



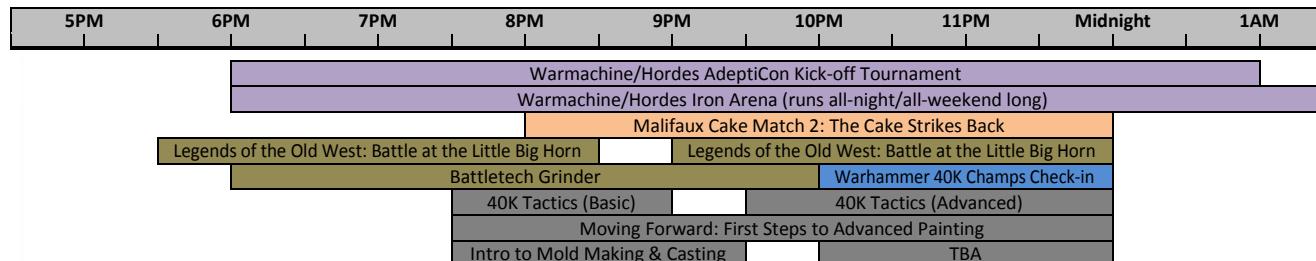
ADEPTICON 2012

ADEPTICON 2012 SCHEDULE

LAST UPDATE: 03.07.2012

New Demos, Seminars & Dark Age Events Added

THURSDAY NIGHT EVENTS

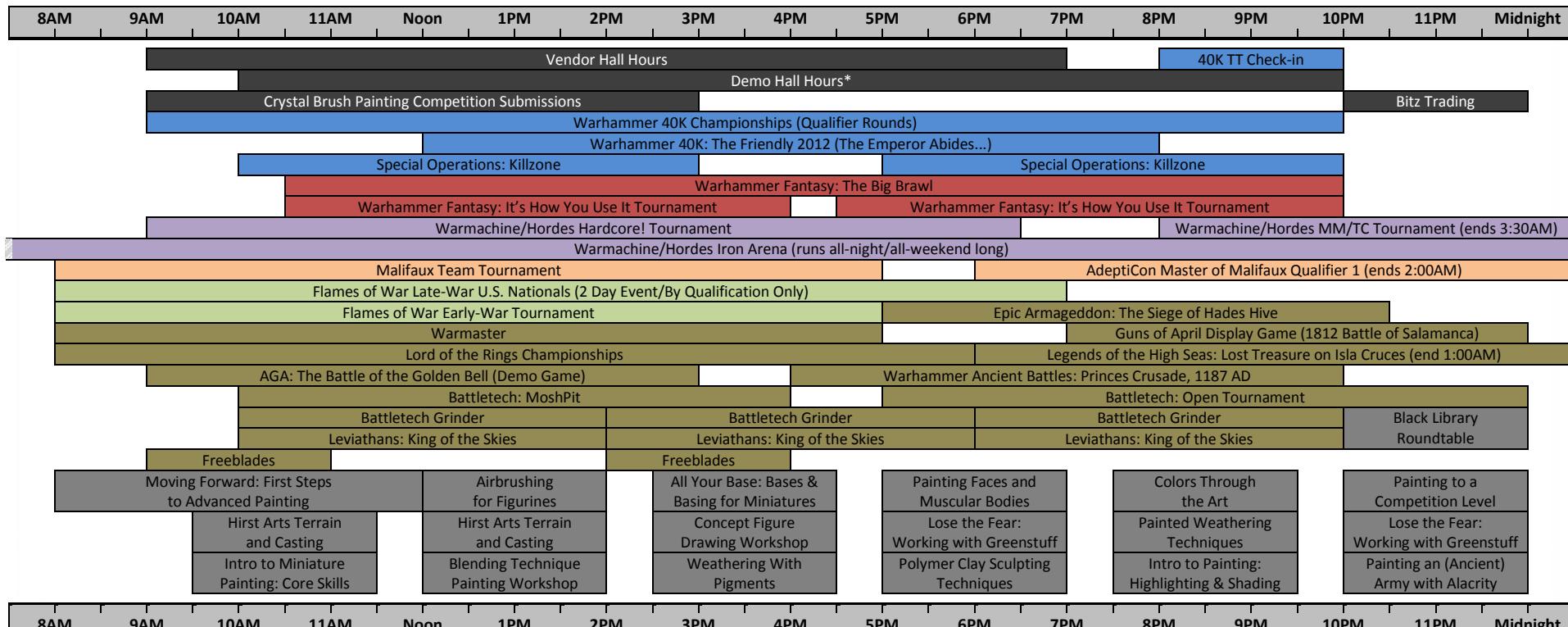


THURSDAY DEMO EVENTS

6:00PM- 9:00PM	Poland 1939: The Dash for Lwow Part I
6:00PM – 10:00PM	Battletech Bootcamp
6:00PM- 10:00PM	Leviathans: Shakedown Cruise
6:00PM- 10:00PM	Robotech Miniature Battles

For detailed demo event descriptions, see page 4.

FRIDAY EVENTS



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



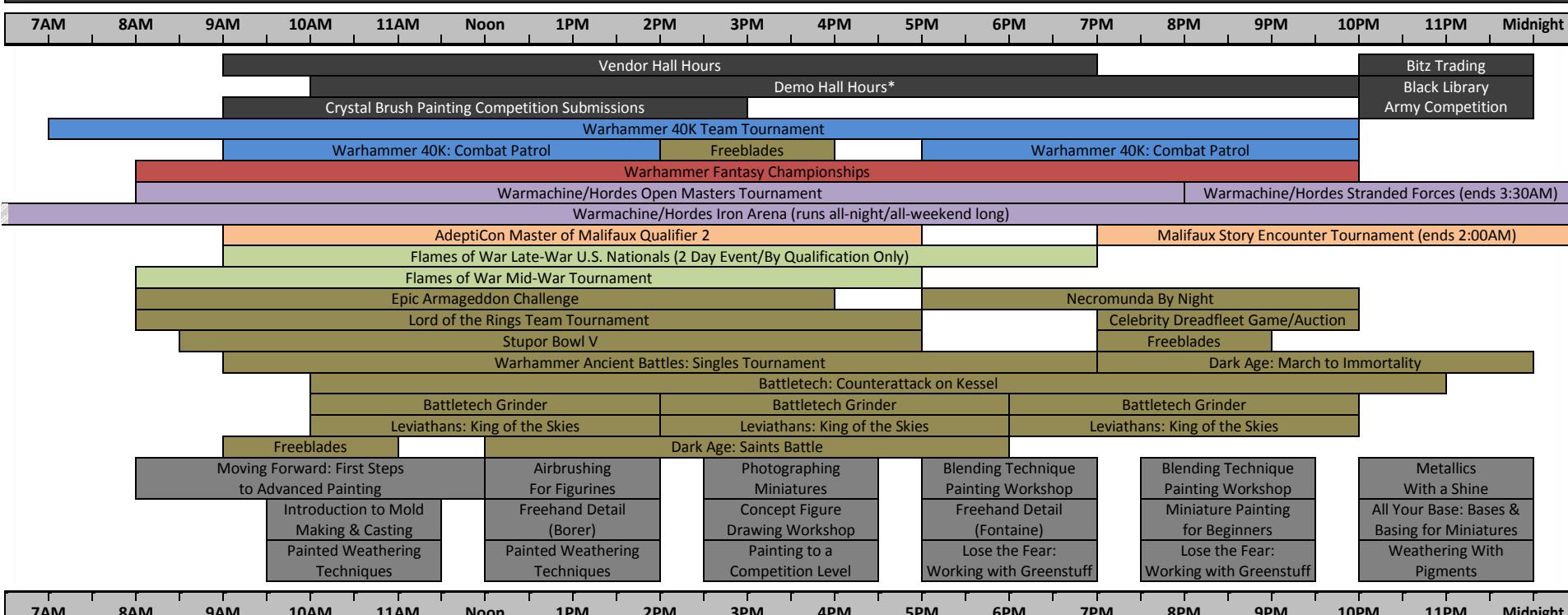
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SATURDAY EVENTS



FRIDAY DEMO EVENTS

9:00AM – 3:00PM	East of Baghdad! (Great War)
9:00AM – 3:00PM	AGA: The Battle of the Golden Bell
10:00AM – 12:00PM	Brushfire Demos
10:00AM – 1:00PM	Poland 1939: The Dash for Lwow Part II
10:00AM – 6:00PM	Relic Knight and Sedition Wars Demos
10:00AM – 6:00PM	Dark Age and Super Dungeon Explore Demos
10:00AM – 7:00PM	The Battle for Carentan (Warlord/Bolt Action)
10:00AM – 10:00PM	Malifaux/Puppet Wars Demos
10:00AM – 10:00PM	Battletech Bootcamp
10:00AM – 10:00PM	Leviathans Demo: Shakedown Cruise
2:00PM – 4:00PM	Brushfire Demos
6:00PM – 9:00PM	Wreck Age Demos
6:00PM – 10:00PM	Brushfire Megabattle
6:00PM- 10:00PM	Robotech Miniature Battles
7:00PM – 10:00PM	Kroot Wars (GASLIGHT)

SATURDAY DEMO EVENTS

10:00AM – 12:00PM	Brushfire Demos
10:00AM – 6:00PM	Dark Age Demos
10:00AM – 6:00PM	Relic Knight and Sedition Wars Demos
10:00AM – 6:00PM	Dark Age and Super Dungeon Explore Demos
10:00AM – 7:00PM	The Battle for Carentan (Warlord/Bolt Action)
10:00AM – 10:00PM	Malifaux/Puppet Wars Demos
10:00AM – 10:00PM	Battletech Bootcamp
10:00AM – 10:00PM	Leviathans Demo: Shakedown Cruise
11:00AM – 7:00PM	Infinity Demos
2:00PM – 4:00PM	Brushfire Demos
6:00PM – 9:00PM	Wreck Age Demos
6:00PM – 9:00PM	Kroot Wars (GASLIGHT)
6:00PM – 10:00PM	Hail Caesar Open Play
6:00PM – 10:00PM	Brushfire Megabattle
6:00PM- 10:00PM	Robotech Miniature Battles

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

See Page 4 for full details concerning Demo events.



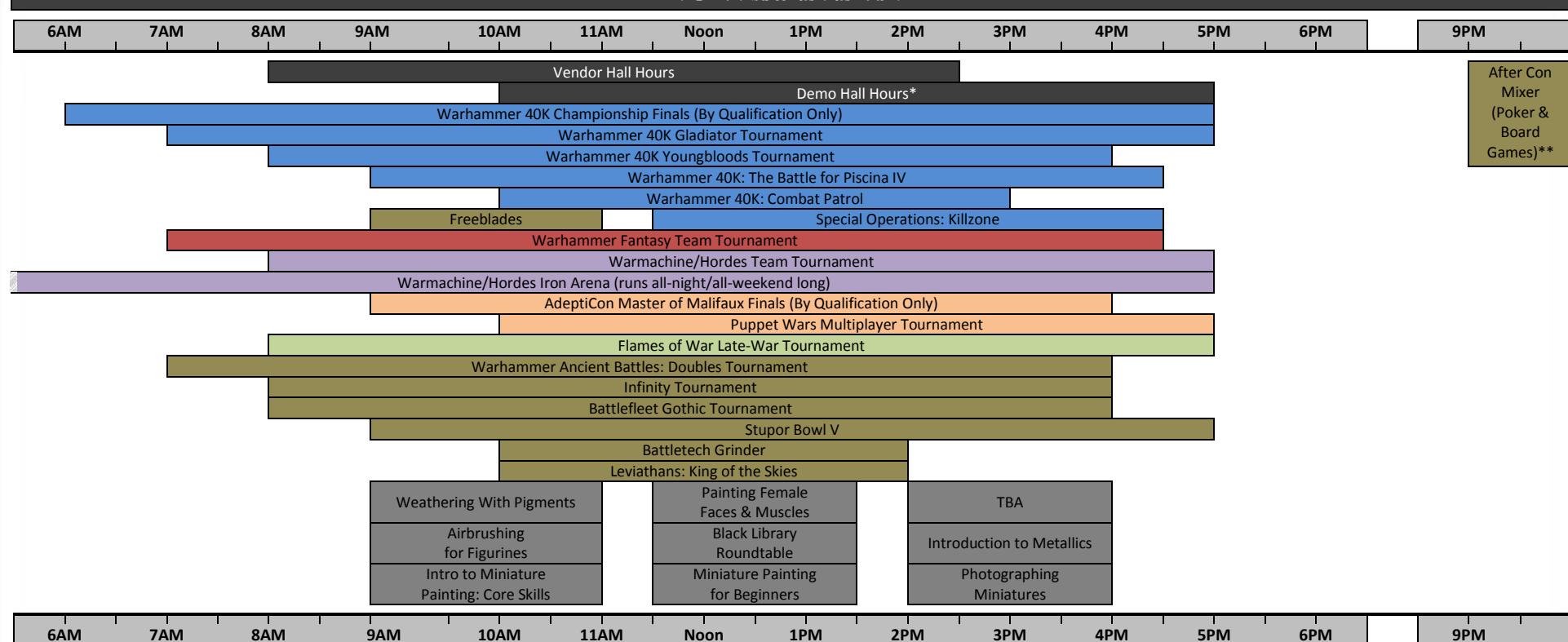
ADEPTICON 2012

ADEPTICON 2012 SCHEDULE

LAST UPDATE: 03.07.2012

New Demos, Seminars & Dark Age Events Added

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 2012 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 Brushfire Demos

10:00AM – 2:00PM Battletech Bootcamp

10:00AM – 2:00PM Leviathans Demo: Shakedown Cruise

10:00AM – 5:00PM Malifaux/Puppet Wars Demos

10:00AM – 5:00PM Dark Age Demos

10:00AM – 5:00PM Relic Knights Demos

10:00AM – 5:00PM Super Dungeon Explore Demos

10:00AM – 5:00PM Sedition Wars Demos

11:00AM – 4:00PM Infinity Demos

2:00PM – 4:00PM Brushfire Demos

LEGEND

Blue	Warhammer 40K Events
Red	Warhammer Fantasy Events
Purple	Privateer Press Events
Orange	Malifaux/Puppet Wars Events
Green	Flames of War Events
Brown	Specialist Games/Other Events
Grey	Hobby Seminars
Black	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 outside 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

AGA: The Battle of the Golden Bell

[Friday 9:00AM – 3:00PM]

Please join us for battles based on the book and movie THE LONG SHIPS. All miniatures and gaming materials will be supplied. All players signing up should be familiar with and have a working knowledge of the SAGA Rules.

On an island near the Pillars of Hercules...the monks assembled more gold than had ever been seen...and then poured it into a bell...a golden bell...The Mother of Voices.

The legend must be true. King Harold Bluetooth has gathered his warbands and goes A-Viking to battle for The Mother of Voices. Follow the saga of Orm the Red, whose map has led to the Pillars of Hercules, but Aly Mansuh the King of the Moors has begun the search as well and with the help of Rolfe and his Viking warriors have found the golden prize. With the golden bell, songs and sagas will be written about you, bring your Viking warband to help take the bell from Aly Mansuh for fame and glory...or ride to the aid of Moorish King to defend his prize from the infidels....

The Battle for Carentan (Warlord/Bolt Action)

[Friday and Saturday: 10:00AM – 7:00PM]

The place is Normandy. The date; June, 10th, 1944. Your platoon landed behind enemy lines four days ago. And now you approach the town of Carentan. You have been charged to take the town and consolidate the US beachheads of Utah and Omaha Beach. Command a platoon of the 101st Airborne and help the rest of your battalion seize this strategic intersection. Your only problem is the German 6th Parachute Regiment who occupies it! Models provided.

Battletech Bootcamp

[Thursday: 6:00PM – 10:00PM; Friday and Saturday: 10:00AM – 10:00PM, Sunday: 10:00AM – 2:00PM]

The Battletech Bootcamp 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 day Friday and Saturday –drop in at any time.

Dark Age Demos

[Friday and Saturday: 10:00AM – 6:00PM; Sunday 10:00AM – 5:00PM]

Come by to get a demo of Dark Age: Apocalypse! On the planet Samaria, the people left behind are forced to fend for themselves against aliens, mutants and monsters on a gritty and deserted landscape. Dark Age is a cutthroat and brutal game. Are you tough enough to survive on the surface of Samaria or will you discover the true in the games slogan “Everything Dies”. Come get a demo and test your mettle!

Brushfire Megabattle

[Friday and Saturday: 6:00PM - 10:00PM]

Factions collide in an all-out Brushfire battle; players should bring or borrow a 50 Resource army and prepare for anything. Painting is not required, but encouraged. Because of Brushfire's easy to learn mechanics new players can easily jump in without much experience. Prizes will go out to the last player standing and to the OTL Staff's pick of best painted.

East of Baghdad! (Great War)

[Friday 9:00AM – 3:00PM]

While the Great War has been churning on for a year now, and millions have already died on the battlefields of Europe, Mesopotamia remains a relative back water.....until now! General Townsend has been told to move his 6th Poona Indian Division, together with a small British Expeditionary Force and local Arab Allies up along the Tigris River. He has been told to capture Baghdad. He is dismissive of the Turkish army standing in his way. Nurettin Pasha moves down the Tigris to meet Townsend with his Turks, a small unit of German Asia Korps and their native Allies. His orders are to force the enemy down through the rivers and out of Mesopotamia. As is usual for this new type of warfare, both men are not given sufficient resources to complete their missions. How will you do? Come play this fast and bloody game. The Great War Rules are published by Games Workshop and are based on the mechanics of 40K. Rules are taught as we go along. Everything is supplied. (Bringing your own lucky tape measure may be useful). See you there.

Malifaux Demos

[Friday and Saturday: 10:00AM – 10:00PM; Sunday 10:00AM – 5:00PM]

Malifaux is a skirmish based miniature game based on an alternate 19th Century Earth. Malifaux blends Steam Punk, Fantasy, Horror and Western Genre in an 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 and supplies will be provided for the demos.

Poland 1939- The Dash for Lwow Part I & II

[Part I – Thursday 6:00PM – 9:00PM; Part II – Friday 10:00AM – 1:00PM]

Retreating from the crumbling Western Front in Poland, September, 1939- the famed Polish 10th Mechanized Division, known as the Black Brigade for their black leather tanker jackets and black berets, falls back toward the city of Lwow. In their way stands the tough German 1st Mountain Division. System: Fall Weiss (Blitzkrieg Laboratory).



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Hail Caesar Open Play

[Saturday: 6:00PM – 10:00PM]

New to Hail Caesar? Come by for a demo game. Have a few games under your belt and looking for a match? Tables will be available for pick-up games & staff will have armies at the ready. Hail Caesar is a 28mm historical game styled for mass battles. Bring armies with infantry units based 160mm wide (recommend 3 ranks of 8 20mm figures) and cavalry units based 125mm wide (recommended 2 ranks of 5 25mm figures). Check the [AWC forums](#) for additional advice for army construction.

Infinity Demos

[Saturday: 11:00AM – 7:00PM]

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.

Leviathans Shakedown Cruise

[Thursday: 6:00PM – 10:00PM; Friday and Saturday: 10:00AM – 10:00PM, Sunday: 10:00AM – 2:00PM]

A Shakedown Cruise is the first time a Leviathan is tested under it's own power. Come learn to play under your own power as well! This extended introduction is a complete experience to learn and play Leviathans!

Kroot Wars (GASLIGHT)

[Friday: 7:00PM – 10:00PM; Saturday: 6:00PM – 9:00PM]

It's a new century, and only 10 years after the failed Martian invasion of the Earth. Victorian era Scientists have reverse engineered the Martian equipment and this has led to the Ether-Wave propulsion that has pushed Mankind to the Solar System. First stop, the Red Planet. However, once upon Mars, the British find a different belligerent race, the bird-like Kroot. The Kroot are not as technologically developed as the Martians, but are the caretakers of arcane and unknown sites of their overlords, an unknown race thought to be called the Tau. Captured Kroot Warriors indicate that the Tau have promised to return and reclaim their technology. Once that happens, Earth will be under the thumb of the Tau. British High Command on Earth has decided to collect or destroy all the Tau technology on Mars. Her Majesty's Martian Colonial Command has deployed a force of the British Expeditionary Force to destroy the Tau installation at the foot of the Arsia Mons volcano. However, the Kroot consider the Tau sites as sacred centers, and will defend them to the death. Come play the alien Kroot, or the brave Victorian British. The GASLIGHT rules are simple, fun and no previous experience is necessary. All figures and game aids will be supplied. Maximum of 6 players.

Brushfire Demos

[Friday, Saturday and Sunday: 10:00AM – 12:00PM, 2:00PM – 4:00PM]

Brushfire is a fantasy skirmish game with a anthropomorphic historical parody setting. Napoleonic Badgers and Moles fight off against Berserker Hamsters and Arabian Lizards! No wargaming experience is required. We're here to show the ropes of this fast, and fun miniatures game. Children under 13 require parental/adult supervision.

Puppet Wars Demos

[Friday and Saturday: 10:00AM – 10:00PM; Sunday 10:00AM – 5:00PM]

Come learn Wyrd'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. Puppets and supplies will be provided for the demos.

Relic Knights Demos

[Friday and Saturday: 10:00AM – 6:00PM; Sunday 10:00AM – 5:00PM]

Relic Knights is the latest game coming out from Soda Pop Miniatures. This skirmish miniatures game will take you for a wild ride. This diceless skirmish game is low on rules and high on tactics. Command a Relic Knight as they travel around the galaxy fighting to be the builders of the next universe. Come by and enjoy a demo!

Robotech Miniature Battles

[Thursday, Friday and Saturday: 6:00PM – 10:00PM]

Macross city is under seige by alien forces. Skull Squadron must race to defend Macross city against marauding Zentraedi forces. Robotech Miniature Battles features fast paced combat with large scale mecha miniatures based on the classic Robotech animation series. Open play with rules demo, space for up to 9 players per session. No need to bring anything, miniatures and dice will be provided.

Sedition Wars Demos

[Friday and Saturday: 10:00AM – 6:00PM; Sunday 10:00AM – 5:00PM]

"You can have peace, or you can have freedom. Don't ever count on having both at once." - Robert A. Heinlein. Sedition Wars is a Sci-fi miniatures game where players take control of elite strike teams and bio-engineered virus infected monsters. In the depths of the ship, lead your forces against those that oppose you. From the mind of Mike McVey this miniatures game is quite the adventure! Come by and try Sedition Wars!

Super Dungeon Explore Demos

[Friday and Saturday: 10:00AM – 6:00PM; Sunday 10:00AM – 5:00PM]

Super Dungeon Explore, the world's first chibi anime strategy battle game! Go head-to-head with your party of brave adventurers, or play as the Consul, the dungeons evil master, summoning hordes of minions to battle over who will rule the underworld of Crystalia. Come by and check it out!

Wreck Age Demos

[Friday and Saturday: 6:00PM – 9:00PM]

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. All models and dice provided.