

ADEPTICON 2026

THE LAST TOLL: A TRENCH CRUSADE NARRATIVE EVENT

Presented by the Basement of Death

SCHEDULE

9:00 - 10:00	Check-In
10:00- 12 Noon	SORTIE 1
Noon - 1	LUNCH & TEA
1:00-3:00	SORTIE 2
3:00-5:00	SORTIE 3

We will follow the Adepticon Conduct Policy & the Adepticon Model Policy found on the Adepticon website.

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Complaints: intern@basementofdeath.com

The rain had not ceased for three days, and the mud of the forward trenches swallowed boots and bones alike. In the half-light of dawn, the men of New Antioch assembled beneath the banner of Heaven's cause, rosaries clinking against rusted breastplates, bayonets glinting faintly as they were fixed in place.

Captain Marcus Erynos of the 12th New Antioch Legion stood upon the firestep, his voice carrying above the distant crack of rifles.

"Brothers, this ground is not yet sanctified, but it soon shall be. The ruins of that church" —he gestured toward the shattered silhouette of the bell tower beyond the mist— "were raised for Heaven's glory, and though desecrated by vermin, they will again ring with the

sound of salvation. We march not merely to kill, but to cleanse. The enemy festers in those trenches, choking on their own heresies. Today we cut off their lifeblood—supplies, ground, and spirit alike. Strike swift, hold fast, and pray as your blade falls. The angels watch.”

A murmur of assent rippled through the line, half-prayer, half-growl. The captain locked eyes with a young recruit, bolstering his resolve as he lowered his saber, signaling the first squads into the black mire of no-man’s-land.

A*cross the blasted expanse, the Heretic warbands stirred in their own abattoir of faith. Within a dugout lit by candles set in skulls, Priest of the Fifth Choir Malraux dragged a talon across his scarred palm, letting blood seep into the stretched hide cover of his Black Tome and down onto the trench floor. His flock—twisted soldiers bearing rusted rifles crowned with icons of horn and fang—watched in rapture. “Do you hear them, my children?” Malraux hissed, eyes rolling back as he listened to the grinding silence beyond the trench. “The carrion lords of New Antioch march in their master’s name. They think the tower theirs. They think their prayers pierce the veil. But we know better. The soil already drinks our blood, and so it belongs to us. Today we scatter their lines, steal their rations, and claim their sanctity for the Choirs Below. Each body you fell will sing in the great hymn of our ascension.”*

The heretics roared, weapons slamming against the trench wall in unholy rhythm. When the signal came, they would spill into the mud, not as men, but as apostles of damnation.

B*oth sides moved at once, shadows converging in the blasted wastes, old growth forests, and crumbled brick of the town. What began as scouting and disruption would, in time, decide who owned the very soul of the battlefield.*

The Last Toll is a sortie narrative event. Your warband is behind military lines and lacks support & communication with your main warhost. To represent this, warbands will be made with a limit of **750 ducats** and **no glory points**. Warbands will not change during this event. However, some additions or bonuses might be applied based on how the story unfolds. The Event Hosts will explain as this develops.

Please bring a few copies of your Warband Roster Sheet so that the Event Hosts and your opponents may see it if needed (4 or 5 is a safe amount).

Each table will have a unique scenario and terrain setup prior to the game. If you need to move any piece of terrain during the game, please place it back. The scenario on each table will remain static, so it is in your best interest to seek a battle on 3 (three) different tables during the course of this event.

This is a narrative event. As such wins and losses will not be recorded, however you are welcome to proclaim your glorious victory to those that will listen. The event will keep track of Glorious Deeds to be tallied by the Event Hosts.

Patrons: upon registration at the day of the event, you will be placed in the patronage of one of two Patrons. The organizers will make reasonable attempts to place you in your choice of Patrons but may have to switch based on warband attendance.

P

PATRON OF OF SAINT DUNSTAN THE WATCHFUL

At the start of the turn, your leader generates one **BLESSING MARKER** to be placed on any friendly model they chose.

P

PATRON OF BELYAL DE PORTA HIEROSOLYMAE

Rule: At the start of the turn, your leader generates one **BLOOD MARKER** to be placed on any enemy model they chose.

SORTIE 1

Table Number: _____

Total Glorious Deeds For You: _____

Your Name: _____

Total Glorious Deeds for your Opponent: _____

Opponent Name: _____

Did YOU Win the Game?

Yes

No

SORTIE 2

Table Number: _____

Total Glorious Deeds For You: _____

Your Name: _____

Total Glorious Deeds for your Opponent: _____

Opponent Name: _____

Did YOU Win the Game?

Yes

No

Favorite Warband

Write below the warband that is your favorite for this event.
You may use any criteria you deem appropriate. This is
YOUR favorite warband.

Player Name

Warband Name/Faction

SORTIE 3

Table Number: _____

Total Glorious Deeds For You: _____

Your Name: _____

Total Glorious Deeds for your Opponent: _____

Opponent Name: _____

Did YOU Win the Game?

Yes

No