Horrors</i>	Robbi Graves
Liminal	<i>Seasons of the Sun - Hunt the Gowk</i>	ABS
Matrons of Mystery	<i>Repertory Theatre of Blood</i>	Ian Muir
Mothership	<i>The Last Log</i>	Andrew Carey
Mothership (1st edition)	<i>Ice Station Theta</i>	Greig Watson
Old School Essentials	<i>Milk</i>	Mark Palmer
Paranoia	<i>Return of Randy, the Wonder Lizard!</i>	Peter Raisen
Pathfinder Society	<i>#8-01 Intro: Year of Clockwork Mystery</i>	Jim Davis
Pathfinder Society	<i>#8-02 The Fey Reclamation</i>	Mark Price
Pirate Borg	<i>Shipwrecked on darker tides</i>	Falk Schlaghecke
Pulp Cthulhu	<i>Waiting for the Hurricane</i>	Frank Marigo
Rivers of London	<i>Foulness in the Fog</i>	Abby Powell
Savage Worlds	<i>Search for the skald</i>	Ian Austin
Starfinder Society	<i>#2-03 Bittersweet</i>	Ian Hawthorne
Wildsea	<i>Sea Above, Sky Below</i>	Keir Lawson





DUNGEONS & DRAGONS ADVENTURERS LEAGUE

Tabletop Scotland has been appointed as one of five **Premier Organisers** for Dungeons & Dragons' Forgotten Realms setting. This year the creative team are re-running the three scenarios we had in 2025 (AL-01-00 Grand Bazaar of Skalnaedyr, AL-01-01 Trouble at Kobold Crown, and EP-01-01 Sands of Talos) and premiering Five new adventures and One new Epic. All of these are set in our region of the Forgotten Realms, Murghôm.

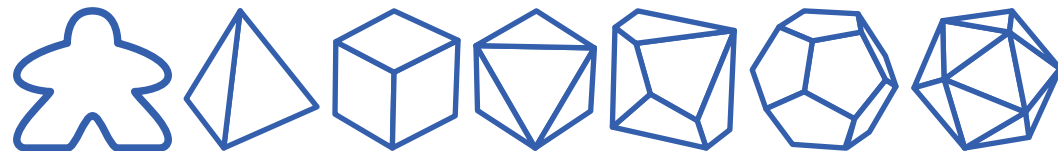
The new adventures this year are:

- AL-01-02 Streets of Skalnaedyr by Colin Tweddle
- AL-01-03 Ghosts of Ganathwood by Ian Hawthorne
- AL-01-04 Secrets of the Brightsmiths by Richard Green
- AL-01-05 Darkling Prince by Colin Tweddle
- AL-01-06 Cultivation of Chaos by Bulb Donaldson & Greg Foster
- EP-01-02 Flotilla of Fate by Colin Tweddle

Sponsored By



Murghôm is ruled by Dragons, and has many Dungeons. So where better to play D&D than here?



D&D AL - FRIDAY

Slot 1 - 15:00 - 18:30 (Fri)

AL-01-00 Grand Bazaar of Skalnaedyr - Parts 1 & 3 [T1]

AL-01-00 Grand Bazaar of Skalnaedyr - Parts 2 & 4 [T1]

AL-01-01 Trouble at Kobold Crown [T1]

AL-01-01 Trouble at Kobold Crown [T1]

AL-01-02 Streets of Skalnaedyr [T1]

AL-01-03 Ghosts of Ganathwood [T1]

AL-01-04 Secrets of the Brightsmiths [T1]

AL-01-04 Secrets of the Brightsmiths [T1]

AL-01-05 Darkling Prince [T1]

AL-01-05 Darkling Prince [T1]

AL-01-06 Cultivation of Chaos [T2]

AL-01-06 Cultivation of Chaos [T2]

Slot 2 - 19:30 - 23:00 (Fri)

EP-01-01 Sands of Talos [T1]

EP-01-01 Sands of Talos [T1]

EP-01-01 Sands of Talos [T1]

EP-01-01 Sands of Talos [T1]

EP-01-01 Sands of Talos [T1]

EP-01-01 Sands of Talos [T2]

EP-01-01 Sands of Talos [T2]

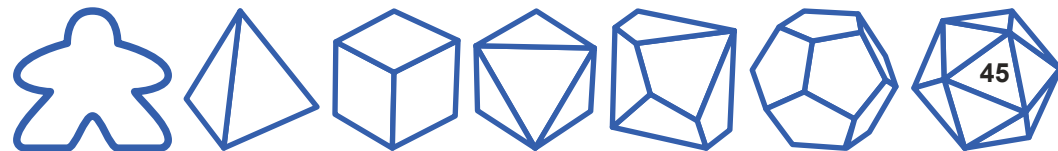
EP-01-01 Sands of Talos [T2]

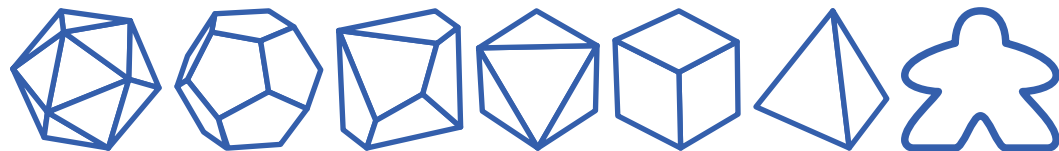
EP-01-01 Sands of Talos [T2]

EP-01-01 Sands of Talos [T2]

EP-01-01 Sands of Talos [T2]

EP-01-01 Sands of Talos [T2]





D&D AL - SATURDAY

Slot 3 - 10:30 - 14:00 (Sat)

AL-01-00 Grand Bazaar of Skalnaedyr - Parts 1 & 3 [T1]

AL-01-00 Grand Bazaar of Skalnaedyr - Parts 2 & 4 [T1]

AL-01-01 Trouble at Kobold Crown [T1]

AL-01-02 Streets of Skalnaedyr [T1]

AL-01-02 Streets of Skalnaedyr [T1]

AL-01-03 Ghosts of Ganathwood [T1]

AL-01-03 Ghosts of Ganathwood [T1]

AL-01-04 Secrets of the Brightsmiths [T1]

AL-01-04 Secrets of the Brightsmiths [T1]

AL-01-05 Darkling Prince [T1]

AL-01-05 Darkling Prince [T1]

AL-01-06 Cultivation of Chaos [T2]

Slot 4 - 15:00 - 18:30 (Sat)

AL-01-00 Grand Bazaar of Skalnaedyr - Parts 1 & 3 [T1]

AL-01-00 Grand Bazaar of Skalnaedyr - Parts 2 & 4 [T1]

AL-01-01 Trouble at Kobold Crown [T1]

AL-01-02 Streets of Skalnaedyr [T1]

AL-01-03 Ghosts of Ganathwood [T1]

AL-01-03 Ghosts of Ganathwood [T1]

AL-01-04 Secrets of the Brightsmiths [T1]

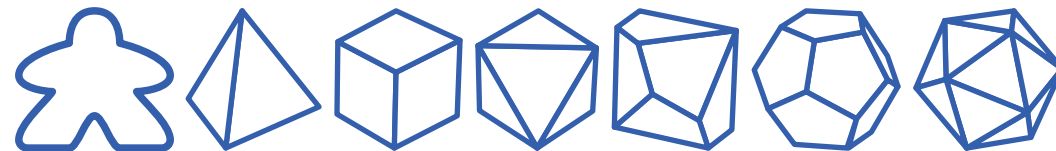
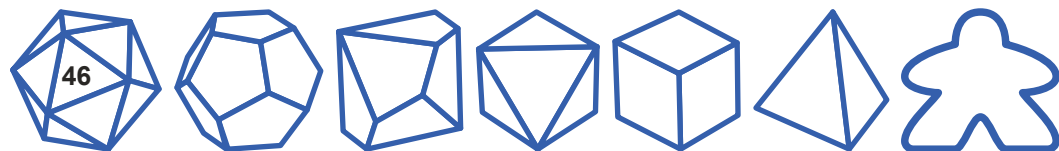
AL-01-04 Secrets of the Brightsmiths [T1]

AL-01-05 Darkling Prince [T1]

AL-01-05 Darkling Prince [T1]

AL-01-06 Cultivation of Chaos [T2]

AL-01-06 Cultivation of Chaos [T2]



D&D AL - SATURDAY

Slot 5 - 19:30 - 23:00 (Sat)

EP-01-02 Flotilla of Fate [T1]

EP-01-02 Flotilla of Fate [T1]

EP-01-02 Flotilla of Fate [T1]

EP-01-02 Flotilla of Fate [T1]

EP-01-02 Flotilla of Fate [T1]

EP-01-02 Flotilla of Fate [T1]

EP-01-02 Flotilla of Fate [T2]

EP-01-02 Flotilla of Fate [T2]

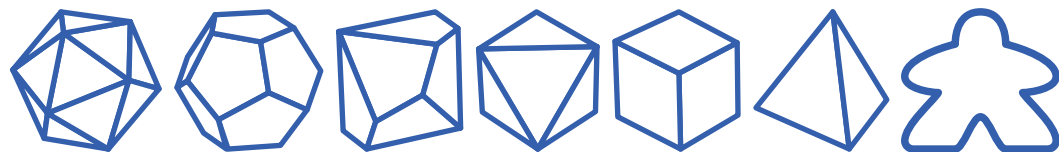
EP-01-02 Flotilla of Fate [T2]

EP-01-02 Flotilla of Fate [T2]

EP-01-02 Flotilla of Fate [T3]

EP-01-02 Flotilla of Fate [T3]





D&D AL - SUNDAY

Slot 6 - 10:30 - 14:00 (Sun)

AL-01-00 Grand Bazaar of Skalnaedyr - Parts 1 & 3 [T1]

AL-01-00 Grand Bazaar of Skalnaedyr - Parts 2 & 4 [T1]

AL-01-01 Trouble at Kobold Crown [T1]

AL-01-01 Trouble at Kobold Crown [T1]

AL-01-02 Streets of Skalnaedyr [T1]

AL-01-02 Streets of Skalnaedyr [T1]

AL-01-03 Ghosts of Ganathwood [T1]

AL-01-03 Ghosts of Ganathwood [T1]

AL-01-04 Secrets of the Brightsmiths [T1]

AL-01-05 Darkling Prince [T1]

AL-01-06 Cultivation of Chaos [T2]

AL-01-06 Cultivation of Chaos [T2]

Slot 7 - 15:00 - 18:30 (Sun)

DDEP08-03 Last Orders at the Yawning Portal [T1]

DDEP08-03 Last Orders at the Yawning Portal [T1]

DDEP08-03 Last Orders at the Yawning Portal [T1]

DDEP08-03 Last Orders at the Yawning Portal [T1]

DDEP08-03 Last Orders at the Yawning Portal [T2]

DDEP08-03 Last Orders at the Yawning Portal [T2]

DDEP08-03 Last Orders at the Yawning Portal [T2]

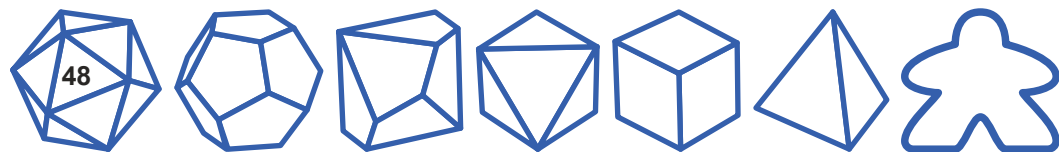
DDEP08-03 Last Orders at the Yawning Portal [T2]

DDEP08-03 Last Orders at the Yawning Portal [T2]

DDEP08-03 Last Orders at the Yawning Portal [T3]

DDEP08-03 Last Orders at the Yawning Portal [T3]

DDEP08-03 Last Orders at the Yawning Portal [T4]

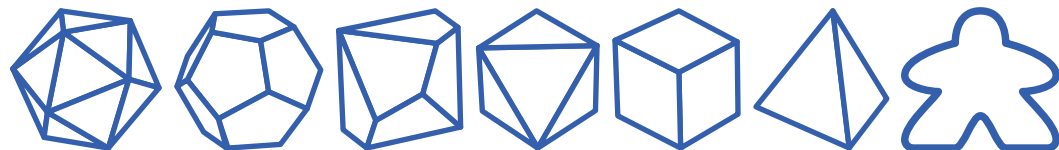


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TRY ON
STAND X-01**



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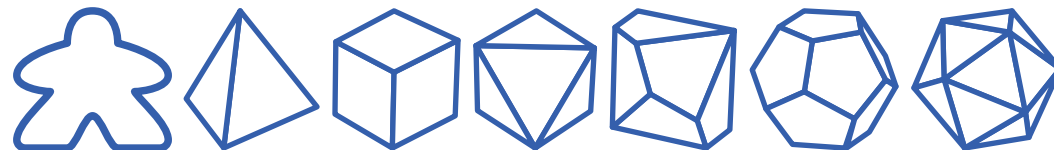
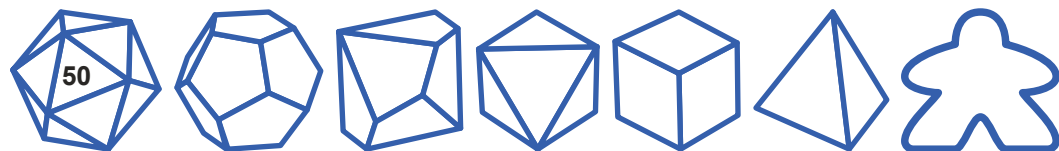
Why I Game by Vicky Harper

One does not simply walk into tabletop gaming. The Cardboard Gates are guarded by more than just party games. There is evil there that does not sleep, and the Great EURO GAMING Eye is ever watchful. It is a barren wasteland, riddled with financial burden, upgraded components and the ever-calling lure of a Magical Gathering. Not with ten thousand Kallax shelves could you do this. It is folly..... or something along those lines said the most loved son of all.

I'm not here to tell you why LOTR themes are reason enough to love board gaming or to tell you why board gaming can be described as an Odyssey filled with Sharpe and somewhat Stark plots and twists. I'm here to talk about my favourite board game of all time and yep if the intro alone didn't spill the BEAN(s), then you are in for a heck of a journey, some would say a journey, there and back again.
So, let talk about Ark Nova and why I love it.

Aside from games played in childhood I never really played any games, my brothers and wife tried to get me to join but I was very hesitant up until I tried my first game of Azul and Azul Summer Pavillion, which was largely my sole interaction with board games for quite some time. Fast forward to 2022 at Tabletop Scotland my wife (yellow shirt Gemma, if you read this say "Hi" to her and make references to hobbits journeying to Isengard, she will love it) was wandering perilously through the stalls and was drawn to a pervasive and terrifying force, gaze never wavering and suddenly she was the proud owner of **Ark Nova**, based purely on the beautiful artwork of the box alone.

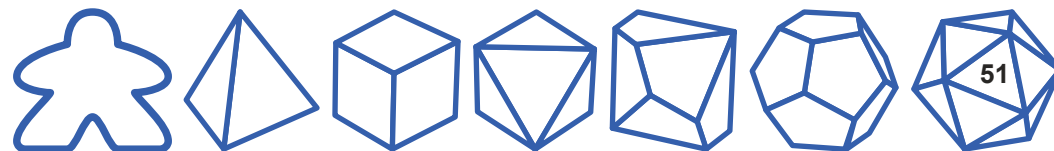
For anyone new to gaming it can be daunting, opening that box for the first time can be overwhelming, I can honestly say for both Gemma and myself it was very much that. As glorious as the design, artwork and entire package was, the opening of the box presented us with a lot of things to unpack. We got the cards ready, everything laid out, then the sheer panic of "What are we doing?" hit us both, we put everything back in the box and pretended this didn't happen. Gemma made us both coffee, we sat down, and both said the classic line of many a board gamer in times gone by...
Let's watch a YouTube tutorial.

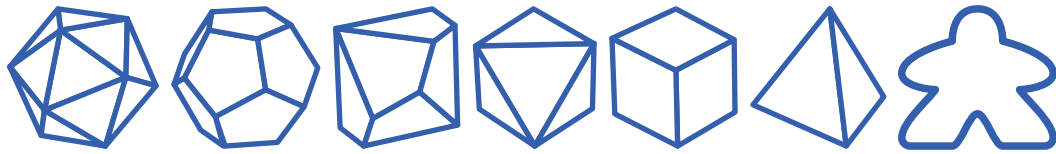


That first playthrough took three hours, and both of us ended with negative points. But rather than feeling disheartened, we felt a sense of joy in playing it for the first time, despite still not really knowing what we were doing. The key for me is that this created curiosity, and no matter how young or old you are, one of the best things in life is curiosity. I needed to know more: the hows, whys, and what-ifs. The number of cards in this game is immense, and I get joy from something that keeps me engaged from start to finish. Plus, the more I explore the cards, the more I learn about wildlife that I might never experience in real life, but can immerse myself in while I game. As my experience and time playing the game evolved, so did my tactical knowledge and overall feeling of accomplishment.

Eurogames, such as Ark Nova, give me my favorite play experiences. The entire mechanism, design and all-round gameplay excites me and no matter how well or how bad I do in a game I leave the table felling fulfilled, happy and ready to share my experience. Ark Nova is a games that new gamers can fall flat with but with the right people around it's a game that can change a person's gaming experience for the better. I encourage people to try Ark Nova regularly, and after a couple of years trying, I got my brother-in-law Craig to try it. After 4 hours of a 3-player game, I was so happy to have gotten to not only play but to have shared the joy of the game with someone new, until end of game scoring... Gemma and I had positive scores, Craig had -20 points. Normally all my Ark Nova joy comes from just getting the game to the table however (inserts maniacal laughter) the sheer rage from Craig in that moment can only be described as a Quality Street Magic Moment. Now I know what you would think from that reaction, Craig isn't playing this again, right? Well, curiosity did its job on Craig as well. We've played it many times since and now it's rated within his top 5 board games. A complete 180 from the red faced, enraged man months prior.

I whole heartedly get everything I need and want from a game when I play Ark Nova, I hope you that you give it a try, fall in love with it and keep it for years to come as a go to gaming experience. But if you don't fall in love with it, if you find it's just not the game for you then just be brave, take that step and buy a game that you'd never in a million years think you'd buy and keep taking that risk as you'll never know when it will pay off like Ark Nova did for me.





BOARD, CARD & SOCIAL EVENTS



**Board Game
Medley**
All Days until 4pm
each day

**JUST A
LARGE ONE**
FRIDAY 6:30PM
COFFEE LOUNGE
HOSTED BY
GAMING RULES!

Just a Large One
Friday: 18:30



LGBTQAI+ Mixer
Friday: 20:30



**Blood on the
Clocktower**
All Days 1st Floor



**Hobbycraft
Tutorials All Days**
Main Hall



**Therapeutic
Benefits of
Gaming**
Saturday 11:30



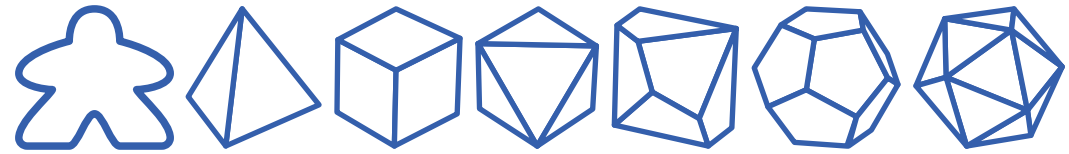
**Ken & Robin Talk
About Stuff**
Saturday 14:30



**Dracula's
Influence on
RPGs**
Saturday 17:30



**Giant Walk The
Plank**
Sat @ 14:00
Sun @ 11:00



BOARD, CARD & SOCIAL EVENTS



The Last Banquet
Saturday 16:00



**Learn To Play
Crokinole**
Saturday 11:00



Crokinole GP
Saturday 13:30



WarCry Events
Saturday 14:00
Sunday 11:00



**Arkham Horror:
The Card Game**
Saturday 14:30



Azul Tournament
Saturday 10:30



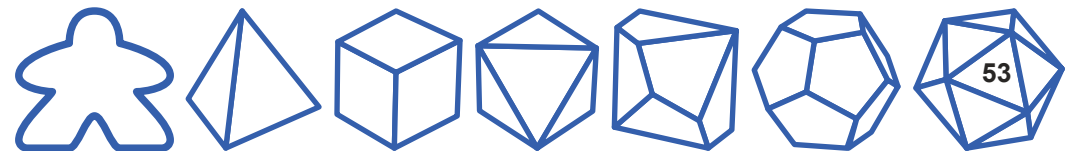
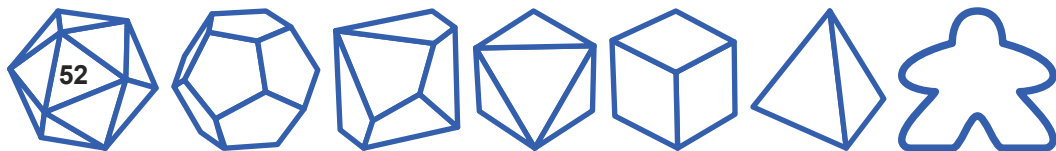
**Viking Raiders
Tournament**
Saturday 19:00



**Pandemic
Survival**
Sunday 15:00



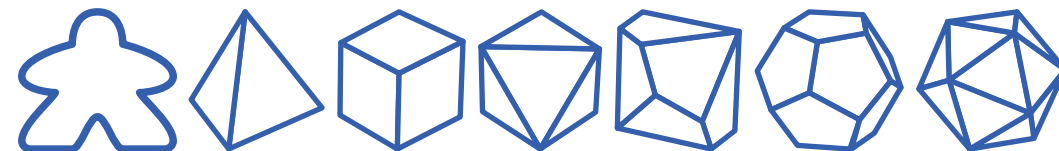
**Ticket To Ride
Tournament**
Sunday 10:30





WARMAG

STAND V-04

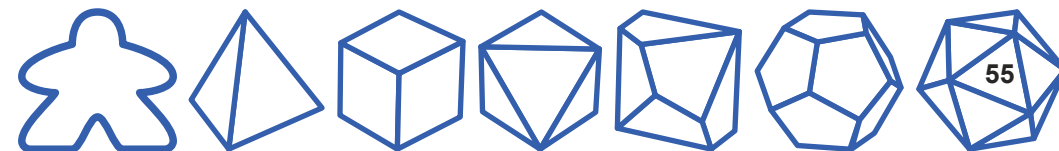


GAME CLUBS & SHOPS

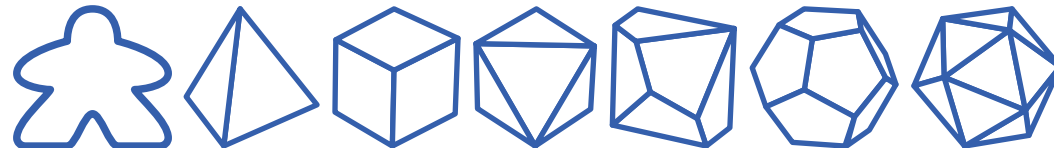
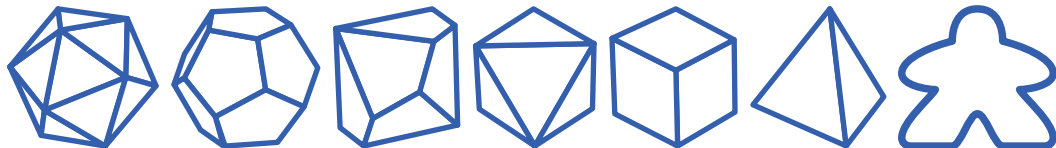
Scotland is blessed with some fantastic tabletop game clubs and shops. They can be found below and at these links:

- <https://tiny.cc/ScotGameClubs>
- <https://tiny.cc/ScotGameStores>

Town / City	Club Name	Website
Aberdeen	Aberdeen Social Board Games Group	https://www.facebook.com/groups/674182799986195/
Aberdeen	Aberdeen Wargames Club	https://www.facebook.com/Aberdeen-Wargames-Club-169929073038704/
Aberdeen	Granite City DnD	https://www.facebook.com/groups/245802669125748/
Aberdeen	Knights of Trinity	https://www.facebook.com/Knights.of.Trinity
Alyth	Game Square Alyth	https://www.facebook.com/GameSquareAlyth/
Annan	Annan Gaming Club	https://www.facebook.com/groups/521726434613476
Anstruther	East Neuk Tabletop Games	https://www.eastneuktabletop.org
Arbroath	Frickheim Tabletop Club	https://www.facebook.com/groups/383319935738361/
Banff	Banffshire Geeks and Gamers	https://www.facebook.com/groups/banffshiregamers/
Blantyre	Lanarkshire Gamers	https://www.facebook.com/groups/261557973924682/
Broxburn	Broxburn & Uphall Gaming	https://www.facebook.com/groups/688927089090883/
Coatbridge	Goblins and Gubbins	https://www.facebook.com/Goblins-and-Gubbins-101631729191680
Cockenzie	East Lothian Fellowship Of Gaming	https://www.facebook.com/eastlothianfellowshipofgaming/
Cowdenbeath	Cowdenbeath Boardgamers	https://www.facebook.com/BeathGamers/
Cumbernauld	Crossfire Gaming Club	https://www.facebook.com/groups/crossfiregamingclub
Dumfries	Dumfries Gamers	https://www.facebook.com/dumfriesgamers/
Dunbar	Dunbar Boardgame Club	https://www.facebook.com/DunbarBoardgameClub/
Dundee	Dundee Boardgamers	https://www.facebook.com/groups/460966539593000/
Dundee	Dundee RPG Club	https://www.facebook.com/groups/dundeeroleplayingclub/
Dundee	Dundee Wargames Club	https://www.dundeewargames.co.uk/
Dundee	World's End D&D	https://www.facebook.com/groups/1683978771830199/
Dunfermline	Dunfermline Wargaming & Roleplaying Fellowship	https://www.facebook.com/DWARFclub/
East	Antonine Board Gamers	https://www.facebook.com/antonineboardgamers/
Dunbartonshire	The Village Idiots	https://www.facebook.com/groups/1582027796435360/
East Kilbride	Dungeons & Dragons - Edinburgh	https://www.facebook.com/groups/2731376036893107
Edinburgh	Edinburgh Board Gamers	https://www.meetup.com/Edinburgh-Gamers/
Edinburgh	Edinburgh Board Gamers Connect	https://www.facebook.com/groups/edibgconnect/
Edinburgh	Edinburgh Indie Gamers	https://edinburghindiegamers.com/
Edinburgh	Juniper Green Board-Gamers	https://www.facebook.com/groups/393090567800456/
Edinburgh	Midlothian Games Club	https://www.facebook.com/groups/59179998049942/
Edinburgh	North Edinburgh Gamers Group	https://www.facebook.com/groups/1223903751699394
Edinburgh	Open Roleplaying Community	https://orcedinburgh.co.uk
Edinburgh	Edinburgh Pathhead Board Gamers	https://www.facebook.com/groups/619158119727127/
Edinburgh	Role Play Haven	https://rphaven.co.uk/games/category/edinburgh-branch/
Edinburgh	Watt Gamers	https://www.facebook.com/groups/wattgamers
Falkirk	Tabletop Gaming Falkirk	https://www.facebook.com/groups/467061507034541/
Fraserburgh	Broch Board Game Night	https://www.facebook.com/groups/1641251765927857/
Freuchie	Howe To Play (Tabletop Games)	https://www.facebook.com/groups/howetoplay



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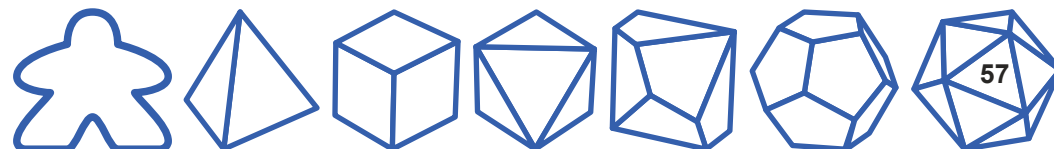
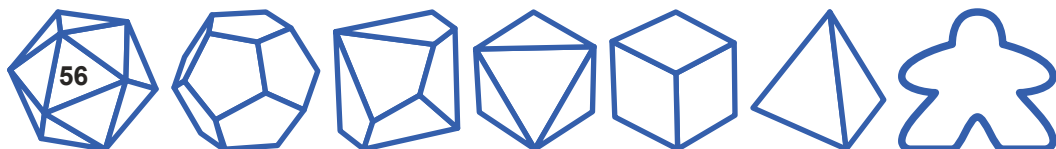


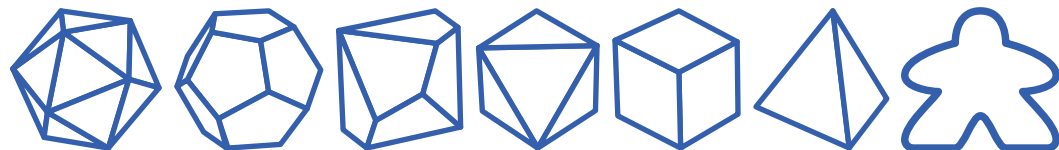
GAME CLUBS & SHOPS

Listings in **BOLD** have supported or exhibited at Tabletop Scotland events.

Town / City	Club Name	Website
Glasgow	Caledonia Wildcats	https://caledonianwildcats.com/
Glasgow	Glasgow and District Wargaming Society	https://www.facebook.com/glasgowwargames/
Glasgow	Glasgow Board Games	https://www.facebook.com/groups/263536471024016/
Glasgow	Glasgow Games Group	http://www.g3gamers.co.uk/
Glasgow	South Side Board Game Meetup	https://www.facebook.com/groups/680506246546769/
Haddington	Haddington Games Club	https://www.facebook.com/groups/807767589250910/
Helensburgh	HAHA- Helensburgh Alternative Hobby Association	https://www.facebook.com/HAHAHelensburgh/
Innerleithen	Innerleithen Board Games	https://www.facebook.com/groups/181699929799668/
Irvine	North Ayrshire Wargames Club	https://www.facebook.com/NAWGC/
Kilmarnock	Station Gamers	https://ksrht.org/station-gamers/
Kinross	Kinross Tabletop Club	https://facebook.com/groups/1350420999138459/
Kirkcaldy	Kirkcaldy Gaming Society	https://www.facebook.com/profile.php?id=100090974413148
Kirkcaldy	Kirkcaldy Meeple Club	https://www.facebook.com/Kirkcaldymeepleclub
Leven	Levenmouth RPG Gamers	https://www.facebook.com/groups/731837708140889
Linlithgow	Falkirk District Wargames Club; Board Game & RPG	https://www.facebook.com/groups/1955877781294035/
Linlithgow	Linlithgow Board Game Club	https://www.facebook.com/groups/1512314668911681/
Lundin Links	Lundin Board & Card	https://www.facebook.com/groups/333695333712772
Markinch	Markinch D&D	https://www.facebook.com/groups/1905778416295311
Motherwell	ML2 Gamers	https://www.facebook.com/groups/163708224079373/
Nairn	Nairn Boardgamers	https://tinyurl.com/Nairnbg
Paisley	Renfrewshire Board Gamers	https://www.facebook.com/groups/3540298552918191
Peebles	Borderlands Tabletop Gamers	https://www.facebook.com/profile.php?id=100094042894116
Perth	Perth Wargames Club	https://facebook.com/groups/135861000340151
Ratho	West Edinburgh & Lothian Boardgamers	https://www.facebook.com/groups/1072582280197839/
Scotland Wide	Board Games Scotland	https://www.facebook.com/groups/boardgamesscotland/
Scotland Wide	D&D Scotland	https://www.facebook.com/groups/DnDScotland/
Scotland Wide	RPG Scotland	https://www.facebook.com/groups/rpgscotland/
Scotland Wide	Wargaming in Scotland	https://www.facebook.com/groups/1783573154989950
South Queensferry	Table Top Games South Queensferry	https://www.facebook.com/groups/2010676999104640/
Tain	Tain Board Game Club	https://www.facebook.com/groups/5265665926814672/
Thurso & Wick	Northern Knights	https://www.facebook.com/NKWargames
Tranent	Tranent Tabletop Games	https://www.facebook.com/groups/228195720202651/
Troon	Troon Tabletop	https://www.facebook.com/people/Troon-Tabletop/61579162890862/

Town / City	Shop Name	Website
Aberdeen	Asylum Books & Games	https://asylum-booksandgames.com/
Aberdeen	Thistle Tavern	https://thistletavern.com/
Airdrie	Get Decked Games	https://getdeckedgames.co.uk/
Annan	Evans IT	https://www.facebook.com/evanshobbyandtech/
Arbroath	Yard Games	https://www.yardsgames.com/
Ayr	Dominion	https://www.dominionayr.com/
Bathgate	Knightly Gaming	https://www.knightlygaming.co.uk/
Dundee	Cake or Dice	https://www.facebook.com/CakeorDice/
Dundee	Highlander Games	https://highlandergames.co.uk/
Dunfermline	Accent Gaming	http://www.accentgaming.co.uk/
Dunfermline	Warbases	https://warbases.co.uk/
East Kilbride	Castle Comics	https://castlecomicsuk.co.uk/
Edinburgh	Ancient Robot Games	www.ancientrobotgames.co.uk
Edinburgh	Black Lion Games	https://www.facebook.com/blacklionedinburgh
Edinburgh	Blackwells	https://www.facebook.com/BlackwellEdGame
Edinburgh	Mox in the Hole	https://moxinthehole.co.uk/
Edinburgh	Potions & Rations	https://www.potionsandrations.co.uk/
Edinburgh	Secret Solstice Games	https://www.secretssolsticegames.co.uk/
Edinburgh	Thistle Tavern	https://thistletavern.com/
Elgin	Draco Gaming	https://www.dracogaming.co.uk/
Falkirk	The Arena	https://www.diceandtokens.co.uk/
Fraserburgh	R&S Dyga	https://www.facebook.com/R-S-Dyga-118077885011403
Glasgow	Geek Retreat	https://www.facebook.com/GeekRetreatGlasgow
Glasgow	Geek-aboo	https://www.geek-aboo.com/
Glasgow	Merchant's Guild	https://themerchantsguild.co.uk/
Glasgow	Settlers Shawlands	https://www.settlersstore.com/
Glasgow	Static Games	https://www.facebook.com/StaticGamesUK
Glasgow	Vlad's Emporium	https://www.vladsemporium.co.uk/
Glasgow	West End Games	https://www.westendgames.co.uk/
Glasgow (Forge)	The Last Outpost	https://www.thelastoutpostcomics.co.uk/
Keith	Kelpie Games	https://kelpiegames.co.uk/
Kirkcaldy	Accent Gaming	http://www.accentgaming.co.uk/
Kirkcaldy	Fire & Lightning	https://www.fireandlightning.co.uk/
Kirkintilloch	Sword & Sorcery	https://linktr.ee/swordnsorcery
Largs	Bus Stop Toy Shop	http://www.busstoptoyshop.com/
Lerwick	Harry's Department Store	https://www.harrysdepartmentstore.co.uk/
Leven	Sceptre Hobbies	https://www.petsandhobbies.com/
Livingston	Nerdvana	https://www.nerdvanalivingston.co.uk/
Montrose	Redcaps	https://redcapgames.co.uk/
Peebles	Peebles Comics & Games	https://peeblescomicsandgames.co.uk/
Perth	Out Of This Galaxy	https://outofthisgalaxy.co.uk/
Polbeth, West Calder	Cards Den	https://www.cardsden.co.uk
Stirling	Common Ground	http://www.commongroundgames.co.uk/
Troon	Mythics	https://www.mythics.co.uk/
Whitburn	Mighty Minis	https://www.mighty-minis-uk.com/





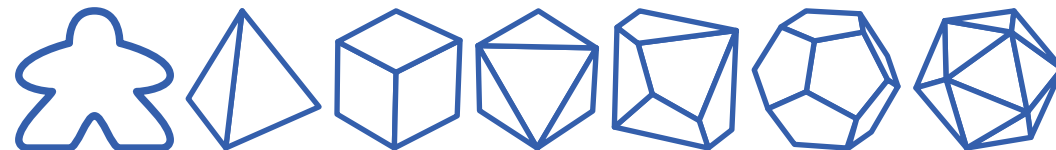
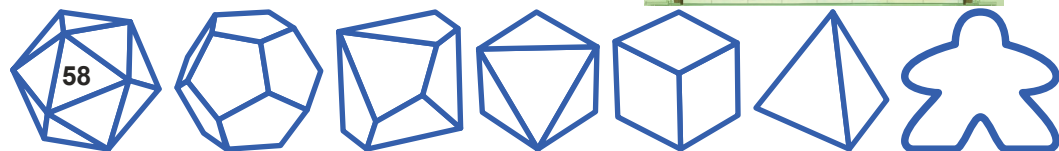
A Smile On My Face Lily (Age 12)

Hi I am Lily! I am twelve years old and Tabletop Scotland is my favourite event to visit because it brings people together who love board games, card games and tabletop role-playing games.

As soon as I walk into the convention a smile is on my face because I can see hundreds of colourful game tables, friendly people and exciting new games waiting to be played. Everyone is welcoming and it is a great place to meet people who enjoy the same hobby as me!

Every Friday my aunties and friends that want to join come over to my house. We play games, laugh and have a cheeky takeaway. Fridays are my favourite day because school and work is done for the week, so we can all join at the table and play. The room is as lively as a busy festival with everyone talking. Our laughter spreads through the house like sunshine on a summer's day, making everyone smile and have a good time.

One of the games I really enjoy playing is Coffee Rush. In the game, the table becomes like a little world of its own. I become the owner of a busy cafe, racing to make drinks and complete customer orders before everyone else. I like planning which ingredients I need, serving coffees quickly and trying to complete all the orders. It is a fun game because you keep busy but you also make it harder for the other players by completing your orders and giving them more!



Whenever I visit Tabletop Scotland, I spend time exploring the different game stalls, trying out new board games with my friends and getting demonstrations from game designers. It is always exciting to discover something new that I might want to play again at home!

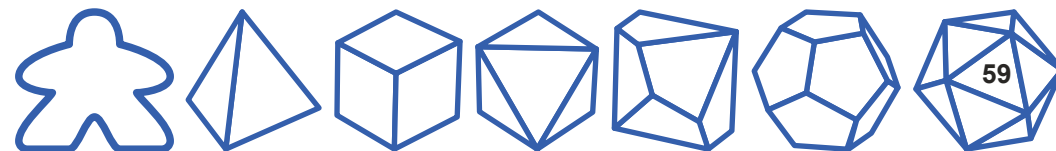
One of my favourite memories from Tabletop Scotland is every year when I arrive there are stalls with the coolest gadgets and games, tables with people gathering around trying games or getting taught how to play a game. That reminds me of how people look out for each other and that is my favourite thing to see.

Board games are one of my favourite hobbies because every game is different. Playing games is like a break from life and problems but sometimes can be your worst nightmare with a lot of words and no idea what to do. But you aren't the only one, so you work it out together as a team. Every game is like opening a new adventure book, because you never know what will happen next!

As soon as Tabletop Scotland finishes, I start looking forward to the next one. I enjoy finding out which new games will be there and deciding what I want to try first. I also love seeing familiar faces and meeting new people who enjoy the same hobby. The excitement grows like a balloon being filled with air as the event gets closer. I know every visit will leave me with more happy memories and new games to enjoy with my family and friends!

Every year I leave with happy memories, new favourite games and lots of ideas for games I want to play in the future. Whether I am playing Coffee Rush or discovering a brand new game every visit feels like a fun adventure filled with teamwork and creativity!

Thank you for reading!



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return to the Royal Highland
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September 2027
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next year!**



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The NEC Birmingham

ANCIENT ROBOT GAMES EVENTS

MONDAY

SKIRMISH GAMES/
HOBBY PAINTING

TUESDAY

WARGAME
NIGHT

WEDNESDAY

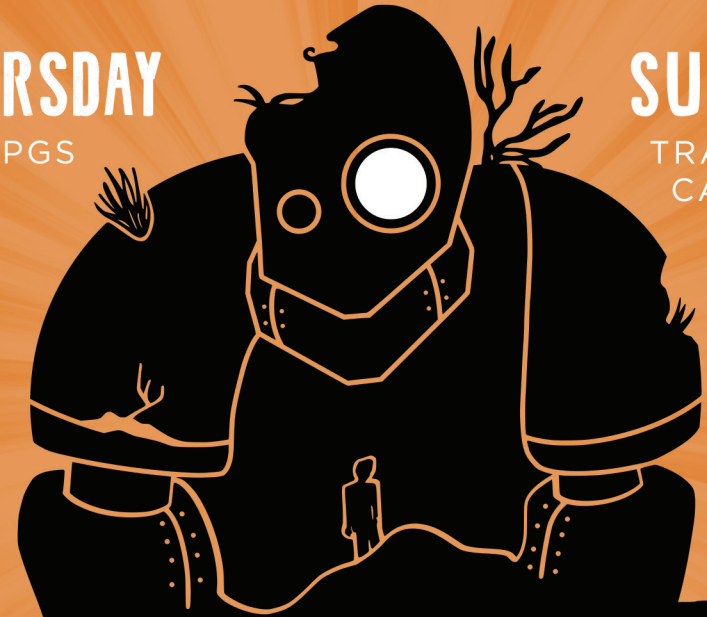
BOARDGAME
NIGHT

THURSDAY

RPGS

SUNDAY

TRADING
CARDS



EVENTS

FROM 7PM

SHOP OPEN

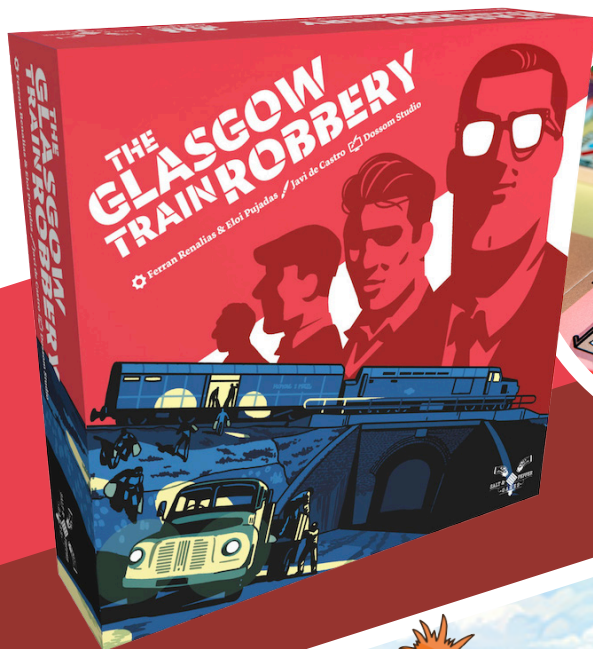
SUNDAY - THURSDAY 10:30 - 19:00

FRIDAY - SATURDAY 10:30 - LATE

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