



ADEPTICON 2026

v1.0
12.20.2025

TSB: BREAKFAST, LUNCH, AND REINFORCEMENTS

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 03.01.2026.

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 abilities gained 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
 - 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 reward 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 26, 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





Game Three – If You Die First, I Am Definitely Going to Eat You

Introduction

Having made it through the clearing, your Silver Bayonet has not come out unchanged. To revitalize your soldiers and prepare for the onslaught that you know is coming (Carlyle told you, through a bloody grin) at the Fort, some of your men have consumed the flesh of dead (or dying) humans.

Arriving at the outskirts of the Fort, there isn't much left. It's clear that the inhabitants have fallen to the ghoul thirst as well and have killed each other to the man. You show up at the same time as another Silver Bayonet unit – and, well, you've realized that feasting some more will cause your soldiers to gain even more strength and be a better service to your side. Carlyle points at an enemy crouched in a clearing – it's his brother, Carlyle!

You know that to become the most powerful, you must take down Carlyle (the other one) and feast on their remains.

Set-Up

The battle is fought on the outskirts of the fort. Some houses plus outbuildings, fences, scatter, gardens, etc. will work to show this. Four clue markers should be placed on the table diagonally from one corner to the other along the centerline of the board, spaced evenly.

Once all clue markers have been placed, both players roll a die. The player who rolls highest should choose one corner of the table (without clue markers in it, so the opposite diagonal) and place all the members of their unit within 6" of that corner. The other player should then place all the members of their unit within 6" of the opposite corner. Each player places their Carlyle just like a regular figure. Place a Ghoul on each of the Clue markers.

Special Rules

The goal is to kill your opponent's Carlyle.

Due to the rough weather and fading sunlight, all shooting attacks are at -1 in the scenario with a maximum range of 16".

Randomly choose four soldiers in your Silver Bayonet to become ghouls. They gain +1 Melee, +2 Health, and Strong, but cannot investigate clues.

During the battle, figures can choose to feast on the corpse of a fallen enemy or monster. They gain +1 Melee, +2 Health, and Strong, but cannot investigate clues (this is cumulative – the second time a figure gains Strong, it goes to +2, then +3, and so on).

Monsters will not attack Carlyle.

- At the end of each turn roll once on the Table of Flesh.
- The game continues until the end of a turn where there are no unit members left on the table, or one side's Carlyle has been killed.



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Scenario 3 Clue Markers Table	
Card	Clue
Ace	The eviscerated remains of the camp officer: The figure must make an immediate Terror Check (-3). If the figure survives, it may pick up the officer's medal as a free action, even if it has no item slots available. If this figure survives the scenario, it counts as +1 Clue investigated.
King	A terrifying roar: A Ghoul is seen scraping a body out of a fresh grave. Place the Ghoul in a random direction, 6" from the clue marker.
Queen	Liber Ghoulonicon: A quick rundown on how to fight Ghouls and their like. Gain +1 monster die in your pool.
Jack	Carlyle's Photo: a picture of Carlyle before he became a ghoul; showing this to Carlyle will surely break his will. The figure that picks this up will inflict one fatigue on Carlyle when they enter combat with him. The figure may drop the photo during its activation without spending an action and automatically drops it if reduced to 0 Health. In this case, mark the photo'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 photo.

The Table of Flesh	
Die Roll	Event
1-2	A massive blood stench fills the air. Activate any Ghoul or figure who has become a Ghoul and move them toward the closest enemy model, fighting a round of combat with no Strike Back if they make contact. Once they've attacked, they back off immediately with no fatigue gained. Activate figures starting with the first player choosing, then next player, etc.
3-4	Place a Ghoul at the middle of a random table edge.
5-6	Place two dark wolves in a random table corner.
7-8	Place one dark wolf at the centre point of a random table edge.
9	A soul-rending shriek blasts across the landscape. Every unit member must make a Terror Check (-0).
10	Ghouls let out a wicked shriek. Any soldier within 6" of a Ghoul or figure who has become a Ghoul must take a Terror Check (-2).

Carlyle						
Speed	Melee	Accuracy	Defence	Courage	Health	Experience Points
8	+3	+1	14	+6	15	3
Attributes: Very Strong, Damage Reduction (2), Indefatigable, Quick Healing.						
Equipment: Heavy Weapon						

Debased Ghoul						
Speed	Melee	Accuracy	Defence	Courage	Health	Experience Points
7	+2	+0	13	+3	12	2
Attributes: Very Strong, Damage Reduction (2), Indefatigable, Quick Healing.						



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

Rewards

The side who eliminates their opponent's Carlyle wins.

SCORESHEET – Game Three

Name _____

Won / Lost (circle)

Clues investigated: _____



Game Two – It's Lonely Being a Cannibal

Introduction

Carlyle helped you set camp for the night. As a keen Silver Bayonet officer, you made sure to post a picket and had them keep an eye on Carlyle. He did not sleep much, preferring to sit back to a tree and watch the fire. As your Silver Bayonet continues through the narrow mountain passes, the travel slows and your rations dry up. Your unit resorts to eating the horses and even some belt leather.

Your unit finally makes contact with a scout from the Fort sent to find you. He warns of a local tale about soldiers consuming human flesh to become stronger. A few hours after finding the scout, you stumble upon a clearing. In it you find the remains of a previous Silver Bayonet sent to relieve the fort. The bodies have been stripped of uniforms, and you can see they have been butchered, with a stew pot on the fire and gnaw marks on the bones. You hear a vicious scream from the forest as ghoulish things leap to attack.

Set-Up

The battle is fought on the outskirts of a ghost town where you have made camp near the woods. Some houses plus outbuildings, fences, scatter, gardens, etc. will work to show this. Four clue markers should be placed on the table horizontally along the centerline of the board, spaced evenly.

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 Ghoul on each of the Clue markers.

Special Rules

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	Carlyle's True Intentions: This figure has discovered the true intentions of Carlyle. For the rest of the game, this figure is +1 Melee, +1 Accuracy, +5 Health, and has the Strong Attribute.
King	Stew a la Major Knox: A Ghoul is seen hovering over a crudely fashioned bowl with a human hand stuck inside. Place the Ghoul in a random direction, 6" from the clue marker.
Queen	Eat to live: a Ghoul is seen caressing a flayed skull. Place the Ghoul in a random direction, 6" from the clue marker.
Jack	I said no food. I didn't say there was nothing to eat: a Ghoul is found digging through the remains of a Silver Bayonet soldier. Place the Ghoul in a random direction, 6" from the clue marker.



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Rewards

The side who eliminates their enemy wins.

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.

Debased Ghoul						
Speed	Melee	Accuracy	Defence	Courage	Health	Experience Points
7	+2	+0	13	+3	12	2
Attributes: Very Strong, Damage Reduction (2), Indefatigable, Quick Healing.						
Equipment: None						

SCORESHEET – Game Two

Name _____

Won / Lost (circle)

Clues investigated: _____

Monsters killed: _____

Opponent signature: _____



Game One – He Was Licking Me!

Introduction

Your Silver Bayonet has been sent to relieve another Silver Bayonet unit that was stationed at a remote outpost in the wilderness. Your wagon train has been strung out along the mountain paths for weeks, barely making any headway with the strong winds and severe weather.

One night when getting ready to make camp you meet up with another Silver Bayonet unit and manage to sort a small truce. They have a local guide with them, Carlyle. He’s a small man, dressed shabbily and looking vicious. He had been guiding another wagon train toward the fort, but they broke down and he eventually abandoned them.

While setting up camp, hammering in tent stakes, and tending to the horses your Silver Bayonet is attacked by hidden enemies. Unluckily – those enemies have drawn in another Silver Bayonet unit to your area.

Set-Up

The match is for four players, each player bringing four figures of their choice. Teams will be created from the four players attempting to pair one new player with one experienced player. The battle is fought off a path in a wooded area. 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 teams roll a die. The team who rolls highest should choose one side of the table and place all the members of their units 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: revenants, bandits, cultists, goblins)

Special Rules

Scenario 1 Clue Markers Table	
Card	Clue
Ace	The Journal of Wayward McKinstry: This figure has discovered a journal from the wagon train leader who went missing. If this figure moves off the table, the journal has been secured. The figure may drop the journal during its activation without spending an action and automatically drops it if reduced to 0 Health. In this case, mark the Journal’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 Journal. Figures Move at -2 Speed while carrying the journal as they’re attempting to read it.
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 Newspaper Detailing Fighting Techniques: Add one Skill Die to your Fate Pool.



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Rewards

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

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).

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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						

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

Goblin						



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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: _____