



The Silver Bayonet – Never Get Out of the Boat

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 03.01.2025.

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, The Carpathians, or Egypt. That includes:

- Austria
- Britain
- Egypt
- 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 Armoury 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, The Carpathians, or Egypt can be taken in your force as long as you follow the Recruitment Lists for each faction.

• GAME TIME

- 2 hour rounds.

• WARBAND LIST

- Players will generate a Warband list using NewRecruit.eu
- 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 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.



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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

| Thursday, March 27, 2025 | |
|--------------------------|---------------------------------|
| 10:00 – 10:30 AM | Arrival, Check-In, and Overview |
| 10:30 AM – 12:30 PM | Game 1 |
| 12:30 – 1:30 PM | Lunch & Warband Judging |
| 1:30 PM – 3:30 PM | Game 2 |
| 4:00 PM – 6:00 PM | Game 3 |
| 6:00 PM | Wrap-up |





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Game Three – Someday This War's Gonna End

Your Silver Bayonet has made it up the River Rouge and has finally spotted Blurtz' compound using the map you've found. The only issue: Blurtz has used foul magics to gather sea monsters to his aid. His malformed cultists have been transformed into Frogmen; they yearn to taste human blood. Blurtz cannot be spotted with your spyglass, so you detach your best soldiers to row inland, find him, and terminate his command with extreme prejudice.

Set-Up

This scenario is played on a 6 x 4' table. One half of the table should be ocean water, while the other half should be land. On the land side should be various outbuildings, woods, and scattered terrain.

Place five clue markers on the table: two 18" from the ocean short end, 9" in from the long end, one at the center of the land 1" into the land mass, and two 9" from the land short end, 9" from the land long edge.

Players roll a die, with the winner choosing where to deploy their boat with members of their Silver Bayonet in it, touching the ocean short edge.

Special Rules

The goal of the Silver Bayonet is to kill Blurtz.

Due to the rough seas and fading sunlight, all shooting attacks are at -1 in the scenario with a maximum range of 16". Sailors and Marines ignore the -1 attack modifier while in the boat.

Rowing the boat: two soldiers can be rowing the boat each turn. Each time a rower activates, they can move the boat D6". A Sailor rowing the boat moves the boat D6 + 3".

Place one sea monster at each clue in the ocean. Place one frogman at each clue on land. Place one sea monster on the clue on land touching the ocean. Each sea monster and frogman count as two monsters when killed. Each clue counts as two clues when investigated.

- At the end of each turn roll once on the Blurtz' Minions Table.
- The game continues until there are no unit members left on the table, or Blurtz has been killed.

| The Ocean Clue Marker Table | |
|-----------------------------|--|
| Card | Clue |
| Ace | Blurtz Appears. Colonel Blurtz has chosen to descend upon the Silver Bayonet units and remove them from his compound. Place Blurtz at the middle of the short land table edge. |
| King | Mark of Power. This figure finds a stone containing some strange rune. Gain 1 Skill Die and 1 Power Die in the Fate Pool. |
| Queen | Silver Charm. This figure finds a silver charm. For the rest of the scenario, all its attacks count as silver attacks. If the figure already has silver attacks, gain 1 Power Die or 1 Skill Die of your choice in the Fate Pool. |



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| | | | | | | |
|---|-------|----------|---------|---------|--------|-------------------|
| Sea Monster | | | | | | |
| Speed | Melee | Accuracy | Defence | Courage | Health | Experience Points |
| 6 | +3 | +0 | 13 | +4 | 16 | 2 |
| Attributes: Allergy to Silver and Blessed, Damage Reduction (2) | | | | | | |
| Equipment: None | | | | | | |



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SCORESHEET – Game Three

Name _____

Won / Lost (circle)

Clues investigated: _____

Monsters killed: _____

Opponent signature: _____



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Game Two – I Don't See Any Method At All

Introduction

After defeating the Colonel's scouts, you continue up the River Rouge, your Silver Bayonet unit fending off wildlife and local guards before coming upon a great clearing in the river. Putting in the boat for the night, you make a camp and begin to doze until you hear scurrying and branches breaking nearby. The pickets report contacts on the outside of camp!

Set-Up

The battle is fought on the outskirts of a small town where you have made camp near the woods. 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 Vampire on each of the side Clue markers.

Special Rules

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

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 Map: This figure has discovered a map, waterlogged and covered in seaweed. If this figure moves off the table, the map has been secured. The figure may drop the map during its activation without spending an action and automatically drops it if reduced to 0 Health. In this case, mark the map'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 map. Figures Move at -2 Speed while carrying the map. |
| King | Silver Cavalry Insignia: Treat the figure that Investigated this clue as armed with Silver Shot for the rest of the scenario. |
| Queen | Torches: The figure that Investigates this clue finds a set of torches and lights them. Treat the figure that Investigated this clue as having Oil and Torches for the rest of the scenario. |



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Rewards

The side who secures the map 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.

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 Acolyte | | | | | | |
|--|-------|----------|---------|---------|--------|-------------------|
| 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 _____

Won / Lost (circle)

Clues investigated: _____

Monsters killed: _____

Opponent signature: _____



The Silver Bayonet – Never Get Out of the Boat

Game One – Like a Snail Crawling Along a Straight Razor

Introduction

Your Silver Bayonet unit has been sent deep into enemy territory on an errand from a quartermaster clerk at Headquarters. The shipments of fish that had been supplying most of the army have dried up. Colonel Blurtz was given a small cavalry detachment to go and take the village back, by force, if necessary. That was six months ago. Reports from our spies have been vague, but similar: Blurtz has taken up residence in the fishing village of Port-Joinville and runs it like his own personal kingdom, operating without any decent restraint, totally beyond the pale of any acceptable human conduct. Your Silver Bayonet has been tasked with terminating the Colonel's command and any forces that attempt to stop you.

Traveling up the Rouge River, you first make a stop at a local town to gather supplies.

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. Four clue markers should be placed on the table in a square, each clue 8" toward each corner directly from the center point.

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 Supplies: This figure has discovered the supplies they were sent to find. If this figure moves off the table, the supplies have been secured. The figure may drop the supplies 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 supplies. |
| 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 Journal Detailing Fighting Techniques: Add one Skill Die to your Fate Pool. |



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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.

| | | | | | | |
|------------------|-------|----------|---------|---------|--------|-------------------|
| Dark Wolf | | | | | | |
| Speed | Melee | Accuracy | Defence | Courage | Health | Experience Points |
| 8 | +1 | +0 | 12 | +0 | 8 | 0 to 1 |
| Attributes: None | | | | | | |
| Equipment: None | | | | | | |
| | | | | | | |



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Ghoul

| Speed | Melee | Accuracy | Defence | Courage | Health | Experience Points |
|-------|-------|----------|---------|---------|--------|-------------------|
|-------|-------|----------|---------|---------|--------|-------------------|

| | | | | | | |
|---|----|----|----|----|----|--------|
| 6 | +1 | +0 | 13 | +4 | 12 | 0 to 1 |
|---|----|----|----|----|----|--------|

Attributes: Strong

Equipment: Hand Weapon

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 _____

Won / Lost (circle)

Clues investigated: _____

Monsters killed: _____

Opponent signature: _____