



ADEPTICON 2024

v1.0
01.01.2024

THE SILVER BAYONET – HORROR IN THE PENINSULA

AdeptiCon reserves the right to modify, update, clarify, or change event rules in the interest of making AdeptiCon the best event possible. No fundamental rules changes will be made to the event after 03.01.2024.

BASIC RULES AND WARBAND COMPOSITION

• FORCES

- Create a Silver Bayonet unit as normal from the Rules starting on page 14 – this can be a unit from any nation represented in the Rules, Canada, or The Carpathians. That includes:
 - Austria
 - Britain
 - France
 - Prussia
 - Russia
 - Spain
 - Upper Canada
 - Lower Canada
 - The United States
 - Trading Companies
- Next, create an officer and choose:
 - Increase Melee or Accuracy by +1
 - Increase Speed or Health by 1
 - Increase Courage by +1 or Recruitment by (5)

After this, select the soldiers up to the cost of your officer's Recruitment (number). Be sure to include a Special Armour item for each soldier as detailed on page 27 (some get more due to skills). It's a good idea to have at least seven and more likely eight soldiers. Try to spread out the items that do damage to certain types of creatures (like salt, silver bullets, etc). Any soldier available in the Rules, Canada, or The Carpathians can be taken in your force as long as you follow the Recruitment Lists for each faction.

• GAME TIME

- 1.5 hour rounds.

• WARBAND LIST

- Players will generate a Warband list using this Excel document:
 - <https://tinyurl.com/silverbayonet24>
 - To download it, go to File -> Download, choose Excel
 - Fill it out completely and print for the day of gaming. It is encouraged to bring soldier cards for each soldier
 - Please email a copy of your unit sheet to michael.ovsenik@gmail.com no later than March 15
- **YOU BRING:** your warband, a display board if you like, red, blue, and black D10s, measuring device, wound marking tokens/dice, unloaded tokens, and fatigue tokens/dice. Tokens can be anything as long as you can remember what they are.
- **We are using the rules for critical hit and miss on page 63.**

PROGRESSION

- After Game One, choose two soldiers **and your officer** to move up to Tier 2 (page 81). Mark it down on your sheet with gained abilities etc. These bonuses can **only** be given to soldiers who survived the first game (they were not killed from Injury).
- After Game Two, choose two soldiers to move up to Tier 3 (page 81), **move your Officer to Tier 4**. Mark it down on your sheet. These must be different soldiers. These bonuses can **only** be given to soldiers who survived the second game (they were not killed from Injury).
- After Game One and Two the winning side (France or Allies) will be granted a bonus to their warband.



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- After Game One and Two check for Injury and Madness as normal. Remember that you can re-roll results using Power or Skill dice from your Fate Pool left at the end of the game.

AWARDS

- Three awards will be presented:
 - Best Painted Silver Bayonet
 - The Mulder Award for Excellence in Investigation
 - Harvestmen Hunter - Most Monster Kills
- Appearance scoring:

Initial Impression (Circle one)	Points
There is at least one model in the warband unfinished. If something is unfinished favor this one.	0
The warband is fully painted, at least to basic tournament standards (3-color minimum, etc.). There is still the possibility of impressive basing or conversion work.	10
The warband is fully painted and there has obviously been effort put into detailing the warband beyond the basic tournament standard. Do not award this choice unless ALL models are above minimum tournament standard.	15
Model Basing	Points
Bare bases.	0
Basic one flock, no paint.	1
Multiple flock or painted with highlights one flock, no painting.	2
Multiple flock or painted with highlights one flock; with clean painted edges.	4
Diorama-like bases with high attention to detail.	8
Advanced Skills: ONLY judge this section if 15 points were awarded on Initial Overall Impression	Points
No advanced techniques.	0
The models have a basecoat with a shade and highlighting color.	2
The models have been shaded using layering with highlights or blending (but the blending is not seamless)	4
The models have been shaded using seamless blending.	8

SCHEDULE

SUNDAY MARCH 24TH, 2024	
9:00 – 10:00 AM	Arrival, Check-In, and Overview
10:00 AM – 11:30 AM	Game 1
11:30 AM – 12:30 PM	Lunch & Warband Judging
12:30 PM – 2:00 PM	Game 2
2:00 PM – 3:30 PM	Game 3
3:30 PM	Wrap-up





Game Three – The Lair of the Dark Goat

Following the monstrous tracks of some sort of beast you have moved into a dark forest. For nearly two days you tracked them through the tangled mass of close-packed trees, rarely seeing the sun for the knots of branches overhead. Then, just as dusk began to settle, you heard a series of horrific screams, unlike any you had heard before. Not cries of pain, or even fear, but of mind shattering terror. You gripped your weapons tighter and crept forward.

Peering around the gnarled trunks, you can see a small clearing ahead, with a handful of figures moving around a stone altar. At first you take them to be human, but as you inch closer, you see their horrific, bestial features. The flat stone is coated in fresh blood, and as you watch, the beastmen pull a member of Spanish high command onto it. While it is tempting to let these creatures go about their business, you detect a wrongness, and unholiness, about them, and feel that letting them complete their sacrifices would probably be a very bad idea.

To access this scenario sub to Patreon here:

<https://tinyurl.com/mxfhbpv9>



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SCORESHEET – Game Three

Name _____

Alliance: France / Allies (circle)

Won / Lost (circle)

Clues investigated: _____

Monsters killed: _____

Opponent signature: _____



Game Two – Dark City Streets

Introduction

The Letter that was found on the outskirts of town details an overnight meeting between vampire acolytes in town. While it's not stated outwardly, the experts back at Silver Bayonet HQ have determined they are vampires based on names mentioned and context used in the language. It is very possible these Acolytes are the ones responsible for the murders in the chain of command. You are to intercept these Acolyte at their rendezvous and make sure they are not allowed to continue their heinous acts.

Set-Up

The battle is fought in the streets of Salamanca. Some houses plus outbuildings, fences, scatter, gardens, etc. will work to show this. Three clue markers should be placed on the table horizontally along the centerline of the board, one at 9" in from the left, one at the center, and one at 9" in from the right.

Once all clue markers have been placed, both players roll a die. The player who rolls highest should choose one side of the table and place all the members of their unit within 2" of that table edge. The other player should then place all the members of their unit within 2" of the opposite table edge.

Place an Acolyte on each of the side Clue markers.

Special Rules

It is very dark in town, so the maximum distance that line of sight may be drawn is 12". Monsters can see in the dark.

At the start of each turn, each player, starting with the player who won the initiative, may choose one enemy figure to take a Terror Check (-1) as the knowledge of what lies in wait reaches that soldier's mind.

If a player has an Artillerist, they may call in one Artillery strike before the first turn starts, after setup, as if they had won the roll off per page 49 selection 5.

Scenario 2 Clue Markers Table	
Card	Clue
Ace	The Baphonomicon: This figure has discovered an ancient tome covered in human skin with a large goat eye painted on the front cover. If this figure moves off the table, the Tome has been secured. The figure may drop the Tome during its activation without spending an action, and automatically drops it if reduced to 0 Health. In this case, mark the Tome's location on the table. Any figure may pick it up by moving adjacent to it and spending an action, so long as no opposing figures are within 1" of the Tome. Figures Move at -2 Speed while carrying the Tome.
King	Ammunition Box: Treat the figure that Investigated this clue as armed with Silver Shot for the rest of the scenario.
Queen	Discarded Holy Symbol: The figure that Investigates this clue feels a strange calm come over them. The player controlling this figure may select one member of their unit to regain up to 4 Health.



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Rewards

The side who secures the Tome wins. This could happen by taking it off the table, or by forcing the enemy to retreat – either by eliminating all of their figures or by moving off the table.

The player that eliminates the most enemy figures gains the benefit of The Wheel of Fate Turns (p49) for one turn in the next game.

The Team (France or the Allies) that wins the most matches will gain the Knowledge of the Eye for the next game.

Post Game

After Game Two, choose two soldiers to move up to Tier 3 (page 81), **move your Officer to Tier 4**. Mark it down on your sheet. These must be different soldiers. These bonuses can **only** be given to soldiers who survived the second game (they were not killed from Injury).

After Game Two check for Injury and Madness as normal. Remember that you can re-roll results using Power or Skill dice from your Fate Pool left at the end of the game.

Vampire						
Speed	Melee	Accuracy	Defence	Courage	Health	Experience Points
6	+3	+0	15	+8	14	2
Attributes: Allergy to Silver, Blessed, and Fire; Ethereal; Hypnotic; Indefatigable; Indestructible; Soul Shear; Strong; Weakened by Faith						
Equipment: None						

SCORESHEET – Game Two

Name _____

Alliance: France / Allies (circle)

Won / Lost (circle)

Clues investigated: _____

Monsters killed: _____

Opponent signature: _____



Game One – Murder, She Wrote

Introduction

Recent murders throughout the chain of command have leadership looking for any solution they can. Your Silver Bayonet has been dispatched to the outskirts of Salamanca to follow a rumor. Look for clues in the village area and return those clues to high command. Be on the lookout for enemy and monstrous activity – the recent battle of Salamanca has the Harvestmen busy gathering souls and causing mayhem.

Set-Up

The battle is fought on the outskirts of a town – one or two houses plus outbuildings, fences, woods, gardens, etc. will work to show this. Five clue markers should be placed on the table – one in the exact center, the others in a X pattern around the center one, each about 8” away.

Once all clue markers have been placed, both players roll a die. The player who rolls highest should choose one side of the table and place all the members of their unit within 2” of that table edge. The other player should then place all the members of their unit within 2” of the opposite table edge.

Place a monster next to each of the clue markers.

(Monsters: ghouls, revenants, bandits, cultists, goblins)

Special Rules

Scenario 1 Clue Markers Table	
Card	Clue
Ace	The Letter: This figure has discovered a letter with an official stamp on it detailing notes about murders happening in the ranks. If this figure moves off the table, the Letter has been secured. The figure may drop the Letter during its activation without spending an action, and automatically drops it if reduced to 0 Health. In this case, mark the Letter’s location on the table. Any figure may pick it up by moving adjacent to it and spending an action, so long as no opposing figures are within 1” of the Letter. Figures Move at -2 Speed while carrying the Letter.
King	Drawn to the Scent of Blood: Place a Dark Wolf (p145) at the center point of a random table edge.
Queen	Looking for Bones to Gnaw: Place a Dark Wolf (p145) at the center point of a random table edge.
Jack	A Small Batch of Garlic Cloves: Add one Skill Die to your Fate Pool.
Ten	A Night Watchmen Drained of Blood: The figure that Investigated this clue must make a Terror Check (-0).



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Rewards

The side who secures the Letter wins. This could happen by taking it off the table, or by forcing the enemy to retreat – either by eliminating all of their figures or by moving off the table.

The player that eliminates the most enemy figures gains an additional Monster Die in their Fate Pool in the next game.

The Team (France or the Allies) that wins the most matches will be reinvigorated. In the first turn of the next game their figures will gain +1 Speed.

Post Game

After Game One, choose two soldiers **and your officer** to move up to Tier 2 (page 81). Mark it down on your sheet. These bonuses can **only** be given to soldiers who survived the second game (they were not killed from Injury).

After Game One check for Injury and Madness as normal. Remember that you can re-roll results using Power or Skill dice from your Fate Pool left at the end of the game.

Bandit						
Speed	Melee	Accuracy	Defence	Courage	Health	Experience Points
6	+0	+0	12	+0	10	0 to 1
Attributes: None						
Equipment: Musket, Cartridge Box						

Cultist						
Speed	Melee	Accuracy	Defence	Courage	Health	Experience Points
6	+0	+0	13	+4	10	0 to 1
Attributes: Indefatigable						
Equipment: Hand Weapon						

Ghoul						
Speed	Melee	Accuracy	Defence	Courage	Health	Experience Points
6	+1	+0	13	+4	12	0 to 1
Attributes: Strong						
Equipment: Hand Weapon						



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Goblin						
Speed	Melee	Accuracy	Defence	Courage	Health	Experience Points
6	+0	+0	15	+5	8	0 to 1
Attributes: Allergy to Cold Iron, Damage Resistance (4), Hypnotic, Inimical to Technology, Master of Cover, Nimble, Weakened by Faith						
Equipment: Hand Weapon						

Revenant						
Speed	Melee	Accuracy	Defence	Courage	Health	Experience Points
4	+1	+0	12	+5	10	0 to 1
Attributes: Indefatigable, Damage Reduction (4) (against projectile weapons only)						
Equipment: none						



SCORESHEET – Game One

Name _____

Alliance: France / Allies (circle)

Won / Lost (circle)

Clues investigated: _____

Monsters killed: _____

Opponent signature: _____