



ADEPTICON 2014

ADEPTICON 2014 SCHEDULE

LAST UPDATE: 03.18.2014

Minor Adjustments to Demo Schedule

WEDNESDAY NIGHT EVENTS

IMPORTANT LINKS

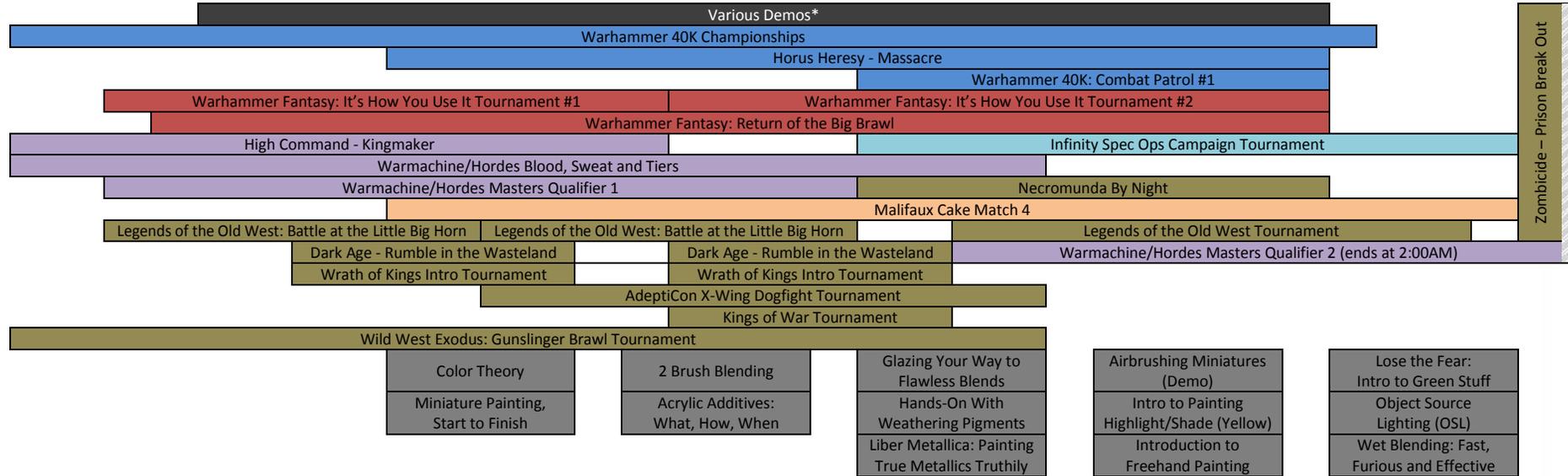
[AdeptiCon Website](#) [Event Rules & Information](#) [AWC Forums](#)
[AdeptiCon Registration](#) [AdeptiCon Dev Blog](#) [Crystal Brush Info](#)

4PM 5PM 6PM 7PM 8PM 9PM 10PM 11PM Midnight

Warhammer 40K Tactics Seminar	Advanced Warhammer 40K Tactics Seminar
Introduction to Mold Making & Casting	40K Championships Early Check-in

THURSDAY EVENTS

8AM 9AM 10AM 11AM Noon 1PM 2PM 3PM 4PM 5PM 6PM 7PM 8PM 9PM 10PM 11PM Midnight



8AM 9AM 10AM 11AM Noon 1PM 2PM 3PM 4PM 5PM 6PM 7PM 8PM 9PM 10PM 11PM Midnight

THURSDAY DEMO EVENTS

DEMO EVENT	LOCATION
Aetherium	Harry Caray Ballroom
Brushfire	Secret Weapon Vendor Booth
Dark Age	Cool Mini or Not Vendor Booth
Endless: Fantasy Tactics	Secret Weapon Vendor Booth
Infinity	Harry Caray Ballroom
Kaosball	Cool Mini or Not Vendor Booth
Malifaux	Cypress

THURSDAY DEMO EVENTS

DEMO EVENT	LOCATION
Rivet Wars	Cool Mini or Not Vendor Booth
Sedition Wars	Cool Mini or Not Vendor Booth
ShadowSea and DeepWars	Junior Ballroom Foyer
Warmachine/Hordes	Lilac
Wrath of Kings	Cool Mini or Not Vendor Booth
Wreck Age	Harry Caray Ballroom
Zombicide	Cool Mini or Not Vendor Booth

LEGEND

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

* See Pages 5 and 6 for full details concerning Thursday Demo events. Demo events are free and run all day long. There are no tickets for Demo events; they are on a first-come, first-served basis.



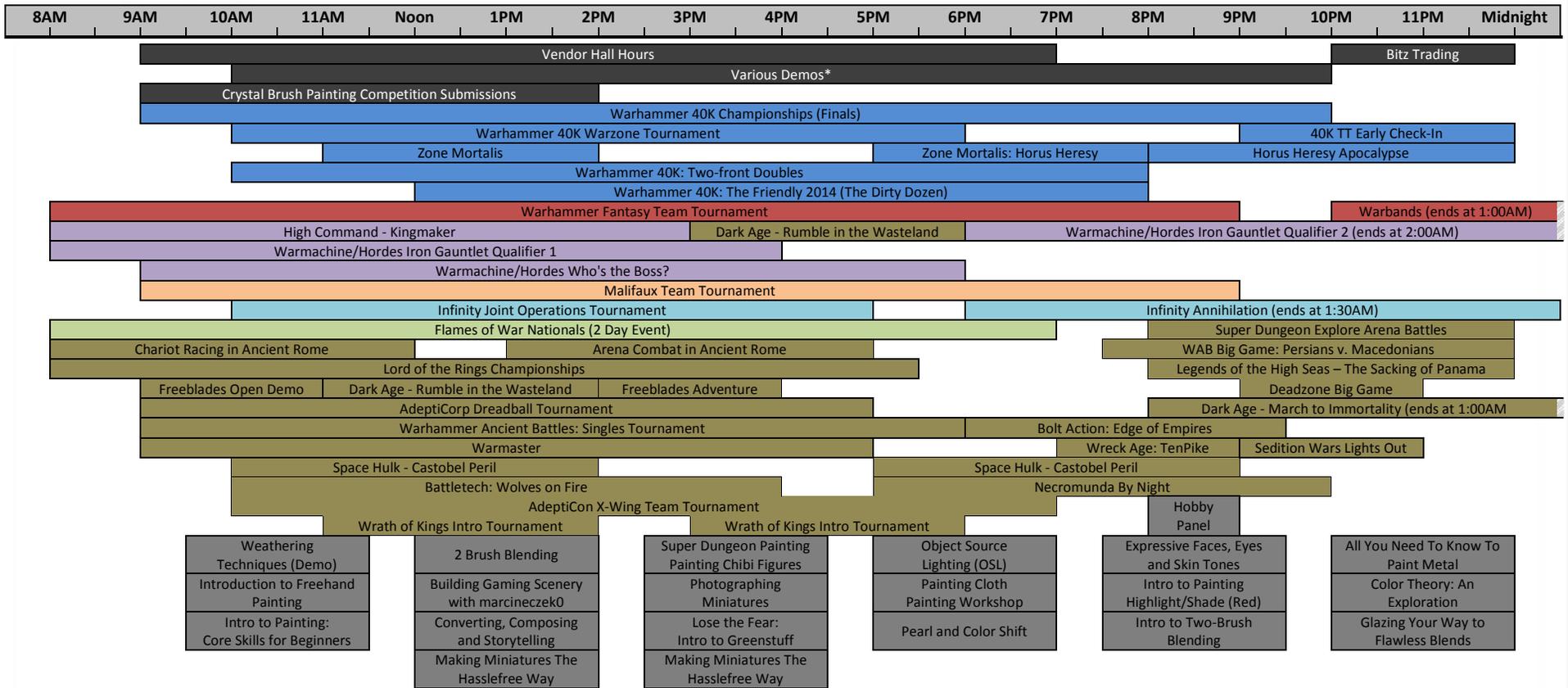
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FRIDAY EVENTS



8AM	9AM	10AM	11AM	Noon	1PM	2PM	3PM	4PM	5PM	6PM	7PM	8PM	9PM	10PM	11PM	Midnight
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FRIDAY DEMO EVENTS

DEMO EVENT	LOCATION
Aetherium	Harry Caray Ballroom
Brushfire	Secret Weapon Vendor Booth
Dark Age	Cool Mini or Not Vendor Booth
Endless: Fantasy Tactics	Secret Weapon Vendor Booth
Infinity	Harry Caray Ballroom
Kaosball	Cool Mini or Not Vendor Booth
Malifaux	Cypress

FRIDAY DEMO EVENTS

DEMO EVENT	LOCATION
Rivet Wars	Cool Mini or Not Vendor Booth
Sedition Wars	Cool Mini or Not Vendor Booth
ShadowSea and DeepWars	Junior Ballroom Foyer
Warmachine/Hordes	Lilac
Wrath of Kings	Cool Mini or Not Vendor Booth
Wreck Age	Harry Caray Ballroom
Zombicide	Cool Mini or Not Vendor Booth

LEGEND

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

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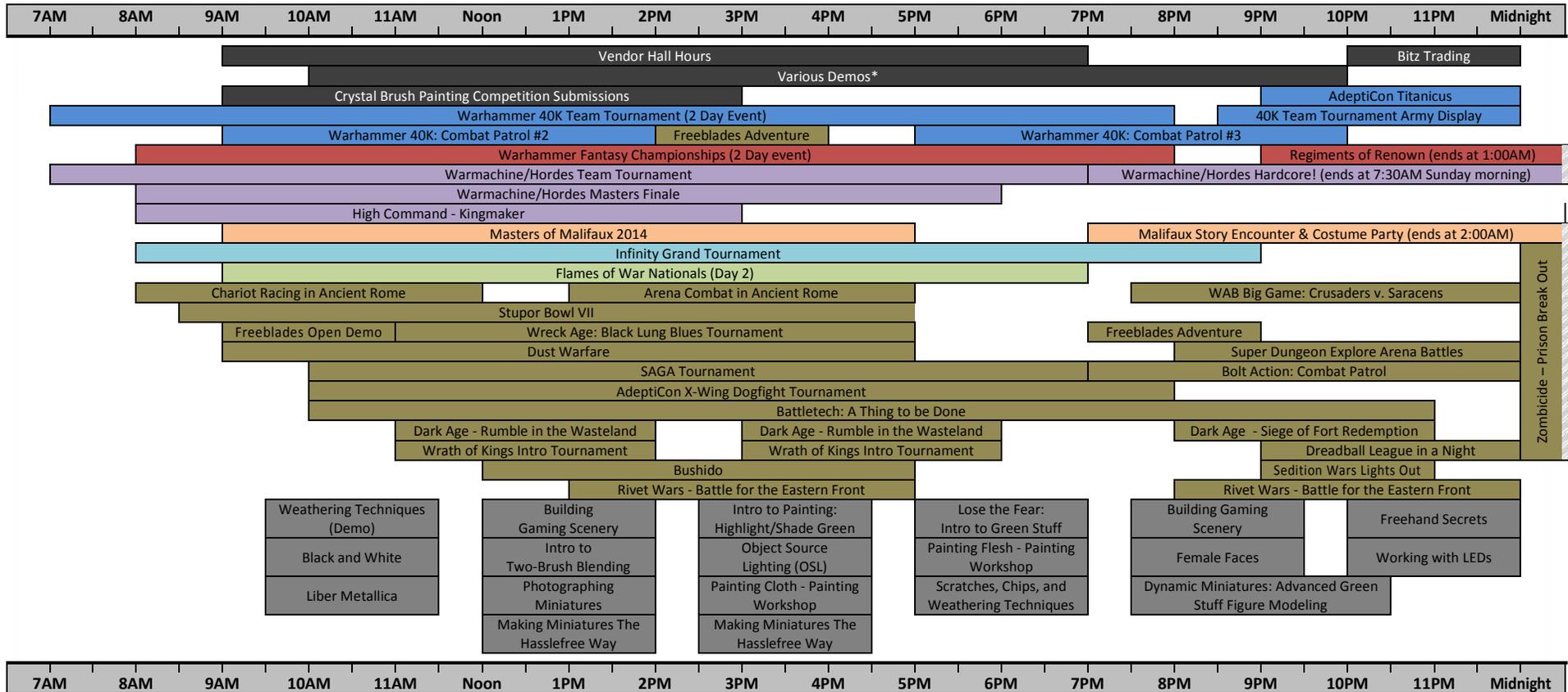
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SATURDAY EVENTS



SATURDAY DEMO EVENTS	
DEMO EVENT	LOCATION
Aetherium	Harry Caray Ballroom
Brushfire	Secret Weapon Vendor Booth
Dark Age	Cool Mini or Not Vendor Booth
Endless: Fantasy Tactics	Secret Weapon Vendor Booth
Infinity	Harry Caray Ballroom
Kaosball	Cool Mini or Not Vendor Booth
Malifaux	Cypress

SATURDAY DEMO EVENTS	
DEMO EVENT	LOCATION
Rivet Wars	Cool Mini or Not Vendor Booth
Sedition Wars	Cool Mini or Not Vendor Booth
ShadowSea and DeepWars	Junior Ballroom Foyer
Warmachine/Hordes	Lilac
Wrath of Kings	Cool Mini or Not Vendor Booth
Wreck Age	Harry Caray Ballroom
Zombicide	Cool Mini or Not Vendor Booth

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

* See Pages 5 and 6 for full details concerning Saturday Demo events. Demo events are free and run all day long. There are no tickets for Demo events; they are on a first-come, first-served basis.



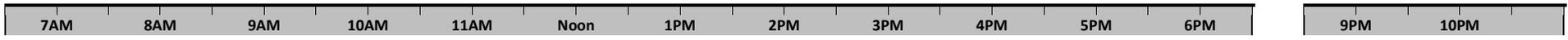
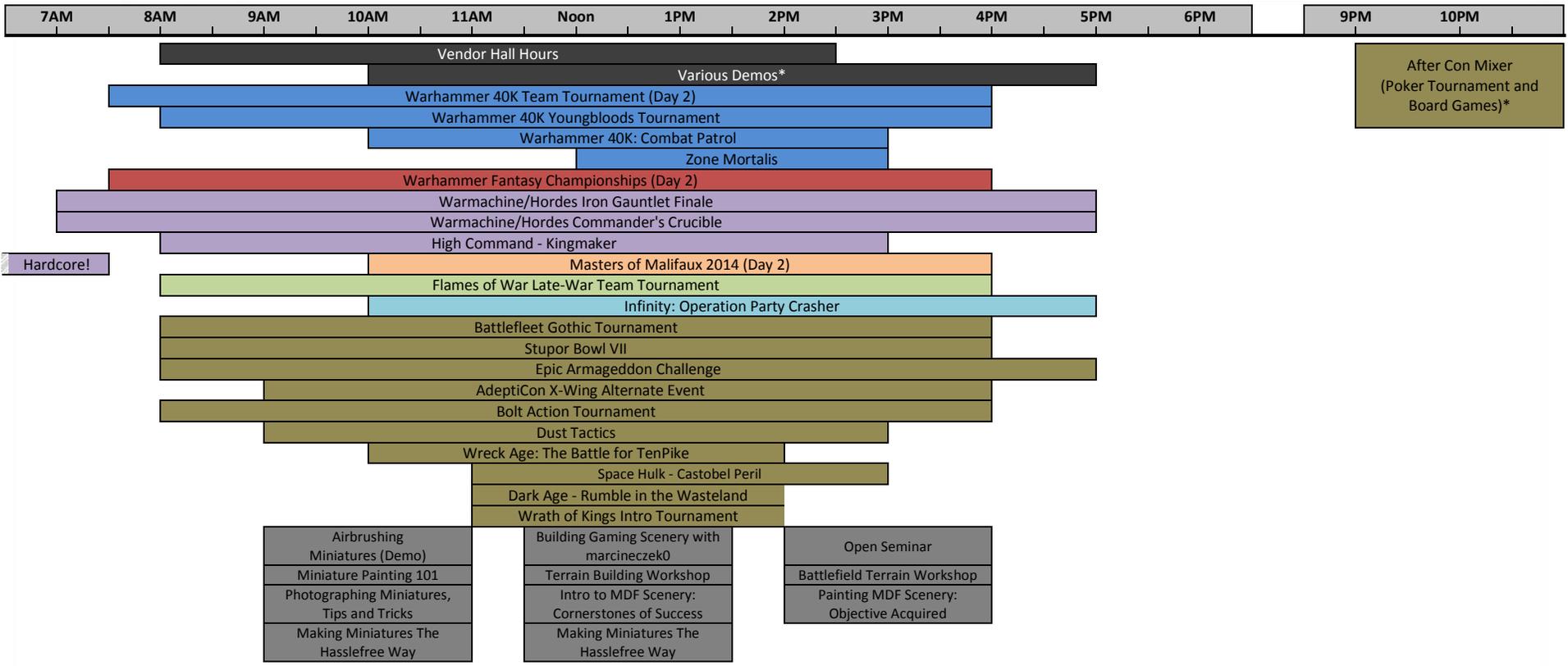
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SUNDAY EVENTS



** The AdeptiCon 2014 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

DEMO EVENT	LOCATION
Aetherium	Harry Caray Ballroom
Brushfire	Secret Weapon Vendor Booth
Dark Age	Cool Mini or Not Vendor Booth
Endless: Fantasy Tactics	Secret Weapon Vendor Booth
Infinity	Harry Caray Ballroom
Kaosball	Cool Mini or Not Vendor Booth
Malifaux	Cypress
Various Mantic Games	Junior Ballroom Foyer

SUNDAY DEMO EVENTS

DEMO EVENT	LOCATION
Rivet Wars	Cool Mini or Not Vendor Booth
Sedition Wars	Cool Mini or Not Vendor Booth
ShadowSea and DeepWars	Junior Ballroom Foyer
Warmachine/Hordes	Lilac
Wrath of Kings	Cool Mini or Not Vendor Booth
Wreck Age	Harry Caray Ballroom
Zombicide	Cool Mini or Not Vendor Booth

LEGEND

[Blue Bar]	Warhammer 40K Events
[Red Bar]	Warhammer Fantasy Events
[Purple Bar]	Privateer Press Events
[Orange Bar]	Malifaux Wars Events
[Green Bar]	Flames of War Events
[Light Blue Bar]	Infinity Events
[Olive Bar]	Specialist Games/Other Events
[Grey Bar]	Hobby Seminars
[Dark Grey Bar]	Convention Events/Demos

* See Pages 5 and 6 for full details concerning Sunday Demo events. Demo events are free and run all day long. There are no tickets for Demo events; they are on a first-come, first-served basis.



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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 and run all day long. 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 or at dedicated event locations throughout the hotel. 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

Aetherium Demos [All Weekend Long in the Harry Caray Ballroom]

Aetherium is a tabletop miniatures board game played in beautifully realized and customizable battle map and tile system. Set in a virtual reality that shadows our own desperate future, players control one of two evocative factions of rigid governmental authority or wild, desperate resistance. Aetherium unfolds with a dynamic, intuitive d12 mechanism, and the game's turnless interaction evolves within a completely unique modular tile system - one that responds directly to the will of the players during the game.

The year is 2247... and has been for as long as anyone can remember. The world changed that year with the discovery of AutoExtremus Technological Hyper-Extenuated Reality, the A.E.T.H.E.R. - a digital landscape of countless dimensional frontiers, a virtual reality so profoundly vivid as to be indistinguishable from its counterpart. Indeed. For many devotees, it became the real world, an atomic psycho-social connection perfectly ripe for exploration. Existence was better there: sound crisper, color more vivid, life more visceral. That was then. This is now...and the Aetherium has become humanity's profound battleground between freedom and control, order and change, survival and exploration, consumption and balance, profit and stagnation.

Brushfire Demos [All Weekend Long at the Secret Weapon Miniatures 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.

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"?

Endless: Fantasy Tactics [All Weekend Long at the Secret Weapon Miniatures 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.

Infinity Demos [All Weekend Long in the Harry Caray Ballroom]

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.

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

KaosBall is the fantasy sports game of Total domination! KaosBall mixes the passing finesse of rugby with the area domination and kill count of modern FPS games. Played on a unique 4 sided square field, up to 4 teams face off against one another for a chance to win the KaosBall Chalice.

Choose from the regenerating goth rock vampires in the Fangs, the hard stomping, brutish Ogres, the smoking hot, hell spawn in the Daemons, or the masters of melee, lethal ladies in the Amazons.

Malifaux Demos [All Weekend Long in Cypress]

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.

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

For decades the nations of Rivet have fought in a war that spanned their entire planet. Due to this constant struggle the technology of Rivet stagnated and never advanced beyond the same level of Earth's own World War 1, but the people of Rivet made the most of their steam and diesel powered machines. From walking tanks to rocket bikes, the warriors of Rivet have more than their fair share of weapons to choose from.

Play as either the Allies or the Blight in a battle from control of Rivet's eastern front. Using heroes to buff units and building armies on the fly, Rivet is a fast paced strategy game that masks its depth with simple rules and cute miniatures.



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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.

ShadowSea/DeepWars [All Weekend Long in the Junior Ballroom Foyer]

DeepWars is a heroic 28mm scale tabletop wargame set in an alternate history of Earth in the late 17th century, where fortune seekers, scientists and scoundrels have discovered a lost land called the Shadowsea with an underground ocean miles beneath the frozen surface of the southernmost continent. Ancient technology recovered from their first excursions on land has allowed these adventurers to develop new ether-powered dive suits and weapons and return to the bottom of the underground sea to battle with deadly marine enemies over powerful artifacts, glittering crystals and golden treasure on the seafloor.

Players choose from four distinct forces to vie for control over the watery abyss, creating warbands from six to ten miniatures. Each character in the warband can improve after battles by spending experience points and trading salvaged treasures, giving the game a RPG feel, and players can even design their own characters, weapons and "ether-tech" artifacts. DeepWars includes multiple types of scenarios, including exploration of wrecks on the seafloor, adventures in ancient cities of cyclopean structures, battles among fields of geothermal chimneys, submarine boarding and many others.

Above all, DeepWars is about fun and fast gameplay, with scenarios lasting less than an hour. The rules are designed to be modular, so they are easy to learn but have enough complexity that players can game in a variety of styles. Players might choose to blast their opponents, stealthily sneak into ruins to steal artifacts, or wield magic spells to control the minds of their foes, whatever it takes to salvage the treasures of the deep. More info at www.antimatter-games.com.

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!

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 in the Haray Caray Ballroom]

Wreck Age is a skirmish game set on 26th century earth, centuries after the great Exodus and societal collapse. The people left behind have adapted and learned to fend for themselves, as well as depend on each other for protection and survival. In Wreck Age, not all conflict ends in gun play, and not all shootouts have a clear victor...

Wreck Age is a post-apocalyptic game of community building, scavenging, and trading, as well as a fast-paced game of combat and action. Models provided.

X-Wing Miniatures Game Demos [All Weekend Long in the Haray Caray Ballroom]

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 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 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!