

LOCK & LOAD

GAMEFEST 2011 RECAP



This year, between June 18th and 19th, Privateer Press held the first annual Lock & Load GameFest in Seattle, Washington. As the first official Privateer Press convention, Lock & Load treated attendees to two days of non-stop gaming with their favorite Privateer Press games. In addition, the entire staff of Privateer Press was on hand to meet players and in many cases showcase their unique talents as writers, game designers, painters, and sculptors.

The convention was an unmitigated success and attracted players from all over the world, filling the ballroom at the Red Lion in downtown Seattle to capacity and beyond! Lock & Load offered many hours of WARMACHINE and HORDES action, allowing players to compete for tournament fame or play casual games in the Iron Arena.

Beyond the non-stop gaming, Lock & Load also featured many unique events that can be found nowhere else but the official convention of Privateer Press. In the following pages we'll recap some of the great events at Lock & Load, including seminars, tournament results, and the Formula P3 Grandmaster Painting Competition.

We hope the following article will whet your appetite for the best two days of Privateer Press gaming on the planet, and we hope to see you all at Lock & Load GameFest 2012!



GAMING

Of course, the primary focus of Lock & Load was on the awesome games that Privateer Press has been producing for the last ten years. Lock & Load featured a number of tournaments for those interested in competitive play but also offered players the chance to kick back in the Iron Arena and play some WARMACHINE and HORDES in a more casual environment. Iron Arena also allowed attendees the chance to earn “Skulls” for each game played, which could be cashed in later for some great Privateer Press swag. A few players even found themselves opposite a Privateer staff member taking a break from convention duties to grab a quick game!



SEMINARS

Some of the most popular events at Lock & Load were the numerous seminars presented by Privateer Press staff members. Here Privateer luminaries such as Doug Seacat, David “DC” Carl, Ron Kruzic, and Matt DiPietro offered attendees a glimpse behind the scenes at the creative process that goes into Privateer Press games and miniatures. Many of the seminars were also

instructional in nature, and those attending had the chance to learn the tricks of the trade on subjects such as miniature sculpting, terrain building, and studio-level painting. Doug Seacat’s “History of the Iron Kingdoms” seminar was also a favorite event all weekend long.

