

Silver Bayonet – Brotherhood of the wolf

Scenario 1 – Initial Encounter

Story

The Beast of Gévaudan committed its first recorded attack in the early summer of 1764. A young woman named Marie Jeanne Valet, who was tending cattle in the Mercoire forest near the town of Langogne in the eastern part of Gévaudan, saw a beast "like a wolf, yet not a wolf" come at her. However, the bulls in the herd charged the beast, keeping it at bay. They then drove it off after it attacked a second time. Shortly afterward the first official victim of the beast was recorded: 14-year-old Jeanne Boulet was killed near the village of Les Hubacs near Langogne.

Throughout the remainder of 1764, more attacks were reported across the region. Very soon terror gripped the populace because the beast was repeatedly preying on lone men, women, and children as they tended livestock in the forests around Gévaudan. Reports note that the Beast seemed only to target the victim's head or neck regions.

By late December 1764, rumours had begun circulating that there might be a pair of animals behind the killings. This was because there had been such a high number of attacks in such a short space of time and because many of the attacks appeared to have occurred or were reported nearly simultaneously. Some contemporary accounts suggest the creature was seen with another such animal, while others report that the beast was accompanied by its young.

On January 12, 1765, Jacques Portefaix and seven friends went to investigate the existence of the beast

The Squad

You are Jacques Portefaix you are the officer of your initial team consists of 7 infantrymen.

Your team can only chose from the following Special Armoury items

- Holy symbols,
- Torches and oil or
- Salt bag,

This is to represent the lack of experience hunting potentially supernatural beasts.

Setup

Place 5 Clue markers on a 2ft6" by 2ft6" table, the table should be heavily covered in cover. Your team enters from the middle of a random edge, your aim is to find evidence of the Beast if not the Beast itself.

The game ends once the Beast is killed/vanishes or all potential hostiles are dead or have left the table.

Miniature Requirements

- 4 Bandits/gypsies
- 5 Wolves
- Jacques Portefaix – Your captain
- 7 infantrymen/militia men

Special Rules

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Card	Clue

Ace of Spades	4 Gypsies, place them at least 6" away from the clue point, each other and any visible troops.
King of Spades	5 Wolves, place them 4" away from the clue point, each other and any visible troops.
Queen of Spades	Wolf Droppings with Animal bones
Jack of Spades	None wolf droppings with Human Bones
Ace of Hearts	The Beast, place it 12" away from the clue point and any troops visible or not.

The Beast						
Speed	Melee	Accuracy	Defence	Courage	Health	XP
8	+3	0	13	+6	24	
Attributes		Special Allergy Rule, Damage Reduction(6), Master of Cover, Nimble, Quick Heal, Very Strong				
Equipment		None				

When the beast takes damage, roll a d10, if the score is equal to or less than the total amount of damage done to the beast this scenario the beast vanishes. Only check once at the end of the Primary Phase, the Monster Phase and Secondary Phase.

Special Allergy rule – the first time the beast is attacked with either Cold Iron, Silver, Salt, Fire, Blessed or enchanted weapon. If only 2 allergies are left untested and the beast has not proven allergic to any then these are the 2 that it is allergic to. If only 1 allergy is left untested and the beast has already been proven allergic to 1, then it is allergic to the remaining attack type. Roll on the table below

Once 2 allergies have been confirmed, all remaining attacks are treated as if the beast is not allergic to them. This way the actual allergies are unknown.

Weapon Type	Die roll to be allergic
Cold Iron	8+
Silver	6+
Fire	5+
Salt	8+
Blessed	8+
Enchanted	8+

Wolf						
Speed	Melee	Accuracy	Defence	Courage	Health	XP
8	0	+0	13	-1	5	
Attributes		None				
Equipment		None				

The wolves will attack characters with in 4" otherwise they will move away from the nearest human towards the centre of the table.

Gypsy						
Speed	Melee	Accuracy	Defence	Courage	Health	XP
6	+0	+0	13	+0	10	
Attribute		Master of Cover				
Equipment		Musket, Cart box, Hand weapon				

The gypsy will return fire if shot at and strike back if attacked, they will move to attack figures within 2", otherwise they will attempt to take cover and leave the table.

Rewards

Unit receives the following bonus experience points for this scenario

- +1 experience point if the unit investigates 3 or more clue markers.
- +1 experience point if the unit kills 3 or more gypsies
- +1 experience point if at least 4 soldiers exit the table.
- +1 experience points if a soldier leaves the table carrying the Wolf Droppings
- +2 experience points if a soldier leaves the table carrying the Beast Droppings
- +1 experience points if the unit leaves with both the wolf droppings and the Beast droppings
- +1 experience points if the unit wounds the beast.
- +1 for discovering an allergy of the beast.