

FRIDAY EVENT SCHEDULE

GAMING HALL																
REGISTRATION OPENS	PRIVATEER PRESS STORE															
	GAMING HALL															
	IRON ARENA															
	OPEN P3 STUDIO Q&A															
	WARMACHINE/HORDES - MASTER PRELIMINARIES															
	IRON GAUNTLET QUALIFIER - PRELIMINARIES															
	BODGERTHON			IKRPG INTRO ADVENTURE			IKRPG INTRO ADVENTURE									
FORMULA P3 GRANDMASTER PAINTING COMPETITION OPEN SUBMISSION																
STAGE AREA																
											WAR STORIES: THE ORIGIN OF WARMACHINE	STAFF PANEL	IRON PAINTER SHOWDOWN AND IK TRIVIA CHALLENGE			
SEMINAR ROOM 1																
ARMY PAINTING FOUNDRY		INTRO TO TWO-BRUSH BLENDING		FEMME FATALES		TRUE METALLIC TECHNIQUE		PAINTING UNCLASSIFIED		COLOR THEORY IN MINIATURE		MINIATURE PHOTOGRAPHY		TRADITIONAL ORGANIC MINIATURE SCULPTING		
SEMINAR ROOM 2																
STATE OF THE FACTIONS		DECIPHERING THE CONVERGENCE		CONCEPT TO BOOK: A MODEL'S JOURNEY PANEL & WORKSHOP			CONCEPT TO TABLE: HIGH COMMAND		TOURING THE IRON KINGDOMS		IKRPG: GM'ING AND ADVENTURE BUILDING		JOURNEY TO SKULL ISLAND		CONCEPT TO TABLE: LEVEL 7 [OMEGA PROTOCOL]	
EVENT ROOM 1																
											LEVEL 7 [ESCAPE]: BELLY OF THE BEAST					

SATURDAY EVENT SCHEDULE

GAMING HALL																		
PRIVATEER PRESS STORE																		
GAMING HALL																		
IRON ARENA																		
OPEN P3 STUDIO Q&A																		
WARMACHINE/HORDES - HARDCORE PRELIMINARIES											WARMACHINE/HORDES - HARDCORE FINALS							
WARMACHINE/HORDES - WHO'S THE BOSS?											WARMACHINE/HORDES - SPEEDMACHINE							
BODGERTHON			IKRPG INTRO ADVENTURE			IKRPG INTRO ADVENTURE												
FORMULA P3 GRANDMASTER PAINTING COMPETITION OPEN SUBMISSION																		
STAGE AREA																		
SEMINAR ROOM 1																		
LIVE TERRAIN TUTORIAL		FEMME FATALES		TRUE METALLIC TECHNIQUE		DIGITAL SCULPTING & 3D PRINTING		PAINTING UNCLASSIFIED		COLOR THEORY IN MINIATURE		ARMY PAINTING FOUNDRY		INTRO TO TWO-BRUSH BLENDING				
SEMINAR ROOM 2																		
CONCEPT TO TABLE: HIGH COMMAND		TOURING THE IRON KINGDOMS		JOURNEY TO SKULL ISLAND		CONCEPT TO BOOK: A MODEL'S JOURNEY PANEL & WORKSHOP			IKRPG: KINGS, NATIONS, AND GODS		GENESIS OF THE CONVERGENCE		IKRPG: GM'ING AND ADVENTURE BUILDING		STATE OF THE FACTIONS		CONCEPT TO TABLE: LEVEL 7 [OMEGA PROTOCOL]	
EVENT ROOM 1																		
											LEVEL 7 [ESCAPE]: BELLY OF THE BEAST							

SUNDAY EVENT SCHEDULE

GAMING HALL													
PRIVATEER PRESS STORE													
GAMING HALL													
IRON ARENA													
OPEN P3 STUDIO Q&A													
WARMACHINE/HORDES - 3 COMMANDERS TEAM TOURNAMENT													
IRON GAUNTLET QUALIFIER													
BODGERTHON			IKRPG INTRO ADVENTURE										
FORMULA P3 GRANDMASTER PAINTING COMPETITIONS OPEN SUBMISSION													
STAGE AREA													
											IRON GAUNTLET QUALIFIER LIVE STREAM	COSTUME CONTEST	CLOSING CEREMONIES
SEMINAR ROOM 1													
MINIATURE PHOTOGRAPHY		INTRO TO TWO-BRUSH BLENDING		ARMY PAINTING FOUNDRY		COLOR THEORY IN MINIATURE		TRADITIONAL HARD LINE MINIATURE SCULPTING					
SEMINAR ROOM 2													
STATE OF THE FACTIONS		TOURING THE IRON KINGDOMS		DECIPHERING THE CONVERGENCE		IKRPG: KINGS, NATIONS, AND GODS							



EVENTS 2013
MAY 31 - JUNE 2