



# ADEPTICON 2011

ADEPTICON 2011 SCHEDULE

LAST UPDATE: 01.11.2011

## THURSDAY NIGHT EVENTS

7PM	8 PM	9 PM	10 PM	11 PM	Midnight
	Warhammer 40K Tactics (Basic)		Warhammer 40K Tactics (Advanced)		
		Moving Forward: First Steps to Advanced Painting			
	Concept Figure Drawing Workshop		Introduction to Mold Making & Casting		

## FRIDAY EVENTS

8 AM	9 AM	10 AM	11 AM	Noon	1 PM	2 PM	3 PM	4 PM	5 PM	6 PM	7 PM	8 PM	9 PM	10 PM	11 PM	Midnight
	Vendor Hall Hours										40K TT Check-in	Bitz Trading				
	Crystal Brush Painting Competition Submissions										Demo Hall Hours (see page 4 for more details)					
	Warhammer 40K Championships (Qualifier)															
	Special Operations: Killzone							Special Operations: Killzone								
	Warhammer Fantasy Big Brawl															
	Warhammer Fantasy: It's How You Use It Tournament							Warhammer Fantasy: It's How You Use It Tournament					Black Library Roundtable			
	Lord of the Rings Championships										Malifaux Cake					
	Across the Somme I				Across the Somme 2				Legends of the High Seas Campaign							
	Legends of the Old West Tournament							The Battle of Guilford Courthouse, 1781								
	Legends of the Old West: Battle at the Little Big Horn															
	Flames of War Mid-War U.S. National (2 Day Event/By Qualification Only)										Flames of War – Omaha: The Battle for Draw 3 – Easy Green					
	Flames of War Early-War Tournament										Warmachine/Hordes MM/T&C Tournament*					
	Warmachine/Hordes Hardcore! Tournament															
	Warmachine/Hordes Eternal War! (runs all-night/all-weekend long)															
	Airbrushing for Figurines		Painting Faces and Muscular Bodies			Concept Figure Drawing Workshop			Metallics with a Shine			Colors Through the Art		Painting to a Competition Level		
	Intro to Miniature Painting: Core Skills		Hirst Arts Terrain and Casting			Hirst Arts Terrain and Casting			Lose the Fear: Working with Greenstuff			Painting an (Ancient) Army with Alacrity		Photographing Miniatures		
			Painting non-Metallic Metal			Freehand Detail			Painted Weathering Techniques			Paint Your Very Best (Marine Helmet)		Jakob Rune Nielsen's Project Process		

\* The Warmachine/Hordes Mangled Metal/Tooth and Claw Tournament begins at 8:30PM Friday night and runs all-night long, ending at 5:00AM Saturday morning.

## REGISTRATION NOTES

1. AdeptiCon 2011 will take place on April 1st through the 3rd at the Westin Lombard Yorktown Center in Lombard, IL.
2. Detailed event descriptions and rules can be found on the [AdeptiCon Website](http://www.adepticon.com).
3. All AdeptiCon attendees will be able to pick up their badge and event tickets at the AdeptiCon registration table starting Thursday, March 31st at 8:00 pm or any of the following days beginning at 7:00 am. Weekend Badges and event tickets for open events can be purchased on site starting Friday, April 1st at 8:00 am.
4. Online Registration will close Friday, March 11th, 2011 at 17:00 CST. You may still register onsite Friday, Saturday, or Sunday.
5. If you have any questions, concerns or comments about the process - please feel free to [contact us](http://www.adepticon.com).

## LEGEND

	Warhammer 40K Events
	Warhammer Fantasy Events
	Privateer Press Events
	Flames of War Events
	Hobby Seminars
	Specialist Games/Other Events
	Convention Events/Demos

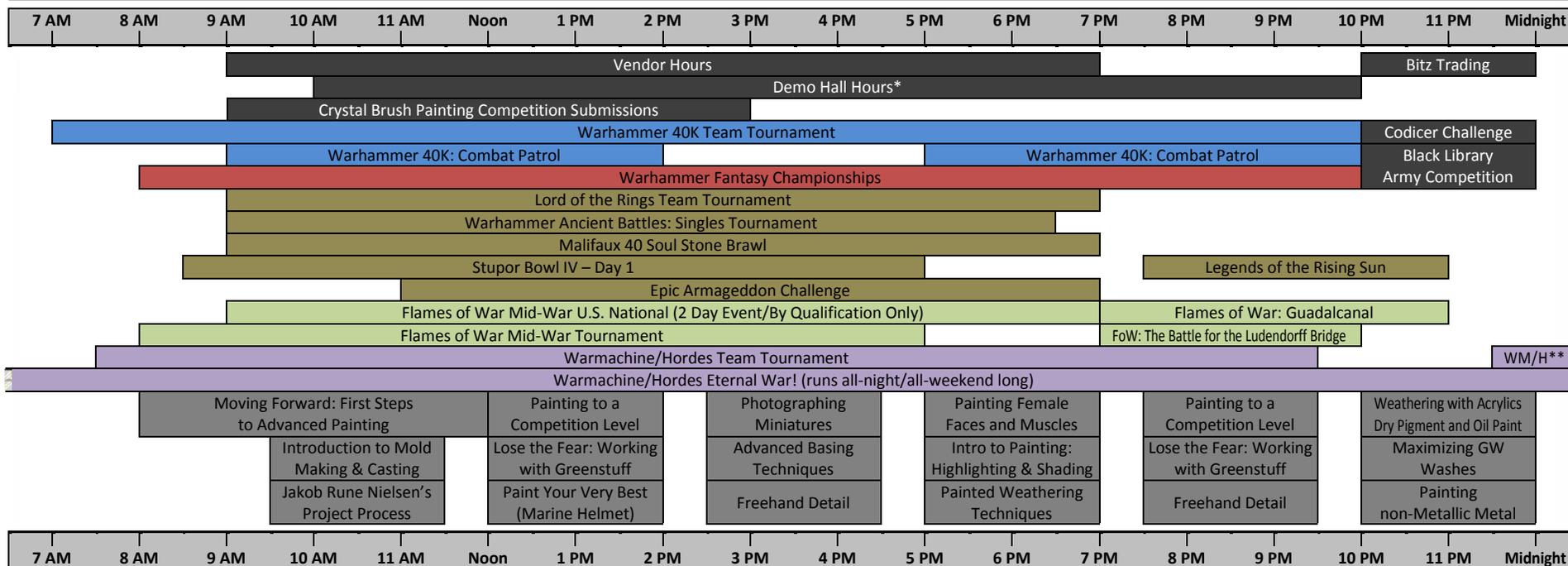


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## SATURDAY EVENTS



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

\*\* The Warmachine/Hordes Stranded Forces Tournament begins at 11:30PM Saturday night and runs all-night long, ending at 7:30AM Sunday morning.

### FRIDAY DEMO EVENTS

10:00AM – 7:00PM	Malifaux Demos
10:00AM – 9:00PM	Brushfire Demos
12:00PM – 2:00PM	Trafalgar Demo
6:00PM – 10:00PM	Battletech Grinder
7:00PM – 10:00PM	Freeblades Demo

### SATURDAY DEMO EVENTS

10:00AM – 7:00PM	Battletech – Kathil: March 3065
10:00AM – 9:00PM	Brushfire Demos
10:00AM – 10:00PM	Battletech Grinder
11:00AM – 7:00PM	Infinity Demos
5:00PM – 7:00PM	Aeronautica Imperialis
7:00PM – 10:00PM	Freeblades Demo

### LEGEND

<span style="background-color: #4a90e2; width: 20px; height: 10px; display: inline-block;"></span>	Warhammer 40K Events
<span style="background-color: #e74c3c; width: 20px; height: 10px; display: inline-block;"></span>	Warhammer Fantasy Events
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<span style="background-color: #34495e; width: 20px; height: 10px; display: inline-block;"></span>	Convention Events/Demos

For detailed demo event descriptions, see Page 4.

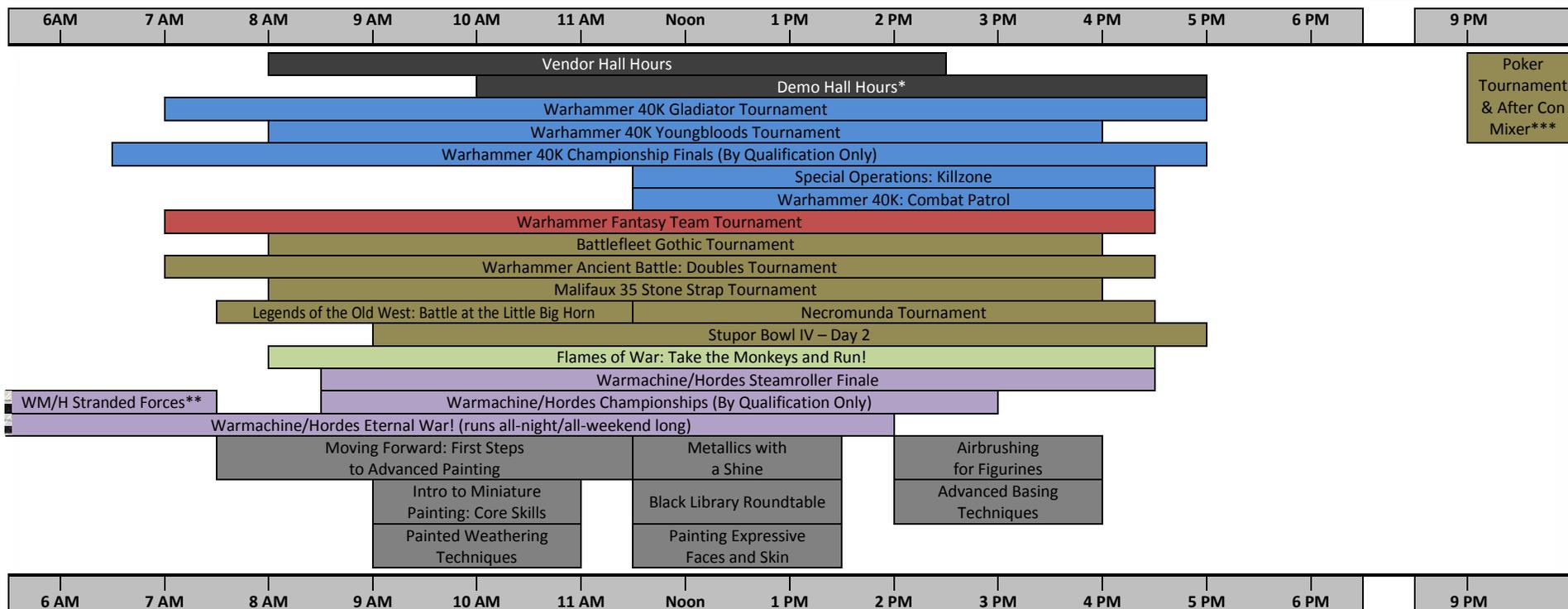


# ADEPTICØN 2011

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## SUNDAY EVENTS



\* See below 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 Warmachine/Hordes Stranded Forces Tournament begins at 11:30PM Saturday night and runs all-night long, ending at 7:30AM Sunday morning.

\*\*\* The 2011 Adepticon Poker Tournament and 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!

## SUNDAY DEMO EVENTS

10:00AM – 12:00PM	Aeronautica Imperialis	11:00AM – 4:00PM	Infinity Demos
10:00AM – 12:00PM	Trafalgar Demo #1	12:00PM – 2:00PM	Firestorm Armada Demo #1
10:00AM – 4:00PM	Battletech Grinder	12:00PM – 2:00PM	Trafalgar Demo #2
10:00AM – 4:00PM	Brushfire Demos	2:00PM – 4:00PM	Firestorm Armada Demo #2

For detailed demo event descriptions, see page 4.

## LEGEND

Blue	Warhammer 40K Events
Red	Warhammer Fantasy Events
Purple	Privateer Press Events
Green	Flames of War Events
Grey	Hobby Seminars
Olive	Specialist Games/Other Events
Dark Grey	Convention Events/Demos



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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. A dedicated demo area will be set up in the Junior Ballroom to accommodate the following 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

### Aeronautica Imperialis Bring and Battle

[Saturday 5:00PM – 7:00PM, Sunday 10:00AM – 12:00PM]

Fly the friendly skies of the 41st millennium: bring your AI fleet for a multiplayer battle or play a demo game. All skill levels welcome, limited fleets available for those without forces. Max players 6 per session.

### Battletech Grinder

[Friday: 6:00PM – 10:00PM, Saturday: 10:00AM – 10:00PM, Sunday: 10:00AM – 4:00PM]

The Battletech Grinder will teach all the basic rules of Battletech found in the core rulebook, Total Warfare. No experience is needed to learn or play. Bootcamp runs all of Saturday and Sunday – play at the ticketed hour or drop in at any time.

### Battletech – Kathil: March 3065

[Saturday: 10:00AM – 7:00PM]

The fight for Kathil has been raging for nearly two-and-a-half years. Both the Allies and the Loyalists have thrown units into the fight only to see this proverbial meat grinder chew them up. But as the Federated Commonwealth Civil War crests, the tide of reinforcements has run dry. Now it is time for one side to make the move that will secure this pivotal factory world for their faction. Will the Allies of Victor claim it for the side of freedom from tyranny or will the Loyalists of Katherine restore justice, honor, and the Federated Commonwealth upon Kathil's back?

### Brushfire Demos

[Friday: 10:00AM – 9:00PM, Saturday: 10:00AM – 9:00PM, Sunday: 10:00AM – 4:00PM]

Animals go to war! Brushfire is a historical parody skirmish game of historically based factions with animal warriors set in a semi-Napoleonic era world. We'll be providing warbands for demos. Experienced players are encouraged to stop by between events for open gaming.

### Firestorm Armada Demos

[Sunday: 12:00PM – 2:00PM and Sunday 2:00PM – 4:00PM]

Firestorm Armada is a table-top miniatures game where players control fleets of star-ships in deep space combat. This is a demo of these fast to learn, but versatile rules representing multiple battle groups locked in combat. This demo is open to those curious about the game, and veterans of FSA as well. Firestorm Armada is produced by Spartan Games, the makers of Uncharted Seas. Miniatures and materials will be provided for two players.

### Freeblades

[Friday: 7:00PM – 10:00PM, Saturday 7:00PM – 10:00PM]

Join us as we demo Freeblades, an exciting new fantasy skirmish game from DGS Games! Freeblades is a game using beautiful 32mm fantasy miniatures taking on adventures in the World of Faelon.

Information on the World of Faelon can be found on our website, [dsgsgames.com](http://dsgsgames.com). DGS Games is a dynamic new player-oriented game company whose first line of games will be a skirmish game, a battle game and a roleplaying game, all using the same mechanics, same figures and same rich, colorful background. All figures and game aids will be supplied; players just need to show up!

### Infinity Demos

[Saturday: 11:00AM – 7:00PM, Sunday: 11:00AM – 4:00PM]

Infinity is a 28mm skirmish game that simulates combat 175 years in the future. The game is fast paced and features a unique activation system that allows players to react to the opponents actions. We will provide everything you need to try out this awesome game.

### Malifaux Demos

[Friday: 10:00AM – 7:00PM]

Come on by and try out Malifaux. Malifaux is a character-driven Skirmish game set in a dark, Victorian, steam-punk, western, horror (and a little comedy) world. Crews will be provided for demos. For the experienced players come on by between tournaments to get a quick open play game in.

### Trafalgar Demos

[Friday: 12:00PM – 2:00PM, Sunday: 10:00AM – 12:00PM and 12:00PM – 2:00PM]

Ever wanted to sail the high seas on a ship of sail during the Napoleonic war, doing battle with the likes of Admiral Nelson? If your answer is "Yes!", then sign up for a demonstration game of Trafalgar. Trafalgar is simple and fun to play, yet allows you to experience without too much detail what commanding a ship of sail in battle was like. If you already play Trafalgar, then stop by for a somewhat larger game. Everything to play the game will be provided.