



ADEPTICØN 2013

ADEPTICØN 2013 SCHEDULE

LAST UPDATE: 03.16.2013

Added New Thursday Seminars

THURSDAY EVENTS

| 8AM | 9AM | 10AM | 11AM | Noon | 1PM | 2PM | 3PM | 4PM | 5PM | 6PM | 7PM | 8PM | 9PM | 10PM | 11PM | Midnight |
|-----|-----|------|------|------|-----|-----|-----|-----|-----|-----|-----|-----|-----|------|------|----------|
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| Warhammer 40K Championships (Qualifier Rounds) | | | | | | | | | | | | | | | | | | | |
| Horus Heresy - Betrayal | | | | | | | | | | | | | | | | | | | |
| Warhammer Fantasy: It's How You Use It Tournament | | | | | | | | Warhammer Fantasy: It's How You Use It Tournament | | | | | | | | | | | |
| Legends of the Old West: Battle at Little Big Horn | | | | | | | | | | | | Legends of the Old West: Battle at Little Big Horn | | | | Malifaux Cake Match 3 | | | |
| Lord of the Rings: March to Mount Doom Madness | | | | | | | | | | | | Wrath of Kings, Sedition Wars, Relic Knights, Zombicide and Super Dungeon Explore | | | | | | | |
| Necromunda By Night | | | | | | | | | | | | Hail Caesar Match Play | | | | | | | |
| Battletech Grinder and Leviathans: King of the Skies | | | | | | | | | | | | | | | | | | | |

THURSDAY EVENING SEMINARS

| | | | |
|-----------------|-------------------|-------------------|-------------------------|
| 7:30PM – 9:30PM | Liber Metallica | 10:00PM – 12:00AM | Glazing/Flawless Blends |
| 7:30PM – 9:30PM | Raising Your Game | 10:00PM – 12:00AM | Freehand Secrets |
| 7:30PM – 9:30PM | Wet Blending | 10:00PM – 12:00AM | Weathering Techniques |

FRIDAY EVENTS

| 8AM | 9AM | 10AM | 11AM | Noon | 1PM | 2PM | 3PM | 4PM | 5PM | 6PM | 7PM | 8PM | 9PM | 10PM | 11PM | Midnight |
|-----|-----|------|------|------|-----|-----|-----|-----|-----|-----|-----|-----|-----|------|------|----------|
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| Vendor Hall Hours | | | | | | | | | | | | | | | | Bitz Trading | |
| Demo Hall Hours (see page 2 for a list of events)* | | | | | | | | | | | | | | | | | |
| Crystal Brush Painting Competition Submissions | | | | | | | | Freeblades Adventure | | | | | | | | | |
| Warhammer 40K Gladiator Tournament | | | | | | | | | | | | | | 40K TT Check-In | | | |
| Warhammer 40K Championships (Finals) | | | | | | | | | | | | | | | | | |
| Warhammer 40K Warzone Tournament | | | | | | | | | | | | | | | | | |
| Zone Mortalis: The Sin of Alacrity | | | | | | Wreck Age: The Battle for TenPike | | | | | Zone Mortalis: The Sin of Alacrity | | | | | | |
| Warhammer 40K: The Friendly 2013 (It's One Louder) | | | | | | | | | | | | | | | | | |
| Warhammer Fantasy Team Tournament | | | | | | | | | | | | | | | | | |
| Warmachine/Hordes Hardcore! | | | | | | | | Warmachine/Hordes Hardcore! Finals | | | | Warmachine/Hordes Blood, Sweat and Tiers (ends at 3:00AM) | | | | | |
| Warmachine/Hordes Iron Area (runs all-night/all-weekend long) | | | | | | | | | | | | | | | | | |
| Malifaux Team Tournament | | | | | | | | | | | | | | | | | |
| Flames of War Nationals (2 Day Event) | | | | | | | | | | | | | | | | | |
| Flames of War Mid-War Tournament | | | | | | | | | | | | | | | | | |
| Freeblades Adventure | | | | Bolt Action: Poland 1939, The Battle for Lwow | | | | | | | | Wreck Age: The Battle for TenPike | | | | | |
| Warhammer Ancients Battles: The Battle of Ipsus, 301 BC | | | | | | | | Hail Caesar: The Battle of Ipsus, 301 BC | | | | Warhammer Ancients Battles: Hastings Redux, 1066 AD | | | | | |
| Warmaster | | | | | | | | | | | | | | | | | |
| Lord of the Rings Team Tournament | | | | | | | | | | | | | | | | | |
| Wrath of Kings, Sedition Wars, Relic Knights, Zombicide and Super Dungeon Explore | | | | | | | | | | | | | | | | | |
| Battletech: Run of the Republican Guard | | | | | | | | Battletech: Bloodname Tournament | | | | | | | | | |
| Battletech Grinder and Leviathans: King of the Skies | | | | | | | | | | | | | | | | | |
| AdeptiCon X-Wing Dogfight Tournament | | | | | | | | | | | | | | | | | |
| Dreadball | | | | | | | | | | | | | | | | | |
| Guest of Honor Seminar | | | | | | | | | | | | | | | | | |

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|--------------------------------------|---|---------------------------------------|--------------------------------------|---|---|
| Dirty Tricks: Speed Painting | Object Source Lighting (OSL) | Airbrushing Miniatures (Demo) | Sculpting Faces | Object Source Lighting (OSL) | Weathering Techniques (Demo) |
| Hands-On With Weathering Pigments | Intro to Painting: Core Skills for Beginners | Intro to Two-Brush Blending | Hands-On With Weathering Pigments | Advanced Freehand & Competition Painting | Intro to Painting: Highlight/S Red |
| Hirst Arts Terrain and Casting | Hirst Art Terrain and Casting | Lose the Fear: Intro to Greenstuff | TMT: True Metallic Technique | Dynamic Miniatures: Advanced Green Stuff Figure Modeling | Theories of Colour, Contrast, Zenithal Light |



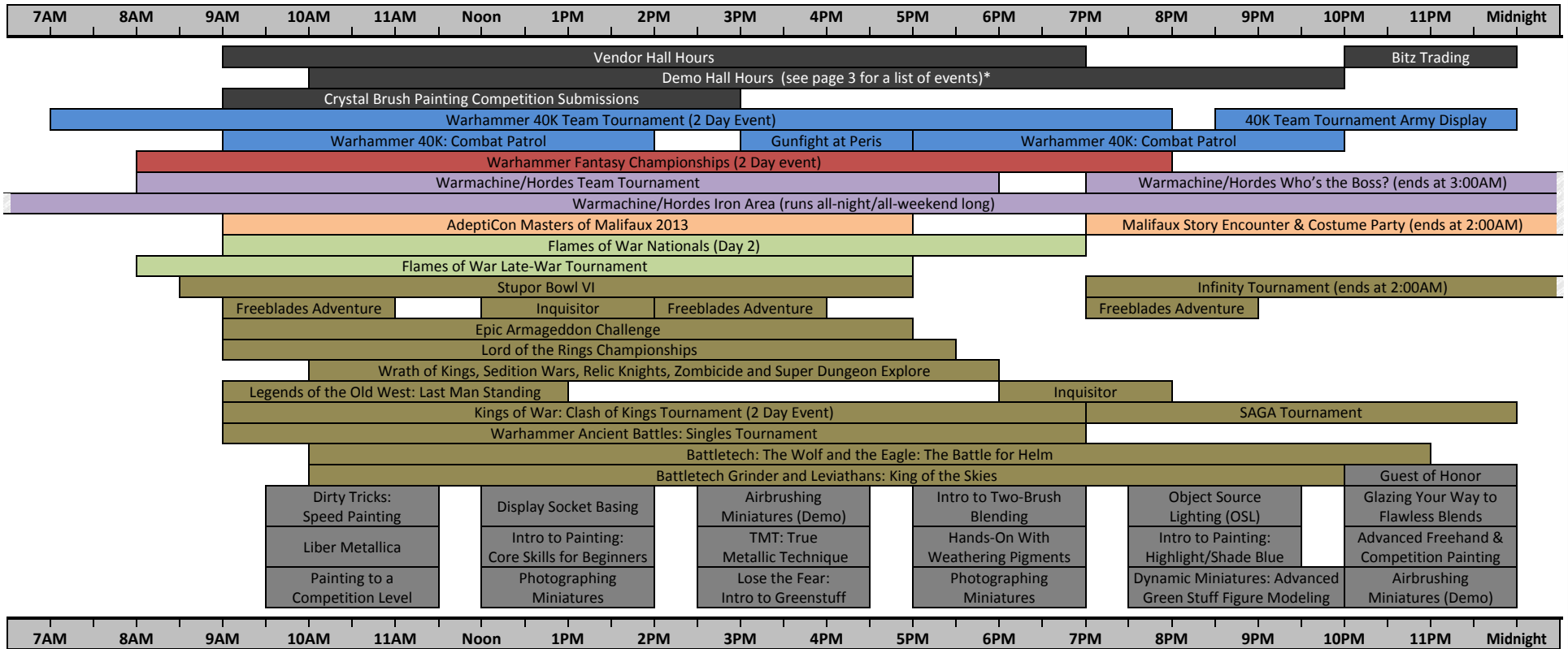
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SATURDAY EVENTS



* See Page 4 for full details concerning Sunday Demo events. Demo events are free. There are no tickets for Demo events; they are on a first-come, first-served basis.

THURSDAY DEMO EVENTS

5:00PM – 9:00PM Infinity Demos

FRIDAY DEMO EVENTS

All Day Brushfire & Endless Demos (On the Lamb Booth)
 All Day Dark Age and Sedition Wars Demos (CMoN Booth)
 All Day Relic Knights & Super Dungeon Explore (CMoN Booth)
 All Day Wrath of Kings & Zombicide Demos (CMoN Booth)
 All Day Wreck Age Demos
 All Day Malifaux & Puppet Wars Demos
 10:00AM – 6:00PM Warmachine & Hordes Demos
 12:00PM – 7:00PM Deep Wars Demos
 1:00PM – 5:00PM Firestorm Armada Demos
 5:00PM – 9:00PM Infinity Demos
 5:30PM – 9:30PM Dropzone Commander Demos

LEGEND

| | |
|---|-------------------------------|
| | Warhammer 40K Events |
| | Warhammer Fantasy Events |
| | Privateer Press Events |
| | Malifaux/Puppet Wars Events |
| | Flames of War Events |
| | Specialist Games/Other Events |
| | Hobby Seminars |
| | Convention Events/Demos |



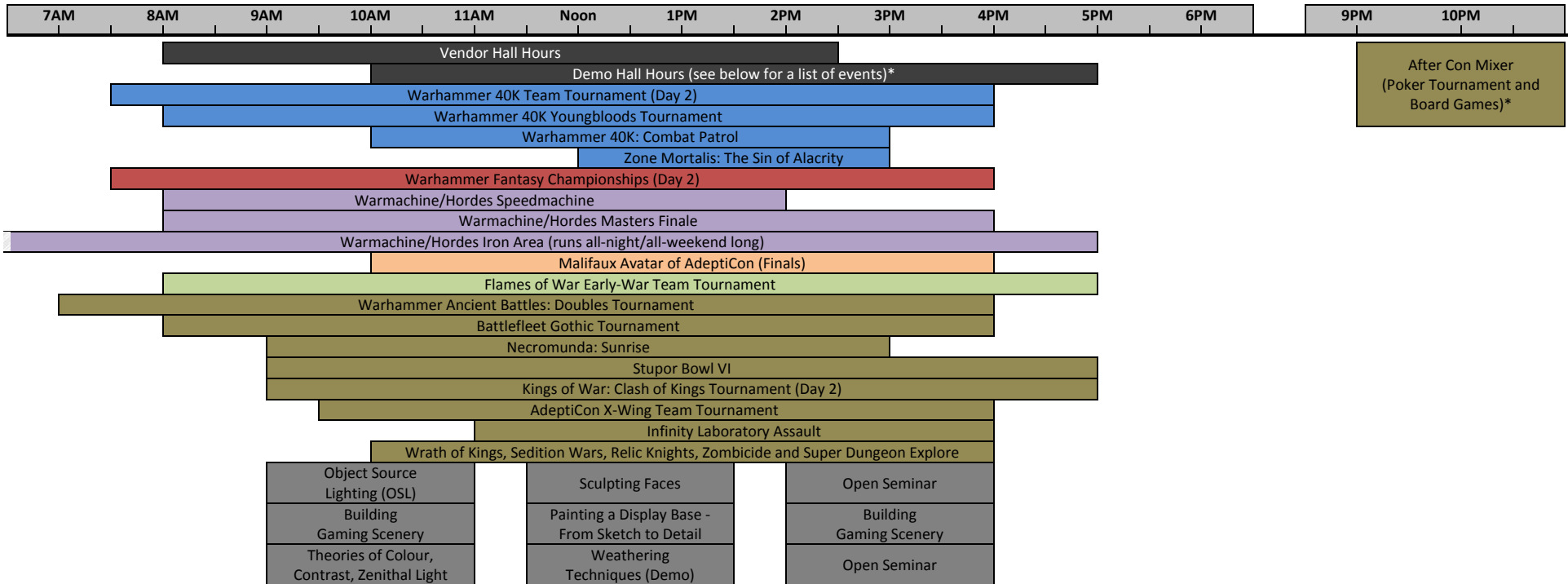
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SUNDAY EVENTS



* See Page 4 for full details concerning Sunday Demo events. Demo events are free. There are no tickets for Demo events; they are on a first-come, first-served basis.

** The AdeptiCon 2013 After Con Mixer will tentatively start at 9:00PM Sunday night. This event will not start until after the convention breakdown is complete. Prepare for a late evening!

SATURDAY DEMO EVENTS

| | |
|------------------|--|
| All Day | Brushfire & Endless Demos (On the Lamb Booth) |
| All Day | Dark Age and Sedition Wars Demos (CMoN Booth) |
| All Day | Relic Knights & Super Dungeon Explore (CMoN Booth) |
| All Day | Wrath of Kings & Zombicide Demos (CMoN Booth) |
| All Day | Wreck Age Demos |
| All Day | Malifaux & Puppet Wars Demos |
| 10:00AM – 2:00PM | Wings of Glory Demo – Bloody April |
| 10:00AM – 6:00PM | Warmachine & Hordes Demos |
| 11:00AM – 7:00PM | Infinity Demos |
| 12:00PM – 7:00PM | Deep Wars Demos |
| 1:00PM – 5:00PM | The Hobbit: An Unexpected Demo |
| 1:00PM – 5:00PM | X-Wing Miniatures Game Demo |
| 1:00PM – 5:00PM | Firestorm Armada Demos |
| 5:30PM – 9:30PM | Dropzone Commander Demos |

SUNDAY DEMO EVENTS

| | |
|------------------|--|
| All Day | Brushfire & Endless Demos (On the Lamb Booth) |
| All Day | Dark Age and Sedition Wars Demos (CMoN Booth) |
| All Day | Relic Knights & Super Dungeon Explore (CMoN Booth) |
| All Day | Wrath of Kings & Zombicide Demos (CMoN Booth) |
| All Day | Wreck Age Demos |
| All Day | Malifaux & Puppet Wars Demos |
| 10:00AM – 2:00PM | The Hobbit: An Unexpected Demo |
| 10:00AM – 6:00PM | Warmachine & Hordes Demos |
| 11:00AM – 4:00PM | Infinity Demos |

LEGEND

| | |
|---|-------------------------------|
| | Warhammer 40K Events |
| | Warhammer Fantasy Events |
| | Privateer Press Events |
| | Malifaux/Puppet Wars Events |
| | Flames of War Events |
| | Specialist Games/Other Events |
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DEMO EVENTS - BASIC DETAILS

1. An AdeptiCon Weekend Badge is required to participate in all demo events. You can purchase an AdeptiCon Weekend Badge [here](#).
2. All demo events are free. Tickets are not required to play in demo events. Your Weekend Badge acts a generic ticket to any and all demo events. Several vendors will be running demos at their booths in the Vendor Hall and a dedicated demo area will be set up outside the Junior Ballroom to accommodate additional events. Show up at any point to participate.
3. All demo events are on a first-come, first-served basis. Every attempt will be made to accommodate attendees interested in participating in a demo event, but please be aware that the instructors will have limitations based on table space, available miniatures and staff.

DEMO EVENT DESCRIPTIONS

Brushfire Demos [All Weekend Long at the On the Lamb Vendor Booth]

Come play an introductory game of Brushfire: Historia Rodentia. Armies of animals based on historical empires battle in a skirmish-size wargame. Napoleonic badgers, British bulldogs, and Samurai Otters! Playtime takes about 30-45 minutes, and how to play the game will be taught during the session. Give it a try and check out our booth!

Dark Age Demos [All Weekend Long at the Cool Mini or Not Vendor Booth]

Abandoned in the collapse of their star-spanning empire the humans of Samaria must battle for survival; against each other, the monsters they have created and the harsh planet itself. This is no place for weakness, only through courage and determination can a man hope to endure in the savage wasteland.

Dark Age: Apocalypse brings this gritty, D20 driven, post-apocalyptic miniatures game to your tabletop. With a number of different factions to choose from, we'll give you a look at the core mechanics, the rich and steeped setting of Samaria and a chance to explore this unique game. Are you tough enough to survive on the surface of Samaria or will you discover the truth in the games slogan "Everything Dies"?

Deep Wars Demos [Friday and Saturday: 12:00pm - 7:00pm]

DeepWars by Antimatter Games is a tabletop wargame where forces battle below the waves of a lost underground ocean beneath a frozen southern continent, vying for control over ancient cyclopean sunken ruins and wrecks holding powerful artifacts and golden treasure. Players command warbands from one of four main forces, developing their warriors as they gain experience through combat, exploration and recovery of treasure. The game system has rules for 3-D combat representing models 'swimming' above enemies, sea floor flora and fauna that can be as dangerous, if not more dangerous as your opponent's warband and a full campaign system allowing players to customize stock profiles as they gain experience or even create their own force using any manufacturers models.

We will be covering the core mechanics of the game and introducing you to the 4 main races and miniatures. The demos will be run on your choice of three premier demo boards. A shallow sea floor reef of sharp corals and teeming with predators and prey, a undersea kelp forest blocking line of site throughout all depth levels and concealing your enemies or a deep ocean abyssal plain of hydrothermal vents, spewing boiling water and covered with dangerous sea life. Both environments have unique rules that offer different tactical options to the players. If you like Lovecraftian monsters, "Journey to the Center of the Earth" type of fiction or anything underwater themed, this game is something you need to check out.

Dropzone Commander Demos [Friday and Saturday: 5:30pm - 9:30pm]

Come play Dropzone Commander, the new mass combat game from Hawk Wargames. It is the 27th century and Earth has been conquered. Join the battle with massive armies using advanced technology and the ultimate advantage: mobility.

Endless: Fantasy Tactics [All Weekend Long at the On the Lamb Vendor Booth]

Come play an introductory game of Endless: Fantasy Tactics. Classic 90's console RPG characters are pitted against each other in a grid-based tactical miniatures game. Brings Tactical RPG gameplay to your table top! Playtime takes about 20-30 minutes, and how to play the game will be taught during the session. Give it a try and check out our booth!

Firestorm Armada [Friday and Saturday 1:00pm - 5:00pm]

Join the Firebase Delta Podcast and The Black Ocean.com as they Demo Spartan Games: Firestorm Armada. What is Firestorm Armada by Spartan Games you ask? The FIRESTORM ARMADA game is set far in the future of mankind where several great races are locked in a brutal war. Vast fleets of warships, both human and alien, clash in epic space battles with the military might of numerous allied systems supporting them. Models will be supplied for the event and players are encouraged to bring their own models to share in the experience. Be sure to check out www.firebasedelta.com and www.theblackocean.com for all your Spartan Firestorm Armada resources.

The Hobbit: An Unexpected Demo [Saturday: 1:00PM - 5:00PM; Sunday 10:00AM - 2:00PM]

You've seen the movie now relive the adventure in 25mm scale. Come join veteran Lord of the Rings hobbyists as they run you through the basics of The Hobbit miniature game. Stop by anytime during the demo times to get in on a game. All new games will start at the top of each hour during the times listed. All models and materials provided.

Infinity Demos [Thurs & Fri: 5:00PM - 9:00PM; Sat: 11:00AM - 7:00PM; Sun: 11:00AM - 4:00PM]

Infinity is a science fiction skirmish game set about 175 years into the future. Infinity has a flexible order system, allowing involved gameplay for both players regardless of whose turn it is. All miniatures and supplies will be provided.

Malifaux Demos [Friday and Saturday: 10:00AM - 9:00PM; Sunday 10:00AM - 4:00PM]

Malifaux is a skirmish based miniature game based on an alternate 19th Century Earth. Malifaux blends Steam Punk, Fantasy, Horror and Western Genre in a unique and interesting way. It uses a card based rule system that adds a new level of resource management to your typical war game. Models provided.



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Puppet Wars Demos [Friday and Saturday: 10:00AM – 9:00PM; Sunday 10:00AM – 4:00PM]

Come learn Wyrld's newest game Puppet Wars. Puppet Wars is a hobby board game that pits crews of puppets against each other on the floor of Zoriada the Hag's hut. Models provided.

Relic Knights Demos [All Weekend Long at the Cool Mini or Not Vendor Booth]

Relic Knights is a unique, high-speed strategy battle game where you take command of heroic characters in a battle for the fate of the universe. Wield the mystical power of Esper, unleashing powerful attacks and using clever strategy to defeat your opponents.

Take control of Questing Knight's Cadre as you learn the core game mechanics and are introduced to rich universe, fast and furious game play and amazing models that make this game so unique.

Sedition Wars Demos [All Weekend Long at the Cool Mini or Not Vendor Booth]

"You can have peace, or you can have freedom. Don't ever count on having both at once." - Robert A. Heinlein. Sedition Wars: Battle for Alabaster is a fast paced tactical Sci-fi miniatures game where players take control of the Vanguard's elite strike teams fighting for their very lives and control of Alabaster or the reanimated nano-tech infected nightmare of the Strain. From the mind of Mike McVey this miniatures game is quite the adventure!

In the depths of the research station, will you lead your forces against those that have overrun it or will you stop at nothing to infect and spread the nano-spore to eradicate all of humankind? Whether you choose the Vanguard or the Strain, we'll show you the core mechanics and introduce you to this rich universe and amazingly detailed miniatures.

Super Dungeon Explore Demos [All Weekend Long at the Cool Mini or Not Vendor Booth]

Super Dungeon Explore, is a fast paced, table-top strategy game for 2 or more players in which players go head-to-head with a party of brave adventurers, or as the Consul, the dungeons evil master, summoning hordes of minions to battle over who will rule the underworld of Crystalia.

Are you an adventurer seeking fame and fortune, willing to brave the depths of the darkest dungeons? Or would you rather unleash wave upon wave of monstrous minions to repel these dastardly do-gooders? Whichever side you shall choose, we'll show you the core game mechanics, the lovable characters that roam the dungeons of Crystalia and open up a new level of adventure in your gaming!

Warmachine/Hordes Demos [All Weekend Long]

The very earth shakes, as massive iron Warjacks and hulking Warbeasts slam into each other with cataclysmic force. Lead-spewing cannons chew through armor plating as easily as flesh. Bold heroes and warlocks set the battlefield ablaze with a tempest of arcane might to forge the fates of their unyielding nations in the fires of destruction. Keep an eye out for the roving Warmachine/Hordes demo tables in the halls and hallways throughout the weekend!

Wings of Glory Demo – Bloody April, French Sector [Saturday 10:00AM – 2:00PM]

Prior to launching his ground offensive in April 1917, French Gen. Robert Neville made extensive use of the French air service, Le Aviation Militaire. Gen. Neville was so pleased with the early results of the air campaign that he kept assigning his air crews with more complicated missions. Players can choose to play either Le Aviation Militaire or defend with the Luftstreitkräfte. Wings of Glory is a fast paced, easy to learn game that does not involve dice. Beginners welcome.

Wraith of Kings [All Weekend Long at the Cool Mini or Not Vendor Booth]

You have left the lands of your fathers, the protection of your ancestors. With courage and strength, you shall be the bringers of light to this shadowed land. With luck, you may even be its salvation. Arikania is a land marked by magic and scarred by unbounded ambition. Wrath of Kings is a 32mm miniature game set on the fantastic continent of Arikania. You go to battle as one of the Five Houses of the Scion Kings, children of the Ancient King. Following the death of their Father, the Scion Kings and their followers turned on one another like dogs fighting over scraps of a meal.

Wrath of Kings brings mighty armies to your tabletop to clash for the fate of Arikania. In this D10 driven game of epic clashes, you will pit your chosen House against one of your brothers; learn the core mechanics and exciting new concepts in this unique steam driven fantasy world.

Wreck Age Demos [All Weekend Long]

Wreck Age is a skirmish game set on 25th century earth, centuries after a great exodus. The people left behind have been forced to adapt and fend for themselves, as well as depend on each other for protection and survival. Not all conflict ends in gun play, and not all gun play has a clear victor... Wreck Age is a game of community building and trading, as well as a game fast-paced combat and action. Models provided.

X-Wing Miniatures Game Demos [Saturday: 1:00PM – 5:00PM]

The Death Star has been destroyed and the Rebellion is in full swing. Will you stand up for what is right, are you ready to stop the spread of evil and terror in the galaxy? Then your Empire needs you! Enlist today and become a Tie Fighter pilot in the Emperors navy, and no experience needed! We will train you in all the aspects of your Tie Fighter. You will learn how to steer, fire and dodge asteroids and find yourself blasting rebels from space in no time. Defend your Empire, defend your way of life and stop by for a demo on how to play the new X-Wing Miniature game. For you traitors, we will gladly show you how to pilot your X-Wing and send you to fall to our mighty Tie Fighter fleets!

X-Wing is an exciting new miniatures space combat game by Fantasy Flight Games, made for play with wonderfully sculpted pre-painted fighters. Just stop by and learn, we will provide all the ships needed and see what side racks up more kills.

Zombicide [All Weekend Long at the Cool Mini or Not Vendor Booth]

Zombicide is a collaborative survival board game in which players control 'survivors' – the last living humans in a zombie-infested town. As players gear up, level up and take down zombies, the pace quickens, the tension heightens and the numbers of zombies increase. Find weapons, kill zombies, reach objectives, kill zombies, find supplies, kill zombies...the more you kill, the more skilled you get, the more skilled you get, the more zombies appear.

Do you have what it takes to commit Zombicide? In this co-operative horror survival beat'em up, you'll take control of an archetypical pop-culture hero hell bent on completing the objective and escaping the board alive...but you have to work with the other players to accomplish this task! We'll introduce you to the survivors, break down the core mechanics of the game and tell you what you need to do to complete the objectives and win the day...you gotta do the rest!